

Super Smash Bros Melee Marth Character FAQ

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Super Smash Bros: Melee
Marth Guide(Perfect Marth)
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First Edition - Unrevised
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Note: This guide is for Melee only, no single player methods are held below

Phase I - Introduction

Hey, my name's Eric (aka TFlame) and welcome to the 'Perfect Marth' guide. I'll be honest and tell you I'm not a complete master at Smash Bros, though I am quite good. Now, I have mastered Marth a bit (though I use Link and Roy more) because I play Melee differently than it should be played. You might ask how one can do so, well it's easy. I'm a Street Fighter baby, raised on Street Fighter, Street Fighter II, etc, etc. Anyway, so I treat Smash Bros like Street Fighter and Marvel vs Capcom 2, I use tons of combos and always set up for the next move. Anyway, read on to find the ways to becoming a 'Perfect Marth.'

Phase II - Pros/Cons and the real differences between Marth and Roy

Pros:

Speed - No one seems to think so, but Marth is one of the fastest characters in the game. He can clear the entire length of Hyrule Temple in 5 seconds, while Falcon Clears it in a lil over 4, that's speed

Agility - Despite what some other players say, Marth has immense agility, able to easily jump over larger characters and obstacles in a single jump.

Range - Having a sword gives Marth a great range, rivaling that of DK's. All of his attacks, especially dashing and air can pick off an opponent half a body length away or more.

Combo Ability - Marth's Dancing Blade is great for long combos as is his regular A button attack. He can combo on the ground, in the air, and from one to the other quite easily if you know how.

Cons:

Power - Unfortunatly Marth is slightly below average in power, even with smash attacks.

Defense - Marth has average to below average defense, he's somewhat like a

lightweight when he's hit hard because he can get popped up into the air easily, and sometimes getting back is a problem

Countering - Unfortunately, you would think a good air fighter like Marth(which he is for any doubters out there) would be able to counter air attacks well and juggles, but he can't. Marth's attacks all come out quickly, which is good, but their priority is low, giving way to simple moves as Bowser's jumping A attack.

No Long Range Attack - Marth has range up close, but when it comes to projectiles for the Prince, go look for an item.

Difference Between the Fire Emblem Team:

Marth is indeed faster than Roy, not by much though. Marth's Dolphin Slash comes out faster than Roy's Blazer, but only hits once, where Roy carries the opponent up with them like a Dragon Punch. Marth is a lil better in the air due to his added quickness and agility and his combo ability is better than Roy. Marth's Shield Breaker has a shorter charge time and is not as powerful as Roy's Flare Blade.

All in all, unless you have a friend who has mastered Roy to work perfectly with Marth, keep these two separate, they start off well, but this team just can't last, even if they do balance each other out.

Phase III - Attacks

Legend:

A - A Button B - B Button
R - R Button L - L Button
Z - Z Button + - Do two moves(either button or control stick/button)
together

> - Forward >> - Smash Forward
< - Back << - Smash Back
^ - Up ^^ - Smash Up
v - Down vv - Smash Down

(A) - In Air (G) - On Ground
CO - Cross Over / - Pause between moves
(H) - Holding Opponent

Standard Attacks:

Standing:

A: Slash - 2-6% Damage
AA: Counter Slash - 3-6% Damage (must be done right after Slash)

Holding Towards Opponent: (ie pressing stick in direction opponent is)

> + A: Sharp Edge - 4-13% Damage
^ + A: Anti Air Slash - 4-12% Damage

Crouching:

v + A: Low Stab - 4-10% Damage

Dashing:

>> / A: Raid Chop - 4-12% Damage (Great combo opener)

Jumping:

A: Double Slash - 2-13% Damage/per hit (Great combo opener)

> + A: Aerial Swipe - 4-13% Damage

< + A: About Face - 4-13% Damage

^ + A: Luna Slash - 4-13% Damage

v + A: Half Moon - 4-13% Damage

Smash Attacks:

>>(or <<) + A: Dragon Killer - 7-27% Damage

^^ + A: Justice Sword - 4-24% Damage

vv + A: Whirlwind Blade - 6-21% Damage

Throws:

Z(or R + A): Grab - No Damage

A or Z: Knee - 1-3% Damage(After Grab)

>: Bounce - 2-4% Damage(After Grab)

<: Throw Away - 2-4% Damage(After Grab)

^: Emblem Toss - 2-4% Damage(After Grab) (Juggle Set Up)

v: Slam - 2-5% Damage(After Grab) (Finisher Set Up)

Special Moves:

B: Shield Breaker - 13-15% Damage 17-20% Damage(Charged)

> or >> + B: Dancing Blade - 3-5% Damage/each hit

^^ + B: Dolphin Slash - 11-13% Damage

vv + B: Counter - Hits for as much damage Opponent does

Phase IV: Combos

Finally! The Combo section, woo! In here I'll list combos under how many hits they do.

Note: Not all combos will register as a combo in training mode due to time between moves, but trust me, they are combos

2 Hit Combos:

Dash and Slash (6-16% Damage): Dash in (>>) and hit an early Raid Chop (A while dashing) so that blade tip hits enemy, which should pop them over your head. As they fly over you, hit an uncharged Dragon Killer (>> or << + A)

Face Buster (3-8% Damage): Grab Opponent (Z or R + A), do a single Knee ((H) Z or A), then Slam ((H) v)

Air Killer (15-26% Damage): Jump towards enemy in air, perform an Aerial Swipe ((A) ^ + A) then immediatly perform a Dolphin Slash (^^ + B) and tap towards the opponent as the animation starts

3 Hit Combos: Cross Over Slash (9-25% Damage): Jump over the opponent and perform an About Face ((A) < + A) for the CO, land and perform a Slash ((G) A) and then a Counter Slash ((G) A after Slash)

Rising Dolphin (15-20% Damage): Grab Opponent (Z or R + A), do a single Knee ((H) Z or A), them perform an Emblem Toss ((H) ^), Jump up and

tap back a bit and perform a Dolphin Slash (^^ + B)

Taking Out The Garbage (7-19%): Dash in (>>) and hit an early Raid Chop (A while dashing) so that blade tip hits enemy, which should pop them over your head. Grab Opponent (Z or R + A) as they fall, do a single Knee ((H) Z or A), then a Throw Away ((H) >)

4+ Hit Combos:

Omnislash (39-77% Damage) 13 Hits: Start with a Dash and Slash then perform a Dancing Blade ((>>) > or <(<<) + B) and tap away from the opponent + B, then towards the opponents + B, then v + B, then perform another Dash and Slash

Aerial Rave (43-100%) 9 Hits: Start again with the ever popular Dash and Slash, dash in again and perform a Raid Chop (A while dashing), as they pop over you, hit a Justice Sword (^^ + A) to pop them up higher. Follow them up and perform a Luna Slash ((A) ^ + A), land and then jump up and perform a second one. After you land again, jump a final time and land a Air Killer.

Phase V - Battle Strategy, for Melees and One on One Battles

One on One:

Cruiserweights (Lightweights):

Pikachu	Pichu
Kirby	Jigglypuff
Peach	Mewtwo
Ice Climbers	Mr. Game and Watch
Yoshi	Ness

Strategy:

The cruiserweights can pose a problem for Marth since most of them are faster and/or stronger (ie Mewtwo). Simply keep them in the air, Omnislash and Aerial Rave work wonders for these smaller opponents. With Mewtwo and Peach especially you must always be on the look out, because if you are in close and Mewtwo pulls out his Shadow Ball or Peach and her Peach Bomber, you will regret it. Remember to keep on your toes, like I said, most them are faster than you, so play the role of dashing in, nailing a hit here, a combo there, send them into the air and then smack them back down.

Middleweights:

Link	Young Link
Marth	Roy
Zelda	Sheik
Captain Falcon	Mario
Dr. Mario	Luigi
Fox	Falco
Samus	

Strategy:

So many different styles in this category it's almost too hard to make one single strategy. With middleweights you must learn to adapt, and adapt quickly. You must find a way to use Marth with the style of your opponent, don't try to brawl with Captain Falcon or Roy because they will beat you and don't try to out air fight Fox and Falco, because they will smack you back down to Earth faster than you can blink. Treat Middleweights like bigger lightweights by

keeping on the move, with these guys its all about patience, use fake outs, dash in and out, toss an item to force them to block then throw them. Mainly get the opponent to make a mistake, jump up to have Samus attempt to counter with a Screw Attack and nail her when she lands the missed hit. Now, don't think keep moving means run away, it doesn't. You cannot run from these guys, because if they get a chance to open up with a projectile, you are dead in the water unless you have an item to shoot back with. The best thing to do is dash in when they make a mistake, dash back out, force them to miss a move and dash back in

Heavyweights:

Bowser
Donkey Kong
Ganondorf

Strategy: Heh, these guys are easier than you think for Marth. One, their anti air is average at best, because Marth is fast enough to counter their anti air with a Dolphin Slash. Speaking of the Dolphin Slash, these three are so easy to tag with it even with its terrible horizontal range. Secondly, everyone says do not dash in on any of these guys, well, they're right, to a point. Do dash in, but when the distance between you and the heavyweight becomes half of what you started the dash at, jump. This will cause them to completely miss, because Bowser fights off dashers with his Fire Breath, DK with his forward + A and Ganondorf with his Gerudo Dragon. When they do try to counter (besides Ganondorf), land a CO, both Bowser and DK are too slow to stop this and once you nail the opening move of the CO, they are yours for at least a few hits. If Ganondorf tries to counter your dash with a Gerudo Dragon, simply land behind him, then dash in as he recovers. Thirdly, remember these two words against heavyweights, pressure and combo. If you stay aggressive and keep the pressure on them, your superior speed will kill them. If they miss a hit, don't bother with landing a single smash attack, unleash Omnislash or Ariel Rave. If you do those two things you will own them, easily.

Melee:

Strategy: Now you will all think Im crazy for this since Marth is an up close fighter, but in Melees, stay out of the frenzy. Marth cannot take the beating that Bowser can when surrounded, so don't even try. Keep him out at least 4 body lengths away from the main battle. This way, he can nab items and pick off anyone who has been knocked from the herd. Combos unfortunately are almost useless in Melees with Marth because as the damage racks up, the harder it is to land each hit of the combo. What I do is I play the part of a Predator, hang back, wait for someone like Pikachu or even Bowser to be smacked away by someone else and finish their dirty work to nab you a KO. Now, there is a slight downfall to this..... any CPU on level 5 or higher.... well... they all huddle up and decide to come after the human controller (that is if you playing 1 Human vs 3 CPU). If this ever happens, and it will, you have two options. Option A, stay and get your ass kicked, or Option B, run and get a few cheap shots in. Now, I dunno about you, but I kinda like keeping my character alive to win the match, so I go with Option B. With Option B you can pretty much stay safe but also do a lil damage yourself as they try to swarm you. What I tend to do is dash in, meet them halfway then pull out a Dolphin Slash to get me to a platform above. From there I run, and if anyone tries to stop me I nail them with an air attack. Keep putting distance between you and the mob until they start fighting each other again, when this happens, go back to playing the Predator.

Team Battle:

Strategy: Ah the tag team match, teaming up with one person to take on two (or

one if you are evil) opponents. Let's get a drumroll for Marth's two best partners and don't worry, the strategy will follow it.....

Link
Samus

- GASP! - You mean Roy is not the perfect partner for Marth?! HELL NO he's not! Why? Well look back up at the Pros and Cons, I mention it somewhere up there, so I don't need to mention it back down here.

Strategy for Link as Partner: Ah the Hylian, Marth's best tag partner. Here's a rundown of how they compliment each other, fighting strategies will follow.

- Link has long range attacks, perfect for forcing opponents to block. - Marth has excellent speed, he's much faster than Link, which means he can come to the Elfs aid in a moments notice. - Link owns in the power department, Marth easily can compliment this by smacking an opponent into Link's reach, or even holding them for Link to Smash Attack them - Both sword fighter's own in the air, perfectly. Marth can smack them up into the skies, and Link can nail them with his Spin Attack or an ^ + A air attack

With Link as a partner, think of yourself as the point man, dash in, beat them down then toss them into the waiting blade of Link. A good strategy is to have Link charge up an arrow or pull a bomb, fire/toss the projectile at the opponent to force a block(note: the arrow is usually too fast for this if you are standing behind Link) and dash in to grab or hit a low attack to pop them up. One of the cruelest tactics tou can do is have Link wait on a platform above, grab the opponent and toss them up and have Link do his v + A air attack to score the KO, they will never see it coming.

Strategy for Samus as Partner: Samus Aran makes almost a good a partner as Link, maybe even better if you refine her like you do Marth. She has most all the same compliments to Marth that has to Link, with two very important additions.

- Samus and Marth are great air attackers, and both can easily cover the other in the air. - Samus can set up combos far easier than Link can for Marth, her projectiles are better at forcing blocks, and the come out almost, if not as fast as Link's

With Samus as a partner, again, you are the point man. Samus is great at cover fire, launching out a fully charged plasma shot or a missile to force a block. And, something even better, her projectiles travel slower than Link's, meaning you can dash in right behind them easier (just think of Guile tossing out a slow Sonic Boom then dashing in). Set up for each other, wait for her to nail her Spin Attack, then tag on an easy Aerial Rave or Air Killer. Just like Link, when teamed with Samus use and abuse throws. Dash in, grab them and let Samus blast away, because nothing is better than holding an opponent so they get nailed with a clean, fully charged plasma shot.

Phase VI - Credits

Nintendo/Nintendo of America - Because well, they own the game >D

HAL Labrotories - Because well, they made the game >D

Neoseeker.com - Because without them, you wouldn't be reading this o.o

America Online - Because, they let me get online (though they still suck)

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