

Super Smash Bros Melee Fox Character FAQ

by Rber

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-----Fox FAQ-----

Super Smash Bros: Melee
Fox Character FAQ
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\\\\\\\\\\\\I.Intro\\\\\\\\\\\\\\\\

The character Fox McCloud originates from the original SNES game Star Fox.He later appered in the Nintendo 64 launch game Star Fox 64.Although many people don't know this there was supposed to be a sequel for the original game on the SNES.It was canned since the creator believed that the result he wanted would be achiveable on the SNES.Fox stared in Super Smash Bros as a starting character and returns in the sequel Super Smash Bros Melee (SSB:M).

Fox is deemed the fastest character in the game simply because he is.He is a good character for beginner and advanced players alike because of his learning curve.His friend Falco is also available as a playable character after you beat the 100-Man Melee but I'll get to that later.

Fox has two stages one of which I think is more suited to him.They are Corneria in the Lylat System and Venom also in the Lylat System Corneria being my choice.

Fox has many styling out fits each with a diffrent color for his vest.They are changed by using the Y and the X button on the controller.The outfits are as follows: white vest w/ green pants and red scarf, red vest w/ red pants and a purple

scarf, blue vest w/ blue pants and a red scarf, and a green vest w/ purple pants and a yellow scarf.

Trophy Info:Fox McCloud is the leader of a band of adventurers-for-hire known as Star Fox.Fox and his fellow pilots Peppy, Slippy, and Falco patrol the Lylat system in their mother ship, The Great Fox.From the cockpit of his arwing, FOx leads the ceaseless pursuit of the evil scientist Andross, who doomed (ed. note:doomed as in killed) Fox's father.

First Apperance-Star Fox--Date Unknown (if anyone knows email me)

/\\/\II.Moves/\\/\

*****Basic Moves*****

A: Punch (press repeatedly to do a flurry of kicks) 4%
Up, A: Upward kick 9%
Down, A: Spinning tail sweep 10%
Forward, A: Straight kick 9%

Fox's move are a little stronger than the average move.His basic punch is a great move to get someone trapped in a coner with.Once you get them there just unleash a flurry of kicks to inflict major damage.The upward kick is a great move to juggle people with.If your beside someone just keep using the upward kick then finsh them off with the upward smash move (Up+A).This is a extreamly efficient tactic which I've used to kill many a foe.Another good tactic is to use his speed to your advantage.Simply run past a foewhile kicking them then turn around and repeat.Even if they catch on you can just jump to aviod them.This works well with slow characters like Bowser and Gannondorf.

*****Mid-Air Moves*****

Jump, then A: Jump kick 9%
Jump, then Up + A: Vertical flip kick 10%
Jump, then Down + A: Downward spinning kick 3%-9%
Jump, then Back + A: Backwards kick 9%-12%
Jump, then Forward + A: Straight double kick 9%-12%

Fox has a variety of aerial moves in his arsenal.These are some of his best moves since most of the time with Fox you use him to try to avoid other attacks.The slower characters or the people that must charge moves up (ex.Samus,Bowser) are left vulnerable so all you have to do is attack while they are busy.These mid-air moves are excellent to fend of a foe which is trying to return to the level.While they try to jump up jump down attack the quickly jump back to the ledge.It takes some practice but after you get the hang of it its an invauluable skill.

*****Smash Moves*****

Up + A: Upward flip kick 19%-22%
Down + A: Split Kick 15%-18%
Forward + A: Straight high kick 15%-18%

These moves are a key use in a a battle.The upward flip kick as I explained in the
Basic move area is a excellent move to use while jgguling a foe.It does good
damage
while keeping them airborne and hopefully defensless.The split kick on the other
hand
is used when someone is trying to sneak up from behind while your busy whit
someone
else.The range is smal but the effect of it is very rewardsing as it shots both
of
them backwards givingyou time to recover.The Straight high kick can be used
when you
are on a large flat level like Corneria where you can easily charge it up and
hit
someone.A good time to use it is when some one is trying to get back on a
platform.

*****Special Moves*****

B: Laser (can be done air or fired rapidly) 3%
Up + B:Fire Fox (hold the Control Stick in the direction you wish to go,can be
done
in the air) 14%
Down + B: Reflective Sheild (can deflect projectiles; can be done in the air to
slow
fall 5%
Forward + B: Shadow Fox (can be done in the air) 6%-7%

While Fox may not have many special moves that are considered valuable you
normally
try to stick to your smash and regular attacks.The ones his has though fit his
character great and accompany his other moves very well.The normal laser attack
doesn't cause the enemy to move so its a little weak but if you can get back
far
enough and let loose a barrage of lasers you can do ahbout 30-40% damage which
is
very useful as leverage.The shadow fox is really good to use when you want to
annoy
a friend.Just find a nice spot them let it loose.Once you do it onec just turn
around and use it again.I don't advise doing this more than 3 times since they
catch
on fast.The reflective sheild is in my oppinion of the most versitile moves in
the
game sine you can use it for offense or defense.On offense if you notice
something
happening jump up towards a perosn and turn on the shile if done right you
should
knock the person back stunned.On defense it does as the name implies it
reflects
items,missles,phychic attacks and just about anything else you can think of.It
wears
down so you don't want to use it too much.

*****Dash Attacks*****

Dash + A: Running kick 6%

THis would probably be one of your most used move since normally at least when

I
play as Fox I'm always running around. Use this move when you want to stun
someone
before unleashing a smash move.

*****Throws*****

Z, then Up:Laser Throw 6%-7%
Z, then forward:Punch Throw 3%
Z, then back:Back Laser Shot 6%
Z, then Z/A:Knee Pummel 2% everytime
Z, then down:Down Toss Shot 4%

The trows Fox have are best used after you pummel the character by
hitting Z or A to hit him then throw your opponent. The upward shot is
good for setting up a juggle attack. Fox's Throws aren't the strongest in
the game but they can help set up most of his other moves.

*****Taunts*****

Up on the D-Pad:C'mon!

This taunt doesn't do anything other than in Adventure and classic mode
where if you taunt after killing some you get extra points. Its also a
good move to use when fighting someone in VS. mode to agravate
them. There's another taunt but it'll be explained later.

/\\/\I.III. Classic Mode/\\/\

^-^Coming Soon^-^

/\\/\I.IV. Adventure Mode/\\/\

^-^Coming Soon^-^

/\\/\I.V. 15-Min Melee/\\/\

In this mode all you have to do is survive. I've yet to complete it with
fox yet but I recomend Donkey Kong's Down+B or someone with a good move
to keep people away.

/\\/\I.VI. 100 Man Melee/\\/\

See above.

/\\/\I.VII. 1-vs-1/\\/\

Fox is probably in my opinion better at one on one combat. This is
because most of his moves are used to attack a single person
efficiently. I use his basic attacks to wear a person down then move into
the smash moves before they inflict much damage to Fox. After wearing
them down enough you can mix it up using special moves, smash moves and
just about anything you want to do. My advice for Fox is to develop your
own style for Fox. That's why I love to use him as you can do just about
anything you want. Just stay back from people with strong attacks that
knock you back if you encounter them try to inflict damage with either
the Shadow Fox or using your Laser Gun. Try juggling your opponent as
that also works well.

/\\/\I.VIII. 4-vs-4/\\/\

This is where you really need to focus on one person at a time. Let the
other people take out each other while you keep attacking one
person. Using the smash moves like the Split Kick and the high Forward
attack are key as without them you really don't have any really good
attacks to knock them out since his up+b move takes long to charge up. The
best tactic that I know of is to just keep inflicting small amounts of
damage then use a smash move to finish them off.

/\\/\IX.Target Test Guide/\\/\

(1-2)Take out the two target to your imediate left then the one above it with your gun.(3)Then jump up over the wall to reach the next target and use a regular move on it.(4)Precede to the one above the wall and use the Fire Fox attack to get on top of the squaret.(5)Once there fall to your right the jump up into the rectangle missing the bottom where you use the Fire Fox again to get through the platform and hit the target.(6)Fall down through the platform then ump to your right to take out the other target with the Fire Fox as well.(7-8)Fall down and use Aerial attacks on the two targets.(9)This where it gets tricky so listen closely.Use the Shadow Fox to get to the next platform and through the two fire blocks then do the same thing to get to the other platform try standing in the middle of the platform first or you'll miss and die.(10)Jump off of that platform and use a well aimed Fire Fox to hit the moving target.

/\\/\X.Legal Stuff/\\/\

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/\\/\XI.Secret Taunt/\\/\

I have to thank the people at the message board for this one.Any way this taunt involes hitting the D-Pad in many directions which causes you to hear some radio chatter from the Star Fox team.The best way I've found is hitting left and right rapidly.So far I've only gotten this to work on the Venom and Corneria level.You'll know it works when you see fox bend down and hold his fist like he charging up then see him out his fist in the air where it goes <Bling!>.Then you should hear some stuff form Peppy,Slippy,and Falco.So far its worked in Melee and Training mode.Please email me if you get it to work with anyone else.

/\\/\XII.Thanks/\\/\

Hey I'd like to thank Hal labratory for making this great game and Nintendo for cooperating.I'd also like to thank anyone who helped me on the massage board.Well anyway Thanks I guess.

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