Super Smash Bros. FAQ/Move List

by Faust

Updated to v1.4 on Jun 22, 1999

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Faust's Super Smash Bros. FAQ
 Domestic N64
 Version 1.4
            6/22/99
  In this update: "Corrected" Item Switch code.
  E-Mail: kmfdm@technonet.com
     Web Page: http://www.gamingwest.com
        Yes, I am very aware this guide sucks compared to others...
        I put a LOT more work into my Samus Aran FAQ, so check it out.
        Kinda sad when a FAQ based on a single character is 3 times the
        size of a FAQ based on the entire game. :)
          ) SECRET CHARACTERS
  SECRETS ( SECRET LEVEL
          ) OTHER SECRETS
  All of these codes have been confirmed by me. The
  only one im unsure of is the Item Switch code.
| The 4 Secret Characters...
|---- Jigglypuff ------
| Simply beat the game on any difficulty, with any amount of lives.
|---- Captain Falcon ------
| Beat the game on any difficulty, with any amount of lives, with the "Speed
| King" bonus, which is gotten if you beat the game under 20 minutes.
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that it works on N	saying it must be on Hard, I have gotten mail stating Normal.
-	ne Bonus Practice 1 games with the 8 original characters.
The Secret Mushroo	om Kingdom Level \
-	a all 8 original characters on any difficulty with any also, you have to play on all 8 standard levels in VS.
different ways to seemed to work wit (even though I did it at 50 sometimes	ode given me a headache. I have been e-mailed about 5 do it, and have tested them all. The only one that the any regularity is the playing vs. mode 50 times one dispecifically count sometimes and it would not give me s). Anyways, I have had it with this code, so am just anal update to it, then will most likely never touch this
Sound/Music Test	. \
Post all bonus rou	nds with every character including secret characters.
) CHARACTERS (Y	MARIO - DONKEY KONG - LINK - SAMUS ARAN MOSHI - KIRBY - FOX McCLOUD - PIKACHU MUIGI - CAPTAIN FALCON - NESS - JIGGLYPUFF
=== MARIO ===	
B - Firebal	1
Shoots hi U+B - Super J	s classic fire flower induced fire ball.
Cheesy Sh He jumps	noryuken(Street Fighter move of course) rip-off. and does a upwards punch.
	doing continues damage. Good move on large ike the Hand and Giant D.K.
=== DONKEY KONG ===	•
B - Giant F	unch
	his fist up then BAM, huge punch!
the air i	his fist, in a spinning lariet type move. In t acts sort of like a mini-copter and you fly
up a litt D+B - Hand Sl	
	the ground, shaking opponents, and damaging
=== LINK ===	
B - Boomera	ing

Link throws his boomerang. It can hit coming back as

| Beat the game on Normal, with 3 lives, without continuing. Despite

well of course.

U+B - Spin Attack

Link spins, knocking opponents away. In air can be used to jump even higher...

D+B - Bomb

This puts a bomb in Link's hand. Press "D+B" again to throw it forward, with an explosion on impact. Press "A" to throw it so it will land and go off in a second or two. Also, the "A" throw is angled down somewhat more.

=== SAMUS ARAN ===

B - Charge Shot

Press "B" to charge up, press it again in the middle of charging to shoot the shot "as is", or wait till it is finished and you get a large shot, that you can move around and aim before you shoot.

U+B - Screw Attack

Awesome move, that jumps and hits enemies chiseling away at their life.

D+B - Bomb

Samus drops the bombs she had in the Metroid series, mainly used to drop from the air on enemies below as you are falling.

=== YOSHI ===

B - Egg Lay

Yoshi lashes out with his tongue, sucking the enemy in then laying them out as an egg, disabling them for a second.

U+B - Egg Throw

Yoshi throws an exploding egg in an arch.

D+B - Bomb

Drops straight down, if on the ground he will jump up first.

=== KIRBY ===

B - Swallow

Swallow the enemy and steal their "B" move.

U+B - Final Cutter

Kirby Jumps up, and comes down with a sword, and when he lands a shockwave comes out of the sword.

D+B - Stone

Do this in mid-air and Kirby turns to a stone brick and drops straight down. While stone is invulnerable to everything but throws.

=== FOX ===

B - Blaster Shot

Fox shoots a laser. Very quick firing rate.

U+B - Fire Fox

Fox "charges up" briefly and then blasts off in the direction of your choice.

D+B - Reflector

Knocks projectiles back at the shooter.

=== PIKACHU ===

B - Thunder Shock

Pikachu shoots a bolt of thunder, that goes up and down most walls. In air it is shot diagnoly.

U+B - Ouick Attack

I may just be an idiot, but I have yet to get this move to do any damage... however it is without a doubt the best of the "triple jump" moves in the game.

D+B - Thunder

A large thunder bolt strikes Pikachu knocking away any surrounding enemies. An AWESOME move.

=== LUIGI ===

B - Fireball

Shoots a green fire ball that goes straight, ignoring gravity. It also rebounds off walls.

U+B - Super Jump Punch

Same as Mario's.

D+B - Luigi Tornado

Same as Mario's.

=== CAPTAIN FALCON ===

B - Falcon Punch

Powerful punch. Slow, but damage more than makes up for it.

U+B - Falcon Blast

Jumps up, if he grabs someone he will knock them a pretty good distance away.

D+B - Falcon Kick

If used on the ground, it does a flaming slide, if used in mid-air he does a flaming downward kick.

=== NESS ===

B - PK Fire

Shoots a little bolt out, and if it hits causes a continuous column of fire that does damage.

U+B - PK Lightning

Launches a lightning bolt that is controllable by the player. If you hit Ness, it will launch him a very long distance away, which is good for getting back on to land. If when launched, Ness hits an opponent it does severe damage, and Ness takes none.

D+B - Absorbing Shield

Any projectiles are absorbed by the shield giving Ness back life equal to the damage it would have caused.

=== JIGGLYPUFF ===

B - JiGgLy Punch!

Does a small little punch. Decent, but not good enough for a "B" move...

U+B - Sing

Jigglypuff sings, putting surrounding enemies to sleep!

D+B - Sleep

Jigglypuff falls asleep himself, and any enemy touching him during the beginning of it gets knocked a huge distance.

CREDITS:

WonderPanX@aol.com . Correction on Ness Code
MonXXLatH@aol.com . Correction on Mushroom Kingdom Code

Thanks to all the people who e-mailed me about the Item Switch Code. I got WAY too many mails about it to list them all here though, sorry. :(

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