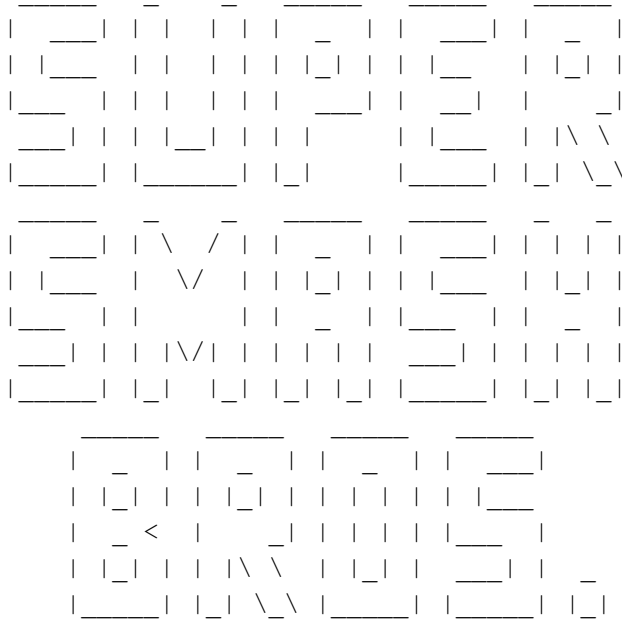


Super Smash Bros. FAQ/Move List

by MetroidMoo

Updated to v1.31 on Jul 25, 2001



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Super Smash Brothers (Nintendo 64) FAQ

Created By: MetroidMoo

Latest Version: 1.31

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Contents:

- 1) FAQ Updates
- 2) Items
- 3) Characters
- 4) Secrets/Tricks
- 5) GameShark Codes
- 6) Credits
- 7) Contact/Legal Information

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1) FAQ UPDATES

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Version 1.31

Changed posting notice.

Version 1.3

Made some minor changes.

Version 1.28

Updated legal information.

Version 1.27

Changed the look of the FAQ a bit.

Version 1.26

Changed copyright/legal info.

Version 1.25

Fixed grammar/spelling errors and updated parts of the guide.

Version 1.2

Updated "Secrets/Tricks" section (New codes + more info), added "Costumes" & "Basic Moves" for all 12 characters, and fixed a of bunch errors.

Version 1.0

First version of the guide.

=====
2) ITEMS
=====

This section contains information about the items.

Carriers

Crate - This carrier can hold up to 3 items. Because of its huge size, only Donkey Kong can carry it.

Barrel - This is mainly the same thing as the crate. Like the crate, only DK can carry it around.

Chansey Egg - This item can be carried around by anybody, but it only holds 1 item. It only appears when Chansey appears (from the Poke Ball or from the Silph Co. building) and launches some eggs in the air.

Capsule - Anybody can carry it around, and it holds 1 item.

Throwing Items

Motion Sensor Bomb - Very useful. Toss it on the ground, and your opponent will be blown away when they step on it. Just be careful that you don't up walking on it because it will explode on you too.

Bumper - Doesn't inflict a lot of damage. Put it on the ground, and it will cause a small bit of damage (Less than 10%) when the enemy runs into it. The Bumper will move if someone hits it.

Bob-omb - Another very powerful weapon. Pick it up and throw it at the enemy, and it will do lots of damage. If you leave the Bob-omb sit there, it will walk around and explode after a while. Also, if you try to "attack" it (Such as using Pikachu's Thunder ability) it will explode.

Poke Ball - Holds a Pokemon like in the Game Boy game. When you throw the ball and it hits the ground, it opens up and releases a Pokemon. Each Pokemon will use their own attack on an enemy. Here are the Pokemon that come out...

Beedrill: Appears and comes back with more Beedrills that will fly across and hit anything in its path.

Blastoise: Uses its water cannons to shoot an enemy.

Chansey: Appears and throws some Eggs containing items.

Charizard: Charizard uses its Flamethrower attack and shoots fire in 2 directions.

Clefairy: It uses Metronome and copies another Pokemon's ability.

Goldeen: Bounces around saying Goldeen...

Hitmonlee: Does a jump kick at a random enemy.

Koffing: Fires poison gas in all directions.

Meowth: Throws coins in all directions.

Mew: Appears and flies off.

Onix: Flies into the sky and launches boulders on the ground.

Snorlax: Goes off and falls back down in a large form.

Starmie: Picks a random opponent and shoots rays at him.

Clobbering Items

Beam Sword - A slightly different lightsaber from Star Wars. It causes good damage to an opponent if you manage to hit them a lot. It's also one of the best weapons to throw at enemies!

Hammer - Probably considered the most powerful weapon in the game! When you pick it up, your character will swing it back and forth. Once it hits an enemy, it will either cause great damage or knock them out of the stage.

Fan - How thought up this one? This, obviously, does little damage (The thing is made from paper!). You should avoid using this worthless item.

Homerun Bat - Strong like the Beam Saber. The only problem is that it has poor throwing range, so only throw it when you're close to an enemy. It's useful for knocking opponents out if you combine it with a Smash Attack.

Special Items

Fire Flower - This is just basically a flamethrower. If you can hit an enemy a lot with it, you can cause 50%+ damage! When you throw it, it will scorch the enemy a bit too if it hits.

Ray Gun - A good weapon for long-distance attacks. The only problem is that you can only fire 16 shots before it runs out of energy.

Star Rod - This weapon can be used in 2 ways. You can use it like a sword, or you can shoot stars if you do a Smash Attack.

Star - Like in the Mario games, this will make you invincible for a short period of time. As soon as you use it, make sure you use up your time well for doing attacks.

Green Shell - Very useful for knocking badly damaged opponents out of the arena. The shell will move on the ground until it hits something.

Red Shell - Just like the green one, except it will "home" in on anybody (including you). Once it lands on a platform/ground, it will move around and hit people.

Recovery Items

Maxim Tomato - This tomato recovers 100% of your damage meter.

Heart Container - This item will recover all damage taken. So it puts your damage meter back to 0%.

=====
3) CHARACTERS
=====

Here is info and moves on the characters. The Profiles are from the Data menu

of the game. For the Basic Moves, those are the main ones, so they are more to find.

NOTE: On most basic moves, you can also use R instead of A.

Mario

Profile: Although best known as the mustachioed plumber who battles the Turtle Tribe with his distinct jumping action, this internationally-famous hero has acted as a referee, a driver, and even a doctor! He's been linked to Princess Peach of Mushroom Kingdom for years, but to this day their true relationship remains a mystery.

Costumes:

C-Up - Red hat and shirt, blue overalls, brown shoes

C-Down - Brown hat and overalls, creme-colored shirt, blue shoes

C-Left - Same as C-Up but reversed

C-Right - Looks the same as Wario's outfit

Finishing Pose: Mario will grow into the form when he uses a Mushroom (like in the NES game). Then he will shrink back to his normal size.

Special Moves:

B - Fireball

Description: Mario throws a fireball like he did in Mario Bros. This can be fired somewhat fast.

Average Damage: 6%

Down + B - Mario Tornado

Description: He spins around and causes multiple hits. Very useful if you pair it up with the Super Jump Punch.

Average Damage: 14%

Up + B - Super Jump Punch

Description: He does a high jump and causes multiple hits.

Average Damage: 15%

Basic Moves:

A - Punch

Average Damage: 2%

A + A + A - Punch, Punch, Kick Combo

Average Damage: 8%

(Walk) Left/Right + (Press) A - Kick

Average Damage: 10%

Left/Right + A - Ultra Punch

Average Damage: 14%

Up + A - Head Slam

Average Damage: 16%

Down + A - Spin Kick

Average Damage: 13%

(In Air) R - Kick

Average Damage: 11%

(Dash, then jump) R - Drill Kick #1

Average Damage: Varies

(In Air) Down + R - Drill Kick #2

Average Damage: Varies

(In Air) Up + R - Overhead Kick

Average Damage: 9%%

Donkey Kong

Profile: Donkey Kong and Mario started out as arch-rivals, but they've patched things up in recent years. These days DK spends his time searching the jungle for bananas instead of kidnapping beautiful maidens. In the past few years, other members of the Kong family have cashed in on DK's fame as well, including his favorite nephew, Diddy.

Costumes:

C-Up - Brown hair

C-Down - Red hair

C-Left - Blue hair

C-Right - Gray hair

Finishing Pose: DK will shrug his shoulders acting like he is confused.

Special Moves:

B - Giant Punch

Description: This is a "charge-up" move. The longer you charge it, the more damage it will cause. DK will start flashing and his hand will sparkle when he has fully charged his punch.

Average Damage: 30% (With a fully charged punch)

Down + B - Hand Slap

Description: This was actually one of DK's abilities in Donkey Kong Country. He slams his hands on the ground and will send nearby enemies into the air.

Average Damage: 8%

Up + B - Spinning Kong

Description: Donkey Kong will spin quickly and cause multiple hits. This is more useful for jumping than attacking.

Average Damage: 6%

Basic Moves:

A - Punch

Average Damage: 3%

A + A - 2-Punch Combo

Average Damage: 8%

(Walk) Left/Right + (Press) A - Super Punch

Average Damage: 9%

Left/Right + A - Hand Slap (Not the same as the special move)

Average Damage: 15%

Up + A - Overhead Hand Slap

Average Damage: 16%

Down + A - Spin Kick

Average Damage: 15%

(In Air) R - Spin Attack

Average Damage: 11%

(Dash, then jump) R - Fist Slam

Average Damage: 16%

(In Air) Down + R - Feet Slam

Average Damage: 10%

(In Air) Up + R - Air Overhead Hand Slap

Average Damage: 10%

Link

Profile: Link is the valiant boy hero of "The Legend of Zelda" series in which he fights against the evil Ganon to recover the Triforce. Though his tools may change with each adventure, his strength and righteousness remain constant. With his trusty sword and a variety of weapons, he takes adventure head on!

Costumes:

C-Up - Green clothes

C-Down - Blue clothes (Zora Tunic)

C-Left - Really light purple clothes

C-Right - Red clothes (Goron Tunic)

Finishing Pose: Link does a pose with his sword.

Special Moves:

B - Boomerang

Description: This is an OK long-range attack. The good thing is that it can be used fairly quickly, so you can cause more damage easily.

Average Damage: 6%

Down + B - Bomb

Description: Even though it isn't quite as powerful as a Bob-omb, it still is pretty good. Once you get the bomb out, you use it like an item.

Average Damage: 10%

Up + B - Spin Attack

Description: This attack should be familiar. Unlike DK's Spinning Kong, this ability is useful for both jumping and attacking.

Average Damage: 12%

Basic Moves:

A - Slash

Average Damage: 4%

A + A + A - 3-Hit Sword Combo

NOTE: Keep pressing A to do quick sword stabs.

Average Damage: 10%

(Walk) Left/Right + (Press) A - Super Slash

Average Damage: 13%

Left/Right + A - Ultra Slash

Average Damage: 15%

Up + A - Overhead Stabs

Average Damage: 22%

Down + A - Low Slashes

Average Damage: 13%

(In Air) R - Air Kick

Average Damage: 8%

(Dash, then jump) R - Air Slashes

Average Damage: 12%

(In Air) Down + R - Downward Thrust (Looks like the one from Zelda 2)

Average Damage: 12%

(In Air) Up + R - Upward Thrust (Same as the one from Zelda 2)

Average Damage: 12%

Samus

Profile: Samus Aran is the toughest bounty hunter in the galaxy. Using a special suit powered by the technology of the bird people, which allows her to execute daring acrobatic feats. Samus pursues the airborne life form, Metroid, throughout the universe.

Costumes:

C-Up - Orange suit

C-Down - Dark brown suit

C-Left - Green suit

C-Right - Pink suit (Looks like the Gravity Suit from Super Metroid)

Finishing Pose: She does a pose with her gun.

Special Moves:

B - Charge Shot

Description: Like DK's Giant Punch, it can be charged. This is very useful since it is a long-range attack.

Average Damage: 23%

Down + B - Bomb

Description: Samus uses her Morph Ball ability to drop a small bomb. This is good to use when in the air above your enemies.

Average Damage: 7%

Up + B - Screw Attack

Description: Very useful for causing multiples hits. It is hard to control as a jump, though.

Average Damage: 14%

Basic Moves:

A - Punch

Average Damage: 3%

A + A - 2-Hit Combo

Average Damage: 8%

(Walk) Left/Right + (Press) A - Kick

Average Damage: 8%

Left/Right + A - Gun Jab

Average Damage: 16%

Up + A - Overhead Gun Blast

Average Damage: Varies

Down + A - Spin Kick

Average Damage: 14%

(In Air) R - Air Kick

Average Damage: 12%

(Dash, then jump) R - Gun Blast

Average Damage: Varies

(In Air) Down + R - Low Air Kick

Average Damage: 12%

(In Air) Up + R - Overhead Drill Kick

Average Damage: Varies

Yoshi

Profile: Yoshi is the friendly dinosaur of Yoshi's Island. He began as Mario's partner, but has since built his own identity, and now appears in many games. He uses his unique ability to turn whatever he swallows into an egg as his foremost attack. Yoshi come in a rainbow of colors and are said to have a high IQ from a very early age.

Costumes:

C-Up - Green skin with red shoes

C-Down - Light blue skin with purple shoes

C-Left - Yellow skin with green shoes

C-Right - Red skin with purple shoes

Finishing Pose: He shakes his arms and says "Yoshi!"

Special Moves:

B - Egg Lay

Description: He swallows the enemy and makes them into an egg for a short bit of time. While in the egg, hit the enemy as much as you can (Smash Attacks work best).

Average Damage: 5%

Down + B - Bomb

Description: He jumps in the air to the direction he's facing and dive bombs to the ground. Be careful when using because it's easy to miss and fall into the hole.

Average Damage: 16%

Up + B - Egg Throw

Description: Depending on how much you hold B and what direction you move the joystick determines how far/how high/what direction the egg will go. Even though it's hard to aim, it works pretty well.

Average Damage: 12%

Basic Moves:

A - Punch

Average Damage: 3%

(Walk) Left/Right + (Press) A - Kick

Average Damage: 10%

Left/Right + A - Head Slam

Average Damage: 16%

Up + A - Overhead Head Slam

Average Damage: 14%

Down + A - Tail Swipe

Average Damage: 11%

(In Air) R - Air Kick

Average Damage: 11%

(Dash, then jump) R - Spin Head Slam

Average Damage: 14%

(In Air) Down + R - Quick Kicks

Average Damage: Varies

(In Air) Up + R - Air Spin

Average Damage: 12%

Kirby

Profile: The 8-inch high Kirby hails from a distant, peaceful star. Like his simplistic appearance, he is an easily-understood character. True to his instincts, Kirby eats when he gets hungry and sleeps as soon as he grows tired. Nevertheless, Kirby remains a formidable opponent. In addition to his distinct flying and swallowing skills, he also has the ability to copy enemy attacks for ever-changing action.

Costumes:

C-Up - Pink skin with red shoes

C-Down - Light blue skin with dark blue shoes

C-Left - Red skin with dark red shoes

C-Right - Yellow skin with orange shoes

Finishing Pose: He waves his arms and says "Hi!".

Special Moves:

B - Swallow

Description: Kirby's famous ability. Swallow an enemy and press B or Down to copy that character's B ability (Example: You can copy Captain Falcon's Falcon Punch). Press L to drop the ability you copied.

Average Damage: 5%

Down + B - Stone

Description: He turns into a rock. This can deflect most attacks and can cause a good bit of damage. Be really careful if you use this on a slope because you'll go right down it.

Average Damage: 15%

Up + B - Final Cutter

Description: This can be a 4-hit attack if you do it right. This ability is useful for "minesweeping" if you're doing a battle with a lot of Motion Sensor Bombs.

Average Damage: 16%

Basic Moves:

A - Punch

Average Damage: 3%

A + A - 2-Punch Combo

NOTE: Keep pressing A to throw fast punches.

Average Damage: 7%

(Walk) Left/Right + (Press) A - Kick

Average Damage: 8%

Left/Right + A - Super Kick

Average Damage: 13%

Up + A - Overhead Kick

Average Damage: 12%

Down + A - Spin Kick

Average Damage: 14%

(In Air) R - Air Kick

Average Damage: 8%

(Dash, then jump) R - Drill Kick #1

Average Damage: Varies

(In Air) Down + R - Drill Kick #2

Average Damage: Varies

(In Air) Up + R - Spin Attack

Average Damage: 9%

Fox

Profile: Following in his dead father's footsteps as the young leader of the Star Fox Team, Fox McCloud's piloting of the super-high-performance combat ship ARWING for the Lylatian System is still in our memories. His one weakness may be his difficulty earning the trust of his teammates.

Costumes:

C-Up - Creme-colored shirt, dark green shorts, white shoes

C-Down - Purple shirt, dark blue shorts, purple shoes

C-Left - Green shirt, black shorts, red shoes

C-Right - Orange shirt, dark orange shorts, yellow shoes

Finishing Pose: He crosses his arms and says "Hmph!".

Special Moves:

B - Blaster Shot

Description: Useful long-range attack.

Average Damage: 5%

Down + B - Reflector

Description: The name says it all! It reflects certain attacks and shoots it right back where it came from. You can also cause a little bit of damage if you use it right by an opponent.

Average Damage: (Varies)

Up + B - Fire Fox

Description: Fox will move in a direction while surrounded by fire. It can be hard to aim with, but it is helpful for a jump.

Average Damage: 12%

Basic Moves:

A - Punch

Average Damage: 3%

A + A - 2-Punch Combo

NOTE: Keep pressing A after doing this to do fast kicks.

Average Damage: 8%

(Walk) Left/Right + (Press) A - Kick

Average Damage: 7%

Left/Right + A - Dual Kick

Average Damage: 13%

Up + A - Overhead Kick

Average Damage: 12%

Down + A - Low Kick

Average Damage: 11%

(In Air) R - Air Kick

Average Damage: 12%

(Dash, then jump) R - Mini-Drill Kick

Average Damage: 8%

(In Air) Down + R - Drill Kick

Average Damage: Varies

(In Air) Up + R - Overhead Air Kick

Average Damage: 12%

Pikachu

Profile:

Pikachu

Mouse PKMN

Height: 1' 4''

Weight: 12 lbs.

When several of these Pokemon gather, their electricity could cause lightning storms.

(Pokedex excerpt)

Costumes:

C-Up - Yellow skin

C-Down - Blue party hat

C-Left - Green party hat with green tinted skin

C-Right - Red party hat with red tinted skin

Finishing Pose: Pikachu shakes his arms and says "Pika! Pika!".

Special Moves:

B - Thunder Jolt

Description: This lightning wave can move up some walls, which is useful for surprise attacks.

Average Damage: 6%

Down + B - Thunder

Description: Very good attack, except that it takes a few seconds to do it. If you stand by an enemy and do this, it will damage them as well as anybody who gets hit by the bolt.

Average Damage: 14%

Up + B - Quick Attack

Description: Ignore the name because this isn't an attack. All it is is a jump. If you move the joystick in certain directions, you can do about 3 "jumps".

Average Damage: None

Basic Moves:

A - Headbutt

Average Damage: 2%

(Walk) Left/Right + (Press) A - Kick

Average Damage: 8%

Left/Right + A - Electric Beam

Average Damage: 14%

Up + A - Overhead Kick

Average Damage: 14%

Down + A - Low Kick

Average Damage: 12%

(In Air) R - Air Kick

Average Damage: 11%

(Dash, then jump) R - Electric Drill

Average Damage: Varies

(In Air) Down + R - Electric Dive

Average Damage: 11%

(In Air) Up + R - Overhead Air Kick

Average Damage: 8%

Luigi

Profile: Though often hidden in his older brother Mario's shadow, Luigi is, in reality, very popular. Tall than Mario, Luigi also jumps higher. Although he didn't appear in Super Mario 64, in Mario Kart 64 he performed to the best of his ability. For one who seems to always be in the background, he has many fans who eagerly await his appearance.

Costumes:

C-Up - Green hat and shirt, purple overalls, brown shoes

C-Down - Light blue hat and shirt, black overalls, brown shoes

C-Left - Pink hat and shirt, red overalls, brown shoes

C-Right - White hat and shirt, green overalls, brown shoes

Finishing Pose: He kicks the ground.

Special Moves:

B - Fireball

Description: Almost the same as Mario's. But Luigi's travel straight, and it doesn't travel quite as far.

Average Damage: 5%

Down + B - Luigi Tornado

Description: Similar to Mario's, but it doesn't cause multiple hits. Instead, it causes one good hit.

Average Damage: 12%

Up + B - Super Jump Punch

Description: This one seems more powerful than Mario's. If you stand right beside the enemy and do this, you'll hear the slamming sound from the Home Run Bat. But if you hit when they're in the air, it won't do much.

Average Damage: 1% (In Air) / 19% (On Ground)

Basic Moves:

A - Punch

Average Damage: 2%

A + A + A - Punch, Punch, Kick Combo

Average Damage: 8%

(Walk) Left/Right + (Press) A - Kick

Average Damage: 8%

Left/Right + A - Super Punch

Average Damage: 12%

Up + A - Overhead Slam

Average Damage: 15%

Down + A - Low Kick

Average Damage: 14%

(In Air) R - Air Kick

Average Damage: 11%

(Dash, then jump) R - Dual Kick

Average Damage: 12%

(In Air) Down + R - Drill Kick

Average Damage: Varies

(In Air) Up + R - Overhead Kick

Average Damage: 9%

Captain Falcon

Profile: A regular pilot in the great galactic race F-ZERO Grand Prix, Captain Falcon is skilled at collection prize money. Much about his past remains hidden in shadow, but it's clear that many a villain hold a powerful grudge against him.

Costumes:

C-Up - Red helmet, purple suit, yellow boots

C-Down - Purple helmet, red suit, purple boots

C-Left - Pink helmet, white suit, red boots

C-Right - Dark red helmet, dark gray suit, gray boots

Finishing Pose: Does a salute and says "Show your moves!"

Special Moves:

B - Falcon Punch

Description: Very powerful punch. It doesn't do as damage as DK's charge punch, but it does good considering you don't need to charge it up.

Average Damage 20%

Down + B - Falcon Kick

Description: He also has a good kick. This attack is also pretty fast when you use it.

Average Damage: 12%

Up + B - Falcon Dive

Description: He grabs the enemy and scorches them after he tosses them.

Average Damage: 17%

Basic Moves:

A - Punch

Average Damage: 3%

A + A + A - Punch, Punch, Kick Combo

NOTE: If you keep pressing A after doing this, he will throw fast punches until you stop pressing it.

Average Damage: 10%

(Walk) Left/Right + (Press) A - Kick

Average Damage: 10%

Left/Right + A - Fire Kick

Average Damage: 14%

Up + A - Overhead Punch

Average Damage: 13%

Down + A - Low Kick

Average Damage: 12%

(In Air) R - Air Kick

Average Damage: 12%

(Dash, then jump) R - 2-Kick Combo

Average Damage: 18%

(In Air) Down + R - Low Air Kick

Average Damage: 12%

(In Air) Up + R - Overhead Kick

Average Damage: 14%

Ness

Profile: Ness was a seemingly-average kid from Onett, but in truth, he was destined for much more. When a strange meteorite landed near his hometown, the little boy with psychic powers set out to save the world. Little has been said of Ness's character, and much remains hidden.

Costumes:

C-Up - Red hat, purple shorts, purple/yellow striped shirt

C-Down - Blue hat, pink shorts, yellow/pink striped shirt

C-Left - Green hat, orange shorts, yellow/orange striped shirt

C-Right - Yellow hat, black shorts, yellow/black striped shirt

Finishing Pose: Ness takes a bow and says "Okay!"

Special Moves:

B - PK Fire

Description: Can be useful. He throws a small bolt that creates a mini fire pillar when it hits an enemy/item. You can cause good damage if you manage to hit them with the pillar (up to 25%).

Average Damage: 23%

Down + B - PSI Magnet

Description: The only recovery move in the game. Activate this, and when certain projectile attacks (lasers, fire, etc.) hit you, you'll recover some damage. But that doesn't happen too often.

Average Damage: None

Up + B - PK Thunder

Description: Very useful! When it goes into the air, use the joystick to control it. It does little damage to the enemy. If you hit yourself with it, you'll go in that direction. You can use that "dash" attack on the enemy to do lots of damage. It can also be used to save yourself from falling into the pit.

Average Damage: 5% (Regular Attack) / 23% ("Dash" Attack)

Basic Moves:

A - Punch

Average Damage: 2%

A + A + A - Punch, Punch, Kick Combo

Average Damage: 8%

(Walk) Left/Right + (Press) A - Kick

Average Damage: 9%

Left/Right + A - Homerun Bat

Average Damage: 15%

Up + A - Overhead Yo-Yo

Average Damage: 13%

Down + A - Low Yo-Yo

Average Damage: 15%

(In Air) R - Air Kick

Average Damage: 11%

(Dash, then jump) R - Air Punch

Average Damage: 9%

(In Air) Down + R - Low Kick

Average Damage: 12%

(In Air) Up + R - Head Slam

Average Damage: 13%

Jigglypuff

Profile: The Balloon PKMN with the big, round eyes. It sings a soothing melody, sending those that hear it to sleep. When mad, it puffs itself up. As a Balloon PKMN, its body is light, weak, and easy to knock away.

Costumes:

C-Up - Pink skin

C-Down - Slightly blue tinted skin with a blue bow

C-Left - Green bow

C-Right - Red bow

Finishing Pose: Rocks a little bit and says "Jigglypuff!"

Special Moves:

B - Mega Punch

Description: It does more damage than a normal punch, but it isn't that great.

Average Damage: 9%

Down + B - Sleep

Description: Jigglypuff falls asleep. But if you stand close by and enemy and do this, it act like you did a Smash Attack with the Home Run Bat!

Average Damage: 15%

Up + B - Sing

Description: Like in Pokemon for GameBoy, it puts the enemy to sleep. It also affects nearby enemies. Make use of the time they're asleep because the effect will wear out in a short period of time.

Average Damage: None

Basic Moves:

A - Punch

Average Damage: 3%

A + A - 2-Hit Punch Combo

Average Damage: 7%

(Walk) Left/Right + (Press) A - Spin Kick

Average Damage: 6%

Left/Right + A - Super Kick

Average Damage: 12%

Up + A - Overhead Slam

Average Damage: 14%

Down + A - Ground Kick

Average Damage: 12%

(In Air) R - Air Kick

Average Damage: 12%

(Dash, then jump) R - Dual Kick

Average Damage: 11%

(In Air) Down + R - Drill Kick

Average Damage: Varies

(In Air) Up + R - Overhead Punch

Average Damage: 12%

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4) SECRETS / TRICKS
=====

NOTE: Some codes of the Misc. codes are from N64 Code Center and GameSages.

Hidden Characters

NOTE: To get a hidden character, you must fight that character after you do what the code says. If you win, you can use that fighter.

Jigglypuff

Complete the game using any fighter on any difficulty setting.

Captain Falcon

Complete the game using any fighter on Normal under 20 minutes.

Luigi

Complete Practice Bonus 1 with the 8 characters.

Ness

Complete the game on Normal with Stock set to 3.

NOTE: You cannot use a continue!

Hidden Menus

Sound Test

Complete Practice Bonus 1 and 2 with all 12 characters. Go in the Data menu to use the Sound Test. The Sound Test lets you listen to all of the music, sound effects, and voices that are in the game.

Item Switch

Play 50 VS. Mode games (it happens quicker than you might think). The Item Switch will be in the VS Options menu. This menu will allow you change what items appear and how often they appear.

Misc.

Mushroom Kingdom VS Stage

By: Jackle9257

Complete the game with the 8 characters on any difficulty with any number of Stock. Then battle on all of the VS Mode stages. You will get a message saying that you got the hidden stage.

Mew in the Poke Balls

Get all 4 hidden characters, and Mew will appear in the Poke Ball (but not very often). Mew doesn't do any attacks, it just appears and flies off.

Change Character's Costume

When you select a fighter, use the 4 C-Buttons to change the color of the outfit. Most characters change the color of their costumes, but Pikachu and Jigglypuff will use accessories (party hats and bows) to change it.

Clefairy Clone

First, have Jigglypuff and Kirby in the same battle. Then have Kirby copy

Jigglypuff. Press Start to zoom in on Kirby, and if you look closely, he will look a little bit like Clefairy.

1 Player Mode Bonuses

These are the Bonuses you can earn after winning a battle in the 1 Player Mode.

Star Clear (15,000): Defeat your enemy while invincible using the Star.

Vegetarian (9,000): Win a battle using 3 Maxim Tomatoes.

Heart Throb (17,000): Win a battle using 3 Heart Containers.

Throw Down (2,000): Win a battle by throwing your opponent off.

Smash Mania (3,000): Defeat your opponent by using only the A button.

Smashless (5,000): Defeat your opponent by using only the B button.

Single Move (8,000): Defeat your opponent using a single move.

Booby Trap (12,000): Defeat your opponent with a Motion Sensor Bomb.

Fighter Stance (100): Press L as the enemy is being defeated.

Mystic (7,000): Win a battle while you're off-screen but still alive.

Comet Mystic (10,000): Win the round while you're falling into the background.

Acid Clear (1,500): Beat Samus by throwing her into the acid.

Bumper Clear (10,000): Defeat your opponent with a Bumper, either the item or the one above Peach's Castle.

Tornado Clear (3,000): Defeat Link with the tornado on the Hyrule Castle stage.

ARWING Clear (4,000): Defeat Fox with the ARWING on Sector Z.

Last Second (8,000): Defeat your opponent with only one second on the clock.

Lucky Three (9,990): Defeat your opponent with 3 minutes, 33 seconds left on the clock.

Jackpot (3,330): Finish with all the digits in your damage percentage being the same (Examples: 22%, 33%, etc.).

Yoshi Rainbow (50,000): On the Yoshi Team stage, defeat all Yoshi's in a row, in order.

Kirby Ranks (25,000): Beat the following Kirby's in order on the Kirby Team stage: Mario, Donkey Kong, Link, Samus, Yoshi, Fox, Pikachu.

Brothers Calamity (25,000): On the Mario Bros. stage, defeat Luigi first without hitting Mario.

DK Defender (10,000): On the Giant DK stage, defeat Donkey Kong without losing your teammates.

DK Perfect (50,000): On the Giant Donkey Kong stage, defeat Donkey Kong

without getting your teammates hit.

Good Friend (8,000): On the Mario Bros. stage, defeat Mario and Luigi without losing your teammate.

True Friend (25,000): On the Mario Bros. stage, defeat Mario and Luigi without getting your teammate hit.

Special Move (5,000): Use special (R) move a lot.

Borrow Lives

If you are defeated in a Multiplayer Team Battle, press A + B + Z + Start to borrow a life from your teammate.

Rotate Character

In the Characters menu, hold Z and move the joystick to rotate your character.

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5) GAMESHARK CODES
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Credit goes to GameShark Central (<http://gsc.ga64.com>) for these codes!

NOTE: You need a version 3.0+ of Gameshark to use the codes!

Enable Code (Must Be On!) = F10396B0 2400 + DE000400 0000

Misc. Codes

Skip Straight To Master Hand (See Note 1) = 800A4AE7 000D

Camera Zooms Out Farther When You Press Start = 800A4D08 0002

1-Player Mode Only Codes

Infinite Time (See Note 2) = 810A4B2E 43CB

Infinite Lives P1 = 800A4B43 0004

Infinite Lives P2 = 800A4BB7 0004

Infinite Lives P3 = 800A4C2B 0004

Infinite Lives P4 = 800A4C9F 0004

High % Health P1 = 810A4B86 0500

High % Health P2 = 810A4BFA 0500

High % Health P3 = 810A4C6E 0500

High % Health P4 = 810A4CE2 0500

Low % Health P1 = 810A4B86 0000

Low % Health P2 = 810A4BFA 0000

Low % Health P3 = 810A4C6E 0000

Low % Health P4 = 810A4CE2 0000

Character Modifier P1 (See Note 3)= 800A4B3B 00??

Character Modifier P2 = 800A4BAF 00??

Character Modifier P3 = 800A4C23 00??

Character Modifier P4 = 800A4C97 00??

VS. Mode Only Codes

Infinite Time = 810A4D1E 43CB

High % Health P1 = 810A4D76 0500

High % Health P2 = 810A4DEA 0500

High % Health P3 = 810A4E5E 0500

High % Health P4 = 810A4ED2 0500
Low % Health P1 = 810A4D76 0000
Low % Health P2 = 810A4DEA 0000
Low % Health P3 = 810A4E5E 0000
Low % Health P4 = 810A4ED2 0000
Character Modifier P1 (See Note 3) = 800A4D2B 00??
Character Modifier P2 = 800A4D9F 00??
Character Modifier P3 = 800A4E13 00??
Character Modifier P4 = 800A4E87 00??

Notes

1: This code takes you to the final battle. It can be useful in helping you unlock secret characters and the Mushroom stage.

2: With these codes, do not use both mode codes at the same time.

3: Replace "??" with one of the following:

- 00 - Mario
- 01 - Fox
- 02 - DK
- 03 - Samus
- 04 - Luigi
- 05 - Link
- 06 - Yoshi
- 07 - C. Falcon
- 08 - Kirby
- 09 - Pikachu
- 0A - Jigglypuff
- 0B - Ness
- 0C - Master Hand
- 0D - Metal Mario
- 0E - One of the Fighting Polygon Team Members #1
- 0F - One of the Fighting Polygon Team Members #2
- 10 - One of the Fighting Polygon Team Members #3
- 11 - One of the Fighting Polygon Team Members #4
- 12 - One of the Fighting Polygon Team Members #5
- 13 - One of the Fighting Polygon Team Members #6
- 14 - One of the Fighting Polygon Team Members #7
- 15 - One of the Fighting Polygon Team Members #8
- 16 - One of the Fighting Polygon Team Members #9
- 17 - One of the Fighting Polygon Team Members #10
- 18 - One of the Fighting Polygon Team Members #11
- 19 - One of the Fighting Polygon Team Members #12

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6) CREDITS
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This section is here to recognize people, sites, etc. who have contributed to this FAQ.

Jackle9257 - For more info on getting the hidden VS Mode stage.

Gameshark Central - For the GameShark codes.

N64 Code Center - For some of the Misc. codes.

GameSages - For the 1 Player Mode bonuses.

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7) CONTACT / LEGAL INFORMATION
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