

Fourth Version - Version 0.15

Completed on: January 1, 2002

Wow! A new year! Happy 2002! Anyway, I added some stuff that I got on the message boards. Over AIM, someone gave me new destroying names for the Character Strategies section, and I also got Mewtwo's All-Star Trophy. I am pleased with the tens of e-mails I got, thank you, everyone! I love the stories you sent, and I'm glad someone was able to show their little brother Mewtwo's power, and wipe that smile off his face! I also added the "Item Strategies" section. The Stage Strategies will come soon enough, just be patient!

I also received tens of e-mails just on the Home-Run contest. I could post all your names, but that would take forever! I thank everyone who helped me with that. The person that sent the idea in first was stage@shaw.ca, but I thank all of you!

Third Version - Version 0.125

Completed: December 31, 2001

I changed the ASCII at the start of the guide. It's supposed to be Mewtwo's Shadow Ball. ^_^ I also added, changed, and rearranged tons of stuff. Hope you like the guide so far! Remember, I'll have the Item and Stage strategies within the next few updates.

Second Version - Version 0.12

Completed: December 30, 2001

I sent it in, but I forgot the Disclaimer! Never done that before! Anyway, it's there now!

First Version - Version 0.1

Completed: December 30, 2001

I wrote the entire thing, so everything's brand-spanking new! This guide is not completed because it needs some things. To see what's going to come, check out the "Coming Soon..." section.

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   |      | / / 2) I N T R O D U C T I O N   T O   M E W T W O
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Years ago, scientists wander through the wrenching heat of the forest. A small being zips and floats behind them, giggling. They soon come upon a strange temple, with a carving of an animal. That animal is Mew. They find Mew's eyebrow, and bring it back to the lab. Their mission, clone this eyebrow and create one of the most powerful fighters in existence.

When they are finished, months later, this new pokemon awakens. It finds itself inside a glass container. Its mind begins to wonder about who it is, what its purpose is. When it sees the humans looking at it, it becomes frightened. The creature asks questions. It doesn't like the answers.

The powerful being erupts from its container! It destroys the screaming scientist creators. It destroys its fathers. It incinerates the entire lab with its new psychic powers. It has become a whole. Although it does not have full control of its psychic powers, what it does have control

over is devastating.

It is Mewtwo, the most powerful fighter of all time, and it is angry...

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   |      | / / 3) B E C O M E P S Y C H I C
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If you already have Mewtwo, skip this part. ^_^

To unlock Mewtwo, you have to play 20 hours in VS. Mode or Adventure Mode, or play over 700 VS. Mode matches. Then, one of the most powerful fighters will challenge you. Use a character like Donkey Kong against it. Keep using the Hand Slap (Down-B), but block when it charges up its Shadow Ball (it pulls back and forms a black ball).

Once you have it to around 120%-140%, use a Smash or Meteor attack to send it flying! Mewtwo is now yours!!

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   |      | / / 4) M E W T W O ' S P R O S A N D C O N S
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- Mewtwo's jump is outstanding. And its Teleport only adds to its range. Not many players can jump higher than this psychic pokemon.

- Most of Mewtwo's attacks send opponents flying, and are quickly executed. Although someone like Falco has faster moves, Mewtwo's pack more of a punch.

- When Mewtwo uses items, it holds and uses them with its psychic powers. This allows for longer distance when throwing items.

- Not only are Mewtwo's smash attacks powerful, Mewtwo has a great variety of projectile attacks to go along with that. Its projectiles help it out to set up combos.

- Mewtwo's Teleport is great for escaping bad situations.

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- Mewtwo floats instead of walking, and that makes it easy to smack around.

- Mewtwo is bad at the Home run Contest, because all of its hits are hard hitting.

- Mewtwo has no run, as it only floats (he does have a slow and fast float, though). Therefore, he is very slow in a footrace. This means that when he is caught in a bad fight, the only way it can escape it to

Control Stick + R: Roll right

Control Stick + L: Roll left

R or L + Down on Control Stick: Dodge

Z + Direction on Control Stick: Throw any throwable item you have

MENUS

A Button: Accept

B Button: Back

C-Stick: Wobble some screens, change backgrounds in Trophy Gallery

Control Stick: navigate menu options

D-Pad: N/A

L Shoulder Button: scroll left at Trophy screen

R Shoulder Button: scroll right at Trophy screen

X Button: Change colors at Character select screen

Y Button: Change colors at Character select screen

Z Trigger: N/A

SUPER SMASH BROTHERS DICTIONARY

Coins: This is what you use in the Lottery to get Trophies. You can get them many different ways. Some ways are: earning them in Coin mode, using Smash Attacks, etc.

Crowd: The crowd is very cool. They chant your name if you're a killing machine. If you come back from a big fall, they gasp.

Dodge: By dodging, you avoid attacks by leaning. That way, before the other player can retaliate, you can roll behind them and score a hit.

Grab: Grab someone to hold them still. This opens up combo options.

Juggling: This strategy is very useful. It involves knocking the opponent into the air repeatedly, then smashing them away when they come back down.

KO: It means knockout. This means you knocked your opponent out of the stage.

Meteor Attack: This is a very powerful attack, used to enhance smash attacks' power. Look in the "Falco's Moves" section to see how to do one.

Roll: An effective technique is to roll if you're about to be attacked.

Then, you can retaliate with your own attack. Also, roll behind an attack opponent to surprise them. They are then open to attacks from behind!

Self-Destruct: This is just a fancy way of saying you died!

Shield: What you use to defend yourself. It diminishes after a time.

Smash Attack: A smash attack is using forward-A to deliver a powerful blow. A smash attack is not necessarily powerful, just hard-hitting.

Stage: The stage is the term that displays what you are playing on. There are 11 secret stages in the game, so keep looking if you don't have them all!

Throw: If you grab someone, use the control stick to throw him or her.

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|      | / / 6) M E W T W O ' S M O V E S
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The thing I like about this pokemon, is its variety of moves sets him apart from most other fighters. Although it is slow in executing most of them, when they connect, they are devastating.

Before we start, there are a few things you MUST know.

STRONG ATTACK

To perform a strong attack, tilt the control stick in the direction you want, without making your character move. Now, hit A to make the character perform a strong attack.

SMASH ATTACK

Most people do smash attacks wrong. It gets its name from the game and what you do to the control stick. SMASH the control stick in the direction needed, then MASH A to perform a smash attack!

METEOR ATTACK

Meteor attacks are used in the Move List, and it's good to know how to do one. When using A to do Smash attacks, if you hold A and the direction, your character will blink and charge up to move. When you release A or you get to full power, your character will release the attack, making it much more powerful than before!

>(button) = control stick right and button, strong attack
/\(button) = control stick up and button, strong attack
\/(button) = control stick down and button, strong attack

>>(button) = control stick right and button, smash attack
//\ (button) = control stick up and button, smash attack
\ \/(button) = control stick down and button, smash attack

GROUND MOVES

MOVE.....BUTTONS.....DAMAGE

Dark Spark	A	6
Dark Flame	A, A...	6, 11
Tail Whip	>A	10
Flip	/\A	5
Tail Sweep	\A	5
Shadow Blast	>>A	Up to 16
Galaxy Force	//\A	Up to 20
Shadow Bomb	\\//A	Up to 20
Spin and Chuckle	D-Up	-

AERIAL MOVES

 MOVE.....BUTTONS.....DAMAGE

Body Spark	A	Varies
Shadow Scratch	>A	14
Tail Flick	<A	13
Flip Kick	/\A	12
Meteor Kick	\A	16

RUNNING MOVES

 MOVE.....BUTTONS.....DAMAGE

Dark Flame	A	9
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GRAB MOVES

 MOVE.....BUTTONS.....DAMAGE

Dark Shock	A	3
Shadow Throw	>	9
Telekenesis	<	11
Psy Whirlwind	/\	12
Tail Slap	\/	11

SPECIAL MOVES

 MOVE.....BUTTONS.....DAMAGE

Shadow Ball	B	Up to 25
Confusion*	>B	10
Teleport	/\B	-
Disable**	\B	1 (stuns)

* Turns character the other direction, also.

** Must be facing character

WARNING: Remember that if a character is facing the same direction as you, and is in front of you, Disable will have no effect. You must make eye contact!

NOTE: If you disabled a character, use Disable again to send them flying!

These tips are ones that will help you in any situation. They are useful at all times of battle. If you have a situation you thought of and want a way to avoid it, please E-Mail me your situation and I'll try to find a solution. Also, if you have a situation you would like to solve, please send it to me. I'll add it to the "Readers' Strategies" section if I like the question!

BASIC TIPS

Hold The Power In Your Hand:

Mewtwo's Shadow Ball is very useful. I suggest trying to find cover near the beginning of the battle and powering up. Then, when you move, the ball will remain on your hand, and you can unleash it at any time by pressing B. This way, if you find a perfect shot, you'll always have one on hand (lol).

Teleport Away:

If at any time you find yourself overwhelmed in battle, by all means, Teleport (Up-B + direction after pressed) away from it. That way, you can get your bearings and come in for another attack!

Don't Overuse Attacks:

This one goes to all characters but especially to Mewtwo. If you repeatedly use Shadow Ball or Flip Kick, human and Level 5 and over AI players alike catch on to you. Try to vary your moves and keep the battle interesting!

Know The Stage:

When you go into battle, don't just go into a part of the stage you don't know. If you go into a stage, you should be familiar with the stage. Try it out in Training Mode first, to get the ropes. That way, you'll never be surprised.

Don't Jump Into The Fray:

If some characters are over pummeling each other, LET THEM! This way, you conserve percentage, and you have time to rest. Stay alert, though, because they could sneak over while you rest!

More to come...

Here I will supply strategies in defeating every character in the game as Mewtwo. Because Mewtwo takes so long to master (even I don't have it FULLY mastered), I thought I could give strategies for defeating other players.

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Mashing Mario: Mario's Tornado poses a bit of a problem. Since Mewtwo is a mediumweight, it gets hit and thrown pretty far at higher damages. If you're around 100%, try to use the Shadow Ball to rack up the damage,



then come in hard with a Shadow Blast Meteor attack.

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Plucking Pikachu: Not a hard adversary, but not too easy. Pika's electric attacks do lots of damage, and Mewtwo is easily knocked. The best thing to do is to Teleport whenever Pikachu gets near. Once you're behind Pikachu, you're free to do as you please.

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Bashing Bowser: This heavyweight is a huge challenge for Mewtwo. Bowser can knock you silly if you're not very good. I recommend using the Shadow Ball fully charged to knock him good. Try to charge it up then let er rip! Then, while he's down, come in with a swift attack.

~~~~~  
Pummeling Peach: What a joke! This babe is so light, you can smack her around good! All you have to do is use the Shadow Ball to get her damage high, but be wary of her Toad, then smash her away! Goodbye! Also, if she floats, use the Flip Kick attack to get her back down.

~~~~~  
Yo-yoing Yoshi: A dinosaur with annoying power. His Egg Lay is annoying, so stay at bay and out of his reach. Use your Shadow Ball to get him, and if he tries to Egg Roll at you, Teleport quickly away. When he comes leaping back up, Flip Kick him into oblivian!

~~~~~  
Deking Donkey Kong: This heavyweight is a huge challenge for Mewtwo. Donkey Kong can knock you silly if you're not very good. I recommend using the Shadow Ball fully charged to knock him good. Try to charge it up then let er rip! Then, while he's down, come in with a swift attack.

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Crushing Captain Falcon: This guy is so fast. Although he would beat you in a footrace, your attacks execute faster. His attacks pack a wallop, so stay away and use projectiles. If you stay away, you can blast him, and since the good Captain has no projectiles, you're free to pound him, then come in with quick attacks, rolling to dodge his Falcon Punch and Kick.

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Filleting Fox: Fox is also pretty fast. Make sure NOT to use your Shadow Ball, because humans and computers alike bounce it back at you because it moves so slowly. Focus on those Flip attacks. For a major combo, charge up your Shadow Ball. Let it rest on your hand, and try to put Fox to sleep. Hit him with the Shadow Ball. This way, he won't knock it back at you!

~~~~~  
Nuking Ness: A lightweight with power. Watch out for that PK Flash. The Teleport will help you avoid the PK Flash, but keep your distance and don't take risks unless necessary. When he tries to come back with his

PK Thunder, intercept him with your shield, then bash him with a smash attack.

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Incinerating the Ice Climbers: Separate the two, kill Nana with Meteor attacks. Couldn't be any easier. Just watch for those hammers, and try to avoid the icings!

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Kicking Kirby: Not too hard. Once he is at higher levels, though, he gets tougher. If he copies you, he'll use the Shadow Ball on you repeatedly. Try to rack up his damage with Shadow Balls, keep your distance from that mouth, and then come in for a quick attack.

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Suppressing Samus: Samus is powerful when the opponent knows how to use her. She's very aerial, so try the Flip or Meteor Kick to keep her down. Also, watch for her Charge Shot. If she powers it up, block it at the last second with your shield when its at full power. If you do it too early, she might break your shield.

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Zapping Zelda: She's medium, but has finesse. If she strikes with her Din's Fire, use the shield to block her, then send a charged Shadow Ball. Also, her Spark attacks are killers, so keep away. When she vanishes with Parore's Wind, use a charged Shadow Ball to surprise her.

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Shredding Sheik: She's medium, but has finesse. If she strikes with her Needle Storm, use the shield to block her, then send a charged Shadow Ball. Also, her Chain attack is a killer, so keep away. When she vanishes with Vanish, use a charged Shadow Ball to surprise her.

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Lollyng Link: His sword attacks are very powerful, so keep him guessing at your every move. Make sure you keep him on the ground. If he does launch into the air, use the Flip Kick to hit him, or get away with your Confusion. When he throws his Boomerang or fires an Arrow, use the shield to stop them.

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Juggling Jigglypuff: The name says it all. Jiggly is very light, so try to get a good juggle going, then smack her away!

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Destroying Dr. Mario: Dr. Mario's Dr. Tornado poses a bit of a problem. Since Mewtwo is a mediumweight, it gets hit and thrown pretty far at higher damages. If you're around 100%, try to use the Shadow Ball to rack up the damage, then come in hard with a Meteor attack.

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Pounding Pichu: Pichu is the lightest character in the game, and therefore is kicked around easily. Use your Telekenesis on him to launch him out of the area.

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Frying Falco: Remember that Falco falls really fast. One of the best strategies against Falco is to get his percentage up with meteors, then hang on the ledge. Since Mewtwo is a master at recovering, you can come back, but Falco will kill himself trying to get to you. This can help you if you're losing desperately. Falco is also pretty fast. Make sure NOT to use your Shadow Ball, because humans and computers alike bounce it back at you because it moves so slowly. For a major combo, charge up your Shadow Ball. Let it rest on your hand, and try to put Falco to sleep. Hit him with the Shadow Ball. This way, he won't knock it back at you!

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Mangling Marth: Marth's Dolphin Slash is fast and hard to see coming. If you happen to see it, Shadow Scratch is the answer. When he's on the ground, he's kind of slow. Keep this in mind and always keep a charged Shadow Ball on hand (hahaha).

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Yawning at Young Link: His sword attacks need work, but his aerial attacks are very powerful. Make sure you keep him on the ground. If he does launch into the air, use the Flip Kick to hit him, or get away with your Confusion. When he throws his Boomerang or fires an Arrow, use the shield to stop them.

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Grinding Ganondorf: This heavyweight is so slow, but his attacks are some of the most powerful in the game. However, Mewtwo's speed easily lets him get around Ganondorf and deliver some blows. When he begins to power up his Warlock Punch (he'll scream), roll behind him and deliver a full-powered Meteor attack. Although it does not send him flying very far, it does do lots of damage. Since Ganondorf's attacks are slow, Mewtwo can get in lots of hits with the aerial attacks.

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Mutilating Mewtwo: Yes, beating yourself will prove to be a challenge. If he has a charged Shadow Ball ready, make sure to have one yourself. If he flings his at you, block with your shield, then send yours away. With any luck, it'll connect.

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Licking Luigi: Luigi's Cyclone poses a bit of a problem. Since Mewtwo is a mediumweight, it gets hit and thrown pretty far at higher damages. If you're around 100%, try to use the Shadow Ball to rack up the damage, then come in hard with a Meteor attack.

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Removing Roy: Roy is pretty fast, almost as fast as you. Watch out for his sword attacks, they are killers. If he fully charges his B attack,

you're a goner. Try to use the Disable to outwit him, then come in with an aerial forward-a attack.

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Munching Mr. Game & Watch: This guy is a pushover, but not completely helpless. Just repeatedly smash and meteor him, but don't go into a pattern. Make sure not to use your Shadow Ball, or he'll catch it and create an oil slick if he gets three shots in. Or, he'll catch your shot and then cast it back at you. Bad. If he does, pound him. Good.

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| / / 9) I T E M S T R A T E G I E S

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Because I intend to cover almost every aspect of the game with Mewtwo, I am now going to supply you with my Item Strategies. One cool thing about Mewtwo and items is that Mewtwo holds and uses items with his psychic powers. Sure, he moves his hand, but that's to make the item move! If you have any Item strategies you have (that deal with Mewtwo), please send them to me, and I'll put them up in the "Readers' Strategies" section.

OFFENSIVE

Beam Sword: One of the most lethal weapons in the game. If used properly, it can mean the difference between life and death, victory and loss. I recommend having a charged Shadow Ball on hand. Smack them with a charged up swing combined with a smash attack. Then, while they're down, hit them again, then unleash the Shadow Ball. Great combo.

Bob-Omb: If you can get the opponent above you, throw it up and they'll explode. When they begin to come back down, use your Shadow Blast to kill them quickly. If they return, use a throw.

Fan: Pretty much useless, but you can set up great combos. Repeatedly smack them and while they're stunned, throw them up when they are around 100% damage.

Fire Flower: Make sure you have a charged Shadow Ball. Shoot the enemy repeatedly and once the flames are out, chuck it at them. While they're stunned, fire your Shadow Ball. Bye bye enemy!

Flipper: Throw it at someone then stand on the opposite side of them. If they keep hitting it, come in hard and fast with your Shadow Blast.

Freezie: Again, charge up a Shadow Ball. Freeze your opponent then let the Shadow Ball fly! Then, if they're still alive, come in with a few strong attacks.

Green Shell: Repeatedly throw it at someone to rack up damage. Then, float in and let him have it!

Hammer: Pick this one up and it'll begin floating around you, since you use psychic powers. This allows for greater range. Just target the player with the highest damage.

Home-Run Bat: Stun someone with Disable. Hit a home-run. 'Nuff said.

Lip's Stick: Use it with a smash attack until it's power runs out, then follow up with a throw. Come in hard and fast with a Telekenesis to get them good.

Motion-Sensor Bomb: Put it someplace that it blends in, but make sure you don't forget where it is. Lure someone into it and after they explode, use your Shadow Throw.

Mr. Saturn: Just throw it at someone and then find something more useful!

Pokeball: Hit someone with it. When the pokemon pops out, use repeated Shadow Balls on the one trapped in the attack. Or, rush in since most of the time the pokemon is harmless to you.

Ray Gun: Power up a Shadow Ball. Use it and time your shots to slowly push them off the edge. Then, once its out, chuck it at them. While they're stunned, fire the Shadow Ball.

Red Shell: Throw it at a group of people, then throw a Shadow Ball in for fun.

Star Rod: Use up all the stars on people, then throw it at someone. Follow up with a Galaxy Force.

Super Scope: Stun someone with Disable, then charge it up!

Warp Star: Grab tight and aim for the person with the most damage that's in range. Once you stop, pummel them while they're flaming.

RECOVERY ITEMS

Food: Press A really REALLY FAST!!!

Heart Container: If you see someone near it, Shadow Ball them. Swoop it and grab it yourself. If two are fighting over it, nonchalantly move to get it while the others are duking it out. Grab it even if you don't need it, to prevent others from getting it.

Maxim Tomato: If you see someone near it, Shadow Ball them. Swoop it and grab it yourself. If two are fighting over it, nonchalantly move to get it while the others are duking it out. Grab it even if you don't need it, to prevent others from getting it.

POWER-UP ITEMS

Bunny Hood: Quickly grab it and make use of the speed. Take more risks since you can jump higher. Spike and edge-guard as much as you can because you can jump really well.

Cloaking Device: Once you get it, stand still if you're in need of health. That way, no one can damage you and you can take a breather. If you're BADLY damaged, try to find health before someone else does.

Metal Box: When you grab this, rush the more skilled players. Reason being that you don't fly very far, and you have better moves. Also, stay near the middle of the stage. That way, you have less of chance of falling off.

Parasol: This is great to hit players with, but it is really useful when spiking. Jump over someone you want to spike, spike them, then you can float to safety.

Screw Attack: If you're fighting Samus, go hit her, it's fun to give her a taste of it! Use it on someone until they are really high. Throw it at them to have them automatically Screw, so you can get under them and start a juggle!

Starman: Get and and attack the strongest fighter. Always go after the most skilled (unless its you) and try to KO someone with very little damage!

Super Mushroom: Attack a skilled fighter. Because of your massive girth, you're too big to be knocked very far. Take advantage of this and come in with powerful moves that will be even more powerful. The Shadow Ball is your most powerful move when it's at full power, so use that!

POWER-DOWN ITEMS

Poison Mushroom: This doesn't slow you down much, but it is kind of good. Attack rather large characters and they probably will attack right over your head! On the other hand, if they hit you, you're probably gone. If you see a dark, slightly scowling mushroom, don't go near it!

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   |      | / / 10) S T A G E M A P S
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Before I actually give actual stage strategies, I thought it would be original to map out the mapable stages for your viewing pleasure, and to study. Remember, only important things are mapped (for example, stage traps and platforms). Things like background are left out. Sorry, but that would get too complicated. Only things included are platforms and other things that have effect on gameplay.

In the upcoming "Level Strategy" section, I will often refer to points on the maps, labeling them. If you see an "A" by a description for a level, look at the level and find the "A" on the map. This will tel you the location of the point I was talking about, if there is one. (This is coming soon.)

The "~~~~~" lines are the stage's south boundry lines. If there is no boundry, that means you can't die by falling. :p

Mapped: 13 out of 29

Left To Map: 16 out of 29

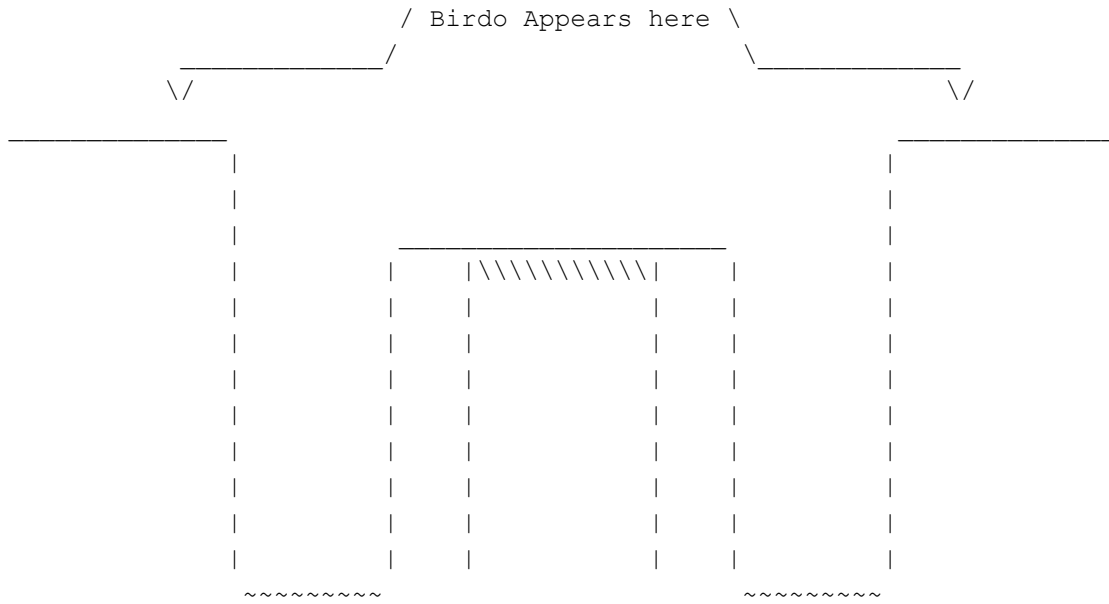
Battlefield

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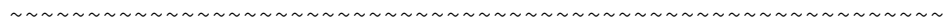
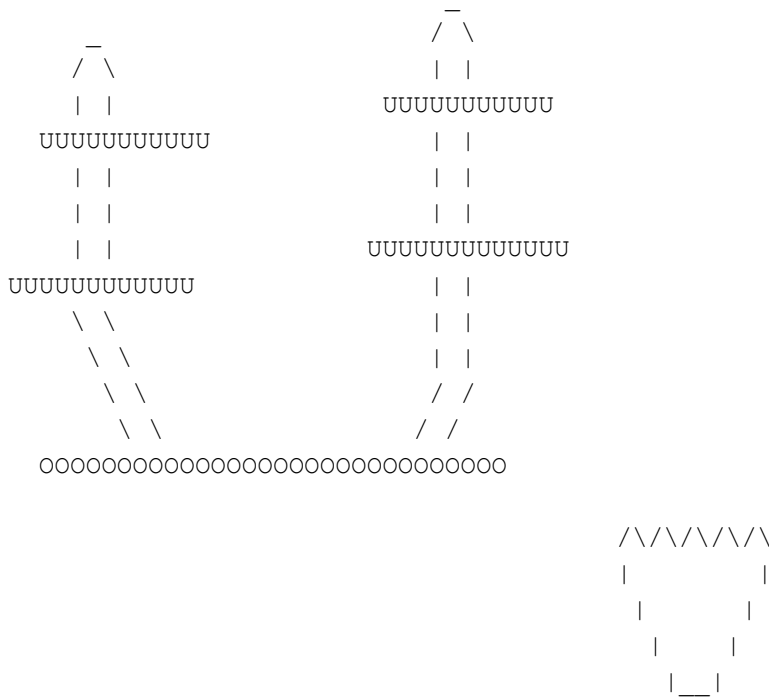
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Kingdom II



Kongo Jungle



Mute City

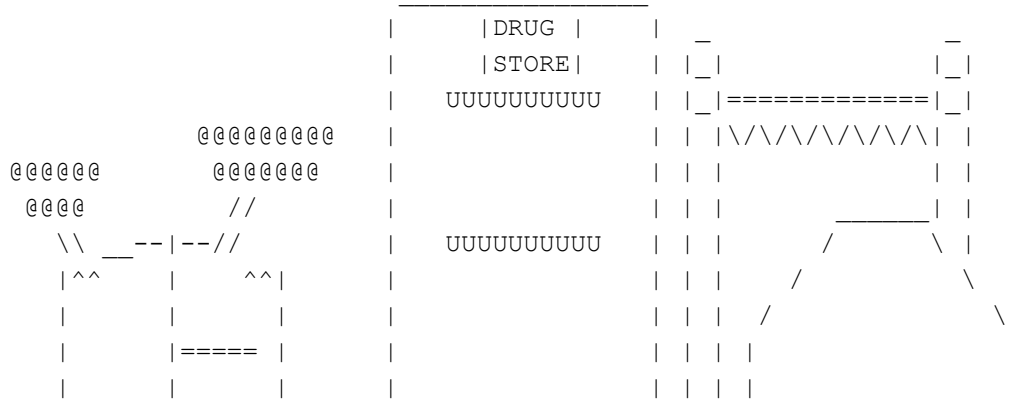
You travel around on a platform like this one:



The stops you make are:

Coming soon...

Onett



Poke Floats

Unmappable

Temple

Unmappable

Yoshi's Story

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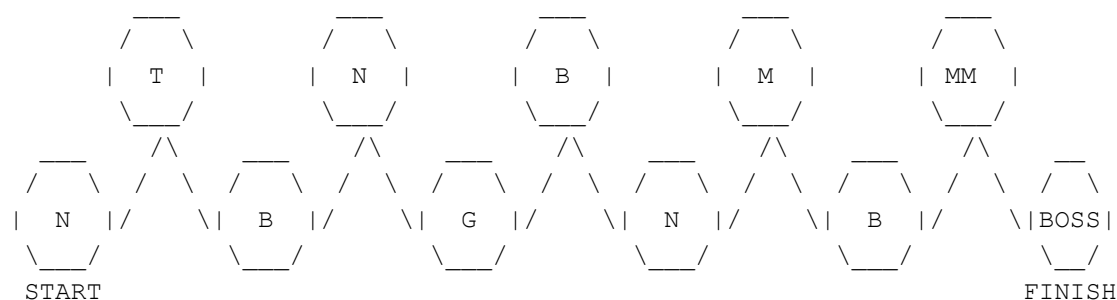
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|      | / / 11) C L A S S I C M O D E G U I D E
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Not that hard early on, but not too easy in the later difficulties. Since battles are random, I will just provide a description of each type of level. If you are stuck on something in particular, and you can't find out about it here, please let me know. Tell me the situation and I'll try my best to help!

I even made a map, being the nice person that I am!



Legend

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- N = Normal Melee
- T = Team Melee
- G = Giant Melee
- M = Multi-Man Melee
- B = Bonus Stage
- MM = Metal Melee
- BOSS = Boss Level

DESCRIPTIONS

Normal Melee: A battle in this type of level pits you against one opponent in a level. You have many more lives than your opponent, so this one should be pretty easy.

Team Melee: A random AI-controlled teammate joins you in a battle against another team. Try to focus on one player and let the AI take the other one, as this will avoid confusion.

Giant Melee: One of the most fun levels is a Giant Melee battle. One random AI player is super-sized! You are teamed with two AI players to battle this foe. Try to use Mewtwo's power, and get behind the big one, as the big one is VERY slow. Bear in mind, however, that the giant's moves are very powerful if they connect.

Multi-Man Melee: You will face 15 of any character. As you can probably guess, the lighter characters are easiest. Just keep moving, and try to use powerful attacks. Remember though that the multiples are easily defeated in the

easier modes.

Bonus Stage: There are no opponents to speak of here. This is where you can earn points or trophies. There are three different bonus levels:

Break The Targets

You are set loose on a small area. Targets are all over. Use any means necessary to break them all. If you can do it within the allotted time, you get the points. To get a walkthrough of Mewtwo's Target Test, please see the "Target Test" section.

Snag Trophies

Three trophies come down, and you have to smack them into the center platform before they hit the ground. If you complete Classic Mode successfully, they are yours!

Race To The Finish

Run as fast as you can to the end. Keep going to get coins until you run out of time. Then, enter the nearest door, BEFORE TIME RUNS OUT. Give yourself five to seven seconds of leisure to find a door after you've got a fair amount of coins. Also, snag any trophies you see, but don't go out of your way if time is short!

Metal Melee: Dropped into the Metal Cavern, you must fight a permanently metal character. The character won't go far when hit, and won't move slow, like you would think. However, the character falls EXTREMELY fast! So, try to knock the character off the edge by building up its percentage with throws and meteor attacks.

Boss Level: The final boss! The showdown of the century! Here, you'll have to face the Master Hand. Depending on the difficulty, he'll have a different amount of HP. Use your Shadow Ball and aerial attacks to wear him down. Then strike with a strong smash move. If you defeat him in a certain amount of time on Normal or higher difficulty, you'll fight the Master Hand's twin, Crazy Hand! Crazy Hand is a left hand, and he is a bit more powerful, yet just as fun.

CONGRATS!!! The Mewtwo Classic Trophy is yours!

====| \ / | |)====
| | / / 12) A D V E N T U R E M O D E G U I D E
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Stage 1: Mushroom Kingdom
Time to Finsh: 7 minutes

Stage 1-1: Super Mario Brothers Melee

Enemies:

Goombas

Koopas

Koopa Paratroopas

Yoshi (x15)

Start out by hopping off the green tube. Keep walking right and hop over the small brick wall. Jump over the large wall and kill the enemies you come across. Once you reach the docks, be careful, falling into the water counts as a KO. Once you reach a huge cliff, you'll have to leap up. When you get to the top, Yoshis will drop down and you'll have to KO them all. They're lightweights, so a Smash attack KO's them. Also, while battling, don't drop off the edge, that counts as a KO. Once you have defeated the Yoshis, keep going right and destroy the Koopa Paratroopas. When you reach the long green tube with Goombas on it, you'll usually find a Trophy. Keep going until you come to the Flagpole!

Stage 1-2: Mario and Peach Battle

Enemies:

Peach

Mario

This place is simple, and you can clear it very easily. Just use Meteor attacks until they are defeated. Try to get all the items around. If you're having trouble, refer to the "Character Strategies" section for help on defeating Peach and Mario.

| Stage 2: DK Island |

| Time to Finish: 4 minutes |

Stage 2-1: Mini-DK Battle

Enemies:

Two tiny Donkey Kongs

It wouldn't seem like the two guys would be much of a problem. They inflict small amounts of damage, but with two of them, that damage adds up! Try to come in fast with Meteor attacks. Use some Shadow Ball, also, to add some damage. They'll have to be higher than you to use the Shadow Ball, though.

Stage 2-2: Giant DK Battle

Enemies:

Giant Donkey Kong

This guy isn't too tough. In Jungle Japes, he usually hangs around the awning of the house, so use a charges Up-A attack to get him. When he comes back down, Galaxy Force works well to begin a juggle.

| Stage 3: Hyrule |

| Time to Finish: 7 minutes |

Stage 3-1: Underground Maze

Enemies:

Like Likes
Octoroks
ReDeads
Link (x5)

When you are first dropped in, run forward until you come to the large chamber. In this chamber are ReDeads, and they'll come racing towards you if they spot you. If they catch you, wiggle the Control Stick to escape. To escape this maze, you must find the Triforce. Easier said than done. A few quick Shadow Ball blasts to handle the ReDeads and other enemies. Enter the rooms around the center area. If you find a Master Sword, you'll have to face Link. If you see the Triforce, you complete the stage!

Stage 3-2: Zelda Battle

Enemies:

Zelda/Sheik

A quick battle and you're off! Use the Shadow Blast a few times with meteors to kill her. When she goes Sheik on you, the Galaxy Force works best.

Stage 4: Brinstar

Time to Finish: 4 minutes

Stage 4-1: Samus Battle

Enemies:

Samus

You must defeat Samus on Brinstar. I recommend the Galaxy Force charged up. Try to bounce her shots back at her and throws work well, also. When the acid rises, knock her into it. Try to break platforms free and create the gap in the center if you have time, just to make it harder for her.

(W A R N I N G !)

Stage 4-2: Escape Brinstar

Enemies:

Maybe the exploding planet and the clock!

OK, the planet is going to explode. You have a limited time to escape. Jump from platform to platform to get back to your ship! If you see a Trophy, snag it, but don't go out of your way if you're struggling. After you escape, you take the ship to Pop Star!

Stage 5: Dream Land

Time to Finish: 4 minutes

Stage 5-1: Kirby Battle

Enemies:

Kirby

This battle is a one-on-one match with Kirby. Use the Shadow Ball or Galaxy Force a few times, powered up, to send the puffball packing!

Stage 5-2: Kirby Team

Enemies:

Copy-Moved Kirbies (x15)

Fight and defeat the lightweight Kirbys that come to help the regular Kirby. All the Kirbys are dressed to look like any characters you have unlocked. A smash attack will kill them, so use the Dark Flame or the Telekenesis.

Stage 5-3: Giant Kirby Battle

Enemies:

Giant Kirby

If you defeated the other lightweight Kirbys in under thirty seconds, you are treated to another battle. Defeating this guy earns you 10,000 extra points, so it's worth a try!

Stage 6: Lylat System

Time to Finish: 4 minutes

Stage 6-1: Fox Battle

Enemies:

Fox

This is just a simple one-on-one fight with Fox on the Corneria level. It sounds simple, and it is. Ram Fox over and over to kill him.

Stage 6-2: Reinforcements Have Arrived

Enemies:

Fox or Falco

The other Star Fox members in Arwings

If you've unlocked Falco (which you obviously have, since you're reading this!), Falco might appear to take Fox's place, but sometimes Fox just comes to do it himself. If it's Falco, use his attacks against him as stated in the "Character Strategies" section.

Stage 7: Pokemon Stadium

| Time to Finish: 4 minutes |

Enemies:

Random playable pokemon (Pikachu, Pichu, Jigglypuff, or Mewtwo, x15)

This isn't too hard. You battle on the Pokemon Stadium level, and the pokemon are lightweight, so a quick smash attack will finish them off!

| Stage 8: F-Zero X Grand Prix |

| Time to Finish: 4 minutes |

Stage 8-1: Fot Race

Enemies:

The F-Zero X races that might accidently mow you down

You now find yourself plopped onto Mute City. But you soon find out that a race is going on! Better run to the end and avoid the cars along the way! While running (floating!), you'll notice pink platforms floating above you. These aren't just decor. When you see a symbol like

this appear: \ ! / you'd better hop onto a platform quickly. As Mewtwo, you're not a _ / very fast character with floating speed. I suggest stopping on every other platform, every one if you want to play it safe, or every third if you're willing to risk it. When the racers come screaming by at just under the speed of sound, leap up and catch your breath. When you come to the gap with two platforms on it, go onto the higher one so the racers fly right over you, and then continue on! The track isn't long, and you should make it.

Stage 8-2: Captain Falcon Battle

Enemies:

Captain Falcon

You fight at Mute City, and the great captain now wants a piece of you. Try to roll behind him and use the Shadow Ball that's powered up to get him. Stay near the middle of the platform and when it stops, don't step on the actual track! Once you beat Falcon, you'll move on!

| Stage 9: Onett |

| Time to Finish: 4 minutes |

Enemies:

Three Nesses

The Nesses don't pound on you much unless you're on Hard or over. Beat them with your Galaxy Force and try to use the Shadow Ball to weaken them. The Shadow Scratch works well, so try to get above them. The Nesses are very aerial, so try to keep them on the ground with Flip. If they unleash the PK Fire or PK Thunder, your shield is your way out.

| Stage 10: Icicle Mountain |

Time to Finish: 4 minutes

Enemies:

Topis

Polar Bears

Ice Climbers (x2)

When you begin, you'll notice little round white balls of fur as you start your descent. Those are Topis. Once smash hit takes care of them. The big bears with shorts and sun glasses are Polar Bears. They take a few hits to eliminate, but you get a few points for doing it. Once you get higher, the stage goes faster and faster. Once the stage begins to repeat, the Topis and Polar Bears disappear, and two pairs of Ice Climbers arrive. Eliminate them both with your Flip and Galaxy Force to move on!

Stage 11: Battlefield

Time to Finish: 4 minutes

Stage 11-1: Wire Frame Team Battle

Enemies:

Male Wireframes

Female Wireframes

There are males and females. The males come at you and the females usually stay put and hold their grounds. The wireframes are like the old polygons, but they are clear, and have primitive organs help together by wire frames. One smash hit KOs them, so keep using the smashers!

Stage 12-1: Metal Mario Bros. Battle

Enemies:

Metal Mario Brothers

These two drop in from above! You must defeat Mario and Luigi to win. (If you don't have Luigi yet, you only face Mario). Keep using your Meteor attacks, and the Disable. Power up a Shadow Ball at the start. It's your most devastating attack you have, so always keep one. Once you put one to sleep with Disable, unleash the Shadow Ball to deal loads of damage, but make sure the other doesn't hit you in the middle of throwing the ball (if there even IS another one!).

Stage 12: Final Destination

Time to Finish: 4 minutes

Stage 12-1: Bowser Battle

Enemies:

Bowser

In this final battle of wits, you must face Bowser! Use your Shadow Ball

to weaken him, then come in with a meteor attack to send him sky high!!

Stage 12-2: Giga Bowser

Enemies:

Giga Bowser

If you beat Adventure Mode at Normal difficulty or higher, without continuing, Giga Bowser appears. Giga Bowser is a monstrous version of Bowser. He has longer hair, two huge spikes on his head, and a bigger shell with larger spikes. Defeat him to get the Giga Bowser trophy!

CONGRATS!!! The Mewtwo Adventure Trophy is yours!

====| \ / | | _)=====
| / / 13) J U G G L I N G A N D E D G E - G U A R D I N G
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In this section, not only will I include Juggling and Edge-Guarding, I will also supply Spiking. Many of you may not be familiar with spiking, so I have a definition, courtesy of smashbrosmelee.com.

"Spiking - this is one of the best techniques and a must for you to learn. Spiking takes tremendous timing. When you hit your opponent off the arena, jump over them and when they are still off the arena hit A + Down. If you time it right they will go straight down and die. It is only effective if you do it where there is no land below you. Samus is a good character to start learning this technique because of her jump. The easiest targets to spike are floaters, such as Kirby and Jigglypuff."

Spiking isn't that hard, and once you get the hang of it, you'll get better.

Suicide Spiking - if your percentage is really high, there are some suicide spikes you can do. Kirby is the only one with THE suicide spike! Donkey Kong also has one. To do a suicide spike, you spike someone and then you die in the process. They don't necessarily use Down + A, but they have the same effect.

Mewtwo has no Suicide Spike, I just figured I'd include that.

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Edge Guarding - the prevental of letting another opponent back onto the stage/main platform.

This tactic is hard and easy at the same time. If the opponent you're trying to keep off is very skilled, you will have a tough time unless you're equally as skilled. When edge guarding, it is best to do it to someone less or equal in skill level to you.

To edge guard, stand next to the edge of the main platform, facing the direction of the opponent you are trying to guard. If he comes in low, be prepared to spike him or hit him when he gets back up. The Shadow Ball works wonders.

If he comes in in the air, jump up and use an air attack on him (i.e. the Shadow Bomb).

The Home Run Bat, the Hammer, the Beam Sword, the Ray Gun, the Pokeball, and the Bob-Omb are the best items to have to aid you in edge guarding. I would say the overall best is the Bob-Omb or the Pokeball.

Remember, if you are edge guarding, to not become to arrogant and lose concentration. Your opponent could attack you back, or another opponent could come up behind you and smack you off. Just be careful!

TIP!: Use some of your character's special moves to help you. More than items are helpful here.

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Juggling - this is exactly what it sounds like. When you juggle, you use your up-A move (but not all the time) to keep your opponent in the air. The idea is to rack up damage and then smack them off when they come down at a high percentage.

When an opponent comes down, and you want the kill (which you always should), get under the opponent and repeatedly use your Up-A attack as they come down. Once the damage is high enough, use any powerful attack to send them flying!

If you don't feel like bashing your opponent into oblivion, the Juggle Kill is recommended. I made this up myself (although I bet other people have the same idea), and the idea is to kill your opponent through juggling by knocking them up so high that they fly off the screen. Remember though that the higher percentage they have, the higher they go, and the more outside things can get in your way. Overall, though, it is a good technique if you can perform it well.

Warning, be weary of other players, as they might attack you while you're juggling.

Also bear in mind that some characters have moves that will help them break a juggle, so you must try to counter them. For example, Captain Falcon does a Falcon Dive to escape the juggle you have him locked in. Get ready, and move underneath him. Watch his movements and you'll be able to nail him when he comes down.

Remember that if you are caught in a juggle, use the Teleport to escape! Charcaters have a tough time following Mewtwo when it Teleports, because it can go in any direction. When breaking a juggle, try to Teleport to a platform, not just away.

Also remember that players can escape. Certain moves slow descent, and if you get your timing off, the juggle can be wrecked!

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   |      | / / 14) T A R G E T   T E S T
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This is just a quick guide to Mewtwo's Target Test. It displays the targets in the order that you should hit them to achieve maximum time.

Quick Move Reminder:
Shadow Ball = B

Teleport = B-Up
Flip Kick = (Aerial) Up-A

Hop up and Flip Kick to hit the Target floating above you (Target 1). There is a moving target that is surrounded by blue shields that damage you should you touch them. Destroy that target (Target 2). Return to where you started and drop through. There are two targets here, so hit them both as you come near (Target 3 and Target 4). Quickly Teleport back up and through the platform to save yourself. On the left side of the beginning platform is a large structure. If you watch it, a Target pops out. Jump over to it and break the target when it comes out (Target 5). Now, you should notice another one adjacent to the beginning platform, with the same situation. Jump over and hit that one also (Target 6). Again return to the beginning platform, leap up, and hit the protected target (Target 7). Don't touch the red shields, or you could be blown away! Yet again, return to the beginning platform, and stand on the left side. Quickly jump up, jump again, then Teleport up through the platform. Quickly smack the target (Target 8). Jump to the right and hit the Target (Target 9) on the other side of the right wall. Quickly Teleport back. Now, leap off to the right and Flip Kick to destroy the last target (Target 10; Final Target).

You're done!! It'll probably take a few tries, though. If you miss the Teleport, it's all over.

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   |      | / / 15) H O M E - R U N C O N T E S T
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Through intense testing and complex gaming, I have come to the conclusion that Mewtwo pretty much sucks in the home run contest. He has no moves that greatly damage but don't send the Sand Bag flying. The best thing I've found is his Meteor Kick. To do it, jump over the Sand Bag and do the Meteor Kick (down-a). If you hit too hard, the bag goes off the platform. It'll take a few tries, but if you can nail it, you might be able to hit it again a few more times. Then, pick up the bat and smash it. I've only been able to get around 600 feet with Mewtwo, but if you can do better, by all means, please tell me how!

UPDATE

I found a new way! Pick up the bat. Now, grab the Sand Bag and then throw it up. When it comes down, use the fully charged Galaxy Force (20% each hit) repeatedly to rack up the damage. When you have three seconds left, stop, then smash it with the bat. I got about 800 feet using this, but it took many tries. Too many tries.

stage@shaw.ca

"i got 995.5 with mewtwo, just use his up attack 5 times really close to the bag then 2 up smahes"

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==|  _ \ /  | | _ )=====
   |      | / / 16) M E W T W O ' S T R O P H I E S
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Classic Trophy: A genetically created Pokemon, Mewtwo is the result of many long years of research by a solitary scientist. Although Mewtwo was cloned from the genes of the legendary Pkemon Mew, its size and charcater are far different than its ancestor. Its battle abilities have been radically heightened, making it ruthless.

Adventure Trophy: As Mewtwo relies mostly on its powerful brain, there are times when it scarcely uses its arms and legs. Since Mewtwo spends much of its time floating, it flies far when struck. Shadow Ball traces a jagged path once released; the longer Mewtwo holds it, the more powerful it becomes. Mewtwo uses Confusion to spin its foes around.

All-Star Trophy: Mewtwo is definitely not a speedy charcater, but its ESP-powered grab and throw moves are comparatively strong. It's Teleport has a short range, but doesn't leave it open to attack. It's best used as an escape move during disturbances. Mewtwo can daze a foe if it makes eye contact and uses Disable; the move is useless unless Mewtwo is facing its enemy.

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   |      | / / 17) R E A D E R S ' S T R A T E G I E S
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If you readers have anything that has to do with Mewtwo, such as combos, strategies for Adventure, Classic, stages, items, beating other charcaters, etc, please send them to me! If I like them, I will post them here! Thank you!

~contributed by wildmushroom over the GameFAQs message board

"There is one extra use for Mewtwo's Forward+B that I don't think I saw in your guide. It can be used as a reflector of projectiles. I haven't tested it very extensively, but I did try it once. Here is what happened:

I was Mewtwo, my other friend was Mewtwo, and my other friend was Sheik. My Mewtwo friend used Shadow Ball and I used my Forward+B. The Shadow Ball went through the other Mewtwo and hit Sheik. So I guess it can hit the owner of the projectile. You might want to test it out more before putting it in your guide.

That's not really a strategy, but something you might want to add.

Also, Mewtwo's Down+A is excellent for KOing someone hanging on the edge. It is also good for edge-guarding someone who is coming in low.

Another strategy I use is that whenever I connect with Disable(Down+B) I either do a back-throw to them or an up-throw.

Hope those strategies are useful."

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   |      | / / 18) C O M I N G   S O O N . . .
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- Individual Stage Strategies

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|      | / / 19) A C K N O W L E D G M E N T S  
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- * Nintendo, for making this GREAT game!!
- * CJayC, for running the best site on the Internet, and for posting my guide!
- * My dog, Madison, aka Maddy. I don't know why, but she sure is cute!
- * Mewtwo, for being the best character in the game, IMO!
- * My wife, Katie, and everyone at the SSBSB who ever knew me, said hello to me, or was a friend to me! By the way, a loving shout to Katie!
- * De Wild Card, he sent in some new terms for the Character Strategies. The ones he sent were: Frying Falco, Supressing Samus, Removing Roy, and Grinding Ganondorf!
- * wildmushroom, from the SSBSB, for contributing some stuff to the "Readers' Strategies" section.
- * stage@shaw.ca, he was the first to send me a good Mewtwo Home-Run Contest strategy!
- * You, for reading the guide!
- * Me, because I wrote the whole thing!

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====|  \ /  | | _ )====  
|      | / / 20) D I S C L A I M E R  
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Also, certain e-mails I won't accept. If you scream and shout at me,

writing something like: You (insert explicitive here), you said you can kill (insert enemy here) in (insert #) shots and it took me (insert another #) you little (insert various explicitives here)!!! You're not cute, no one's laughing, and you're obviously not very mature. And I don't have anything to say to you if you talk to me like that. However, if you have anything DECENT to contribute, feel free to drop me a line at Jetstorm777@aol.com anytime!

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If you see anything wrong in this FAQ, no matter how minute, e-mail me to correct it. I like being corrected, but DO NOT be nasty, or I'll just delete your message after having a few laughs about how dumb you are.

REMEMBER: IF YOU SEND ME AN E-MAIL WITH POOR GRAMMAR, YOU WILL *NOT* GET A RESPONSE FROM NOW ON! I'm sick of reading: "I need help but I'm not sure and by the way your guide is cool sweet and lke it do you know how to help me?" No, that's not going to cut it. I want neat, properly written letters so that I can actually READ and UNDERSTAND it! NO MORE GIBBERISH! Also, please put "Mewtwo FAQ" in the title to help me. I get too many guide questions from my other guides to try to organize what question is for what game.

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   |      | / / 21) A F O N D F A R E W E L L !
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I thank everyone who has read my guides, and I thank you in particular. We made it to the end, and I wish to see you around again sometime! I hope this guide helped you to become better with Mewtwo, and I hope you'll play as it in the future, if you don't now.

I give you the Kirby salute: (>-.-)>

This is Perfect Light, signing off!

This document was written by and is a property of, Perfect Light ;)

Thanx for reading my Mewtwo Guide, from:

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