

# Super Smash Bros Melee Marth Character Guide

by Chant320

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Version: \*3.0\* I apologize for the lack of updates. I've been...pre-occupied with FFX. Updated Hall of Fame. Updated Hall of Shame (Sad...but rather funny.). Added Training mode combo strategy. Started event mode walkthrough...I doubt I'll finish it this update. Added Giga Bowser stage.

Date: 2/8/02

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Super Smash Brothers  
MARTH FAQ/MOVE LIST

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## Introduction

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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.

Confused yet? Strange story aside, Marth can be the ultimate fighter if used correctly. A combination of defensive counters and offensive sword fighting make him a force to be reckoned with.

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## Move List

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### B MOVES

B: Shield Breaker (hold B to charge)

B up: Dolphin Slash  
B down: Counter  
B side: Dancing Blade (look at Combination section for more information)

#### A MOVES

A: Sword slash/ double Sword slash  
A up: Sky stab (Hold A to charge)  
A down: Low stab  
SMASH A down: double downward slash (hold A to charge)  
A side: low to high slash  
SMASH A side: Overhead slash (hold A to charge) I LOVE this move!

#### Z THROWS

Z+Side: Throws your opponent downward. Quite hard actually, seeing that they tend to bounce  
Z+Down: Same as above  
Z+Up: Throws opponent up into the air. Great start for aerial combos.

#### AIR A MOVES

A+up: Upward slash. Marth flips and swipes with his sword. Looks pretty cool.  
A+down: Downward slash. Marth moves his feet out of the way and slashes.  
A+side: Side slash. Marth turns in the direction pressed and slashes.

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#### Combination Moves

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This is mostly an in depth section for Marth's Dancing Blade. He has multiple variations of this combo. Remember to hold left or right while doing this move unless I say otherwise.  
B+B Two side slashes  
B+B+B Three side slashes  
B+B+B+B Four side slashes  
B+B+Up B Two side slashes and one upward slash  
B+B+Down B Two side slashes and one downward slash  
B+B+B+Down B Three side slashes and multiple downward stabs  
B+B+B+Up B Three side slashes and one overhead slash  
B+upB+upB+upB One side slash and three upward slashes  
B+downB+downB+downB One side slash, two downward slashes, and multiple downward stabs  
You have the ability to mix and match these combos in ANY way you want (I.E. B+upB+downB+upB). These combinations are lethal and the reason I love Marth.

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#### Adventure Mode

##### STAGE ONE: Mushroom Kingdom

This stage is so easy I could cry. Head right killing or dodging goombas and koopas at will. Remember to watch out for the pools of water. When you get to the yoshis, take each of them out with some well timed smash attacks. Namely the down+A double slash.

##### STAGE TWO: Princess Peach's Castle

Harder than stage one, but still easy thanks to the overdose of Pokeballs and mines. Who you fight here depends on the time you got in the first level. If your time had a two like this ##:#2:## then you will fight Luigi and Peach. Every other time Mario and Peach block your

path. Anywho, use your items at will and refer to the knockout strategies if you are having trouble.

#### STAGE THREE: Kongo Jungle

Two mini-DKs. Yay. Thankfully, they are pushovers. Getting them out is no problem, but they tend to float back easily. So its best to Star KO them.

#### STAGE FOUR: Kongo Jungle II

One GIANT DK. Er...boo. He is slow and stupid. He usually knocks himself off before you get the chance. Take advantage of his sluggish nature and run circles around him. After pounding him for a while a well timed smash attack should take care of him.

#### STAGE FIVE: Maze

You have to wonder around the maze in search of the tri-force while avoiding Re-deads, Like-Likes, Octorks, and Links. What I always do is fall all the way down and enter the bottom most opening. Follow the path around the whole structure until you find the tri-force. If you see a master sword that means you have to fight Link. However, it is possible to skip the Link battles. Double jump and dolphin slash over the room with the sword and you don't have to fight him.

#### STAGE SIX: Hyrule Castle

Zelda. What a pain in the ass. The women will actually STOP fighting you, turn around and sloooooowly walk toward any food/Pokeballs that might have appeared. Evil. Take her out using usual means and nab all the food and Pokeballs just to piss her off.

#### STAGE SEVEN: Brinstar

As much as it pains me, you have to fight Samus. Samus is pretty fast and can easily overwhelm you if given an opportunity. The easiest way to take her out on higher difficulty levels is to knock her around a bit and then toss her into the acid that floods the stage.

#### STAGE EIGHT: Escape from Brinstar

Double jump and dolphin slash your way to the top. Pretty simple.

#### STAGE EIGHT: Green Greens I

Now you must fight Kirby. Being a ball of air, he is pretty easy to knockout. Take advantage of the bombs that fall on each side of the stage and deflate him.

#### STAGE NINE: Green Greens II

Now its time for Team Kirby. That's right, fifteen Kirbys. Thankfully, they are toned down from the regular Kirby and are VERY easy to kill. Just take em out with bombs and smash attacks.

#### OPTIONAL STAGE TEN: Green Greens III

I say optional because Giant Kirby doesn't always appear. To get him to appear you must kill the Kirby Team in under 30 seconds and get the half minute man bonus (thanks to ")\"/(ajin\_1)ennis64" for pointing out exactly how to make him appear). Yes even as a Giant, Kirby is still easy. Smack him around with combos and then knock him out with either an item or some smash attacks.

#### STAGE TEN: Corneria

As Fox charges at you, charge up your Shield Breaker. When he comes in range release B and watch him squirm. Chances are he isn't dead yet, so smack him around and take him out with a final Dolphin Slash.

#### STAGE ELEVEN: Corneria II

Here you either fight Fox or Falco if you unlocked him. Who you fight is totally random. Charge up your Shield Breaker again and hit him with it. At the moment, about three ships are attacking you. But they have horrible aim and hit their buddy too. Use this to your advantage and turn whomever your fighting into road kill.

#### STAGE TWELVE: Pokemon Stadium

Pichus, Pichachus, Jigglypuffs, oh my! Like the Kirby Team, the Pokemon Team is weak. I suggest using the many Pokeballs that appear for the whole battle because it gives you a chance to find either Mew or Celebi.

#### STAGE THIRTEEN: F-ZERO Grand Prix

This is NOT safe. Dash like mad to the right until you get to the drop in the stage. Stay under the "cliff" so that the racers pass over you. When they pass start dashing until you get to the part where the road breaks into pieces. Jump on top of the small platform and let the racers pass under you. Jump down and hop from platform to platform. When you get back to the road stay on it and don't jump on the mini-platform on top. The racers will pass over you again. When they do, dash to the finish line.

#### STAGE FOURTEEN: Mute City

Captain Falcon is no push over. Use a lot of items and try to stay a reasonable distance away from him on higher difficulties. When the level starts moving to knock him onto the road to get yourself a star KO.

#### STAGE FIFTEEN: Onett

If you play on hard difficulties like me, you will hate this stage. Three Ness's in a god awful level. My advice is to lure a few down onto the street so they can get run over by the cars. Use continuous smash attacks and try to dolphin slash them as much as you can. Good luck.

#### STAGE SIXTEEN: Icicle Mountain

In the beginning of the stage, keep hopping up onto higher platforms and try not to fall. Take out Topis and Polar Bears for easy points. Around the middle of the stage the camera will start scrolling up. FAST. Just keep up a good pace and you will eventually come to two pairs of Ice Climbers. Very easy. In fact about two Shield Breakers will take them out.

#### STAGE SEVENTEEN: Battlefield

Damn wire frames. Kill them all with Down+A and Shield Breaker attacks. Pretty simple.

#### STAGE NINETEEN: Battlefield II

Who you fight here depends on if you have Luigi unlocked or not. If you do you fight Metal Luigi and Metal Mario. If not, then just Metal Mario. Slash at them a few dozen times with combo attacks. When their percents get fairly high knock em off the edge. But make sure they are close to the edge. Seeing that they are heavy they will fall straight down under the stage and will never get back up.

#### FINAL DESTINATION

Ahhh...Giant Bowser. Ahhh...surprisingly easy push over Bowser. Weaken him with combo attacks and KO him with something nice like a shield breaker. Bah...you can hardly even tell that he was a boss.

GIGA KOOPA...er BOWSER

Isn't that sound test thing annoying? I must know why it's there. Anywho, Giga Bowser is way too easy. Use a few throws and a couple A+side attacks to finish him. \*Wishes he could play as Senior Ugly\*

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Classic Mode

STAGE ONE: One on one battle.

A random enemy in a random stage. I really can't help you here. You can take care of yourself...right?

STAGE TWO: Team battle.

You get a random ally for this battle. To make this battle easier for yourself, team up with your buddy on one opponent at a time. If your ally dies, keep whomever your fighting at bay with the down+A smash move. Then jump over them and take them both out with a Shield Breaker.

BONUS STAGE ONE: Break the Targets!

Refer to Break the Targets section.

STAGE THREE: One on one battle.

Once again, I can't help you here.

STAGE FOUR: Team Marth vs random Giant enemy.

For this battle you get two random allies and a random giant to fight. This almost seems unfair to the Giant. Do continuous smash attacks while your allies pummel him into the ground. He should be sky high in a matter of seconds.

BONUS STAGE TWO: Snag the trophies!

A free shot at three trophies! Not bad. You get a nifty bonus at the end of the mode if you get all three too. The camera pans to the left or right slightly depending on where the next trophy will fall. Use this to your advantage and rush to the correct side before the trophy starts to fall. Smack the falling trophy with A to knock it into the circle type thing in the middle of the stage.

STAGE FIVE: One on one battle

You know the drill.

STAGE SIX: Team...random!

Yup, you have to fight a team of a random character. The team members are weak and fly away from one smash attack. My favorite is the down+A one but the Shield Breaker works well too.

BONUS STAGE THREE: Race to the Finish!

This is quite fun. There are multiple exits to this stage. The farthest one you take, the more coins you get. Marth is not the fastest character, but take the bottom path and try to at least get three coins.

STAGE SEVEN: Random Metal character

Rather hard. Especially if you get Falco. God do I hate Metal Falco. Anyway, do your best to raise his/her percent using the Dancing Blade. Take advantage of your higher speed and smack him/her a few times before they have a chance to hit you. When the percent is fairly high, knock your opponent off with a smash attack then jump after him, catch

him, and throw him down under the stage. DIE FALCO!

STAGE EIGHT: Master Hand/ Crazy Hand.

Ahh Master Hand, how I hate thee and thy brother. Do not be tempted to use the Dolphin Slash here. The double slash works a whole lot better. Jump into the air and press A two times. Mr. Hand has quite a few attacks to look out for. The first is his grab. He squeezes you about three times and very rudely throws you on the floor. Next is what I call his "drill hand." If you get stuck under his hand when he comes crashing down in a cyclone, simply hold left or right. His rocket punch is easy to avoid, just jump over it. A good opportunity to attack him is when he shoots lasers from his fingers. They are easy to avoid and don't really hurt you.

On Normal or higher, His brother Crazy Hand might appear when you knock Master Hand down to 150 HP. When he appears ignore him and continue to pummel Master Hand. After Master Hand is no more, focus your attacks on Mr. Crazy. His attacks are basically the same with a few new "Crazy" attacks. Nothing worth worrying about though.

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Event Mode

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I know first hand how insanely annoying events can be. The strategies here are for events that you can use Marth and/or Roy in.

EVENT 3: Bomb Fest

You have to fight a bomb happy Link and Samus. If you just use regular attacks here, you will die VERY quickly. Use a lot of items and be sure to grab all the Pokeballs (they all contain those exploding ball...things). The proximity mines are also very effective. Plant a few and lead the dumb ones over to them.

EVENT 4: Dino-Wrangling

Yoshi...too...stupid...ah! Well, you have to fight a huge Yoshi. More than half of the time Yoshi will just decide it's time to commit suicide (if I had a hairy plumber on my back 24/7 I'd kill myself too) and fall off. If he does not, just dodge his tongue and throw (Z+side works best) him off the edge.

EVENT 6: Kirbys on Parade.

Hah...I think this is just here for comic relief. You have to fight 3 mini-Kirbys. ONE Dolphin Slash will take them out.

EVENT 7: Pokemon Battle

This is a very original event. You can not hurt Pikachu with regular attacks you can only use the Pokeballs that appear. Pretty straightforward, just remember to nab every Pokeball and you'll be okay.

EVENT 8: Hot Date on Brinstar

Hmph...some date. This event is a basically a simple duel with Samus. You both start out with damage %'s in the 100's so KOing Samus will be easy. Use the acid at will and as always take advantage of the items around you.

EVENT 9: Hide 'n' Sheik

You have to fight two Zeldas with one life each. Sound easy? It's not. Only Sheik Kos count. Raise their percents with combos when they are Zelda, and use a few smash attacks when they transform into Sheik.

EVENT 10: All-Star Match 1

Mario, DK, Yoshi, Peach and Bowser. Oh my...

Mario- Use a few combos to get Mario up onto the pipe to the left of the stage. After that just use a few Shield Breakers to knock Mario off.

DK- You could do one of two things here. First you could throw DK down onto the alligator when he comes across the screen. Second you could just use a few shield breakers when you are both standing on the ledge to the left.

Yoshi- Be sure to avoid Yoshi's tongue. It's a quick death if you are next to a ledge. Grab Yoshi every chance you get, and throw him down under the stage. If all else fails just repeatedly use counter.

Peach- Peach is easy. Throw her off the stage and edge guard with repeated shield breakers. Cheap but effective.

Bowser- The only sure fire method I found was this. When the boat reaches a stop, jump up onto the platform and start charging your shield breaker. Bowser will jump at you, when he does, let go of B.

#### EVENT 11: King of the Mountain

All you have to do is dodge the Ice Climbers' attacks for one minute. Keep you cool and just jump away from them.

#### EVENT 12: Seconds, anyone?

Marth is not the best character for this stage. However, his A+side attack works well. Two should take him out in about three or four seconds.

#### EVENT 14: Trophy Tussle 1

Your opponents here are random, so I can't really help you. Remember to use the godly move (A+side) and the counter a lot.

#### EVENT 15: Girl Power

This is degrading. You have to fight Samus, Peach and Zelda while you're...tiny. The shield breaker works surprisingly well here. Try to use that and any items you may find as much as you can. When all else fails you can never go wrong with combos.

#### EVENT 20: All-Star Match 2

Honestly, I can't say anything that would really help you all that much. Just remember to use items and combos.

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To be continued...  
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#### Knockout Strategies

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Needless to say, your opponent's percent should be rather high when attempting these strategies.

#### \*Star KOs\*

1. Grab your opponent and throw him/her up into the air. Jump up into the air and do a dolphin slash.
2. Hit your opponent with hit number four from the B+upB+upB+upB combo.

#### \*Regular off-screen KOs\*

1. Fully charge up you shield breaker and hit opponent with the very end of your sword.





Shove your opponent toward a wall and keep hitting A. At about 150% the counter will start going up. For added affect, use a bunny hood (A friend pointed out the bunny hood thing. I can't remember your e-mail...if you want credit go ahead and email me.)

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#### HALL OF FAME

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Submit your times! The best Marth players will be posted.  
\*PHOTO proof is required\* Absolutely no excuses.

#### HOME RUN CONTEST CHAMPIONS

1. Blownose: 880.6
2. Earthshaker: 755.9
3. BakedGoods: 724.1
4. Chant: 697.2
5. DJTsukasa: 691.2

#### TARGET TEST CHAMPIONS

1. Blownose: 18.97
2. Jace: 23.42
3. Chant: 25.91
4. BakedGoods: 26.68
- 5.

#### TRAINING MODE COMBO CHAMPIONS.

1. Blownose: 50
2. DarkLordRyu: 46
3. Chant: 16
- 4.
- 5.

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#### Hall of Shame

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All liars will be posted here. Your e-mail and any name that you contribute will be displayed for all to laugh at. This is here to discourage all you liars from sending in fake scores. I will not just accept any score I get. I WILL ask for photo proof, if none is supplied, I can't help you. All right, let us get right to the idiots.

1.This is really good:

"Koal Yak" claims to have gotten 1264.3 feet with Marth. No proof, no strategy. In fact his whole e-mail was "HEY COAL YEH, I GOTS 1264.3 ON TEH HOME RUN WITH TEH MARTH, PUT ME ON THE HALL OF FMAE PLEASE." Yes sir! Just tell me what a HALL OF FMAE is and you'll be right up there! Jeer at him non-stop at koalyak@hotmail.com.

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#### Special Thanks

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I thank me for making this FAQ. I'm welcome.  
CJayC for making this outstanding website.  
Nintendo for making this game.  
)\/(ajin\_1)ennis64 for telling me how EXACTLY you get Giant Kirby to appear.

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