

Super Smash Bros Melee Marth Character FAQ

by Fox of Fire

Updated to v1.1 on Jan 14, 2002

Super Smash Bros.: Melee

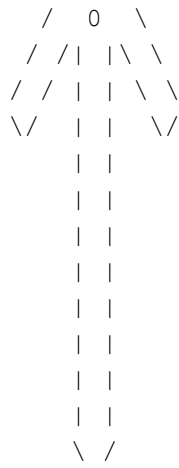
Prince Marth Character Guide

Nintendo Gamecube - North American
By: SSJ4 Link (Link Strife) - SSJ4Link@hotmail.com
Last Updated: 1/7/02
Copyright - 2001-2002 - SSJ4 Link - GameFAQs
Version 2.5

```
PPPPPPPPPP  RRRRRRRRRR  IIIIIIII  NNNN          NNN          CCCCCC  EEEEEEEEEE
PPP  PP  RRR  RRRR  III  NNN  N          NNN  CCCCCCCC  EEEEEEEEE
PPP  PP  RRR  RRRR  III  NNN  N          NNN  CCC  EEE
PPP  PP  RRR  RRRR  III  NNN  N          NNN  CCC  EEE
PPP  PP  RRR  RRRR  III  NNN  N          NNN  CCC  EEE
PPPPPPPPPP  RRRRRRRRRR  III  NNN  N          NNN  CCC  EEE
PPPPPPPPPP  RRRRRRRRRR  III  NNN  N          NNN  CCC  EEEEEEEEE
PPP  RRRRRR  III  NNN  N          NNN  CCC  EEEEEEEEE
PPP  RRR  RR  III  NNN  N          NNN  CCC  EEE
PPP  RRR  RRR  III  NNN  N          NNN  CCC  EEE
PPP  RRR  RRRR  III  NNN  N          NNN  CCCC  EEE
PPP  RRR  RRRR  III  NNN  NNNN  CCCCCCCC  EEEEEEEEE
PPP  RRR  RRR  IIIIII  NNN  NNN  CCCCCC  EEEEEEEEE
```

```
MMMM          MMMM  AAAAAAAAAAAAAA  RRRRRRRRRR  TTTTTTTTTTTT  HHH  HHH
MMM M          M  MMM  AAAAAAAAAAAAAA  RRR  RR  TTTTTTTTTTTT  HHH  HHH
MMM M          M  MMM  AAA  AAA  RRR  RR  TTT  HHH  HHH
MMM M          M  MMM  AAA  AAA  RRR  RR  TTT  HHH  HHH
MMM M          M  MMM  AAA  AAA  RRR  RR  TTT  HHH  HHH
MMM M  M          MMM  AAA  AAA  RRRRRRRRRR  TTT  HHH  HHH
MMM M  M          MMM  AAA  AAA  RRRRRRRRRR  TTT  HHHHHHHHHHHH
MMM M  M          MMM  AAAAAAAAAAAAAA  RRRRRR  TTT  HHHHHHHHHHHH
MMM M          MMM  AAAAAAAAAAAAAA  RRR  RR  TTT  HHH  HHH
MMM          MMM  AAA  AAA  RRR  RRR  TTT  HHH  HHH
MMM          MMM  AAA  AAA  RRR  RRRR  TTT  HHH  HHH
MMM          MMM  AAA  AAA  RRR  RRRR  TTT  HHH  HHH
MMM          MMM  AAA  AAA  RRR  RRR  TTT  HHH  HHH
MMM          MMM  AA  AAA  RRR  RRR  TTT  HHH  HHH
```

```
OOO
O  O
OOO
|  |
|  |
|  |
|  |
/  \
```



----- T A B L E O F C O N T E N T S -----

- 1.) Legal Stuff
- 2.) Updates
- 3.) About this FAQs
- 4.) Prince Marth Introduction
- 5.) Attacks / Moves
- 6.) Combos*
- 7.) Marth vs. Roy
- 8.) How to unlock Marth
- 9.) Classic Mode Strategy
- 10.) Adventure Mode Strategy
- 11.) Event Mode Strategy
- 12.) All-Star Mode: Unlock + Strategy
- 13.) Bonus Stage Strategy
- 14.) Versus Mode Strategy*
- 15.) Thanks To / Credits

-----#1.) L E G A L S T U F F: -----

This FAQs was created by, and owned by SSJ4 Link. You can not reproduce it any way, or use it on your site, unless you send me an e-mail, and receive an e-mail saying you can, from me. Even if you put it up on your site, it doesn't give you ownership. You cannot reproduce, or alter this FAQs in any way from it's original self. This FAQs was created by SSJ4 Link. Copyright 2002. As for now, GameFAQs will be the only site with this FAQs on it.

----- #2.) U P D A T E S: -----

1/7/02 - Started FAQs. Version 1.0
1/8/02 - Completed everything but the Combo's and Versus Strategy. Even added ASCII art. Version 1.5
1/10/02 - Submitted FAQs. Version 2.0.
1/31/02 - Continued working on FAQs after a long period of Review Writing. Finished Combos section. Resubmitted. Version 2.5.

-----#3.) A B O U T T H I S F A Q S: -----

This FAQs is a Character Guide to help you with the Character Prince Marth in Super Smash Bros: Melee. It has an Attack List, and strategies for him throughout the whole game, and more. This FAQs belongs only at <http://www.gamefaqs.com/>. It cannot be put anywhere else, without my written permission.

----- #4.) I N T R O D U C T I O N: -----

The betrayed Prince of the Kingdom of Altea, the blood of the hero, Anri, flows in Marth's veins. He was forced into exile when the Kingdom of Dolua invaded Altea. Then, wielding his divine sword, Falchion, he led a revolt and defeated the dark dragon, Medeus. Afterwards, Altea was annihilated by King Hardin of Akanea.

Marth is a magnificent swordsman. His swordplay is faster than Link's, but lacks power. All his attacks are done by his sword; meaning his sword is capable of up to 24 different attacks! His footspeed is faster than Roy's, but attacks are a bit weaker. Roy's attacks use mainly use fire as a damage+, while Marth's are just his sword; not special element...
More damage is given if the enemy is hit by the tip of Marth's blade.

----- #5.) A T T A C K S / M O V E S: -----

K E Y:

- A = A button
- B = B button
- UP = Up on Control-Stick
- Control Stick = Control Stick
- X/Y/Up on Control stick = Jump
- Start = Start Button
- Z = Z Button
- C = C-Stick
- L = Left shoulder button
- R = Right shoulder button
- Up = Up on the control stick
- Left = Left on the Control Stick
- Right = Right on the Control Stick
- Down = Down on the Control Stick
- Dash = Tap-Tap on Control Stick (To run)
- Hard = Apply pressure to Control Stick
- Hold = Hold the button down

G R O U N D:

- B:
- B = Shield Breaker Slash
 - B (hold) = Shield Breaker Charge
 - B, Left/Right = Dancing Blade (Up to 4 attacks)
 - Up + B = Dolphin Slash
 - Down + B = Counter (Absorbs attack, and attacks back)

- A:
- A = Sword Slice

A + A = Sword Slice, Sword Slice Back
A + A + A = Repeating Sword Slashes
Dash, A = Running Sword Slash
Left/Right (hard) + A = Blade Smash
Up + A = Upward Sword Slash
Up (hard) + A = Upward Sword Stab
Down + A = Lower front sword stab
Down (hard) + A = Downward sword slashes
R/L Shield: Block Attacks
R/L + Left/Right = Roll

Z: Grab enemy / Bubble Shield
Grab + A = Attack enemy while they're in your grasp
Grab + Up = Throw enemy upward
Grab + Down = Thrust the enemy downwards
Grab + Left = Throw enemy to the left
Grab + right = throw enemy right

X/Y/Up Control Stick: Jump
X/Y/Up Control stick + X/Y/Up Control stick = Double Jump

Up on D-Pad: Taunt (Sword movements/Japanese Phrase)

A I R:

B:
B: Shield Breaker Slash
B (hold): Shield Breaker Charge Up□B, Left/Right: Dancing Blade
Up + B = Dolphin Slash
Down + B = Counter (Absorbs attack, and attacks back)

A:
A = Semi Sword Spin
A + Left/Right = Sword Thrust
A + Back = Turn Sword Thrust
Up + A = Slashing Backflip
Down + A = Downward Slash
R/L = Stop in air

M I S C.

C-Stick = Move camera angle
L, R, A, Start = Reset Game

----- #6.) C O M B O S: -----

Part I: Marth's Dancing Blade:

Part II: Combos

----- #7.) M A R T H V S. R O Y: -----

Marth's + | Roy's -

Marth	Roy
- Faster Footspeed	- Slower
- His blade's tip causes the most damage	- Middle of blade causes most damage
- Cooler Taunt ;)	- Deeper voice
- Bigger Blade	- Shorter Blade
- Cooler voice	- Lower Jump Height
- Higher Jump Height	- Up+B (Blazer) attack not as good as Marth's
- Better Up+B attack	- Clone of Marth
- Shorter B attack charge	- Longer to charge Shield Breaker

Marth's - | Roy's +

Marth	Roy
- Easier target to hit	- Smaller; harder to hit
- Tip of sword causes the most damage	- Deeper Voice
- Weaker attacks	- Stronger attacks
- Weaker Shield Breaker	- Fire added to many attacks
- Counter attack gives a different/weaker slice	- Stronger Shield Breaker (1 hit KO if fully charged)
	- Stronger counter attack

-- #8.) H O W T O U N L O C K P R I N C E M A R T H: --

To unlock Prince Marth, complete Classic mode with all 14 regular characters (Mario). After you complete it with the final character, Marth will challenge you at the Hyrule Temple, with the Fire Emblem theme music playing in the background. Defeat him, and he is yours. if you lose, beat classic mode with any of the 14 original characters again, and once again Marth will challenge you. Or, if you don't want to do it the hard way, you can just use every of the 14 original characters in a versus match (Human vs. Computer) Once you do it with the final character, Marth will challenge you.

----- #9.) C L A S S I C M O D E S T R A T E G Y: -----

Battle #1:

Prince Marth vs. _____

A One - on - one battle against another character.

Just fight them, be careful where you jump around. You don't want to die too quickly..

Battle #2:

Prince Marth and Ally vs. _____ Team

You and your ally vs. a weak team. They are all the same person, different colors. Though, the Pikachu team tends to have a few stray Jigglypuff and Pichu. . .

You should take on the closest enemy to you, and attack until they die. While doing this, the other enemy and your ally should duke it out. When you kill your first enemy, go join your ally with the second. Don't forget to use your Finishing Pose at the end!

Bonus #1: Break the targets:

CHECK BONUS STAGE SECTION

Battle #3:

Prince Marth vs. _____

Another one - on - one battle with someone on their course.

Once again, kill him/her without dying.

Battle #4:

Prince Marth, and two allies, vs. Giant _____

You and your two allies, fight one giant character.

Shoot a lot of arrows and throw your boomerang at the Giant at the start. When it works up a lot of damage, go in and use a smash attack on it.

Bonus #2: Snag the trophies:

SEE BONUS STAGE SECTION

Battle #5:

Prince Marth vs. _____

Yet again, a one - on - one with another character.

Fight it, kill it, finishing pose.

Battle #6:

Wire-Frame Team

Fight 15 weak wire-frame characters.

Bonus #3: Race to the Finish

SEE BONUS SECTION.

Battle #7:

Prince Marth vs. Metal _____

Fight a metal character.

First thing you do, is Up + A. They always jump down on you, and this'll give em extra damage. When the damage is in the 100's, smash em, and taunt.

Battle #8:

Prince Marth vs. Master Hand

Fight the Master Hand, in a fight to the death!

Attack right away. When he goes into the background, or starts charging up, make sure you move. When he's back on the platform, attack more. Repeat until he dies.

--- #10.) A D V E N T U R E M O D E S T R A T E G Y: ----

Stage #1: Mushroom Kingdom:

Run to the pipe, kill the first Goomba you see. Jump on it, slash it, whatever you want. Grab the trophy if there is one, and continue on. Jump on that first Koopa, grab it's shell. Toss it at the Koopas on the blocks, and it will kill them all. Keep going, killing the pathetic Mario enemies. When you get to that second pipe, kill the red Parra Koopa. Go on the islands, and climb up the platforms. Here, you will fight about 15 Yoshis. One Up + A attack, will kill all near you. Slaughter these Yoshis, then continue on. When you reach the end of the course, to fight Luigi instead of Mario, and too unlock him, step on when the timer reads 2 in the seconds column. EX: ##:#2:##. If not, then you will fight Mario and Peach.

Stage #1.5: Prince Marth vs. Princess Peach and Mario/Luigi:

Jump back to the side, and slash Peach away. Luigi/Mario will come at you, and fight him. Kill them both, pretty easy.

Stage #2: Kongo Bongo:

Fight two little mini Donkey Kongs here. Blade Smash them off the side, then stand on the edge, then Shield Break or Blade Smash them again. Easy kills.

Stage #2.5: Prince Marth vs. Giant Donkey Kong:

Work up his damage, and send him off the side. He will spin back, and usually will fall off the side, due to clumsiness.

Stage #3: Legend of Zelda: Underground Maze:

Start. Kill a ReDead. Continue on. Kill at least one Like-Like, and one Octarok. When you see a room with the Master Sword in the Pedestal of Time, go in. There, you will fight 1 of 5 different colored Links. Try to find all 5, which gives you more points. Attack and work up their damage, and send ém flying off. When you see a room with the Triforce, that is the end of the maze.

Stage #3.5: Prince Marth vs. Princess Zelda:

You know how to fight. Kill her when she has damage.

Stage #4: Brinstar:

Fight Samus. Start working up damage, and watch out when the acid rises. Try to knock her into the acid, then laugh at her with a taunt.

Stage #4.5: Escape from Brinstar:

Now, you must get to the top platform before Brinstar expodes with you on it! Jump, Double Jump, Up +A. Keep doing that, platform to platform, until when you get to a place with two skinny platforms atop each other. Run up the hill, jump up, and get to the very top. Snag any trophies you see on the way.

Stage #5: Green Greens:

Easy. Kill Kirby, and taunt.

Stage #5.5: The Kirby Force:

Now, you made Kirby mad! The Kirby Force come down 3 at a time, usually. Pretty easy; just work up damage, then kill them.

Stage #5 Part III: Giant Kirby:

Kirby just won't stop coming! As a last ditch attempt to defeat you, he turns himself into a giant, and comes to fight you! Work up his damage, and Blade Smash him off. Taunt before he dies.

Stage #6: Corneria:

Here, you fight Fox McCloud. Attack him, then smash him off. Also, rub it in with your taunt.

Stage #6.5: The Revenge of Fox/Falco:

The Starfox team has arrived! You fight Fox again, this time he's stronger, faster, and slightly harder. Work up his damage, and beware the bombs and lasers from the Starfox team Arwings. Try to get them to hit Fox, and you win.

NOTE: If you've unlocked Falco, you will fight him instead of Fox again.

Stage #7: Pokémon Stadium:

Stage #8: F-Zero Grand Prix:

Now, you race. Run, just run, don't stop, until you see a ! blinking. Then, hop atop the nearest platform, or go somewhere safe. The bump in the track, platforms, and those platforms where the track ends, are great places to hide. Go to the finish, without getting F-Zero-ed.

Stage #8.5: A fight with C. Falcon:

Fight C. Falcon on the Mute City course. Knock him off the platform, and make sure he doesn't come back.

Stage #9: Icicle Mountain:

Jump up and up, getting higher up the mountain. See that walking snowball thing? Kill it. See that annoying Polar Bear in Pink Shorts? Kill it. More points, for killing. ;) When you get to the top, 4 Ice Climbers come at you.

~_~!!!

Stage #9.5: A duel with Ice Climber Pairs on Icicle Mountain:

Blue Popo, Pink Nana, Green Popo, White Nana. Damage the Popo's with spin attacks, and try to send them flying high. Pay attention to where the course moves, and follow it. Usually, they get caught at the top, and die themselves.

Stage #10: Final Destination:

You usually fight a stupid Bowser here. Jump over the lug when he's about to attack, and work up his damage. Do your smash, slash, slash back, and taunt.

Stage #10.5: Giga Bowser Showdown:

If you defeat Bowser quick enough, you should face Giga Bowser. He's a cooler, stronger version of Bowser. work up his damage, try not to be killed, then Blade Smash him off the side of the course.

----- #11.) E V E N T M O D E S T R A T E G Y: -----

COMING SOON!

----- #12.) A L L - S T A R M O D E: -----

Part I: Unlock:

To unlock All-Star Mode:

Unlock all Characters: Dr. Mario, Luigi, Jigglypuff, Pichu, Mewtwo, Falco, Ganondorf, Mr. Game & Watch, Roy, Marth and Young Link. Once they are all unlocked, All-Star Mode will be playable.

Part II: Strategy:

There are 3 Heart Containers sitting in front of you. Your only life refreshment in the entire match. Don't touch em. Walk into the portal, fight, kill, laugh. When your damage meter is 100+, THEN you take 1 heart container. Make sure you don't die, because you face a gang of Mr. Game & Watch at the end.

----- #13.) B O N U S S T A G E S S T R A T E G Y: -----

Part I: Break the Targets:

First thing; Jump, double Jump, then do a Dolphin Slash. Then jump onto the platform thing, and destroy the target when it comes down. Get off the platform and go left of the thing where you destroyed your first target. Jump onto the L-Shaped thing, and jump slash the target. Jump, double Jump, and Dolphin Slash onto the thing. You should hit another target. Go to the top right corner and destroy the target in the other L-shaped thing. Backflip left and hit the target over the Flipper. Hit the target sitting right by the Flipper. Fall down without hitting the Flipper, and go through the small platform opening. Jump onto the moving platform, and duck under the Flipper. Slash the target to the left, then the one above you. Go back to where you began. Go under the strange platform where you got your 2nd target, and jump off the side, MAKE SURE TO HIT THE FINAL TARGET!

Part II: Snag the Trophies:

Trophies rain from the sky! When they come, hit them. Try to make them land in the pink center rings. If they get in, they belong to you. Use your Upward Stab on this. when they fly high up, run to another falling trophie, and upward stab it. Do the same to the last one. When the first trophie comes back down, Up Slash it until it goes into the center pink rings. Try to do the same to the other two.

Part III: Race to the finish:

Run. Jump up the thing, and keep going. Go as far as you can, picking up any trophies you see, until there are only a few seconds left. 5 4 3 2 1. While he is counting down those last numbers, run to the nearest finish door.

Part IV: Homerun Contest:

There really isn't a great way to work up damage on Mr. Sandbag with Marth. Grab the bat, smack it a bit, Throw him up in the air, slash him, anything to work up damage without knocking it off the platform. When the announcer is counting down "5, 4, 3, 2, 1," charge up your bat, and smash the Sandbag as far as you can.

----- #14.) V E R S U S M O D E S T R A T E G Y: -----

COMING SOON!

----- #15.) T H A N K S T O / C R E D I T S: -----

Thanks to:

Nintendo, for making this great game.

Hal Laboratory for also making this game.

Everyone who wrote a FAQs, for making this site better, and showing me how to make one.

CJayC, for making this website, being a great webmaster, and putting my FAQs up.

Copyright SSJ4Link 2001-2002+. This FAQs can only be on GameFAQs.

-Link

\^^\^^\^^\^^\^^\^/

|_|<(->_<-)>==(===>

--- y%

This document is copyright Fox of Fire and hosted by VGM with permission.