

Super Smash Bros. Melee Falco FAQ

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1. Table of Contents:

1. Table of Contents

- a. Introduction
- b. Controls
- c. Pros and Cons
- d. Bad Comparisons
- e. Means of Ranking

2. Moves

- a. Non-Smash/Special Moves
- b. Special Moves
- c. Smash Moves
- d. Air Moves
- e. Comments
- f. How to Handle
- g. How not to Handle
- h. Items

3. Handling

- a. Who to Pit Against
- b. Who not to Pit Against
- c. What to Watch For
- d. Individual Character Strategies

a2. Bowser

b2. Captain Falcon

c2. Dr. Mario

d2. Donkey Kong

e2. Falco

f2. Fox

g2. Ganondorf

h2. Ice Climbers

i2. Jigglypuff

j2. Kirby

k2. Link

l2. Luigi

m2. Mario

n2. Marth

o2. Mewtwo

p2. Mr. Game & Watch (Mr. GaW)

q2. Ness

r2. Peach

s2. Pichu

t2. Pikachu

u2. Roy

v2. Samus

- w2. Sheik
- x2. Yoshi
- y2. Young Link
- z2. Zelda

4. Wrap-up

- a. Everything so Far
- b. Final Comments/Summary
- c. Taking Suggestions
- d. Special Thanks

5. Legal Stuff

a. Copyright

a. Introduction:

Here is the Falco FaQ. In this FAQ, we will go over the full plethora of Falco's moves, which will include every single combination of moves that you can think of. We will also go through individual strategies for every character (including Falco) when he is facing them. So read up, cuz this is one FAQ that you won't want to miss!

b. Controls:

Some of you might be a beginner and not be familiar with the controls and such; don't worry! I've gotcha covered. Here is a complete list of the controls (although they are listed in the instruction manual).

- | | | |
|---------------|---|--|
| A Button | - | Basic attack |
| B Button | - | Special attack (can be combined with joystick) |
| X/Y Button(s) | - | Jump (can be used twice: a.k.a. double jump) |
| R/L Button(s) | - | Shield (can combine with joystick: dodge) |
| Z Button | - | Grab (then can be thrown with joystick) |
| Joystick | - | Move (jump, walk, dash, duck, etc?) |
| C-stick | - | Smash attack |

Okay, there you have it. Now, just before we move on, you may want to know a few things first. Firstly, to dodge, combine the R/L Button(s) with either down or left/right. If you choose left/right, you will do a moving dodge, which will let you dodge in the direction that you tilt. It also can be used in the air, which will perform an air-dodge. If you choose down, then you will do a stationary dodge (side step), in which you will side step for about a second. It is almost useless unless you are fast with your fingers, which you will need to be if you are using Falco. Also, you can perform Smash Attacks with the C-stick. The direction of the Smash Attack will be determined by which direction you tilt the C-stick. You can also perform Smash Attacks with the combination: A Button + Tap [direction on Joystick]. To tap means to turn the Joystick hard. When you grab, the amount of time you hold the opponent will be determined by the amount of damage the character has. Pushing the A Button while you have an enemy will result in you hitting him/her, doing about 1%-3% damage for each shot.

c. Pros and Cons:

While Falco has his incredible strengths, he has his weaknesses, which will be listed.

Pros:

- 1) Falco is the fastest character in the game.
- 2) Falco has next to no lag in his attacks/landings.
- 3) Falco has a very high jump, probably the highest out of those with two jumps (those with more than two jumps: Kirby, Jigglypuff)
- 4) Falco has a reflective special move (move executed with the B Button and/or Joystick).
- 5) Falco has a nice set of special moves (moves executed with the B Button and/or Joystick).
- 6) Falco is good with hand-to-hand combat.
- 7) Falco will attack almost right when you put in the command.

Cons:

- 1) Falco has very low mass.
- 2) Falco's attacks are easily over ridden.
- 3) Falco falls fast.
- 4) Falco's attacks are very weak. Falco only has about two attacks that will easily KO, both of which are a bit more predictable.
- 5) Falco's attacks don't have quite as much range.

Well, these are the pros and cons. Now, while the pros slightly override the cons, there are some things that Falco is low on. If you didn't notice, three out of the five cons are attack-related. It is true that Falco's attacks are easily overridden. What does that mean? Well, it could mean that the characters weight or what some people might call defense (which no one has, each character will take the same amount of damage no matter the mass) prevent knock-back, which is how far the enemy flies when hit. Or, it could mean that, if someone's (let's say Captain Falcon's) attack connects with one of Falco's attacks. This is like the card game of War; the highest card wins. Falco's attack will not connect at all, for Captain Falcon's attack is stronger; therefore, it gets to connect. Watch out for this. One of his pros, however, is very comforting. Falco will attack almost right when you put in the command, and he will recover from attacking almost instantly. These facts will give you almost complete control over him. I kind of judge the character by the special moves, and Falco has a nice set of them, which I will get to in a later section. Using Falco in hand-to-hand combat will give you the upper-hand any day, for he is very fast, especially while running. His turn-around is quick too, allowing you to attack and run without the enemy knowing what hit him/her.

d. Bad Comparisons:

Some of you right now might be thinking: "Why use Falco when there is Fox? The two are virtually the same." Yes and no. Firstly, Falco is a bit stronger than

Fox, and still has the upper-hand in speed. Falco can also jump higher, and has a bit more control in the air. However, (for you Fox lovers out there), Fox's special moves still outweigh Falco's. Why, you ask? They're practically the same, you say? Well, firstly, Fox's blaster can fire a ton faster, and he draws it pretty fast. Falco's gun, while fairly strong, gives knock-back (in other-words, the enemy flinches when he/she is hit), which will give the enemy the idea that they are being damaged, unlike Fox's, which doesn't make the enemy flinch, while firing at a machinegun speed, doing 1%-2% for each shot. Fox's Fire Fox, which is his Up-B special, gives him a bit more range. Falco's Fire Bird (creative name) is a bit shorter, giving him less range. However, those are only a few downsides, and all in all, Falco is a better character in the long-run. Also, Falco has a way higher jump, and his recovery is a bit better, too. He handles better, making him my choice over Fox. However, beauty is in the eye of the beholder. Still, Falco is the trump over Fox.

d. Means of Ranking:

Before we get into the long list of Falco's moves, you will have to read this section first. Along with the moves, there will be different types of categories along with it, here is an example:

Move	- Blah, blah, blah?
Execution	- A, A, R/L
Speed	- *****
Lag	- *****
KO Ability	? *****
Damage	- *****
Range	- *****
*Other (optional)	- Blah, blah, blah?

*NOTE: this is an example, not any type of move.

Now, I will be ranking, as you may have noticed, by means of stars (*). It will be on a scale of 1/10, giving you a general idea. The ?Other? section will tell you whether or not something needs to be known, like if it is essentially good for KOing, or it can be a recovery move, and such. KO ability is just that. As you may already know (for those of you who don't, I will tell you), the amount of damage that an attack does doesn't determine the probability of a KO. Quick example: A fan (low damage item) does about 1%-2% damage a pop (per hit), but attacks quickly. It does not really mean that the probability to KO is low. While it is true that the enemy will have to be at a considerable damage level to KO with a fan in your hand, it is almost an instant KO none-the-less. By throwing the fan (Z + [direction on joystick]) at an enemy, anyone over 70% damage will be almost instantly KOed. So the amount of damage doesn't determine the KO probability. Damage is the strength, which is what it is. The Move category is what the move is called, and doesn't really effect anything. Execution means how to do the attack. Speed means how fast the attack is pulled off (you will see many high stars on this one). Lag determines how long it takes for the character (in this case, Falco) to recover from the attack, or how long he is vulnerable after the attack. The higher the stars on the Lag category, the more lag there is.

Okay, now you know; now we move on to the moves:

2. Moves:

Listed below will be a full list of Falco's moves, from doing jumps to Smash Attacks without using the C-stick, along with a full description for each move, you will be fully satisfied with this. We'll start with the non-smash/special moves first:

a. Non-Smash/Special Moves:

Move	- Quick Attack
Execution	- A
Speed	- *****
Lag	- **
KO Ability	- *
Damage	- **
Range	- ****

This move is obviously, the start of a combo, a very weak, yet obviously quick, attack. This attack is usually used with more buttons/joystick to increase total damage.

Move	- Double Attack
Execution	- A, A
Speed	- *****
Lag	- ***
KO Ability	- *
Damage	- ***
Range	- ****

Still a basic combo, and the damage isn't all that much better, but still is fairly fast. These attacks are usually used with more commands.

Move	- Double Attack, Combo Kick(s)
Execution	- A, A, A?
Speed	- *****
Lag	- ***
KO Ability	- *
Damage	- ***
Range	- ****
*Other	- The damage is determined by how many hits Falco connects in succession

Falco will kick super fast after the first two attacks, doing a single percent of damage for each kick. If you catch an enemy against a wall while doing this, you can get in some pretty considerable damage.

Move	- Side Kick
Execution	- A + [tilt to the side on Joystick]
Speed	- *****
Lag	- ****
KO Ability	- *****
Damage	- ****
Range	- *****

Falco's strong side move is very strong when it comes to KOing, as you can see, but it's still not the strongest move. Falco has a tendency to rely on speed and less lag than power. Non-the-less, this is a very good move.

Move	- High Kick
Execution	- A + [tilt upward on Joystick]
Speed	- *****
Lag	- ***

KO Ability - *****
Damage - *****
Range - ***

Falco's high kick will do both good damage and fairly good damage. He does take a little bit more time to move his foot (with the leg attached) back to earth, however, so be careful when doing this move. It is very good for KOing.

Move - Tail Spin
Execution - A + [tilt down on Joystick]
Speed - *****
Lag - ****
KO Ability - *****
Damage - ****
Range - *****

This move doesn't get as much damage, but it has more range. It also gets a wide sweep of both sides, which is useful if done right. It isn't that much for KOing, as the enemy will go flying to the side rather than up, but still is fairly good for show. It does take a bit of time to pull off, though.

Move - Jump Kick
Execution - A + Dash [tap side on Joystick]
Speed - *****
Lag - ***
KO Ability - *****
Damage - *****
Range - *****

This is Falco's dash move, which is very quick. Do it while running/dashing. It is a leaping kick wherein Falco jumps with his foot held out, doing some fairly good damage. Not much for KOing though.

Move - Grab
Execution - Z
Speed - *****
Lag - *****
KO Ability - *NONE
Damage - *NONE
Range - ****

This move is solely made to grab. Falco will make an attempt to grab an enemy with both arms. If he does grab, he can throw the enemy in his hand using the Joystick. Pushing A while someone is in Falco's hands will result in Falco smacking him/her. There is damage while throwing, but it only does about 6%-8% max, so I won't bore you with that.

Move - Shield
Execution - R/L
Speed - *****
Lag - ****
KO Ability - *NONE
Damage - *NONE
Range - *NONE

This move is solely for defense, or shielding. Falco is able to do a dodge

roll/back flip, and a sidestep (R/L + [side on Joystick] and [down on Joystick]), and there is next to no lag.

Move	- Jump
Execution	- X/Y or [up on Joystick]
Speed	- *****
Lag	- **
KO Ability	- *NONE
Damage	- *NONE
Range	- *****

Simply, a jump. You all know how to do it, so I won't bore you with an endless description.

b. Special Moves:

Move	- Blaster
Execution	- B
Speed	- *****
Lag	- *****
KO Ability	- *NONE
Damage	- **
Range	- *****

Falco's Blaster is unique from all the other blasters in the game, including Fox's Blaster. In order to rack up some serious damage without doing much work, just push B. As long as the enemy is across from you with no obstacles in the way, the enemy will take 2%-3% each shot that hits. You can also use this to buy some time by firing it over a chasm, in which your enemy might be waiting to attack you. For some strange reason, the Blaster seems to fire faster when in the air, so if you are good at jumping, use it! On the ground, Falco is a bit slow on the draw, and takes a bit of time for his finger to find the trigger, but when he starts firing, you should feel a bit more secure.

Move	- Falco Phantasm
Execution	- B + [side on Joystick]
Speed	- *****
Lag	- ****
KO Ability	- ****
Damage	- *****
Range	- *****
*Other	- Can be used as a recovery move

This move is very fast as well as accurate. No real timing is needed, for it is fast and long. It does fairly good damage, and if you do it enough, Falco Phantasms back and fourth, I mean, you can get in some fairly good damage. If you push B right when you hear the whooshing sound of Falco traveling at blinding speed, you would stop right then and there. You can do this to keep from falling off of the edge if you are facing in that direction and you don't want to die. It also can be used as a recovery move, which is very useful if you are exactly horizontal from dry land. It will also keep enemies away from you when you want to get back on the edge.

Move	- Reflector
Execution	- B + [down on Joystick]
Speed	- *****
Lag	- ***

KO Ability - *****
 Damage - *****
 Range - **
 *Other - It is used to reflect projectiles, whether thrown items or a shot from a gun.

This move is rather complex, so this might take a while. The Reflector is used for two things: one, to reflect oncoming projectiles. Two, to damage anyone who comes too close. It will reflect any I repeat, any projectile that comes your way, whether it is a super charged Samus Big Gun shot, or a tiny projectile from the Super Scope. If Falco is overlapping an enemy, when part of him is overlapping the enemy's, and you push B + [down on Joystick], the character will fly up, always. If you manage to catch somebody in the air with this move, they will be easily KOed, provided they are over 50% damage. With the ability to do so many different things, despite its name, it can be Falco's best move.

Move - Fire Bird
 Execution - B + [up on Joystick]
 Speed - ****
 Lag - *****
 KO Ability - *****
 Damage - *****
 Range - *****
 *Other - It is also used as a recovery move.

This move is also rather complex. When used, Falco will be surrounded by flames that are shooting up about him while hovering. He will go straight up if you just let it sit, but if you tilt the Joystick in the desired direction (say, downward) while Falco is hovering, he will go in that direction (for this case, downward). Use this often when you need to get back up on stage, cuz it can go in any direction, diagonal or a solid direction. However, Falco will hover for about three seconds before he fires. It is good for KOing.

c. Smash Moves:

This is simply a list of the three Smash Attacks of Falco, and they are listed below.

Move - Falco Heavy Kick
 Execution - A + [tap side on Joystick] or [side on C-stick]
 Speed - *****
 Lag - *****
 KO Ability - *****
 Damage - *****
 Range - *****

This move is one of Falco's best KOing moves, since it has range, because it is a bit more of a short jump kick, giving him some lift in the desired direction. This is the best cliff-guarding move, (cliff-guarding is waiting for the opponent to get back to the stage when he/she was knocked off. Falco is a very good cliff-guarder) and it should be used for that often. It does take some time to execute, though, and after the damage-dealing part of the attack, Falco has to land on the floor.

Move - Falco Splits
 Execution - A + [tap down on Joystick] or [down on C-stick]
 Speed - *****

Lag	- ****
KO Ability	- *****
Damage	- *****
Range	- *****
*Other	- It can hit on both sides of Falco.

This move, as the previous description suggests, can hit on both sides of him. Using this when you're in a tussle and you feel like the guys bullying you have to pay, do this move. You should clear out a whole bunch of annoying, whacking pests that are just simply getting on your nerves. This will send people flying a fair amount of distance, but still not the KO move of choice. Falco takes a fairly large amount of time to split-down and split-back-up.

Move	- Back Flip Attack
Execution	- A + [tap up on Joystick] or [up on C-stick]
Speed	- *****
Lag	- *****
KO Ability	- *****
Damage	- *****
Range	- ****

This move will get above Falco, and does fairly good damage. It has a high KO Ability, which is good for a Smash Attack. Had best be careful, just use it when you want to juggle an enemy. This is a great juggling move. Falco does a back flip, so he takes some time to come back to earth. Still, a fairly good move. It is best when charged up (which you can do by holding down A + [tap up on Joystick]).

d. Air moves:

These are the moves that Falco can execute in the air, and they are listed below.

Move	- Holding Kick
Execution	- A
Speed	- *****
Lag	- ****
KO Ability	- *****
Damage	- ****
Range	- ****

This move is used for clearing. Falco will hold his foot out for about three seconds while falling, and anyone who touches his foot will be damaged. However, you are vulnerable to your back, so just be careful. Falco can also use this as an ambush attack. He can jump up over a group of enemies who are wrestling with each other and come down on them, then land for a quick escape.

Move	- Multi-Kick
Execution	- A + [forward on Joystick]
Speed	- *****
Lag	- *****
KO Ability	- *****
Damage	- ****
Range	- ****

This will take the fight to the enemy, for Falco will kick multiple times in front of him, doing several consecutive hits, if done right. You can also use

this as an ambush move as described above. It is not made for KOing, but more for racking up some good damage, then to close in for the KO.

Move	- Back Kicking Attack
Execution	- A + [backward on Joystick]
Speed	- *****
Lag	- ****
KO Ability	- *****
Damage	- ***
Range	- ***

This is a simple backward kick, which will do some minor damage. Use this only when you need to get someone behind you. The only good thing about this attack is that it is fast to be pulled off, so don't be afraid to wait to the last second to build your enemy's confidence, and then spring the trap.

Move	- Downward Screw Kick
Execution	- A + [down on Joystick]
Speed	- *****
Lag	- ****
KO Ability	- ****
Damage	- *****
Range	- ***

This attack will get directly below you, and can do some pretty good damage, somewhere around 12% damage at the average, if you do it right. You can use this as a ambush attack too; just jump up and Screw attack anyone under you, and you will be good. It is a fairly fast attack with little lag at the end.

Move	- Tail Kick
Execution	- A + [up on Joystick]
Speed	- *****
Lag	- ***
KO Ability	- *****
Damage	- *****
Range	- ****

This attack is one of Falco's most devastating moves for when he is in the air, especially when the enemy is in the air with him, and has high damage. This is a fairly good KO move, so use it often when juggling. This has very little lag, and it is pulled off easily.

e. Comments:

Yup, you know what this part is; it's the part in which I will, gather up all of the stuff that we have gone over and comment on it. Even though this isn't really in the MOVES subject, it still will help cover some of that sort of thing. Now, the first thing I will comment on is the cool moves. Now, I know, cool moves don't have much to do with anything except for one thing: Crowd Favorite. For those of you who don't know what this is, Crowd Favorite, I mean, it is an award that you can receive at the end of a battle in the closing screen, where they display the winner. This award can be obtained in one way: by winning the favor of the crowd watching. How will you know, you ask? Very easily. If you are playing as Roy, then you will hear in the background, "Roy's our boy, Roy's our boy, Roy's our boy," and so on. I don't know when or why they stop cheering, but that is how you know. And how do you gain their favor? Also very easy. Gotta be able to pull off cool moves! Everyone has then.

Mario has his Downward Smash Attack, also known as break-dancing. So does Sheik. Peach has her tennis racket, gold club, and frying pan attack (side Smash Attack). And Bowser has his Whirling Fortress (B + [up on Joystick]). What about Falco? He can steal the crowd easily if you just do it right. His Falco Phantasm is one of the cool moves, cuz what's cooler than being able to warp and damage anyone in the way? His upward Smash Attack is cool, which is his back flip kick, and what is cooler than that? Doing back flips while jumping will probably get the crowd's attention, too, so do those often. Use his B + [down on Joystick] move to reflect projectiles back at the enemies, which is good to have. Also, holding down-B while in the air will slow your fall like crazy. Since anyone who has played with Falco for more than thirty seconds will know that Falco falls fast (also see Pros and Cons section), this will be a good way to slow the fall down. All of his other moves are fairly good, and fast, and they can be pulled off with no trouble at all. It will take some time to get used to his stunning speed, so practice with him as much as you can.

Okay, there is my say, now to get to the rest of the guide. Just need some time to blab. Here is the next part of the Moves section.

f. How to Handle:

Have you ever wondered when you play as a new character: ?How will I do with him? Will I be able to handle him okay? Will he be too fast for me? Will he be too slow for me? Is he as good as my friend said he is?? This section will cover everything that you need to know about Falco, how to handle, how to use his moves correctly, how much lead to give the enemy, and so on. Firstly, let's go over the Golden Rule of hand-to-hand combat: Strike back. Simple, huh? Well, just because Falco is a lightweight, it doesn't mean he's a pushover. His speed and balance allow him to regain his balance and strike back faster than anyone in the game. Don't worry about him. If he gets hit by someone who is stupid enough to mess with you, show him who is D? boss! Be merciless, if anything else. Now, just because of the Golden Rule, it doesn't mean that you should be foolish. To the contrary, if you have over %70 damage, play the hit-and-run method. He is strictly a hand-to-hand combat man, so use him like that. Do a lot of air attacks, as well, which you should find a lot easier to attack your enemy with than trying to rush your enemy head on. And since Falco falls fast, he can strike even faster. Also, use your gun often. Practice jumping and firing in the air as fast as you can without pulling off the Fire Bird move! Also, cliff-guarding is a must for Falco-lovers, so use this strategy often. Practice jumping off of the edge to knock down the enemy trying to recover, and then jumping back to dry land! This skill is very useful to have, and will probably give you some ensured KOs in the future. Also, keep the enemy on his/her toes. Instead of running away, leap over them, shoot them with your gun a few times, and jump around like a squirrel that has too much energy! This will absolutely annoy the brains out of an enemy, and while it may seem cheap, using your gun for hit-and-runs are good for racking up some cheap damage and then going in for the kill. But also, use the balance of using the gun when the enemy is in line with you, using your shield to reflect projectiles, doing your hand-to-hand combat when engaged, and using your air attacks to keep the enemy from recovering to attack you again. A nice combination of all of these, plus the other Special Moves mixed in when needed or wanted, will ensure the success of your character.

g. How not to Handle:

Well, you just saw how to handle this character, now we will go into how not to handle him! Firstly, as you may have read, do not contradict the Golden rule. I know, I know, it may sound bossy, but it is true; if you are being attacked and you are knocked over, do not play chicken! You will get KOed faster if you

try to flee like that, so hit him back. Defend yourself. Also, for those of you who know how to Wavedash, don't try it with Falco. He falls to fast, and when you do pull off a Wavedash, it will not go very far. Use it only for show when your enemy is KOed and coming back to life in order to taunt him. Also, do not use the stationary dodge unless you're good. Use it only when you are being attacked with a slow attack that you know when it will hit you. Do not try to use Fire Bird as a normal attack when in hand-to-hand combat. It takes to much time to charge up, and it has lots of lag at the end. Only use it when you are facing an opponent who is slow.

Well, that is it. There is not really anyway to handle Falco wrong, but there are a few no-no's that you must keep from doing, like trying to attack with Fire Bird all the time. Simply not the best move to do! But that is really all there is. Now, let's see?ah! The items. Those are coming up next, so don't miss it!

h. Items:

Now, for those of you who think items are cheap?they are. It's true! Now, with all due respect for those who like items, here's a spot just for you; all of the items in alphabetical order for you to check out on how to use them with Falco. And I kinda do like items, too:).

*NOTE: I am still using the same ranking technique that I used last time. Just to remind you:).

First, before I go any further, I must show you just an example. It is ten stars tops, one star least:

Item	- Pizza
Obtain	- Push A over it
Speed	- *****
Lag	- *****
KO Ability	- *****
Damage	- *****
Range	- *****
*Other (optional)	- It turns you into a pizza

*NOTE: this is just an example, not an actual item.

Okay, just a quick example for you to go by. Now to show you the real thing!

Item	- Barrel Cannon
Obtain	- Push A when next to it
Speed	- ****
Lag	- *****
KO Ability	- ****
Damage	- *NONE
Range	- *****

This item traps people in it when it is thrown. Unlike a normal barrel, which will not be listed in this list of items, it will roll along the ground, picking up whoever touches it. Then, the character who is trapped inside it will shoot out when he/she pushes A. If the poor fellow doesn't know what he/she is doing or where he/she is, there is a distinct possibility that they might push A when facing a cliff. If Falco is to use this, he should do so when the enemy is close to a cliff.

Item	- Beam Sword
Obtain	- Push A when over it
Speed	- *****
Lag	- ****
KO Ability	- *****
Damage	- *****
Range	- *****

This is a very useful weapon that can be used very effectively, if used right, that is. While it takes some time for it to swing (maybe cuz it's heavy) and it takes a bit of time to recover from, the range is very far, and it will do some major damage. It is also good for KOing. This item is also good for throwing, but only after you have done some major damage with it. Then when you throw it, the Beam Sword will have disappeared instantly, which will keep any other opponent the opportunity to take it for him/herself.

Item	- Bob-omb
Obtain	- Push A over it (before it explodes)
Speed	- *****
Lag	- ***
KO Ability	- *****
Damage	- *****
Range	- *****

Haha! Now doesn't this item look attractive! It has a nearly perfect KO Ability, it does great damage, and it can be thrown, giving it incredible range. It will almost instantly KO anyone who is over %50 damage, which is very good. Just be careful; if you don't throw it within five seconds, drop it, or it'll blow up on you! If left alone on the ground for a certain period of time, it will light its own fuse and start walking, blowing up if it touches anything but a wall. Giving this to Falco is good; for he can throw fast and accurately. He can also chase the enemy fast as well.

Item	- Bunny Hood
Obtain	- Push A over it
Speed	- *****
Lag	- *NONE
KO Ability	- *NONE
Damage	- *NONE
Range	- *NONE

The sole purpose of the Bunny Hood is to speed up your character, and to let them jump super high. This is very good for Falco, because he is fast enough already. He will run over twice as fast and about three times as high!

Item	- Cloaking device
Obtain	- Push A over it
Speed	- *NONE
Lag	- *NONE
KO Ability	- *NONE
Damage	- *NONE
Range	- *NONE

This device will turn your character invisible. You will be able to see the outline in certain loud pieces of action, but they are pretty much invisible. This is fairly useful for Falco, cuz he's fast! And that means that he can sneak up on an enemy and beat the tar out of them without him/her even knowing

what hit them!

Item	- Fan
Obtain	- Push A over it
Speed	- *****
Lag	- *
KO Ability	- *****
Damage	- **
Range	- *****

This weapon is very fast, as the graph above shows. You can get in about two hits a second if you're fast. It doesn't do much damage, but if you throw it at an enemy, (as I have stated in another part of this guide) it will send them flying high in the sky! Falco can attack very fast with this item.

Item	- Fire Flower
Obtain	- Push A over it
Speed	- *****
Lag	- ****
KO Ability	- **
Damage	- ***
Range	- *****

The Fire Flower shoots fire (as the name suggests) out of it when you push A, and will continue to do so until you let go of A or it runs out of juice. It doesn't matter who gets this item, there is not real strategy to using this, except for pinning someone against the wall and juggling them until it runs out of gas.

Item	- Flipper
Obtain	- Push A over it
Speed	- *****
Lag	- *NONE
KO Ability	- ****
Damage	- *****
Range	- *****

When the flipper is thrown, which is done using A and any direction, it will hover in this air, and do as the name suggests: flip. It will, however, only start flipping when someone runs into it, or when it gets hit with an attack, projectile, or any hazard that might be on the stage. Again, it matters not who uses this, as almost no skill is required to use this, only to know where the enemy might charge, then you can place it accordingly.

Item	- Food
Obtain	- Push A over it
Speed	- *NONE
Lag	- *NONE
KO Ability	- *NONE
Damage	- *NONE
Range	- *NONE

Food's sole purpose is to heal. They usually come in large groups (like from a Party Ball, which I will get to later), so pushing A as fast as you can will get as much as possible. The amount healed does not so much matter the character, but the food. However, being the fastest character in the game, he is able to

get to it first if you are good enough.

Item	- Freezie
Obtain	- Push A over it
Speed	- *****
Lag	- *NONE
KO Ability	- *****
Damage	- *****
Range	- *****

This is more a throwing item, and it is deadly in the hands of Falco. It is picked up and thrown in the same manner, using the A Button. You should have no problem with this, for it is a good throwing item, but there is a catch. When you throw it, and should you miss, you will not have a second chance. Also, while the Freezie is on the stage and just sliding around, it can be destroyed. If it is hit with even the slightest bit of damage, it will shatter. If an enemy gets hit by it, he/she will be frozen in an ice block, wherein they will be helpless to do anything until they break out.

Item	- Green Shell
Obtain	- Push A over it or hit it with an attack
Speed	- *****
Lag	- *NONE
KO Ability	- *****
Damage	- *****
Range	- *****

This item can be pushed by landing on it from in the air, thrown by picking it up and pushing A, or by hitting it with an attack. It will slide along the ground until it flies off the edge, and ricochet off walls, platforms and so on. It can be stopped by jumping on it again, like in the original Mario Bros., but that is a bit risky. Falco can use it like everyone else, but again, he can catch the enemy a bit faster.

Item	- Hammer
Obtain	- Push A over it
Speed	- *****
Lag	- *****
KO Ability	- *****
Damage	- *****
Range	- *****

This is one of the best items in the game, and no doubt the cheapest. The character holding it will swing it over and over again, being temporarily invulnerable. However, the Hammer Head might fall off and lie on the ground as an actual weapon, which can be picked up and thrown. The character, who would now be swinging the Hammer Stick, is completely vulnerable. Falco is good with this one, because even though he will be slowed down, he still is fast enough to catch any enemy that he is chasing. Also, the character with the hammer will not be able to jump more than once, or use any of their specials.

Item	- Heart Container
Obtain	- Push A over it
Speed	- *NONE
Lag	- *NONE
KO Ability	- *NONE

Damage - *NONE
Range - *NONE

This is yet another recovery item that doesn't matter the character using it. It heals a fixed amount of a maximum of %100 damage. It will gently float down, and then land for you to pick up. However, as everything else, Falco can get to it faster.

Item - Home-Run Bat
Obtain - Push A over it
Speed - ****
Lag - *****
KO Ability - *****
Damage - *****
Range - *****

This is the real deal right here; the Home-Run Bat. Its special trait can be used with the Smash Attack when it is in your hands. Any character that is hit when the Home-Run Bat Smash Attack is used will be sent flying at an incredible speed. Even Bowser, who is the heaviest character in the game, with no damage at all, while metal, even (another section), will be sent flying without a second thought. This can also be thrown, doing a fair amount of damage also. It is just about the same for every other character, but as I have said time and time again, Falco can catch the enemy faster than anyone else in order to execute the desired move/action.

Item - Lip's Stick
Obtain - Push A over it
Speed - *****
Lag - *****
KO Ability - *****
Damage - *****
Range - *****

This item is the wand used by the fairy Lip (who I have no idea who she is), and she left some for us to play with! When a character is hit with it, a flower will sprout on its head, which will continue to do damage until it falls off. Pushing left and right on the Joystick super fast will get the flower off. Falco is okay with it, but he can catch the enemy if they are smart enough to run away from him when he has it.

Item - Maxim Tomato
Obtain - Push A over it
Speed - *NONE
Lag - *NONE
KO Ability - *NONE
Damage - *NONE
Range - *NONE

This is another recovery item that can be picked up by pushing A while standing over it. Falco can get it fast, as I have said before, and it recovers up to %50 damage.

Item - Metal Box
Obtain - Connect any hand-to-hand attack with it
Speed - *NONE

Lag	- *NONE
KO Ability	- *NONE
Damage	- *NONE
Range	- *NONE

This can be obtained by hitting it with any part of your body, and it will turn you metal on contact. It will increase your attack power, and it will increase your mass. This will help you not get KOed, but it will make you fall a bit faster (downer for Falco). But since Falco is a bit light, he could stand to use this item. He can also recover faster with the Metal Power.

Item	- Mr. Saturn
Obtain	- Push A over him
Speed	- *****
Lag	- *NONE
KO Ability	- ****
Damage	- *****
Range	- *****

This item is interesting. Mr. Saturn is actually an alien from outer space (at least that is what they are believed to be) who helped Ness out in his adventures. If the Mr. Saturn is caught after being thrown, the damage amount increases by a small amount. This is a fortunate thing, since Falco can move to almost any space in less than ten seconds when in the hands of an expert.

Item	- Motion-Sensor Bomb
Obtain	- Push A over it
Speed	- *****
Lag	- *NONE
KO Ability	- *****
Damage	- *****
Range	- **

The Motion-Sensor Bomb, when thrown, will attach itself to any surface, whether at an angle, on the side of a wall, or on the flat floor. If it is even touched by anyone (after about three seconds after it's thrown) or anything, it will explode, catching anything else within the small explosion line. It doesn't matter the character at all, only how good the one at the controls. They must be able to strategically place it in a spot that no one will see or suspect.

Item	- Parasol
Obtain	- Push A over it
Speed	- *****
Lag	- *****
KO Ability	- *****
Damage	- *****
Range	- *****

This will allow the user (when in the air) to float gracefully down to earth (like Peach's umbrella a.k.a. Up-B move). The range is spectacular. It does have some lag, but is a great improvement on Falco's low power and range. It does take some time for it to attack, but don't worry about exacts. It can hit pretty far.

Item	- Party Ball
Obtain	- Push A next to it

Speed	- ****
Lag	- *****
KO Ability	- *****
Damage	- *****
Range	- ****

The Party Ball is not a melee weapon, so don't use it as one. Only use it to scare an enemy to buy some more time. It does contain random items, although the highest chance is for food than anything else. It takes forever to heave off your back, and even more time to recover from it! This is not a very impressive attacking item, but Falco can use it okay. You cannot jump with a Crate, Barrel, Barrel Cannon, or Party Ball.

Item	- Poison Mushroom
Obtain	- Walk over it
Speed	- *NONE
Lag	- *NONE
KO Ability	- *NONE
Damage	- *NONE
Range	- *NONE

This item has only one good thing: you are shorter than some attacks that come your way. It makes you tiny, which decreases your mass, but, contrary to popular myth, it does not affect your damage that you give. However, you are not able to jump as high, and with shorter legs, you will not be able to run as fast. Try to avoid these. They are dark mushrooms that move around with angry faces on them.

Item	- Pok`e Ball
Obtain	- Push A over it
Speed	- *****
Lag	- *NONE
KO Ability	- ****
Damage	- *****
Range	- *****

This item is the same for every character, except for throwing at an enemy if they are in range. A Pok`emon will pop out of it when it lands, and they will do their thing, doing damage. Falco or anyone else cannot be damaged by their own Pok`emon.

Item	- Ray Gun
Obtain	- Push A over it
Speed	- *****
Lag	- ****
KO Ability	- *****
Damage	- *****
Range	- *****

This is a good juggling item that can easily knock an enemy off the edge. There is a little bit of waiting time between shots, but the beam will go continually until it hits something or someone and so on. Falco is good with this gun, since he can move in closer to the enemy.

Item	- Screw Attack
Obtain	- Push A over it

Speed	- *****
Lag	- *****
KO Ability	- ***
Damage	- *****
Range	- ****

When your character (in this case, Falco) has the Screw Attack in his hand, he will do an attack somewhat like Samus's Up-B move for each time he jumps. This is good for him since, as you might already know, he has an incredibly high jump, doing more damage per Screw Attack. Pushing A will get rid of the Screw Attack.

Item	- Starman
Obtain	- Walk over it
Speed	- *NONE
Lag	- *NONE
KO Ability	- *NONE
Damage	- *NONE
Range	- *NONE

This is another thing kind of like the other items that you have to walk over to activate. You guys might know it as ?The Star?, but what do I know, right? Well, anyway, when you activate it upon yourself (Falco should win the Starman every time, unless he's far away) you will be invincible. Falco should also be good with this because of his ability to catch his opponents.

Item	- Star Rod
Obtain	- Push A over it
Speed	- *****
Lag	- ****
KO Ability	- *****
Damage	- *****
Range	- *****

With this item, a strong Side Attack and a Smash Attack will shoot a star out, doing damage to anyone to hits it. The character doesn't matter, of course, but Falco, again, can catch his enemy a bit faster than all the others. It is a very good weapon, but there is some lag to even it out, you know?

Item	- Super Scope
Obtain	- Push A over it
Speed	- *****
Lag	- ****
KO Ability	- *****
Damage	- *****
Range	- *****

Hold down A while holding this weapon to charge up a shot. It can shoot up to three shots when fully charged, so be careful. However, the charged shots are a bit more powerful than Samus's B Move. Falco, again, can catch his enemy faster as to do more damage with it faster and more efficiently.

Item	- Warp Star
Obtain	- Push A over it
Speed	- *****
Lag	- *****

KO Ability - *****
Damage - *****
Range - ****

When you use this item, the Warp Star, you will go up in the air and then come back down after about two to three seconds. Then, you will come down in a big explosion, KOing anyone in range of the blast (provided that they are above 70% at most)! Falco can direct the Warp Star's landing area a little by tilting the Joystick in that direction, so don't worry about accuracy. It doesn't matter the character using it, of course, but the person at the controls, who is responsible for navigating the flight path of the Warp Star correctly.

And, that's a wrap! Those listed above is all of the items in alphabetical order, with full descriptions, strategies on how to use Falco with them, and a graph to show you the strengths and weaknesses of the items. That was a lot of work, but we're not done yet! The next subject will be on the character Falco himself, who to and who not to pit Falco against, a bit of healthy advice, and then a full strategy guide on all of the characters! This'll be a handful, but I will do my best to not bore you with mindless blabbering. So, what am I waiting for? As Mario and Luigi would say: "Here we go!!!"

3. Handling:

This is the section in which that will not do any scales, and graphs, no ranking, just five to six sentences on the individual characters that Falco can fight, and how to do so. But first, we will go over the types of characters to pit against, and those not to pit against. And that section is the next one right here.

a. Who to Pit Against:

Well, where should I start? It is a bit hard to tell you who to pit against. I will just go over the characters that are almost a sure fire win, and how to take them on. The first character is; you guessed it; Bowser. While I have nothing against Bowser (I play as him quite often), let's face it, Falco would be running circles, squares, and quite possibly triangles around this brute. While Bowser has enough strength to be reckoned with, even the greatest strength in the game cannot win if you cannot hit. Also, Bowser is a primo target for Falco's Reflector move (B + [down on Joystick]). If Falco can overlap him and turn on his Reflector move, he could do plenty of damage and quite possibly KO him. The same thing with Donkey Kong (DK for short). Both of these beasts have no long distance moves, allowing you to rack up some serious damage. Kirby and Jigglypuff are also good choices to pit Falco against. Now, I know, in the last game, Kirby was "da bomb. He had the screw attack, his Up-B move was one of the most dreaded moves in the game, but in this game, Kirby, despite his small and quick size, is no match for Falco. When you face Jigglypuff, you're good as long as you stay out of the air. You might be able to pull off some moves in the air, but Jigglypuff is just too good in the air to be reckoned with there. Just wait for her to come back to Planet Earth, and then let loose a string of combos to keep her grounded, and you'll have no problem. Also, Zelda and Sheik (Zelda can turn into Sheik) have some long distance attacks that you can reflect back. When it comes to hand-to-hand combat, it will be difficult for you to lose. Anywho, the characters that you should go against would be either fast, or small. Also, real quick, Samus and Ness will be terrible against Falco because of his Reflector move. They rely on more long-distance moves than anything else, and none of them are really much for hand-to-hand combat.

Now to the next part, who to not against.

b. Who not to Pit Against:

Now, there are actually very few that can pose an obvious challenge to Falco. In a sense, one might argue that there is no challenge for Falco, but there is. The first might be a bit clear. Fox. Even though he is a bit inferior, he still isn't to be taken lightly. The other one is Peach. Princess Peach Toadstool is one of the best characters in the game, as she is set up with strong moves, cool moves, nice defensive moves, some long-distance, and incredible air control. She is one of the few who is an obvious challenge. There are a few more, like Luigi, who's moves in the air and on the ground are almost unrivaled; Mr. Game & Watch (Mr. GaW ? see the Table of Contents section), who has his Hammer of Judgment (side-B move) and his Flaming Baton (side Smash Attack). Pichu and Pikachu, who both have the speed and power to pull off a challenge. There are a few more that I could list, but no, for the list of characters are up on the way. Just to give you a few ideas of who you should watch out for. The next section covers a little bit of that, which will only be a few sentences on when to run, when to attack, and how to keep an eye on your damage counter and to react accordingly. And that next section, as it suggests, is next up.

c. What to Watch For:

This section will be very short, so bear with me. When Falco has a lot of damage racked up, start going on the defensive. Use your Blaster often. Using both Falco illusion to stun your enemies and the Fire Bird immediately after can get in a good combo. Attack when being attacked, especially if the enemy is bigger than you. If they are bigger than you, don't try to attack hand-to-hand too much. Try to conserve your well-being as well as you can.

That is all, now for the characters, and the strategies that come along with them. This will be about five or six sentences on how to fight them.

d. Individual Character Strategies:

These will be anywhere from five sentences to eight and around there. And here they are!

a2. Bowser

When fighting this gargantuan gargoyle, try to rack up as much damage as possible with your gun. Using Falco Phantasm when you are in range can stun Bowser long enough for Falco to get in some air moves. Please note that Falco Phantasm will send every enemy it hits upward, so Bowser will have a time with you in the air. Just look out for Bowser's Bowser Bomb (down-B move). Dodge Roll out of the way and you will be fine. If you time it right, you can catch Bowser with Fire Bird when he's in the air for a good KO, considering he is over 80 damage.

b2. Captain Falcon:

This guy has a lot of charging attacks, like Raptor Boost (side-B move) and Falcon Kick (down-B move), so stopping him in mid-attack will stun him long enough to get in a quick attack (preferably your Dash Attack). Also, even though he is very fast when it comes to running, your blaster should catch him off guard, then come in for the kill. Please note that Falco's Blaster will make the enemy flinch, unlike Fox's blaster. Even though Falcon is fast while running, his moves are slow. Learn how to Dodge Roll a lot in order to take him on with a wild card in your hand. Also, when he does his punching combo, quickly get behind him (if you already weren't) and deliver a charged Smash Attack to him, preferably the side Smash Attack.

c2. Dr. Mario:

This guy won't be much of a problem. Doing plenty of Falco Phantasms will give him the time of his life. Please note, one of the keys to winning is keeping your enemy off balance, especially when they're in the air. Keep Dr. Mario in the air most of the time, and take the fight to him there, for his air moves are slow and not as powerful. Your Blaster will have some trouble with him, but you can take the fight to him on the ground and in the air and be safe, for Dr. Mario's prowess on both aren't as quick and exact as Falco's Smash Attacks. Try to hit him with these often, and when he is stunned (judge for yourself if he is available or not), hit him with Fire Bird. Hand-to-hand combat isn't Dr. Mario's best aspect, so don't be afraid to fight, fight, fight!

d2. Donkey Kong:

Well, we know who this ape is, he's DK, the king of the jungle. Hah! What a laugh! Donkey Kong is slow on his feet, slow in the air, all of his attacks are hard to pull off, and his air prowess is terrible. Just lay into this guy and he'll be yours before you can say, DK Jr., Donkey Kong and Monkey Rapp! You might even be able to hit him several times with your Fire Bird, but stay with the Smash Attacks. If you want some practice one using Smash Attacks, play with Donkey Kong. However, watch out for his grab. He can carry you to kingdom come if you're not careful.

e2. Falco:

When it comes to fighting yourself, there is nothing harder. You have to be able to match him move-for-move if you want victory over your twisted twin. Hitting him with your Blaster when he is standing still will rack up some quick and easy damage, and grabbing him is essential beating him as well (provided the guy you're playing is fairly good with him). Falco Phantasm will keep him on his toes trying to dodge them, but try to keep away from the enemy unless he has a bit over 60 damage. Use your Reflector to block his own Blaster bolts.

f2. Fox:

This will be a bit easier to pull off than a fight with Falco, but you still should be careful for that blaster of his. It can fire over twice as fast, and can fool you into thinking the damage is insignificant. On the contrary, try to keep from taking damage as much as possible. Hit him the same way you would Falco, but feel just a little bit safer. Try to grab him as much as possible and throw him to the ground to keep him with you. Knocking him off the edge then coming down to knock him back down again will ensure the victory if you know how to do it right.

g2. Ganondorf:

I have already gone over Ganondorf a little bit, but still, I'll review him a bit. He is virtually a clone of Captain Falcon with a very similar set of Special Moves. However, Ganondorf's Dark Dive (up-B move) has a bit more range as to where he can grab you, so don't try to tackle him in the air unless he is either finished is Dark Dive, or you get him from below. He is very strong, and his attacks can be fairly fast. Just try your best to interrupt his Special Moves with your Blaster and rush him while he is recovering. Also try grab him more often than not.

h2. Ice Climbers:

These guys are also no problem. Just come at them fast and strong and keep them

off balance with Smash Attacks and you'll have a KO every time. Interrupt their Special attacks with your Blaster and keep an eye out for their Ice Blocks (B move) and their Icy Wind (side-B move) and you'll be fine with them. Block these moves with your Reflector and stay safe. Take them in the air and you'll be ensured a lot of damage given to them or a KO.

i2. Jigglypuff:

Jigglypuff will be a breeze due to her light frame and her weak hand-to-hand moves. Just stay out of the air and you'll be fine. I've already went over Jigglypuff, so just wait for her to come back down to earth and keep her there. If you're quick, you can get in your Tail Kick (up-A in the air).

j2. Kirby:

As I said before, Kirby is probably the worst character in the game unless you know how to use him really well. It doesn't matter if he's in the air or on the ground, lay into him no matter what. Stay away from that Hammer (side-B move) and try to not get Sucked Up (B move) and hit him with your Blaster while you're trying to get to him. He isn't that much for hand-to-hand combat, so hit him with Smash Attacks and let them do the job!

k2. Link:

Link will be a difficult job to take, but he still is beatable. Since he has a lot of long-range attacks and his sword has longer reach than Falco's foot, you will have to either hit him from the air, or try to nail him with Falco Phantasm. Ambush him in the air with the Holding Kick (A in the air) and then try him with your Falco Phantasm, or the other way around! Knock his Boomerang (side-B move) back with either your Reflector or your Blaster, and use your Reflector on his Bomb(s) (down-B move) to stay out of harm's way.

l2. Luigi:

Luigi has everything when it comes to the air, but try to take him on both the air and the ground. His attacks are fairly strong but slow, so you can hit him first. Try to nail him with your Falco Splits (downward Smash Attack) and chase him when he is flying. His Luigi Fireballs (B move) aren't much of a threat, but try to reflect them with your Reflector move. Taking the fight to him is the main part to stopping him, as well as knowing how to dodge, both Stationary Dodging and Dodge Rolling.

m2. Mario:

Mario is a bit faster than his greener sibling, but not quite as strong as him. Hitting him with your Blaster and ducking and dodging and even reflecting his Fireballs (B move) will help you plenty. When he is stunned by either an item or recovering from executing an attack, lay into him. Also, knock him off the edge and chase him for an easy KO. Your Falco Phantasm will do some damage to him, but his Fireballs can stop you if he does them, even when you're invisible when attacking at lightning speed!

n2. Marth:

Every swordsman is the same, but Marth has more skill than Link or his younger counterpart. His Shield Breaker (B move) isn't much of a threat, but his Dancing Blade (side-B move) is a bit of a challenge when avoiding it. Dodge Roll out of the way and interrupt every attack that you can with your Blaster. Lay into him when he is in the air, and try to get him with Fire Bird when he is in the air as well. Doing Smash Attacks from behind when he is charging up his

Shield Breaker is a good, cheap shot that'll do plenty of damage.

o2. Mewtwo:

This guy is annoying if the one at the controls is good, but he isn't all that powerful with hand-to-hand combat. Catch him in the air and you'll be fine, and take the fight to him to keep him from charging up his Shadow Ball (B move). He is easily KOed due to his time spent floating, so hit him with your Back Flip Kick (upward Smash Attack) when he has over 70% damage for a nice KO. He isn't all that fast either, so don't be afraid of him and his mental powers. Also, grabbing him will be very effective.

p2. Mr. Game & Watch (Mr. GaW):

Mr. GaW is one of the funniest characters in the whole game, not because of his looks, but his personality. He has all of the house-hold items at his disposal; like keys, cards, balls, hammers, bells, turtles, bug spray, parachutes, flaming batons, helmets, chairs, all the works! His taunt is a ringing bell, which is hilarious for no reason, and his hammers are devastating. Hitting him with your Blaster isn't the best idea, especially if the person you're playing knows how to use the Waist Basket (down-B move), which can absorb projectiles. However, hand-to-hand combat is a must, especially on the ground. He is fluent in air combat, so be careful. Trying to attack him at every angle will only result in taking damage, even if you manage to do some damage to him. Using Falco Phantasm is a must for on the ground, the beating the tar out of him when he is stunned. Hitting him with Fire Bird in the air is also a must, and it is very effective. Using the sideways and upwards Smash Attack are good for KOing him more than anything else.

q2. Ness:

Ness will be a breeze, as I had mentioned briefly earlier in the guide. Just use your mad dodging skills and your Reflector move to block his attacks, and you will stay alive for three of his lives. This one is short, cuz I told you about him earlier. His Yo-yo (up and down Smash Attacks) has long range, and his Home-Run Bat (side Smash Attack) is fairly powerful. Had better avoid those, and his PK Fire (side-B move) is annoying.

r2. Peach:

Peach will be a definite problem for Falco. Since she is armed with a wide variety of moves that are both devastating and hard to override. However, hitting her with your Blaster will do a lot of damage if you consistently. Using your Reflector to block her Turnips (down-B move) will help you a lot. Hand-to-hand combat is a bit hard to pull off, since she has Toad (B move) to block and counter face-to-face attacks. That will be a problem for Falco, but trying to hit her with your Falco Phantasm will succeed multiple times. You will have a hard time chasing her, for she can hover, jump high, and use her Umbrella (up-B move) and float, allowing her to navigate through almost the entire Hyrule Temple length without touching the ground! However, you are able to pull off the win with your Falco Phantasm.

s2. Pichu:

This had better be good, you can beat the tar out of this Pokemon or it can do the same to you. If the player using Pichu is experienced, he/she can present a formidable challenge. However, the main thing is keeping him off balance, and then sneak in a Smash Attack or two to KO this nuisance. Pichu is very light, so you do not need too much damage for a KO.

t2. Pikachu:

Pikachu is virtually the same as Pichu, only he doesn't harm himself when he does electrical attacks. Just use the same strategy as you did with Pichu and you should be good, as long as you use the Shield (R/L) and the Dodge Roll(s).

u2. Roy:

Roy is virtually the same as Marth, so don't worry about too much strategy. He is, however, a bit stronger than Marth, but slower. His Flame Sword has considerable reach and power, so dodge plenty of times. His Counter (down-B move) is annoying, for if you hit him while he is using it (it's kind of like Peach's Toad move), he will do as the name suggests, counter your attack with a fairly strong one. Just hit him while he is recovering from a Special Move with Falco Phantasm and you will beat him. Also, try force him into the air, cuz, as I mentioned earlier, swordsmen aren't the best when airborne.

v2. Samus:

Samus, as I had mentioned before, will be very devastated by Falco. Just use your Reflector to reflect her Missiles (side-B move) back at her, and hit her with hand-to-hand moves, mostly Smash Attacks. She isn't all that much for hand-to-hand combat, so try doing that a lot, too. Try to keep her off balance and stop her from charging her Big Gun (B move).

w2. Sheik:

Despite her description, her "gorgeous moves" do not let her flow through the battle field, especially with Falco, who is way faster at hand-to-hand combat. Block her Needle Attack (B move) with Reflector and watch out for her chain. Try to keep her in the air, and knock her off balance with Fire Bird and Falco Phantasm.

x2. Yoshi:

This dinosaur is not extinct, yet, and it is going to try to stay that way! This dino, while slower than Falco, will put up a fight with his wide variety of Yoshi Egg related moves. His Yoshi Bomb (down-B move) will be a problem, and stay out of the air when trying to fight him. He takes less damage in the air, apparently, and his moves are good in the air, too. Just interrupt his moves with your Blaster and try to grab him as much as possible. You still should be able to beat him, depending on how good the player is.

y2. Young Link:

Link's younger counterpart is able to do everything that Link can do, and a bit less damage. However, you should be able to run circles and all the other shapes around him, for if you can with Link, you certainly can with Young Link. Just use your Reflector when needed, and get in as many Smash Attacks as possible, which will ensure your victory.

z2. Zelda:

She will also be easy to beat. Due to her light frame and her slow attacks, you should have no problem. She will, however, be able to Warp (up-B move), so catch her when she tries that. Just hit her with Smash Attacks and you should be fine. Try to Falco Phantasm and Fire Bird as much as possible, for she is slow in the air and the ground. Preferably, though, try to hit her when she is on the ground.

Okay, there you have it. Strategies, and what to watch for with enemies. I'd say that I've covered everything that Falco can do, and what he needs to do, and what you need to know. Next will be the Wrap Up section where is summarize everything that we have gone over, and then the closing statements.

4. Wrap-Up:

Well, that is it. Everything that you will need to know about Falco, his moves, his powers, and his weaknesses. Next will be the summary and all of the reminders.

a. Everything so Far:

Well, this took a lot of time to do, but I think that is it! This section is devoted to reminding you of all the things that we have gone over. Don't compare Falco to Fox, big difference! Falco is the fastest character in the game, and remember the Golden Rule: Strike Back! Use Falco's Blaster often, and practice firing it in the air. Do not use Fire Bird as a regular move when attacking. The items are good only when you use them! Throw them, manipulate them, fire them, blow them up, and what not!?! Be careful with the heavy guys, they're strong. Falco is fairly light, so don't use him foolishly! Using his Reflector often can not only block the long-distance attacks, but damage the enemies when you are overlapping him/her/them. Falco Phantasm is fun to use, mind-boggle your enemies when you use this!

b. Final Comments/Summary:

Well, there you have it. It is all above this line of text, and if you missed anything, just find the section! The Table of Contents are at the very beginning (if you didn't notice), so just take a look. I find great pleasure in making these, so have fun reading them, or else? I know where you live, moo hahahaha! Okay, I've had my fun, now we're almost done with the guide, but there is a little bit more left of it! Just read on!

c. Taking Suggestions:

So, how'd you like it? Did I leave out anything? Did I make a mistake and give some misinformation? Is there another section that you would like? Is something not explained properly? Is there something else that I need to include in the Pros and Cons? Is there something wrong with the Individual Character Strategies? Even though this guide is finished, I am still going to be fully open to any suggestions that you guys/girls have to give! Just give me a ring at adam@mustardseedtech.com and tell me what your questions, suggestions, and puzzles are, I'll do my best to answer them in the guide. Rest assured! But don't close this page yet. Still a bit left.

d. Special Thanks:

Well, out of all modesty, the only one who needs thanks is myself. However, thanks to you guys at GameFAQs for letting me post this! As well, thank you guys for taking the time to read this FAQ (I'm obnoxious, aren't I?). Other than that, that is about it. I'm almost done, whew!

5. Legal Stuff:

For those of you who are making a Falco FaQ for this site, or any other site, just give me a ring at the e-mail address found in the Taking Suggestions section, I'll tell you if you can take a part of this section for your own.

a. Copyright:

This guide is restricted to me (Adam) and only me. If you want this guide to use in part or in whole, contact me first at the address given above (in the Taking Suggestions section) for permission. That is all.

6. Listed Section:

One thing: Hope this guide was helpful; and for all of you Super Smashers, keep on Smashin?!

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