

# Super Smash Bros Melee Roy Character FAQ

by funkytoad

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Super Smash Bros Melee  
Roy FAQ  
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1-Introduction

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Hello everyone, and welcome to my Roy FAQ. My name is Funkytoad, and I'm an avid gamer. I very much enjoy Super Smash Bros Melee, and have "mastered" Roy. Now I shall pass on my knowledge to you ^\_^ I'll be holding your hand through everything that you could ever want to do with Roy...except that...get your mind out of the gutter!

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2-Controls

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Analog Stick-The round appendage protruding from the left side of your controller. Ya can't miss it-Moves Roy. If you hold left or right, Roy will move in that direction. If you tap it left or right and hold it, Roy will dash in that direction. If you hold down, Roy will duck. If you press up, Roy will jump. You can do one jump off the ground, and one in mid-air.

D-Pad-The four directional arrows right below the Analog Stick-Pressing up on the D-Pad will make Roy do his taunt.

Start-The small circular button in the middle of your controller-Pauses the game. When the game is paused, this unpauses it.

A-Large green button-Attacks. Depending on what directions you combine this with, you can do many different attacks.

B-Small red button-Uses special attacks. Roy has 4 special attacks;B, Forward+B, Up+b, and Down+B.

X and Y-Gray buttons above and beside A-Jump. If you hold the button, you'll jump high. If you tap the button very lightly, you'll do a tiny jump. You can jump once on the ground, and once in mid-air.

C Stick-Yellow analog stick below B-Used for smash attacks. If you tilt it left or right, Roy will do his forward smash in that direction. If you tilt it up or down, he'll do either his up smash or his down smash.

L and R-Grey analog buttons on the shoulders of the controller-Holding down L or R will put up your shield. Since these are analog buttons, the strength of the shield can vary, depending on how far you hold the button in.

Z-Purple button in front of R-Grabs the opponent. Once you've grabbed them, you can throw them in any direction or knee him.

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3-Unlocking Roy

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In order to unlock Roy, you must first unlock Marth. To

unlock Marth, you must play with all of the original 14 characters, in any mode. It's easiest to just play one VS match with each of them. After playing with the 14th character, Marth will challenge you. Defeat him, and you'll unlock him. If you lose, simply play another VS match, and he will challenge you again. Now, go to either Classic mode, or Adventure mode and beat it with Marth on any difficulty, with and stock, without using a continue. Now Roy will challenge you. Defeat him, and he will be unlocked. If you lose, you must beat Classic or Adventure again, without continuing.

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4-Why Roy?

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Why would one want to play as Roy? Let me list the advantages and disadvantages:

Advantages:

- Excellent range
- Fairly quick on his feet
- Powerful
- Very good in one on one matches

Disadvantages:

- No projectiles
- Weak throws
- No meteor attacks \*\*
- Crappy aerial fighter

As we can see, his advantages far out-weigh his disadvantages. Fighting against a very good player with projectiles can be a bit of a problem, but he can overcome them with a little craftiness. As for the weak throws, the solution is just don't throw...it's not a vital part of winning a match by any means. Meteor attacks are always nice, but he really doesn't need them. He can Edge Guard much better than someone like Mario who -does- have a meteor attack, so don't stress over this. Yes, he is a very crappy aerial fighter...the only time you should even think of using a mid-air attack, is when you've been popped up there by your opponent. So in conclusion, stay on the ground, and this won't affect your fighting in the least.

\*\*Something to note, I've received emails from at least 10 people now, telling me that Roy does indeed have a meteor attack. In his Double Edge Dance, if you do up+B for the third hit, it will smack the opponent straight down, and thus is a meteor attack! I've tested this, and it is absolutely true. Keep in mind that the Roy Rule applies; it will only smash them down if you hit them with the middle of the blade.

AlphaZ44550@aol.com has informed me of something that I had noticed before, but never really thought much of. Sometimes when you do Roy's up+A smash, the enemy will be sent straight down. This is when the enemy is hit with the middle of the blade. I've confirmed this quite a few times, and it

does work. I don't know when this would be useful, but it is indeed another Meteor Smash. w00t, Roy is getting better all the time!

Ahah! So now we see that one of Roy's disadvantages can be stricken from the list! Honestly everyone, this guy can own everyone and their mother. If you're having trouble choosing which character you'd like to use, and "master" so to speak, I highly recommend Roy.

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5-The Roy Rule

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Alright....before we really get into anything, I must state the Roy rule...that is, something that you should always keep in mind. It affects pretty much all of Roy's attacks, as as such, it's something good to take in. Roy's blade has much more effect when you hit the opponent with the middle of it. This goes for absolutely any attack where you're attacking with your sword. You can tell by the difference in the sound, whether you're hitting with the middle or not. When you hit with the tip, you make a \*smack\* sound, like you're hitting a punching bag with a baseball bat. Learn to make the middle of the blade connect, instead of the tip, and you'll fare much better.

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6-Attacks

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Here are all of Roys moves, with information concerning them.

Note:Smash attacks are done by tapping the control stick in the direction. These attacks can be charged by holding the A button.

Example:

Button Combo\*Name\*Description\*Effect On Enemy\*Max Damage

A\*Slash\*Slashes the enemy with the sword\*Moves them a little bit\*3

Forward+A\*Forward Slash\*Slashes the enemy with the sword while walking\*Hits the enemy back\*11

Up+A\*Upward Slash\*Slashes upwards\*Hits them up\*8

Down+A\*Low Stab\*Stabs the enemy in the legs\*Pops the enemy up into the air\*12

Dash+A\*Dashing Slash\*Slashes the enemy while running\*Pops the enemy up into the air\*12

Smash Forward+A\*Sword Smash\*Smashes the enemy with the sword\*Hits the enemy back far\*19-27

Smash Up+A\*Upward Stab\*Stabs upwards\*Hits the enemy up high\*15-22

Smash Down+A\*Double Sword Sweep\*Sweeps both sides of himself

with his sword\*Pops the enemy forward and up\*20-28

Air+A\*Double Air Slash\*Slashes twice in mid-air\*Hits the enemy back\*7 per slash

Air+Forward+A\*Air Slash\*Slashes in mid-air\*Hits the enemy back\*8

Air+Back+A\*Rear Air Slash\*Slashes behind him in mid-air\*Hits the enemy back\*9

Air+Up+A\*Upward Air Slash\*Slashes upward in mid-air\*Hits the enemy up a little bit\*6

Air+Down+A\*Downward Air Slash\*Slashes down in mid-air\*Spikes the enemy down\*7

B\*Flare Blade\*Smashes the enemy with his sword(can be charged\*Hits the enemy back(One hit KO if charged fully)\*6-50(does 10 damage to yourself if charged fully)

Forward+B\*Double Edge Dance\*Various Effects(see full explanation later on)

Up+B\*Blazer\*Travels upwards with an outstretched sword\*Pulls the enemy up with you and fires them up at the end\*11

Down+B\*Counter\*Puts you in a position ready to counter\*Hits the enemy back if they attack you with any non smash, non special attack. Also counters projectiles\*1

Z\*Grab\*Grabs the enemy\*Pulls them to you\*N/A

Grab+A\*Knee\*Knees the enemy\*N/A\*3

Grab+Forward\*Forward Throw\*Throws the enemy forward\*Enemy goes in direction thrown\*5

Grab+Back\*Backward Throw\*Throws the enemy backward\*Enemy goes in direction thrown\*5

Grab+Up\*Upward Throw\*Throws the enemy up\*Enemy goes flying up\*5

Grab+Down\*Downward Throw\*Throws the enemy at the ground\*Enemy goes behind you\*6

L or R+Down\*Sidestep\*Roy sidesteps, dodging any attacks coming at him\*N/A\*N/A

L or R+Forward\*Forward Roll\*Roy rolls forward, dodging attacks\*N/A\*N/A

L or R+Back\*Backward Roll\*Roy rolls backward, dodging attacks\*N/A\*N/A

L or R+Air+Direction\*Mid-Air Dodge\*Roy moves in the direction that you used, dodging attacks\*N/A\*N/A

Double Edge Dance: This move is a combo move that has many possibilities. It is up to a 4 hit combo. The first attack is always the same, while the others can differ. The 2nd attack can either be forward or up, and the 3rd and 4th attacks can be forward, up, or down. I'm going to list these hits with a description and their maximum damage.

F=Forward

U=Up

D=Down

F1\*Forward Slash\*5

F2\*Forward Stab\*5

F3\*Forward Swipe\*6

F3\*Forward Smash\*7

U2\*Upward Swipe\*3

U3\*Downward Swipe\*8 \*\*

U4\*Jumping Downward Smash\*7

D3\*Downward Slice\*7

D4\*Low Multi-Stab\*9

\*\*This attack is a meteor attack. If you hit the opponent with it (with the middle of the blade) they will be sent straight down. I really like to use this, as it doesn't send them flying, and so they're in perfect position to be hit with any of the three great finishing attacks of Double Edge Dance

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7-Attack Breakdown

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In this section I'm going to completely break down all of Roy's Smash Attacks, and Special Attacks, so that you know what's going on with them...and stuff.

NOTE: All of the names of the smash attacks, are false names that I've given to them for sake of reference.

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### Smash Attacks

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#### Forward+A Smash: Cross Slash

This is basically Roy's pinnacle attack, and a lot of strategy is based around this move. The range of the attack is very awesome, and so you can beat your foes down without them coming close to you. Quite useful indeed. It also deals a very respectable amount of damage. On your first use, it deals between 20 and 27 damage, depending on how much you charge it up. Even when the damage has gone to its very minimum, you still deal between 13 and 18 damage, which is quite good. Once you've used it enough times for the damage to be minimized, they'll have enough damage to die rather quickly anyhow. Another great thing about this move is that it smashes your opponent quite far. This is an excellent move for edge guarding (though it is not quite as good of an edge guarding move as Flare Blade). ALSO, the move hits a large area, not just in front of you, but can hit enemies that are above you as well, providing they aren't behind you, obviously =P All in all, I rate this to be Roy's best

move, and pretty much the beat all end all move of the entire game. Seriously.

#### Up+A Smash:Skyward Thrust

This is a pretty good attack that can somewhat hide Roy's completel aerial suckage, as it has some pretty good upward range. This one is a beast for damage, if you charge it up. Otherwise it's still decent. On your first attack, you'll do 19 to 39 (!! ) damage, depending on charge. This is a 5 hit attack btw, you need to hit with all 5 for the full damage. At minimum damage though, it only does 9-13 damage, so don't overuse it, or else it will become shite. Not really much else to say about this move. Oh yeah, it -is- a meteor attack, if you follow the Roy Rule and hit with the middle of the blade, but this is so hard to exploit that it's not even worth knowing. Moving on.....=P

#### Down+A Smash:Clean Sweep

Meh, this attack would be good, if it weren't so bloody slow. Honestly, any good player will have you halfway to hell by the time Roy starts to slash with his bloody sword. Don't waste your time on this move, seriously. Unless of course the situation really calls for it, and I'm not sure when it would.....meh.

#### Special Attacks

##### B:Flare Blade

This is quite the powerful attack, in its own right. It's the 3rd most powerful attack in the game when fully charged (the top 2 being conditional [roy's counter, and G&W's bucket]). The first time using it, the move does 6-50 (!! ) damage, depending on how long you charge. If you charge it up all the way, you'll get a big explosion, and damage yourself 10%. However, it's an almost definite KO. When the damage is minimized, the attack is completel karp though, doing from 4 to 29 damage. This attack is quite good in the sense that it launches them far, even if it only does 5 or 6 damage. This is an extremely useful edge guarding move, and my most preferred one. A good situation for using this move is when you get a Bellossom, and the enemy is trapped by it's sleep powder. Charge it up all the way, they aren't going anywhere ;)

##### Forward+B:Double Edge Dance

This move is detailed earlier....pretty much the same as before....\*yawn\*.....Well, you can use this move for help returning to the stage...but only use the first hit of it. You can use it a few times, but pause for a moment, so that you don't do the whole combo, and fall to your death like an idiot =P

##### Up+B:Blazer

An interesting move; this is Roy's main recovery move. Roy

flies upward in a slash. This move is somewhat reminiscent of Shoooooryuken!, except that Roy is holding a sword =P. This is a multi hit attack. It doesn't do much damage, but it still packs quite the punch if you follow the Roy Rule, and hit the enemy with the middle of your blade. This is a great move for when you're in a one player mode, fighting a ton of weak enemies, as it will usually kill them in one hit. Also, if you hold forward right as you hit up+B, or well, a tiny bit after, you'll get more horizontal distance, if that's what you're after. A fairly good move, with nice recovery properties, all in all.

#### Down+B:Counter

When Roy uses this move, he gets into a Kung Fu stance, and flashes. During the time that he flashes, if anyone hits him with ANY attack, he'll counter it and do 1.5 times the damage. Very useful indeed! This is a good way of letting projectiles pass by you as well :) I like using this move on power characters, like Ganondorf and Captain Falcon, as it will put a big hurt on them. Generally countering a Warlock Punch is a one hit kill, unless you're in a large level. Whee....stuff.

All of the attack summaries below are those of my good buddy Buckwheatz Revenge. Kudos to Buckwheat ^\_^

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#### Roy

##### Forward+B Double Edge Dance

Roy (shows pretty rainbow colors O\_o;;; as he) executes a 4 hit combo. The key to this is that you time your B button taps just right so he executes each of his 4 hits on the enemy(I usually wait until the full swing of the past blade sweep is completed). If you hit an enemy with the 4th swing, they will burn up. The swings can even be aimed. This gives it the following uses:

1. can be started in the air and continued when Roy hits the ground, gaining him horizontal distance to get back to an edge, making it an EXCELLENT edgeguarding defense tool! ^\_^
2. can be used as well to edgeguard because it has excellent range and the duration of the combo (should you choose to use all 4 swipes).
3. is an excellent comboer, the moves come out one after the other, getting your opponent caught in it. When used on an opponent at low damage, this is damage % racking. When used on an opponent at high damage, can KO an opponent.
4. because you can aim the swipes, this can be used in a variety of ways to KO. You can aim up to juggle an opponent, or down to spike them, or keep it simple and just go straight forward in a combo with it. Many options are available. It is VERY hard for an opponent to predict which way you will swipe because Roy also has good speed while using this. Before the opponent can react, they are caught in the combo! ^\_^

\*\*\*\*\*

\*activates work of art skillz\*

Legend: #'s = column number and step of the swipe, R = Roy,  
X = direction of sword swipe; can hit either up, down, or  
forward.

Columns:

....1....2....3....4 - Number of B button tap.

-----

.....X....X....X - Direction UP

R..X....X....X....X - Direction FORWARD (or unaimed, default  
if you just tap B alone)

.....X....X - Direction DOWN

This shows the variety Roy has when using his B moves alone.  
If the fourth hit is directed down,, he goes into a short  
infinite-hit-like combo. This is not all though. After you  
use the first B, you can also use the A button, or any other  
A move such as smash, etc. Allowing a greater chance for  
combos!

\*ends art skillz\*

\*\*\*\*\*

More on Forward+B

The first hit is always the same. It can't be pointed up or  
down, because otherwise you'd use B Up or B Down. o\_o After  
the first hit though, you can work wonders. Many thanks to  
Aerodude for supplying this table.

2nd hit(upward)- knocks opponent into the air, ready to be  
comboed.

2nd hit(forward)- a continuation of the straight forward  
combo. It stuns, and inflicts 5%.

3rd hit(upward)- a spike. A very useful tool when  
edgeguarding.

3rd hit(forward)- a forceful move that can clear.

3rd hit(downward)- sets on fire, and builds up damage. It  
can get up to 15% damage at one time. Is a sweeping move, so  
it can hit the smallest characters, even Pichu.

4th hit(upward)- a strengthened and widely ranged move, it  
send the opponent less vertically than horizontally, so it's  
a good KO move and excellent finisher to the combo.

4th hit(forward)- a good KO move. It's similar to his  
Forward Smash.

4th hit(downward)- an infinite combo. It hits 5 times  
altogether, but Roy, unlike Marth, throws in some fire, to  
inflict an extra 4% with each hit. So, it can get up to 25%,  
even without any of the other hits. !O\_O!

That's all I have to say there. It can also be used to get  
back to the edge. Keep using the first hit and hold down the  
direction of the ledge you are returning to. This makes it a  
good edgeguarding defense move! ^\_^

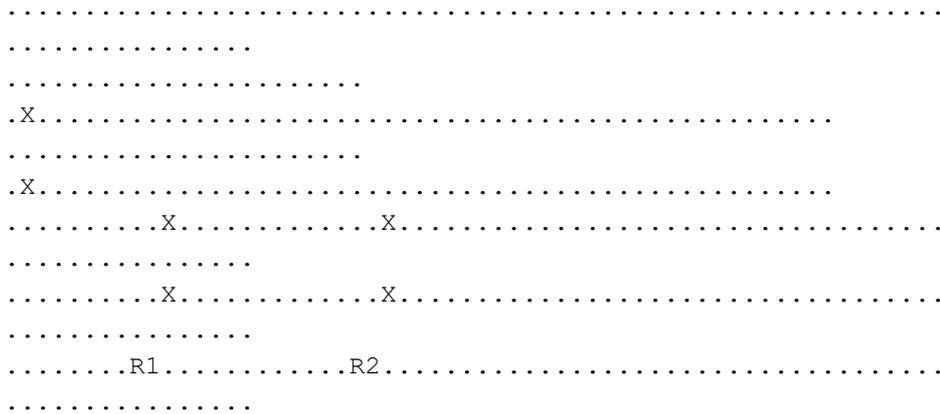
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Roy

Up-B Blazer

Roy does a flaming sword uppercut! This move is very useful in combos. It hits your enemy with a continuous flame attack. It is also one of Roy's comeback move (the Forward+A helps too!). The closer you are to your target, the more damage dealt. This move can also be aimed! Hit B and diagonally up and forward, and he trades some vertical height for some horizontal distance! It is possible to use this move for juggling too. One special function of this move is its ability to KO. When you Up+B near an opponent, it is possible just after it is executed to aim Roy in the opposite direction. This will not only steer Roy away from a cliff if he happens to be near an edge with the opponent, but it knocks the opponent sky high! Some light opponents can be KOed at low percents. It is possible to kill an opponent at 0% with this technique. Thanks to Acidfreeze for a lot of these ideas.

<art skillz>



X = Opponent (heights opponents will travel vary according to method of Up+B aiming).

R1 = Roy hitting opponent with a normal Up+B, Roy will head just a bit forward in the air.

R2 = Roy hits the opponent aiming the Up+B in the direction away from his opponent just after it's executed, this will cause Roy also to jump backwards away from his opponent, and possibly, away from an edge too.

The height in which the opponent will be send is greatly increased while doing this trick, and this KO's most lighter enemies at damages as low as 0%!!!!!!! @m@zing1111!

</art skillz>

\*activates work of art skillz again\*

Legend: R = Roy, ^ = direction in which Roy travels when he uses his Up+B. Diagram 1 is when Roy does his normal Up+B, non directed. Diagram 2 is what happens to the uppercut

when you press diagonal up while using the Up+B to direct it.

```
D1.....|.....D2...
*****
....^.....|.....^...
...^.....|.....^...
R.....|...R.....
```

D1 is normal. Good vertical distance will be covered. D2 is a bit different. You will get more horizontal distance than normal... suggested that this is done when you are returning to a ledge, that little bit can help!

\*end art skillz\*

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Roy

B Flare Blade

Roy does an overhead sword swing from behind him chopping towards the front. This B move when tapped or lightly pressed, can unleash a quick sword slash that sets your opponent aflame. It is not as forceful as the Forward+A Smash, but Roy's B move can be charged as well by holding the B button. This move can be charged pretty much anywhere, even when Roy is falling he can charge this! You can release the charged attack anytime as well, making it hard for an opponent to predict what you are doing next. The opponent gets burned up as well after they are hit by any degree of charging from the Flare Blade. Anyway, charge this move to maximum and Roy will create a mini explosion, causing 10% damage to himself, and sending an opponent (that is within range) flying for about 50% damage. Most likely, if an opponent is hit by this move fully charged, they will be KO'd. You can start the charging anywhere you want, and even is flexible because you can start the charge in the air and keep the same charge when you hit the ground. When charged, this B move of Roy's is deadly powerful, and is exceptionally useful when edgeguarding. If used edgeguarding and this move is fully charged up, I can guarantee a KO, just as long as you hit with it! (which is not hard with the range of Roy being quite long o\_o)

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Roy

Down+B Counter

Roy stands still and absorbs the attack of his opponent with his sword. The opponent is temporarily stunned along with Roy as he blocks and absorbs the attack, and dishes back an attack to the opponent for damage! This move is very useful in that you can counter many close range moves with this, and Roy can counter moves while in the air as well! When you time this move just right, it will be hard for an opponent to touch you with one of their moves, because Roy will not

be harmed, and retort an attack right back at an opponent, free of charge! A great tool when used as edgeguarding defense. Sorta like Falcon's Up+B, because time will temporarily "halt" for the 2 characters involved in this move. ^\_^

\*\*\*\*\*

Roy

Aerial Back+A

Roy's Air Back+A puts him in the direction his back is turned to, allowing him to get right into attacks, combos, or whatever you want to do. Recovery speed is a key point here, and because Roy turns in the direction of his opponent, he cuts the time normal characters have to do which is landing, then turning in the direction of his opponent.

\*\*\*\*\*

Roy

Running

Basically Roy bends his knees and gets down low to the ground as he sprints. Because he gets so low to the ground, some attacks (mainly projectiles) will miss him. When he sprints close to an opponent he can immediately slash his opponent with his sword, by pressing A while running (lengthy description for a Running+A O\_o;-). Getting low to the ground will avoid many attacks and allow Roy the opportunity to start out effective combos by using his Running+A attack!

\*\*\*\*\*

Roy

Power

Many of Roy's moves have great power. His B Flare Blade can be charged and released wherever he see fitted. This allows a variety in it's power as well. Whether fully charged or not, this move has power. Roy's Forward+B has power as well. Some of the final hits of his combo have the power to KO an opponent, and this isn't hard to do seeing that Roy moves in a forward motion towards his opponent while performing this move. All of Roy's smash moves are equally good in power, if not better. The fact that he uses a sword grants him extra range over other many other characters. Having that little bit of range makes his opponents all that much easier to KO, and makes him deadly on the battlefield when his opponent is at high damage.

\*\*\*\*\*

Roy

Combos

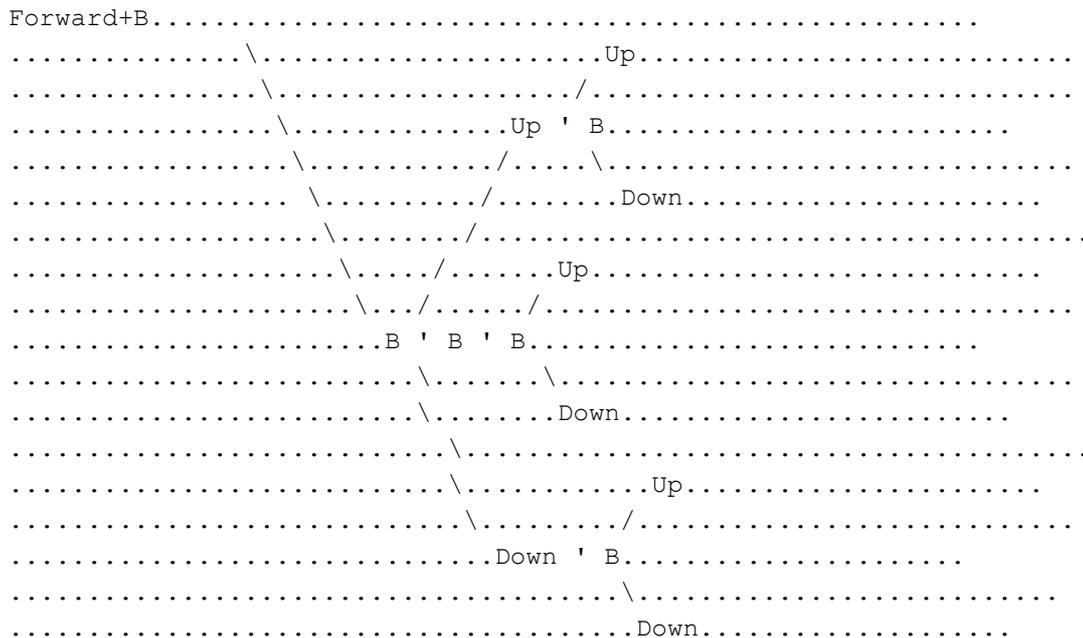
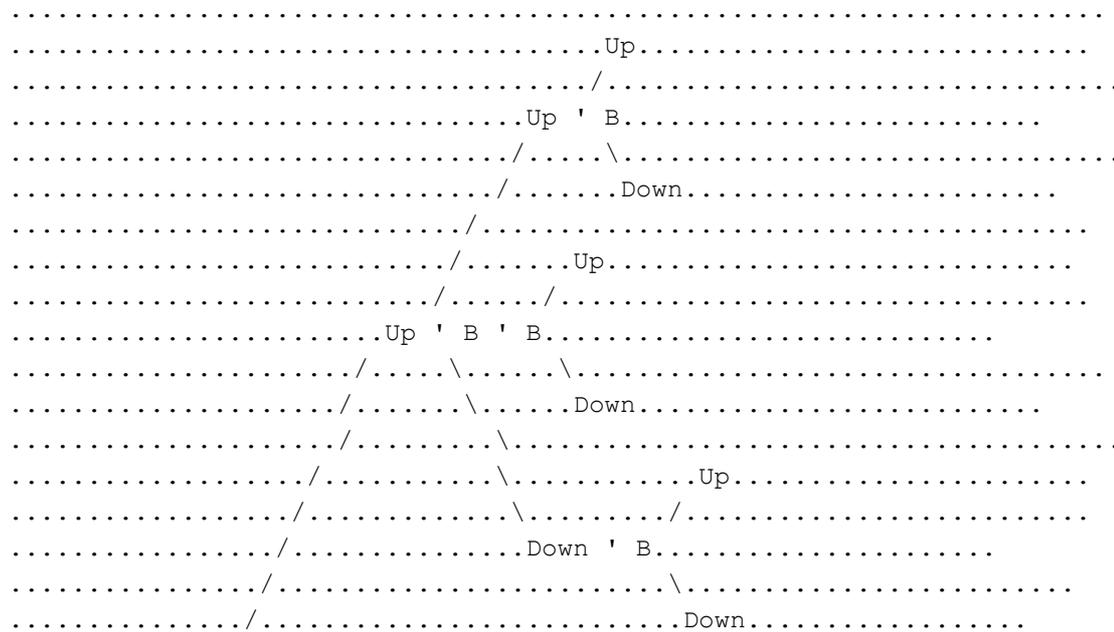
Roy has many moves which can easily be comboed with. Probably the most powerful comboing tool Roy has is his Forward+B Double Edge Dance. This move allows Roy to flow in and out of combos, as he can easily stop his Forward+B at any time and for example throw in either a B (Flare Blade) or a quick Forward+A Smash by using the C-stick forward. Here is a list of some of the combos I have discovered while using Roy.

Roy Combos

~Double Edge Dance

Roy's standard Forward+B can be executed in a variety of combinations up to 27 possible moves! The following diagram will help you understand how many combos Roy has at his disposal with this move.

\*activates work of art skillz\*



Note: regarding the 2nd slash of the combo, you cannot aim a down slash, there is only an option to aim forward or up on the 2nd slash. A forward aimed slash in my diagram is

displayed as simply "B", because if you don't aim the move and just tap B, by default it will execute the 4 Forward+B combinations.

\*end art skillz\*

All this mess adds up to 27 possible combinations for this move. Needless to say this attack is unpredictable. Using a variety of directions with this move makes it hard for an opponent to get out of this combo. You can KO most of the time with the last moves (4th step) of the combo in that they pack the most force, and the force makes a great cap after racking up damage with the earlier hits of the combo.

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## Stage Strategies

### Icicle Mountain

Use the Up+B Blazer move to aid in your upward progress. When the screen scrolling slows down, use Roy's combos such as his Forward+B Double Edge Dance and Smash attacks to hit your opponent out of screen for kills. Send them up if you want, but a more effective option would be to send them horizontally.

### Princess Peach's Castle

At the center pillar, use the Up+B Blazer to catch an opponent above you off guard. Same applies if you happen to be above an opponent on one of the many appearing platforms. On the flat spaces, use smash attacks and Roy's Forward+B Double Edge Dance. Try to lure your opponent over to the Bullet Bill when it is about to explode, and use Roy's quick jumping and the Up+B to escape the explosion. Use edgeguarding tactics on the ramps of the roof on either side of the castle.

### Rainbow Cruise

Use the Forward+B to get opponents caught in a combo and even get a kill by using edgeguarding techniques off the platforms, carpets, the boat, and other obstacles. Try using it in the air going to a platform also, you can go right into the other 3 moves. This is a big help for edgeguarding defense. Use Up+B when fit also. Opponents will be above you quite often.

### Kongo Jungle

Use the Up+B and Air dodging to it's full advantages. Also execute the B+Forwards quite often. Use the little island as a steak-out post and prepare Roy for a Up+B to an opponent jumping over to it or smash them with the c-stick quick smash. Continue to Up+B your opponent to higher platforms, as this is a good juggling tactic because the Blazer move is so fast.

### Jungle Japes

Use the Down+A c-stick quick smash here to edgeguard opponents who are trying to get back to the main or side platforms. Same applies with the Forward Smash. Forward+B is

a necessity here. Use it frequently as you chase your opponent across the platforms. Of course, use it in the air to start the combo off, as it will catch your opponent off guard. Don't forget to throw in a Down+B in the air too, it'll stun your opponent and give them a retort for damage!

#### (Termina) Great Bay

Use the Running+A move on the main flat platform. It's really quick and will set up for combos. If you are below the main platform on either side, and an opponent is above you, use a Up+B on them to knock them away, cause damage, and gain access to the main platform. B+Forward is a good idea to use when edgeguarding and use it often on the main platform. Smash your opponents against the underneath of the main platform should they decide to join you on either the floating platform or the one just before the turtle. They will deflect off the bottom of the main platform into the deep waters below. The balloon serves as an escape from your opponent as you can fall back down on them from it and use a Down+B to block the attack as well as retort it back on them.

#### Hyrule Temple

Use Up+B on opponents above on platforms. Use the wide space to charge a B Flare Blade move and lay a powerful blade blow on your opponent. Charge the B move as well while edgeguarding on any of the ledges. The Forward+B is definitely a useful tool to have here. It should be used in open areas, in the air, getting back to a ledge, and more. Running+A is also a useful move to use in the flat areas. You can KO easiest of the time by sending the opponents up and out of the stage by using an Up+A Smash. It'll also set them on fire.

#### Yoshi's Story

Use the little floating cloud to the left and right of the main platform to surprise your opponents. If they are edgeguarding from the main platform, try Up+Bing them when the cloud moves down to a lower elevation. Use Forward+B and your Smash moves a lot for KO's. Up+B opponents above you on the 3 platforms. Also the Up+A Smash can go through the lower of the 2 platforms, so use that to Roy's advantage.

#### Yoshi's Island

Pipes and slope are good places to "aim high" when using Roy's Forward+B on it. Use smashes to both knock your opponents up or horizontally out of the level. B+Up is useful when an opponent is above you on either the pipe or the slope. Also you can B+Up

through the spinning Yellow blocks and hit your opponent should they happen to be up there.

#### Fountain of Dreams

Make excellent use of Roy's Forward+B on the flat platforms as well on the main platform. The sinking platforms you can use as a diversion and you can drop below the platform and Up+B your opponent. It's a rather small level, so edgeguarding will be very necessary. Charge Roy's B Flare Blade when he's edgeguarding, as you'll be able to charge while your opponent is out over the edge, trying to get back.

#### Green Greens

Opponents on the 2 platforms in the center of the stage are prime targets for an Up+B. With a Forward+A Smash, you can clear all the blocks away with Roy's range. You can spike an enemy into the pit once all the blocks are cleared with Roy's Air Down+A. Edgeguarding is a key factor here too as Roy. Forward+A Smash and charge the B Flare Blade when edgeguarding.

#### Corneria

Spike an enemy off the head end of the ship with Roy's Air Down+A and put them in range for the Great Fox Cannon! It can do about 280% damage and r0x0rz your opponent with massive force! You can also Up+A Smash or simple Up+A your opponent into the laser paths of both the horizontally traveling ships as well as the ships who shoot at the mid section of the level from the background. Standard edgeguarding, use Forward+B, B, and Forward+A Smash. They have great range. When going up on the fin of the great fox, aim the Forward+B upwards to hit the opponents above you on the slope. Also use the arwings as a temporary escape platform to get out of an opponents juggle. (Juggling defense factor.)

#### Venom

Use the multiple platforms as an opponent is perched above you for an Up+B. on the wing tips(ends), use Forward+B to edgeguard. Forward+A Smashes and B's work well too. Aim the Forward+B to adjust and hit opponents who happen to be on the anatomically curved slopes of the wings and ship.

#### Flat Zone

The little disappearing / re-appearing platforms set up opponents for Up+B's by Roy from below. The flat areas prove to be a great place to execute Roy's Forward+B

combos, and use the range and speed of the Running+A. Edgeguarding is a bit different here, it's a bit easier in that there will be an instant death once anyone reaches a certain point off screen. This makes it easy for Roy, simply get an opponent as far to the borders of the board as you can, and use one of his vastly ranged and powerful moves to knock them out of bounds and off stage. Power moves of Roy's include the B(charge when possible), Forward+A Smash, Up+A Smash, Down+A Smash, and the Up+B Blazer. Blazer can KO if you aim away from an opponent as it will knock an enemy more than twice as high as they would originally go! Using that tactic you can KO an opponent at anything as low as 0%. ^\_^

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Once again, big thanks to Buckwheatz Revenge for his intelligent insights!

R.O.Y. is the Roy Clan at the Super Smash Brothers Melee Social Board. I am a member of this clan. In this section of the FAQ, I'm going to bring you insights from members of my clan, about Roy, about all of his moves, how they're really good, and how he is superior to other characters.

#### R.O.Y vs Super Samus Squad

NGCGameMaster:

Forward-B Attack

Samus- Her forward-b move is just a missile. I doesn't have any type of combo with it. It leaves Samus open for attack from behind so she can get hit. It sometimes doesn't even hit the opponent that she's aiming at just making it a waste of time. The missile can be deflected easily because it is so slow, just a tap on the A button makes it explode causing no damage to the opposing player. Her missile also has a delay time before it shoots.

Roy- For Roy's forward-b move it has all types of combos. It can vary from 3-15 damage. In the middle of the attacks he can perform different varieties of attacks, such as: an upward attack, forward, or downward. Of what I know there is 27 different combinations of Roy's forward-b attack, all varying in distance and power. Depending on what type of combo you choose it can vary in distance you hit your opponent. During the process of the combos it can deflect mid-air objects without Roy taking damage. It also has the ability to rack up damage easily.

I am in favor of Roy here.

Buckwheatz Return:

General Opening

Roy is a character whose sword gives largely ranged attacks and a big advantage. Samus has shorter ranged non-projectile attacks, and Roy has

a definite edge over her when in the areas of range, comboing, and speed. Let me take Roy and Samus' B moves. Roy's Forward+B Double Edge Dance attack can be executed on the spot, and comboed as he can hit the opponent up to four times let alone just that move. It has good range, speed, is a good edgeguarding move and many other aspects. Samus's Forward+B Missile is slow to come out. You can't really combo with it like Roy's Forward+B because it is a projectile. It can be rolled, dodged, or shielded to avoid at your own convenience because, it is traveling towards Roy as an object outside Samus' body, so essentially, it is weaker and less useful than some of Samus' other non-projectile attacks she'd have to move in close to Roy to do damage. Just keep in mind that Roy's sword can cover more area than a standard non-projectile attack because of its range, and this prevents Samus come very close with the majority of her non-projectile moves. Roy's speed, range, combos, short recovery time, speedy jumping, as well as many other aspects I will show give him a definite advantage over Samus.

General "B" move argument

Roy's Flare Blade has more power than Samus' charge shot. Flare Blade can reach up to 50% fully charged, while Samus' projectile only gets up to 28% fully charged. Samus' damages on her Charge Shots will decrease dramatically downwards from 28% upon further uses (overusing it). Given this information, Roy's Flare Blade is more likely to KO an opponent than Samus' Charge Shot.

Flare Blade isn't badly ranged either for a stationary non-projectile attack. Samus' Charge Shot is a projectile. Roy has the option to evade the projectile as well. He can mid-air dodge, roll, or shield to avoid the giant ball of energy. Probably a more suitable option for Roy though would be to Down+B Counter the flying projectile. Of course, you should be close up to Samus for the sake of the Down+B Counter swipe hitting her, but this move will deflect charge shot away, as well as cause Roy to counter swipe at Samus for 1.5x more damage than the charged shot would have caused if it hit Roy.

ONE MORE THING!!! General "B" move argument

Samus can't charge the Charge Shot while she's in midair. She can only release a shot (which will be a weak 3% damage hit unless you've charged prior to the jump). Roy can charge Flare Blade in the air. He can also release it when he wants. He can continue his charge on Flare Blade even after he hits the ground.

Raydude:

running

roy can definetly run faster then samus and has a much less chance of getting hit while running. Roy bends down really low when he's running so any high attacks would miss him but samus stands up strait making it real easy to hit her when she's running.

Buckwheatz Return:

Counter regarding Smash attacks... (?\_?)

"Overall: samus' smashes are fast and easy to pull off, they make good combo moves and send the opponent very far even at the lowest power."

Some evidence? Maybe a specific move? You aren't proving or debating anything by just saying "they're powerful". I can do that too. Specify a move please. I can simply say all of Roy's Smashes have great speed, have great power, are great edgeguarders, etc... that makes no sense, see where I'm coming from?

"roys smashes are slow and take time to pull off. yes, they have range, but samus can dodge the smash and counter with one of her own."

Specific info? They are not slow. You are making incorrect general statements about Roy's Smashes. The Down+A Smash comes out instantly, and hits on both sides of Roy. The Up+A Smash Samus goes in an arc over Samus' head, so they'll hit opponents above them at the same time anyway. Roy's reaches greater heights as it has more range. The Forward+A Smash has a second of delay time, but the range the move achieves will make that delay insignificant. What smash would you dodge? I can't use all the smashes at once! I'll be more specific in a bit. ^\_^

Counter regarding Forward+A Smash

"> smash: samus' forward smash is undoubtedly one of the fastest, if not the fastest, forward smashes in the game. it can be executed quickly, can be aimed, and has great throwing distance  
roys forward smash, while having range, is slow and has an even slower cooldown. samus can dodge or roll around it with ease and use her own smash as a counter"

Samus' Forward+A Smash gets 19%, which is some 8% less than Roy's Forward+A Smash. Samus' is low ranged, and much less than Roy's so his can reach longer distances than Samus'. This makes Roy's Forward+A Smash a better edgeguarder right off the bat. Roy's Smash having great power is also a plus of this move, as it DOES have more power and can KO opponents easier than Samus' can.

To avoid Samus' forward+A smash, Roy has many options. Probably the best would be Roy's Down+B Counter. It will put the damage right back at samus for 1.5x the damage it would cause Roy! [B][C][D][E].

<Solution rovider> uses Systems for Success.

System for Success

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This is a key for my evasive System for Success. To make things easy, to avoid a situation, Roy can use a variety of evasive moves. Wherever you see the letters in brackets in my counter posts, look back to my key, pretty much I was looking to save some typing and save the refs some reading, so I used a system! To make it simple, the ref can just copy my system to a sheet of paper, or something they can write on at their own disposal, otherwise, you'll have to keep coming back to this post! >\_<.

- [A] = Use a midair dodge
- [B] = Use a roll
- [C] = Use the shield
- [D] = Use Roy's Down+B (Counter)
- [E] = Use the ground dodge

Rolling

Speed is the same on both of their rolls. Samus' roll goes farther than Roy's, but it is slower to finish than Roy's roll. Because of this, Roy

can put up his shield sooner than Samus after completing the roll. When Roy is shielding Samus is still in the ball shape completing her roll. This leaves her vulnerable that extra few seconds that Roy is safe. ^\_^

Funkytoad:

lets roll baby!

samus:

sure samus's roll may be slower than roy, but its very compact and its GOOD that it goes slow. it can go under a dancing blade and have time to shield. it also goes very far.

No, it really isn't a good thing that it's so slow. If roy's in the middle of a double edge dance, he'd be either at the first or second hit when you roll (no roy player would start up a DED aiming to hit you with only the third or fourth hit). At this point Roy stops the combo, and hits the C stick for a quick forward smash. At this point, he runs after your flying corpse, hits you with a running A attack to pop you up, then hits with a mid-air Flare Blade. You see what kind of trouble samus' sloooow roll starts up? By the time she's out, roy can be LONG done any of his attacks, and smashing you very far.

roy:

roy's may be faster, but it dosent go that far back. therefor roy couldnt continuously evade a barradge of smash missles and charge shots. while samus's can get under and away enought to not get hit by roys attacks

Duh, you don't want it to go extremely far, that's a bad thing. The further your dumb roll goes, the more time the opponent has for setting up an attack. Roy's roll is quick, so when samus is attacking, or trying to grab, or whatever, roy rolls behind, and hits with either a forward+A smash, or starts up a double edge dance.

Up+B Moves:

Roy:Blazer. This move is so useful, it's not even funny. It's multi hit(though not as multi hit as screw attack), and it pops the enemy up like nothing. Not only does it get very respectable vertical distance, if you hold forward with up, he'll get some nice horizontal distance as well, ideal for returning to the level. This move is a great finish to a combo, or even a middle move. Roy falls much faster than samus, so if he hits her with a Blazer up high, he can fast fall, and have a smash set up for when she lands. It also does 13% if you connect with every hit, more than samus.

Samus:Screw Attack. This move is multi hit as well, and hits more times than Roy's Blazer. However, each hit does less damage, and this move has a hard time doing it's max 12%. While roy's blazer traps the enemy quite well, samus' is a hit or miss. If the enemy does get trapped, they're trapped for good, but if you hit them the wrong way, you're doing very little damage. This move also has pithy horizontal recovery. Plus, after samus uses this, she's got to fall back to the ground before doing anything, and since she falls so slowly, roy can be on the ground owning her when she gets there.

Edge Guarding

Roy: Roy is an -extremely- great edge guarder. He has many moves with which to guard. First we have Flare Blade, my personal edge guarding choice. This thing takes a long time to charge up, yes, but if Samus is far away, and coming back to the level, you can nail her just as she gets back with a 31% or 36% Flare Blade, that will hammer her out of the arena. If she decides to drop down and grapple to the ledge, Roy simply ends the move, moves back a bit, and starts to charge a forward+A smash, our second edge guarding move. This has excellent range, and can hit a returning foe that is still quite a ways from the ledge. Not only this, but it executes quickly, and you can quickly begin charging another one, or a flare blade. Thirdly we have double edge dance. Whomever says Roy doesn't have a smash attack is sadly mistaken. The third hit is a smash attack if you do up+B. This hit smashes them straight down, and is perfect for edge guarding. This is a much better meteor attack than most others, because it doesn't involve jumping off, and risking your life.

Samus: What can Samus do to edge guard? Fire missiles and plasma shots. That's really about it. Since the first hit of double edge dance is a large part of Roy's recovery anyhow, he can just rid himself of these projectiles, -while- returning. Samus doesn't have any edge guarding capability whatsoever with her forward smash, Roy will be well into his blazer before he comes into range of that less than stellar move.

Power

Roy: Roy is a powerhouse, simply put. You can be fighting against someone, and get hit seven or eight times in a row, and then make it up with two smash attacks. Roy's forward attack can do up to 27%, and with no charge, can do 20%, more than Samus' forward smash when fully charged. Flare blade is THE most powerful move in the game, short of a game&watch bucket, or Roy countering a very powerful move (ooh, Roy possesses two of the 3 most powerful attacks ;).) Roy's upward smash also deals more than 20 damage, and so does his downward smash. Also, in terms of launching power, Blazer can launch them VERY far into the sky, at 0% simply by hitting them with the lower-middle of the blade.

Samus: Meh, she has a few powerful attacks, such as her smash missiles, and her up+A smash, but her up+A smash has a hard time connecting with every hit anyhow. For the most part, Samus doesn't often break 20% with attacks. She simply cannot beat Roy in this section, no questions asked.

The further your dumb roll goes, the more time the opponent has for setting up an attack.

yea my dumb roll does go far, no the opponet wont have time to set up an attack unless its a running A due to how far away ill be.

Perhaps you should go turn on your gamecube, and check the range on Roy's forward smash. But then, a running A works too. Roy can set up a combo/juggle right there.....is that a selling point for Samus' roll? No.

Sexiness

Roy: Roy is pretty damn sexy if you ask me (no I'm not like that, but trying to get in touch with my feminine side ;) ). Not only does he have dashing good looks, but he's a brave hero. He goes out and fights baddies for the good of the people. He's courageous, selfless, and noble. Not to mention that he's of regal blood. One of his winning pose voices translates to "For those I must protect, I cannot lose!". This

shows that he cares for his loved ones very much. I don't know about you guys, but a lot of my female friends think that bravery, and courage, and nobility, etc, are pretty sexy stuff.

Samus:As I caressed the cold metal suit, and inserted my finger into her plasma gun, I knew that this night was going to be magical....  
Seen many Harlequin's with this scene? No, because it just doesn't work. Samus is very much a tomboy. There is nothing at all sexy about a metal suit of armor, and weapons galore. Underneath that, she must be REALLY REALLY sweaty imo....ick. If samus had a costume without the suit, she'd probably be pretty damn sexy, but as it stands, she doesn't, so she's simply about as sexy as a robot.

forward+b moves

Oh, and I have something to say about samus' "great" smash missiles. Any good player won't even try to dodge them, but rather Power Shield them back, taking out two missiles at a time. If you mess up the power shield, you still get a regular shield. Double edge dance -cannot- be power shielded, and if you try to regular shield it, you're gonna have a broken shield pretty damn fast.

juggling defense...

Samus:

welp, its hard for most characters to defend a juggle, but then there's samus. she has the bombs thatll stop and stun as long as roy isnt releasing an attack (thats why you use the bombs high up) even if he is it forces him to take another attack to charge which is a waste of time. she can also (if she times it right) use a down A spike.

Roy:

Roy lacks one thing in this game: projectiles. roy has basicly no defense while juggling and he can ethier jump away or try a down a areail. not too much for roy to do here...

On the contrary good buddy, Roy has a little thing called Counter He simply counters at the last second, and the juggler all of a sudden becomes the juglee! Great how that works, eh? Samus however has crappy little bombs. If you're high in the air, they'll explode before they hit the juggler. If you're low enough taht the bomb would actually hit them, chances are they're attacking you at that point anyhow ;p

Buckwheatz Return:

Roy

Power

Many of Roy's moves have great power. His B Flare Blade can be charged and released wherever he see fitted. This allows a variety in it's power as well. Whether fully charged or not, this move has power. Roy's Forward+B has power as well. Some of the final hits of his combo have the power to KO an opponent, and this isn't hard to do seeing that Roy moves in a forward motion towards his opponent while performing this move. All of Roy's smash moves are equally good in power, if not better. The fact that he uses a sword grants him extra range over other many other characters. Having that little bit of range makes his opponents

all that much easier to KO, and makes him deadly on the battlefield when his opponent is at high damage.

Running

Roy

Basically Roy bends his knees and gets down low to the ground as he sprints. Because he gets so low to the ground, some attacks (mainly projectiles) will miss him. When he sprints close to an opponent he can immediately slash his opponent with his sword, by pressing A while running (lengthy description for a Running+A O\_o;). Getting low to the ground will avoid many attacks and allow Roy the opportunity to start out effective combos by using his Running+A attack!

Samus

Samus wears all of her gear. That must be what slows her down, because she runs straight standing up! When she is running, she is actually increasing the area you can hit her, as opposed to Roy, because Roy crouches down and sprints close to the ground, hence reducing the area you can hit him. Roy is a faster runner than Samus as well. Running will affect the transition into the Running+A move, so if you have a fast sprinter like Roy, you will make out well with the Running+A.

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Running+A

The Running+A move is directly linked to how fast a character can run. Because Roy is such a good sprinter, I'd say he wins over Samus in this category, because she is slower, but I have a bit more information before I get off this subject. Samus' Running+A gets 13%, acts as a battering ram, and will push the opponent forward. Samus also has recovery time after the shoulder charge she does. Now lets take a look at the aspects of Roy's Running+A. Roy's Running+A will pop the opponent up into the air for 12% damage. Roy has no recovery time after the move, so he can move directly after he slashes the opponent with his sword. With this, Roy can set up for great combos after the Running+A. Also, the move pops the opponent up into a prime place to juggle them as well. Samus' is not made for juggling, or comboing, as it will not only knock the opponent out of range, but Samus needs to recover after the Running+A attack.

Funkytoad:

forward+b moves

Oh, and I have something to say about samus' "great" smash missiles. Any good player won't even try to dodge them, but rather Power Shield them back, taking out two missiles at a time. If you mess up the power shield, you still get a regular shield. Double edge dance -cannot- be power shielded, and if you try to regular shield it, you're gonna have a broken shield pretty damn fast.

Any good player isn't naive enough to think they can consistantly pull off power shield. And most likely you will just get hit with them. Double edge dance is useless as a comboer because the first hit often knocks opponents out of range of the second hit, getting all 4 hits is very rare. Also samus can just roll behind him.

Here's an idea, let's start using facts. The first hit of double edge dance pulls the opponent toward you. Getting four hits in is simple, use forward, forward, up, down. You get in 30+ damage if you do it right, and it's not very hard to pull off. Also, once it's started, it's not easy to escape from.

And btw, I can Power Shield about 50% of the time ;p Most good players can power shield at least semi consistantly.

Secondly, the battle armor is just a external piece of equipment, it in no way makes her any less attractive underneath it. If you've ever beaten super metroid in under 3 hours you'd know that she is very sexy because other than the chozo suit all she wears is a bikini.

Last time I checked, we were debating about a game called Super Smash Brothers Melee, not Super Metroid...am I at the wrong board?

Dodging

Roy: Roy is quite the good player for dodging. His rolling dodge is quick, and effective, and can allow him to dodge an attack, and quickly retaliate with a smash attack, or a double edge dance. His down+A dodge is just like anyone else's, not much to say about this... His mid-air dodge is also just the same as everyone else's...however he can fall quite fast, compared to samus, so after a mid-air dodge, you can fall fast, when the opponent would jump, looking to combo you. If you make it down before them, you can start attacking. His up+B move is quite the effective move for dodging, especially given its optional horizontal capabilities. In a complicated level, such as Infinite Glacier, you can dodge things very well with this, then recover and attack.

Samus: Samus has basically the same dodging properties as Roy, save for two things. One, Her rolling dodge is SLOW and LONG as hell, and you aren't even invulnerable during it. This gives opponents an opportunity to smash you. Also, her up+B move cannot go horizontally, and thus limits dodging capabilities.

Comboing

Roy: Roy is a very effective comboer. A lot of this comboing talent comes from his forward+B move, Double Edge Dance. This is -the- ultimate comboing move. It starts off with two hits, that pull the enemy towards you, then you can smack them straight into the floor, then finish with a down+B, for some quick damaging stabs. There are also tons of other possibilities for this move, and lots of them are very effective. Roy is not limited to this move for combos however. My favourite combo is a forward+A smash, then a running+A hit, a mid-air flare blade, then hopefully they're off the edge, and you can just edge guard with either Flare Blade or your forward+A smash.

Samus: Samus doesn't really have much for the way of combos...her up+B move would be good, if it didn't force her to fall helplessly, and slowly to the ground after you use it. Her up+A smash would also be good, if it could actually connect with every hit on a semi-consistant basis.

Buckwheatz Return:

Counter regarding Down+A Smash

"\smash: samus' \smash has an excellent radius, and is executed very quickly. it can be used as a crowd clearer as it sends opponents flying."

It isn't as powerful as Roy's. Roy's power propels the opponent higher up into the air, and Roy can recover from his backslash and continue with a juggle or combo.

"the back is slightly less powerful but is equally useful in combos"

Samus' Down+A Smash I find hard to juggle with. This is because there is delay time after she hits the opponent. Roy's Down+A Smash has more power than Samus', so he can make up for the back end slash by knocking his opponent into the air for a longer amount of time than Samus can. Roy's Down+A Smash can also useful for combos, but does more damage at 28%. This move of Samus' has less range than Roy's. This means that it is a less useful edgeguarder.

"roys \smash also has a good radius, but isnt executed nearly as fast."

You are mistaken. It comes out instantly, but it hits once on each side.

"there is a pause between the forward and backward hit, leaving him more open to attacks from behind."

Yes, but this move has power, more than Samus' too. It will knock the opponent high enough in the air for Roy to recover from the backslash and start up a nifty juggle or combo. This means he won't be attacked from behind. Even should the opponent happen to be in back of Roy, the backslash would take care of them in a jiffy.

"while being a good crowd clearer, samus can get about 1.5 \smashes in for every one of his (assuming they are not interrupted)"

Even so, it does have some delay time afterwards that may give her trouble because her Down Smash isn't as powerful as Roy's and won't send them as high in the air. Roy's range is greater than Samus' too on the Down+A Smash, so there is a certain distance that you won't be able to hit Roy, but Roy will be able to hit Samus.

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Down+A Smash

Roy

Does excellent damage for a Down+A Smash at 28%. Has great power. It will pop an opponent into the air allowing a juggle or combo. It has great range, and it makes a great edgeguarding tool for opponents who hang just below the edge.

Here is an image portraying the range of Roy's Down+A Smash:

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.....xxxRxxx.....  
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R = Roy

X = Areas the Down+A Smash will hit an opponent.

Samus

This move is harder to combo or juggle with than Roy's. It's not as powerful, nor does it do more damage than Roy's Down+A Smash. It gets 21%. It has less range than Roy's, so I wouldn't recommend it as a more useful edgeguarder. It can also be avoided in a variety of ways. Most of the reason it is easy to dodge is because it lacks range. [B][C][D][E].

I also have an image for this move as well:

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R = Roy

X = Areas the Down+A Smash will hit an opponent.

As a comparison of both images, I hope you now see that Roy's Down+A Smash gets better range and therefore is better edgeguarder than Samus' Down+A Smash.

Counter regarding Up+A Smash

"^smash: samus' ^smash has a wide radius of fire and hits several times. it has not ko power,"

You must mean wide arc. I have no problems with the arc, but it's low range is where Roy gets you. It lacks the high reach that Roy can get with his sword, as Samus' only travels in a small semi circle above her head and is vulnerable to attack from below. If you don't hit with all the explosion attacks, it won't be as powerful nor will it be as damaging as you say.

"but its good for using on enemies above you on platforms"

Nope. It is short ranged, and won't hit opponents as high as you think. As I said before, it doesn't get range. It makes more of an arc than it gets height on the explosion attacks.

"roys ^smash has a very narrow attack radius."

Even if it doesn't have an arc (which the normal Up+A covers anyways), it reaches higher than Samus'. I will give a visual now.

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.....x.....  
.....x.....xxx.....  
.....xxx.....x...x.....

.....xRx.....S.....

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R = Roy

S = Samus

X = Areas the Up+A Smash will hit an opponent.

Even if the arc is a bit less, that extra range gives Roy the advantage to hit the opponent multiple times, and makes Roy's Up+A Smash better for juggling.

"it is also slow and easily dodged. "

Ain't as slow as you think. In the time Samus completes her scorching circle, Roy already has his sword out to hit the opponent. To hit an opponent above and in the rear of Samus takes more time than it takes for Roy to juggle an opponent with his. Roy's is easy to dodge? So is Samus'. All you have to do is execute an air dodge in back of Samus, Down+B counter, or shield the attack.

"while doing a lot of damage"

This will only do the full 29% if it carries the opponent through all the explosions. An opponent above in front or above in back of her will only get caught in the first couple of explosions, only doing 3% each hit.

"and having excellent juggling power,"

Ahem. This move doesn't have the range of Roy's. It neither has the power to even lift the opponent to a decent juggling height until after 50% damage. Roy's is better for it's power and range, damage isn't always everthing.

"samus can counter this with a bomb , drop off to the side of roy, and start himin a combo that he cant break thru"

That bomb you are talking about, is Samus' Down+B. It explodes after a certain height. Not only that, all Roy has to do is attack the bomb with his sword on an Up+A, and it will explode, neutralizing Samus' attack. After the Up+A attack, Roy can roll away from Samus.

Up+A Smash

Roy

Does 22% damage, trapping an opponent in a multiple hit flaming sword attack. It has great range, as it can juggle opponents who are just out of range of the normal Up+A. Because he holds his sword in the air for a second, it proves to be useful for many juggling purposes. The sword travels a good distance upwards above Roy's head.

Samus

This move is gonna hit for 29% on the first hit and drop down every other use. The arc is only over Samus' head, but it doesn't get good distance either. The flames will only travel in a line close around Samus' head. It's not near the range Roy's Up+A Smash. It isn't near as good a juggler as Roy's is either for that reason of lower range and height. It may not even do a full 29%, because Samus needs to hit with

all the hits. Because every opponent will be directly above Samus, it is very likely they will miss the entire arc, and only be hit with a couple explosions, only dealing 3% a hit.

Medeus:

Samus's flamethrower is the perfect juggling attack.

How can you say that? No matter where the enemy is standing with Roy, he'll always push them into the air with considerable force. That means if you're standing beside us, we can use the Up Smash and you'll follow the flames. Seriously though, for all practical purposes, Roy's Up Smash stomps Samus' flame thrower for juggling abilities.

as enemys are falling down, samus unleashes a firey arc that goes above her head doing up to 30%.

But all of the hits hardly even connect...

since roys blade just goes up and not all around like samus's does.

It goes all around his sword down to his feet. Even Samus can't do that.

both are a very quick attack, give off about same dammage, but samus's has a quicker recovery time cus she just puts her flame off, while roy still holds his blade up a bit afterwards.... also samus's covers a bit more space compared to roys.

If you've ever played as Ness you'll know that his Down Smash starts back and goes to front, but that isn't the point: Samus' Up Smash starts in front of her and it travels to the back of her head. Keep in mind that Roy's Up Smash hits all around his body, at ALL TIMES. So, if you were standing behind Samus, there would be more time to escape; that isn't the case with Roy however.

- Counter for \*Rolling\*

samus:

sure samus's roll may be slower than roy, but its very compact and its GOOD that it goes slow. it can go under a dancing blade and have time to shield. it also goes very far.

No, no, silly goose! Being slow is never a \*good\* thing! That's like saying it's bad to be fast, and it's not. Please don't say that again...

Getting under Roy's Double-edge Dance isn't as easy as you make it sound. For starters, with eighteen different combinations, using the one aimed down would work wonders. Besides that, the first slash hits people on the ground. However, I won't lie: if you were close enough to Roy, you could roll under it, but that would be totally forgetting the speed of the move. Roy lashes out with his sword... and that's about all you know. Those fists were fast as lightning, HUA!

roy:

roy's may be faster, but it dosent go that far back. therefor roy couldnt continuously evade a barradge of smash missles and charge shots. while samus's can get under and away enought to not get hit by roys attacks.

Rolling once and then jumping soundly evades the missiles. You don't have to roll incessantly to dodge anything; throwing things together as a mix gives one the best results.

Silverhomer17:

a while ago, earlier in this topic, it was said that about the plain B attack that:

samus: this baby can be charged and released at any time. it cant do as much as roys B and doesnt have the one hit KO power ethier, but who the hells gonna go underneath Roys blade and say hmmm i feel like taking a hit today... anyway, samus's cannon does anywhere from 3%-27% and can go great distances without goin out. Its best used in the air or close range. overall a great attack from far or close up...

Roy's Fire Blade:

Yesh this attack is tight if you could pull it off against a human player. it has the one hit KOness and kwel effects. only prob is if you are gonna play witha a long ranged character like samus (or any human) you are only hurting yourself... speaking of hurting yourself, if roy releases this attack at or around full blast, he takes 10% dammage. not that good for an attack that most likely wont make contact

i don't know about you guys, but when i am fighting level 9 comps, or even friends, they will be sent off of the edge sooner or later. while they start to jump back, Roy can charge his b shot a little ways in from the ledge. the comp/friend graps on to the edge and pulls himself up, while you are waiting with a fully charged b attack, sending them off the screen.

now, lets compare the edge gaurding factor of it. Roy's B attack doesn't take hardly any time to pull off if you tap the button. and the only way you would need a short amount of time to attack would be if the comp didn't go far at all. if the comp/friend is off for two seconds, roy's blade can do as much as 25 damage. correct me if i am wrong here, but that would be almost equal to a fully charged attack by samus, which takes roughly 3-3 and 1/2 seconds. if the oppenent is off for 4 seconds (how long it takes roy to fully charge) then a full attack can be pulled off, giving them 50 percent damage, and you a point for killing them, even if they were at 2% damage. a samus fully charged would be equal to about 4 seconds and would only do 28% damage and not instant kill. (i know you are probably saying, "Hey, silverhomer, didn't you say it takes 3 seconds to charge?" well, not only do you have to fully charge it, but you have to hit the b button again to release it!)

another GREAT edge gaurding quality of roy's would be his dancing blade (forward smash B). if an opponent is hanging on to the edge, you can do his dancing blade, and the first attack should knock them off of the cliff (if not, just do his second forward b). samus's forward b smash would send a missile straight, not coming anywhere near your opponent, also leaving samus open to an attack that the opponent can do to get up. this is also a good way to get the hangman's KO bonus.

Psgamer02:

~~~~Roy in General~~~~

Roy uses a sword, I don't know which brand it is or anything fancy, I bet you could ask the Marth clan if you wanted to find out ^\_^, anyhow, he extends his arm full length on a regular basis to attain the maximum possible range. With a big heavy sword comes spectacular priority.

His size is just below average, he is by no means tiny, but crouching cuts his height in half, making him a small target.

His moves advocate a sort of defensive/offensive style. He can stun you, but at the same time, prevent your attacking him with his range and speed, so he tends to take little damage, while simultaneously doing much damage to any enemy he may have.

He is an all or none sort of character, just not taken to say...mewtwo extremes. He is fairly light, but his speed and power let his opponents take damage easily, but at the same time as killing the opponent easily with his power, his own vulnerability is accentuated by his weight and size.

~~~Roy pertaining to the game~~~

Power>

Roy has a lot of power behind him. Moves like Forward smash(20%), B(50%), Up Smash(16%), and Down Smash(19%) are the backbone of his power, and they serve him well. Anyone of these moves can deal out the damage as well as KO the opponent. His power isn't limited to these KO moves. He has the ability to heavily damage the opponent with His Forward B(20%) and Dash A(12%). All this makes for a surprisingly powerful character.

Speed>

There is no doubt of Roy's speed. His regular A, Up and B, Forward and B, Aerial moves and Smashes all have above average speed. Sacrificing power does not attain the speed he has. His power is retained, and his moves achieve a perfect balance in quickness and force. His roll is extremely fast, and his shield is also quick to defend him. His grabs also have this quickness. He grapples the opponent with a speed not usually seen in characters with his power. This all accounted for, he is a character near the top in all facets of speed.

Range>

Roy's range is his biggest asset. He has a severe lack of poor range moves. This is due to the very nature of his attacks. With his sword, he can out-range even the most deadly attacks, thus rendering them useless. All his A and B moves save one use this incredible sword, and that move (Down and B), is not an offensive move.

Arc>(range sub-category)

His sword provides a bounty of arc. Only 5 of 25 moves don't use the slashing motion for the main attack (Down A, Smash Down A, Down B, Regular Aerial A, and Up Smash A). All other moves use to full length of the sword to cover as much area as possible in the attack. His arc is second to none.

Priority>

His attacks provide much priority. Priority is the ability to cancel or go through the opponents attacks. Many Roy's moves have this ability (Smash A moves including; Up, Down, and Forward, B, Forward + B, and Up + B). Combined with Down and B (which is impossible to go through, literally) and you have a character that has the ability to go right

through your attacks and turn your attack into a weakness.

go ahead and analyze those b moves ppl (which i know a lot are about to right now) ill analyze SMASHES.

\*ahem\*

Overall: samus' smashes are fast and easy to pull off, they make good combo moves and send the opponent very far even at the lowest power. roys smashes are slow and take time to pull off. yes, they have range, but samus can dodge the smash and counter with one of her own.

-Samus's smashes have some of the worst range in the game.

-Overall, samus has less power than Roy, especially in A moves. So if Samus can "Send the opponent very far even at the lowest power" Roy should be able to kill them no?

-Samus's slow Roll can never out-speed Roys A moves.

> smash: samus' forward smash is undoubtedly one of the fastest, if not the fastest, forward smashes in the game. it can be executed quickly, can be aimed, and has great throwing distance  
roys forward smash, while having range, is slow and has an even slower cooldown. samus can dodge or roll around it with ease and use her own smash as a counter

-Marth is fastest, although samus does have speed, her awefull range and general stabbing motion limit its use to extremely close fighting

-Not a good edguarder due to the bad range and Hit area.

-Again, her slow roll isn't faster enough to beat Roy's Smash, which is quite fast, but slightly slower than Samus's.

-Roy has insane range, and more power than Samus's. It also happens to do more damage.

^smash: samus' ^smash has a wide radius of fire and hits several times. it has not ko power, but its good for using on enemies above you on platforms

roys ^smash has a very narrow attack radius. it is also slow and easily dodged. while doing a lot of damage and having excellent juggling power, samus can counter this with a bomb, drop off to the side of roy, and start himin a combo that he cant break thru

-Same speed on the start up.

-Roy can potentially hit opponents on the ground and behind him, something samus cant do. Roy definatly wins in the range department also.

-Roy's move has much better KO power.

-On average, Roy does more damage, Unless the opponent is caught in front of samus, and right next to her, there is no way to do the full damage, which is like 21%. Roy on the other hand, Can do 15+ damage almost all the time

\smash: samus' \smash has an excellent radius, and is executed very quickly. it can be used as a crowd clearer as it sends opponents flying. the back is slightly less powerful but is equally useful in combos

roys \smash also has a good radius, but isnt executed nearly as fast. there is a pause between the forward and backward hit, leaving him more open to attacks from behind. while being a good crowd clearer, samus can get about 1.5 \smashes in for every one of his (assuming they are not interrupted)

-Roys power is not even touched by Samus's spin move. He has much better range, power, and damage. Samus takes home the speed trophy. The way I see it, if Roy connects with this move, samus takes masses of damage and could be killed. The good range makes it so Samus can be out of range for her Down A, and yet Roy can still hit her with his move. If samus manages to get close enough to hit Roy with hers, it will do minimal damage, and not KO roy, the trajectory also limits Combing. Roys Down A automatically sets up an Up A smash for much more damage, but that's only if it doesn't kill Samus.

ets GET DOWN! o\_o;;

B move: Samus's Charge cannon vs. Roys Fire Blade

Samus's charge cannon:

ahh yes the signature charge shot... this baby can be charged and released at any time. it cant do as much as roys B and doesnt have the one hit KO power ethier, but who the hells gonna go underneath Roys blade and say hmmm i feel like taking a hit today... anyway, samus's cannon does anywhere from 3%-27% and can go great distances without goin out. Its best used in the air or close range. overall a great attack from far or close up...

-Roy can easily do 27% damage, just while falling through the air and charging. Samus can't even Charge in the Air =(

-From far away, it can be easily Sheilded or Jumped over. It flies too slow to be usefull from a long ways.

-Roy's move releases way faster, and starts charging faster too =(

Roy - For Roy's forward-b move it has all types of combos. It can vary from 3-15 damage. In the middle of the attacks he can perform different varities of attacks, such as: an upward attack, forward, or downward. Of what i know there is 27 different combinations of Roy's foward-b attack, all varying in distance and power. Depending on what type of combo you choose it can vary in distance you hit your opponent. During the process of the combos it can deflect mid-air objects without Roy taking damage. It also has the ability to rack up damage easily.

Often, these combo moves are too powerful to pull off on an opponent all at once, making the combo rather ineffective. these do send opponents flying, but are easily avoided. Samus can roll around them. OR she could just stick to her own >B which is a ranged attack, and keep roy at a distance. Roys >B, while having good damage, distance, and somewhat useful as a recovery, only hits in one direction, is slow, and hard to pull out of if you make a mistake. while doing this samus could easily meteor you right down to infinity, or up to the sky, depending on where you are.

-What? Meteor on the stage who? Well lemme try to explain why this move is about 5 times better than a missile.

-WAY faster, lasts longer, more powerfull, more damage, more uses, recovery ability, superfast start up and recovery time, stuns for longer, can be used over and over due to the speed, hard to see coming, hard to jump over, hard to shield, good range for the speed it has, KO ability, Good trajectory, Combo potential, many options as the move is played out, ect.

Are those good enough reasons? How about these pertaining to Samus ->

-Easy to see coming, slow start up, slow finish, lack of Combo ability, no power, poor hit area, less options, and useless. I would like to compare this move to a misquito...irritating but not dangerous.

ok >B time!

Samus's missile Vs. Roys Dancing Blade

Samus's missile:

now some may say that these are weak and cant go to far before dying welp.... if you knew when to use them youd know why they are good. The homing missile is weak thats true but its true purpose is to stop charges and combo attacks such as Roys B and Roys >B. the homing missile can also be used while your opponet is flying off the stage. it can cancel a jump and set up for another smash missile to be sent. speaking of smash missile, the super missile (as it is called in super metroid), is best used abit closer but not that close as to get hit by an attack. This fools the player into thinking its an >A smash and they back away only to be hit by it. the super missile is at its best when the opponet is in the air as well. if you can hit them with a super missile in air, theres an 80% chance they arent making it back. The homing missile does 4% and the super missile does 15-17%.

-I don't think that roy has long range charges and combos =/

-It allows Roy to use another recovery move

-Easy to see coming, hence easy to avoid/cancel/shield/dodge

Roys dancing blade:

This attack is also pretty good if you know how to use it. the part i always find tricky though is hitting them with the last hit. i can always get 3 and that gets me around 12%... anyway, you of course can only use this on ground. it does a fair amount of damage but normally when you aim up or forward on the third slash, it sends them too far away to start comboing away. due to samus's long jumps in the air, she can easily evade the slashes. its a nice attack and the color changes are good its just lacking the options samus has.

-Nope, It can be used in the Air just as effectively. It is almost more usefull in the Air. Super-fast disruption, combo killing, stunning, it can even lift people off the ground into the combo.

-Lets Roy hover in the Air, this makes it harder to time Missiles, it also lets him get much more recovery distance.

Pros for Samus's >B:

longer range

a nice amount of damage  
is THE perfect edge guarder

-It only allows Roy to gain more distance on recovery if used for  
edgeguarding.

-Less than Roy for damage =(

-Long range = Easy to see coming

Cons:

it has a big recovery time afterwards so you are hopin they get caught  
in it.

it dosent send them that far unless you hit them with all 4 attacks.  
cant use anywhere except ground.

-Yeah, such long recovery that it can only be used 3 times in the Air  
before Ory gets back down from his jump --;;

-The third attack can easily KO, and by that time the damage is already  
more than Samus's move..

-In the Air is even more effective, as I already explained

Roy's Fire Blade:

Yesh this attack is tight if you could pull it off aginst a human  
player. it has the one hit KOness and kwel effects. only prob is if you  
are gonna play witha a long ranged character like samus (or any human)  
you are only hurting yourself... speaking of hurting yourself, if roy  
releases this attack at or around full blast, he takes 10% damage. not  
that good for an attack that most likely wont make contact.

-lol, you can release it before it hits Roy you know. Roy can travel  
while charging too, he can fly through the Air and charge, then release  
as he arrives, basically making it a transportable move, and giving it  
range.

Pros for samus B:

Good damage for a standard B attack  
Can be shot at anytime  
can go across just about any stage without dissapearing  
medium KO power

-Slow

-easy to see it coming

-Has to be charged to the max to be usefull

Cons:

Short range  
long chargeup  
he hurts himself if charged all da way

-Can also be released at anytime, but his releases much faster, furthering it usefulness in a realy fight.

-Can be used in the Air, momentum makes it mobile

-Releasable near the end without major Power\damage loss.

Samus- Her forward-b move is just a missle. I doesnt have any type of combo with it. It leaves Samus open for attack from behind so she can get hit. It sometimes doesnt even hit the opponnet that shes aiming at just making it a waste of time. The missle can be deflected easily because it is so slow, just a tap on the A button makes it explode causing no damage to the opposing player. Her missle also has a delay time before it shoots.

Samus' forward-b is TWO missles. one is a homing missle the other is a powerful smash attack. this smash attack is ranged, farther than roys smash attack could ever range, and can be fired in the air unlike other smashes. this has great comboing potential, in that four or five super misles coming at you is impossible to avoid at once, even by jumping (a good samus player wouldnt fire that many in a situation where u could just jump outta it). by throwing you in the air, you would be only able to jump around them, and you only have three jumps (counting the dodge) that arent even that good anyway. super missles make great kos. the homing missle is good for disrupting attacks. often the super missle is hard to pull off accurately in midair, this is where the homing missle comes in. if someone is coming back to the edge, be they above or below, you can fire a missle to home in on their sorry arses to rack up damage and waste their jump (if its their normal jump then they just wasted it on a homing missle). while htis missle does a small amount of damage it can easily put you opponnet on his/her toes.

-Range comes with projectiles, but so does Less damage, power, speed, ect.

-a simple Sheild or air dodge nullifys slow moving homing missles.

-Rois Up and B, that super fast Fire dragon move can easily be used just before the missle hits, and it can then be used again, only furthering our recovery. Talk about a backfire

On the contrary, Roy's forward smash can do up to 27% damage, and samus's can only go up to 20%, which is a huge difference. And how can samus's smash be "aimed"? it has extreamly bad arc, and its power is only minimal compared to roy. Roy swings down at a 45 degree angle, and has incredible range compared to samus's poor smash. Samus's smash cant even be used for edge guarding, since it barley covers any distance. And how would you be able to roll around a smash attack from roy? Roy's smash goes down in about .3 seconds, and the reaction time for a human being isnt even that much. so you would have to be pretty amazing to roll out of the way of something like that. plus, Samus's roll is extreamly slow, so even if Samus did somehow managed to evade Roy's smash, Roy could easily turn around and prepare another one as Samus recovers from the slow roll. Samus's forward smash is insanely inaccurate, not to mention weak, and short ranged, making it obsolete compared to Roy.

Samus' smash can be aimed up, down, or forward depending on how you tilt the joystick. this was an attribute that, sadly, didnt carry over for most characters from the original. it allows you to hit an opponent low for easier defending, high if they have decent damage on them, and just straight forward. Roys smash only hits high, being hit high allows you to recover more easily. and, you dont necessarily have to roll, you can dodge it too. Scenario: roy does a >smash, samus dodges, roy readies another smash while at the same time samus unloads a fully charged beam on him. the beam hits roy right before or at the same time he hits samus, sending him flying and leaving samus unharmed. if he hits the beam it cancels it out and leaves him stunned for a second. a second is a long time, and plenty of time to begin a combo or just to toss roy away and keep him away with projectiles. samus' smash seems accurate, but thats because its short ranged. its main use is just to knock enemies away from her.

-Yeah, all that scenario is BS. Unless samus uses her roll before or at the same time as Roy's smash, she will be hit. Can you send me that book quick, yeah that one entitled "psychic powers for beginners" -\_-;

-Roy dominates the Power, arc, range, priority, edge-guarding, and combo-ability, Samus takes the "Hit guys who are right next to you a slight distance away" trophy.

Samus's Up Smash does crap damage, and barley hits that far at all. Roy's packs a punch, does a bunch of damage, and is excellent for starting a juggling combos. How could she counter this attack with a bomb, if the attack sends samus so far into the air that the bomb will eather dissappear before it hits Roy, or Roy will obviously move out of the way, or even better, Roy will just meet Samus in mid air with an A or Up+A or Up+B to continue a juggling combo. You can't always count on samus's Up+A on hitting Roy with every flame, and with its poor power, Roy can easily recover and follow up with a Down+B if the samus decides to continue attacking, or maybe with a double-edged dance. like i said, with a bomb. if i see roy using this move then i can use a bomb while close to him and then move off to the side, out of harms way. this will obviously disrupt the attack. also, it is very very slow, as i also said. this move can only be pulled off while samus is high above roy, so she cant use her meteor to disrupt it. if you tried to use this move while samus almost on top of you, she could meteor you right into the sky with no problem. and, roy has a long cooldown time for this move, and samus can just hit him while he recovers, making "movng out of the way" very difficult.

-If you have to "see" one of roy's moves to react, you probly got hit by the time you got to the word "see"

-Does anyone know which attack we are talking about here?

-We don't use Counter unless the attack is started, or we expect an attack, as in a Combo/Juggle.

Fortunately, Roy's Down Smash has even better radius, not to mention better it can do up to 28% Damage!!!! Samus's can only do up to 21%, AND the backward hit is weaker than the forwards hit, making the attack even weaker. That is a huge damage difference, making Roy's attack much more rounded out and better. Roy's also packs more of a punch, as it can Star KO someone easily. And unless you didn't notice, Samus's Down Smash also has a pause between the forward/backward hit.

like i said, samus' smash is faster. she can get off 1.5 of her smashes for his one. the pause in samus' smash is very short, while roys is a long one and leaves him open even to samus' forward smash. he swings, pauses, swings again. samus spins around with her foot. the only pause is while her foot is facing away or toward the camera, and that one is short. roys cant clear crowds well because his is too slow. samus sends her opponent behind her, which is a good thing because her back+a in the air is extremely powerful, and faster than anything roy can pull off while he flies from her smash.

-Speed = Samus, Everything else is owned by Roy

-The trajectory is no competition. Behind samus and you are limited to 1 move, With Roy, being straight above him, he can uses a plethora of good solid Aerial moves.

Samus- Her forward-b move is just a missile. I doesnt have any type of combo with it. It leaves Samus open for attack from behind so she can get hit. It sometimes doesnt even hit the opponent that shes aiming at just making it a waste of time. The missile can be deflected easily because it is so slow, just a tap on the A button makes it explode causing no damage to the opposing player. Her missile also has a delay time before it shoots.

Kids these days. They can't stick with the truth. Let us analyze this shall we? Okay first of all the missile has many types of combos. Have you ever seen somebody getting held up in the air with missiles? The missiles don't leave Samus open for attack. This is a one on one battle, you won't have the time to run forward, and dodge the missile. The missiles have short startup time, and the usefulness of a long distance powerful attack is something that Roy will never achieve. You can never assume that Samus's moves are a waste of time. Ask previous clans, they'll tell you. If the missile misses you, either by you dodging or side stepping, I'll already have a second missile coming your way. You think the missiles are slow? Let's see Roy countdown attack...that takes beyond too long to catch someone off guard. Samus's missiles have good speed, great range, and excellent power. Roy's Forward B attack is hardly useful in one on one matches. Trust me, I know two people who use him, and never win against me. Roy's attack does about 15% damage if you're lucky, and it takes about 3 hits to do so. Samus's attack, on the other hand, has distance, homing capabilities, powerful attack power, unrivaled edge guarding capabilities, and deadly comboing abilities, all in exchange for 3% damage. All in all, Samus's move is better. ROY's attack may look good, but it's all flashy colors, and no noticeable potential against a player in the SSS.

-The speed of the missiles, both in the air and the start up/recovery time, prevent any such Trap of death, or line of missiles. The speed of them is simply to much to form a string of these and be effective.

-LOL, I like how you think that This move is better because you beat your friends with Samus.

-First of all, I already told the truth about this move. Lets go over it again, shall we? =P

- a. It is by far faster than the missile, it can be used 3 times in the Air before Roys hits the ground again, samus gets 1 off =(
- b. More damage, more power
- c. Can be used for disruption, lift, quick attacks, damage, KO's,



Pros for Samus's Grab:

longest range  
with 3x ability on, you can home in  
good damage

-Immensely slow, almost impossible to hit with unless the opponent isn't ready for it.

Cons:

recovery time is a bit more than usual  
its range is microscopic compared to samus grappling beam

-What? His grab is slow? I don't get it, you have the slowest grab in the game >\_>

-His quick speed allows him to actually use his in a fight, as a roll would take too long to dodge it, and shielding is ineffective.

Pros for Samus running grab

best range for running grab  
throw does ok amount damage  
is great to break up combo attempts

-Extremely slow running.

-How does Samus Run at roy as he is already doing a Combo? The combo would most likely be over by then, if a person had a low enough IQ to combo mid-air =/

Cons:

the range once again isnt great compared to samus's which gives him a greater chance of missing leaving him open.

-Samus's massive range = Disadvantage

- a. Its so damn slow, it is nearly ineffective
- b. The slow recovery time allows Roy to run circles around Samus
- c. Samus is defenseless if she misses
- d. A simple roll will negate this Gigantic grab.

either way, the attack still does poor damage, and when i was messing around with it, it seemed like it was dealing the same amount of knockback power if you hit high, low, or straight. Roy doesn't need to aim his attack, as it swings at an arc and hits all in front of him. In your scenario how did Samus get the fully charged beam? Any idiot wouldn't let Samus stand somewhere and charge, and with Roy's high running speed, he could easily catch Samus if she tried to Run and charge somewhere. And if you do happen to charge the beam all the way and unleash it at the same time Roy smashes, the attack will cancel out, as you mentioned, but roy wont be the only one stunned for a moment. Samus has just as long of a cool-down time as the time to cancel out an attack is, so we would be even. Another thing is when you're aiming

samus's smash, you have to aim it before you can charge it. So it's still an inaccurate attack because it only hits in one spot, and is hard to be trajectoryed into the right location of an enemy at the last moment. For Roy, he only needs to smash forward, and it slices anything in front of him diagonally and in front of him directly, AND a short ways away from him.

if youve ever played the original all samus did as a cp was just roll around and charge. samus can build up this way, by saving the charge. and, samus can charge while roy is dying, recovering, and if he messes up (messing up on any move is a great time to charge for samus) like say for example he gets a >B combo started but misses on the first hit. lets say the human playing him, by reflex, hits b again, this gives samus a chance to charge while he follies in his combo. an ur right, my bad, samus does indeed recover as long as a cancel recoil, but she can still roll away faster than he can get another attack off afterwards

-So you are going to charge while Roy's Forward B move Recovers eh?

- a. His Forward B move has almost no recovery time.
- b. This move is so fast that by the time samus rolls away and starts charging, Roy is there and waiting.
- c. If you don't believe "b," try it yourself.

aaight lets do the ^A smash

Samus's flamethrower vs. Roy's firey blade thing

Samus:

Samus's flamethrower is the perfect juggling attack. as enemys are falling down, samus unleashes a firey arc that goes above her head doing up to 30%. since roys blade just goes up and not all around like samus's does. both are a very quick attack, give off about same dammage, but samus's has a quicker recovery time cus she just puts her flame off, while roy still holds his blade up a bit afterwards.... also samus's covers a bit more space compared to roys.

- a. Nope, Roy has better hit area

Roy:

```
.....***
...***
....*()*
...*<|>*
-----/\-----
```

Samus:

```
.....****
...*.*()*
...-<|>
-----/\-----
```

-No way in hell Samus's move ever pulls off the full damage. The opponent has to be right in front of Samus, and not moving, and standing upright.

-Roy's move can hit in back of Him, and it last longer in all the hit areas.

Pros for samus:

good range  
great combo abilities  
nice dammageness

-it can potentially do more damage, but in extreme circumstances.

-Can't combo as well as Roy, due to the trajectory as it hits near the end. It doesn't have good power and it hits behind her, making the opponent recover at the same speed as you, and they also end up right behind you, no room for combos.

Cons:

slower recovery time than samus's  
covers less than samus's does

-It recovers slower, but it also lasts longer, making it easy to be hit, even if you air guard to disrupt timing.

-"covers less area" ß----Blatant Lie

lets do edge gaurding defense

Samus:

well besides the fact samus falls slow allowing her to hover over Roy, and the apparent grab on ledge and roll, she has her friend, THE GRAPPLING BEAM!!!!1! this can hang on to ledges with ease and pull herself to the ledge and/or get into the air, overall, a varity of options.

-The slow speed allows for a longer charge from Flare Blade, which also hits above Roy.

Roy:

The only real thing roy can do is grab on the ledge. unless hes way up, he falls too fast to hover over samus's range. without the grappling beam or hook shot and whatnot, roy falls short on the defense area

-His up and B move hits samus behind him, turning the tables on the edgeguarding.

-Not to mention his insanelly fast Air moves and Forward B, allowing him to recovery easily.

-Aimable Up and B allows for dodging Moves.

stage strat:

Stage: Fourside

Samus definitely wins this one. In a one on on, roy would have to jump

all the way across the course and samus would have plenty of time to charge her beam. the small holes make easier recovery for roy, who has sheer vertical recovery power in his ^B, but even better for samus, who can jump from wall to wall, making it all but impossible to ko her down there, esp. since roy has no meteor attack. Not to mention her wall jump can allow her to dodge attacks quite easily by jumping off the center building. The ufo is slippery, and a battle on it would not be easy for roy, who would be a sitting duck for samus' missles. There are plenty of areas samus can just hide to charge up her beam while roy chases her down, and with her superior jumping she can easily outmaneuvar him.

-the staggered platforms jack the range of Samus's projectiles, making it easier for Roy to jump around and attack without being in the hit area of Samus.

-Flare blade thrives on Momentum...the UFO only adds range to the most powerful move in the game.

-lol, out-maneuver Roy in the AIR? With Samus!!!!?!?! You have got to be kidding me, please tell me you are kidding. Roy jumps way faster, runs way faster, falls way faster, attacks way faster, I don't see any out-maneuvering there.

lets roll baby!

samus:

sure samus's roll may be slower than roy, but its very compact and its GOOD that it goes slow. it can go under a dancing blade and have time to shield. it also goes very far.

-Heh, I know I sure would like to have a super-predictable and slow moving roll -\_-;;

roy:

roy's may be faster, but it dosent go that far back. therefor roy couldnt continuously evade a barradge of smash missles and charge shots. while samus's can get under and away enought to not get hit by roys attacks.

-Roy gets nearly the same distance in much less time.

-Both characters are invincible during this time, so size doesn't matter.

Stage strat:

Stage: Brinstar Depths

One thing to say before i get started: this course was made for samus. It was made to accomodate her style of close-range fighting and aerial maneuvering by giving her many many chances to use the wall jump. The rotating of the course is hazardous for roy who doesnt have as good aerial maneuvering as samus. samus can easily just jump from platform to platform while roy would have to land on each platform or use dodges constantly. the many obstacles jutting from the surface allow samus to use her long legs and make use of her ^a which doesnt get much use against roy. It may seem, though, that her projectiles dont get as much use. But on the contrary, her missles and charge shot are at their fullest potential as edgeguarders. Being that there are no ledges to grab onto, samus can easily knock you away and keep you away with the

missiles and beam. which brings me to my next point, samus can use her grapple beam as a recovery, better than any other course in the game. The only other characters who can do this are link and y. link, and they aren't in this argument. but the grapple beam/hookshot compensates for the lack of a ledge by allowing samus to literally grab onto the edge of the course and pull herself in, unlike roy who, once out, has little chance of recovery.

-LOL, how does samus's slow jumping and falling compute to Good Air maneuverability?

-The many obstacles are in roy's favor by shielding him from projectiles and letting his fast, ranged, physical attacks hit easily.

-Roy, at this stage, is at a huge advantage. His general quickness allows him to jump over obstacles and attack much faster than Samus.

-Roy can use his speedy recovery to get back before the slow moving/jumping samus can get to where he is going to land.

Stage strat:

Stage: poke floats

Again, the lack of ledges to grab onto puts samus at an advantage, recovery wise. Also, samus' long roll comes in hand here as she can easily evade many of roy's attacks as he moves into position. The pokemon's movement makes it an obstacle course for roy's limited jumping, while samus moves through this course at ease. Another one where samus excels.

-Nope, samus's slow jumping puts her at a disadvantage when it comes time to scamper to the float. Also, Roy's

-Roy's quick jumping and recovery time allows him to always get to the next float, while samus's general slow attacks put her in jeopardy.

edge guarding offense

Samus:

Samus has a variety of things to use in air. she has projectiles such as the missiles and the charge shot covers a lot and can basically kill if you are in the air. the smash missile if you can time it, can take away a jump. she can also use her >A smash or down A smash to get him easily.

-Down A hits upward, letting Roy recover.

-Forward A has too short of a range, Roy could easily let back and grab the edge.

-All Samus's projectiles allow Roy another Recover move, furthering his recovery. The Charge shot also takes too long to charge as roy is in the Air, and the "release anytime" thing is hard to time because of its slow start up time.

Roy:

roy has a couple of attacks up his sleeve too just as many or as useful as samus's. he has the >A smash, the down A smash, and the B. these attacks are good but can't stop him in midair.

-?

-Flare blade is The best edge guarder in the game, ill explain in short here, and in pepth later.

- a. He can Instantly release it at anytime
- b. Samus's slowness in the Air only allows a more powerfull charge when samus gets back.
- c. Very powerfull, almost guarantees a kill if it hits.
- d. It covers all the area in front of, and above roy, and hits forward always.

The further your dumb roll goes, the more time the opponnet has for setting up an attack.

yea my dumb roll does go far, no the opponnet wont have time to set up an attack unless its a running A due to how far away ill be.

Is there something wrong with hitting Samus with a Running A everytime she rolls?

juggling defense...

Samus:

welp, its hard for most characters to defend a juggle, but then there's samus. she has the bombs thatll stop and stun as long as roy isnt releasing an attack (thats why you use the bombs high up) even if he is it forces him to take another attack to charge which is a waste of time. she can also (if she times it right) use a down A spike.

-Bombs, when released, start falling above Samus, not exactly a shield of defense =(

-Her spike is feasible, but hard to time and last much less time that say, Roys Up and A smash.

Roy:

Roy lacks one thing in this game: projectiles. roy has basicly no defense while juggling and he can ethier jump away or try a down a areail. not too much for roy to do here...

-How do Projectiles Prevent Juggling?

-His Dancing blade is very fast, lifts him up, catches the enemy, disrupts timing.

-His speed in the Air is a huge advantage. His fast Jump, Up B, and Dancing blade can prevent most juggles.

Buckwheatz Return:

Counter regarding B

"B move: Samus's Charge cannon vs. Roys Fire Blade

Samus's charge cannon:

ahh yes the signature charge shot... this baby can be charged and

released at any time. it cant do as much as roys B and doesnt have the one hit KO power ethier, but who the hells gonna go underneath Roys blade and say hmmm i feel like taking a hit today..."

First of all, who would use this move out in the open? This move is best used for edgeguarding, and timing and patience is a big key on Roy's part. It can be charged in the air, and continued even when Roy hits the ground, unlike Samus, who can do neither with her Charge Shot.

"anyway, samus's cannon does anywhere from 3%-27% and can go great distances without goin out."

But, it can be avoided by a shield, roll, or even countered with Roy's Down+B.

"Its best used in the air or close range. overall a great attack from far or close up..."

In the air it cannot be charged though. Samus doesn't have the options that Roy has with his Flare Blade, making Charge Shot quite predictable. Not to mention it travels in a straight, easy to dodge path across the screen. We want you to use it up close. This way you are in range for Roy's counter strike with the Down+B, when we both deflect your shot away, and do 1.5x the damage of the shot back at you after the shot is fired and while you are stunned.

"Roy's Fire Blade:

Yesh this attack is tight if you could pull it off against a human player. it has the one hit KOness and kwel effects. only prob is if you are gonna play witha a long ranged character like samus (or any human) you are only hurting yourself..."

Whats so wrong with playing against long range characters? We can counter as well as dodge projectiles. It's not hard especially with projectiles as slow moving and predictable as Samus' Forward+B and B. We can release Flare Blade when we want, reset ourselves, and continue to charge when edgeguarding.

"speaking of hurting yourself, if roy releases this attack at or around full blast, he takes 10% dammage. not that good for an attack that most likely wont make contact."

It's gonna do 10% to Roy when it's FULLY charged up. This is also gonna do 50% to the opponent, as well as hit them with a mega powerful blow that can KO opponents from the center of normal size stages. Samus' is less power and less damage, as well as a slow and predictable projectile, so that can't really compare. It isn't always necessary to charge this attack up fully either. Roy has the option to charge Flare Blade and release at any point both on the ground and in midair. This is something Samus's Charge Shot can't do. As I have said before too, it is more likely to KO someone at full force with this move while edgeguarding, because the option is there always to release and reset your position according to your opponents edgeguarding defense moves.

Con't Counter regarding B

"Pros for samus B:

Good damage for a standard B attack

Can be shot at anytime  
can go across just about any stage without disappearing  
medium KO power"

28% is standard. Roy's is above standard then because of it's possibilities to do 50% and KO an opponent. Roy's Flare blade can be thrown out anytime as well as charged at any time, but Samus is restricted to ground charging only. She cannot charge her shot once she is in midair, she can only release it. It can be dodged, countered, or shielded against too. As I said the first paragraph, if this is at Medium KO power, Roy's is VERY close to max KO power.

"Cons:

well it takes a bit to charge..."

Charge shot can't be charged in the air either, like Roy's Flare blade.

"Pros for Roy's B:

one hit KO damage and a good close range attack"

No, it's not a good close range attack. It is a well ranged non-projectile attack. Its range is by far BETTER than many of Samus' non-projectile attacks.

"Cons:

Short range  
long chargeup  
he hurts himself if charged all the way"

Puh, I commented on the "short" range. What are you comparing this to? Samus' projectile attacks? That isn't fair, because this Flare Blade of Roy's is a non-projectile attack. Being a well ranged non-projectile attack, this move can beat out many of Samus' non-projectile attacks. The long chargeup? How about Samus? Her's takes a while too, and she is limited to charge this one on the ground. Roy can charge Flare Blade in the air, as well as continue his charge when he hits the ground. When charged up all the way, yes, Roy does 10% damage on himself. But look at what he is producing! A powerful long ranged non-projectile attack that does 50% damage on an opponent as well as possessing the ability to KO opponents with this attack alone!!! By all means, I consider the KO worth the trade for a measly 10% scratch to Roy.

Silverhomer17:

oh, i have something for the up b/third jump!

i will use mario in my example.

say you come back from being thrown or hit off the edge, and you are right below the platform, and still have your up b. here is a model

X= mario  
Y= Roy/Samus  
\_\_\_= surface

\_\_\_X\_\_\_  
\...../

.\...../ Y

okay, mario is trying to hit you with a fireball while you come up. Roy has a VERY fast third jump the is very hard to hit with a fireball of mario's. (great timing would be needed) while samus on the other hand is very slow and can be predicted from a mile away. I think that Roy will deal more damage with his up b than samus

Psgamer02:

~~~A moves~~~

His Aerial move-set leaves something to be desired in the power department, but they generally have the speed for disruption, the power to kill and the range for usefulness.

His Smash "A" move set is awesome. Tons of Priority, Range and power, not to mention the above par speed and you get Roy's Smash Set, one of the best in the game.

Roy's standing "A" non-smashes are his strongest point. The superb speed and range make them some of the most disruptive and best combo starting moves there are. The enemy attacks with a Smash or B move, you use regular "A" that's a fairly basic scenario, so lets elaborate. Roy's slash does 2 things, it goes faster than most moves, and it has a better range than most moves. It will hit you, and your move is worthless if it is cancelled, so roy has the upper hand on a stunned and un-attacking opponent. Simply follow up with a Smash forward, and they have just taken 25 % and possibly been killed. Regular "A" moves are critical to Roy's success on the ground.

Running speed is great, so that only adds to the usefulness his running "A" move. This area is fairly specific, so I will explain it all in a separate post..

~~~~Air A~~~~

Roy

Check out this sweet diagram to help explain the use of this move....

```

.....\...()..<A
.....\<|>
.....-/\-----
.....
.....()..<B
.....<|>
-----/\-

```

"Person" A is Roy, "Person" B is the opponent....that is, if you couldn't already tell.

This move is most effective at any stage with platforms, (25 of 29 stages do have platforms)...you simply jump from any area where the heights of your character and the opponent are different. This height difference gives ample time to get the sword swinging.

Shields don't fully cover a character unless the shield has been raised during the exact instant of the attack, and the erratic swinging action of this move prevents accurate timing for the opponent to raise a shield. It will be quite easy to hit the enemy in the area where the

shield doesn't protect, either near the bottom or near the top of the character.

-It can do either 4, 8 or 12 damage. The first slash does 4, the second is 8, and if you are falling with them, It can do the 12%. This is obviously very good for an aerial "A" move.

-It has spectacular range because Roy fully extends his arm and Sword to get a bounty of distance.

-It has good start up time, and the recovery is the same amount of time as a jump, which is very little. His legs can still land on the ground while he swings the sword with his arms; this lets him recover much faster than normal character would.

-Samus does a base 10%, which is more than Roy

-Samus's move is much slower on the recovery and start up because she has to use her legs to land on, which means she has to extend her foot, then to land on it she has to pull it in, Roy has no such problem.

-It doesn't last nearly as long as Roy, and due to her slow speed in the Air, it is very predictable to see coming. (air Guard)

Buckwheatz Return:

Up+A

Roy

Roy will swing his sword in an arc, doing 9% to any opponents in its path. This move has power, as it can pop up an opponent into the air either for starting a juggling combo, or maintaining a juggle. Whether it be from the ground, or from midair, if an opponent is hit, they will be sent back into the air. Wherever in the arc that Roy hits his opponent with this move, they will be sent flying into the air. Roy's arc covers a very wide range above his head, as well as covering around his entire body, as he hits opponents on either side next to him. The wide and ranged arc makes Roy's Up+A very useful in juggling opponents, as it has a large hit area. Now for an image:



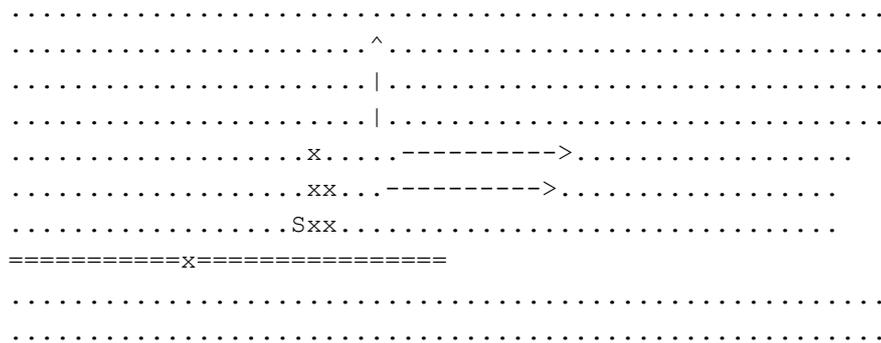
R = Roy  
x = Areas the Up+A will hit an opponent.

As you can see from this image, Roy has quite a wide hitting arc with this move. From the ground, Roy can hit an opponent on either side of him. There are arrows showing that the opponent who is hit by this will be sent up into the air. Roy can set up excellent juggles from there.

Up+A (Con't ^\_^;;)

### Samus

Samus does a heel drop doing 13%. Although doing a BIT more damage than Roy's Up+A, it has little use and little power. It does an arc, but it's not like Roy's where you can predict exactly what direction your opponent is heading. It hits at odd angles, so it won't be able to set up opponents for juggles. Because of it's many directions it will send the opponent, it's hard and confusing to predict where your opponent will go Hence that is another reason why this move can't juggle. It can in one place, pop the opponent up for a juggle, but the place is a very limited one, being below Samus' legs. Even this place though, is hard to hit at, and most likely you will hit the opponent at the frontwards angle, doing some damage to them, but sending them nowhere. Lets go to the image:



S = Samus

x = Areas the Up+A will hit an opponent.

Samus' Up+A as you can see is quite complex. If an opponent is in the air when she first starts off the heel drop, or if they are in mid air next to her, they will be sent a small distance away. If they are at even level with Samus, the heel drop will send them NOWHERE! Yes, nowhere. The opponent will simply stay in place. The reason being this move lacks power. The ONLY way Samus could ever get an opponent into the air with this move is if they are below Samus. The only real time this can happen is if an opponent is stunned lying flat on the ground. But how often will that happen, that a Roy player would just watch a Samus player kick them up into the air? Hardly ever. There is a nifty ground counter move, as well as ground roll out of that stunned position that is available to Roy for escape. Because of all this, it ain't too hot of a juggler. Not near as good a juggler Roy's Up+A is at least.

Let me clarify a bit for you there, Nate.

### Up-B Blazer

#### Roy

Roy does a flaming sword uppercut! This move is very useful in combos. It hits your enemy with a continuous flame attack. It is also one of Roy's comeback move (the Forward+A helps too!). The closer you are to your target, the more damage dealt. This move can also be aimed! Hit B and diagonally up and forward, and he trades some vertical height for some horizontal distance! It is possible to use this move for juggling too. One special function of this move is its ability to KO. When you Up+B near an opponent, it is possible just after it is executed to aim Roy in the opposite direction. This will not only steer Roy away from a cliff if he happens to be near an edge with the opponent, but it knocks the opponent sky high! Some light opponents can be KOed at low percents.

It is possible to kill an opponent at 0% with this technique. Thanks to Acidfreeze for a lot of these ideas.

<art skillz>

```
.....
....
.....
.X.....
.....
.X.....
.....X.....X.....
....
.....X.....X.....
....
.....R1.....R2.....
....
```

X = Opponent (heights opponents will travel vary according to method of Up+B aiming).

R1 = Roy hitting opponent with a normal Up+B, Roy will head just a bit forward in the air.

R2 = Roy hits the opponent aiming the Up+B in the direction away from his opponent just after it's executed, this will cause Roy also to jump backwards away from his opponent, and possibly, away from an edge too.

The height in which the opponent will be send is greatly increased while doing this trick, and this KO's most lighter enemies at damages as low as 0%!!!!!!! @m@zing1111!

</art skillz>

\*activates work of art skillz again\*

Legend: R = Roy, ^ = direction in which Roy travels when he uses his Up+B. Diagram 1 is when Roy does his normal Up+B, non directed. Diagram 2 is what happens to the uppercut when you press diagonal up while using the Up+B to direct it.

```
D1.....|.....D2...
*****
.....^.....|^...
...^.....|^...
R.....|...R.....
```

D1 is normal. Good vertical distance will be covered. D2 is a bit different. You will get more horizontal distance than normal... suggested that this is done when you are returning to a ledge, that little bit can help!

\*end art skillz\*

Silverhomer17:

you want an image? I will show you why samus's wonderful screw attack ownz.

#1-Range

the dollar sign shows the path that each could take

.....\$......

.\$\$\$.\$\$\$\$\$.  
....\$\$\$.  
.....S.  
.....

.....  
....\$\$\$.  
.....\$.  
.....R.  
.....

actually, samus cannot jump that high with her up B attack, Roy can jump higher, so there is the first thing. second, samus cannot jump horizontally except when she stops spinning. so, her jump would look like this:

.....  
....\$\$\$.  
.....\$.  
.....S.  
.....

which would be exactly the same as Roy's jump. if you are counting the fall of the jump, it will remain equal.

Buckwheatz Revenge:

Forward+B Double Edge Dance

Roy

Roy (shows pretty rainbow colors O\_o;;; as he) executes a 4 hit combo. The key to this is that you time your B button taps just right so he executes each of his 4 hits on the enemy(I usually wait until the full swing of the past blade sweep is completed). If you hit an enemy with the 4th swing, they will burn up. The swings can even be aimed. This gives it the following uses:

1. can be started in the air and continued when Roy hits the ground, gaining him horizontal distance to get back to an edge, making it an EXCELLENT edgewarding defense tool! ^\_^
2. can be used as well to edgeward because it has excellent range and the duration of the combo (should you choose to use all 4 swipes).
3. is an excellent comboer, the moves come out one after the other, getting your opponent caught in it. When used on an opponent at low damage, this is damage % racking. When used on an opponent at high damage, can KO an opponent.
4. because you can aim the swipes, this can be used in a variety of ways to KO. You can aim up to juggle an opponent, or down to spike them, or keep it simple and just go straight forward in a combo with it. Many options are available. It is VERY hard for an opponent to predict which way you will swipe because Roy also has good speed while using this. Before the opponent can react, they are caught in the combo! ^\_^

\*\*\*\*\*

\*activates work of art skillz\*

Legend: #'s = column number and step of the swipe, R = Roy, X = direction of sword swipe; can hit either up, down, or forward.

Columns:

....1....2....3....4 - Number of B button tap.

-----  
.....X....X....X - Direction UP  
R..X....X....X....X - Direction FORWARD (or unaimed, default if you just tap B  
alone)  
.....X....X - Direction DOWN

This shows the variety Roy has when using his B moves alone. If the fourth hit is directed down,, he goes into a short infinite-hit-like combo. This is not all though. After you use the first B, you can also use the A button, or any other A move such as smash, etc. Allowing a greater chance for combos!

\*ends art skillz\*

More on Roy's Forward+B

The first hit is always the same. It can't be pointed up or down, because otherwise you'd use B Up or B Down. o\_o After the first hit though, you can work wonders. Many thanks to Aerodude for supplying this table.

2nd hit(upward)- knocks opponent into the air, ready to be comboed.

2nd hit(forward)- a continuation of the straight forward combo. It stuns, and inflicts 5%.

3rd hit(upward)- a spike. A very useful tool when edgeguarding.

3rd hit(forward)- a forceful move that can clear.

3rd hit(downward)- sets on fire, and builds up damage. It can get up to 15% damage at one time. Is a sweeping move, so it can hit the smallest characters, even Pichu.

4th hit(upward)- a strengthened and widely ranged move, it send the opponent less vertically than horizontally, so it's a good KO move and excellent finisher to the combo.

4th hit(forward)- a good KO move. It's similar to his Forward Smash.

4th hit(downward)- an infinite combo. It hits 5 times altogether, but Roy, unlike Marth, throws in some fire, to inflict an extra 4% with each hit. So, it can get up to 25%, even without any of the other hits. !O\_O!

That's all I have to say there. It can also be used to get back to the edge. Keep using the first hit and hold down the direction of the ledge you are returning to. This makes it a good edgeguarding defense move!

^ ^  
\_

One last bit:

Down+B Counter

Roy

Roy stands still and absorbs the attack of his opponent with his sword. The opponent is temporarily stunned along with Roy as he blocks and absorbs the attack, and dishes back an attack to the opponent for 1.5x the damage! This move is very useful in that you can counter many close range moves with this, and Roy can counter moves while in the air as well! When you time this move just right, it will be hard for an opponent to touch you with one of their moves, because Roy will not be harmed, and retort an attack right back at an opponent, free of charge! A great tool when used as edgeguarding defense. It's sorta like Falcon's Up+B, because time will temporarily "halt" for Roy and the opposing character involved in this move. ^\_^

Now that I have my information out, it's all counters for me from here on in!!!

Psgamer02:

Up+B

you want an image? I will show you why samus's wonderful screw attack ownz.

No way f00, you wish the art skill was there.

#1-Range

the dollar sign shows the path that each could take

```
.....$.  
.$$$.$$$$$.  
....$$$  
.....s.  
.....
```

But you have to face that direction to go that way =(

```
.....  
....$$$  
.....$  
.....r.  
.....
```

Roy can go straight up, or to one side, with his Forward B moves, horizontal recovery isnt a problem, hence, his mostly upward path is ideal for him.

I don't think I did this right, so I'll sum it up. Roy's attack has a more automatic movement range, it basically follows a path, where as samus has full control of her attack, until she hits the ground.

-Roy has all the horizontal recovery he needs through Forward B.

-Roys recovery is much much faster than samus's, it also has hit power at the end. Unlike samus who needs to have the enemy caught near the start to do much of anything, Roy can KO even just as they touch the tip at the very end.

#### DAMAGE

Samuses attack can do about 10, at a maximum of 12, whereas Roy does 7, at a maximum of 12. about tied, but samauses is still a lil better.

-Nope, that is is the enemy is caught in the entire thing. It is much easier to catch the opponent in Roys move because of the fast moving move, and the full length of the sword catches them and pulls them in. Samus balls up, and spins, this makes her hit area smaller then Roy's.

#### USEFULNESS

Roy:

-little use for recovery, as it gives roy little control.

-Not much for crowd clearing, as it tends to send the CPU the same distance, no matter how much damage.

-A good 12% damage, at times can be comboed

-Basically, only done for blatant damage.

-One of the best anti-edgeguarding moves, as it pulls the enemy toward the pit as he land on the stage. This turns the table on the situation.

-Fire effect for stunning beyond Samus's ability

-Roy only needs Vertical Recovery as his Forward B move can be used multiple times to gain Forward motion, this lets sets up a lack of need for forward Recovery move motion.

Samus:

-Good for recovery, as you have control of samus while in air.

-serves as not only a jump, but also as an attack and crowd clearer, too.

-Gives good height and distance

-Pulls enemies in for longer attacks, then lets them fly!

-Quick pullof time

-A good 12% damage, and can be repeated and strung into combos

-Slow moving, easy to time the landing.

-Samus recovery slower than the opponent being hit, this negates chances for Combos.

-Damn, i have to check something.....Yup, i was correct. Roy has vastly superior vertical recovery.

-relitively the same damage, although roy has power at the end of the move that samus need to build up throughout the spin.

Silverhomer17:

Looks:

Roy is a young looking guy, age 16-18. has prince status and a spiffy sword, with good armour.

Samus has some snazy armour, but physical appearence is unknown. Age is also unknown, and a lot of people think she is a he.

jumping looks:

Roy: A fewfancy spins and sword tricks for his third attack.

Samus: No uniuquety(is that a word??) does a few front spins in 2nd and 3rd jump.

Winning poses:

Roy: Fancy sword handling skills and speaking in japanese.

Samus: Fires her gun and doesn't say a word.

Taunt:

Roy: spiffy sword art and a war cry that isn't annoying (like Capton Falcon).

Samus: Nothing original, same as in the first smash brothers game.

Psgamer02:

~~~~B moves in general~~~~

-Roy's B moves are mostly Fire elemental.

Fire-

- a. Stuns for much longer than a non-flaming move of the same sort.
- b. Generally does more damage than without flames.
- c. Most of the time, flaming moves have sort of a hit area, like a real fire, you don't necessarily have to be in the fire to get hurt, generally just being near it will get you some lovin =)
- d. Explosions and fire can be confusing, most often in multi-person play. It can be very difficult to recognize a flaming spot on the stage and hit it accurately with an item or projectile.

Multiusage- Roy's "B" moves are extremely multitasking. Forward "B" can be used for recovering and combos, but the immense speed of it is useful in combo disruption and cancellation. Also, His Counter is a completely Defensive move, it can potentially do more damage than any other move in the game, and if used correctly, it can and will save your butt many times over. Obviously his Up and B can be used for Getting out of a tight spot due to its speed, but the Aim ability of it makes it very useful in recovering, as you can mold it to your needs. Regular B just kills people, no diversity there =)

~~~~B Move Specifics~~~~

Roy's B

(6%-50%)Flare Blade is awesome for its downright versatility. It can't lose in the downright power section. The full amount of charge will do great damage, and with charging, comes power. It is unparalleled in KO power, and the most damaging B move in the game.

It releases very quickly, so it can be used in regular combat as well as situations where power is needed. It can be charged up any amount of time you need. You can sacrifice speed for all the power you will ever need, or simply use it to defend yourself by hitting the opponent away.

It can also be used in the Air. You can use it like any other Air move, but the advantage is the timing and trajectory. You can release it at any time, and it hits the enemy straight away from Roy. This provides a trajectory not found in any many other moves. In the Air, your momentum carries you till you release the attack. This means that you can actually travel short distances before releasing. This only furthers the Aerial usefulness because a stationary charge move is obviously disrupt-able, and this feature allows you to move, making it harder to stop this attack. Another advantage is the ability to come from above/the side with this attack. Just standing on the ground charging, like samus would easily be seen, and countered. But, a powerful, quick, ranged attack from above would be much harder to anticipate.

Its arc covers all the area in front of Roy, and above him. Even slightly behind him is dangerous to opponents. Being right behind him is a very dangerous, as Roys sword gets stronger towards the hilt. Being right by Roy on either side is devastating. This move covers a 90-degree arc, meaning a simple turn of Roy makes him effectively shielded from above and the front. 90-Degrees + 90-Degrees=Protective barrier.

The range is spectacular, especially when fully charged. Un-charged, its swipe extends very far, and has only a slightly shorter range than Smash

A. Charged, it is Roy's most ranged move, extending much farther than almost all other physical attacks. In the Air, you can fall forward with the momentum Roy gets, and add even more range to this move.

The priority this move has is also great. It can hit through near anything once it is charged. He can be hit while charging, but only from behind because he can simply release the sword at any time to ward off incoming attacks. Another useful tactic involves retreating. Jump backwards, and start charging, if they follow you into the air, use the Arc, Priority and Power to fend off all attacks. This effectively shields you in the air.

It is a good edge-guarding move because it has no specific release time. If they are a long ways off, start charging. If they manage to get near, the "splash hit" from a powerful swipe will push them away with too much force to come back from. If they are only slightly off, you could simply tap the button to do a quick to medium slash and still come up with enough power to hit them to their deaths. The longer the opponent is off of the stage, the more air they lose. The longer they hang on the ledge, the more they risk of falling. No matter what, it's a waiting game, and the longer you delay it, the stronger Roy's B becomes, without sacrificing speed.

#### Rolling

Roy has one of the better rolls in this game. He plants his hand on the ground, and then he whips his feet around this fulcrum in a very distracting manner. He flails around, as he is invincible. This makes his roll very unpredictable.

The above average roll distance he achieves is also a strong plus. Roy has good range moves, especially on the ground. The advantage here is the fact that with these well-ranged moves, after he rolls around the opponent, he will be just out of their range, but his attacks, having a better range, will be able to hit with ease.

On the other hand, Samus's lack of fast and long range moves makes her Roll put her out of range to attack, but still in range for Roy.

This roll's speed is also a strong point. At approximately .6 seconds, it is one of the fastest in the game. With this speed of rolling, it is nearly impossible to react in time to counter this. Roy will be rolling behind you, and because of a thing called reaction time, you will not be able to counter an attack from the rear. The only solution is the shield. In a shielding situation, Roy can break your shield with his Smash A, or simply wait for you, (on the defending side), to act or react to the situation. In either case, Roy achieves the upper hand with this good roll.

-Samus's roll is quite a bit slower =/

~~~Roy's Sexy~~~

Roy is by far the most attractive character in this game.

#### His mannerisms

He shifts his weight from leg to leg, bouncing, bouncing, on his sweet-ass boots. While he waits, he clinches his fist, then relaxes, then clinches his fist, almost like meditation. He holds his sword perfectly steady, waiting to spring at any time, upon an unsuspecting foe. He

blinks very infrequently, keeping his eye upon the opponent at all times, again, waiting to spring into action.

His appearance

Roy has the best wardrobe selection....

He wears super-cool knee-high boots, with protection over his toes, a metal strap to prevent incapacitation in a running fight. He dons sword-fighting gloves, with the fingers cut out so that he may be able to have better control of his steel handled sword. Also, fully armored shoulders are protected by a 3-piece pull over vest, which also protects his vital organs. His cape can flail around in the wind, as if he is a hero just arriving at the castle to save the maiden, and with that pimpin' scarf he wears, he will be irresistible to any lady. His cool headband keeps his dashing hair out of his eyes, and tight pants to show off his package. Roy has it all in his closet, making him definitely the best looking and sexiest.

Samus is a girl, but the metal suit thing is a bit of a turnoff =(

w00t! our clan really pwnz! Obviously whatever is dissing Roy or promoting samus is simply something copied from a post of someone from SSS, in order to counter it. Use your judgement to decide who wrote what =P

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8-Items

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Here are the items that could be used by Roy. This tells you the best way to use them.

FOOD\*Eat it to recover a little health

MAXIM TOMATO\*Eat it to recover 50 health

HEART CONTAINER\*Eat it to recover 100 health

RAY GUN\*Fires greene energy shots. This has 16 ammo. I generally just keep shooting my enemy back, until they're off the stage. Keep track of how much ammo you have, otherwise you might run out, and have the enemy come kill you while you're clicking your gun. When you're done with it, throw it at the enemy.

FIRE FLOWER\*Shoots a constant stream of fire\* Get close to the enemy, and start hitting them with it. When they go out of range, move a bit closer and keep firing until it runs out. This is good to use when the enemy is up against a wall, or off of an edge. Throw when done with it.

SUPER SCOPE\*Fires balls of energy. This can be charged up by holding A. If the enemy is close, I rapidly hit A to deal damage, and push them back. If they're far away, I charge up a large shot to hit them with. Only enough ammo for 3 fully charged shots. Throw when done with it.

STAR ROD\*A weapon that fires a projectile star when you use a smash attack. When you smash with this, Roy will hit with his sword, then this. I generally just keep the enemy back with the stars, and hopefully push them off the stage. This has 16 ammo. Throw when done with it.

LIP'S STICK\*This is a weapon that will sprout a flower on the enemy's head when they are hit with it. The best strategy for this is to simply throw it at the enemy, to get

a flower on them. If you have a flower on your head, you take 1 damage per second.

BEAM SWORD\*This is an excellent weapon. Dashing at the enemy and using an attack will produce a long range attack that hits them back and does decent damage. Hit them to the edge, then smash them with it. When they're trying to come back, throw it at them, and they will fly away ^\_^

HOMERUN BAT\*This is by far my favourite weapon. The smash attack with it is a one hit KO. I just make a little distance between myself and the enemy, and smash them. Keep trying to smash. Even if you take 100 damage before smashing them out, it's worth it, because they're dead and you aren't :)

FAN\*This item is a lot more useful than it seems. When tossed at the enemy, they fly straight up. This is good to do when the enemy is high in the air, as it has a good chance of sending them off the top of the screen. The normal attack can be executed very rapidly. Also, the smash attack with it will break a shield in one hit, which you can follow up with a fully charged Flare Blade

HAMMER\*This beauty will have you running around like a madman, swinging a massive hammer over your head. Seek out the enemy, and smash them out of the arena! Be wary though, as there is a chance of the head of the hammer falling off. If this happens, avoid the enemy, as you are completely useless, swinging a stick around that doesn't hit people.

GREEN SHELL\*This will slide along the ground in the direction that it is hit or thrown. Use a smash attack on it to hit a far away enemy hard. Throwing it works too.

RED SHELL\*Same deal as the green shell, except that it doesn't die. This one seeks out the closest player, and hits them. This can hurt you as well, but Roy can take advantage of this. Use your Counter, and it will send the shell back to attack a different player ^\_^

FLIPPER\*Ugh, I find this thing annoying and stupid. When you throw it, it will sit in the air, and bat back any one that hits it. Since it can hit you, I think it's really dumb.....the only good use for this is to stick it on an edge that an enemy is trying to get back to....it makes it difficult to do so.

FREEZIE\*Great item! Throw this at the enemy to send them flying into the air, encased in a block of ice! Position yourself where it's going to land, and start charging your flare blade. When they come out, release it. This is also good to throw at someone who is high on the screen, as it will send them off the top.

MR. SATURN\*A funny little guy that will walk across the stage aimlessly. Good to throw at your enemy, as it will bounce back, and you can grab it and throw it again.

POKE BALL\*When thrown, a random pokemon will come out of this. This is a very good item. Whenever you see one, always go for it, as you can never go wrong. Throwing it at the enemy is always good too (unless it's Fox or Falco, as they can reflect it, and make it their own).

BOB-OMB\*This little guy will sit still for a few seconds, then walk along the stage. Anyone who touches it while it's walking will be blasted, and go flying. If you can get to it before it starts walking, grab it and throw it at the enemy. If not, just stand on the opposite side of it from the enemy, and it might walk into them.

MOTION-SENSOR BOMB\*This will stick to any surface, and explode when someone touches it. Throw it at the enemy, and remember where it landed. Try to stay on the opposite side of your enemy, and hopefully they'll step on it.

SUPER MUSHROOM\*This item makes you twice your normal size when you touch it! Take advantage of this, by using your forward+a smash over and over. Roy's sword will be ridiculously long, and they won't be able to get anywhere near you.

POISON MUSHROOM\*This will reduce you to half your normal size....you'll fly very far when hit...just dodge the enemy until you regrow to normal size.

STARMAN\*This item will make you invincible when you touch it. Take this opportunity to own your opponent left and right with any attack you damn well please ^\_^

PARASOL\*A stupid umbrella that does crappy damage....and you can't even throw it far, because it just catches the air, and falls slowly....the only good thing about this would be that when holding it, you fall nice and slowly, which could help you get back to the level.

WARP STAR\*A great item, that sends you flying up, and smashing back down. You can control the lateral movement of yourself, by pressing left or right on the analog stick. Aim to hit the enemy, and you'll send them flying.

METAL BOX\*Makes you temporarily made of metal. This makes you jump lower, fall faster, and not go anywhere at all when attacked. Stay away from the edges when this is in effect.

BUNNY HOOD\*A cool item that makes Roy look oh-so cute with bunny ears ^-^ You'll run twice as fast, and jump twice as high. Cool!

SCREW ATTACK\*When you hold this, your jumps will have you spinning around, and will function like Samus' Up+B move. The best this to do with this, is get near the enemy, and jump. They'll get caught in your spinning. Do your double jump to take them even higher, then immediately do Blazer, to send them up, and hopefully off the top.

AlphaZ44550@aol.com has informed me of something I overlooked. If the opponent is off the level, and you throw the screw attack at them, they'll be pretty much screwed...get it? ahah, ah....\*cough\*

BARREL CANNON\*A big barrel with an arrow on it....when you throw it, it will roll down the stage, and when it touches someone, they'll get stuck in it. They then have to hit A to get fired out, hopefully in the right direction....Don't use this unless the enemy is a fair distance away, because it's really heavy, and leaves you open.

CLOAKING DEVICE\*This makes you pretty much invisible. This doesn't really do anything to computer opponents, but it will confound a human opponent. The best thing about it, is that you take no damage while invisible! Go for this whenever possible.

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9-Trophy Descriptions

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Roy:The son of the lord of Pharae Principality, Roy was studying in Ostia when the Kingdom of Bern invaded League of Lycia. His father fell ill at this time, so Roy assumed leadership position of Pharae's armies. After his fateful meeting with the Princess Guinevere, his destiny became inextricably linked with the fate of the entire continent.

Fire Emblem  
Japan Only

Roy(smash)Red:While Roy's moves are well balanced, he's a little on the slow side, and doesn't excel at midair combat. His blade, the Sword of Seals gives him excellent reach, and makes his Double-Edge Dance slightly different than Marth's Dancing Blade. When it's fully charged, Roy's destructive Flare Blade delivers an instant KO.

B:Flare Blade  
Smash B:Double-Edge Dance

Roy(smash)Blue:Roy's blade is different than Marth's; he does the most damage hitting with the center of his sword. So, a fearless advance into the arms of his for is Roy's best bet. Blazer is a bit slower than Marth's Dolphin Slash, but it's still a might attack that sets anyone is striker aflame. Roy's attack after using Counter differs slightly from Marth's.

Up & B:Blazer  
Down & B:Counter

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10-One Player Modes  
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### Classic

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Classic is a mode where you fight 7 battles against random opponents, and one Boss at the end. There are 3 bonus games amidst these battles as well.

Battle 1:You fight one random opponent here. Wait for them to come to you, and nail em with a forward+A smash. Keep doing this over and over. Even on Normal or higher, they shouldn't be able to do much of anything to you.

Battle 2:This is a team battle. You'll get one random partner, and you'll be fighting 2 random enemies. Again, just wait for them to come to you, and hit them with a forward+A smash. Try to keep yourself on the same side of both opponents. That is, try not to be in between the enemies.

Bonus 1:Break The Targets. See Break The Targets Section.

Battle 3:Same as Battle 1.

Battle 4:Wheeeee! In this battle, you get 2 random partners, to help you take out a random GIANT enemy! This is fun stuff! Go and get in his face! I like to use a forward, forward, up, down Double Edge Dance, as it racks up damage nicely, and they're so large that they're really easy to hit! When they have a fair amount of damage, over 100 or so, use your forward+A smash, or Flare Blade to KO them.

Bonus 2: In this bonus, you need to guide to trophies that fall into the cone in the middle. This is easy, and fun too ^\_^ When you see one, jump up and use your up+A in mid-air, and usually it will go right above the cone. No effort required! If it's too far away, it might require 2 of these attacks, but nothing spectacular.

Battle 5: Same as Battle 1.

Battle 6: In this battle you have to fight 10 of the same randomly selected opponent. These enemies are extremely light, and will die to a blazer, or any smash, or Flare Blade in just one hit! Fun stuff :)

Bonus 3: Race to the finish! Your goal here is to make it as far as possible before the time runs out. Always make sure that you're dashing, and don't jump unnecessarily. When you get to the fork, take the bottom. You can take your time down there, and still make it to the final door. If you don't think you're gonna make it, you can always stop and the 3rd or 2nd last door, for a decent amount of points.

Battle 7: Metal melee! In this battle you will fight a randomly selected metal opponent! This is really really easy.... Treat this like any normal battle, and just keep using your forward smash. They can't take too many of these, and they can't recover worth crap.

Boss Battle: Master Hand! This battle is quite easy... Just use your up+A smash over and over. When he's about to attack, jump and do a mid-air dodge. If he's coming from the background, and going to slam you, hold up your shield when he's just about there. This is very very easy. If you're playing on Normal or higher, and get through to this battle without using a continue, and do it fairly fast, Master Hand's counterpart, Crazy Hand will join the battle after Master Hand is below half HP. Take out Master Hand, then go beat down Crazy Hand the same you did for Master. Simple really.

NOTE: I highly recommend that if you're trying to get the No Damage Clear bonus, use Roy. I got it while going through Classic, without even trying. I already had the bonus, and at the moment I was just going for coins. Seriously, it's very easy. On very easy, a forward+A smash is usually all you'll need. For the multi man battle, Blazer is your best bet. In the target test and race to the finish, just finish right away. No sense in taking damage here, and screwing yourself over. For the Master Hand, do one attack (up+A smash works well), then retreat, and dodge his attack (I prefer mid-air dodges). Really, this is quite simple. Good luck ^\_^

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## Adventure

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Adventure is a mode where you go through stages, for each character. The themes are quite nice, and all in all, this is a very easy mode (though not as easy as classic ^\_^).

Stage 1:Mushroom Kingdom:Easy. Just walk through the level, killing or avoiding Goombas and Koopas along the way. A little over halfway you'll fight a team of Yoshis. These will die extremely quick to Blazer. Now just make your way to the end of the level.

Fight:Mario and Peach:Simple. Just keep using your forward+A smash over and over. They won't be able to get anywhere near you.

NOTE:If you finish the first section of Mushroom Kingdom with the 2nd second digit being a 2, you'll fight Luigi rather than Mario. Just as easy.

Stage 2:Kongo Jungle:

Fight:Tiny DKs:In this match you fight 2 tiny DKs.....your forward+A smash will make short work of them.

Fight:Giant DK:Get onto the top middle platform, and just keep using your forward+A smash over and over. The damage will build up, and he'll die quite quickly.

Stage 3:Underground Maze:This is really easy....there are 6 possible exits. 1 of them is real, and the other 5 are Link Battles. If you're on Normal or below, you might as well fight Link, because he's easy as hell. If you're going for the Crazy Hand trophy, I suggest skipping over any battles, but jumping completely over the platform. You'll know it's a battle when there is a Master Sword in the middle. The exit will be designated by a Triforce. There are 2 possible exits in the right hand side of the main cavern, and 4 on the right. These are easy to find. Be wary of Like Likes..these guys will eat you up, and can be very annoying on higher difficulties.

Fight:Zelda:Simple.....just use standard one on one tactics; forward+A over and over.

Stage 4:Brinstar:

Fight:Samus:Again, forward+A will make short work of Samus...once the lava is up, she'll die very easily, because she seems to think that it isn't really there.....yay ^\_^

Escape from Brinstar:Uh oh...the planet you're on is about to explode....I can't see that being a good thing.....make your way up the platforms until you get to the top. This is really easy. Most often, a double jump will suffice to get to the next platform, but there are one or two gaps that will require Blazer. There's also a trophy in here someplace...might as well pick it up ^\_^

Stage 5:Green Greens:

Fight:Kirby:This guy will often die in just one hit from forward+A smash. If not, keep at him, and he'll be toast quite quickly.

Fight:Kirby Team:You fight 15 random Kirbies, each with a different disguise. Blazer will own them like nothing. Feel free to use it liberally.

Optional Fight:Giant Kirby:If you beat Kirby, and the Kirby Team in a combined total of less than 1 minute, you'll fight Giant Kirby. Fight him just as you'd fight Kirby.

Stage 6:Corneria:

Fight:Fox:At the beginning, he won't even move. Walk up to

him and smash him. Now he'll come at you. Smash him again, and walk to the edge he just flew off. If he comes back, smash him once more. If he ends up on top of the Great Fox's gun, just wait. As soon as it fired, he's a goner.

Fight:Fox or Falco:You'll fight either Fox or Falco here, randomly. This time, he'll be more eager to fight. Right at the beginning, charge up a forward+A smash, and hit him when he comes at you. Now just keep nailing him with these...he'll die quickly, especially with his wingmates shooting at him!

Stage 7:Pokemon Stadium:

Fight:Pokemon Team:You'll fight 12 random pokemon, picked between Pikachu, Pichu, and Jigglypuff. On lower difficulties, you can just smash the out easily. On Normal or higher, it might be a little harder, because of all of the Thunder coming at you....go after pokeballs always, and you should make it through.

Stage 8:F-ZERO Grand Prix:In this mode, you just have to get to the end alive. Just dash, and when you see the exclamation mark, hop onto the nearest pink platform. After the gaps with the pink platforms, you can stand on the track, and the racers will ramp over you. Easy stuff ^\_^

Fight:Captain Falcon:Fight him just like you'd fight anyone else; forward+A smash. Make sure to be on your toes though, as his Raptor Boost can catch you offguard, and that will set you up for a combo, or a Falcon Dive.

Stage 9:Onett:

Fight:Team Ness:Here you have to fight 3 Nesses. On higher difficulties, these guys can be really really annoying. I like to stand on the power wires on the right side of the level, and just smash whomever comes near me. Once they're past 60% or so, charge up a Flare Blade, and let loose when anyone comes near you.

Stage 10:Icicle Mountain:All you need to do here is keep up with the level...if you need help with doing this, I suggest you taking up an easier hobby, such as knitting. The only thing to be wary of is falling off of the top of the screen. This will happen if you try to take things too fast. At the end, you have to fight 2 Ice Climbers. These guys will die to one forward+A smash on anything below Normal. On Normal and higher, I suggest you bring a Freezie with you through the level, and throw it at one of the ice climbers when you reach them. This will make things easier....picking up a pokeball along the way is smart too, but those are harder to find.

Stage 11:Battlefield:

Fight:Fighting Wire-Frame Team:These guys are ridiculously easy....just keep using Blazer, and they'll be done in no time at all.

Fight:Metal Bros:Really easy...just keep using your forward+A smash over and over....really, that's all...on higher difficulties, it'll take a lot of hits, but it's still the same strategy.

Stage 12:Final Destination

Fight: Bowser: This guy won't be a pushover like every other one on one opponent you've fought. This guy will take a beating before he dies. A good strategy is to start off with a few Double Edge Dances. I like forward, forward, up, down. Then you can smash him a few times, then charge up a flare blade while he's trying to recover. When he comes back, nail him, and he should die.

Optional Fight: Giga Bowser: \*shudder\* This guy isn't fun at all. He's twice as large as Bowser, and twice as ugly as me. Roy however, is quite small.....hold down, and keep press A...he will have a very hard time hitting you, and you'll keep dealing damage! When he's at 200% or so, smash him off, and then edge guard to the best of your ability.

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### All-Star

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Gawd this mode is easy....it's unlocked once you have every character....it pits you against them one by one, until you've defeated all of them....all you need to do is forward+A smash over and over and over.....the final match is against 25 Game&Matches...Blazer makes them dead very quick. Yay ^\_^

Honestly, I don't have anything else to say about this mode...even on Hard, this is quite simple to do, especially with the 3 Heart Containers you're given....good luck!

**\*\*TIP\*\*** If you're going for high scores in Classic, Adventure, or All Star mode, and you have no sense of fair play, try this. Put the difficulty to Very Easy and set the stock to five. In the first match, just sit around holding R, continually breaking your shield over and over. Do this until about 20 seconds are left, then finish. For Adventure, you can just wait in a vacant area, but for Classic or Adventure, keep trying over and over until you get Hyrule Temple, that way, the opponent won't disturb you. The aim of this is to get a negative score. If you do, the game won't know what to think, and will give you 999,999,999 points!! Now you can finish the rest like regular, and then go drool over your mega score, and dazzle your friends! ^\_^

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### Event Match

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Event Match is a mode which has you completing certain objectives in a level...not necessarily just killing everything you see. I'm gonna walk you through every Event that Roy can participate in ^\_^

Event 3: Bomb-Fest: You need to kill Samus and Link...the only items will be explosives. Grab any items you see, and chuck them at the enemies. This level will be over before you know it!

Event 4: Dino-wrangling: It's you against a Giant Yoshi! You have 3 lives, so this is really really easy. Just forward+A smash at every opportunity. Often he'll die on his own by using an Egg Roll, or Yoshi Bomb. Easy.

Event 6:Kirbys on Parade:You with one life, vs 3 tiny Kirbies with 2 lives apiece. Blazer will kill them in one hit, so I suggest you use it.....this will be over before it begins.

Event 7:Pokémon Battle:You vs Pikachu, witht the only items being pokeballs. You can't physically harm Pikachu, so just grab any pokeballs you see, and throw them down. Easy match.

Event 8:Hot Date on Brinstar:You vs Samus, each with 3 lives. You both strat with more than 100% damage done to you. One forward+A smash is all it takes to kill Samus each time, so do that, and this will be a piece of cake.

Event 9:Hide 'n' Sheik:You vs 2 Zeldas....with a catch. The KO only counts on them, if you KO them while they are in Sheik form. Do some Double Edge Dances to build up damage, then when they transform, use forward+A smash to kill them.

Event 10:All-Star Match 1:You against Mario, DK, Yoshi, Peach, and Bowser, one at a time. You have 2 lives. Each of these guys will die to one or 2 forward+A smashes...have at them!

Event 11:King of the Mountain:This level is the epitome of easy. You're on Infinite Glacier, with 2 Ice Climbers after you. All you need to do is survive for 1 minute and 3 seconds. Just stay away from them, or better yet, use your forward+A smash to kill them!

Event 12:Seconds, Anyone?:One forward+A smash will do away with Falcon, in less than 2 seconds, giving you plenty of time to spare ^\_^

Event 14:Trophy Tussle 1:This is a fight between you and 3 random computer opponents. Everyone has 2 stock. You're fighting on top of a giant Goomba! One forward+A smash will take anyone out of you charge it a little bit. This is a really easy event, and you get the Goomba trophy for winning.

Event 15:Girl Power:This event hasyou pitted against Samus Peach and Zelda. You are tiny for this. Everyone has 2 stock. Treat this like any other1 on 3 match. Don't get surrounded, and use forward+A smash liberally. If you're on the top platform with a girl that has high damage, use Blazer for a kill. Hang in there, and this should be fairly easy.

Event 20:All-Star Match 2:It's you against Samus, Link, Zelda, Falcon, and Fox, one at a time. You have 2 stock. These guys die pretty quickly, so just forward+A smash, and be done with them. Falcon is quick, so you have to be on your toes....Counter works well against his Raptor Boost.

Event 21:Ice Breaker:You vs 2 Ice Climbers....with a twist. You need to KO both Nanas but keep the Popos alive -\_-;. The best thing to do is go to the first one, and grab. If you get Nana, toss left, and smash her off the stage. If you get popo, toss up, and then grab Nana, toss left, and smash off.

Repeat the same strategy for the 2nd pair. Make sure not to dawdle though, as you only get one minute to complete this.

Event 22:Super Mario 128:You against 128(!!) Tiny Marios. Blazer is an easy way to kill these guys....make sure you don't die though...it's easier than you think ~\_~

Event 23:Slippy's Invention:You against Fox and Falco, who are both invisible...this is just like any other 1 on 2 match. Keep on forward+A smashing. They're relatively easy to see, so this shouldn't be a problem.

Event 24:The Yoshi Herd:You vs 30 Yoshis. You have to defeat them in 2 minutes or less. Blazer will kill each one of them in one hit. This should be easy. Be careful about the hold in the middle though...if you open it with Blazer, make sure you don't fall down it.

Event 26:Trophy Tussle 2:This event pits you against 3 random computer foes. Everyone has 2 stock. You're fighting on top of a huge Ente! (god he's gorgeous) Ahem, one CPU player will always sit on the left side, and do nothing until you approach them. Take out the other 2 enemies first. Your forward+A smash will be useful, as will Flare Blade, and Double Edge Dance. Once they're done, Get close enough to the guy on the left to forward+A smash him, but not close enough to alert him. You can smash him, then just edge guard with Flare Blade. When he comes back, treat him like any other single opponent; forward+A smash.

Event 28:Puffballs Unite!:You against a bunch of Kirbies, each with a different ability....this is easy. One Blazer will usually kill one. If not, the 2nd one will for sure. Piece o' cake ;)

Event 30:All-Star Match 3:You vs Kirby, Pikachu, Ness, and Ice Climbers, one at a time. You have 2 lives. These guys are a little more intelligent, and harder to knock off than previous "All-Stars". Forward+A smashes are still the key though, as well as edge guarding with Flare Blade. Also remember that Rolling Dodges are your friend ^\_^

Event 31:Mario Bros. Madness:To be quite honest, I don't know how this works....it's not based on KOs..I think it's a bonus match...so fight with style ;) A lot of KOs will get you the win...a good tip is to hold either A or B through the whole match, as that will get you 4000 points right there.....good luck ^\_^

Event 37:Legendary Pokémon:This event pits you against 4 Wireframes and a Jigglypuff. And the Wireframes are Giant! Good god! The catch, is that the only items are pokeballs, and the only pokemon that come out are legendary! Make sure you get them before Jigglypuff does, and this will be easy.

Event 38:Super Mario Bros 2:This pits you against Peach, Mario and Luigi. Everyone has 2 stock. The best way to handle this, is to get on one side, so that no one is behind you, and then just act like you're edge guarding. If you get surrounded, Rolling Dodges are a great help. Blazer is also

good to get out of a sticky situation. Once you're down to 2 enemies, it becomes really easy, and once there's only one left, it's all over. Forward+A smash is very useful.

Event 40:All-Star Match 4:You against Marth, Luigi, Jigglypuff, Mewtwo, and Game&Watch, one at a time. You have 2 lives. This battle can be a bit tricky....for Marth, wait until he comes to you, and hit him with a forward+A smash. Rolling Dodges are great, because you can just roll behind him, and smash again. This is how I beat him, taking little damage. Luigi can be handles in the same manner. Watch out for the green missile, as that is executed quite quickly. Jigglypuff is ridiculously simple. Do one smash for about 20%, then jump up on Squirtle's head. Start charging up a Flare Blade, and when jiggly comes to investigate, let 'er rip.RIP. Mewtwo can be dealt with in the same manner as Marth. Mewtwo is a really stupid opponent, and shouldn't be able to hit you at all. Game&Watch can be killed in the same was you killed Mewtwo, but he'll get in more attacks....fortunately, 2 or 3 smashes is all poor little G&W can handle.

Event 44:Mewtwo Strikes!:You vs Mewtwo and Zelda. Mewtwo won't appear until 15 seconds has gone by, so just dodge Zelda. Killing her only fails the event. When Mewtwo appears, be ready with a charged up forward+A smash. It starts on the left platform. After this, just focus on smashing it, and avoiding Zelda. Perhaps the first hard event you'll fight. Good luck!

Event 46:Fire Emblem Pride:My god this event is easy....I just played it to find out a good strategy for the guide, and beat it without losing a life, at 73% at the end. You are up against Roy and Marth. Ooh, a mirror match! Kinky ^\_~ All you need to do is stand there, and when one gets close, start to charge a forward+A smash. When he comes in range, release it. Lather, rinse, and repeat. Seriously, it's nothing more than this. If you end up between them, roll to the side, and smash. Simple.

Event 47:Trophy Tussle 3:A battle atop Majora's Mask, against 3 randomly selecter computer opponents. Everyone has 3 lives. This event is a bitch, because it isn't AT ALL suited for forward+A smashes. I beat this by pure luck, using Blazer over and over. I suggest you do the same. If anyone has a better strategy, feel free to email me ^\_^

Event 48:Pikachu and Pichu:These Pokémon are pals...but not with you! XD That cracks me up! Heh...anyhow, the strategy. This event is dumb....I don't like it at all, and I've only beaten it once. Use your forward+A smash over and over, hoping to connect. You only need to kill the 2 Pichus once, and you have 2 lives, but Pikachu is just so annoying, and the Pichus keep sending Thunder Jolts my way.....rack up as much damage as possible. When you die, get in a highly charged forward+A smash or Flare Blade, and hope they die. If not, maybe you'll get a lucky pokeball....\*shrug\*. Sorry, I really suck at this one.

Event 49:All-Star Match Deluxe:You against Dr Mario, Falco,

Ganondorf, Roy, Young Link, and Pichu! Dear god!! You only get 2 bloody lives, and you have to complete this stupid task in a mere 4 minutes. ;\_; For Dr Mario, start charging up a Flare Blade about 0.3 seconds into the match. When Dr Mario gets to you, let it go. This is an easy 36% every time. Now just forward+A smash him to death. Not -too- hard. Falco is all forward+A smashing, but he's really quick, so you need to be too....not fun. Pichu is simple. Forward+A smashes will do away with him quickly. Young Link will die the same way as Pichu, without much resistance. Now comes Roy. You want to get to him with 2 lives left. Deal as much damage as possible to him before you die. Forward+A smashes combined with Rolling Dodges are the way to go. You'll probably die to him. When you come back, get in a good hit, and then hope to finish him off before your damage gets too high....finally, we have Ganondorf. This guy doesn't mess around. You need to dodge as much as possible, and wait until you can catch offguard, then slam with a forward+A smash. Once you do that, catch up with him, and get him in a smash loop. Once he's off, he's simple to edge guard with Flare Blade.

Event 50:Final Destination Match:Treat this just like the Master Hand at the end of Classic mode and you'll do fine. It's no trouble at all dodging their attacks, and Roy's up+A smash does decent damage. Once one is gone, the other is toast. If you ask me, this event is pretty damn easy.

Event 51:The Showdown:Dun dun dun! All your hard work has paid off, and now you're at the final showdown! It's you against Ganondorf, Mewtwo and \*drumroll\* GIGA BOWSER! This guy is twice as large as regular Bowser, and twice as ugly as myself. Everyone has 3 lives. Forward+A is definately the way to go. Keep doing this over and over, using a Rolling Dodge when necessary. Once Giga Bowser is dead, the other 2 are easy. Forward+A smashes will wear them down eventually. If you happen across a good item like a superscope or a pokeball, excellent, make it even easier. Edge guard with Flare Blade, and you can beat them down without too much trouble ^\_^

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### Break The Targets

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I'll just give you my best strategy for getting a good time on Roy's BtT.

- 1:Jump up and do an up+A in mid-air to the first target. Hold right, and do your 2nd jump onto the platform. When you're about to land, do a down+A to hit the one below you.
- 2:Use forward+B to hit the 2 targets beside you.
- 3:Double jump, and use Blazer to land on the small platform above you, hitting the target on it.
- 4:Do a small jump to land on the platform to your left, then jump up and forward+A the target in the air. Hold left and do your 2nd jump. Forward+B the next 2 targets, then fall down and Blazer the last 2.

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Grab the bat, and run up to the bag. Jump once, and at the peak of your jump, press Z to drop the bat. Now press down+a to spike the bag down. Do three more of these drop/spike combos, remembering to grab the bat in mid-air in between combos. Now as soon as you can, press and hold B. You need to do a fully charged Flare Blade to the bag (you'll know you did it by the explosion, and the 50% damage you'll deal to the bag). You need to be very quick to do this. Good luck ^\_^  
GOAL=2200+

NOTE:If you'd like to add a few hundred feet to this, and are good at L-Cancels, try adding in a forward+B at the beginning for 5%. It's quite possible to make it in time, and it gives you that extra distance. Go for it! ^\_^ If you're really insanely good, instead of adding a forward+B, just do 5 drop/spike combos....I personally haven't done this, but it would get you well over 3000 feet.....good luck! \*shudder\*

w00t, I got over 3000 with Roy yesterday! All you need to do is four bat drops, then catch the bat in mid-air again, jump over the bag, and drop the bat so that the bag flies left. As soon as you let go of the bat, start charging Flare Blade. If the bag is at at least 103% it will come back, and land right in front of you, so that you can blast it! Yay :) This is really simple :)

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### Multi-Man Melee

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10-Man Melee  
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Roy's Blazer will make short works of these foes....self-explanatory.

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100-Man Melee  
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Same idea as 10 Man Melee.....

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3-Minute Melee  
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Just kill the enemies for 3 minutes...this should play out almost exactly like the 100-Man Melee match, but these guys are easier.

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15-Minute Melee  
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This is tough...if you kill enemies left and right, the difficulty will become too high for you to handle for 15 minutes...I suggest just dodging the dumb enemies. This can get really frustrating, when you hit a bob-omb with 15

seconds left....:( Good luck.

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Endless Melee  
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Err....Iono what to tell ya. Just kill as many guys as possible.....Blazer is a good bet, and Rolling Dodges will be very useful when the enemies get harder...good luck!

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Cruel Melee  
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\*shudder\* These are mega tough enemies....my high score is 7 :( Just use Blazer, and hope they die. These guys will send you flying out of the arena faster than you can think. In cruel melee, you get the Mr. Resetti trophy if you can KO 5 enemies. Roy is generally the best character for this, as his Blazer is one of the few attacks that can kill the cruel wire-frames in one hit, if done correctly.

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Training  
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This is where you can hone your skills, or try out new strategies. This is a good place to familiarize yourself with all of the items, or figure out what you can and cannot do (for example, with some extensive testing, I have found that Roy can indeed make it from the top right of Hyrule Temple to the bottom right, with some nifty maneuvering. Try it!). As a matter of fact, here is a list of fun things to try to do! I've done all of these, so don't think anything is impossible!

- Make it from the top-right of Hyrule Temple, to the bottom right, without items.
- Do 75% damage to an enemy in one hit.
- Perform an 8 hit combo.
- Hit a dummy computer opponent that is at 999% with a smash hit from the home-run bat, and have them survive.

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11-VS Mode

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VS Mode is where you'll probably be spending most of your time. This is heart of SSBM, the area where you can pwn your friends madstyle! With my help, you might just be the best....

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Strategies  
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Would you like to know some of my strategies....my deepest darkest secrets...? Well then you've come to the right place ^\_^ After reading this, you'll not only be better overall, but you'll be able to kick my ass, because you'll know what I'm gonna do before I do it!

One on One:One on One matches are quite simple for Roy....against a CPU opponent, even at level 9, Roy can own like no other. His forward+A smash has stellar range, and

the computer shouldn't even be able to get near you. If a projectile comes your way, Counter is the way to go. Except for Fox's pesky laser...that should be dealt with by punishment of Double Edge Dance flogging =D Roy's Rolling Dodges are extremely useful when fighting a computer opponent, as they will continue to attack thin air, while you smash them with forward+A, or Flare Blade.  
Hmmm...let's get into some strategies for Special Melees.

Camera Mode:Errrrr..you can take some pretty nice pictures with Roy ^^ I personally like a fully charged Flare Blade or a Blazer ^\_^

Stamina Mode:This mode should be treated just like any other match. Your forward+A smash does good damage, and should kill them soon enough.

Super Sudden Death:Jeezums...Roy isn't very good in this mode...if you can get beneath them, do a Blazer...otherwise, your best bet would either be a forward+A smash, or a dashing attack. Good luck.

Giant Melee:Omg..Roy is like, god when he's this large. His forward+A smash has massive range. Abuse this move even more than you did before!

Tiny Melee:Hmmm...very much reduction of range...this puts you at a slight disadvantage...I suggest you use Double Edge Dance a lot, as well as Counter, because projectiles become a lot more abundant in this mode.

Invisible Melee:This might as well just be a regular match...my only suggestion is to do more Rolling Dodges, as some humans can be confounded by this ^\_^

Fixed-Camera Mode:Err....this is just a regular match....whee.

Single-Button Mode:w00t! Roy owns this mode! Pretty much all projectiles are removed! Now you can completely own with your forward+A smash! w00t w00t!

Lightning Melee:This is pretty much just a regular match...though it's harder to charge things up, because they run out quicker, and people run at you faster etc....Rolling Dodges are very good, as well as Double Edge Dance.

Slo-Mo Melee:You can see pretty much everything coming, so there really isn't any excuse for taking much damage...forward+A smash is great, and if you can get them to the edge, there's no way they'll make it past a Slow Mo edge guarding Roy with a charging Flare Blade ^\_^

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## Stages

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Ooh.....29 stages....there sure is a lot to learn! Keep reading if you'd like to learn how to use each level to your advantage with Roy ^\_^

Icicle Mountain: This level is just a big death trap, inspired from the classic NES title Ice Climbers. The level is always scrolling either up or down. It can be going either fast or slow. When it's going slow, you need to seek out the enemy, and smash them, or Double Edge Dance. The up+A smash is a good move to use on this level, as it may pop them up off the top of the screen. When the level picks up speed, just focus on staying alive. Roy can deal some good damage with Blazer while keeping up, if you plan things right.

Princess Peach's Castle: This is a stage inspired by good old Princess Peach's Castle in Mario 64. It's easy to ambush someone coming over the steeple with a Blazer. On a sidenote, every once in a while, a Bullet Bill will come and plow into the castle, then explode! Cool! If you're fighting a computer opponent, you'll see them move to one side, and just sit there until it leaves. This is a good opportunity to hit them with a down+A smash (they'll be on a lower part of the castle). As always, forward+A smash is very welcome. You can jump to the other side of the steeple, and wait for them to walk right into it ^\_^

Rainbow Cruise: Hehe, this level is a lot of fun. You're fighting on the airship from Mario 64's 15th level. On here, you should just use standard fighting technique. After a little bit, the airship will crash into a platform, and "sink". You have to make your way onto the series of platforms, and battle there! The level is now scrolling. What I do is try to stay ahead of my opponent, and wait for them, always ready to smash. Beware of donut blocks, which will fall if you stand on them. Also at the end, when you loop back to the ship, make sure you don't get stuck when the screen scrolls down, and fly off the top (it's really embarrassing, trust me ;) ).

Kongo Jungle: A level taken out of Donkey Kong Country, this is one of my favourites ^\_^ Your forward+A smash can often kill a foe in only a few hits, due to the small size of the level. Up+A smashes are also useful, when someone is coming to drop down on you. Beware of the KlapTrap in the river! He'll kill you very fast if you touch him. On a sidenote, the music in this level kicks ass! w00t w00t for DK Rap!

Jungle Japes: Another level taken from Donkey Kong Country. This level is rather bland IMO...there are more KlapTrap coming down the river....I like to sit on either the left or right side, and wait for someone to come, then nail them with a forward+A smash. The middle is dangerous, because they can come at you from above or below. The music definately isn't up to Donkey Kong par either.

Great Bay: A kinky level taken from Majora's Mask, involving a 40 year old gay elf, and a Turtle with trees growing out of his shell. If that doesn't turn you on, I don't know what will! Tingle, the aforementioned elf is always hanging from a balloon. This balloon acts as a platform until someone pops it. The turtle is a good place to fight....that is until it decides that it wants to leave, placing you in the middle of the bay... I suggest you stay off the turtle, and

bat your enemies over onto it. I generally just stay on the middle platform, and act as if I'm edge guarding. Guys will die off the left side of the level with only a few smashes. Rolling Dodges are a big help in this level, for dodging enemies that like to grab onto the ledge, and attack on their way up, or even roll past you.

Hyrule Temple: My ultimate favourite level! This place is massive! It's inspired by something or other from Zelda, and it looks to be ruins, but I can't quite figure out where... oh well, this place is still awesome. You can stand pretty much anywhere, and just wait for someone to come walk into your forward+A smash. Also, if I'm above someone, I like to jump down and down+A them in the air, then L cancel, and roll to the side, where I follow up with a forward+A smash. Yay ^^ If you're fighting in the bottom section of the level, damage levels can reach upwards of 350%(!) because you don't exit the level, you simply fly around like a pinball. If your damage gets above this, and you're in a Time match, just jump off the edge. Better than your opponent getting a KO ^\_^

Yoshi's Story: A level taken from... you guessed it, Yoshi's Story! This level is really crappy if you ask me... it's really small, and really bland, and just reeks of bad design. Shyguys are flying around carrying food, so if you need a little health, take one out... other than that, just use standard tactics, for this standard level.

Yoshi's Island: This is Yoshi's good level, taken from Super Mario World for SNES. Rolling Dodges are everything in this. Dodge, smash, dodge, smash. This technique always works for me, whether it's against CPU or human. Throwing items is good too, especially when they're up on the hill to the right. It'll get bouncing around really good, and well, you never know what it might do =D Sitting on the very left of the stage is good too, because your forward+A smash can reach them when they're walking up the pipe.

Fountain of Dreams: A level taken from the Great Cave Offensive of Kirby's SuperStar, this level is basically just Yoshi's Story, with a pretty background. Standard techniques \*yawn\*

Green Greens: A stage taken from the very first Kirby game for gameboy, this is a lot more fun than Fountain of Dreams. The yellow blocks that fills the gaps in the stage are destroyed when hit by anything. There are also bomb blocks, that you must be wary of, as they will blast you out quite quick.... a good strategy is to go to the right or left, and when they come for you, roll towards the middle, and smash them off. Then edge guard with Flare Blade.

Corneria: Another one of my favourite level, taken from Star Fox 64, and basically a shrunken version of SSB's Sector Z. This level is great for edge guarding, and a lot of fun! Smashing is the key as usual, and rolling dodges are quite useful. If you can get them cornered against the wall on the lower level, do a Double Edge Dance with the 4th hit being down+B for some good damage. Watch out for Arwings and

Wolfen firing pot shots at you and the crew.

Venom:Another level taken from Star Fox 64, this is on the Great Fox again, but on the wings, rather than on the main body. Again, there are Arwings and Wolfen shooting at you. I like to wait on the opposite side of the ship, then forward+A smash them, or Blazer. Lol, one thing that I learned the hard way, is that when you're in a cave, you can't die off the side. I was edge guarding Falco in event 49, and the bastard just kept bouncing back! After about 300%, I just used Blazer, but this is something to keep in mind.

Flat Zone:Hehe, a cool little level, inspired from an old handheld game called Game&Watch. The level is 2D, so 3D Roy looks quite out of place :) Fighting is just regular tactics, as they can't go far at all on the sides before they die. Be sure to watch out for falling tools. These pack quite a punch, as I've died on more than one occasion to a bucket or a hammer. Occasionally a little fella will come and spill some oil on the floor, which will make you slip and slide. Not much of a big deal, but a cool effect ^\_^

Brinstar:A level based on a planet you visit in Super Metroid, this beauty is quite a death trap. Lava will frequently rise, so I advise you stay on the top platform. The lava hurts a lot, and once you're in, you'll take a few hits before you come back, IF you come back. Otherwise, I like to stay on the left or right platform, and edge guard. Fun stuff :)

Brinstar Depths:An aesthetically amazing level, this was taken from Metroid as well. In the background, you'll see a large Kraid, a creature who will take a swipe at the entire level and rotate it!!! Awesome! This is a great level! In any one on one match, I like to head to the small lone rock platform, and just stay there, edge guarding. If he rotates while you're there, you can get yourself stuck underneath the level, which can be the perfect place to kill time if you're in the lead of a Time match. Good luck ^^

Onett:A busy little town from Earthbound for the SNES, this is the first city you come across. Occasionally an exclamation mark will appear, and a car will zoom across the bottom of the level. Make sure not to get hit by this, as it has a good chance of killing you. The platforms in the middle will sometimes collapse, putting an interesting spin on things. Personally, I like sitting on the power wires on the right side of the level, and just edge guarding.

Fourside:The second city from Earthbound to make it to SSBM, this is the fourth city in the game for SNES. This level takes place atop skyscrapers, and a scaffolding that moves. Also, every once in a while a UFO will come for you to battle on. The surface is very slippery, so be wary. This is a great level for just sitting and waiting for people to come to you! Beware though, as they have a large skyscraper for a vantage point, and can throw items at you easily. Try catching them mid-air, then throwing them back! That'll show em ;) If you can, try to use your mid-air down+A to smash

people down the gaps. Often they can't get back up ^\_^

Mute City: This is a racetrack taken from the futuristic F-ZERO circuit. You'll be travelling along the track on a platform, periodically stopping, to battle on the track. Beware of passing racers, as they can hurt you a lot (they're going over 400 kph after all). For this level, I just go AWOL, and run around dash-attacking people. It doesn't pay to use your forward+A smash here, unless you're edge guarding. The pace of this level is very fast, and you have to keep up with it.

Big Blue: A really awesome level, where you're fighting atop F-ZERO racers! You start on the Falcon Flyer, and can move to other racers that are passing below you. Since the racers are moving really fast, be careful not to touch the road. You'll be left behind. There are platforms that float around sometimes. I encourage you to fight on these, as they are much safer than the cars. I like the down+A mid-air attacks, to smash people right into the track, then get back to the cars with a lateral Blazer (hold left/right while doing it). Good luck, as this is what the level often comes down to!

Pokémon Stadium: A level inspired by Pokemon. This is a stadium that pokemon battles are held in. At first, the level is quite simple. Only 2 platforms, and not much special about it, other than the video screen in the background, that shows battle statistics. Once you wait a bit, the level changes to either a water, fire, or earth themed level. Kewlio! This is a level for standard tactics. Edge Guarding is useful, but if they have good recovery, it could be a while before they die, as the actual out of bounds area is quite far from the level. An item that lands on one of the floating platforms is best grabbed in mid-air, rather than jumping up and grabbing it. This can save time, and maybe even your life!

Poké Floats: Lol, a crazy level inspired by a ton of different pokemon! The CPU really sucks at this level, and will SD a lot. Always stay on your toes, and be wary of sudden change. If you get on one that looks like it's gonna stay for a little bit, hit the enemy with forward smashes, and Double Edge Dance. Otherwise, down+A in mid-air, and Blazer is always a good bet, when the level is changing. Hehehe, isn't Psyduck just soooo cyute!! Heh...Roy isn't the greatest for this level with his meager jumping abilities, but you should be able to pull it off ;)

Mushroom Kingdom: A level inspired by Super Mario Brothers 1! This is a cool level, that brings nostalgia to the air ^^ The bricks are destroyed in one hit, and the ? blocks produce items. The small gaps are a good place to die with a misplaced Blazer, or someone who decides to meteor smash you down there, so be wary. Other than that, it's just standard edge guarding, forward smashing, Double Edge Dancing fun :)

Mushroom Kingdom II: A level taken from Super Mario Brothers 2, this level is kinda plain. The 2 gaps are easy to die in, but also easy to kill others in (dodging green missiles, and skull bashes is fuuuun!). I prefer to stay on one side, and

just guard the edge. When Birdo comes to peg you off in the back of the head with eggs, move to the middle, and use rolling and smashing techniques.

Kongo Jungle:A stage from SSB, that is quite bland. The only excitement you'll get from this is jumping into the barrel cannon floating around the bottom. Something to note is that you can up up through the main level, which might save you as some point. I just stand on one side or the other charging a Flare Blade or forward+A smash. As always, rolling is a good idea.

Yoshi's Island:What the...\*does a double-take\* Is it just me, or is the only thing separating this from Yoshi's Story, the fact that this level has disappearing clouds...gawd, what a boring level... I suggest you smash your foes out to the right clouds. They've gotta come back sometime, and you'll be waiting as ye loyal edge guarder. Other than that, standard...\*yawn\*

Dream Land:Yet again we have another plain jane level. Other than the occasional wind blowing you to the side, this level is as basic as it gets. Standard tactics again (bet you're getting tired of hearing that ;p)

Battlefield: This is about as plain as they get. One thing to note is that from the main platform, you can hit people standing on the left and right platforms with your up+A smash. This often comes in handy. Standard tactics again....\*sigh\*

Final Destination:This is definately one of my favourite levels. It's so simple, and yet so great! This is perfect for just sitting back, dodging projectiles, and doing what Roy does best;his forward+A smash! That's all you need for this level, other than items, and Flare Blade for edge guarding. Plus it's got cool music and everything. Yay!

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12-Words Of Wisdom

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These are my final thoughts...and things that you should always remember when fighting as Roy:

- forward+A smash is ALWAYS a good idea. Period.
  - Blazer is great for tiny enemies, or multi enemy matches.
  - If you see an attack coming, or sense it for that matter, roll past the person, and smash them from behind.
  - always edge guard with Flare Blade
  - don't be afraid to take risks...they often pay off
  - drugs are bad, mmmhay?
  - go check out Roy's 33rd sound clip in the sound test! It rocks! Yes, the best thing you'll ever do with Roy is listen to this! It's one of his victory speeches, and in english it means "For those that I must protect, I cannot lose!".
- Awesome, simply awesome!! =D

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13-FAQs

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Q:What do Roy's other voices mean?

A:Dunno, check for them in a later version --;

Q:Why do you suck so badly at writing?

A:Damn it, I don't know, quit making fun!

Q:Who let the dogs out?

A:My sister, but that's a long story.

Q:What other games do you like to play?

A:Perfect Dark, Pokémon, Super Monkey Ball, etc. I also enjoy many RPGs, and have beaten every Final Fantasy game.

Q:Will you be my friend?

A:Probably, beggars can't be choosers after all.

Q:Are you really uglier than Giga Bowser?

A:You be the judge.

[www.geocities.com/xxfunkytoadxx/erik4.jpg](http://www.geocities.com/xxfunkytoadxx/erik4.jpg)

Q:Are you just making up questions and answers to take up more space.

A:Get a life.

Q:Can I go now?

A:Nope.

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14-Closing

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Well, you've just spent the last few hours, reading about how I play with Roy, and the best ways to confound your opponents with him. Now it's time that you should be leaving, to go out in the world, and make your own strategies, and maybe come back one day to beat your master.....\*sniff\* Goodbye Grasshopper.

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15-Credits

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I'd like to thank the following people/organisations, etc:

CJayC-for maintaining such a great site, and hopefully posting this ;)

Nintendo-for taking my soul in exchange of a GameCube...err...I mean, for making GameCube such a great system....

Marissa-My best friend in the whole world, who is the reason that I'm even alive right now ^^

HAL-for making this beauty of a game

Roy-well, if he wasn't here, this FAQ would lose a lot of credibility, no?

AlphaZ44550@aol.com-tip on Meteor Smashes, and Screw Attack

Buckwheatz Revenge:For giving me a bunch of info....wheee.

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16-Disclaimer

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