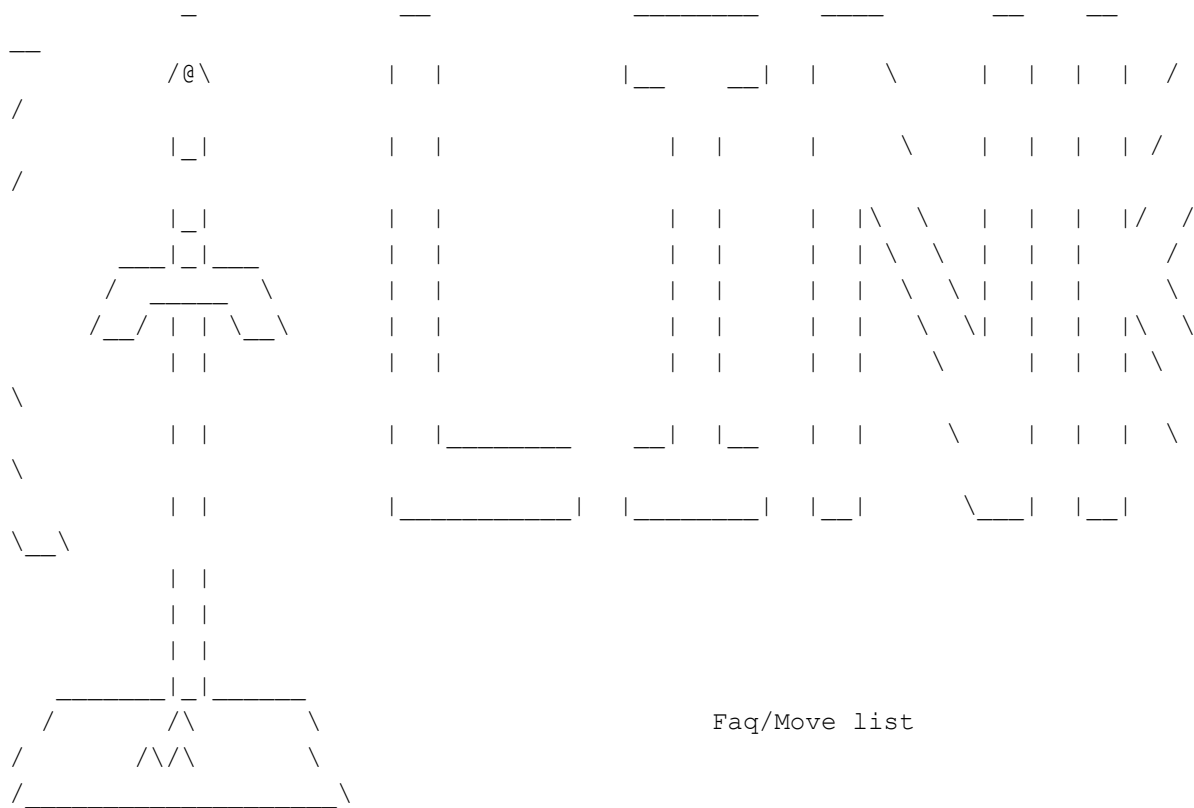


Super Smash Bros Melee Link Character Guide

by Plasmaboy6

Updated to v1.1 on Jul 21, 2002



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Super Smash Bros. Melee
Link Faq/Move list
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Introduction
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Welcome to my great {GREAT?! O.o} FAQ for Link in SSBM. I started playing Zelda games with the SNES(The legend of Zelda a Link to the past) and then I continued playing Zelda games. I got almost all Zelda games except the two last for GBC. Link is a courageous Hylian boy. He fought Ganondorf in almost each games to recover the stolen Triforce {don't forget the princess}.

Trophy Description: Even in his youth, Link was already destined to be the warrior who will carry the destiny of Hyrule(and many other lands)on his shoulders {SCHOOL BAG}. His epic struggles against the forces of darkness are written in legend and he is bound to the Princess Zelda and the archfiend Ganondorf by awesome power of the Triforce.

=====
Move list
=====

+--+--+--+--+--+--+--+--+--+--+--+--+--+--+Ground
Attacks--+--+--+--+--+--+--+--+--+--+--+--+--+--+

A - Link does a swipe with his sword. Tap A three times and he'll do two swipes and a stab. Tap A really quick and Link will do quick stabs.

[Tilt] Forward + A - Link does a vertical swing with his sword.

[SMASH] Forward + A - This move is basically the same as the A move(sword swipe) except this time, he do it slower but more powerful(but slower)and if you press A again once it's started and before he finish, he will do a second slash and like all smash attack you can charge it. This attack is very good for making opponents fly.

[Tilt] Up + A - Link does a vertical swing over his head. It's an excellent move for juggling, even if it doesn't knock opponents very far.

[SMASH] Up + A - Link does three quick vertical swing over his head. This one is good for juggling too and it knocks opponents high in the sky.

[Tilt] Down + A - The Hylian hero does a low horizontal sword swing, that doesn't knock opponents high but this move CAN be good for juggling.

[SMASH] Down + A - Almost the same as the one before except that Link swings back and forth hitting on the both side. This is a good 'knock off' move.

Dashing + A - This move is similar to the A move except it's a little bit lower. Not a great dashing move, but it's still good to use

+++++Mid-Air
Attacks-+++++

A - This is one of the only Link's attack does with boots. Yes, that's real, Link does an air kick. It doesn't give much damage though.

Forward + A - This one is another horizontal sword swing, except it's done in the air.

Up + A - This one is an upward sword stab, pretty powerful. A good trick to use it with is to send your opponent in the air and then do this move.

Back + A - It's another kick attack, pretty the same like the first one except that Link does two kicks and does them backward (holy tamoly o.O).

Down + A - Hehe... I like this one! It's a downward sword stab. It's powerful, but it has a longer recovery time than any of Link's attack(ex-cluding B move).

+++++Special
Attacks-+++++

B - That's Link's new move. The longer you charge, (when your Bow charged at maximum a flash will appear at the arrow point) farther the arrow will goes {but.....it can't reach Afganistan can it?! o.O}

Forward + B - The boomrang is back stronger and faster than before. Like Boomrang in Super Smash Bros., if you TAP forward and press B the Boomrang will go farther. Even if you jump, the boomrang will come back to you, this mean that with practice you'll be able to make it curve and hit your opponents.

Up + B - This move is still used as 3rd jump and it's still crappy when Spin swing used as 3rd jump. When on the ground it's a very powerful attack but with a long recovery time. Very useful when your surrounded by enemies. When did in the air it really rock if you can caught the

Maximum Tomato: Practice: Once again no practice made, just put the tomato at a place on the stage, near the CP, go away and set the CP on attack

Heart: Practice: Use exactly the same practice as for the Maximum tomato

Ray Gun: Practice: Hit enemy with all the shots(16) by staying far enough. CP:Jump

Fire Flower: Practice: Trap an enemy beside a wall and throw fire at him. CP:Evade

Super Scope: Practice: Hit enemy with all rapid fire shot and hit enemy with all charged blast. CP:Jump

Star Rod: Practice: Hit enemy with all star shot(16). CP:Evade/Jump

Lip's Stick: Practice: Hit enemy until he has a very big flower on his head {...}. CP:Evade

Beam Sword: Practice: Hit the enemy A LOT and then, practice to throw the sword on the enemy. CP:Evade

Home-Run Bat: Practice: Practice smashing an enemy with the bat. CP:Evade

Fan: Practice: Hit enemy quickly, so they can't move. CP:Evade

Hammer: Practice: Knock opponent at least two time with one hammer (one time in larger area i,e:Zelda temple) CP:Evade

Green Shell: Practice: Hit enemy with all shell throw(before it disappears) CP:Evade

Red Shell: Practicel:Throw the shell on the enemy floor and hit enemy (with any of Link's attack) to make him stay on that floor
Practice2: Throw the shell on a small platform and try dodging it by staying on that floor.
CP:Evade

Flipper: Practice: Throw the Flipper{the daulphin?} at a place on the stage and hit enemy to make him hit on the Flipper {not the daulphin!}.
CP:Evade

Freezie: Practicel: Catch it when it's on a slope.
Practice2: Throw it at your enemy
CP:Evade/Jump

Mr. Saturn: Practice: Stun your opponent(by throwing it fast)
CP:Evade/Jump

Pok^器Ball: Practice: Throw it at your enemy
CP:Evade

Bob-omb: Practicel: Throw it at your enemy.
Practice2: Put a Bob-omb on your platform and try dodging it when it runs.

CP:Evade

Motion-Sensor Bomb: Practice: Throw it somewhere on the stage, and trap your enemy.

CP:Evade

Super Mushroom: Practice: Try hitting a small enemy(like pichu)

CP:Evade

Poison Mushroom: Practice: Knock off heavy enemy(like Bowser, DK and Ganondorf)

CP:Evade

Starman: Practice: Not really practice here, try to get it before your enemy.

CP:Attack

Parasol: Practice: Put yourself at like 150% and try being knocked off by the opponent, then comeback.

CP:Attack

Warp Star: Practice: Try to land on enemy.

CP:Evade

Metal Box: Practice: Jump off of the stage, and try to comeback.

CP:Stand

Bunny Hood: Practice: Try hit the opponent as much as possible before he makes you lose your bunny hood.

CP:Attack

Screw Attack: Practice: Once again practice hitting your enemy, then to throw the item on him.

CP:Evade

Barrel Canon: Practice: bring your enemy near the ledge and throw them this item.

CP:(once again)Evade

Cloaking Device: Practice: Know where you are 100% of the time

CP:Stand/Attack/Evade

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Strategies
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There are some strategies that you can use in all mode.If you have more good strategies e-mail me(plasmaboy6@hotmail.com)

Juggling:

do upward sword attacks to juggle with your enemies, when they are at a high enough % do a SMASH upward sword attack, if he doesn't go flying jump and do an air upward sword stab.

Being surrounded:

If you are surrounded by enemies you have two good choices:

1-Do a spin swing, it not always works because it's

long to do, but it has longer range
2-Do a Smash downward sword swing, it's almost as powerful as the spin swing, except it's faster, but has a shorter range.

Cheap sword stab:

Almost everyone know this one, but sadly you can't do it infinitely in this game.

Faster attack:

Use A attacks most of the time, they are faster, so you won't be attacked while doing or charging a B attack. Generally I only use B attack when I have time, i.e.: when the enemy is far.

Non-stop fighting:

You must NOT let your opponent take a breathe, attack him don't even stop attacking(except when the opponent is far and you are charging your Bow or getting out your bomb).

Be in the fray:

Since Link is not a fast-moving character, he's not good for fleeing the battle(like if you're going away to get an item). In free-for-all battles you can go if all your opponents are fighting together.

Posing:

Posing is not good to use(I do so, bad habit) because it you lose time, doing nothing. It is said to annoy others, but I never annoyed anyone and never been annoyed.

Edge guarding:

Edge guarding is great strategy to make your enemy don't get back onto the level. All you have to do is to attack an enemy that try to comeback, hit him when he's doing is double jump or when he tries to triple jump. To hit them you have two choices:

- 1-Distance attack them(Boomrang, bow or bomb).
- 2-Jump with them, attack them, and jump back on the arena.

Smash, smash, smash:

SMASH, always smash this is one of the most important strategy of this game it's the best thing to use to knock off people, and it gives a lot of damage, so don't hesitate to use smashes. Throws are not as good as they were in SSB, but when your opponent is high on % it's still a good technique(especially air throwing, which let the enemy open for combos.

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Combos

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I don't use that much combos because it always depends where is your opponent but e-mail me if you have some.

A, A, A...:

Tap A quickly, simple.

Bomb, Hookshoot, Spin attack:

I now use this combo a lot, it's simple to do: take out a bomb and throw it upward, grab someone with your hookshot, throw him upward, then jump and spin swing. The enemy will hit the bomb, the will be caught in your spin swing.

=====
Classic mode walkthrough
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What's bad with this mode is that you never know against who your gonna play {Michel jackson?}. For most of the stages use strategies described in section 4(IV) (Strategies)

Stage 1: Single random enemy

Use a lot of smashes and take the items it should be an easy battle.

Stage 2: Two-on-two

The CPU are completely random(even your teammate) take an enemy while the CP take out the other if he start attacking your enemy, attack the one that he was attacking.

Bonus 1: Break the targets

See section 10(X)

Stage 3: Single random enemy

Like the first one, do a lot of smashes and make a good use of the items, but the enemy will use a lot of grabs, this can be really annoying.

Stage 4: 3 on 1 Giant

For this battle you are teamed with 2 CP against a giant fighter. It's habitually an easy fight, remember to don't let the opponent take a breathe.

Bonus 2: Snag Trophy

Stay on the cone and wait for a trophy to fall if a trophy fall on the right side, jump on the right platform, if the trophy fall left jump on the left platform, then hit the trophy with the A attack, if the trophy havn't got far enough walk down and do an upward A attack.

Stage 5: Single random enemy

ONCE AGAIN -_- a one-on-one, ONCE AGAIN use smashes, and ONCE AGAIN take most of the items

Stage 6: vs. Team <insert name here>

A very hard stage(depending on who you fight), use a lot of low smashes and also use the Spin swing(Up+B)often, I wish you not to have to fight against Links or DKs.

Bonus 3: Race to the finish

Make your way through, when you will have to choose between three way, I personnally prefer to go in the middle one, then continue to make your way through, when the timer will be at 5, enter the nearest door. Oh!!I forgot something: RUN {OK! *RUNS* AAHH *TRIPS ON MICHEL JACKSON*}

Stage 7: Metal enemy

HAHAHA Metal Mario in SSB was a piece o' cake {cake.....} compared to this

opponent, in SSB he wasn't moving that much in this one the enemy won't even let you take a breathe, he constantly use grabs, but try to not let HIM take a breathe. Knocking him can be a problem, you'll have to get your opponent at least at 250% before knocking him.

Stage 8: Master hand {he's baaaaaaaaaaaaaaaaaack}

At easy or very easy difficulty the Master hand has only 150HP, but at Normal or higher it has 300HP. What's cool with Link is that he has a long range with his sword, so you won't need to jump to attack it, just upward slash

it. When it starts charging its gun, triple jump it should start shooting when

you are falling back to the stage, when it does his laser thing, run under it and

jump attack it. For most of the other attacks jump to dodge them, when the hand

flies up, jump as high as you can.

*Crazy hand { whoo...at least it's not Mr. Evil Finger}:

How to fight it: Beat Classic mode w/o using continues on Normal or higher, then get the Master down to 150HP or less under 1 minute. Then the screen will freeze and you will see a crazy hand arrive on the arena.

Strategy: If you beated event 50 at Normal this is a piece o' cake.

First attack the Master hand(the right one) since it's as lower HP and it will

be easier to kill him first. Attack it mostly with Up+A Attack and Smash. It's

an advantage that Link has a long range, since he can stay on ground while attacking, since staying on ground during this battle is very important.

The

only time you will need to jump it's when the hand do its laser attack.

When

this hand is out of the battle, it's now the to attack the Crazy hand. Use the same strategy as for the Master Hand. I will just describe strategy to use

against the new attacks only used by this hand:

Hand rap:The hand flip on the ground (DONT BE HURT BY THIS ATTACK), its almost an instant kill each time.

Bomb-Drop:The hand gets in the center and start dropping bomb, what I recommend to do here is to stay away from it.

5 finger hand walk:I really don't know why but this attack remind me Queen Gohma. when you see this hand go in the air on the left side, finger down, go to the right side of the arena, and jump over it.

Now I will describe the two attacks that the hands does together and you can know when they will do one when the crazy has a kinda red and white flash onthe tip of a finger:

Hand clap: The hands will put you to sleep and then begin to clap like mad and if they miss they will punch together. When you fall asleep rush the controller, then when you're awake, jump over the clap, then over the punches

Mad hand dash(suggested by Kaihan): When the Crazy hand goes in the air and the

Master hand tells it to come (with his finger), just go in the center of the stage and jump over the Crazy hand.

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Adventure mode walkthrough
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Like for classic mode use strategies described in the forth section

Stage 1: Mushroom kingdom

1-Mushroom Kingdom:

Make your way through the stage, try to kill all Goombas, because there is habitually one of the Goomba that give a trophy, also watch the trophy waiting on the ground, they're is often to one somewhere. After, you have to beat 10 Yoshis, Smashes or do the Spin attack (Up+B) Then continue your way through. When at the flag pole you will need to fight Mario and Peach.

2-Mario and Peach:

Start by taking on any of the two, attack him/her until he/she dies, then take out the other. Don't forget to take the items.

Stage 2: Kongo jungle

1-2 tiny DK:

Smashes or spin swing them 2 or 3 times and it should be fine.

2-A giant DK:

Start by charging your bow, then continue attacking him, he often falls in the river

Stage 3: Underground maze

1-Maze

For this one, when you see a Triforce go touch it. Run until you are at the edge, then go down enter the tunnel, and when you will see a door (like the one where the tunnel start) slow down, check into the room, but don't walk too fast, if you see a triforce enter it if you see a master sword, go back. Jump on the platforms going right and enter the next tunnel, you will see a big hole on the floor, jump into it and HOLD RIGHT, you will land at the edge of room like the first one, check into it if there's a MS continue on the other way. Continue through the tunnel, you will soon see an another room with a MS (or a Triforce) try to jump high over the MS, if you have to fight Link, do that QUICKLY, continue through the tunnel when you will see an exit, DON'T go through it, instead continue to go up. You will soon see an another MS room, once again try to jump over it. Continue through the tunnel and be careful, when you will see that you need to go up a Like-like will fell down, jump over it and continue. You will once again see a MS room, try once again to jump over it. continue through the tunnel and go through the exit leading in the principal room, go to the left and enter the first tunnel you see (it's the one with stairs), continue and enter the room.

2-Fight with Zelda/Shiek:

As long as she is in her Zelda form she is easy because she is pretty slow in this form, don't let her transform into Shiek!

Stage 4: Brinstar

1-Samus:

DON'T let Samus take a breathe, and she should be easy,

also beware of her charged shot.

2-Escape from Brinstar:

All you have to do is to jump, if you see a new trophy take it.

Stage 5: Green greens

1-Normal kirby:

It's a very easy fight, try to make the block bomb explode on him and you should KO him easily.

2-15 Kirbys:

Once again smash or Spin swing them.

*3-Giant Kirby:

If you beat the 15 kirbys within 30seconds you will have to fight giant kirby, he's pretty easy, use the same strategy you used for the normal Kirby

Stage 6: Corneria

1-Fox:

Be careful with this one, he's fast use a lot of [mid-air]downward smash

2-Falco(or Fox):

If you beated Fox within 30sec. you will fight Fox once again, if not you will fight Falco, the difference between this stage and the precedent one is that, in this one there will be atleast 3 Arwing attacking at the same time, use that as your advantage and often grab and throw your opponent in the sky, the Arwings will do the dirty job for you.

{Well.....i haven't said much in this section.....i'm passing it really fast}

Stage 7: Pok~~on~~ stadium

For this battle you have to fight 12 Pikachus, but there will often be one or two Jigglypuffs and Pichus(if you have unlocked them).Unlike for all easy-to-knock teams don't uses smashes and the Spin swing, instead, try to get all pok~~on~~all and you will win easily.

Stage 8: F-Zero Grand Prix

1-Big blue race:

I like this stage, but not with Link, he doesn't run fast enough. When you see the warning message jump on the nearest platform. There is often a Trophy in this race, don't forget to take it.

2-Captain Falcon:

Be careful with this one, he's very quick, and his Raptor boost can get REALLY annoying, his weakness on this battle are the cars, when you see them coming, try to throw Capt Falcon on the road ^_^

Stage 9: Onett

I personnaly hate this arena. Try to smash(or just stay there, the Nesses fly farther than you(don't use it too often).Throw the Nesses in the center stage(between the two houses)when the warning message is on screen. Those cars can knock opponents pretty far.

Stage 10: Icicle mountain

1-Ice climbing:

Climb up the mountain, but be careful at the end the mountain go up very fast.

Don't forget to take the Trophy.

2-Ice climbers:

They are easy to knock off, check at the head(lives) of the Ice climbers to know which one to knock off.

Stage 11: Battlefield

1-15 Wireframes:

How many time will I repeat that: Smashes or Spin swing

2-Metal Mario/Metal Mario Bros.:

When you only fight Mario that's easy, but you have to fight Mario AND Luigi that's hard. Use the same strategy as for Mario and Peach, take one down, then the take out the other

Stage 12: Final destination:

That's an easy battle Charge your Bow often(since Bowser is the slowest character in this game)also charge your smashes.

*Giga Bowser{hey.....remembre that game named giga where you had to...sorry....}

-How to fight him: Complete adventure mode on Normal or higher, within one minute. Then, Bowser trophy will normally go into the pit, and comeback when Link will be doing his winning pose. The trophy will then break and will transform into a bigger, faster and stronger(duh!!-_-) Bowser.

Strategy: Be sure to have at least 2 lives when you will fight him. His attack

are the same as Bowser. A good strategy to use here is to downward stab, because

Giga Bowser will often fire-breath, and he is big, so easy to hit with this attack,

you can easily hit him 5 times in a row with this attack so you will jump over the

fire which one is the same size as Bowser one.

For beating it, you will receive a bonus(Giga Bowser KO)which one worth 100 000

points and the Giga Bowser trophy.(If you want his description, just e-mail me)

=====
Versus mode strategies(Team strategies)
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This is more for 2vs2 and 1vs3 since 3vs1 is relatively easy, so let's begin:

2vs2 Strategy:

There is two major strategy to use here:

1-Each one take one guy and attack it, uses Section IV(Strategies).

2-Everyone attack everyone a good strategy to use here is to stay together with your teammate and knock opponent as far as you can, so you will only fight one enemy at time, while the other is far, when the one that was knocked away come back, knock away the one you were fighting and start attacking the one that just comeback.

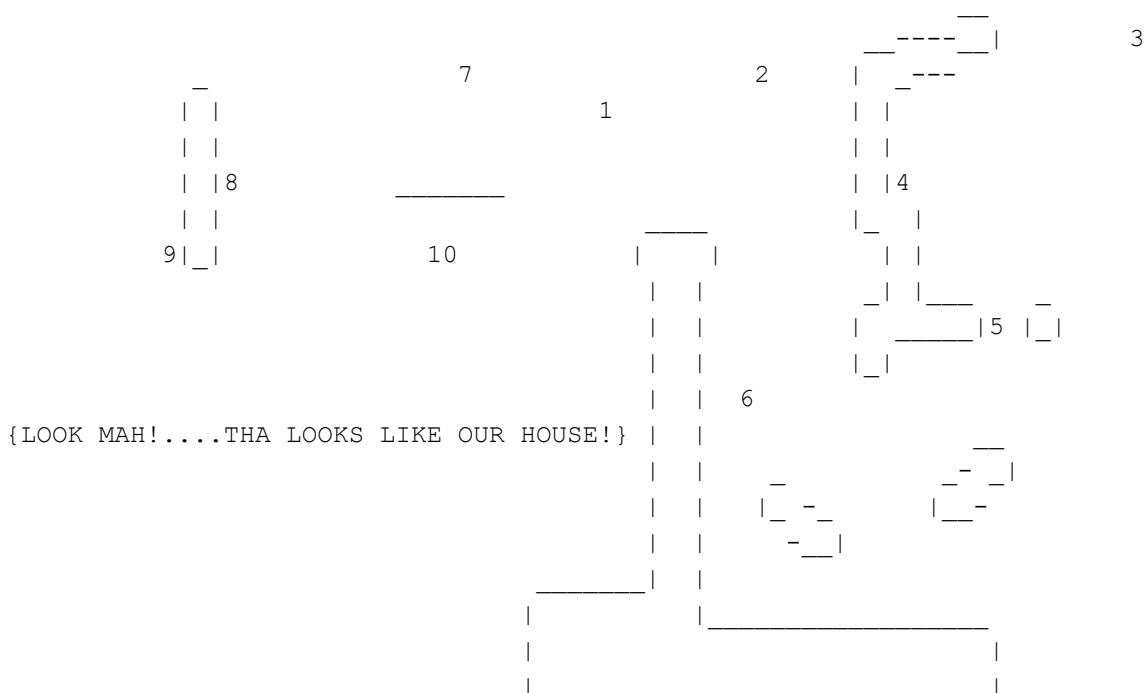
1vs3 Strategy:

OMG these battles are habitually very hard. Since Link has a long smash range, you can do your forward smash, and you will easily hit 2 or 3 of them. Also do often downward slash and the Spin Swing if you are surrounded.

1vs2 Strategy:

Use the same strat as for 1vs3

=====
Target test
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Jump and hit the Target to your left(1) with any air attack
Land back on the pole, and jump then spin attack
to the left(2)
Grab the ledge or land directly on the platform go at it right
edge, jump and hit the target(3)
Land on small block,Jump to the left and destroy the target(4)
Do a downward sword stab on the target(5)
Jump on the two little diagonal platform, then jump and hit the
target(6)
Get back on the pole, and jump on the moving platform jump
and destroy the target(7)
Then, facing the left, throw your boomrang and destroy the two
targets(not at the same time) (8,9)
After, drop through the platform and destroy the target(10)

Personnal best time:21.93s(Very crappy record)

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Difference between Link and Young Link
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Young Link:

Pros:

- It's easier to start combo with him
- Faster

Cons:

- Shorter sword
- Lighter, easier to fly off
- Weaker

=====
What's coming
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This section is made to see what is coming next update,

here is the list:

- Stage strategy
- Against <Insert a fighter here>

=====
Version history(Stuff that you won't read)
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Version 1.1:Giga Bowser, little correction to where I was wrong

Version 1.0:Team strategies(a.k.a.:VS mode strtegies), Crazy hand strategy some other little things added. {and i haven't corrected the 2 new sections}

Version 0.9:Classic and Adventure mode, Differences between Link and Young Link

Version 0.6:Strategies, Combos, Target test, Spell corrected by Kaihan

Version 0.3:Intro, Move list, How to master Link, Outro, and Copyrights

=====
Outro(Closing)
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Hrmmm... Outro, is this a word?, anyway I know this guide is starting to be less crappy now {...} but the fifth version is coming, I may do it this week {great....even more crappy sentences >.< }, I want to thanks:

-Nintendo and HAL: For making this fantastic game { ^_^ }

-My parents: For giving me this game for X-mas {I finally got my GCN with RE and SWRLRS2}

-Kaihan Darklighter (one of my friend {RIVAL}): For correcting some of my spelling errors, {remaking the crappy sentences}, supporting me and for putting the ^_^, o.O and >.<. {hehehe.....and I'm the one who put the stuff in { }.}

-My sis for being my punching bag when I fell from the arena {..evil.....EVIL!}

-You to have read my FAQ and helped to do the rapid sword stab

-C'Jay'C the GameFAQS' owner to host my FAQ

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Legal information(more stuff that you won't read)
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god dangit! =_={
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