

# Super Smash Bros Melee Falco Character FAQ

by MMassey

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(super-pointless ascii image here)

Super Smash Bros. Melee  
Falco Character FAQ/Guide/Whatever  
Version 1.5  
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## -2. VERSION HISTORY -----

1/25/2002 - Version 1.0 - 71 KB

- FAQ created.
- Ate a Pizza Hut P'Zone recently. Nice 'n filling.
- To do: Better character/stage strategies, MAYBE add in combos. And, perhaps, do a little more with the Fox vs. Falco thing.

1/29/2002 - Version 1.5 - 81 KB

- Reworded some of my psychobabble. Should be an easier read now. I shouldn't be writing at 4 AM, see.
- Updated most of the strategies, either by clarifying or adding new stuff.
- Giga Bowser added in section six, just for completion's sake. I'll add in both hands if it's requested by a lot of people.
- To do: Just more revisions, perhaps combos if you people would just SEND THEM IN!! I'm serious, I have no mail on this FAQ outside of someone requesting to host this FAQ. I'm sure I have some errors or something, and perhaps someone'd like to correct them. E-Mail addy is on the top.

## ----- VERSION HISTORY .-2

## -1. LEGAL MUMBO JUMBO -----

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You can currently find these FAQs here:

- GameFAQs.com
- Neoseeker.com

If you find my FAQ on a site that isn't listed here, then please let me know.

This FAQ was made simply for the enjoyment of people who play Super Smash Bros. Melee for free, and as such I wish for it to stay that way.

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----- LEGAL MUMBO JUMBO .-1

0. TABLE OF CONTENTS -----

- 2. Version History
- 1. Legal Mumbo Jumbo
  - 0. Table of Contents (here)
  - 1. Whole-Hearted Welcome Message
  - 2. Falco, This Is Your Life! (summary)
  - 3. Push the Button, Falco (moves)
  - 4. Real Time Versus Strategy (vs. mode strats)
  - 5. Stage Fight (arena stuff)
  - 6. Falco vs. Random Franchise 3 (vs. characters)
  - 7. Falco's Birthday Wishlist (items)
  - 8. #1 Furry Pilot vs. Ballerina Rocket (Fox vs. Falco)
  - 9. Odds, Ends, and Penny Rolls (extra stuff & weirdness)
  - 10. Insert a Quarter (Credits)
  - 11. Legal Mumbo Jumbo, Again!

----- TABLE OF CONTENTS .0

1. WHOLE-HEARTED WELCOME MESSAGE -----

It's another SSB:M character FAQ. Goody! This one's made by yet another random schmoe, this one for Falco. A Falco gameplay FAQ. Yes, there are methods to the guy's madness. You probably don't have much time to experiment with the characters to your heart's content. If you are, then this is for you. If you aren't, then go on and read through here to see if there's something you might have missed while playing.

All in all, the best way to get better is to practice, practice, practice. Some people need pointers. Instead of pointing fingers and laughing, direct them here.

I'm assuming that you're already familiar with the game's controls, and have unlocked Falco. I will not

provide 1P game, Stadium, nor Event info, so if you want that kind of stuff, go here:

- BigJoe7x7's Home Run Contest Guide

Found on gamefaqs.com and geekmecca.com, this'll give you a good idea of how to go about slaughtering the Sandbag.

- Mario 64 Master's Target Test Guide

All you need to know for breaking the targets and getting a low enough total time to get all the Target Test's related trophies. This is also on gamefaqs.com.

- BBacka's Event Match Guide

Quite in-depth and helpful. Not much more needs to be said. Gamefaqs.com is where it's at.

If you need to contact me, here's all you need to know:

- E-Mail addy: GetYourVashOn@aol.com

- GameFAQs Boards: Twelve12Percent

When mailing me, please put "FALCO" in the subject header. I'm all for suggestions to my flawed strategies and the like, so mail away. I just don't check my mail all too often, so be patient if I don't get right back to you.

With that out of the way, we're on to tackle the more finer things in life. Onward!

----- WHOLE-HEARTED WELCOME MESSAGE .1

2. FALCO, THIS IS YOUR LIFE! -----

Falco's that fellow pilot of yours with a stick up his butt in the Star Fox games. He probably still has it in there, as now he's also joining the fray in Melee 'cause even he's irritated by himself.

Let's get this out of the way first: Falco is very lightweight. He's far from being the lightest, but if you need an idea of how light... well, Zelda and Peach both outweigh him. He's tied with Pikachu. This means a really powerful hit has a good chance of taking you out at 60% or so if you're already close to the edge.

He flies pretty far when hit. Ouch. He also has fairly poor recovery skills. Sure, his first jump is the highest there is. However, you don't get to use your first jump in the air. That leaves you with his second and third. His second jump is pretty mundane stuff. For the third and final leap, you get to choose between his up+B or his side+B. The former can be directed but doesn't carry him very far at all, as where the side+B takes him a

decent horizontal distance. You do, however, have to add his insane fall speed. This means that you'll run into many cases where you'll be way too low to grab the ledge with his side+B, and will have to try his up+B instead. It's not THAT bad, but it's far from good.

I'm done with his glaring downsides. Since Falco is so tempermental, he's also good at what many consider the cheaper aspects of Melee.

They make a pretty big deal about his Blaster (neutral B), which is actually one of the best edge-guarding tools in the game since you can just eat most characters' second jump. They can't deflect it in midair (unless they have such a move), and that means they'll need a good thid jump to make it back. Sometimes the CPU will try to use the midair dodge. When you dodge in the air, that counts as your third jump. Instant win for you if they can't make it. This works best in one-on-ones, obviously.

Falco was also blessed with the game's absolute fastest Meteor Strike; his aerial down+A, that drill kick. No matter what part of it you hit with, they'll go down if they're at 70% or so with empty air beneath them. Here's where balancing comes into play - Falco falls fast. There's a great chance you'll go down with your foe if you jumped after them to land the spike, but they'll be going down first. To Falco, that's pretty much all that matters.

In terms of actual moves, Falco's pretty balanced. One good projectile for being annoying, a VERY reliable projectile deflection move that can help set up juggles, a quick dash attack to punch through crowds or escape trouble, pretty good reach and speed on his normals, two impressive midair attacks, and nice overall comboability. Perhaps he's lacking a little in physical strength (forward smash is his best, and it's not that powerful), but he's well-equipped for most any situation.

----- FALCO, THIS IS YOUR LIFE! .2

### 3. PUSH THE BUTTON, FALCO -----

Falco, like the rest of the SSB:M cast, is a man of many moves and maneuvers. Damage based on the training mode and Fox at 100% damage.

Neutral A Ground: 3%, 4%, 1% per kick  
Fast, decent reach, kinda weak (as to be expected). If you keep pressing A, you'll go into a multi-kick combo. If you're up against big opponents and you have a wall handy, knock 'em into it and just keep them against the wall.

Side A Ground: 8%

The other Falco FAQ on GameFAQs says it's mediocre. I

have to disagree. A nice roundhouse kick that you can aim slightly upwards or downwards that doesn't have much power, but it has a good combination of speed and reach. You'll probably be using this a lot subconsciously, as I have. Invaluable against the rangemongers (Marth and friends), and fairly comboable if you're fast enough.

Up A Ground: 8%

Falco kicks a foot up and his opponents go flying at a nearly straight angle into the air. Basic combo starter, and (once again) good speed. If you hit with this again though, they'll go back up at a somewhat more curved angle. Just jump after them once you hit, unless they can't clear your head.

Down A Ground: 13%

A tail sweep. Great crowd control move. Speed, range, AND power but won't cover your behind. If you're getting hit silly, just throw this out of nowhere for some breathing space. Launches opponents upwards at an angle away from Falco, so you're gonna have to move in to combo after it. Can kill easily at 130-160%, so this can work for a finishing blow if they just REFUSE to die by smashes.

Neutral A Air: 10%

Decent damage aside, I don't use intentionally. Weak knockback, low range, low priority... well, I guess if you wanna go for that All Variations bonus, why not?

Back A Air: 8%

Weaker damage-wise than the aerial neutral A, but a little more knockback value. You have better to use.

Front A Air: 7% per kick

Multiple spinkick thing. I guess it's decent for crowd control or someone after munching on a Super Shroom, but the next attack is a bit more preferable.

Up A Air: 6%, 9%

Fun two-hit juggle attack Fox had (and still has) from the original SSB. Sadly, the opponent doesn't go straight back up (they teeter off towards the side), and it's not all that strong unless they're at a high damage. Still, one of your two favorite aerial moves because with a little movement you can go and just do it over and over.

Down A Air: 12%

FASTEST SPIKE IN THE GAME. This does not do multiple hits. It does not need to. If the opponent is in the air and right next to the edge while you happen to be above them, do this. There is a very good chance that they'll get spiked into the abyss (the angle of flight leads slightly away from Falco). While they'll probably recover at a lower damage number, remember this; it's awesome.

Dash A: 6%

Surprising speed and priority if you're running at someone, but this isn't very effective. Weak damage, and a noticeable recovery delay that just doesn't go well with the low effectiveness. This will knock an opponent up and a bit away from Falco, which makes it hard to combo unless the enemy is at a higher %.

Side A Smash: 17% uncharged, 23% max charge

Falco's most powerful smash move, which sends people away to the side at an angle depending on how close they are to you. People in your face seem to pop straight up, those who are barely in range go at about a 30 degree angle away from you. The startup obviously rears its ugly head as a means of gameplay balance. What else would stop you from just using smash attacks all the time? When charged, this is pretty nasty. Otherwise it's kind of weak. Near the edge, anybody at 80% or above is guaranteed to die at full charge. If they don't go splat and you're not in immediate danger, just take a shot with your B attack and take credit for the kill. If not, well, an extra 2-6% damage or so will help for next time.

Upwards A Smash: 14% uncharged, 18% max charge

Falco does a flip kick. Not as strong as the side A smash, and a whole lot less range. However, it feels a bit faster. Pathetic damage if it tags anybody behind you (at least it can...). Don't expect to kill anybody with this unless they're already up there for damage. Pretty good to use in combos though, so don't throw it out of your book.

Downwards A Smash: 16% uncharged, 21% max charge

Actually, this is a contender for Falco's strongest Smash, but the range is limited as a trade for good speed and coverage on your front and back. People hit by this also fly at a directly horizontal angle, so this isn't bad if you can land it. Now, if you're Giant Falco against a Tiny Pichu or someone like that, the Side A Smash will pass over their heads. This is what you use instead.

B: Falco's Blaster - 1%-3% per shot

Why they make a big deal about this, I don't know. There are more dramatic differences between Fox and Falco than this, but it's not like I dislike this move. Oh no. Slow rate of fire, but infinite reach and it stuns the opponent. While you could take pot shots at your foe from the other side of the level, the more productive use is for edge guarding. If they're not capable of deflecting or absorbing the laser with a special move, there's almost no way they'll be able to get back up onto the battlefield unless their third jump is good. Obviously, that's a better tactic to use in one-on-ones than big group fights.

Side B: Falco Phantasm - 7%

After some startup, Falco does a little light-speed dash across the screen. This startup is quite brief,

matched by noticeable recovery delay and very high vulnerability even when you're in that fast dash. Yes, I've grabbed Falco and been grabbed by my foes out of this move, often by accident. As such, I really can't recommend this as an attack against the attentive. Since it's so fast, though, it could make a great escape move in a pinch. As a dramatic plus, if you hit an enemy in midair with this they'll drop STRAIGHT DOWN. That's a spike. A nasty spike. It still might not kill unless at high damage, but it's something. This also counts as your third jump in the air, so be extra careful you don't do this over the edge.

Up B: Fire Bird - 16%

Falco surrounds himself in a fiery thing, then takes off in the direction specified by how you tilt the control stick. Compared to Fox's, this is weak. It doesn't go nearly as far nor does it have any built-in protection from people already in your face, but anybody hit with this will go farther than Fox's. It's still difficult to kill with this, but it gives you more breathing space. Almost strictly a recovery-only move unless used in combos.

Down B: Reflector - 8%

Falco (and Fox) are truly great at anti-keep away with this wonderful toy here. Any projectile attack that comes in contact with this will not only bounce off of you harmlessly, but it also strengthens it. In the air, it also slows down your fall if you want to throw someone off. No real startup nor recovery delays either, plus this has extremely good priority if started up in the company of enemies. In Falco's case, it sends foes straight up so you can combo them. I'll get into the full use of this move in a later section. Too bad you have to call back up the deflector every time something hits it.

Throws: My opinions of throws changed a bit since the first version. Falco's down throw is easily his best for the combo potential, but if there's a group of opponents coming at you from behind or above... well, that's what the rest is for.

Grab, A: 1-3% per hit

You knee them. Extra damage is fine by me.

Forward throw: 7%

Mundane. Not much strength here. You just uppercut them away, and they go flying towards the direction you're facing. It might kill a lighter character at 100% if you're near the edge, but don't bother too much with it.

Backwards throw: 7%

Falco throws his opponent behind him and fires a shot into the air. This might miss who you're throwing, but it's helpful if there's someone coming in from above

and behind.

Upwards throw: 7%

Falco throws his foe upwards and shoots them with the Blaster. Might be the strongest of his throws, but you have better.

Downwards throw: 5%

The best of Falco's throws. It's weak by itself, but you can try to immediately follow it up with a Reflector to get them into the air for free comboing. That's 13% right there, which is already a good start.

I'm choosing not to highlight any combos for the time being, as you'll be making a LOT of impromptu ones in play. I constantly find myself mixing up forward+As, smashes, and the Fire Bird at random to keep my opponents in the air and ready for more punishment. Now, if someone or I find some outstanding combo worth mentioning, I'll put 'em in the next version.

----- PUSH THE BUTTON, FALCO .3

#### 4. REAL TIME VERSUS STRATEGY -----

Falco is more or less a brawling character, even though I will be recommending blaster abuse in a lot of the stages. See, Falco's got pretty good reach and speed on his normals. Thus, you'll want to get in close and abuse that. Since Falco is a lightweight, he'll be in constant danger at that range. That's why you shouldn't let up if you can help it, otherwise you just might go flying.

Falco is blessed with some great juggles to go with his better normals. His up+A and down+A are both very good combo starters, and his aerial up+A helps tack on the damage quickly. If you can land it, the upwards smash does a good job of starting combos too. At low damage, chances are you'll be alternating between his forward+A, up+A, down+A, reflector, and perhaps the Falco Phantasm (though I don't recommend it). At higher damages, try using the spike to get people back on the ground ASAP for more abuse. Falco has both a nice ground and air game, so capitalize on it.

Finally, edge guarding. I'll reiterate this left and right. His blaster is an AWESOME edge guarding tool. Got an opponent off the side? Tag them with the blaster. Someone throw one of your opponents off the side? Tag them with the blaster in hopes of getting credit for the kill. Try to use it only once; every time you zap them, they get brought closer to the edge. Ick. If they're close enough to the ledge, use the side smash to send them off for good. If someone's already near the edge and in the air underneath you, try that aerial d+A. There's a very good chance that they'll get killed.



Simple, huh? Well, depending on the kind of match, that strategy just might need some adjustments.

#### STOCK BATTLE

Vulturism is to be expected. If you got hot-blooded buddies, let them beat on one another a bit before you jump in and knock them off. If you want to speed up the process, back off and fire several shots to piss them off a bit. Once you think you can knock them off, just jump on in and send them flying with your side smash. You don't need to get the kills though; just as long as someone other than you dies, it's all good.

Now, if it's down to just you and another guy, just get in there and brawl them to death. If they're more skilled than you in that regard, play it smart and safe. Get them to come to you. Capitalize on their mistakes. Unless they're good with the shield or have a reflect move, spam the blaster. If they air dodge at a whim, throw something at them and let them air dodge. That way, you can easily set up and land an upwards or side smash before they land provided you're close enough.

Play it safe and try to conserve your energy. After all, Falco's really lightweight and it doesn't take much to reinforce that idea in your little birdy brain.

#### TIME BATTLE

First, check to see what the settings are for SDs. If it's on 0, everyone's probably gonna cheat their way out of giving up a point and hurl themselves off a stage when weak. If it's on -1, feel free to pitch yourself; you'll lose a point, but it's better than both losing a point and letting someone get one (that sets you behind two points!). It's not honorable, but that's why they made... the -2 setting. If it's on there, just fight it out regardless.

Now, you have infinite lives (unless this is a timed stock battle, ick). What now counts most is if you're the one given credit for the kill. That means if one person is struggling to get back on, whip out the blaster and fire! You need to get the last hit in. If they make it back, hope that you have the breathing space to land a side smash. This is much easier as a one-on-one than in free-for-alls, obviously.

You might also want to consider actually being a part of the "stupid" crowd and beat people up the usual way. You can juggle pretty well as Falco, so use it! If someone knocks your target off, just hope you can hit with the blaster as said many times before; you need to claim the kill! If not, then kick their butt for it. Do note that Fox, Zelda, Shiek, and Ness are most annoying

at this. If possible, be a human shield to catch all the knives and laser fire meant to hit your soon-fallen foe. For Zelda and Ness, just zap 'em with your blaster and their guided moves will stop.

If you're playing with friends that are fluent in Japanese and have the game set to the Japanese language, \*maybe\* they'll listen to Falco's taunt. Maybe. (For the record, it roughly translates to "don't touch my target/prey!" I don't speak Japanese, that's just second-hand info)

#### BONUS BATTLE

Throw out everything you know beforehand. KOs and the like still count, but now you're fighting for the highest score via bonuses. For starters, try not to repeat the same moves over and over again or else you'll lose 2000 points from Stale Moves. Doesn't sound like much, but they add up.

For Falco, you basically want to stay in the enemy's face, juggle them a whole lot, and make sure that you don't continually attack the same enemy unless you're playing a one-on-one (obviously). Also, don't just jump on the foes with high damage, as that will weigh against you too.

If you want a list of bonuses so you may formulate a plan for what you'll go after and avoid, check out DEngel's Bonuses FAQ, which you can find on GameFAQs. There's not too much else you need to know for this one.

#### COIN BATTLE

Kinda like Time Battle, but now you're after the coins that constantly pop out of opponents shortly after getting hit. Half of your coins disappear when you're KO'd, but same goes for the enemy. The winner is the one with the most coins at the end, and doesn't care how much they were KO'd.

For Falco, he doesn't really have too many moves that cause coins to gush out of opponents like, say, Jiggly's Rest attack. In this case you might want to focus more on collecting the coins that came from other peoples' attacks rather than your own. Your high jump and fast jumping speed can almost ensure you get them before they touch the ground, though Falco is not #1 in terms of running. He's still pretty good at that.

You might also want to consider playing it safe and not actively jump into danger due to your light weight. You'll want to stay close enough so that you can nab the coins, as sitting back with the blaster is pretty fruitless for both parties (just coppers for them, nothing for you).

If the opportunity for edge guarding comes up against someone with lots of money, do it! You might not get their cash, but it's quite fine if they lose it.

#### STAMINA MODE

Good fun. Everyone has 150 HP, kinda like the Master Hand. So, how do you whittle them down? The point here is to be the last man standing, so it's okay if you don't get the "kill."

If you can, stay out and take pot shots at the start to loosen them up a little. Once (and if) you feel a bit more gutsy, try getting in with your ground down+A. It's probably your most powerful normal move, and it launches people. Great setup, that down+A. Your forward+A does fine as well.

This might have been a slight glitch, but the more damage one has, the longer they can be held by a grab. That means that if you grab someone at less than 30 HP, you can knee them for a while to chip off even more damage. It's not the fastest way to do it, but it sure is one of the cheapest.

There's not really much to it. Since the distance people fly never changes unless someone's metal, giant, or tiny, you combo types will love this. One time I continually bounced Link off the wall until he died; there was practically nothing he could do about it.

#### SUPER SUDDEN DEATH

Falco isn't good in Sudden Death due to a lack of easy-to-land power hits. Comes as no surprise that he's not good at the Super version. Your best bet would be the down+A, or perhaps your Falco Phantasm to set someone up for a move that WILL kill them. Just don't make a mistake or you're, uh, dead. Yeah. These won't take long, so you probably don't need much here.

#### GIANT/TINY MELEE

For the former, those who rely on melee strikes will rule. The latter favors the projectile goers a bit more. For some reason, Falco's blaster doesn't change sizes with him unlike the swordsmen's weapons.

For Giant Melee, your Blaster won't have too hard of a time zapping any of the goliaths, and Falco's nice reach helps you out against, say, Mewtwo. That there's a tiny ball o' fire. The projectiles seem smaller, but they can still pack a punch. Just remember to fire up your Deflector. Also note that transportation moves (your Falco Phantasm and Fire Bird) don't go NEARLY as far. Past these strange discrepancies in projectile

sizes, the usual applies.

Tiny Melee turns it all around. It might've been made with the DBZ people in mind - annoying voices and really big balls (don't take this out of context please). The good news is that Falco's Deflector still works in warding those things, AND the Falco Phantasm goes the same distance as it would have if Falco were in his normal size. This basically means he's really good here. Your only discrepancy will be your short, short limbs versus everyone else's short, short limbs (except for the swordsmen, who get short swords to capitalize on your short, short limbs; nothing new there).

Give them both a try for laughs. Set the language on Japanese and taunt in Tiny Melee for hours of amusement.

#### INVISIBLE MELEE

Slippy insisted that you used his cloaking device. For most characters, there are a lot of things that give away your position (not including your name, if you use it; then it's not Invisible Melee any more!).

If Falco pulls out the Blaster, it'll be in plain sight. If he does the Falco Phantasm, you'll be able to perfectly see where he is and where he went to. Deflector? Oh yeah. It does take away quite a bit of anonymity, so this isn't one of his better ones at all. Everyone does flicker every now and then, but in Falco's case he tends to lift that veil way too often.

The only real strategy I could think of is to lure someone over to you by revealing where you are. Once you think they're close, let loose with your forward+A or your down+A. You know, stuff like that.

I could give you a better strategy if I played this more. Next time.

#### SINGLE-BUTTON MODE

All you get are your A button attacks, and you have to use the stick to jump. Err, okay.

Let's see... no blaster, no quick dash, no real recovery, no conventional item throwing... but your A moves are pretty good, so you should do just fine in that regard.

In Falco's case, your best moves are still the forward+A and down+A. Due to no throws and special moves, your up+A can act as your main launcher if you please. It sets up your aerial down+A very nicely.

While you have no chance against the likes of Yoshi or maybe even Peach here, Falco should be able to hold his own until someone decides to smash him off. Then you're

probably dead for sure. Kind of like SSB64 Link, I guess.

#### LIGHTNING/SLO-MO MELEE

Tried stuff out for size? How about passage of time? Double the speed, or slow it to a crawl?

On the faster path, the speedier people get faster and the slower guys seem like their weaknesses are eradicated until they get assaulted by the faster buggers. Falco would be a "speedier" person. Just watch his fall speed. If you're not paying attention you'll fall faster than your reflexes would notice. Not good. Mashing buttons is to be expected, as would be abuse of smaller moves. Liberal abuse of the Falco Phantasm yields results, and your blaster almost becomes rapid-fire. Once everyone adjusts to the speed increase, play it like normal.

The slower path is kinda... dull, but Matrix-esque. If you're into that, good for you. I'm not. The slow become slower and the fast become just as slow. It's easier to react to things, but it seems more difficult to dodge due to the slower speeds characters do stuff. Since projectiles probably won't be used, stick to brawling it out. Your deflector is still quite fast, so if you're close enough you can fire it up for a launch and a free 8 points of damage (non-refundable). Stick to your quicker, weaker attacks and use your down+A to finish people off once they're at high damage.

Just wait 'till the next game, if there is going to be one. I bet they'll find a way to make things totally unplayable. Heh, 8x speed. I fear.

#### TEAMWORK

Falco doesn't like playing as a teammate. He's not too bad at that though. If you have friendly fire on in addition to having a friend that's excellent at catching, use your Deflector to rig up any thrown item you like, especially Mr. Saturns. Hoo boy. Things get messy when you have a souped-up Saturn ready to go.

I listed some fun teamwork things you can do.

- Coin battles. Position a friend behind the enemy. Whip out the blaster. Fire. Your friend will be ready to catch the two or three copper coins that fly out. Not very economical, but it's something.
- Two Falcos can have some fun. One uses the Deflector to send someone up, the other can use his down+A to send them back down. Now, the victim will move to the left or right a little between volleys, but with practice this is a pretty good combo here.
- Two Falcos again. Blaster spam. Try this on the last remaining guy for hours of annoyance.

I'll post up more if you guys can come up with some fun teamwork combos. I'm not too imaginative in that category.

----- REAL TIME VERSUS STRATEGY .4

## 5. STAGE FIGHT -----

Ah, yes. Stage-specific strategies. They're listed in alphabetic order, starting with the Battlefield and ending with Yoshi's Story.

### BATTLEFIELD

Kinda small stage with three platforms arranged in a triangle above the main platform. In Falco's case, that means you get to constantly swoop up and down on your friends and foes alike. If you can do star KOs, that'd probably be for the best since the side boundaries are lenient. It's all about your skill here, so just hop to it and do your best.

### BIG BLUE

You've got the jumps to dance between F-Zero machines. You've got a decently powerful side smash. And, once you get really good, the Falco Phantasm makes for a stylish way of getting places. Aside from the constant threat of hitting the track and not making it back on, it's a good level for you. Since the track threat is trouble for anybody, try sticking towards the middle, leaning a bit to the left. This way you have both breathing room and the ability to maximize the potential of your side smash.

### BRINSTAR

You can break the floor apart, and there's acid. Since you have the game's fastest spike, you can abuse this by sending aerial opponents into the drink. Past that, the map is pretty standard fare. The boundaries on both the sides and the ceiling are very lenient, so you'll really need to build up damage before you can kill off someone.

### BRINSTAR DEPTHS

Falco's good first jump is a serious help here. There's not a lot of places you can hang on for dear life to, so a good jump is key to winning. If someone is camping out at the bottom while waiting for you to follow, just wait for Kraid to spin the stage 'till it's easier to get to them. Up near the top, try abusing your down+A, aerial up+A, and upwards smash to send people into the distance (the KO ceiling is pretty low). Not much of a problem for you.

### CORNERIA

Obvious problem? Very few opportunities to pop up and strike people with your up+A, even less to spike them. Uneven ground also makes blaster abuse difficult. Despite being one of his home stages, this one just

doesn't suit Falco very well. It's not that bad though; you can bounce people off the fin with your down+A or smashes or what have you for some fun rebounding KO action. Thus, try to keep the fights there unless you're not too confident with the current situation.

#### DREAM LAND N64

Seems a little larger than last time. You should know the drill by now. Even ground and the platform arrangement is very good for Falco's antics, even though you can't stand from one of the side platforms and Falco Phantasm to the other without jumping towards it first. Feel free to treat this like a more spacious Battlefield. Whispy Woods' blowing doesn't really affect much at all.

#### FINAL DESTINATION

Big ol' flat ground. No platforms to jump up to and use your up+A on. There isn't much to say, except to abuse your side and/or downward smashes. The vertical KO ceiling seems pretty lenient anyway. It's all skill, until someone loses an eye. Or something.

#### FLAT ZONE

It's way easy to get knocked out of here because the boundaries are so small. Then you have the tools. Fun. Abuse side smashes, and keep to the center as much as humanly possible. You can also conceivably juggle people above you off the screen easily too if they're at a high enough percent, so experiment with that idea while avoiding the tools (more annoying than you'd think), and you should make it out of here the victor.

#### FOUNTAIN OF DREAMS

Simple level with... uh... ascending and descending platforms. Oh wow. Well, they can help or hinder depending on what you're trying to do. Even ground helps to keep your comboing act running smoothly. Not much else to say here, 'cept it looks neat.

#### FOURSIDE

Falco can wall jump. That means if you get knocked down a pit that rests between two buildings, just jump back and forth to get back up. On the same token, you can pretty much abuse the aerial down+A freely if you're above those gaps, so it's one of Falco's best. This place is quite spacious, but not very even (makes it difficult to edge guard with the blaster sometimes). The only real places to pop up and strike with your aerial up and A include the wooden platform to the left end, and the UFOs.

#### GREAT BAY

First thing you should know. You know those little platforms underneath the main one? You can freely use your side B to easily transport yourself between them when things just aren't looking good. That easily gives you a mobility advantage over most other characters here, so Falco likes this level. It's also easy to knock people off the left side, which complements his

powerful side smash (but that also applies to you!). Past that it's a real close-quarters fighting map for you. Be prepared to jump off the turtle when he prepares to submerge, and by all means try not to use your third jump to land on top of it. Sometimes he just sinks without warning; you can imagine how grumpy Falco will be when he gets all wet after missing the boat.

#### GREEN GREENS

I'm not sure if I like it or not. However, you can be really nasty by staying on one side and shooting the stack of blocks with the intent of setting off one of the bombs should that tickle your fancy. As that suggests, try to take the fights off to the sidelines so you can (hopefully) dispose of the enemy easily. Not much else can be said.

#### ICICLE MOUNTAIN

Since Falco has the highest single jump in the game, I guess you can say that this is one of his better levels too. He has no trouble keeping up with the stage should it decide to scroll up, just be careful not to hurl yourself off the top. Also, please don't get the Bunny Hoods. You seriously don't need them. This counts double where you can easily just hurl yourself off the top of the screen (that's how Falco got the nickname "Ballerina Rocket" here... got bunny hood, taunted, jumped and went flying). Since the side boundaries are small, use side smashes to your heart's content.

#### JUNGLE JAPES

I don't mind this stage much, it's just boring. The center platform is really the only place you can jump down from below and harass your enemy, and spiking is risky since the cutoff limit before you're KO'd at the bottom is pretty strict. Very little stops Falco from sniping with his Blaster (if you want to), so I guess credit can be given for that. Just not one of those Falco places.

#### KINGDOM

Very few characters like this level. Falco is not one of them. Aside from weighing people on the scales, this just doesn't compare to the N64 Mushroom Kingdom. Nostalgia aside, it's hard to knock people anywhere due to the bricks, and it's even a little more difficult to pop up from below (Falco's favorite position) because of them. If the fight takes place on the same layer though, have a blast with side smashes.

#### KINGDOM II

Show of hands. Who doesn't wait for their opponent to try to play at the sides before moving in for a quick kill? That's just what you'd want to do here as Falco (or anyone for that matter). You can also deflect those eggs for fun if you'd like, but they're already weak in the first place. Since Falco has such a high jump, you can also try spiking anybody down the two narrow shafts when they jump towards your side of the field. Lots of



fun cheap stuff to be had here, so you might as well use them.

#### KONGO JUNGLE

Ignore the DK Rap. You've got more important things to cringe about. Namely, you don't get to edge guard with the Blaster as well as you'd like to due to a rock over on the right, and that little barrel cannon that will sometimes catch people on the left. You can use the side+B to go between the center-level platforms if you need to, and side smashing proves very effective. If you're all fighting near the top, go on and try to send them into the sky with your up smash, or perhaps a down+A. Feel free to try and spike off the left side if you want.

#### KONGO JUNGLE N64

HAL revived all the unpopular SSB stages, probably as a message that reads "you people haven't had enough of these yet!" In Falco's case, this isn't really a bad level. Several platforms allow you to pop up from below to deliver your fun aerial up and A. If you get knocked off the platform and you end up underneath it with your third jump ready, aim your Fire Bird upward and hope to catch someone off guard. If someone gets in the barrel, just anticipate where they'll pop up, and greet them with your aerial up and A. That'll get 'em.

#### MUTE CITY

Okay... the battlefield varies where you're fighting, but you'll spend a great deal of time on a small platform with little breathing room. Claim one side of the platform right away, and send people on their way with side or down smashes. When the platform drops you off, stick towards the center and do your best to see to it that when it comes back, your opponents won't be on it. They'll take some damage while you gloat to your next destination. The cars aren't much of a problem unless you're at a high damage/handicap, so don't worry. Pretty fun level, just you don't get much space to do what Falco would normally want to do.

#### ONETT

Lots of platforms. Plenty of ways for you to sneak in and out. Veeerrry nice. It's hard to side smash people out unless you're already near the edges, but that's okay. This is juggle heaven until the awnings come down. But they'll magically reappear almost instantly, so you won't be feeling withdrawal for too long. Watch out for the cars! You can try spiking people into the line of danger if you want to, or you can just get outta there. Don't try to deflect them, 'cause you can't. Not quite sure what would give anybody that idea, though.

#### POKÉMON STADIUM

Flat, open area until it turns into things. But it's usually in the "normal" phase, so I'll just cover that. Basically you get plenty of room to brawl, juggle, shoot laser fire, and make noise. No complaints there.

Abuse side smashes whenever you can, since the vertical KO ceiling is pretty high and difficult to utilize unless someone's already at very high damage. Not much to it, though in the "Rock" and "Plant" phases you could conceivably keep bouncing people off the big wall-like structures for a good time.

#### POKé FLOATS

I HATE CEL SHADING. Ahem. Even with just two people, this place gets crowded pretty quickly. Since Falco has such air dominance, it comes as no surprise that he's good here. You've got plenty of places to spike, and later on you also have many areas to jump up and whack someone silly with your aerial up and A. Makeshift juggling walls come and go, so abuse them while they're still there. Blaster abuse isn't really necessary nor is it totally possible in most cases. As with all scrolling levels, you can opt to just camp over to the side and knock people away with your side smash. Up to you.

#### PRINCESS PEACH'S CASTLE

This is a great level for Falco. Platforms appear out of nowhere and often give you means to strike people from below, in addition to that big pillar in the center in which you can trap people with and juggle them. Say, is that a giant bullet bill? If you can knock someone into it, by all means do! Blaster abuse can come into play if you're near the edge, but due to the slopes on either side it's almost strictly edge-guarding only (like it should be).

#### RAINBOW CRUISE

Falco takes a break and lets someone else fly a ship. Then these punks show up. While you're on the ship, there's not much for Falco to enjoy. Tight spacing makes for some fun brawls, but there's not much that'd allow you to work your magic. Then the ship crashes, and you get to utilize your best. Blaster spamming, spiking, juggling, it's all there. And when the camera takes a sharp dive down back to another ship, Falco will often be the first person back. Take this time to set up whatever nasty thing you have in mind. Great fun for anyone. If you're feeling nasty, just get your opponent to the edges of the level and use your side smash.

#### TEMPLE

Really big level. Really big and intimidating level. In free-for-all, you'll often find yourself trying to chase after where the action goes (unless you ARE the said action). Falco's running speed isn't the best, so sometimes you'll just be playing lots of catch-up. Once you're a part of the fray, focus exclusively on knocking people off to the sides. If you're in that little tunnel, try to pop someone out to the upper level as opposed to the lower one so you have a better overall chance of star KOing them (easier to do in a place this large anyway). Persevere and try not to let up. You might want to forego blaster abuse due to all that empty space people have to do as they please.

## VENOM

Uneven ground almost completely eliminates any hope of Blaster abuse, as this seemed to be made with Falco's poor recoveries in mind. The lower wing is basically positioned so that if you're knocked up high but can't make it back to the fight, you still might be able to grab that lower wing. As such, try to keep the fight down near the bottom so that people can't easily recover. If you're fighting on the top wings, you can move to the center and tag people on the other side of the center fin with your side smash (but so can many others). All in all, not too bad a stage.

## YOSHI'S ISLAND

Not very good for you... mostly. The slopes make it a little difficult to side smash people to death, but easier to send people rocketing into the stratosphere. Spiking is practically nonexistent as well. Even worse, it's almost impossible to edge guard with the blaster. Again, try to keep the fights towards the side so you can down+A/aerial up+A or upwards smash your foes to oblivion.

## YOSHI'S ISLAND N64

This is not where you want to be. Let's see... sure, you get room to hit people from below, but the ground is uneven and edge guarding is almost completely futile due to the clouds. Try to knock people off to the left, as the boundaries are pretty small. I guess it's not a total loss, but you can't use Falco to his full potential. This stage also seems larger than it was on the N64.

## YOSHI'S STORY

Another standard fare level. Three platforms, (mostly) flat surface... well, sometimes little cloud platforms appear off the side and go along a little path barely visible from the cliffs, which can sometimes foil your edge guarding evilness. Past that, you know the drill! Pop up from underneath and abuse the side smashes as much as possible.

----- STAGE FIGHT .5

## 6. FALCO VS. RANDOM FRANCHISE 3 -----

Alphabetical order, again. I'm starting with Bowser and ending with Zelda. Yes, Shiek and Zelda are listed seperately. Deal with it.

## BOWSER

Big and slow. Decent reach and the game's most powerful smash attack, so you'd want to stay on your toes. Throwing Blaster fire here and there yields good results, and when he whips out the fire breath just jump on in and start abusing your forward+A and down+A. Juggling him is easy, but beware his Bowser Bomb (down+B), for it'll

hurt and easily outprioritizes a lot of your stuff. Just sidestep it and continue the punishment when he lands. If he's not given any breathing room, it's a breeze.

#### CAPTAIN FALCON (aka Cap'n Eff)

Big on pressure, and I'm quite sure he can outpoke you. From mid-range, he might instinctively try to Falcon Kick or Raptor Boost you, so peg him with some Blaster shots. If he tries to Falcon Punch, just punish the guy. Up close, try your down+A to see Eff off. He's pretty easy to edge guard due to a poor third jump; just get your side smash ready. If he tries to use his up+B to get back though, you might wanna stay away until he lands (if he can). It has insane priority and gives him the opportunity to use it again, almost guaranteeing a comeback.

#### DONKEY KONG

You're faster than he is, but he has really good range and power. A difficult fight. DK isn't really that good of a jump-in character though. If he tries, you know he's either going to use a) the Giant Punch, b) the headbutt, or c) his aerial down+A, a fast meteor strike. Your jump is higher, so get above him and drill him back down. On the ground, it's not so simple. Alternate between Blaster peggings and the Falco Phantasm. When close enough, down+A. Forward+A can be risky since I've been constantly grabbed out of it. Juggle freely once he's launched. Lots of novice DKs like his down + B, but now he can't combo it unless you mess with the handicap and/or damage settings, so try not to worry; a blaster shot will do.

#### DR. MARIO

I don't have too many problems with him. On the ground, keep pegging him with forward+As and down+As, as they have more range than most of the things he does. His pills aren't a problem, just call up the Deflector to send them back. Sure, his throws are strong, but if you keep up the pressure he won't have a chance to do much. Just be wary that in the air, his uppercut has a \*lot\* of priority. He might also sweep the sheet every now and then (his side and B). If his player is fond of abusing this, foil it with your down smash, which hits on both sides. The down+B doesn't have a whole lot of priority, but if you want to play it safe just shoot him out of it.

#### FALCO

Mirror match. Can't say much. May the best Falco win.

#### FOX

Nasty fight. Fox is faster than you, but you have more range. Take advantage of this with your forward+A, and do your damned best to roll like a moron if he's really on the offensive. Deflect his blaster fire and he'll take a little bit of much-needed damage. In the case the fight goes to the air, prepare to land an aerial down+A - it has pretty good priority almost over everything Fox does, but don't get cocky. I've yet to

play an expert Fox anyway, so chances are you guys know something I don't. Mail away.

#### GANONDORF

Kinda predictable, but don't underestimate him. He's got a reach advantage over you, and even his quickest, weakest attack can send you flying. If you feel confident you can try going into the fray with your forward+A and down+A, or maybe shoot him once or twice. Many Ganondorfs are fond of his up+B; try to fake him out by messing with your jump trajectories. Feint a jump-in, turn around and do the Falco Phantasm when you think he's gonna try it. Now he's vulnerable. Get whacking. I'll try and come up with a better strat later, 'cause a pro Ganondorf is something for you to worry about.

#### GIGA BOWSER

I decided to toss him in for good measure. The Event 51 one is pretty wimpy outside of getting backup from Ganondorf and Mewtwo, but we're not worrying about that. The Adventure Mode one is the guy I'm covering. Guess what? He's dumb. You can just keep pegging him with blaster shots. He won't put up his shield at all, and you can knock him off whenever you feel it's time to. This guy is an absolute joke for Falco.

#### ICE CLIMBERS

Don't bother deflecting the ice shot unless only one comes at you; otherwise the one you deflect will cancel out the other one coming in. It's an exercise in futility. The blizzard's small startup can keep Falco from just getting in there with the usual forward+A and down+A stuff, so instead opt to strike with a Falco Phantasm to start things. Once you're in their range, do the usual I suggest and don't let up. Their smashes are strong. However, if you're in their face(s) then they won't have the room to use it. In the air, just try to spike them back down with your down+A. Standard fare, just forego throws unless there's only one left.

#### JIGGLYPUFF

First thing to know: she can combo the Screw Attack with her Rest. Either turn the item off, or make sure she doesn't get it. Past that, you have much higher air priority. On the ground you can constantly keep her at bay with your forward+A and down+A. Gotta love those normals. If she goes on the offensive by jumping in, get above her and spike her back down. Continue doing that thang with your smashes and such. She's not a total pushover, just remember to never let her get close enough to pull off Rest. Her Pound (side B) may be annoying, but if you learn to anticipate it... that's all there is.

#### KIRBY

Can be annoying. Trying to attack him from the front may prove fruitless, as he can just suck you in. Try it. Have him suck at the air, and attack with forward + B. He'll swallow you and gain your Blaster and an insulting take on your mug. However! If he takes your power, he won't be able to suck again 'till it's gone. That's key.

Deflect the Blaster shots and/or his Final Cutter beam, and try to keep moving in with forward+As and down+As if possible. Try not to juggle too much since Kirby's down+B can really hurt. Just dodge, pick up, and throw. Better yet, prepare a side smash for when he reverts. Just play it safe with him and you'll be okay.

#### LINK

Argh. Overpowered. His shield probably does protect him from Blaster fire if he stands still, so try that only if he's preparing an arrow or moving or whatever. Now, on the offense it's hard to get inside. If he abuses the spin slash, jump up and slow your descent with the deflector so that you land just as he finishes. Punish from there with your forward+A and down+A. Try not to juggle him too much; that downwards stab is annoying and probably will kill you. If he tries his two-part side smash, try to roll past him so that the second will miss and thus be left vulnerable. It's more or less a counter game, and he needs to act first. At least you can deflect the stuff he tosses at you...

#### LUIGI

If there's a fan, don't let him get it. It's by far and wide his favorite item. He can do some evil with the Screw Attack, but it's inconsistent. If you're unsure, toss it out of the ring too. Now, with that out of the way, try to zone him out with forward+As and down+As so that he can't do his up+B effectively. Keep in mind that his range is about equal to yours; he might try the same thing. Yours is faster, but it's hard to stop him when he gets into the rhythm. If so, start rolling in hopes of being able to catch him. Try to dodge his Green Missile if humanly possible, it's a lot stronger than it looks... ESPECIALLY on a misfire. His fireball is crap and easily deflected, and you shouldn't have to worry much about his spin punch thing either.

#### MARIO

About the same tactics as with Dr. Mario. Sure, they play differently. Just the method of dealing with them appears to be about the same, only Mario's swifter.

#### MARTH

I was a devout Marth player. Let me tell you, he's harder than Roy for Falco to deal with. Good range AND speed, nullifying whatever Falco had on him. Tough to juggle too, with his unofficial meteor strike (the aerial down + A). Add the long-lasting Counter to his moveset and you're in for it! Fortunately, it's not hopeless. Be unpredictable. Try to roll and grab him if you can, since he's vulnerable to that tactic. Unsavory, but hey. A good Marth player \*will\* have that counter ready for almost anything you do, especially in the air. So, wait for him to whiff it before you do anything. Fortunately his horizontal recovery is weak, so you can edge guard him. He might come back with all those forward+B's, but he'll probably have a lot more damage in which to count against him when you land that side smash.

#### MEWTWO

I've seen him use his down and B to stop the Falco Phantasm. If his player is very attentive, then don't try it or the Blaster. If he likes to abuse the down and B period, warm up your deflector. Mewtwo will put himself to sleep. Beat him up. In any other case, you'll have to beat him in the air or from behind. His aerial forward+A is strong, but your first jump is faster and gets more height; spike him back down. On the ground he doesn't have much for people coming from behind, but his roll is tops. Just try to call your shots carefully, throwing in forward+A and down+A for good measure. Difficult match if the Mewtwo player is really good.

#### MR. GAME AND WATCH

Not terribly good in the mid-range game, but you can't really hope to harass him with your Blaster because of his bucket move. You can't deflect the bucket attack either, so the best idea would be to forget the Blaster altogether. Instead, continually harass him with (get ready for this) forward+As and down+As. If you get him in the air, beware his rather high-priority aerial attacks. Juggle him only if you think you can pull it off without getting whacked. If he does his aerial down+A he'll have a recovery delay anyway, so that's your cue to kick his butt. Beware the frying pan, down+A (just as scary as yours!) and his judgement moves. They're faster than they look and can easily turn the tide of the match really quickly.

#### NESS

Slow, but he'll take to the air a lot. He can absorb your Blaster fire for health, so that's out of the question. With strong aerial moves and an excellent side smash, you've got your work cut out for you. Keep close to him and he'll be using a lot of PK Fires, side smashes, and perhaps even some dashing attacks. Deflect the PK Fire if you're close enough, and try to Falco Phantasm through the rest if you feel lucky. In the air, you don't have a whole lot on him. You can try the up+A from underneath since Ness' spike is slow, but this is assuming the player doesn't know how to time it correctly.

#### PEACH

Don't let her poor voice acting make you get the wrong idea. She learned something through the years. Deflect the vegetables for one; they'll eventually add up on her. The CPU does that often without a second thought. I can't comment on her normals past her stock A since I don't see her use too much else in that category, and hers is a good poking tool. Try to use the down+A instead of your forward+A here. Her exploding hip attack should be slow and easy to avoid, but it often comes out of nowhere by CPU and players alike, so you have to be on your toes. In terms of recovery she's one of the absolute best, so edge guarding her is almost a guaranteed wasted effort. Stick to beating her off the old-fashioned way. In other words, prepare that side smash.

#### PICHU

A more dangerous Pikachu, with less range. That can work against him. Your forward+A and down+A should have more reach than what he has to dish out, but beware getting into his side smash. It WILL hurt. Maybe not in damage, but it sends you pretty far if it fully hits. Falco is lightweight. Avoid it. Match all Skull Bash attempts with your Blaster, and perhaps throw in a Falco Phantasm here and there. Deflect any thunder balls coming at you, and avoid getting above him. Instead, try to knock him up and keep attacking with aerial up+As to keep juggling the poor guy. Just remember to back off if he calls the thunder, as its damage adds up fast. He's the lightest character in the game, yes, but he's pretty freakin' strong. So play it safe against the pros.

#### PIKACHU

He's not as menacing as his infant form, but that doesn't mean he's helpless. Oh, no. He has annoying long-range smashes, good comboability and speed, and perhaps one of the most annoying voices in the game. Right then. You still have a small range advantage, so get to it with forward+As and down+As. You can juggle him freely from below, but don't come at him from above unless you want to be fried chicken tonight. Mmm, spicy Falco wings. Tag him with Blaster shots if he's overly fond of the Skull Bash. His recovery is pretty good, but hopefully he'll overshoot the edge and you'll be ready to toss him back off.

#### ROY

The current scrub favorite, but he's not invincible! Oh no. His ground game is awesome and thus you shouldn't really even try from there. Peg him with blaster fire from about midrange, maybe try a Falco Phantasm every now and then (no guarantees though). Try jumping in to lure him into doing his upwards smash or his up+B, then air dodge. You'll probably land before him. Punish. Watch out for the Roy players that know their Counters well though; those guys are the kind you'll want to resort to throwing with. It's a tough fight against a pro, but just annoying with a novice.

#### SAMUS

Bloody wench. Er. Well, if she's being played by the projectile happy, the deflector's got your back. That's not why she's difficult. She's got reach over you. I'm quite sure her down+A is faster than yours, and she likes to throw you out of your Falco Phantasm (deservedly so). You could try to annoy her with the Blaster if you want, or you can jump in. She'll either do her screw attack or her weak up smash. For the former, you'll land before her even if the screw attack hits in full; punish away! For the latter, just perfect your air dodge for that special moment. The moment you do have her in pain, don't let up. At all. You DON'T want her to take back control of the fight!

#### SHIEK

She's fast, and she might have a reach advantage over you. Gulp. Well, worry not. If she likes to sit back and



toss needle things, that's what your Deflector is for! I see that she loves to abuse her powerful up smash and the whip, but the latter can be stopped with a simple Blaster shot. For the former, delay your fall with the Deflector to throw her off, then come down swinging. Even with slightly shorter reach, your side smash seems to outprioritize hers, so throw it out when you think it's time to deport her back to wherever she needs to be.

#### YOSHI

Everyone underrates him. I'd know, I'm a Yoshi player myself. He has an annoying throw combo, an excellent projectile (deflect it, you might hit him if you're coming in from above), great power, an excellent second jump that can shrug off blows... you're in for it. Very few weaknesses, if any. If he's not tongue-happy, you can try to Falco Phantasm him as a starter, or delay a jump-in with the deflector. After he does whatever he's going to try, drop in and mess him up. It's tough to juggle him since his butt splash has extreme priority and pretty good damage. As for his second jump, well... don't expect to stop him with Blaster fire. You have to knock him off fair and square. Prepare side smashes whenever a moment of vulnearability arises, and good luck. I can't help you much here.

#### YOUNG LINK

Less range than normal Link makes him less annoying to approach, but he's still quite difficult in the right hands. Even then, he's not as large of a threat to Falco. Same rules generally apply, but he relies more on projectiles. Fox and Falco are good against that. He's lighter than Link, so it won't take nearly as much to get rid of the pest. Just remember he keeps grudges and will want revenge seven years from now.

#### ZELDA

She's on the slow side, but her A attacks seem fast enough. You can't deflect her guided fireball thingy, and she can deflect your Blaster fire (only if she's not doing anything else, so fire away). Doing lots of Falco Phantasms can help. Once you're in the range, try juggling her with your down+A and aerial up+A. Jumping at her with your down+A might be trouble, she keeps exploding me out of it. Can be really easy or really hard, depending on the skill of the player.

----- FALCO VS. RANDOM FRANCHISE 3 .6

#### 7. FALCO'S BIRTHDAY WISHLIST -----

Unless you've been arsed to turn them off, you'll find random toys and trinkets tossed here and there. So, what should you think about getting Falco? I'll also include any special tricks I know with it.

#### FOOD

Recovers a little health. Every little bit helps, you

know! I think it ranges from 3% to 12%, depending on the food item. Whatever. If you see one, grab it! You can grab any recovery item even if you're already holding a weapon.

#### MAXIM TOMATO

Takes off 50% damage. Nice.

#### HEART CONTAINER

Be extra-sure to snatch this from the air in case you're facing people who don't know how to grab items in the air. Takes off 100% damage.

#### WARP STAR

...Run for cover. If someone gets this before you, hide under a platform and you'll be okay. If you get it, keep in mind that this is unblockable AND you can steer this a bit to the left or right, but be careful not to go off the edge. Awesome item overall. Remember, you can grab it from the air.

#### RAY GUN

About the same fire rate as Falco's blaster, minus any startup and a little more damage. I suppose it's good if you want that. It also gives you something to throw, which isn't a bad deal in itself.

#### SUPER SCOPE

Multi-fire annoyance weapon, or a fully-charged piece of hell. Against pro players you won't land either one much, so stick to edge guarding with this. Alternately, it also gives you another thing to throw. Against someone with a deflecting skill, fire from the opposite side of the battlefield and prepare your Deflector to catch it. If the two of you keep bouncing this back and forth, his reflect move will bust on him first and you'll nail him for sure when you send it back one more time (which'll also stun you). Hooray!

#### FIRE FLOWER

It's not as easy to juggle someone against a wall with this thing, but every little bit helps with its good range and rate of fire. If you can sneak in a few hits or want to edge guard with it, go for it.

#### LIP'S STICK

Not much range. Just keep hitting people with it to make the damage climb. Or you can simply throw it. Every little bit helps in the end, so don't toss this immediately. If you have nothing else, Falco can do fine with this.

#### STAR ROD

A Falco favorite for sure. Powerful, has a projectile tacked on, and if you toss it the enemy will fall at a low arc, often killing them if they're at a high enough damage level. Very good to have. Feel free to deflect any stars that come your way too.

#### BEAM SWORD

Falco's beam sword length appears to be one of the longer ones, but I can't really say. Aside from his poor dash A thrust, it's all good for range and annoyance. Its power has been degraded from SSB, but it's not that bad.

#### HOME RUN BAT

Mediocre weapon until you perform a smash, but still slow. For Falco, his swing seems pretty mundane. There can be some edge guarding fun to be had here if you're good though. On top of that, it's an okay throwing weapon.

#### FAN

Fast weapon that's weak, but obliterates shields in a heartbeat and sends people straight up if hit by it when it's thrown. Against pros that can't help but shield, this is awesome. Luigi wants this more than you do since he can combo it into his up+B, so you might as well get it before he does.

#### HAMMER

When you have the Hammer, you only get one jump. Falco's first jump is awesome. That means it's harder to run from him since he can jump over lots of obstacles in a single bound. Just be careful that the head doesn't fall off; if it does, you're a sitting duck.

#### GREEN SHELL

You toss it and people go flying. Yeah. You hit it and it goes flying too. In Falco's case, it's better to let someone else pick it up and have a deflector ready. That'll show them.

#### RED SHELL

You can rig this thing to kill by bouncing it off your deflector five times. After the fifth time, GET OUT OF THERE. The next one will break your shield, and then hit you. It will hurt.

#### FLIPPER

You can probably rig it with your deflector, but since it tends to be airborne, it's not easy. Can be a nasty edge guarding toy.

#### (Mr.) FREEZIE

Fun toy for Falco. If you hit someone with it, they get all frozen and you get to beat them up for a while. At that point, go on and do your worst.

#### MR. SATURN

It can really mess with shields, but past that all you can do is just continually bounce this off the enemy, catch, and do it again. If you have a teammate and friendly fire on, have him bounce this guy off your reflector five times, making sure to catch him before he hits the ground. NOW you will fear Mr. Saturn.

#### POKéBALL

Mean trick. Let someone else pick it up. If they don't know any better, they'll throw it at you. Deflect it

with your down+B. The PokéBall then thinks that you, Falco, threw it and the Pokémon attacks your enemy instead! Very cheap, and this wasn't the case in the original SSB if Fox deflected a Pokéball! This only happens with the deflector based on what I know, so don't fret if the CPU pulls out that white shield to reflect your own balls. Chalk that up as one of Fox's and Falco's greatest advantages.

#### BOB-OMB

Exploding death. Weaker than in SSB64, but still nothing you want to get hit by. You can opt to use it for edge guarding, or you could let someone pick it up and have them bounce it off your deflector shield. Best used in free-for-all's where people may not notice you have one.

#### MOTION-SENSOR BOMB

You know how these things work. Toss it somewhere and don't step on it. No real special tricks other than to throw it up, then turn on your deflector to power it up a little. But then you lose whatever little subtlety you had. Oh well. Still does nasty damage.

#### SUPER MUSHROOM

It's hard to tell this and the other 'shroom apart, but you want this brighter one. If you do, you grow. More range on your moves = good. Your down smash becomes a more viable option, and more importantly the swordsmen lose their range advantage they used to enjoy. Against smaller opponents, note that your side smash may pass over their head. Use your down smash here.

#### POISON MUSHROOM

Makes Falco tiny. Looks duller than a super 'shroom. You don't want this. If you do, try to Falco Phantasm out of harm's way until you grow back up. You're already lightweight. No need to be even lighter!

#### STARMAN

Makes you invincible. Why wouldn't anyone want this?

#### PARASOL

Slows down your fall, decent killing weapon and pretty good reach. It doesn't go all that far when thrown (shame...). Falco doesn't have the best recovery, so this helps.

#### SCREW ATTACK

Adds a little jump power, and does damage to people nearby. Better yet, throw it to cause someone to screw jump (don't get too close!), and they'll fall as if they used a third jump. Line up your side smash riiiiight there. If you throw this at someone who's trying to recover, well... they probably won't make it back. Excellent. The one character you ABSOLUTELY MUST NOT ALLOW TO GET THIS is Jigglypuff. If she's a part of the fight, just get rid of the thing.

#### METAL BOX

At high damage, I avoid this. It makes you harder to knock off, but for Falco he falls so fast that it's deadly to be metal in the case you DO get knocked off. If you're still in the low damage percents, pick it up. Now, if someone picks this up and they're near a wall, you can just use the basic A combo to keep 'em stuck there until they become flesh again.

#### BUNNY HOOD

Don't do it to become the Ballerina Rocket. You don't need this. It's actually dangerous for Falco to have since you can hurl yourself off the top of the screen on the scrolling stages. But it's better for him to have it than, say, Ganondorf as long as you remember to tap the jump button lightly.

#### CLAOKING DEVICE

The invisibility thing is useless, but it prevents you from taking damage (you can still be hit). Falco's a lightweight, again, so pick it up.

#### BARREL CANNON

Not many people like this. Toss it and hope someone gets caught. If caught near the edge, there's a good chance you'll be sent into the abyss. Pretty cheap. Take it if you like.

#### PARTY BALL

Like the crates and capsules, don't throw this down as this can explode. Instead, shoot it from afar until it rises up into the air. After that, get whatever goodies are under it. You can throw it at someone, but it's not a good weapon.

#### ----- FALCO'S BIRTHDAY WISHLIST .7

#### 8. #1 FURRY PILOT VS. BALLERINA ROCKET -----

Fox and Falco. Comparisons between them are inevitable, As Falco is dubbed a Fox "clone." So... what exactly ARE the differences aside from the blaster and jump heights?

There's quite a number of changes, though some come off as insignificant. Note that these may not be 100% accurate, as I've been writing this while tired. I'll make any needed corrections next update, but I'm confident that this is mostly accurate as is.

#### GROUND NORMALS

Neutral A Ground: Fox's first punch is 1% stronger. Past that, identical outside of Falco having a little more reach.

Side A Ground: Fox's roundhouse kick is 1% stronger. Same knockback distance, I guess. Falco still reaches further.

Up A Ground: Falco's seems stronger, and sends people straight up. But in actual damage, Fox outdoes him by

1%.

Down A Ground: Falco has more range and damage, and it pops enemies up higher, but at an angle. Fox's lags behind by 2 or 3%.

Dash A: Fox's is 1% stronger than Falco's, but opponents still fly in the same arc.

#### AERIAL NORMALS

Neutral A Air: I saw Fox's do 12% damage, so it's stronger than Falco's at 10%. The opponent flies in the same trajectory though.

Back A Air: Fox's is 1% stronger. No real change in the distance the enemy goes.

Front A Air: No special differences I've noticed.

Up A Air: Fox's sends the opponent straight into the air (again), and does an extra 1% damage to boot!

Basically better than Falco's, though Falco will rarely have to use a second jump to reach the opponent again.

Down A Air: Fox's hits multiple times for 3% each, the last supposedly being a meteor strike (have yet to actually pull it off). Falco's hits only once, and it's a meteor strike no matter when it hits.

#### SMASHES

Side A Smash: Falco's is much stronger than Fox's. I don't see any reason why Fox'd want to use this one, even though Fox's does more % damage! The next proves to be the exact opposite outside of that.

Upwards A Smash: Falco's isn't really that powerful at all compared to Fox. In fact, Fox's upwards smash is probably stronger than Falco's side smash at full charge, but they're still potent. Fox still does more damage in % than Falco.

Downwards A Smash: Fox's does more damage, again, but Falco's appears to go at a much lower arc which (in my eyes) makes it better.

#### SPECIAL MOVES

B: Falco's has more startup and recovery delay, and a lower rate of fire but stuns (you knew that). Fox's is pretty fast and piles on damage fast, but the enemy doesn't flinch. Believe it or not both do about the exact same damage per shot, so technically speaking Fox's does a lot more damage in a shorter amount of time.

Side B: Falco's is faster than Fox's from the startup, does more damage, and I think it sends people a little further than Fox's. On top of that, any midair enemies hit by it are spiked. Fox's sends people straight up, as opposed to an angle or downward like Falco's, but I don't see what difference that would make unless it's a team match. Fox's take goes a tiny bit further, but it's only a miniscule difference. Falco wins for less startup and the spiking ability.

Up B: Fox's is better by far, aside from the distance

it sends foes. Falco's is stronger in that regard, but he doesn't go nearly as far. Fox also damages nearby enemies at startup, where Falco's doesn't. Both are great combo moves, and they have equal startup delay. Fox's is easily one of the better recovery moves though, so Falco is at a loss here.

Down B: Both deflect. Whee! However, Falco's is more damaging when used as an attack, and sends people straight up for combo goodness. Fox's does less damage, but is basically a low-powered meteor strike. Both slow down their falling speeds. I suppose this one goes to Fox if you're looking to kill someone with it. The exact same tricks (i.e. - the turncoat Pokéball thing) will work with both character's down Bs.

#### SIZE

Falco is a little taller. It makes it a little more difficult for him to dodge things, but not by that much.

#### WEIGHT

Falco is heavier than Fox, but not by much. Both are still pretty light. You can expect them to be KO'd by a strong attack at around 50-60%.

#### JUMPING

Aside from the first jump (which clearly goes to Falco), their second leaps are more or less the exact same. If you're talking in terms of comeback ability, Fox comes out ahead with a farther-reaching third jump. From the ground, Falco's high jump and side B combination makes for a decent escape combination, and it helps him continue to juggle opponents that would otherwise require Fox to blow a second jump.

#### RUNNING SPEEDS

Fox is the faster sprinter. Falco still isn't too bad though.

#### CRATE CARRYING

Fox seems to carry crates a bit faster than Falco does. Still, they're not characters that were made to move the box around shortly before tossing it.

#### THROWS

Seems about equal outside of damage, where Falco seems to do a bit more with his down throw (only 1% more), and their forward throws seem to have a minor adjustment in the direction the opponent flies. Falco's seems a little higher. When they pull out the blasters, the same physics apply as they'd normally do in their B moves, so Falco's is probably better for what it does. It's still just a

minute difference.

#### WEAPON USE

Can't truly say there's a difference yet. Theoretically, both Fox and Falco swing the exact same way. Since Falco's arms are longer, perhaps it gives him a tiny bit more range. I can't really say for sure.

#### OVERALL

Fox is overall faster, AND stronger it seems. Falco was given stronger B moves and the ability to play cheap with one incredible meteor strike, and one impromptu spike with his forward + B that will send midair enemies to their doom (try it on Fourside!). Fox may very well be more comboable because of the fact most of his stuff sends people straight up instead of at an angle, but Falco generally gets more reach. If you're a direct combo fiend, go for Fox. If you want to fight dirty to an extent, Falco is overall better.

----- #1 FURRY PILOT VS. BALLERINA ROCKET .8

#### 9. ODDS, ENDS, AND PENNY ROLLS -----

- Falco's colors aren't very inspiring. However, his one with the pure white jacket may entice you to call him the King... of No Pants! I prefer the red one most.

- Falco's blaster suddenly becomes rapid-fire when you use his down throw. Go into training and set it onto 1/4 speed. Grab someone and use the down throw. Look closely.

- Falco's character just seems... lacking. If you turn it on the Japanese language you'll notice that Falco says a lot more stuff (in Japanese, natch) and he just won't shut up. THAT'S more like the Falco we know. Why'd they have to take it out?

- Okay, the hidden taunt. Play on Corneria or Venom. You know the D-Pad you normally use to taunt? Keep hitting left-right-down or whatever. Eventually you'll see Falco crouch and look like he's charging up for something. If he isn't hit, then he'll spring up and salute. Your fellow Starfox teammates will chat for a little while. Pointless as far as I can tell, but it's there. Note that if you get hit, the conversation stuff stops.

- This is old news, but... no more Falco in Star Fox Adventures, coming soon from Rare. I suppose SSB:M would be his unofficial "goodbye" thing.

- His model looks and feels a bit rushed to me too. Lots of clipping here and there, but you can see that with a whole lot of models. Even then, the only character in which it's truly obvious is Bowser, unless you pause



often. Regardless, they're all still pretty well animated and is a job well done outside of that.

- People seem to have a thing about assuming someone's preferences based on their behaviors. They've done that with Luigi and Cap'n Eff, and at one point Falco. What drives people to think that way anyway? Overanalyzation is one thing to be avoided in Nintendo games. Otherwise you just come up with a lot of weird stuff. It's a game, people. Don't worry about it.

- On that same subject of overanalyzing, isn't Venom's atmosphere poisonous? Well, I suppose that didn't stop Fox from fighting on top of the the Great Fox on the N64...

- My mom plays games too. Guess what? She plays Roy. Everyone and their ancestors play the freakin' runt. Oh well, it's better than her not playing. Still, what does it take to get people to learn that swordsmen aren't the only characters in Melee?

----- ODDS, ENDS, AND PENNY ROLLS .9

10. INSERT A QUARTER -----

I'll have to give out my thanks, won't I? I'm not an ungrateful person, y'know. So, without further adieu...

- Glaceau Vitamin Water. Great to wake up to. It needs bigger bottles.
- 1337 w337z (aka Wheaties Energy Crunch), great cereal.
- HAL for making Super Smash Bros. Melee and inspiring people to make lots of fake codes.
- GameFAQs and Neoseeker for hosting this.
- GameFAQs message boards for providing even more amusement.
- Dabid! for his excellent Ness FAQ, gave me a good idea of a nice FAQ layout.
- Heero (not Gundam boy) for giving me some form of human competition. Same goes for Tim and Microphile.
- Power Gamer (import store) just kicks ass.
- Nintendo for the fun GameCube console.
- Parental units for getting console.
- Little sister for finally going to bed in her own room so I could play this during the night hours freely.
- ColdRain (GameFAQs message boards) for discovering the Jigglypuff and Screw Attack item trick, and the rather obvious edge guarding use for said item too.
- LordWyndia for reminding me of the virtues of Falco's down throw.
- Nintendo of Japan's SSBM site for finally revealing how to do that stupid secret taunt. It's located here: (<http://www.nintendo.co.jp/smash/>)
- You for reading.

If you have any contributions to make, mail me either at GetYourVashOn@aol.com, or bug me on the GameFAQs message boards by posting pointless topics with the name Twelve12Percent on it. There you have it.

----- INSERT A QUARTER .10

11. LEGAL MUMBO JUMBO, AGAIN! -----

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----- LEGAL MUMBO JUMBO, AGAIN! .11