

Super Smash Bros Melee Samus Character FAQ

by Dark Kloud

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Samus Character FAQ for Super Smash Brothers Melee
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This FAQ is written to give you information on the Super Smash Brothers Melee(SSBM) character Samus. This FAQ assumes the reader has basic knowledge of the game. I hope this FAQ helps you to harness the full power that is Samus.

LEGAL INFO >>

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Table of Contents

- i) Version Log
 - ii) Contacts
 - iii) Credits

 - 1) Character Overview
 - 2) Basic Controls
 - 3) Basic Attacks
 - 4) Basic Strategy
 - 5) Power Combos and Special Techniques
 - a) Combos <-- UPDATED -->
 - b) Miscellaneous Techniques <-- UPDATED -->
 - c) Bonus Section <-- UPDATED -->
 - 6) Specific Strategies
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i >> VERSION LOG

Updates to Come : Going to reformat the guide to make it
easier to read a navigate
May make a easy TOC locating system
More strats and an All Star strat
a strength weakness section

Version 0.99 - 1/26/02 - Fixed some easter egg errors
added many credits
Added a new combo
Added some misc strats

Version 0.98 - 1/18/02 - Added some new combos
and some new tips and strats
the guide is almost 100% complete

Version 0.97 - 1/13/02 - Added some new contributed combos
Added the new Bonus Section with
some "easter eggs"
Added the Miscellaneous Section
Added the "Updates To Come"

Version 0.95 - 1/9/02 - Added a new Cruel Melee strategy.

Version 0.94 - 1/8/02 - Added a new combo that was contributed.
Added a Homerun strat that was
contributed.

Version 0.92 - 1/5/02 - Added some Multiman Melee Strategies.
Added a new combo.

Version 0.9 - 1/4/02 - Amazing! Two updates in the same day.
And finally, my guide has been placed on
GameFaqs. I feel inspired to update.
Added some more "Specific Strategy".
Guide is almost complete.

Version 0.85 - 1/4/02 - Reformated the guide.

Version 0.8 - 1/3/02 - Added a new combo and added Target Test,
Classic, and
Homerun Stadium.

Version 0.7 - 12/29/01 - Changed the guide set-up. Added some
more combos.

Version 0.6 - 12/28/01 - Added some power combos and special
techniques.
A few more updates until completetion.

Version 0.5 - 12/27/01 - Sent guide to GameFAQs. Also added
Basic Strategy.

Version 0.4 - 12/26/01 - A whole day of SSBM to my self. Added
some ASCII
art.
Next update will be sent to GameFAQs.

Version 0.3 - 12/20/01 - My rental has to go back. Updates will
stop until
x-mas.
Added the legal stuff.

Version 0.2 - 12/16/01 - Added Basic Attack and controls.

Version 0.1 - 12/15/01 - Started Character Guide. Added
character overview.
Started an outline of the basic FAQ.

ii >> Contacts

You can contact me at dark_cloud@mac.com
Send me comments or strategies that you have that you would
like to contribute.
If you see a mistake please e-mail me.
I am often on the SSBM Message Boards(at GameFAQs) so you
can also contact me there, Dark Kloud.

iii >> Credits

Thanks to:

<< CjayC - Person in charge of GameFAQs >>
Thanks for putting my guide on the site and for
running one of the best gaming sites on the net.

The "ULTIMATE CONTRIBUTOR" Award goes to:

+-----+
|<< Joshua Trbovich - ice_knight777@hotmail.com >> |
|1) Credit for sending in the "Gravity Grapple" Combo. |
|Thanks for the great combo. |
| |
|2) More Credit for sending in two new combos and other|
|strategies. |
| |
|3) Credit for inspiring me to add a whole new section |
+-----+

<< Sean "Theman101" O'Reilly - nintendo101@lycos.com >>
Credit for sending in the Homerun Contest Strategy.
Thanks for helping me get over 1000 ft with Samus.

<< Chard - rwhites6@orion.naz.edu >>
Credit for sending in the Cruel Melee Strategy
Thanks for the strategy.

<< Manuel R. Duran - Leevmealone305@aol.com >>
Credit for sending in some misc strategies.
Credit for sending in a combo.

These people are credited for correcting an error
in the Easter Eggs Section:

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|<< Michael Kolesar - mjm_nsider@hotmail.com >> |

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|
|<< GX - Codyvegas@aol.com >>
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|<< Groat - groat@zophar.net >>
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|<< Vinnie Iannucci - av_spaz@hotmail.com >>
+-----+
```

<< THELocke@aol.com >>

Credit for sending in a Misc. tactic/strategy

<< The many people at the SSBM Message Boards at GameFAQs >>

Credit for dicovering many of Samus's "easter eggs".

Please contribute any tips/strategies/ combos you may have. You will get full credit for them.

ONE >> CHARACTER OVERVIEW

Samus is defintely one of the best if not THE BEST character in the game. She has a wide range of attacks, very good combos all which deal tons of damage, and she also has good speed, agility, and recovery from attacks. It might just be me, but I use Samus twenty times better than any other character. I can easily(well, not that easily) beat HARD and VERY HARD with Samus when I cannot with other characters. I am writing this character FAQ to provide you with all the combos and techniques that can be unleashed with Samus.

The good thing about using Samus is that she is one of the original characters so you could use her when playing any SSBM game. If your playing a game that doesn't have all the secret characters you will be glad that you use Samus. I once beat a friend in SSB(n64) and he made the excuse of not having Ness, that's why he lost. Now if he didn't use a secret character, maybe he would have put up more of a challenge (of course, I still would have won).

TWO >> Basic Controls

Samus is one of the easiest characters to use and to learn with. Here is the legend that I will use to describe controls:

Terminology:

Smash attack = a very powerful punch, kick, etc. performed by smashing the control stick and pressing A

Meteor Attack = a charged Smash attack; performed by doing a Smash attack then holding A before releasing; Also an attack that smashes an opponent into the ground(ex. A + V || J).

Launcher = an attack that will knock your oppenent into the air

Long Range = an attack that can be performed far away from the

opponent

Button Key:

A = A button	> = right on control stick
B = B button	< = left on control stick
^ = up on control stick	V = down on control stick
* = smash	>> = dash right (<< means left)
+ = combine (ex - A + ^)	J = jump, JJ = double jump
/ = then (see below)	= while (see below)
R = R button	L = L button
Z = Z Trigger	GRAB = Grab Opponent

I will use the above keys to show attacks and combos

ex) A + *^ = attack, that means you press A and smash up on the control stick

A / A = attack, that means you press A THEN press A again

A || J = attack, that means you press A WHILE jumping (in the air), this may sometimes replace "+"

----- THREE >> BASIC ATTACKS -----

A = Weak Punch

A / A = ONE-TWO Punch (punch then a stronger punch)

A + > = Fast Kick

A + *> = Smash Punch, can also be performed by Smashing left *<,
(hold A to charge then release to perform meteor smash)

A + *^ = Flame Launcher, can be used to launch opponent into air

A + ^, A || ^ = High Kick aka Axe Kick, can counter air attacks
if timed correctly

A || J = Forward Kick, press A twice to kick twice if you are
high enough in the air

A + > || J = Flame Thrower (very useful)

A + < || J = Backward kick

A + V = Ground Flame, very useful, can knock opponent high
into the air

A + *V = Round House Sweeper Kick, can be used to knock away
multiple opponents and knock opponents into the air

A + ^ || J = Upper Drill Kick, very useful when performing combos

A + V || J = Smash Down, very useful when opponent is in the air
(see Part FOUR)

A + >> OR << = Tackle, knocks opponent into air

R, L = Shield

Z = Power Shield, can also be used to throw

R + A, L + A = Grab

R + A / A / A / etc, L + A / A / A / etc = Grab your opponent
and punch them

Z / Z / Z / etc = Grab you opponent and punch them

GRAB + ^ = Throw Up, personally my favorite throw

GRAB + ^ = Throw Down

GRAB + < OR > = Throw

B = Charge Up Shot, the longer you charge it the more powerful
it becomes

B + ^ = Screw Attack, oppoent is hit with a 12-hit combo,
useful for combos

B + V = Morph Ball Bomb

B + > OR < = Homing Missile, missile will follow opponent

B + *> OR *< = Rocket Missile, powerful missile that travels
in a straight line

FOUR >> BASIC STRATEGY

NOTE : THIS PART OF THE GUIDE IS MOSTLY FOR BEGINNERS, SEE PART
FIVE FOR MORE ADVANCED TECHNIQUES AND COMBOS

Samus is a very agile, quick, and powerful character and this
part of the guide is designed to teach you how to use Samus's
most basic combos and attacks as fast as possible so you can
start beating up your friends. Here are some useful strategies
you can use during most battles:

- When you first start out in a battle, charge your
charge-up shot.
- You should also fire a few missiles to confuse your opponents
- Let your opponent come to you, it will be easier to
attack because while they are coming towards you, you can
prepare a battle strategy
- Use Meteor Attacks when you have the chance to. Timed
correctly, a well timed meteor smash could put you in
the lead of a battle.
- Learn how to dodge and roll well, it can really help you out
- Samus's Gorund Flame is very useful when your stuck
in a difficult situation
- Use Samus's Screw Attack to end a combo, but be careful,
it will leave you open to attack.
- Samus's Tackle attack is very useful, you can often tackle
opponents time after time by running back and forth
(see below)
- Use the charge-up shot when the opponent least expects it,
you will have a

greater chance of hitting them.

NOT COMPLETE

FIVE >> POWER COMBOS AND SPECIAL TECHNIQUES

<< Section A --> Combos >>

NOTE: I suggest reading the below. It will give you some tips and strategies on how to use the combos and when to use the combos.

This part of the guide will show you all of the combos that I know. If you have a good combo, please send it to me. I will give the basic combo, then maybe some optional attacks to add, and then the most powerful and best version of the combo. I wrote these combos so that you can make your own variations of them. For example, taking part of the Dashing Fiend and stringing it together with parts of the Flying Crane and ONE-TWO-THREE. Experiment and find the best combos for you. Have fun with stringing the combos together. Most of these combos are most effective when the opponent has a bit of damage (around 20%). The Projectile Fury can easily put 40% damage on an opponent if you time it right. I suggest you use it before using the other combos. The only time I don't suggest using the Projectile Fury is when you are fighting in a small area. Fighting in a tight area, I suggest that you use some tackles, punches, sweep kicks, and some flamethrowers to put damage on the opponent, then use the combos.

And remember, practice makes perfect, practice these combos over and over and eventually you will master them, but not after a lot of practice.

Projectile Fury - (B) / (B + *>) / (B + *>) / etc.

This is an easy combo to perform. You charge your charge-up shot as much as possible before using it. The charge-up shot is meant to distract the opponent so then you can hit them with some missiles. You can also throw in some charge-up shots in between the missiles.

Dashing Fiend - (A || >>) / (A || >>) \ (A || >>) / etc.

This is a very annoying combo for the opponent because Samus's tackle attack is very quick and powerful. Most of the time, your opponent will be knocked in the same direction you are traveling but sometimes the opponent will go in the opposite direction which means you will have to turn around to continue the combo.

Thrower of Flames - (A + > || J) / (A + < || J) / etc.

Like the Dashing Fiend, this combo can also be annoying and repetitive (don't worry the more complex combos are coming up). This combo works best when your opponent is on a platform above you. Make sure you attack with

a flame thrower instead of a backwards kick. You must quickly change your direction before you perform another flame thrower.

Quick 'n' Easy - (A + *V) OR (A + V) / (A + > || J).

Optional: 1) You may add a (A + *V || J) at the end.

2) You could also add (A || J) if you are still in the air.

The first part of this combo launches your opponent into the air and the second part is to deal out some damage. If you use the first optional attack it will smash your opponent to the ground. If you use the second, it will knock your opponent away from you. The second option disallows any counter attack from the opponent. The Quick 'n' Easy is most powerful when both optionals are combined.

Power Version:

(A + *V) OR (A + V) / (A || J) / (A || J) / (A + *V || J)

Hit and Run - (A + *>) / (A + >>).

Optional: 1) Add a (A + ^ || J) at the end

2) Add another (A + *>)

3) see below

This combo starts off with a smash punch to knock your opponent away and then a dash tackle to hit them again before they even hit the ground. You need to be quick with the tackle because if they hit the ground you will not be able to hit them. Adding option 1 will deal out more damage and opens your opponent to other combo possibilities(see below). Adding option 2 could extend the combo further or end the combo all together.

Power Version:

(A + *>) / (A + >>) / (A + ^ || J) / (A + V || J)

Getting the timing right is key to using this combo.

But if you manage to get the timing right, this will be one of your most

powerful and damaging combos.

Flying Crane - NOTE: This combo is best performed while the opponent is in the air

(A || J) / (A || J) / (A || J) / etc.

Optional: 1) Use (A + V OR *V) to launch your opponent into the air before using the Flying Crane.

2) Add (A + ^ || J) at the end

3) Add (B + ^) at the end

This combo is really useful for dishing out damage to you opponent. You may need to dash alittle to keep up with your opponent who is flying thorough the air. Just keep kicking. If you add option 1 in the beginning, you can start the combo on the ground. Adding option 2 (a drill kick) can add some more damage to the opponent. Adding option 3 is like adding option 2. Becareful because you will be vulerable after performing your special.

<-- UPDATE -->

<-- NEW STRATEGY FOR EXTRA LONG GRAPPLE -->

I developed an easier way to do the secret grappling hook.

First go to one of samus's home levels.

Then take your controller, and rotate it so that it is vertical instead of horizontal.

Place your right hand thumb on the d-pad.

Place you left hand index finger on the R button and the left thumb on the A button.

While holding R, keep tapping A and rotating the d-pad in a 360 direction.

Once the extra long grappling hook is activated, follow the above directions to use homing.

MORE TO COME SOON

SIX >> SPECIFIC STRATEGIES

This section is divided up into 6 parts:

- a) Classic Mode Strategy
- b) Adventure Mode Strategy
- c) All Star Mode Strategy
- d) Target Test
- e) Homerun Contest
- f) Multiman Melee
 - i) 10 Man Melee
 - ii) 100 Man Melee
 - iii) 3 Minute Melee
 - iv) 15 Minute Melee
 - v) Endless Melee
 - vi) Cruel Melee

Each section will give specific help/walkthrough on the topic.

NOTE: A,B, and C were tested on Normal 5 stock.

A >> CLASSIC MODE STRATEGY

NOTE: because you fight random characters, I will list each character and my strategy to beat them.

FOX - Fox is pretty easy to beat. Its best to keep using the Flying Crane combo. You really don't need to try and combo him he is so easy.

Unless you are trying to beat him on Very Hard, then use some Strategy.

TEAM BATTLE - Whoever you are fighting with and against are random so check below for strategies on the specific characters you are fighting.

KIRBY - Because Kirby is so light, use strong attacks and combos. I suggest using the Flying Crane and the ONE-TWO-THREE.

PIKACHU - Like Kirby, Pikachu is also very light.
Use the same strategy
as you used with Kirby.

FALCO - Like Fox, you can beat him by using a few good smash attacks and by following a strategy like fox.

GIANT BATTLE - The character chosen is random. Use attacks that will hit with a lot of damage like (A + > || J), the flame thrower. Then use the Flying Crane or some smash attacks to knock the character out.

SNAG THE TROPHIES - Use a well-timed (A || J) to knock the trophies.

LUIGI - Fairly easy to beat. Use your kicking aerial attack to beat him. Can be juggle fairly easy.
I suggest using (A + < || J), backwards aerial kick.

TEAM MULTIMAN - The character again is random but any character is easily defeated by using (A + *V), the sweep kick.

RACE TO THE FINISH - Just keep dashing and use Samus's ability to jump off wall effectivley. You should be able to finish the track.

METAL BATTLE - Random character. Use meteor attacks and dash tackle. When the character has enough damage, he/she will be easy to knock off.

MASTER HAND - Very easy to beat with Samus. Keep using the Thrower of Flames combo to win. When the other hand comes, keep using the same combo. The flame thrower is VERY EFFECTIVE. Concentrate your attacks on one hand at a time. You can dodge most of their attacks by jumping.
Once one hand is gone, the other hand is easy. Concentrate on dodging attacks and only attack when it is safe.

MORE CHARACTERS TO COME

B >> ADVENTURE MODE STRATEGY

NOTE: The strategy here is not totally developed, better strategy will soon be posted.

<< Stage 1 --> Mushroom Kingdom >>

AREA ONE: Side Scroll >> Getting through this part is fairly easy. You can just run by most of the enemies or just KO them with any attack. Kill the Goombas and Koopas to get the Koopa and Goomba KO bonus.

When you reach the area with the Yoshi Team, use (A + *V) or (A + V) to kill the Yoshis easily.

At the end of the level, depending on the time left on the clock, you will have to fight a Peach+Mario Team or a Peach+Luigi Team.

AREA TWO: The Battle >> You will be fighting a team of Peach and Mario or Peach and Luigi. This battle is not too hard. Focus your attacks on one person at a time. When surrounded, use your (A + *V) or (A + V) to knock them away. Then use the Flying Crane to tack on damage. Eventually they will be very easy to Smash hit. If you take to long, becareful of the large Bullet Bill.

<< Stage 2 --> Kongo Jungle >>

AREA ONE: The Battle >> This battle against a pair of mini Donkey Kongs is fairly easy to win. When they get close, use (A + *V), sweeper kick, to knock the DKs into the air. Then follow up with some aerial attack such as (A || J).

AREA TWO: Giant DK Battle >> You can most easily kill the Giant DK by fighting on the left most platform. DK has a greater chance of falling into the water. Use attacks and combos that will give DK alot of damage like the ONE-TWO-THREE. This combo is quick and will dish out alot of damage. You can also use (A + V) or (A + *V).

<< Stage 3 --> Underground Maze >>

AREA ONE: The Maze >> Your mission: Find the Triforce. It is randomly placed in one of the rooms located in the maze. If you walk into the wrong room you will have to battle a Link. Navigating the maze is fairly simple. Just keep looking for the Triforce. When you encounter link, you may want to start off with an aerial attack (I recommend the (A + > || J), flamethrower) while Link is still coming onto the stage. Because you have to fight more than one Link, you will want to fight quickly and effectivley. When Link is above you, he will most likely use his Down+A Sword Drop thing that is very annoying. Just dodge or roll away and attack. You may be able to get Link in a Dashing Fiend combo. When he has enough damage he will be easily killed. If you have alot of damage and do not want to fight another Link, you can easily skip the battle by jumping around the sword in the middle of the room.

AREA TWO: Hyrule Battle >> Here you fight Zelda. An extremely easy battle. Charge you charge-up shot at the beginning and while Zelda is trying to reach you use Missiles and the charge-up shot. Aerial attacks are key here. I would start off with a Projectile Fury, then some Flying Crane, a Dashing Fiend, then finish off with a Flying Crane. Mix it up alittle. You can easily win this battle without getting hit once.

<< Stage 4 --> Brinstar >>

AREA ONE: Battle Against... Yourself? >> A battle against Samus. Use dash tackles, (A + *V), and quick One-Two punches to get this battle over with. Samus will also use quick attacks. The Flying Crance is also an effective combo here.

AREA TWO: Escape Brinstar >> Easy to complete. Just keep jumping from one platform to the next. If you want to get a good time, use Samus's ability to jump off walls at the

right time.

<< Stage 5 --> Green Greens >>

AREA ONE: The Battle >> A battle against Kirby. Kirby is very easy to defeat because of his weight. Using the Power Version of the Flying Crane should easily defeat him. Keep him in the air and keep attacking with either (A + < || J), the backward kick, or (A || J).

AREA TWO: Multi-Kirby >> Easy to beat. Just keep using (A + *V) to kill the Kirbys. Sometimes you won't hit them all and they will attack you. I like to stay to one side and use (A + V) to flame them as they come, faster and safer. Depending on how fast you beat this area, you will fight Giant Kirby or go to the next stage.

AREA THREE: Giant Kirby >> Use the same strategy you use against regular Kirby. It will be a little harder to knock Kirby into the air at first, but soon he will be juggled very easily.

<< Stage 6 --> Corneria >>

AREA ONE: The Battle >> This battle against Fox can be easily done using the Dashing Fiend combo and/or the Flying Crane. Using them both is most effective using the Dashing Fiend to get him in the air then using the Flying Crane to kill.

AREA TWO: Fox Gets Help >> Another battle with Fox (sometimes Falco). But this time, Slippy, Peppy, and Falco come by and shoot at you. Use the same strategy as AREA ONE.

<< Stage 7 --> Pokemon Stadium >>

AREA ONE: Pokemon Battle >> I suggest grabbing as many Pokeballs as possible here. Use only (A + *V) or (A + *) to kill the Pikachu, Pichu, and Jigglypuff. The Pokeballs are also very effective.

<< Stage 8 --> F-Zero Grand Prix >>

AREA ONE: The Race >> Just keep running and jump onto the nearest platform when the alert comes on.

AREA TWO: Captain Falcon >> I'll post a good strategy next update.

<< Stage 9 --> Onett >>

AREA ONE: Triple Ness >> Attack one Ness at a time. Fight close to the edges and use strong smash attacks.

<< Stage 10 --> Icicle Mountain >>

AREA ONE: Travel and Battle: Jump up the mountain until you reach the Ice Climbers. Not too hard. When you reach them, keep using (A + *V) to easily kill them.

<< Stage 11 --> Battle Field >>

This strategy was taken straight from the email chard sent to me:
Chard-

this was my stratagy:

with the frame that starts out next to you do the ground flame attack to pop her in the air then alternate between that and the screw attack to keep the frames in the air. if they hit you out but you can manage to come back make the think your going to the one of the elevated platforms, the quikly drop the hang on the edge, get back up with the b button this should pop them up in the air then us the screw attack. needless to say dodge like mad and use the occaisonal missile.

Old Strat -->

I keep this here for reference purposes

One of the hardest Melees. I don't know if Samus can even get one KO, maybe by luck but I haven't been able to. If you have a strategy for this Melee, please send it in. I wll give you credit for it. Maybe in a few days I will have developed a strategy.

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