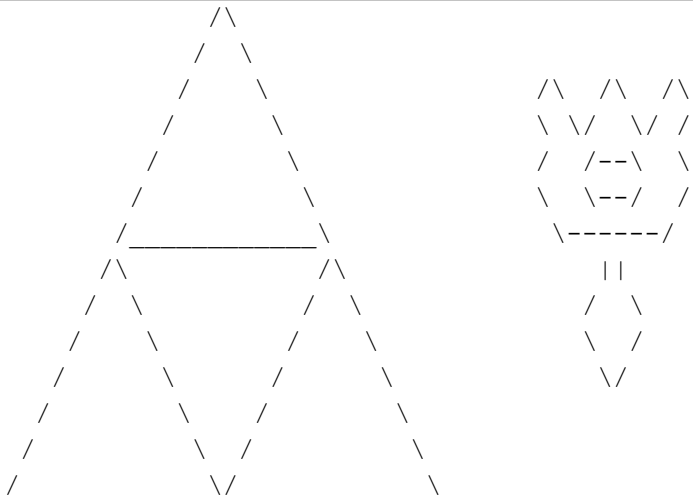


Super Smash Bros Melee Zelda/Sheik Character FAQ

by JWagoner

Updated to v1.5 on Aug 17, 2002



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SUPER SMASH BROS. MELEE: ZELDA/SHEIK CHARACTER GUIDE

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1. Introduction

Hi, and welcome to Josh's guide to Zelda/Sheik on Super Smash Bros. Melee. This guide assumes you know how to play, what the different items do, the different modes, and all that. I want to keep this FAQ fairly small, y'see. This guide contains mild spoilers about the game; mentions a couple of secret characters, but let's be honest, who doesn't know who

they all are. The object of Super Smash Bros. Melee is to knock your opponent off the screen. Your opponents are obviously trying to knock you off as well. With Zelda/Sheik, you have the option of being slow and powerful, or fast and weak. There is no 'in-between'. This guide will explain my personal strategies with Zelda and Sheik, describe each move, and tell the best times to use them. It also includes strategies for making your own combos. This is primarily for Vs. mode, but you'll quickly learn to apply these skills to 1-player mode as well. You'll notice many of the moves hit 'on a line'. This means that they hit opponents in a linear area in the direction given. It doesn't mean the opponents have to be arranged in a perfect line; though they can be hit that way, if they deviate slightly from the line, the attack will still connect. Also, attacks that hit on a line work wonders in multiplayer battles, because if your opponents are close enough together, that also counts as a line. Think of it as the attacks in Chrono Trigger that hit on a line. (what? you've never played it?) Some moves hit in a semicircle - the same principle applies, just the range is shaped differently. Questions/comments can be directed to poing@edgeemu.com or djvizionz@aol.com, but read the FAQ all the way through first, I don't respond to questions that are already included here.

2. Update status:

6/21/2002: Version 1.0 completed.

6/25/2002: V1.1: Fixed some formatting and grammatical errors, changed some things here and there, and edited the copyright notice.

7/1/2002: V1.2: Changed some more things here and there, added NeoSeeker.com to list of authorized websites.

7/16/2002: V1.3: Changed some more things here and there, added Fiyer.com to list of authorized websites.

8/2/2002: V1.4: Changed yet some more things here and there and edited the copyright notice.

8/17/02: V1.5: Added some stuff, like more info on jumping 'n schitt. Seems as though fiyer.com has changed its format.

3. Zelda

Zelda is slow to move, slow to attack, and generally slow overall, except in the air. On a relative scale, she's faster than Bowser, but slower than Ganondorf. Her attacks are powerful, they last a long time (which is your friend in multiplayer battles, and can only be your friend in a one-on-one if used as counterattacks), and some of them juggle. All of her attacks leave her open in some way, but she's very good at keeping opponents away. They also cover a very wide range around her, making her better to use in multiplayer battles. Most of her attacks have awful recovery time, because they last so long. For these reasons, it's better to focus on waiting for the opponent(s) to approach you and counterattacking rather than going in for the kill. If they know better than to do that, turn into Sheik and go on the offensive, or if possible, use Din's Fire. Zelda can go on the offensive, but only if her opponent(s) are within range of her dash attack, which can be difficult to set up due to her slow foot speed. She can jump fairly high but VERY quickly, making her an excellent aerial character. She doesn't jump nearly as high as Sheik, but she can travel further horizontally, and Farore's Wind more than compensates for it. There is a slight delay before she actually leaves the ground, but once she's in the air she's just behind Kirby in terms of aerial maneuverability. Her roll dodge is much quicker than her regular foot speed, but make sure you're familiar with how far it carries her. Her sidestep dodge lasts slightly longer than Sheik's, which can be both a blessing and burden. She is very light

and can be knocked away easily, so make sure you have good stamina before undertaking a battle with Zelda. Her reach with the Beam Sword is among the best; so don't pass it up (It's even better with Sheik, though).

3a. STANDARD ATTACKS:

A button: Forward Flash

Zelda extends her arm and a blast of magical energy issues from her hand. It's rather slow, so it's best used as a counterattack. Watch for the dreadful recovery time. It hits in the range of the sparks causing lightning-elemental damage, leaving her lower body and back open.

Tilt forward+A: Forward Slap

Zelda swings her arm around and to her side in a chopping motion leaving a trail of magical energy. This comes out slightly, but not noticeably, quicker than her regular A, so it's good to use in a combo, but again it's best as a counterattack. It hits in the range of the magical energy causing physical damage, leaving her lower body and back open.

Tilt up+A: Upward Sweep

Zelda sweeps her arm upward in a circular motion. It covers her upper body. This is one of Zelda's wildcards - it doesn't do too much damage, but it knocks the enemy very far and comes out quicker than most of her other attacks. It's best used when the enemy is directly above rather than on the side, because they'll be able to hit Zelda below the range of the attack. It also works to cover her upper body when multiple opponents are approaching from above. It hits on both sides and above causing physical damage, leaving her lower body open.

Tilt down+a: Trip kick

Zelda kicks along the ground. It comes out quite quickly, but has a moderately small recovery time. A relatively good juggling move when used on angled surfaces such as Hyrule Temple or Corneria. It hits on a stupidly short forward line (but a line nonetheless) along the ground and causes physical damage, but leaves her upper body and back open. Don't mash the button - wait until the opponent's feet are back on the ground before you kick again.

Dash+A: Dash attack

Zelda dashes forward with her arms out. It's an excellent reversal move; it comes out very fast and does heavy damage with much quicker recovery time than most of her other attacks. It's also good to start a combo, since it knocks the enemy straight up. Follow this one up with her upward sweep. It hits on a short forward line causing lightning-elemental damage, leaving her lower body and back open. You'll quickly catch on to how far she dashes. This is Zelda's only effective offensive maneuver. It works wonders in multiplayer battles, so don't pass it up, but again, make sure they're within range of it.

3b. SMASH ATTACKS:

Up+A: Electric Juggle

Zelda extends her arm upward and makes a circular motion leaving a trail of magical energy. If an enemy is caught in it, they are juggled for a while, and if they're still inside, the last hit knocks them upward. It's best used as a counterattack - try using it slightly early so the last hit connects. It hits within a short horizontal line directly above causing lightning-elemental damage, leaving her entire body open. This means you must never use it to hit on the side. For best results, catch

the opponent in the dead center of the line; if they're off to the side it's easier to escape it, and when she moves her arm the other way, they're out of it automatically. Not good.

Forward+A: Energy Blast

Zelda casts a magic spell in front of her leaving a burst of sparkles. It lasts fairly long and reaches fairly far, but if an enemy is caught in it at close range, it juggles the longest with lightning-elemental damage before knocking them away. This is Zelda's fastest attack, but it has a slight delay while powering up and a horrible recovery time, and it leaves her lower body and back open. (notice a pattern yet?)

Down+A: Low Roundhouse

Zelda twirls around on one foot with the other extended in front. This one also comes out a bit quicker than most of her other attacks, but at the cost of a lower damage percentile. It's best used when an opponent is jumping towards you at an angle from below. It covers both sides of her lower body and hits directly below causing physical damage, but it leaves her open from behind when she turns around.

3c. AERIAL ATTACKS:

Up+A: Explosion

Zelda casts an explosion above her. This attack is dreadfully slow, but if it connects, it is capable of massive damage. It is best used after an opponent's third jump, or when they're standing on a platform directly above. It has a wide range, so also try it if the enemy is falling towards you at an angle as well. It hits in a semicircle directly above causing fire-elemental damage, leaving her horribly open to upward attacks, so be alert. The recovery time isn't all that bad but it's not all that good either.

Forward or Back +A: Lightning kick

Zelda kicks her foot out in front of her with a powerful magic spark emanating from it. This is another Zelda wildcard. The downside to this attack is if it doesn't connect properly it won't do as much damage. The key is to strike with the ball of her foot in the actual kicking motion, so timing is EXTREMELY important. The spark that comes out is a hair's breadth above her foot, and that will also hit with the more powerful strike. It is best used as a back attack - i.e. jump over the enemy and attack them from behind. It's also good in multiplayer battles - fall into a group of enemies and do it. It will connect on at least one of them. If the opponent is on the ground, use it at the last possible second before you land, but make sure they're within range. This attack hits on a line in the direction she falls afterward, with the tip being the hardest hit and causing lightning-elemental damage, leaving a small area of her upper body open. I recommend playing in training mode and setting the CPU to Jump, Evade or Attack to develop use of this move - particularly Jump, because that way you'll be able to time the attacks better on vertically moving targets.

Down+A: Stomp

Zelda stomps down on the enemy. This move is Zelda's dud because it's slow to come out, doesn't do much damage, doesn't knock the enemy far away at all, doesn't last long, and leaves her terribly open to upward attacks. It hits directly below on a short line causing physical damage. It's best used when you're just about to land on an opponent from above, but most likely by then they'll have hit you with an upward attack. Use her spin strike instead.

A: Spin strike

Zelda spins around with her arms extended leaving trails of magical energy behind. It comes out at a medium speed, can juggle if timed and aimed correctly, and causes minimal damage, however if the last hit connects, it will send them flying. This one hits all around on a longer line within her jump causing physical damage. It's excellent when used on the way up in her jump, but you must be quick.

3d. SPECIAL ATTACKS:

B: Nayru's Love

Zelda spins around forming a diamond-shaped crystal. It lasts a short while, and it is followed by polygon-shaped waves. Any projectiles are reflected. Both the crystal and the waves reflect attacks, but only the waves cause damage. If used at close range, the waves juggle for a short while. Never EVER pass up the chance to knock a projectile back at the enemy. (Fully charged Super Scope shots, Samus' Charge shots, and Mewtwo's Shadow Balls in particular.) If used in the air, it slows her fall while she spins, but she'll fall at her normal speed afterward. It won't cancel her third jump, so don't pass up the chance to throw in a hit (e.g. spin strike) afterward. It's very good for knocking multiple enemies away. Nayru's Love hits all around causing physical damage, leaving her open from directly above and below. If used on a Pokeball, it becomes yours, so don't pass that up either.

Forward+B: Din's Fire

Zelda throws a ball in front of her, which bursts into flame shortly afterward. Another Zelda wildcard, it can be controlled vertically to a certain degree if the button is held down. When it initially leaves Zelda's hand it moves slow, but it speeds up the further away it travels. When the button is released, it disappears for about a 1/4 of a second, bursts into flame and burns the enemy. If the ball touches the ground, it is cancelled. The ball itself does not cause damage; the burst of flame does. With practice you'll be able to lure enemies into it. One of the better ways to do this is to release the button just in front of the opponent when they're approaching. Beware though, because she can't move while Din's Fire is in the air, and it cancels her third jump if used as an aerial attack, because it carries her forward. Use it in the air only if you're sure you're going to land on the platform. This one hits where you release the button causing fire-elemental damage. If it's too far away, it cancels automatically. For these reasons, it's best used as a long-range attack.

Up+B: Farore's Wind

Zelda spins around in a green glow, disappears, and reappears in another area of the screen. The waves that form around her also cause slight damage. Depending on which direction you push the control stick after executing Farore's Wind, Zelda will move in that direction. It's great as a recovery move, but it is imperative that you know where you'll end up, because if you reappear underneath a platform, you'll fall. It's easier to use when you have the arrow pointing above your character, but don't use that as a crutch; learn how long it lasts instead. Tips: Her total jump height and lateral length are ever-so-slightly longer than Sheik's, and she can only move upward through droppable terrain, i.e. ground that you can press downward to fall through. Hits on all sides if timed correctly.

Down+B: Transform

Zelda turns into Sheik. It can be cancelled if she's hit while transforming, so either do it in the air or far enough away from your

opponent so they can't reach you. Also try it straight off the revival platform. It does not cause damage.

3e. THROWS:

When Zelda is holding an enemy, she swings her arms around casting magical energy into the enemy as her Z button attack.

Downward: Zelda floats above the enemy, casting magical energy below herself onto the enemy on the ground. A good throw to rack up damage.

Forward: Zelda's more powerful throw, tossing the enemy forward in a blast of magic.

Backward: Zelda casts the enemy behind her, again in a blast of magic.

Upward: Zelda throws the enemy straight up. Add her upward explosion to this throw - you must be quick but it can be done.

3f. COMBO STRATEGIES:

The only really effective way to combo with Zelda is to start with a counterattack, because that's the best way to use Zelda. When you have an opponent caught in a combo, vary the direction of the control stick during your attacks. If you hit an opponent and (s)he is knocked towards you, use Nayru's Love to juggle. Her upward sweep is a good finishing move - it covers her upper body, and it's even better when followed up with her upward explosion. Also make use of her low kick if you're on an angled surface.

4. Sheik

Sheik is one of the most versatile characters. On a relative scale, she's faster than Roy but slower than Marth. Her attacks come out fast, (which can be a blessing in one-on-one battles and a burden in multiplayer battles, so be alert), she can juggle her opponent very well, and she works well as an offensive character and an opportunist. Her disadvantages are that her attacks are very weak and don't cover as wide of a range as Zelda's, but since she can unleash numerous attacks in a row with very little recovery time in between, and since they don't leave her as open as Zelda's hits, that makes up for this. Because her attacks cover a much narrower range and are much quicker than Zelda's, use caution in multiplayer battles; concentrate on using the linear hits as much as possible, and time your short hits very carefully so as to knock your opponents into each other. This isn't as much of a problem in one-on-one battles, so go nuts with her normal hits. She jumps quite high and very quickly and is excellent in the air. Her jumps don't carry her as far horizontally as Zelda's, but there's no delay before she leaves the ground, and she can still travel as far if you use her whole jump. She can wall-jump; abuse this as if it were a lifeline in 1-player mode. She is also great for hit-and-run tactics, due to her quick attacks and foot speed. Like Zelda, she is also very light and can be knocked away easily, so make sure you have good stamina. She is excellent with swinging weapons (bat, beam sword, star rod(!), etc) because if they are used as smash attacks they hit twice, with the second hit knocking the opponent far. I always find myself turning into Sheik if I pick up one of these as Zelda. Sheik is also excellent for confusing opponents, because when she moves, she turns around and walks backwards in the direction she is actually moving, except when running. Her sidestep dodge is much too quick to successfully avoid a full-on

multiplayer attack, whereas her roll dodge can get her out of just about anything, provided she's on the ground. (I say Sheik is female, 'cos she sounds like a deep-voiced woman rather than a high-voiced man, the game refers to her as female, and at the risk of sounding like a pervert, I can't make out a bulge [that Sheikah garb is skintight, after all,] but I agree, it is questionable, because of the references in Ocarina of Time.)

4a. STANDARD ATTACKS

A: Slap

Sheik quickly chops forward. If used repeatedly, it turns into a juggling attack similar to that of Captain Falcon or Fox. Never use the juggling attack at long range, because the recovery time is most long. Excellent against larger characters like Donkey Kong. Hits in a small semicircle directly in front, leaving a small part of her lower body and back open.

Tilt forward+A: Roundhouse

Sheik performs a traditional roundhouse kick. It's an excellent reversal move, it comes out very quick, and it's good to use in a combo. It can also be a good ledge-guarding move if timed correctly. Hits in a semicircle in front, leaving her back open.

Tilt up+A: Up kick

Sheik kicks straight up, and then sweeps her foot downward in front of her. It's a good attack to confuse an enemy - they'll think you're only hitting upward, and then they'll get caught in the forward hit. Hits in a semicircle on both sides and above, then in a narrow semicircle in front, leaving her open to attacks from directly below.

Tilt down+A: Foot sweep

Sheik spins along the ground with her leg extended slightly into the air. Best used as a counterattack against aerial moves. Hits on both sides, leaving her open to attacks from directly above or below. It is excellent when followed up with her down+A smash.

Dash+A: Dash attack

Sheik dashes forward blindingly fast, damaging everything in her wake. If you time it right, you can juggle an enemy easily using this attack alone - dash back and forth in the same general area. You'll quickly catch how far Sheik can dash. Hits on a short forward line, leaving her open during the ever-so-slight recovery time. It's excellent when followed up with her up kick or roundhouse.

4b. SMASH ATTACKS:

Forward+A: Double jumpkick

Sheik spins moving forward kicking twice. The first kick racks up damage; the second kick knocks the enemy away. If timed correctly, both kicks will connect. Don't be fooled by its quickness - it's best used as a counterattack, because the second kick is the better of the two hits. It can be used as an offensive maneuver, but only if you're able to keep the enemy at a distance enough to hit both times, or at least on the second only. Also, watch for the slight delay before the first kick. This one can hit on a short forward line if timed correctly. Between the two kicks there's a very short recovery time leaving her open from directly above and below. If you're wielding the Beam sword, the range is much longer.

Up+A: Sheik's Secret Weapon

One of Sheik's wildcards. Sheik puts her arms upward, and then swings them to her side in a quick motion. It hits on both sides and directly above. If it's timed and aimed just right, as in hitting directly above, it will hit twice. Since it attacks on both sides, it's good to use in multiplayer battles. It leaves her open to attacks from directly below.

Down+A: Windmill kick

Another Sheik wildcard. Sheik extends her legs in the front split, spins around, turns upside down, spins again, and kicks upward. It lasts a long time, is quick to come out, and hits in a semicircle during the upward kick. It leaves her upper body open to attacks while she's turning, but since it reaches far enough in front of and behind her, this shouldn't be much of a problem. It's excellent in multiplayer battles, because it hits on all sides. It's also excellent against characters of high weight as well (bonus if they're metal), because if at close enough range and timed correctly, it can hit up to five times.

4c. AERIAL ATTACKS:

A: Jumpkick

Sheik extends her legs in the traditional jumpkick style with one arm out in front and the other with her elbow extended behind. Good for knocking enemies away in all directions. It hits all around on a line in the direction she falls afterward, with the actual strike being slightly more powerful. Also good as a finishing move if the enemy has high damage. It has a slow recovery time, so don't use it near an edge.

Forward+A: Sideswipe

Sheik slaps forward. This move has a very slight delay before it comes out, so try using it a little early. It doesn't do too much damage but it will knock the enemy very far horizontally. It works wonders as a finishing move, so save it for that purpose whenever possible.

Back+A: Back kick

Sheik kicks one foot out behind her. This move is also excellent for knocking multiple opponents away, because the foot behind her does damage as well as the foot below her. Also good as an offensive maneuver. It leaves her open from the front, though.

Down+A: Stomp

Sheik stomps downward. It hits on a line. Much MUCH better than Zelda's stomp, it knocks the enemy straight up, leaving them open to upward attacks. Watch for the slight delay before it comes out. It's also excellent as a spike, knocking an aerial enemy straight down at a ridiculous speed.

Up+A: Upward stomp

Another Sheik wildcard, this one only hits once but it knocks the enemy far. Excellent as a finishing move. Hits on a line. It is the only upward stomp in the game. If timed correctly during her jump, she'll move upward in the stomping motion. It can also be used when falling laterally to counter approaching opponents from the side.

4d. SPECIAL ATTACKS:

B: Needle Storm

Sheik throws needles at the enemy. Hold down the button to prepare more, and press the L or R button to store them. She can hold up to six. Release the button to unleash the needles. An excellent counterattack,

because if the enemy is running towards you, they will be stopped in their tracks for a moment, giving you time to attack. Even if they block it, that still opens them up for a frontal assault or grab afterward. If thrown in the air, they travel at a downward angle. Watch for the ever-so-slight delay before they come out and the slight recovery delay afterward.

Forward+B: Chain

Sheik throws a chain out in front of her. The tip of the chain shocks the opponent, and the rest of the chain inflicts damage. Rotate the control stick to move the chain around, and release B to retract the chain. Each stroke with the chain causes damage. Don't keep the chain out too long, or else they will figure out what you're doing. It's excellent as a counterattack and edge-guarding move. If used in the air, it will slow her fall, but once the chain is fully extended, she falls at her normal speed.

Up+B: Vanish

In the air, Sheik maneuvers in a manner similar to air-dodging in the direction you hit, explodes, then reappears in another area of the screen. Depending on which direction you hold after executing Vanish, you'll move in that direction. Be warned - it will not take you as far as Farore's Wind, but if an enemy touches the explosion, it causes fire-elemental damage and will knock them away. If you use it on the ground, watch for the slight delay before the explosion, and use it as a counterattack. Hits on all sides. The explosion when she reappears doesn't inflict damage, so be alert for it.

Down+B: Transform

Sheik transforms into Zelda. It can be cancelled if she's hit while transforming, so try it in the air or far enough away from your opponent so it can be completed. Also try it straight off the revival platform.

4e. THROWS:

When Sheik is holding the enemy, her Z button attack elbows them in the face. Ouch!

Downward: Sheik throws the enemy on the ground and falls on top of them, knocking them straight up. Start a combo with this one.

Backward: Sheik kicks the opponent behind her.

Forward: Sheik elbows the opponent in front of her.

Upward: Sheik throws the enemy up then does a handstand right underneath to add to the damage.

4f. COMBO STRATEGIES:

Sheik's attacks come out fast with little recovery time in between, and although they aren't terribly powerful, she can unleash a lot of them in a short time. Try starting a combo with a downward or upward throw. As with Zelda, fighting geographically can perform good Sheik combos - i.e. varying the direction you hold the control stick during attacks. A personal favourite of mine starts out with her dash, into her roundhouse, her windmill kick, dash again, her up kick, and finish with her upward stomp.

5. Target Test

I find it's best to do this as Sheik. Hit the one directly in front, then jump to the left and hit that target. Now jump to the right side of the area and hit the two targets (on a line!) with her jumpkick. Jump back to the top, guide her to the upper targets with Vanish, hitting the target under the platform with the explosion and slap the one above. Jump to the upper left of the area, get on the very edge of the platform above the target, throw the chain out and guide it downward. Now jump to the right and go down to the lower area, and use the chain to hit the two targets there. Now you have two options for the last target. You can either turn into Zelda and hit it with Din's Fire, or stay as Sheik and jump off and kick it. Presto!

6. Credits and Legal stuff

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7. Shouts & Respect to:

Ryan, Jon, Fat, Dustin, Eric, Yoly, Brenda, Mari, Nicole, Nickole, Nycole, Toni, Danielle, Shay, Candi, Jen, Foxy, Sabrina, Michal, Gwen, Lori, Lindsey, April, Julia, Ron, Carol, Mark, Karla, Mark, Misty, Sarah R., Sarah C., Sarah S., Sarah D., Alyxx, Brittani, Shohn, Darrell, Mike, Adrianna, Tom, Lacey, Jon, Miguel, Andy, Erin, Ben, Corby, Michael, Daniel, Manny, Zach, G-bo, and Mary Jane.