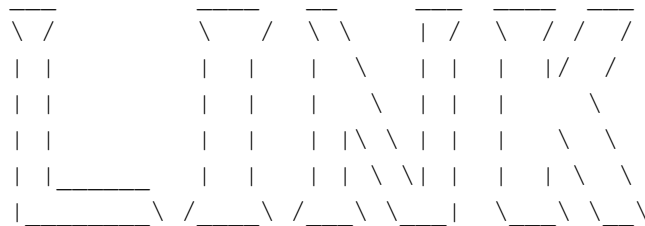
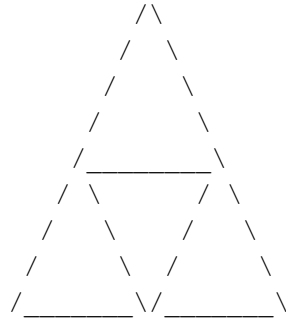


Super Smash Bros. Melee Link Character FAQ

by Chaos Demon

Updated to v0.90 on Feb 15, 2002



Yes, my Line-Draw ASCII art stinks, but whatcha gonna do?

=====

Super Smash Bros. Melee (GCN)
Character Guide: Link
"The how to use Link like a pro guide"

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=Dedication=

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- This FAQ is dedicated to Team Canada of the Winter Olympics! I wish y'all well in Salt Lake City! (Especially the Hockey Team!) ;)

--ChaosDemon

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=FAQ Notes=

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- This FAQ is rated "E" for Everyone; Mild Language (No "cussing" words)
- Maximum of 80 Characters per line

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I N T O D U C T I O N

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Hi all of you, I'm ChaosDemon along side with Drakker_c. Many of you may want to know who the heck we are. And our answer to that: We're Link players. You see, I[ChaosDemon], have used Link ever since the Super Smash Bros. days on the Nintendo 64. So let's see, that's close to three years now.

I have faught many battles with Link and I'm willing to share some of the "moves" that I use with you, the reader. Over the years, I've watched other players use Link. And the only thing that they know how to do is: "Hit Up-B", "hit up-B" [repeat]. I'm really disgusted of this strategy, simply because they're not using Link properly. So, now you want to say: "Well, why the heck should we use Link, if you tell us not to use the Spin-Attack?"
And my reply to that is:

1. Link is among the top in reach with his Master Sword. The Down-A move is just about as useful as the Spin Attack. So, I encourage you to use that as well.

2. Link has a lot of long distance moves to attack with. Examples you say? Well, the Boomerang and the Arrows.

3. You can *choose* to keep throwing bombs and not go in for close-combat; which, of course, gives you the upper hand.

That's all the things I can think of, but as we get on with the guide, you'll find some of the best strategies available for Link.

--ChaosDemon

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M O V E L I S T

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Before I can tell you how to fight with Link, you have to know how to execute the moves in the first place! Well, you might not know everything. so Allow me to explain each of the moves, starting with...

=====

-G E N E R A L M O V E S-

=====

Forward: Walk
[Tap] Forward: Run
L or R button: Shield(Block)
Down: Crouch
Y or X button: Jump
[Tap] Up: Jump
A button: Grab Item and/or use item
Double Jump*: Y or X button twice
L or R button
+ Down*: Standing Dodge
L or R button
+ Left/Right*: Rolling dodge

*Double Jump--

The Double Jump can save you from a hard fall if you time your jumps correctly. So, when you're falling down and you feel like nothing's going to help you, all you have to do is hit the Y button twice(timely) and if necessary, hit Up + B for the Spin attack and perform the Triple Jump.

*L or R button + Left/Right--

This is the move that leads to so many possibilities. If you're opponent takes a risk, and performs an attack that has slow recovery, dodge under him/her and answer back with a Power Slash -- or any other attack of your choosing.

*L or R button + Down--

Here's the new move that may take some adjustments -- if you're used to the old Z button-->Right/Left, that is. If you're not, then kudos to you! Anyways, what do you do when quick jabs are coming your way? No, you don't run like hell -- you perform the dodge! You can dodge for many hits so that gives you the upper hand.

=====

-P H Y S I C A L A T T A C K S ; G R O U N D-

=====

A button: Sword Slash
Aprox. damage: 2%

Can hurt upto: Infinite

This is the basic attack, it may not be too powerful, but you can do something we'll call: "The INFINITE Combo"! A lot of you may know this already, but anyways: if you manage to get your opponent to the wall with no escape, you can hit A once then keep hitting the A button for an infinite amount of hits!

Forward + A button: Sword Slash 2

Aprox. Damage: 5%

Can hurt upto: 5%

Here's another not-so-used move. It's true, no one ever uses this move (including myself as a matter of fact). It hurts a little more than the regular sword slash, (as show above) but it isn't quite as quick, so if you're going to choose an attack, choose the top one. (_If_ you're going to choose to attack with a weak attack)

Back + A Button: Sword Slash 2

Aprox. Damage: 5%

Can hurt upto: 5%

(Same as above; or:)

Here's another not-so-used move. It's true, no one ever uses this move (including myself as a matter of fact). It hurts a little more than the regular sword slash, (as show above) but it isn't quite as quick, so if you're going to choose an attack, choose the top one. (_If_ you're going to choose to attack with a weak attack)

Down + A Button: Sword Slash to lower

Aprox. Damage: 3%

Can hurt upto: 3%

If you're looking for a quick shot to the lower parts of your opponent, this is the way to do it (even though I suggest another kind of slash, which will be mentioned later on) This is basically a quick shot to the legs of your opponent. It's really kind of weak and doesn't even knock down the darn <insert your opponent's name here>. If you choose to use this move(which I hope you won't) use it like once then dodge back once, and chuck a boomerang at the un-expected opponent.

Up + A Button: Sword Slash to above

Aprox. Damage: 4%

Can hurt upto: 4%

So, what happens when you're opponent is jumping at you, FAST? Well, you should know that you have two options: a) you can run like hell, or b), you can perform the "Sword Slash to upper" for punishment on your opponent for jumping at you. It's not a strong attack and it isn't going to get any better. If you need to attack your opponent quickly when they're jumping at you, this MAY be the way to do it. However, I prefer to use this as a set-up move; check the "Fighting the Way I do" section for more.

[Tap] Forward + A Button: Power Slash

Aprox. Damage: 20%

Can hurt upto: 45%

Chargeable; hold down forward + A

The Power Slash can be used as your friend or you enemy. Yes, that

doesn't make sense, but here's my two cents on that comment. You see, and please picture the situation in your head, let's say you're facing Fox, and Fox chooses to roll under you and he's right beside you. If you choose to attack with the Power Slash, 9 times out of 10, you'll be countered into a smash attack yourself. There's only a couple of ways I know off to use this attack so it's guaranteed to connect. When someone attacks you with an attack that has slow recovery, (like some smash attacks) attack with the Power Slash and it'll be pretty hard for you opponent to counter.

[Tap] Back + A Button: Power Slash

Aprox. Damage: 20%

Can hurt upto: 40%

Charageble

(Same as above, expect you'll attack in another direction.) Or:

The Power Slash can be used as your friend or you enemy. Yes, that doesn't make sense, but here's my two cents on that comment. You see, and please picture the situation in your head. Let's say you're facing Fox, and Fox chooses to roll under you and he's right beside you. If you choose to attack with the Power Slash, 9 times out of 10, you'll be countered into a smash attack yourself. There's only a couple of ways I know off to use this attack so it's guaranteed to connect. When someone attacks you with an attack that has slow recovery, (like some smash attacks) attack with the Power Slash and it'll be pretty hard for you opponent to counter.

[Tap] Down + A Button: Slash to front and behind

Aprox. Damage: 16%

Can hurt upto: 20%

CAN BE CHARGED; Hold Down + A

Finally we're here, in my most humble opinion, this is how you're suppose to attack your opponent. Or, in a piece of basic language, this is probably the most important attack of all attacks. Here's why: this move can't really be countered unless you're so far away from your opponent you can't even touch him/her (but not many *sane* players will choose to perform an attack if they can't connect) Two: if you spot an opponent behind you, perform this move and you'll probably hit him/her. There's a lot more uses, but I'll cover it when we get to my the "My Strategies" section.

[Tap] Up + A Button: Slashes to above

Aprox. Damage: 19%

Can hurt upto: 19%

THIS CAN BE CHARGED; Hold Up + A button

The slashes to above is the ideal to attack...the above! Well, seriously now, the Slashes to Above can cause an unpleasent surprise for those who are plotting an air-strike down on you. This is the the attack to perform over the other Up + A move that was mentioned earlier, so listen to my "words of not-so-wisdom" and perform this move! Also, it can be a nice combo starter. How? Here's how: perform this move, and after the three strikes, jump up and hit Up + A to your opponent. There's more to this after, so hold your horses.

=====
-P H Y S I C A L A T T A C K S ; J U M P I N G -
=====

A button: Kick(can be two kicks if you hit A twice)
Aprox. Damage: 5%
Can hurt upto: 5%

This isn't really much of an attack to be used, infact, it actually ISN'T an attack that should be used! Okay, that didn't make sense, but anyways, let's get on with it. I only use the [Double] Kick to counter an opponent when they try to hit me while they're infront of Link or behind him. Why don't I use the smash move in the air to counter? It's simply too slow. The [Double] Kick is weak, but it can prevent a lot of damage to be put into your health meter. So, please take that into consideration before emailing me with some flames. Thank you. ;)

Up + A Button: Sword Stab to upper
Aprox. Damage: 14%
Can hurt upto: (Not Sure)

This is your basic combo-filler, even though it sounds useless, it's actually a very used-move by me. You see, it can be made into an ideal move for dealing damage after a launcher. If you first use [Tap] Down + A, then jump up and hit Up + A, you'll have a good 30-something percent damage. You can even follow up with even more damage, but I'll tell you all about that later. So, to round it up, a nice move for hitting an opponent fallin' down, and that's the bottom line, 'cause CD said so.

Down + A: Downward Stab
Aprox. Damage: 18%
Can hurt upto: 19%

Ahh...yes, it's the nice old-fashioned combo-ender. You may be thinking: "Hey, if it's a combo ender, why doesn't it work on the ground?" And my reply to that is: You can use it on the ground as well. But you have to be fast. Check the later sections for more about this. Anyways, this is basically a quick stab aiming down. Link looks like he's resting on the sword while he's pushing the it down. It deals a fair amount of damage and can be used a lot, too. So, how can you use this effectively? Check "How do I fight" section for a little more!

Forward + A: Modified Spin-Attack
Aprox. Damage: 18%
Can hurt upto: 19%

Well, all I have to say is, it isn't the real Spin-Attack, so use it like crazy!

Seriously though, the Modified Spin-Attack may be used a lot if the oportunity arises. What does that mean? It basically means that if an opponent is jumping to the front of you, you can use this move to inflict damage; please remember: this is for INFLICTING damage, not countering. Anyways, why shouldn't you counter? It's just too slow. How does it look like: Link spins his sword in a 360 degrees circle hitting front and back. Remember: Don't use this move when an opponent is about to hit you!

=====
P H Y S I C A L A T T A C K S ; R U N N I N G
=====

Running Slash:
 A button
 Forward + A button

Aprox. Damage: 16%
Can hurt upto: (Not Sure)

This is a pretty useful attack in its own right, so use it a lot. If you're close enough after an attack, you can manage to hit the target before he/she falls down! So, that gives you the advantage fighting wise. You can also use this to combo opponents (but it'll have to be the end or the middle) This attack basically looks like some a Slash while you're running -- that wasn't joke, I'm serious.

=====
-S P E C I A L A T T A C K S ; G R O U N D-
=====

B button: Bow and Arrows
Aprox. Damage: 5%
Can hurt upto: 18%
Chargeable; Hold down B button

The Bow and Arrows attack is also used as a "support" move. Basically, you just keep shooting arrows at your foes and they'll come after you with a charge. Getting the drift? They're opened up to a Spin-Attack to knock them back. Well anyways, you can just keep shooting if you don't feeling like going in for close-combat.

Down + B button: Draw Bomb
Aprox. Damage: 6%
Can hurt upto: 10%

The Bombs are the ideal weapons of the Hylian Hero, no, not Link, Me!
Okay fine, no more boasting.

I like to use Bombs to "support" my opponents from a distance. No, I'm not a coward, I just do that if the opponent has the upper hand on me. There are a couple ways to throw the Bomb once you have it drawn; One way: Down + B; That's the Fast Throw; you can also do the fast throw if you [Tap] Forward + A. The next throw; Standard: just hit A. And the throw after that; Throw to above: To perform that, press Up + A button, if you want to throw it higher, Tap up then hit the A button. If you want to know how to use the Bombs effectively, goto the Strategies section.

Forward + B button: Boomerang
Aprox. Damage: 8%
Can hurt upto: 11%(Probably)

The Boomerang can be easily linked into the Spin-Attack for some quick damage. Even though this is effective, don't abuse it. If you don't want to use it like that, then you can just use it to hit your opponent if they're faraway. The Boomerang is relatively slow, so don't use it at a close range. Just stick to the distant attacking with all the three attacks and you'll do fine with the Boomerang.

Up + B button: Spin-Attack
Aprox. Damage: 16%
Can hurt upto: 17%

Yes, we're finally here. It's...the Spin-Attack! Even though I don't approve of how most of the "bistards" use this attack, I do use it when the

time is absolutley right. When is the time right? Well, you should only use this as a combo-ender. Any other way and 7 times out of 10, you'll be countered. Of course, if you keep hitting Up + B, this attack can be potentially imune. But that's how the cheap "bistards" use the attack. Just remember that Link is a HERO, and Heroes never cheat. If you want to know when do I use this attack, refer to the How do I fight section.

Z + A Button: Hookshot
Aprox. Damage: 14%
Can hurt upto: 16%

The Hookshot is the throw part of Link's arsenal. You can use this to toss people around and act like a big-shot. Seriously though, if the opponent is attempting a move and he/she is in Hookshotting reach, use it and to make them think twice about hitting YOU again. Also, you can shoot the Hookshot to hook onto the wall and make your comeback. You will rarely need this, though, because sometimes you'll just Double Jump your way back to the ring.

Comboes (Invented by me)

Here we are! Finally, you can find out the best "ducking" comboes available to you on the internet (as far as we seen.) So, here we go!

-----BASIC COMBOES-----

Power Slash-->A button-->Run to opponent-->Tap Down + A button-->Boomerang

- A combo that doesn't seem too basic, but it really is. Out of all the comboes, this may be the easiest to perform, because all you have to do is perform those attacks. Please remember: If you're trying to knock the opponent out of the ring, don't use this combo; instead, use the next one.

[Tap] Up + A button-->Jump to opponent-->Spin-Attack

- Nothing to say here, if you need to damage your opponent quickly, this is the way to do it.

-----ADVANCED COMBOES-----

Boomerang (Forward + B button)-->Up + B button (Spin-Attack)

- The best way to guarantee the Spin-Attack to connect. You can throw the Boomerang and then hit Up + B really fast and you'll hit with the Spin-attack.

A button-->[Tap] Down + A button-->Jump and Up + A button-->A button twice (in air)-->Up + B

- This is the basic damage-dealer combo, it isn't a really good combo, but it works if you're really quick. The Spin-attack part of the combo may be pretty hard to connect with, but if you manage, you'll deal some hard damage to your opponent.

[Tap] Up + A button-->Down + B button-->[Tap] Up + A button

- This combo will only work if you are REALLY, REALLY, fast. The last part of the combo requires it! If you're not quick enough, you'll miss the Bomb and the whole thing will be ruined. So, don't attempt this if you're not really fast. (There's really no need to connect with this anyways)

[Tap] Forward + A button-->Run close to opponent-->Forward + B button-->Up + B button

- This is one of the combos that hurt the most, so logically, it'll be the hardest to perform. You'll have to be extra quick in this combo, since the running may ruin all your spunk. Beware, it's hard to use.

Forward + B button-->[Tap] Forward + A button

- Here's another combo that's similar to the one with the Spin-attack, but believe it or not, this combo hurts more than the Spin-attack one. Easy to perform, a lot of damage, why NOT do this move?

NOTE: This combo will only work if your opponent didn't take any hard damage.

A button-->A button-->Infinite Combo-->Power Slash(do the one with two slashes)-->Hookshot(if close, if not)Boomerang-->Spin-Attack(if close, if not)-->Running Slash at opponent-->(If necessary)-->Slashes to front and behind(when opponent on ground) [Option two] Throw Boomerang at opponent who's down-->Spin-Attack

- Here's the combo that lasts just about forever, and there are so many optional steps. I have to feel that this is the best I combo I ever made. But beginning this combo will take luck, because performing the infinite combo will be hard -- simply because no one knows how to perform this every time. Here's how you it should look out in text form: When you get to the part with the infinite combo, keep slashing until you see that your opponent is about to escape from the unlimited slashes, quickly turn to the Power Slash and make sure you perform the Power Slash that hits twice(do that by hitting A twice) then if they are in hookshot length, use the hookshot, but it'll end the combo that way, if you don't want to end so quickly...
Throw the Boomerang and run behind the boomerang and do the Running Slash. If you're in length, execute the Spin-Attack to end the combo, if you don't want to, throw the Boomerang and then perform the spin-attack to finish off this combo.

Well, that's all I can think of, if you have any more combos(that you want to share) send it into:

MSN/Email: vampiro_07@hotmail.com

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C L A S S I C M O D E W A L K T H R O U G H

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--Format---

T N B N M L
/ \ / \ / \ / \ / \
N B G N B B BB

KEY:

- N: Normal Melee
- T: Team Melee
- B: Bonus Stage
- G: Giant Melee
- M: Multi-Man Melee
- L: Metal Melee
- BB: Boss Battle

Team Melee-

Rely on your partner's backup. Take out one opponent, and depend on the double team afterwards.

Giant Melee-

Going against Giants will be hard; so I'm going to encourage you to use the cheapness of the Spin-Attack -- use it, and use it well!

Multi-Man Melee-

Use all kinds of powerful attacks to win, Smashes, Throw-Downs, and other similar moves to win.

Metal Melee-

Depends on the throw down here, remember that and you'll win. Throw the opponent down from the side.

Boss Battle-

Eliminate the Boss with the Spin-Attack. Period.

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H O W D O I F I G H T

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Well...we're finally here, you FINALLY learn how to fight like I do!
Are you excited? Though so. Anyways, here we go! Just incase you're wondering, this is the main reason I created the FAQ.

General Strategies

-----Basic Stuff-----

Q: What tunic should I use?

A: Anyone you want; I use the "Dark Link" one

Q: How should I keep a match to my advantage

A: Try to have the Boomerang out as often as possible

-Format-

(Title)

Explanation:

(Explanation)

****Why I'm disgusted of the people who keeps using the Spin-Attack****

Here's what all y'all were wondering about the very first time you laid your eyes on this FAQ. I just find it cheap, that's all. Seriously though, if everyone using Link happend to do nothing but the \$pin-Attack, it'll be pretty boring match to watch. If you just keep doing the Spin-Attack, there's only two things that can happen in the match: One; the person doesn't know how to fight back to your "method" and they just call you cheap. Two; the player your facing quickly fires a strong projectile and teaches you a leason before you can get to the "aaaaaaaa" part of the "Shhhaaaaaaaaa".

****How do you counter a person that keeps attacking with the Spin-Attack?***

If you find one of the people that uses Spin-Attack a lot, is your opponent, you can do this: draw a Bomb and do the rolling dodge back the Up + B and then throw the Bomb, run to the opponent and hit [tap] down + A to punish the "Dark Link" for a bit. Then you should dodge back-->Forward + B for the Boomerang for further punishment.

****How do I fight in a match****

When starting out, I like to see where I am and where each of the opponents are. If they're infront of me; I use the Boomerang to start things off, but if they're either above me or below, me I'll always perform the rolling dodge to a safe spot and find some ways to attack from there. If the situation goes as predicted, the opponent will attack me from above and he/she will be opened up for any kind of attack I want.

Moments after that, I'll dodge back to a safe spot to try and see what the opponent's next move is going to be. If they run at me, I'll counter with a [tap] down + A or a Spin-Attack. Then it's time to take offensive charge, immediatley after the Spin-Attack, draw a Bomb and then throw a fast one at your target. Repeat the process until he/she comes at you again then dodge the attack and answer back with a Power Slash. Just continue on being unpredictable, like me, you'll come out on top.

****I'm never too scared to "support" from a distance****

What does that mean? I'm just trying to say I always play smart and I will never, NEVER be too scared to damage my "pride" by attacking from a distance when I need to. When do you need to, you say? My answer to that: when everything you do ends up being countered and you just CAN'T seem to land a blow onto your opponent, take cover behind another enemy and let him/her take the opponent that's hounding you. Then you'll want to damage both enemies as much as possible. Draw a Bomb and hit Down + B to throw a Bomb at your two opponents.

****Smashing is usaully better than the Specials****

I find myself relying on the smash attacks more than the specials(with the exception to the Boomerang because the boomerange links to most of the smash attacks) I don't know why, but when I get the oppurtunity to perform an attack -- any attack I want, I always look to the Tap down + A-->Jump-->Up + A combo. You should also rely on the Smash attacks a little more, they're WAY quicker than Link's Special attacks.

Further more, don't ALWAYS stick with the Smashes either, if you do that, any smart opponent will easily pick up your pattern and counter with no sweat. So, use all of the moves in NO KIND OF PATTERN. That's the secret that I've kept for so long, and now here it is to you. Use Boomerang, then attack with a smash, then set up a Smash-->Special combo.

****How should I counter my oppnent when he/she is about to hit me while I'm in**

the air?!**

Ahh...yes, there's going to be a time when you jump, the opponent will jump with you, and he/she will try to land a blow in. Many players will just resort to the Up + B move to take care of the problem, but what happens when the computer comes at you with fantastic speed and you just need to hold off the opponent for that very last moment? It's time to perform the most useless move in the whole arsenal: A button-->A button-->While in the air this will hold the opponent if they're close enough. If not, just tap down to land on ground.

A whole match of how I fight, typed out, (This should help you fight against Human oppositions)

@Start@

a)If opponents in front of me; Forward + B

a.1)If opponents above; R + Tap forward

b)Rolling Dodge to safe spot

c)Find target-->Draw Bomb-->Throw Bomb

c.1)Repeat until opponent comes after me

d)When opponent close; Spin-Attack or [Tap] down + A button

d.1)Spin-Attack for walking opponents, [Tap] Down + A button for charging opponents.

e)Run to opponent, and Running Stab

f)Throw Boomerang-->[and if possible]Spin-Attack

f.1)If not, after boomerang, throw a Bomb

f.2)Or Charged-up Arrow

g)Wait to see what opponent does...

g.1)If opponent fires projectile, jump to safe spot above, if can't, block or dodge back then forward. After dodging, throw boomerang.

g.2)If opponent charges, use Down + A button

g.3)If opponent doesn't do anything, keep throwing Bombs (fast)

g.4)After Bombs, beware of opponents attacking you from a different angle

h)When opponent charges you with an attack...

h.1)Rolling dodge forward to dodge the attack and end up behind the opponent

h.3)[Tap] Down + A button

i)If opponent grabs item...

i.1)Look to see what item; to see if dodging or fighting back is the key,

i.2)Hammer-like items are to be ran from, because there's a time limit

i.3)Beam Sword-like items are to be fought back from, because it does not have

a time limit.

j)Opponent should have some damage precentage now...

j.1)Charge at opponet-->Dodge behind-->[Tap] Down + A button end a match like this

j.2)Wait for Opponent to come at you at the very edge-->Spin-Attack

j.3)Hookshot-->Throw

j.4)The possibilities are endless; any Smash attack except for the Up + A would would do

Well, that's all I can reveal, hey...if I told you everything, that I wouldn't be able to beat -You-

What to do when being Double-Teamed

Have you ever had a situation when everything just isn't going for you? Like, you start beating this dude up like crazy, then here comes two other bistards and they decided to team up on you. Do you, a)Try and run it off, or b)do you look through ChaosDemon's Link FAQ for strategy on how to beat the two grasswholes that are trying to beat you? All right, thanks for guessing and you've picked B. To beat the double team, you'll have to be able to perform lethal group-slaughtering attacks. By using Link, you have some options. You can use the Spin-Attack to get some ground, but the two targets will have to awfully close to you if you want to knock them back. The second option is Down + B-->Down + A to set of a Bomb on the floor so all three of you take damage. You'll hurt yourself, but you'll be able to get some ground. The third alternative is similar to the first, [Tap] Down + A to perform the slash to front and back. This should knock them down. If you want to follow up, jump up and Spin-Attack their arses.

There are many more alternatives, and I'll go into a couple more: You can choose to run away for a while until a powerful item comes to your view. As soon as this happens, grab the item and go after the darn opponents; it's best to come after the one that picks on you the most first, :) Another alternative is to run around until you get opponent by yourself for a little. The best thing to do now is: Attack with damage but quickly. Meaning, you don't much time until the other comes at you, so, you have to attack with one strong move but you have to be quick about it.

Another method can be: Run to another opponent; there's only a couple things that can happen to you now, A)the opponent can come after you as well, or B)you manage to make the third opponent go after the other two. This may not work too well, so use it as a last resort.

Remember, there can be a rather easy double/triple team on you. Meaning, there might be a situation where only one computer comes at you at one time. This can be easily taken care of; it won't be any different from fighting one opponent! So, if the opportunity arises, use these strategies to take the darn double-teamers to school.

Using the Items

Format

(Name of Item)

(How to use it like *me*)

Bunny Hood--

Ahh...yes, it's the Bunny Hood, straight from the Ocarina of Time to the slaughters of Super Smash Bros. MELEE. When you wear the Bunny Hood, it's like you've instantly enhanced your fighting ability. Which means, you should charge at that darn bastard who was hounding you the whole match with intensity. This should remind you of the Telekic Mode of Wolverine in Marvel vs. Capcom. Attack like a mad man consisting of many combos that start with a physical and ending with a special and vice versa. You should also take note that you can jump higher than you ever could, so abuse that and do NOT retreat, even if the opponent _manage_ to knock you back, jump back onto the course and attack him ALL over again.

Beam Sword--

Here's the weapon that looks like the energy sword known as a lightsaber straight from George Lucas' Star Wars epics. It's just as powerful and you can even deal more damage if you [Tap] Forward + A-->L or R button. You have to be quick so you can get the 60% damage into that unlikely opponent. You can even choose to play around a bit and wait for the opponent to make the first mistake (a mistake being attempting a smash attack) and you can roll under him/her then perform the Tap Forward + A-->L or R button combo for some 60-something percent damage. Or, you can throw the Boomerang then follow up with throwing the lightsaber.

Barrel Cannon--

Here's the weapon that's straight from the Donkey Kong games. There really isn't any strategy needed for this item. You just need to find a way to throw this at the opponent; which, as we all know by now, you just need to throw it at somebody. If, IF they're lucky enough, they'll dodge. The Barrel, if connected, will launch the opponent into a random direction. It isn't very useful, but it can be powerful if used correctly. Correctly meaning, just throw it at the opponent. Easy enough, right?

Bom-omb--

This is probably one of the most damaging items in the game. Not only is it lethal...it'll hurt you as well! Seriously though, there is a strong combo you can attempt, but it'll put you at risk, too. First off, find the Bomb and HOLD it. Run to your opponent and they'll probably be blocking or running, if he/she is running, throw the bomb at him/her. However, if he/she is blocking, you'll have to wait with them until the shield wears off, now depending how much he/she used the shield in the match, the faster or slower it'll wear off. So, don't attempt this if your opponent rarely used the shield.

Cloaking Device--

Nothing big here, it's the basic "performance enhancer", it'll make you invisible -- yep, all those childhood dreams had finally come true! Well, in Melee, it allows to become invisible when you're standing still. And when you run, there will be an outline around you. However, when you attack, you'll become visible. All you have to do is make quick attacks; hit and run is the key. Don't, DON'T, hit Up + B for the Spin-Attack when being cloaked. Why not? If you do that, you'll become visible for too long, and yes, that's a bad thing. Work on fast attacks, such as the Power Slash. You'll become visible for a short time and when the target does see you, it'll be far too late. Just keep that in mind and don't do combos either!!! Yes, combos will keep you visible; making you a target for other opponents.

Fire Flower--

Do you remember the good old days of Mario for the NES? If you do, good for you, if not, it's that flower that powered up Mario allowing him to shoot fireballs at the baddies. In Smash Brothers, it powers you up so you can just about be a living Charizard! The strategy for this item is: Wait for the opponent to make a smash attack and use the rolling dodge. Then, with your opponent's slow recovery, keep hitting A for the continuous flame thrower on that bastard! Please, folks, this is for general audiences. Furthermore, don't EVER throw this at anybody. Why? They can EASILY survive the hit of the flower and answer back with something even tougher!

Food--

Well, there really isn't any strategy needed for this item; yo, it's just common sense, I mean, you won't *need* the strategy unless you need "strategy" on teaching you how to eat in real life...Anyways, for some general tips: Just grab the item when it appears, so you can recover some energy, it isn't a big amount, but it's better than nothing. Remember, even if you don't need to take the item, take it anyways! Don't understand? Look at it this way: If you don't take the Food, then who can?

Maximum Tomato--

Umm...<Refer to above> Or:

Well, there really isn't any strategy needed for this item; yo, it's just common sense, I mean, you won't *need* the strategy unless you need "strategy" on teaching you how to eat in real life...Anyways, for some general tips: Just grab the item when it appears, so you can recover some energy, it isn't a big amount, but it's better than nothing. Remember, even if you don't need to take the item, take it anyways! Don't understand? Look at it this way: If you don't take the Maximum Tomato, then who can?

(To correct myself, this item recovers 100% of your life bar)

Heart Container--

Again...<Refer to Above> Or:

Well, there really isn't any strategy needed for this item; yo, it's just common sense, I mean, you won't *need* the strategy unless you need "strategy" on teaching you how to eat in real life...Anyways, for some general tips: Just grab the item when it appears, so you can recover some energy, it isn't a big amount, but it's better than nothing. Remember, even if you don't need to take the item, take it anyways! Don't understand? Look at it this way: If you don't take the Heart, then who can?

(To again correct myself, this item recovers 1000% of your life bar)

Ray Gun--

So, what do you do when you pick up a weapon and your opponent is UNARMED? You should know by now that you go and take take bastard's arse. What am I'm trying to say is: you have 16 shots to hit your opposition with. If you've used Fox before, you should now that this relates to the Blaster. So, however you use Blaster is how you should use the Ray Gun. Just incase you don't: Attack from a distance with this, and make sure you hit those targets! The key here is to not go close-range with your opponent while holding the Ray Gun, just stay away and use the 'ole "support" method. ;)

Super Scope-

A really powerful weapon to be used at your leisure. You can choose to completely slaughter the opponent with the multi shot. And after a while of attacking with rapid, charge the shot to big and release, this should end your opponent's misery(if they're around 70 and above percent). I don't really

use this that often, so, just keep it basic and attack when you can.

Star Rod-

The weapon designed to attack the opponent from a distance. If you're too close an opponent, they'll hit you before you'll release the star. The trick here is to let the opponent make the first move; then rolling dodge behind the opponent and attack with the [Tap] Forward + A. That's really all the strategy I can give.

Home-Run Bat-

The weapon that can eliminate the opponent with one blow. The key here is to dodge the opponent as much as possible; they'll make a mistake, and that's when you retaliate with the Tap Forward + A to home run the opponent. Remember, do NOT make the first move when holding the Home-Run bat. Constantly trying to home run your opponent with the bat will end in nothing but a big combo to you.

Hammer-

Cheap weapon. That's it, just go after the opponent before the time runs out. and you'll do fine. But beware: if you get tricked into a situation where you will have to double jump in order to reach you're opponent, you'll fall off the stage, so be careful.

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A D V E N T U R E M O D E W A L K T H R O U G H

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STAGE 1: MUSHROOM KINGDOM

Objective 1: Eliminate Yoshi Team

Objective 2: Eliminate Mario/Luigi and Peach

Near the beginning, just keep running forward and take out the Womba. To do that, either jump on them(Mario style) or slash them with your sword. Keep on going forward (while avoiding the Koopa) and you'll soon reach a platform. It's time to face objective one. This is actually a pretty easy battle. The Yoshis will probably be taken after one smash attack. You can use a throw down if you want. Or, just cheap shot them with the Spin-Attack. If you just keep attacking, you'll come complete Objective one.

It's time to continue on. Jump off the platform and continue going forward. Try to attack those Flying Koopa with a jumping Attack. Keep jumping on the red platforms until you make it to very bottom of a huge tower. At the bottom, keep jumping up until you reach the top. It's time to have an good 'ole fanished Mario cast pounding.

The final part of Mushroom Kingdom requires a fight, but it isn't really too difficult. You'll be double teamed, but don't worry about it. Just use the Spin-Attack when you can.

STAGE 2: Kongo Jungle

Objective 1: Eliminate Tiny Donkey Kongs

Objective 2: Eliminate Giant DK

There's really nothing involved in this, just a lot of fighting. Go in and beat the two tiny DK's, with a lot of Spin-Attacks, and you'll win. After

you beat the Tiny Donkey Kongs, you'll go into a battle with Giant DK.

This battle is something hard; so I ENCOURAGE you, that's right, ENCOURAGE you to attack the opponent with the Spin-Attack. Keep Spin-Attacking and you'll win. (Sorry, but that's how it works if you're out-sized.)

STAGE 3: Underground Maze

Objective 1: Locate Triforce

Objective 2: Eliminate Zelda

In the Underground Maze, just run into each of the rooms and find the Triforce; it's always random, so I can't really help you. Anyways, once you've located the Triforce, you'll leave the maze, and it's time to fight Zelda.

Beating Zelda will be nothing hard, just refer to the "Vs. CPU Strategies."

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T A R G E T T E S T
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At the beginning jump and press up B to hit both targets above. Then press down A falling down the narrow hole to hit the target there. As you're landing try to land on a floating platform. Next, jump to the next platform and jump once and press up B. As you are flying, move left to hit both targets.

Then stand from where the second target was. Jump twice right and press up B to hit that target. After that, go back to the beginning. Go to a platform moving up and down. Hit that target there. Then press forward B to throw a boomerang so both targets will be hit. Finally tap down to fall down and press down A to hit the last target.

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F I G H T I N G A G A I N S T H U M A N S T R A T E G I E S
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Here it is, the moment of truth, fighting against humans are no task -- anymore...

a) If opponents in front of me; Forward + B

a.1) If opponents above; R + Tap forward

b) Rolling Dodge to safe spot

c) Find target --> Draw Bomb --> Throw Bomb

c.1) Repeat until opponent comes after me

d) When opponent close; Spin-Attack or [Tap] down + A button

d.1) Spin-Attack for walking opponents, [Tap] Down + A button for charging opponents.

e) Run to opponent, and Running Stab

f) Throw Boomerang --> [and if possible] Spin-Attack

f.1) If not, after boomerang, throw a Bomb

f.2)Or Charged-up Arrow

g)Wait to see what opponent does...

g.1)If opponent fires projectile, jump to safe spot above, if can't, block or dodge back then forward. After dodging, throw boomerang.

g.2)If opponent charges, use Down + A button

g.3)If opponent doesn't do anything, keep throwing Bombs (fast)

g.4)After Bombs, beware of opponents attacking you from a different angle

h)When opponent charges you with an attack...

h.1)Rolling dodge forward to dodge the attack and end up behind the opponent

h.3)[Tap] Down + A button

i)If opponent grabs item...

i.1)Look to see what item; to see if dodging or fighting back is the key,

i.2)Hammer-like items are to be ran from, because there's a time limit

i.3)Beam Sword-like items are to be fought back from, because it does not have a time limit.

j)Opponent should have some damage precentage now...

j.1)Charge at opponet-->Dodge behind-->[Tap] Down + A button end a match like this

j.2)Wait for Opponent to come at you at the very edge-->Spin-Attack

j.3)Hookshot-->Throw

j.4)The possibilities are endless; any Smash attack except for the Up + A would would do.

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F I G H T I N G A G A I N S T C P U S T R A T E G I E S

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-General Strategies-

(Please note that these are in Drakker_c's opinion, and they do not reflect how ChaosDemon thinks; please do NOT follow the up + B strategy!)

The easiest way to defeat a cpu lvl 9 is to use the Up+B move. That should be the cheapest move because if they are at the edge of stage, Up+B should send them flying to the side to die. Or if the cpu is come toward you press Up+B to hit them away. As you know cpu are dumb even for lvl 9 so they will going toward you. keep pressing Up+B everytime they come toward you to raise the damage and eventually they will die. But, only use this to defeat something thats ultra hard, not to impress your friends. And especially don't do that to your friends much or they will come after me and kill me. Another way that might be easier to kill is by jumping and pressing Down+B. You will be able to bounce on their head before they hit the ground! But be careful some cpu lvl 9 might be able to counter that so do it fast and unpredictably. Do it often to huge guys like giant characters, or Giga Bowser!

That mostly works because bigger guys are easier to hit and bounce off. Small people like Pichu or mini guys wouldn't work that good because its hard to hit little guys (unless if you are SO very good at aiming). Do not try the Bomb-chucking-continuously. It might work at Super Smash Bros, but it won't work here, trust me. Now here is what you must do to avoid from dying. To avoid weak attacks you probably just stand there. Your sheild as in the Hylian Sheild will block the thing for you. But only weak energy blast will that the sheild block it. In other ways the Up+B in midair seems to do a good combo so use that to kill oftenly. To avoid some smash attacks, use the hook shot (which is far distance) so you can grab him without getting hit. Or roll backwards, then press the double smash forward attack to kill it.

To avoid the strong energy blast, like Samus's big ball, you have to roll behind the cpu, then press one of the smash attacks then Up+B. Finally to avoid flying objects, you either can stand there and hope the Hylian Sheild will block for you or jump over it then Down+A the guy that tried to kill you. Now for the character faq.

-Character Strategies By Drakker_c-
(Excuse Grammar, please)

Dr. Mario,

What he'll probably do most running to you and try to grab you. What I suggest is when he is running roll dodge backward or forward, then the Up+B attack or the Double smash attack. If he does the pill attack move, just stand there and the Hylain Sheild will block for you or you can run away from it. If he does the Dr.Tornado, jump really high and press down A. If he happens to do the Super Jump Punch, dodge in mid-air directing down so you'll land faster, then while he is landing Up+A(tap) him and chunk a bomb at him HA HA HA. Also never throw an item at him while he's facing you because he can just Super Sheet it and hit it back at you. Throw at his back (but that's cowards way) or jump and throw it down at his head.

Bowser,

Is pretty easy to dodge because he is slow. What you might want to watch out for is the Bowser Bomb. Just jump up and press Up+A to hit him. To dodge the Flame-Breath, roll dodge so you are behind him then do the Double smash A attack or grab him and press Up+B. You can Easily tell if he is gonna flame you. Now to dodge the Forward+B you can either do the same thing for the Flame-Breath thing or "dodge" if you can then the Up+A (tap).

Gannondorf,

Kind of hard to dodge but if you follow this strategy, you might master him. Every time you jump up to do the Down+A attack, he will always do the Dark Dive to you and it can get pretty annoying, so try not to do that much. If he does the Forward+B attack just press Up+B to hit him away and thats not cheap. Don't worry if he does the B move because that is slow so you can laugh and attack before he hits you. And if he does the Down+B attack on you, you can roll backwards or forward and do the Double Smash A attack. So I guess the only problem is the Up+B.

Falco,

A quick guy. Unlike Fox, he's a bit slower, I think but still fast. He'll mostly go for the weak attacks like his combos or Forward+A. Anyway, if he does the Forward+B you'll most likely get hit but it's pretty weak so don't worry. To dodge it though, "dodge" and then do whatever you want with him. If he does the Up+B on you, you can hit him with the Up+B or when he is charging hit him hard with the Down+A in Mid-air. You don't have to worry when he does the Down+B because he will have to get close to you to hit you, although it might hurt you if he reflect and item at you. If he shoots you with B jump a lot then the Down+A move and bounce on him (but he hardly does that).

Ice Climbers,

These are SMALL PEOPLE but handful. One of the small people which makes it hard to hit. What they will mostly do is hit you mindlessly with A's! Jump a lot and hit them with the Down+A. If they ever do the Forward+B you can let them hit you then hit them with Up+B after you land or roll dodge and kill them with Up+B or something. The B attack is kind of weak so just jump or ignore it. If they do the Down+B, it will get you annoyed because they do it a lot (or mostly). You can tell if they are going to do the Down+B move if you are fully focused so just hit them with your combo. They only do Up+B when they need to do it to live so when they do, Up+B them. Attack the darker color first because if you kill him, both will die. And if you kill the lighter color, he will get weak.

Zelda,

(I'm only gonna write about Zelda not Sheik). Zelda is kind of difficult to hit because most of her moves is magic and will hit you far. Try and stay far away and hit her with your sword. Your sword will not throw your body in battle so you won't get hit. If you try the Down+B in mid-air, she will probably grab you and zap you and chuck you hard. If she does the Forward+B, block it, the best way to not get hit. If she does the B to hit you, dodge it by rolling backwards and then press B then Up+B. She doing the Up+B will have no harm to you.

Young Link,

Also very small. A lot like Adult Link but Up+B is set to a 13 hit combo. Sometimes his Down+A in Mid-Air will become a critical hit and damage you greatly. If he does Up+B, you'll end up in mid-air and then do the Down+A move. If he does anything else dodge it and then do the Double Smash A if he is close.

Pichu,

The smallest, ugh. Really hard to hit. But pretty easy to kill because it's light. If it does the Down+B, move away and do a Smash+A attack. If it does the Forward+B "Dodge" and then the Up+B. If it does the B just jump and Down+A. The Up+B does no harm unlike Pikachu. Pichu's most cheap attack is continuous A's and mostly will do Down+B.

Mewtwo,

A tough guy to master. This is tough but follow what I do and you'll live. He'll try mostly to outsmart you to do something then his massive hits will come in to place. So whatever you'll about to do, think about it. All of his Smash Attacks have purple fires so you should Double Smash A him before he hits you. If he shoots you with B don't "dodge" because it moves around a lot like a homing missile.

ssle so it is designed not to miss. To not get hit by it though, double jump behind it and then press Up+B or Forward+A him. If he tries to do the Forward+B, you'll probably get it because it goes so fast but when you land, you'll land on your feet, so then kill him after that. It will be hard to get him to miss you when he does the Down+B, but that's why its short distance. Just never stand in front of him while facing him.

Mr.Game & Watch,

Is very easy to kill. As you know he is digital so its slow. He'll mostly runs and charges at you when you're far away. You must jump and quickly Down+A him. Then bounce on him. After if he does Up+B, block it and when hes falling, tap Up+B. If he does the Forward+B, hit him back with Up+B. If he does the B attack, roll dodge behind and charge long for the Double Smash A. The Down+B won't do nothing to hurt you.

Marth,

He can a be cheap guy and continuously "combolize" you. He'll mostly try to grab you and hit you. Try and stay far away unless you are sure you know what you are doing. If he does the B attack, roll behind him and then hook shot him and chuck him up, then do whatever. If he does the Forward+B combo, dodge in mid-air while aiming forward and then Up+B him. His Up+B will be rarely used. What you'll mostly want to use is running to him and then hook shot him. Do this because he might Down+B (counter) your attacks and if you do the hook shot, he won't be able to counter it.

Roy,

Basically the same as Marth. He'll use the grab attempts more often than Marth and his attacks are twice as powerful as Marth. When you try the Down+A in mid-air and will Tap Up+A you, so do it fast. Always watch out for his B attack because if he charges fully, you're doomed to a ONE HIT KO.

Okay, thats all for Cpu stragities. Try this and you'll be able to destroy your friends easily.

Created by Drakker_c, Spin-Attack "abuser"

(Now on by ChaosDemon, [Not] Spin-Attack "abuser")

Mario

The basic all-round competitor, (kind of like Ryu from the Street Fighter Series) Mario will come at you with an average speed so he shouldn't be much of a problem. But remember, if he chooses to attack you with a lot of "non-stopness," you could be in a heap of trouble. Try to see what he does and use the rolling dodge to the FIRST strong attack. Meaning, that if he attacks you with a string of attacks like this: [Tap] Down + A-->Run-->[Tap] Down + A, your aim is to dodge the first tap down + A, so you can answer back with a Smash attack. The fireball can be dodged (or blocked) easily so that isn't a problem. The Cape is something different, when you see him attacking with the cape, answer back with: Rolling dodge back-->Charge Arrow for 2 seconds-->Fire this will deal a reasonable amount of damage. Or, you can just attack like this: Rolling dodge back-->Boomerang the last attack can even be a Spin-Attack, if you time it correctly.

Luigi

Luigi has one of the most powerful attacks in Super Smash Bros. Melee, and that's the Shoryuu-Ken! You know, the Ken move? Okay, anyways, it hurts 30-and above percent, so that makes it powerful. If you ever attempt a smash attack and MISS, he can EASILY counter you with the Shroyuu-Ken, (That's the super, NOT the special) And if you have like 80 percent damage, there's a good chance that you'll be sent flying. So, look out for that nasty attack.

Also in Melee, Luigi has a new move called the Green Missile(I think) and he'll try to abuse the move, so set him up by waiting at the edge and wait for him to [attempt] the Green Missile. When it's coming at you, just roll under and you have the smart guy's arse.

Fox

Here's who I think is the fastest character in the game, (Fox and Captain Falcon are probably even) not only does he have outstanding speed, he even has a new look to go with it. Remember, Fox some of the quickest smash attacks in the game, I'm really just talking about the Summersault Kick (Tap Up + A). I think Fox is probably the best character in the game, (Next to Link of course) Why? Simply because Fox can attack you ever so quickly, even if you're just getting up, Fox has the ability to run at you and perform a quick attack. But I don't think the computer can be that smart...Anyways, the Fox Illusion can be a nice combo ender, and here's a nice combo that I invented:
[Tap] Forward + A-->Fox Illusion; there might even be a Fox FAQ from me as well!

Pikachu

Yes, here we are, the little rat from the Pokemon series. He's small, he's yellow and he's your victim! Pikachu can be pain in the arse, but if you don't attack without thinking, that shouldn't be a problem. Pikachu has the added element of Skull Bash, which may also serve as a combo ender. Basically, just look out for the quickness of Pikachu and you'll come out on top. "Wait," you say, and I know why. You just need to know how to look out for the speed of the Pokemon. Here's how: Pikachu is really fast, so, the CPU will most likely try to abuse the ability. How? They can attack you when you're trying to get up, so when you're doing that, just hit "B" or something, so you can attack while getting up.

Link

Ha ha, if the character inside the game looked strategies in this FAQ, then good luck to both of you! But if not, then you just watch out for the basics. Link, when being controlled by the CPU, can be REALLY unpredictable, but then again, it might be VERY predictable! Link(CPU) will most likely throw the Boomerang at you. And he'll use Bombs, and just about everything he can do. Beating yourself isn't hard; since you know everything there is to know about a character.

Kirby

Kirby can be most used character EVER used, besides being a character who

has a GREAT jump, it has pretty descent attacks to go with it. The Kirby-Cutter can be very effective as a combo ender, but CPU will never use combos. Your job is to take advantage of his weak resistance, and how do you do that? Attack with powerful attacks, all the time! But remember, the secret to attacking with powerful attacks is to not attack FIRST with the Smash attacks, instead, wait for the opponent to attack first, then rolling dodge and counter. Kirby will rarely go for smash attacks, but it'll go for the running kick, and when that happens, knock it back with a Spin-Attack before it can even get close.

Donkey Kong

Donkey Kong is probably the most strongest character in the game, not only does he have power beyond the limits, he has the speed of a Bowser! Umm...if you couldn't figure it out, the second one was bad. Anyways, Donkey Kong has one of the most power moves in the game: The Monster Punch. If Donkey Kong charges up the Punch until he's glowing, that means if you have 60% or over damage, he can pretty much take you out with that single Monster Punch. So that's something to look out for.

You're probably wondering how you exactly beat this guy. And here's how: Donkey has a lot of strength and that means he also has a lot of resistance. So, there's only a couple ways to handle this guy. One: stand near the edge of the stage and then wait for Donkey Kong to come after you, the rolling dodge to behind him and Spin-Attack. This should take care of him.

The third way is harder way. The key here is to keep attacking Donkey Kong until he is very far away -- but still in the stage, then Charge the Power Slash to the max, and if you time it correctly, Donkey Kong will jump at you and as soon as you release the Power Slash and thar she blows!

Samus

Here she is, straight from the "Metroid" series. Samus has a lot of moves that can hurt you. We'll start off with the Charge Shot; Here's a little a briefing on that move: Once it's charged to the maximum amount, it can cause a pretty big "owie." if Samus is charging the Charge Shot, make sure you stop her. Samus will always try to charge the shot when she can, and when the lady in red is ready to fire, she'll try to do it when you can't dodge. The second move is a little more of a "all-purpose-offensive" move. What's I'm talking about is the Screw Attack. She'll just try to perform on that on you anytime she can, so, if she fails to connect, she's doomed to ANY attack you want to hit her with. The third attack is the Missile, there's really no need to be worried about that move, it's just a nice combo ender.

The Final move is the Smart-Bomb. The Smart Bomb can be performed multiple times in the air, and that can cause a problem. But if you can easily counter it, as soon as you sense the move coming on, draw a Bomb and throw it upward with a "Tap."

"To beat Samus in general, just keep using the Spin Attack."-Drakker_c
(don't do that)

Yoshi

More often that not, Yoshi will be taunted for its bad fighting ability. That's just not true, Yoshi can be a great fighter. Okay fine, I lied.

Anyways, Yoshi can't be much of a threat if you keep it at bay. How do you do that? When Yoshi comes to attack you, just stand back and perform the trusty [Tap] Down + A button move.

Ness

This character is someone who is awfully powerful. Here are the moves counters: PK Fire; Nothing serious, really, it's just a supporting move -- but with a bad range. If PK Fire hits you, it'll ignite and you'll be trapped in a hail of heck fire and brimstone. The Next attack, PK Thunder; Here's the true supporting move, after hitting Up + B, you can control the bolt lightning for a long period of time. So, just watch out for that. That's about all the moves to really be worried about, so if Ness comes at you, dodge around and counter when he goes for the bat and makes a mistake.

Jigglypuff

Probably the single character that will never be used too often, but did you know Jigglypuff packs the second most powerful move in the game? No you didn't. Anyways, it's the Sleep move. If you're in touching distance with Jigglypuff and he performs it, you're in for a ride. Other moves include Sing; which can be linked into the Sleep, the Slap, and that's it. So, no moves to really worry about.

Captain Falcon

Captain Falcon has striking similarities to Ganondorf, but Captain Falcon is still probably better. Anyways, the Falcon Punch can hurt you pretty much, but it can be easily countered with any attack. (even a single arrow) If Captain Falcon attacks with the trusty Falcon Kick, rolling dodge behind him and answer back with a double Power Slash. When Falcon Dive arrives, just A button-->A button in the air to counter the Falcon Dive, then on the way down, use the Down + A.

That's it, May the Crease be with you.

--ChaosDemon & Drakker_c

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L I N K ' S B I O G R A P H Y
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Games appeared in:

The Legend of Zelda (NES)
Zelda 2: The Adventure of Link (NES)
The Legend of Zelda: Link's Awakening (Gameboy)
The Legend of Zelda: DX (GBC)
The Legend of Zelda: A Link to the Past (SNES)
The Legend of Zelda: Ocarina of Time (N64)
The Legend of Zelda: Majora's Mask (N64)
The Legend of Zelda: Oracle of Ages (GBC)
The Legend of Zelda: Oracle of Seasons (GBC)
The Legend of Zelda (GCN) --Not Released--

Home Town:

Kokiri Forest

--UPDATED--

Hyrule

