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>> <<  
>> Introduction <<#####  
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Welcome, everyone, this is my FAQ on Ganondorf. It is safe to say, that Ganondorf is the strongest, if not, second strongest character. Ganondorf also has one of the best aerial games of all characters. This guide will cover all you need to know about Ganondorf, and his moves. It will also cover facts and strategies involved with items, and stages, and give pointers on improving your game. I am, unfortunately, not a SSBM master, so if I was very wrong on a certain point, or stated something not true, you can tell me.

I will NOT include basic info, like the SSBM system, walking, and other basic things. I will NOT be covering the different modes including Classic, adventure, and all star. I will also skip the event matches, home run contest, break the target, and the multi-man melee. Yes, it does seem like I'm throwing a lot of information out of this FAQ, but if you want further FAQs on the above mentioned subjects, visit

spookisfat's cruel melee guide,  
SSkeeto's homerun contest guide,  
Mario 64 Master's Break the targets FAQ,



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Intro

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Ganondorf has a great arsenal of moves, as I have mentioned earlier. For this next part, I will be using certain words whose meanings may stand unclear. So, here are my definitions, not necessarily correct, but here they are.

Bounce= Moves that give great knockback, which means that the opponent is hit far away.

Strength= A move that has a lot of strength will dish out a lot of damage.

Tempo= the speed of the move. This also includes the time period after the attack is executed.

Scope= The range that the attack has.

Priority= If two players hit each other at the exact same time, who will win the move? The one who used a move of greater priority.

\*= The rating that a move gets. 5 is the max

/= Represents 1/2. So \*/= 1 1/2.

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Part B, basic moves

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Neutral A

Strength= 7%

Just a regular punch. It also electrifies your opponent, but I'm not sure if that helps too much in stunning them. It comes out really fast, and if you feel there is no time for a smash, feel free to use this. It can be used defensively when you want your opponents a distance away from you. It can also hit multiple times, and you can occasionally pin an opponent.

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Walking A

Strength= 12%

Simply walk, then press A. This, I find, is a great attack. It's got good tempo, decent strength, and can set up for the next move to roll in. It also has great scope.

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Dash A

Strength= 14%

Run forward, and press A to make Ganondorf shoulder the opponent.

It's a good move, but facing experts, or multiple CPUs, there is a rare chance you'll get to finish this move. However, I gave it some more rating because it has great priority, and when fighting multiple opponents, it might be helpful.

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Down A

Strength= 12%

Ganondorf sweep kicks the ground when you hold down on the control stick. This is a great move. The opponent lands right in front of you, providing a chance for you to execute another attack.

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Up A

Strength= 27%

This is one of Ganondorf's useless attacks. Ganondorf puts up his leg, and brings it down again with a huge explosion. The delay is what I'm worried about. This move takes a long time to execute, and isn't apt in serious battles. But, I believe it is stronger than the Warlock Punch, mainly because of its bounce. While it can KO a lightweight on a small stage at 30%, the Warlock Punch can't. But tell me if you think I'm wrong.

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Side Smash

Uncharged= 22%, Charged= 30%

Wow, what a great smash. I am assuming you know what a smash is. If you don't, go to Data --> Archives --> How to play. This smash has great range, and great bounce. When you use this smash, count on your opponent getting KO'd on the top boundary of the stage, since this attack takes your enemy 78 degrees up. With this attack, you can smash on. There is a good chance it will connect.

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Down Smash

Uncharged= 20%, Charged= 28%

In this smash, Ganondorf kicks forward, then backward. The kick forward will not smash your opponent far, but the backward kick is what you need to smash the opponent. This move is not too great. The results after executing this move are unpredictable since it has two parts for it. However, if you're lucky, your opponent will get caught in the first kick, and be transferred along the ground to the second part of the smash. You also might want to try it when enemies surround you all both sides.

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Up Smash

Uncharged= 40%, Charged= 53%

If only the first kick connects, Uncharged= 22%, Charged= 30%

This move has two parts, and two different possibilities.

Ganondorf will kick both legs into the air, one leg at a time. If your

opponent is above you, he/she will most likely get caught up in the two part attack. That is when both legs hit. That smash will send the opponent 90 degrees into the air. The other form of this smash takes place usually when the opponent is directly in front of you. He/she will get hit once, and fly at 45 degrees. I cannot argue which form is better, since it's the same attack. But, the form where your opponent is hit once will not occur as often as the other form because this smash has very little scope in front. There is an advantage this attack has on certain stages, which I will explain later.

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Grab, Throw in Front

Strength= 9%

This attack is not apt for comboing on stage, because if your opponent is skilled enough, he/she will most likely tech(explained later), and it will be too late to attack again. However, if you throw your opponent off the stage while you're close to the edge, with your opponent having 10-30%, you will mostly likely score a KO after executing Down B(explained later).

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Grab, Throw Back

Strength= 9%

The spiking combo will not readily work with the back throw if your opponent has low percentages. This is because when you do throw your opponent, he/she will have recovered by the time you turn around, jump, and use down B. So, I have not found any great uses for this attack, but if have, tell me.

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Grab, throw Down

Strength= 7%

This is my favorite throw. When your opponent is at lower percentages, you can follow up the down throw with the sweep kick, and maybe the down smash. When your opponent is at higher percentages, you can follow the down throw with an up smash for the KO.

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Grab, Throw up

Strength= 7%

Another good throw. What I like to do is attempt some kind of aerial attack after the throw is performed, like aerial up kick. Sometimes you will get the chance to up smash after the throw. Robert Perez says that you can also do a chain grab with this move. This works on fast falling opponents like Fox and Falco. Just throw them up, and quickly catch them again. This can be done at lower percentages, like %30. For those reasons, I brought its rating up a little.

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#### Aerial Neutral

Strength= 12%, or 24%

Ganondorf kicks twice when he is in the air. But, I'm not too clear on the percentages. If anyone knows if the second kick does, or does not have greater strength than the first kick, contact me.

Nothing is too special about this attack. I don't use it often though, because Ganondorf has much better aerial attacks than this. Though it may seem like this attack hurts a lot, it rarely, if ever, connects both kicks. Not only that, it doesn't provide a lot of bounce either.

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#### Aerial Down

Strength= 22%

Ganondorf kicks his feet down to spike the opponent. It is argued that this is the strongest spike in the game. I believe it is, but it isn't all that great. This attack is very difficult to time. It lacks good tempo, and is only good against those CPUs that wait on the ground for you to perform this attack. Humans will either jump up and attack, seeing that it takes a long time for this move to come out, or dodge. Advanced CPUs will dodge most of the time. However, against characters with a lot of priority, like Marth, it is bound to fail. Nonetheless, it's power and bounce is irresistible. Use it when your opponents least expects it.

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#### Aerial Up

Strength= 12%

Ganondorf does a backflip in air, covering a 180 degree arc. There is nothing too special about this move, but it connects most of the time. Bounce is minor, but sometimes it can KO your opponents.

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#### Aerial Front

Strength= 17%

This is a great attack. There is a slight delay before the actual punch comes out, but it is quite easy to time it so the attack comes out at the right time. This punch also has a great knockback, so KOs come easy at the edge when your opponent is high.

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#### Aerial Back

Strength= 16%

Ganondorf will swing his fist behind him, and attack the person behind. It comes out a lot faster than the previously mentioned move, but also has less knockback.

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### Warlock Punch

Strength= 30%

Most beginners might be attracted to this charged punch, but experts will almost never use it. There is just too little chance of this attack connecting. It can be used, and started in air. That would increase the chance of it actually connecting, but not by much. It has a lot of bounce, but experts would laugh if you use this move. However, despite all the disadvantages of the Warlock Punch, it can still work against CPUs. I've had level 9's getting punched numerous times.

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### Wizard's Foot

Strength= 15%

This is a beautiful move. It is a good way to finish combo's, it has very good priority, and it can spike. When you are in mid-air, use this attack, and it will knock your foes straight down, which means that with enough skill, you can KO a foe at 20%. The only thing preventing this move from getting 5 stars is the horribly long waiting time after this attack is executed.

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### Gerudo Punch

Strength= 17%

Ganondorf swings his fist causing his whole body to follow. It is an average attack, because it can be stopped, or avoided easily despite its speed. However, if you succeed, combo possibilities are created. But, if you fail, there will be a horribly long period in which you fall to the ground, and slowly get up. This does NOT count as a recovery jump. You can do this attack in mid-air, but after that the computer treats it like you used the third jump.

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### Warlock Grab

Strength= 17%

This is a nice move. Ganondorf jumps up very quickly, and grabs the opponent, inflicting damage once the encounter is over. This attack has fairly good priority. It can even stop Kirby's stone attack. A combo I discovered the computers use is Gerudo Punch, followed by a warlock grab. You can use that combo as well.

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Part D, Other Moves

### Jump

To jump, press "up" on the control joystick, or press the x, or y button. For me, I use the control stick, but there is little, or no difference between the two.

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When hanging on the edge,



A/B= 10%

Ganondorf comes up and attacks the opponent. I've used this most often.

L/R= Comes up, and rolls along. Great for evasive needs.

X/Y= From the edge, he jumps up higher than his first jump.

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There are still A LOT of techniques left, but that will be saved for number six on the table of contents.

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>> <<  
>> Stage Strategies <<  
>> <<  
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In this section, I will give a basic description of the stage, and give a few strategies. I won't use ACSII art, though, since I'm horrible at that.

Icicle Mountain  
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Size= Strolling

There is one thing you would want to take advantage of in this stage. Notice how easily people can get KOed off the sides? Yeah, NEVER forget that while you're in this stage. Take advantage of those KO boundaries. However, unfortunately, most of Ganondorf's smashes propel the opponent UP, not to the side. But, we do have his aerial front A, and, we have the Wizard's Foot. Most players would prefer to throw the opponent off, but Ganondorf doesn't have throws that are extremely strong.

In this stage, there are 4 different strolling options. There is complete stop, where nothing is moving; there is slowly moving up; there is slowly moving down; and there is moving up very fast. The strolling option you have to be careful with that last option. Ganondorf surpasses Bowser in terms of jumping, but is still no good. You'll find, though, it won't be too difficult to keep up with the pace as long as you focus half on your foes, and half on the stage.

Princess Peach's Castle  
-----

Size= medium-small

From first look, this stage may appear to be quite large, especially when those buttons are pushed, and those platforms appear. However, this stage is divided by a tall tower. Most of the time, you won't be fighting on the tower, so this stage has been neatly cut in half. There are no hazards you might want to know about except the banzai bill, or whatever it's called. That thing is truly strong. It can instantly KO anyone. The strange behavior with CPUs is that they stay near the edge when they sense a banzai bill approaching. So, naturally, you would want to plunge your foes into the explosion of the banzai bill. However, I have not yet attempted any of this, but I'm guessing some kind of throw is necessary. But even then, it would be quite difficult to drag your opponents into the explosion.

This stage has a relatively small KO boundary at the bottom, so spike away!

### Rainbow Cruise

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Size= Strolling

You start out on a medium sized boat. There isn't anything special about this boat except that the KO boundary is very close on the right side. After some time of duking it out, the ship drops, and it is time to move on. Here is a place where you must worry about spikers, since there is little solid ground around. After that, the stage walks you along a big platform. Here, the concept is same with Icicle Mountain. You must knock your opponents off the two sides. The last sequence of your journey is a sudden drop, where countless times the CPU and I have died. But don't worry, an arrow will notify you. The strategy I use to get past this part, is to stand on the tan-colored blocks, and wait until one falls. It will fall slow enough to accommodate the speed of the stage. By taking this path, you will have avoided the mess which is taking place on the white platforms.

### Kongo Jungle

-----  
Size= small-medium

The KO boundaries on both sides seem extremely close. Just keep that in mind. It may be faster to score a KO off the sides rather than star KOing it above. On the right, there is a small platform. I usually avoid this place when using Ganondorf. It's very small, and it brings you even closer to the right KO boundary, which means, one bad move, stuck in one good combo, and it's good bye. There is nothing else note-worthy, except that there are multi-platforms, and the DK rap in the background. Many may disagree, but I sort of like the DK rap. However, it has nothing to do with gameplay, so moving on....

## Jungle Japes

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Size= medium

There is only one major thing you would want to know: The bottom KO boundary is the CLOSEST in all stages that have a bottom boundary. That mean you can no longer use Wizard's Foot as a spike, because if you do, you'll suicide. The klap trap also comes along occasionally, even though it seems like often with all the KOs that klap trap is scoring. The klap trap looks like a blue crocodile, and it's bite is a one hit KO. You can actually jump in the water, and come out again perfectly safe, but it's not worth it with Ganondorf. Even with characters like Kirby, it doesn't provide any kind of ambush. So, stay in that middle platform, Below it. Hopefully you can up smash some opponents up above.

## Great Bay

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Size= medium-medium large

Several things to note here. The Right KO boundary is VERY close, and it is extremely easy to get KO'ed there. Make use of that advantage. There is a turtle who shifts positions, dives in the water, and submerges again. I don't usually fight there, though. Then, there is that annoying Tingle. He's nothing but exasperation. With CPUs, they will attack you if you still on the balloon. With humans, they will also get you. There have been times when my opponent had +120% in damage, and I launched a good smash. But, they hit the balloon, and bounced back, still alive with +140%.

The water. Obviously, none of our smashers took swimming lessons, so treat the water like thin air. Here comes the greatest thing you could know about this stage. You see that there are two platforms on both sides? Those places are KO heaven. Get down there, and get to a place where the main platform and the lower one overlappes. That is where any attack projecting someone up, or diagonally up, will instantly KO the opponent. Here is what happens; an attack sends the opponent soaring up. But, they hit the main platform, and they bounce into the water at spiked speeds. So never forget that. You could be the victim, but you could be the smasher as well.

## Temple

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Size= Extra Extra Large

It may seem that with this incredible size, KO chances are reduced to a minimum. That is not true. All you have to do is make use of the side KO Boundaries. Those lines are actually quite close.

Nothing else much is to be said about this place, except I usually fight Where Player one starts out, which is on that nice piece of flat ground and a combo-connected platform up above.

In the center of the stage, there is a tunnel and a platform. Very similar to Peach's Castle, it divides the stage in half. But what's more important is the tunnel. Some players can pin their opponents against the platform, but Ganondorf has no moves fast enough. However, once I was able to squeeze 5 Neutral A's before the CPU broke free. There is a platform below the tunnel. That is the place to stay is you have +150%. Sometimes, I can endure until 350% with Ganondorf down there. Simply crouch and use your Down A.

#### Flat Zone

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Size= Extra Small

What a chaotic stage. There are weapons falling from the sky which will project you up, and if high enough, you will be KOed. Also a guy will come around, and dump some oil on the ground. It's nothing special, but it is extra slippery. The weapons that fall inflict 10% damage, so try to avoid, because you could easily be comboed after getting hit by the weapons. A monkey will come around occasionally to restore some lost platforms. No signifigance there.

The thing you really need to know, is that the KO boundary is EXTREMELY close on all sides except bottom. Even Ganondorf can be quicky be put to oblivion at 70%. But, not to fear, Ganondorf has a LOT of knockback moves, so it doesn't always have to be a smash to dispose of the enemy. It could also be any aerial attack, or even the walk-->A. Just don't stay in one place, and when you need to move, use wizard's foot, or jump.

#### Yoshi's Story

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Size= Small

This is a plain stage with three platforms. Shy guy will come around and speculate on the match. Ignore them. Here is also a good place to start using your wizard's foot. The KO boundaries seem to be not too far, nor too close. You can use up smash if there are people on one of the platforms above you.

#### Yoshi's Island

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Size= Medium

Do not confuse this with Yoshi's story. It's much different. There

will be yellow blocks that spin when you hit them. The ones above ground are of no significance, like Tingle's balloon. However, the three blocks on ground floor need to be watched at all times. Countless times have my foes plunged into the earth after overlooking those blocks. You, too, can fall. One way I see the CPU Ganondorf fall is by using the Gerudo punch (side B). The easy solution would be to avoid that attack whenever you're close to those blocks. Not only that, the KO boundary is rather close along the bottom. Actually, the boundary lines are close everywhere, in all directions. However, this is no disadvantage. Most of Ganondorf's smashes will project the enemy up, and since the KO boundary line up is close, you can smash away.

To the right, there will be a little hill. At first, I thought that that hill would be the Ideal KO place. In a way, it is, since it brings you closer to the Upper KO boundary. However, for attacks that project the opponent 45 degrees and less, the foe will simply skid along, and may not be KOed at all. Of course, this is still no concern considering the vast arsenal of candidate moves to use on this stage. Once again, smash away.

#### Dreamland

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Size= small

Besides looking pretty, and hosting good music, there is nothing noteworthy here. There are platforms that move up and down very slowly.

The boundary lines are "normal". Not too close, not too far. Just use normal tactics, and don't forget to spike.

#### Green Greens

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Size= Medium

There are a few things to note here. There is a tree in the background that will blow wind to one side. That does nothing bad except to annoy you. Sometimes the tree will spawn apples. Some apples heal you, some you can use as projectiles which inflict 11% with Ganondorf's throw. Some apples are explosive. This stage is composed of three main platforms, which are divided by two towers of yellow blocks. Some blocks have a picture of a bomb on them. Be careful of those blocks. They inflict 22% damage, but doesn't have as much bounce as a normal bomb-omb. The KO boundary lines are slight closer on the right and left, but that difference is minor.

#### Cornelia

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Size= Medium-large

The biggest factor here would be the awnings. Awnings come around every once in a while to spray bullets over the stage. You will rarely get hit, but if you do, no big deal. Some awnings come closer and you can jump on them. That wouldn't be of any use, except to temporarily hide. When they go, jump off, or be star KOed.

The StarFox has it's own gun below the stage. You can get there easily, and I doubt anyone would follow. However, the Starfox's gun will come alive occasionally, and that is sure to kill you.

The Left KO boundary line seems to be the closest.

Venom

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Size= Medium

This stage can be divided into four parts: Upper left, lower left, upper right, and lower right. With the tilt of the wings, combat can sometimes be really difficult. For example, it is not so easy anymore to smash and expect it to land. You can drop from the upper platforms into the lower ones by crouching. That can set up for tricks, like dropping, and then immediately using up-aerial attack. Once you are on the lower platforms, it is easy to up smash dumb CPUs that drop through without thinking.

The starfox goes through different phases. It goes from a sunset scene, to a dark cave. Once in the dark cave, the side KO boundaries are temporarily shut off. It has annoyed me sometimes, and saved my life other times. Your foe will go flying from the ship, but strike a rock, and bounce right back. Also when you go through that cave, the Starfox seems brighter, and may offend your eyes. Try to ignore that distraction.

As for the KO boundary lines, they seem a bit further than the usual.

Brinstar

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Size= Medium small

You will notice that there are "strings" that connect the platform to the main platform. There is also another set of adhesives on the main floor. Ignore them. If you cut them, the stadium is cut in half, and the platforms are useless. This may create a greater atmosphere for KOing, but it is not worth it, considering the adhesives restore itself very quickly. Usually, I stay on the main platform at the bottom. But the lava rises occasionally, so to be safe, make sure the top platform is unoccupied. Make sure you avoid the lava. It won't KO you, but it will hurt a lot.

Brinstar Depths

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Size= Medium

This is a chaotic rotating stage. Make sure you keep your eyes on the big reptile in the background (Kraid). When it appears, it will soon slash at the stage, rotating it. Don't take any risks. Stay on the ground parallel to the lava. There is no real strategies in this place. I don't think you can grab any edges at all because there are none. The KO boundary lines are average, though most will die at the bottom.

Onette  
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Size= Medium large

One thing to note is the cars. Whether I was beginner, or advanced, I always got hit by those cars. Of coarse, a warning is given every time a car is about to approach. So heed those warnings, and don't even fight on the road. Instead, move your fights to the two purple platforms, and the blue roof house.

Another thing to note is that the KO boundary lines are greatest at the sides.

If you do it just right, you can sidestep dodge the cars. However, that is a risk not worth taking.

Earthbound  
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Size= Large

The thing you need to notice is the two gaps between the buildings. Since Ganondorf does not know the wall jump, he can be KOed there. So if you don't pay full attention to the screen, you will make a move, than realize that you've fallen into the pit.

UFO's will come around occasionally. If you are at the other side of the stage when this happens, the camera will zoom out, and it will be difficult to track down your character in this huge stage. The UFO itself is very slippery, and combat is impractical there.

The KO boundary line is closer than average to the right.

Mute City  
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Size= Small

A moving stage, but not strolling. There will be passing cars. If they hit you, don't worry it's only 10% with minimum knockback. Still, it would be better to stay safe rather than sorry. Another hazard that will hurt you is the track. While your main plaform is moving, jumping off will result in 18%, and projection direction of UP.

Recovering in this stage is difficult. There are little, if not none edges to grab.

A fun thing to try is to hurt the cars. If you do a powerful attack, or use a powerful item like a bomb-omb when a car passes, the car will stop, and emit smoke.

#### Big Blue

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Size= Medium

The safest place to stay would be on the platforms that you pass. Staying below on the cars are dangerous because when a slow character like Ganondorf gets knocked onto the track, it's almost over. The track behaves like the river in Jungle Japes, but runs a lot faster. The cars here are bumpy, making it very hard to land your attacks. So, the two options are aerial attacks, or the platforms. Also note that the side KO boundaries are really close.

I don't really like this stage. Ganondorf will just have to jump around and use aerial attacks. The other thing about this track is that you can use your third jump, land on the track, and if your reflexes are good enough, jump back onto the cars.

#### Pokemon Stadium

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Size= Medium to medium small

Ahhh, now this is a very plain stage, good for serious combat. Until.... it transforms into some really chaotic stages. The order is Default--> element stage--> default--> element stage. The order goes like that. The different stages are fire, rock, water, and grass. Nothing else needs to said except that the KO boundaries are all average. The element stages are complex, but the strategies remain the same.

#### Poke Floats

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Size= Strolling

This stage is composed of floating pokemon, as the title suggests. This is a great place to use the wizard's foot to spike people. There are just a few places you need to be careful of. The first place is when you see that duck. When fighting on its head, the camera will start to move down, and you will be star- KOed. So, don't let that happen, and only involve yourself 40% to combat, and 60% to the stage. There are other tricky spots too, like the big tree, and the place where you meet chancy(egg mother), and golem(head with flexing arms) , or whatever. You should know which places to give extra attention to the stage. So when do you know to move on? Well, stay in front of the combat.



For example, if everyone else is fighting on squirtle's head, you should jump on onix. There are exceptions, though, like when getting to the purple gas pokemon. Sometimes you will fall faster than the camera, and be KOed. So, when you feel that you will sure fall through the bottom KO boundary, than use up B. But most importantly, pay attention to the stage.

#### Mushroom Kingdom

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Size= Medium large

In this stage, your percentages will rise, and you won't get KOed until the percentage is really high. Next to temple, you can survive longest on this stage than on any other stage. This is because of the two layers of red blocks making a roof over the main platform. This is not good news for Ganondorf, because if you remember, most of his attacks project the enemy in an upward direction.

However, the sides of this stage are just like the sides of Icicle Mountain. The side KO boundaries are extrememly close, and Ganondorf can easily KO a middleweight with 30% with the Wizard's Foot when the foe is near the edge. As usual, keep that in mind.

#### Mushroom Kingdom II

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Size= Small

Just one thing that you need to know. The side KO boundaries are very close. Don't forget that. It is the key to winning on this stage. Other small things to note is the birdo and the magic carpet. But, those things are very minor, and won't affect your gameplay too much. There are also two pits in this stage. Of coarse, that is where you use the wizard's foot, but sometimes you will die if you use it too close to the ground. Try using it from a higher place.

#### Battlefield

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Size= Medium small

That is the average stage. The KO boundaries are average, and take advantage of your up smash, which can reach opponents on the two lower platforms. I heard somewhere that gravity goes lenient sometimes, and everyone's falling speed will slow. However, I have not discovered any change in gravity.

#### Final Destination

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Size= Medium

Just a flat piece of ground. The KO boundaries are slightly farther on all sides. Or maybe it's average. But, anyway, this is the average stage, so use your normal tactics, and fight away.

Dream Land N64

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Size= Medium

An average stage. The tree still blows wind, but that can only cause slight exasperation. It shouldn't affect gameplay. The side KO boundaries seem a bit farther.

Yoshi's Story Past

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Size= Medium to large

The two lower platforms are tilted, and so is the main platform. But the bad thing about the two lower platforms, is that you can't up smash any opponents there anymore. However, the main factor that makes this stage different from the others are the clouds. Do NOT fight on the clouds, because they will disappear VERY quickly, with little warning. If your last move happened to have a long recovery, than you will fall through the bottom KO boundary. With the clouds, the side KO boundaries increase tremendously, making it annoying sometimes when you were supposed to KO someone, but didn't. To the right, there should be two clouds. I call the farther cloud, suicide cloud. You can get there, but without someone else's help, you won't get back. Avoid the clouds totally, and focus on those star KOs.

Kongo Jungle Past

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Size= Medium

The only thing that bothers me here is the light. It is dark, but unlike Jungle Japes, you will have a hard time seeing you and your foes. Other than that, there is a barrel, but like the other Kongo Jungle, don't trust it.

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>> <<
>> The Items <<#####
>> <<
>> _____<<
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Food  
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Well, these things restore your health. Certain foods restore more health than others. But, since Ganondorf is a slow character, I wouldn't get this if you know someone else will reach it first. It's good, but not that good.  
\*/

Maxim Tomato  
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THIS is good. It is worth going for even if it means losing health. This tomato will restore 50% of your health.  
\*\*\*/

Heart Container  
=====

WOW, this is the best recovery item. Get it when you see it. It will recover 100% of your health.  
\*\*\*\*/

Ray Gun  
=====

A mediocre item. It fires 16 shots, and gives minimum knockback. Not only that, it's slow. But when you throw it, it inflicts 12%.  
\*

Fire Flower  
=====

For about 6.8 seconds, this flower will continually spew out fire. Sometimes you can get people pinned with this. Unlike Bowser's fire breath, this item pushes the opponent away from you. Throwing it causes 9% damage.  
\*/

Super Scope  
=====

With rapid fire, the opponent can suffer a total of 26%. Throwing it inflicts another 14% for a total of 40%. That's what I

usually do. You can charge it up, and it will fire two shots: 28%, and 21%. The first shot has huge knockback, but both shots have little chance of connecting.

\*\*/

Star Rod

=====

Throwing it inflicts 15%, but throwing it down causes 18%. Both ways, the opponent will fly at almost 0 degrees, meaning his/her path of flight is parallel to the ground. Great knockback when thrown. The star rod also spews out stars when the controller is pointed slightly in one direction. It can spawn a total of 16 stars. The star rod is great for edge-guarding. A fully charged smash is 36%.

\*\*\*/

Lip's stick

=====

This thing is great. Whenever an opponent is hit, they will grow a flower out of their head which drains their percentages. For example, a throw inflicts 12%, but the flower pumps out another 18% for a total of 30%. A fully charged smash can deal 56% total.

\*\*\*/

Beam Sword

=====

The beam sword does 14% when thrown, and 20% when used as a smash. But it does seem like this sword has beautiful scope.

\*\*\*

Home Run Bat

=====

The throw deals 21%, and INCREDIBLE knockback. The smash is a one hit KO. This is a miracle weapon. Now if only it had more scope.....

\*\*\*\*/

Fan

=====

This item swings really quickly, making it possible to inflict 65% in 10 seconds. The throw is 9%. There is no strong bounce, so this is another mediocre item.

\*\*

Hammer

=====

You MUST get this item. It has great range, and superb bounce. It inflicts 22% with each hit, and KOs middleweights at 70%. But, pursuit is difficult while holding this item. You only get one jump.

\*\*\*\*

### Headless Hammer

=====

Sometimes, you pick up a regular hammer, and the head falls off. That's bad. Try to run away. BUT, when you pick up the fallen head, and throw it, it inflicts 35% with MAXIMUM knockback.

Handle= no star

Head= \*\*\*\*/

### Green Shell

=====

Throwing this item inflicts 25% damage on the opponent, and gives beautiful knockback. Be careful, though, since most CPUs can powershield it back to you.

\*\*\*/

### Red Shell

=====

Throwing it inflicts 16% of damage. The rolling shell causes 9% with each hit. When you throw this, it will roll around, targeting the nearest person. Yes, it does betray you. But, sometimes it's helpful against CPUs.

\*/

### Flipper

=====

If your foe is hit by this flipper, 9% damage will be added to him/her. Touching it after that will inflict 1%, but KO worthy knockback.

The only time this becomes a threat is when it is placed so that it blocks the edge, and when you approach it at an angle which can spike you.

\*

### Freezie

=====

If your foe is hit by this ice cube, 24% will be inflicted. The foe will also be frozen for 5.5 seconds to allow you to do whatever you want. This is a good edge guarding tool, because if your opponent is hit, and there is no ground beneath, the frozen foe will fall to his/her doom. The freezie also has decent bounce.

\*\*\*

### Mr.Saturn

=====

The pink creature will inflict 10% when first thrown. Next time it will be 11%, than 10%, than 12%, and so on(I believe that is the pattern). It has minimim bounce.

\*/

#### Pokeball

=====

The pokeball causes 15% when thrown, but the pokemon itself is what you're looking forward to. Some are useless, but others will help you score 3 KOs, or build up +110% on your foes. Sometimes, you can knock a pokemon away. They are, Cryrill, Chancy, and marill. There may be more.

This is one the items that CPUs LOVE. They will back out of a fight, and track down this item wherever it is.

Rating varies. However, I recommend you to get the pokeball regardless of who it may be. It's just worth it.

so....\*\*\*\*

#### Bob-omb

=====

This bomb dishes out 34% with one throw. However, CPUs can easily powershield it right back to you. So, don't pick one up, and instead let the bob-omb go to your foes, and blow them up. Bob-ombs have MAX bounce.

\*\*

#### Motion Sensor Bomb

=====

Throwing it causes 14% upon your opponent. A green light will shine from the ground. If you come near it, it will explode, adding 28% to anyone affected by the explosion. This is a GREAT item to use against CPUs, because they totally ignore the exsistance of the motion sensor bomb. Roll over one if you want to detonate it without getting hurt. In time mode, if you step on one, and get KOed, you will lose two points, even if self-destruct is set on -1.

\*\*\*\*/

#### Super Mushroom

=====

This mushroom will increase your size. With bigger size, you have the obvious advantages of weight, and strength.

\*\*\*

#### Poison Mushroom

=====  
This mushroom is purplish in color, and has a slight frown. Don't get the mushroom if you don't know which one it is, because if you get this mushroom, your size will decrease, and you will have to play "run away" for 8 seconds. Sometimes the CPUs will dodge this item. Than, you will be sure that this is the wrong mushroom.  
/(half a star)

Starman

=====

It is a bouncing star. Take it, and you will enjoy invincibility for 9 seconds. This item isn't too useful because the CPUs will run away from you, and Ganondorf isn't really good at persuing others.  
\*\*\*

Parasol

=====

With this, you can glide like Peach!!! but.....that is not really a great advantage. Gliding will most definally slow you down in air, and make you a fine target for your foes. Throwing the parasol is useless. Smashing with it gets out 24% from your opponents. That's not even as good as Ganondorf's Forward Smash!  
\*\*

Warp star

=====

Oh, yeah! THIS is a great weapon. You can't even shield from it, and CPUs always gets hit by this powerful star. It does 22%, but the thing that is even more important is the knockback. GREAT knockback. You can also control its direction with the control stick.  
\*\*\*\*/

Metal Box

=====

Once you hit this green box, you will enjoy being a man covered with metal for 11.9 seconds. With this, your weight increases greatly, but so does your falling speed. So, when you grab this, get in the fray, but stay away from the edges.  
\*\*/

Bunny Hood

=====

With this mask on, Ganondorf's speed increases by about 60%, and jumping ability increases 40%. The effect wears off after 12.5 seconds. This is a

very useful item for someone slow, like Ganondorf. But don't forget to time your attacks.

\*\*\*/

### Screw attack

=====

When you see a foe not too far from you, throw this powerful frizzbee at them. It will inflict 23% damage, but the really good quality about this item is that your victim will not be able to move after hit! They will go up a short distance, than come down spinning. It is a perfect chance to follow up with a smash. But don't throw it if your opponent is too close to you, because you will get caught up in the spin, and not be able to combo them.

The other use of this is edge-guarding. Like the freezie, throw it when your foe has no ground beneath him, and he will plunge into the bottom KO boundary.

\*\*\*\*

### Barrel Cannon

=====

If this barrel cannon is thrown at you, don't worry. You won't get hurt. Just make sure the top is facing the appropriate direction, and simply press A to blast out of it. It does hurt your opponents if you are inside, but I do not know by how much.

\*/

### Cloaking Device

=====

For about 10 seconds you will enjoy invisibility, and invincibility. Sound appealing? It is, in a way. However, you can still get KOed, but your percentage will not rise. And the invisibility is useless. Against humans, you probably have a name tag. Against CPUs, they know where you are better than you know where you are. The CPUs will love this item. They will grab it every time.

\*\*\*

```
>> _____ <<
>> Important Notes <<#####
>> And Tips <<
>> _____ <<
```

Sometimes, I will explain things in the next chapter, chapter 7. These are just some interesting, or important things to know about.

----

The roll

----



Press either the L or the R button, than press a direction(right ,or left). Then, you have just rolled. There are countless reasons for rolling, which will be explained later.

-----  
Sidestep  
-----

This is similar to the roll, but instead of pressing right, or left, press down. Ganondorf will step away from the 2-D stage into the background for a short while. However, it is long enough to avoid even the Onette cars. However, I don't use this move very often, so I would appreciate it if someone else knows a practical common use for the sidestep.

-----  
The C-Stick  
-----

In training mode, the C-Stick is for adjusting the camera. However, in Vs. mode, you will do an uncharged smash in the direction you pressed the C-Stick. Just out of habit, I don't use it. But, I would probably save about 6 frames each time I did use it.

-----  
The Airdodge  
-----

In the air, press R/L. You can even control the direction! This is a very useful evasive move in the air. Try it, get used to it. When using this move, you will also automatically L-cancel when landing(explained later).

-----  
Light Shield  
-----

To use the shield, press R/L on the ground. There are three types of shields.

1. A normal shield,
2. Light Shield. I recommend this one because it lasts MUCH longer than the regular shield, and it's quite strong.
3. Power shield. This thing required CPU reflexes. You just have to shield immediately before a projectile hits you. The projectile will bounce back to the original owner, and you've saved your butt. The CPU do it all the time, but for humans it's much more difficult.

-----  
Tiers  
-----

Not long ago, somebody/something invented tiers. I don't know too much about it, but it is a list of playable characters arranged from best to worst. The arrangement is said to be based on statistics, pros, and cons. There are those who stubbornly, and persistantly deny its existance. There are also die-hard tier fans.

I am neither. As I have said, I don't know too much about it, and how EXACTLY it works, so I am neutral right now. The tier list goes something like, Sheik, Marth, Peach, Fox,.....If you want the whole list, check out the SSBM message boards.

Anyway, this is a Ganondorf FAQ, and I poured out 6 hours a day into this thing, so do you think I'll betray Ganondorf, and use someone else? NO. I chose Ganondorf because I have most experience with him, and I like how he fights. I like him overall. That is how you should base your disicians. On Experience, and Passion.

----  
Teching  
----

When you do get hit by an attack, you will go flying, and end up on the ground, and recover SLOWLY. If you press L/R right before you hit the ground, there will be some white sparks, and Ganondorf will be up and running way quicker.

----  
L- Cancel  
----

I haven't learned this technique for too long, but basically, you press L/R after doing an aerial attack. You can either air dodge, or do this. Either way, the horrible lag time after Ganondorf finishes his aerial moves will be removed.

----  
The Wizard's Foot  
----

Ahh, what a great move! But, it does have some disadvantages. One, you should be careful not to die when using this attack. Watch your opponent intently as he/she returns to the stage. At the precise time, jump out (once) and immediately use this move. Whether or not the foot connects with the opponent's head, keep your eye on Ganondorf. Try to jump up again right after using the wizard's foot. Many times I have failed to recover after spiking someone.

The other thing is the horribly long time you must wait after this attack executed. Just take note of that, and don't use it too often above the stage.

----  
Fastfall  
----

To fastfall, press down after Ganondorf reaches the climax of his jump. But, this may only be useful in the Home Run contest.

----  
Ganondorf's ULTIMATE Recovery.  
----

The wizard's foot shines again. If you are at a certain height, you can,

when knocked out far,  
Mid air jump--> Wizard's Foot--> Mid air Jump--> Up B, warlock grab.  
This is THE COOLEST feature. Sometimes it makes Ganondorf's recovery  
better than Capton Falcon's.

```
_____  
>>                                     <<  
>>   How to Improve   <<#####  
>>   Your Game       <<  
>>_____<<
```

This is no easy thing to do. It requires time, mostly, knowledge, and  
strategy.

```
+           +  
+ Part A, Tips +  
+           +  
+-----+
```

====

The Spike

====

This is the first tip I'll give you. Spike! Use the wizard's foot, and  
spike away. Spiking is much better than KOing with a smash, because the  
enemy can die at very low percentages with Ganondorf's powerful spike.  
I doubt even Falco's "#1 spike" has much power, yet efficiency as the  
wizard's foot. You need not send your opponent very far. Just far enough  
to use the wizard's foot on them.

====

Start Rolling

====

Rolling is the best dodging technique there is. It puts you out of danger,  
and right behind your ex-attacker, setting up requirements for a smash.  
That is what you should learn first. Roll behind, than use kind of attack.  
Another thing you can do with rolling is transportation by means of rolls.  
Yes, I do that sometimes because it's fast, and you know you're safe.  
There is no such thing as an abused roll because anybody who is good at  
SSBM will abuse the roll.

====

Don't get hit

====

Play it cautiously. Don't just run into a fray and expect you to hurt  
everyone else more than they hurt you. You should try to stay untouched  
more than you try to smash everyone out of the rink. Ganondorf does not

have as much escapee skills as Kirby does, but he still has the roll, air dodge, and the shield.

Rarely, if ever, have I gotten the shield stupidity bonus. It is a bonus rewarded to you if your shield breaks. Simply use the light shield.

It's faster, and it lasts longer.

The air dodge is another attack worth abusing. If an opponent is close to you in air, you can choose the attack, or dodge. Most of the time, I base my decisions on the ground. If there is another opponent on the ground waiting, or a good item in sight, I would air dodge a certain direction, than run to the item, or away from the foe waiting.

CPUs never air dodge to a certain direction. But you should. It will eventually become obvious which direction to dodge once you air dodge frequently.

====

Know your stage

====

This is important. To "know" a stage, you must play on it often, and discovery its layout, and everything else about it. Don't let a single detail escape you. Also, keep in mind how far the KO boundaries are. You may want to base your attacks on that information.

====

Crouch

====

A useful thing to do when your percentage is high, is to go to a safe place, crouch, and attack. Crouching will reduce the distance you fly when you are hit. Ganondorf also has a good crouching attack.

However, I use this technique occasionally, and mostly in Temple. But, it is a good detail to know about.

====

Smash

====

Use those smash attacks! Those are attacks that inflict a lot of damage, and can send your enemies far. They are abusable, but at higher-expert levels, they should no longer be abused. But while you are still building your skill, feel free to abuse the smashes.

====

Debilitating

====

All of your attacks that inflict damage can, and will debilitate. Debilitate is just a fancy word for weaken, or "power lost". For example, Go to training mode, and use an attack on someone. Now use the same attack again. The percentage that was inflicted should not have been as great as the first attack. I don't know too much on this subject, but some attacks decrease by 1%, 2%, and other attacks debilitate by 5%. This is also true with items like lip's stick, beam sword, and star rod.

====

## Recovery Quickly

====

You can recovery quickly by Teching, or using the L-cancel. I can now naturally tech. Everytime my Ganondorf gets blasted away, I tech before hitting the ground. L-cancel has not yet become second for me, but I'm working on it.

====

Getting back to the stage

====

The first key to recovering well(yes, this is called "recover" as well) is to use your wizard's foot when the situation shows itself worthy. The previous chapter should have talked about using the wizard's foot during recovery.

The second trick to recovery is to come from either below, or above. When you are knocked out far, someone will be edgeguarding you. Don't just ignore them, and jump back to the stage naturally. Maybe you can if you're a beginner, but when you're an expert, you will meet master edge-guarders. So, let's say you had the chance to come from above. Either land on a platform, or get past them. If you landed on a platform, get moving! They will soon use their Up smash, or an aerial attack. Landing past them is a lot harder since Ganondorf wasn't born with jumping skills. But if did land past them, roll to the opposite direction your opponents are facing, and continue combat.

Most of the time, you should be at about the same height level as your edge-guarder when recovering. This is when you should strive to grab the edge. Why grab the edge? Because the choices from there are a lot safer. You can press A/B, and come up attacking your opponent, or roll up with L/R, or jump up with X/Y. So no matter what, try to get on the edge. The last thing to take note of is Ganondorf's great Up-B. With this up-B, you can warlock grab any edge-guarder waiting. It is an attack with fine priority, and it works!

====

Edge Guard

====

Previously, we talked about recovering. Now, we need to consider edge-guarding. There are two ways to edge-guard. One way is to stay on the ground where you are, and hope that your opponent is stupid enough to jump right to you. That is the easy way, but it doesn't always happen. So, you must try the other way, which is to greet your opponent while they're still recovering. A few times I have succeeded using Ganondorf's aerial side-A. Another way is the classic Wizard's Foot. But be careful, if your opponent uses a recovery attack with lots of priority, you may get hurt, and your opponent gets back to the edge. However, the Wizard's Foot has decent priority. Of coarse, there are other creative ways to edge guard, like jumping below them, and using the Warlock grab(up-B). If you do use the warlock grab, and it is sucessful, you get to reuse it again to get back to the stage. If your opponent grabbed the edge, you could say you failed. So, sidestep, or roll in case they attack, or persue if they jump, or roll, and continue combat.

====

## Juggle and Combo

====

Juggling is when your opponent is in the air, and you jump up, and attack. To combo, try to hit your opponent with 2, or more attacks. Juggling is not too easy with Ganondorf since his aerial attacks don't send the opponent up. But, it is still considered juggling when you meet your opponent in the air, and send him/her farther up into the air, and meet them again, and send them into the air again until your victim is star KOed.

Every character has some great combos. To discover them, go to training mode, and try a certain move, and follow that move up with a different move. Now, test it in VS matches. If even a level 9 is not able to escape from that set of moves, you've discovered a combo. Most of Ganondorf's combos contain two moves, but they can grow. However, comboing can be stopped when an item gets in the way, or if the stage changes. I didn't test any of my combos yet, so don't email me asking for them. However, if you wish, you may donate one.

====

## Know the CPU

====

The CPU has a lot of characteristics, and is VERY predictable. The good ones power shield like crazy. No CPU abuses smashed, but some of them abuse rolls. They run to items like pokeballs, and cloaking device. And then, there is the individual characteristic, like, Kirby uses his B-attack often, Samus likes the grappling beam, and a whole lot more. I am not going to explain each character, because it's much easier if you just discovered it yourself. Fight your enemy often to know about them.

====

## Be unpredictable

====

There is two reasons for this. First, an attack will debilitate if used more than once consecutively, as I have mentioned earlier. To fight effiently, don't get married to any one, or two attacks.

Once you get the hang of the game, you will know all there is needed about the CPU. Knowing the CPU will most definally help you fight better. So, you don't want your enemy to know you. If he/she does, the disadvantage lies with you. Sometimes it takes just one match to find out how you fight. So keep those moves varied.

```
+           +
+ Part B    +
+ Exercises +
+-----+
```

I usually divide all players into 6 catagories: Pacifist, trainee, Smasher 1, smasher 2, expert, and Expert 2. Now I will give fighting

suggestions for each group. However, my suggestions are definally not perfect. It is time that blooms your skills. Now, I recommend you to go to <http://ssbmmastersclub.proboards7.com/index.cgi#general>. I have some further challenges (or trials as I call them) waiting for you there.

Pacifist  
@@@@@@@@@

Well, if you've gone up to event 29, and beat it, you shouldn't be a pacifist. But, even if you still are, I'll tell you one thing: take it easy, and fight 1 v 1 with your opponent at lev 1. That should be easy enough.

Trainee  
\$\$\$\$\$\$\$\$\$

1. Go to training mode. Now set it to Ganondorf v. Bowser. Start the timer when "GO!" appears. Try to use the spike, and KO bowser in less than 30 seconds.
2. Go the classic, and set the difficulty level to Easy. Now beat it with only two stock.
3. Go the Adventure, set it on easy, and beat it with three stock.
4. Go to Vs. Mode, and set it to 3 stock. The CPU at level 6. Finish First.
5. Keep playing those stock matches. When you feel comfortable, change it to 4:00 time mode.
6. Defeat a level 9 1 on 1.

Smasher 1  
%%%%%%%%%%%%%%%%

1. Beat Classic on Normal with 3 stock, no continue.
2. Beat Adventure on Normal with 4 stock, no Continue.
3. Practice that spike! Go to training mode, and set your opponent to Bowser. Set your stage to Great Bay. Now defeat him in less than 11 seconds! Sound hard? Not with a spike. No items
4. Make a 16 person tournament with you in it. The CPUs are level 9s. Finish First.
5. You should now be able to win VS mode stock and time battles with level 9 CPUs. This is a good practice. Just keep on fighting them, and keep on coming out first.
6. Set items to medium, and set it to team. Marth(lev 9) is in a team with Fox(lev 5). The mode is 8 stock in Temple. Just come out first, and keep practicing.

Smasher 2

#####

1. Beat event 1-50 with Ganondorf. You may use someone else for event 51.
2. You should have all-star by now. Beat it on normal with Ganondorf. No Continues.
3. Beat Classic on hard with no continues, and 4 stock.
4. Set your handicap to 6, and bowser's handicap to 9. Bowser is at level 9. No item, 2 stock in Great Bay. Try to beat his both stocks under 1:10.
5. You should have Final Destination by now. Go there, with two level 9's on a team. Marth, and Fox. No friendly fire. 6 stock. Try to beat both of them. Ganondorf has no teammate.

Expert 1, and 2

\*\*\*\*\*

Uhhh, well, I'm baraly an expert, and if you really are this good, you shouldn't be reading this.

```

>> _____ <<
>>   FAQ       <<#####
>>           <<
>> _____ <<

```

This is the Frequently Asked Questions. Naturally, I will only post FREQUENTLY asked questions, or ones I thing are important. I don't want to update this every time a new question pops up, but I will tell you the answer first in email.

Q: How do you unlock Ganondorf:

A: Finish Event 29.

```

>> _____ <<
>>   Conclusion <<
>>           <<
>> _____ <<

```

Well everybody, thank you sooo much for reading this FAQ. If you decide to



choose Ganondorf as your best character, GREAT, you won't be disappointed.  
If you chose someone else, hope you can master that character as well.  
Either way, thank you for visiting this FAQ!  
Alright, there's a great chance I'll continue to write FAQs, so I'll still  
be around helping you guys.  
Ok, good night everyone.

---

>> <<  
>> Contact Information <<  
>> and Credits <<  
>> <<

Ok, my email is stated above, but if you want it again, it's  
lzxiang24@yahoo.com.

Email me only if you have any suggestions, or useful information. I don't  
want you to email me for any other reason unless it's really important.

-----  
The credits

First, I'd like to thank you for reading.

HAL lab for making making this great game.

CJayC for hosting this wonderful site, GameFAQs.

Robert Perez for sending in some tips.

Gina Pickett for telling me something unknown about Down B.

Zyre, Cyper, and CyricZ for setting great examples of how an FAQ should look  
like.

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