

# Super Smash Bros. Competitive Strategy FAQ

by asianaussie

Updated on Nov 29, 2012

```
-----  
*****  
~~~~~  
*****  
-----
```

```
~~~~~  
Super Smash Brothers - Competitive Strategy/Online FAQ  
~~~~~
```

Written by cheeseball341 AKA A. Yang  
(Kaillera name: asianaussie)

Published by Nintendo  
Developed by Hal Laboratory

```
-----  
*****  
~~~~~  
*****  
-----
```

```
~~~~~  
Table Of Contents  
~~~~~
```

Use the Ctrl-F Code to search out any section you want to skip to. This is the Find function for Internet Explorer, Firefox and numerous other browsers. When searching, ignore the square brackets and search only the word.

If you're new to this game (or game series), I suggest going to the Jargon section (search techtalk) and learning a bit about the language of this game.

```
-----  
-----  
<<Section Name>> <<[Ctrl-F code]>>
```

```
-----  
1: Super Smash Brothers 64 [64ssb]  
   - Quick Links [infodesk]  
2: Controls and Setup [b4ugo]  
3: Jargon [techtalk]  
4: General Move Descriptions [yaydesc]  
5: Move Compendium [ohnoes]  
   - Mario [mcplumber]  
   - Donkey Kong [mcape]
```

- Link	[mchero]
- Samus	[mchunter]
- Yoshi	[mcmount]
- Kirby	[mcpuff]
- Fox	[mccool]
- Pikachu	[mcrat]
- Luigi	[mc2nd]
- Captain Falcon	[mcpawnc]
- Ness	[mcpkfire]
- Jigglypuff	[mcjiggs]
- Best Moves	[awards]
6: The Tier List (new, Smashboards edition!)	[reassessed]
- Old Tier List (silly GameFAQs list)	[idcmuch]
7: Gameplay Videos	[fromthepros]
8: Stages (including 1P)	[mesighs]
9: Items (Or Why Items Suck In Competitive Play)	[brokenz]
10: Gameplay Strategy	[beready]
- Tactical Play	[goodchoices]
- Frames of Defence	[dontgethit]
- Human/Computer Comparison	[manvmachine]
- Defence	[guardbreak]
11: Techniques	[letsbpro]
- Unspecific Techniques	[everyonein]
- Character Specific Techniques	[1forall]
- Mario/Luigi	[plumbing]
- Donkey Kong	[goape]
- Link	[yaaah]
- Samus	[trixoftrade]
- Yoshi	[tongueart]
- Kirby	[hiiii]
- Fox	[firinmylazor]
- Pikachu	[ichooseyou]
- Captain Falcon	[~yes!!!]
- Ness	[pkthundar]
- Jigglypuff	[bloons]
- Directional Influence	[stickabuse]
12: Tips and Tricks	[inoob]
- Advanced Tips/Tricks	[coolm]
13: Other Stuff That Wouldn't Fit In	[rejectd]
- Kaillera Help	[netbattler]
- P2P Kaillera	[nolagplease]
- Keyboard or Controller	[controlfreak]
- The Glitch List	[bugged]
- Bad Habits to Have in SSB64	[coldturkey]
- Reference Lists	[infohere]
- Retexturing	[arthouse]
- Japanese/English Version Differences	[konnichiwa]
- Melee/64 Differences	[oldschool]
14: FAQs	[nojoke]
- Setup Questions	[gettinthere]
- In Game Questions	[whatsjump]

Update History

[lolyoutried]

15: Contact Details

[nospam]

-----  
-----  
Welcome to my humble FAQ. Hmm...the term FAQ barely applies anymore, huh? I should just call it a guide. Okay. Welcome to my humble guide :D!

First of all, what this guide is about. This isn't a specific guide on using any particular character. Nor is it one about using a character to beat 1P Mode or a few lv9 computers. No. This is a guide for people who want to get better at this game, so they can play in the (now heavily contested) online Kaillera scene. As such, using only one character is rather dull. So, be like Isai, and learn to use everyone equally. Of course, if you do decide to use only one character, I'm sure you'll find that character's section fairly useful. Note that this guide will mainly deal with lv1 scenarios.

In addition, this guide helps those trying to play online, and introduces the concept of online play to those who haven't yet heard of it. It also helps those who want to lift their console game, so don't worry. 'How to do's will generally have both a console and keyboard reference.

Note that despite the diversity in characters, one can play fairly well with everyone, and be skilled in using virtually every character at the same time. This is why such a guide is possible: no character has an absurdly steep learning curve to the point where you have to dedicate yourself to be decent with them. Of course, some characters are harder than others both technically and option-wise. That said, you can and should have a character you use more than the others. My main is Link. I can use anyone fairly well though, or at least well enough to try my hand at writing this guide.

Let me say this now. If you are looking for a cheap way to win over and over again, you're reading the wrong guide. There is no 'cheap way' to win aside from camping, which is boring and unsportsman-like, though it is arguably the 'optimal' way to play, and is what I personally regard as the best (if least entertaining) strategy. Some sick people might like camping, I dunno.

-----  
Finally, why I'm writing this guide. First of all, I find there are a lack of competitive SSB64 multiplayer guides on GameFAQs and other sites, presumably because there wasn't really a competitive scene up until recently. Most of the existing guides aren't objective enough for competition, as virtually none of them consider all the characters in anything resembling detail. Most of them suggest that some characters are so awful that beating them is no problem. Some go as far as to label a certain move as 'the best move in the game' without consideration of other candidates. Every lengthy character FAQ has heavy emphasis on 1P mode, use of items and specific (often flawed) techs and strategies against other characters. As such, I've attempted to take a more objective view, which is possible because I have other characters to compare moves' effectiveness against.

Anyway, being a fairly competitive player to begin with (on the console), I moved into online playing when I first heard about it, and after some control tweaking (I rarely ever used N64 emulators before, seeing as I generally had the games on console), I started playing online. Of course, I got demolished.



The gameplay is very different to conventional beat-em-ups, where you deplete an enemy's stamina bar to gain a K.O. In this game, you don't work on a damage basis (not in multiplayer, anyway). You work on a K.O. basis. While you do possess a damage meter, it counts up, not down. How do you score K.O.s then? The stage has limits, to the sides, bottom and top of the screen. Hitting foes past these limits is counted as a K.O. What does the damage meter do? Well, the higher that meter goes, the further opponents will fly - higher damage means they fly further and get killed quicker.

Finally: The characters may be from kiddy games, and the game itself is on what is widely considered a 'kiddy console', but it is still a deep, strategic fighter game well worth anyone's time, even nowadays (2011). As such, I don't care if those SF players label us kids or immature. This is an alternative fighter game at its best, like Banjo-Kazooie is a platformer at its best, or Pokemon Snap is an alternative shooter at its best. Labelling and assumptions have made this game into one for little kids. Screw that.

---

This is the prequel to Super Smash Brothers Melee and the even more popular Super Smash Brothers Brawl.

This game is extremely different to the competitive Melee, and even more different to the casual gamer's Brawl. For starters, combos here are generally real and inescapable. When one refers to a combo in Melee, it is often derived from prediction rather than inescapable links. 64 is less dynamic, and while prediction is still a major part, you'll get solid combos quite frequently.

In Brawl, much of the strategy was taken out in favour of gimmicks and fun gameplay for the casual gamer. They brought in third-party characters, 'super' moves and a very long (and admittedly interesting) 1P mode. This is not to say Brawl requires no skill; rather, it is slower and based strongly in spacing and defensive play. Many players moving from Melee to Brawl view the game as slow or floaty.

A quick note:

Wavedashes, Sidestepping, Air Dodges, Meteor Attacks, Meteor Cancelling, SHFLing, Grapple Recoveries and Footstool Jumps are all non-existent in 64.

L-cancelling is called Z-cancelling here, though it really should still be L-cancel (for Lag Cancel).

---

So, you've learnt about the game. Ready to play? I hope so.

---

Quick Links

infodesk

---

Here's a short compendium of stuff people might want to know, and what to search in order to jump to said topic. Search the words in the brackets - not including the brackets themselves.

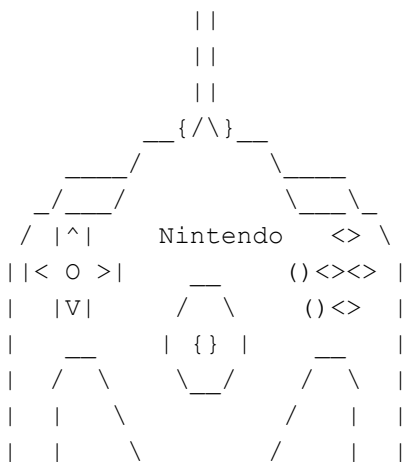
These will not necessarily bring you to the top of the passage. Just read the section you jumped to.

Old Tier Arguments (the GameFAQs List)	[Top:]
The New Tier List (Smashboards version)	[reassessed]
Mindgames	[of flaming]
Matchups (uncomprehensive)	[Character Matchups]
Setting up the emulator for netplay	[netbattler]
Retexturing on an emulator	[arthouse]
Kaillera troubleshooting	[gettinthere]
Short Hopping	[keyset]
Short-hopped U-Airs	[keyset]
Using Tilts	[keyset]
Getting all the characters the fast way	[Have All Characters]
Getting Mushroom Kingdom	[Have All Characters]
Getting Item Switch	[Have All Characters]
Word definitions	[techtalk]

-----  
 \*\*\*\*\*  
 ~~~~~  
 \*\*\*\*\*  
 -----

~~~~~  
 2: Controls and Setup b4ugo  
 ~~~~~

-----  
 \*\*\*\*\*  
 ~~~~~  
 \*\*\*\*\*  
 -----





On my crude ASCII Nintendo controller, you'll see several buttons. I'll try to describe them using basic terminology.

First, the Blue button. It's the lower of the two obvious circles on the right hand side of the controller. It's called 'A'. I'll refer to it as A from now on. It's the Standard Attack button, used for basic attacks, tilt attacks, aerial attacks and of course, smash attacks. It can also be used to grab.

Second, the Green button. It's above the A button, and is the higher of the two circular buttons. It's the Special Attack button, used to unleash each character's unique attacks. It's referred to as the B button.

Third, the Control Stick. The most important thing on the controller. In games like Super Mario 64 and Donkey Kong 64, it's the direction thingy. In this game it governs left and right movement. Here's a cool thing, stab upwards to jump. Hold it down (south) to crouch. Can you guess where it is? Yep, it's the sharp bracket enclosed by the hexagon below the word Nintendo. Hehe.

Now the R button. If you don't know the controller you won't find it easily. It's the right trigger above the little diamonds to the right. Press it to use the character's grab. It can also be in lieu of A to use aerial attacks, or in lieu of Z to perform L-cancels.

The opposite trigger triggers (<- hah) a taunt from your character. It's known as the L button. It has some very obscure uses.

The little diamonds. In other games they're individually far more important; in this game they're all jump buttons. Just alternatives to jabbing upwards on the stick. Essential for manoeuvres like short hopping, edgehogging, etc. In other words, essential to high-level play. While you can go without, it is not recommended.

Finally, the all important Z button. It's not on there, is it? Well, it's on the flipside of the controller. Since I'm lazy and won't be bothered drawing the flipside, just know it's just about underneath the control stick.

As for the directional pad on the left...well, I'm not sure if it works with this game. I've never tried it.

Now, for the keyboard version. These are the default controls offered by the online emulator Project 64k. Also, if you wish merely to play on the computer, you can use Project 64 1.6, and these controls will still apply. They are changeable under Controller Settings in the Options tab.

Left	Control Stick jab left
Right	Control Stick jab right
Up	Control Stick jab up
Down	Control Stick jab down
X	A button
C	B button
Z	Z button
S	R button
A	L button
Pack of buttons above arrow keys	C buttons

Note on the computer that pressing the Control Stick direction button is about the same as a forceful jab in the relevant direction. You can't set the Stick sensitivity in PJ64k, though PJ64 1.6 allows it (Banjo Tooie and SM64...). If you want to short hop better, I suggest putting one of the C buttons onto the Spacebar for easy access.

You can connect a Nintendo 64 controller to your computer through the use of a USB port cable, which is purchasable from several online stores, as well as eBay and such. Playstation, Xbox and custom controllers can all work too.

I will neither promote or discourage use of ROMs. Remember, ROMs can be legal IF YOU RIP YOUR OWN COPY OF THE GAME. Illegal actions are punishable by law. However, ROMs are required for playing online, and as such, it is up to you whether or not to download said ROMs. There will be no mention of where to download ROMs. Rumours about the '24 hour trial period' are false, so those who plan to evade the law by redownloading, no dice.

This is for XP. There is an excellent troubleshooting guide on the internet about dealing with Vista-related problems. Chances are the following steps will work regardless. The URL for Vista problems is:

<http://www.smashboards.com/showthread.php?t=96375>

To actually access Kaillera, you'll want to first put all your ROMs (most importantly SSB64) into one directory. In the emulator, select File > Choose Rom Directory, then choose that directory. A list of ROMs should appear. Now select File > Start Netplay. Congratulations. You're in Kaillera, or as Mupen calls it, Old Kaillera. Once you join a server, you'll also have the ability to create and join games, which solves a problem that stumps many new players.

Select a Connection type and type in a username. The Connection type is very important; without a matching Connection type you cannot start a match. Most servers use a LAN connection. In particular, the major American servers all use LAN. The higher the connection standard, the more likely it is you will desynchronise from the game, but the amount of delay input generally gets lower. To find a server near you, either search the web or use the Kaillera system's inbuilt server search tool.

And yes, Mupen can do all of this too. However, I prefer PJ64k, and rarely ever deviate from it. As such, it is not my place to teach you the intricacies of Mupen 64k. Mupen 64k is better for a number of games, including the Mario Party games, Goldeneye and the Japanese SSB64.

-----  
-----

NOW, ONTO THE ACTUAL GAMEPLAY!

-----  
\*\*\*\*\*  
~~~~~  
\*\*\*\*\*  
-----

~~~~~  
3: Jargon  
~~~~~

techtalk

-----  
\*\*\*\*\*



~~~~~  
\*\*\*\*\*  
-----  
These are terms you'll find in the FAQ, please try to remember what they mean so you don't have to keep coming back. Some terms relate to online play, and I'm sure you can tell which is which.

\*-Air                   Short for Directional Aerial. \* can be replaced by N, F, U, D or B for Neutral, Forward, Up, Down and Back respectively.

\*-Tilt                   Short for Directional Attack, done by tilting the control stick slightly in a certain direction. \* can be replaced by F, U or D for Forward, Up or Down Tilts respectively.

\*-Smash                 Shorthand for referring to Smash Attacks. \* can be replaced by F, U or D for Forward, Up or Down Smash respectively.

\*-Throw                 Shorthand for throw attacks (after grabbing with R/Z+A). \* can be replaced by F or B, for Forward or Back Throw respectively.

Aerial                  An aerial (in the air) attack. Usually refers to A-button.

Camping                 Not moving from one spot; waiting for the opponent to come to you so you have an advantage in the exchange. Sometimes excessive camping is banned in tournaments.

Chaingrab               A repeated grab attack. Very few standing examples. Most are performed with the help of walls and often lead to a simple finisher.

Char                    Short for character.

Combo                  Short for combination, a series of attacks rapidly executed to deal damage or even cause a KO. Combos are created with 3 or more hits, in my opinion. The key feature of a combo is that the enemy cannot escape (without inhuman DI).

Crouch Cancel          Crouching on the ground (holding down) to lower knockback. Can easily save you from what would otherwise be a KO. Usually abbreviated as CC in Melee. Just as applicable in 64 as it is in Melee, though the higher levels of knockback do damper the effectiveness somewhat.

Delay                   Generally means 'input delay', or the number of frames between hitting a command and the command executing. 1-2 frames is quite good for online play. 3-5 frames is acceptable in server play. 6-9 frames is a different game. 10+ frames is virtually unbearable for most players.

Desynch                 Desynch means that 1 or more players online have become lagged and have been unable to compensate, meaning that the online match is unable to continue (each player loses control on the other player's game). If the enemy runs off the stage or just acts stupid, it's probably a desynch. Also called 'desync'. Kaillera sometimes warns the players of this with a message, but most of the time it happens without Kaillera noticing.

DI                      Directional Influence, created by holding a direction. This

allows you to escape combos or dodge attacks. Use this thread instead: <http://www.smashboards.com/showthread.php?t=80947>  
This thread is owned by one ant-d, who explains it very well.

DI x2	Also called Slide DI: DI created by sliding the stick in a circular motion and getting two separate directional pushes in an instant.
Disjointed	An attack hitbox that is separate from the damage box of the character: an attack that, if hit by a similar attack, does not cause the attacker to take damage. Not a projectile.
DJC	Double jump cancel, a technique used by Ness and Yoshi.
DJCC	Double jump cancel counter, a technique using the superarmour frames in Yoshi's second jump.
Drill	Multi-hitting attack that traps the enemy during its duration. Regarded as easy to DI out of.
DS	Shorthand for Desynch. Or the Nintendo DS. Look at the context for further information.
Edgeguarding	Guarding the edge, which means stopping enemies from returning to the stage after being smashed off.
Edgehogging	Gripping the edge so enemies can't grab it and thus fall to their deaths. Usually done by short hopping off the edge backwards.
Falcon	Captain Falcon.
Fastfall	Falling at a faster rate to speed up return to the stage or to interfere with enemy combos/edgeguarding. Executed by holding down while falling. Also used in some combos.
FPS	Frames per Second. For SSB64 (U) or (J), 60fps is the normal rate. For (E) or PAL versions, 50fps is the standard.
Gimping	Killing an opponent at relatively low damage, generally by edgeguarding. A key way to kill people in serious matches.
Helpless	The state you're forced into after performing certain attacks. Most Up-B recoveries make you go into this state. You're only helpless as long as you're in the air.
Hitbox	The pixel range that causes damage when an attack is executed. Various attacks have large disjointed hitboxes, meaning that the body doesn't have to touch to have a damaging effect.
Hitstun	The period of time right after being attacked where you can't do any normal actions. Fairly significant in SSB64.
Infinite	An attack or combo that can be repeated almost indefinitely for very high amounts of damage. Basically inapplicable in actual competitive play.
Item	A usable item in the game. These can be turned on or off.
Jiggs	Jigglypuff.

John	This means making a poor excuse for losing, such as 'My mom was on the phone, I couldn't concentrate' or 'My keyboard has a delayed input'. It's a reflexive instinct for first-timers.
Juggle	An attack combination that keeps an enemy in the air.
JV X-stock	A term coined by smashers that involves winning with 0% on their damage meter. Winning with 2 lives and 0% is called a JV 3-stock.
KB	Short for Knockback (see below). Alternatively stands for keyboard, in the context of keyboard-users.
KO	Knock Out. Basically means death, or loss of a stock.
Knockback	How far the enemy is knocked away when hit by an attack.
Lag	The period of time directly after or before an attack where you are helpless and thus liable to be hit. Startup lag is the lag before an attack, recovery lag is the lag straight after an attack. Landing lag occurs directly after an aerial attack hits the ground hard (eg. Pikachu's D-air)  Also used to refer to a lowered frame rate while playing online. Lagspikes are periods of extreme lag.
Main	Your main character, or the character you play best with. Link is mine.
Mashing	Button and Control Stick abuse. Used to escape from shield break status, Yoshi's Egg Lay, DK's cargo hold and Jiggs' Sing attack. Alternatively: a noob way to play the game.
Meteor Smash	See Spike. No distinction in this game, as Meteor Cancels don't exist.
Mindgames	Controlling and reducing your opponent's available actions. A term first used to describe very accurate predictive play, causing opponents to think you are 'in their head'.
Noob	An insult to someone who isn't very good at the game, or is rude and arrogant enough to merit such an insult.
p2p	Person to person, a mode of play that gives lower delay and a more consistent (read: good) FPS.
Parry	Yoshi's unique defence: his 'coming-out-of-shield' animation. Not much like traditional fighting game parries, as it is an abuse of game physics, in my opinion.
Pika	Pikachu.
Pivot	Performing a character's initial dash, then turning around on the spot so you are facing the other direction.
PJ64	Project 64, a Nintendo 64 emulator for the PC.
PJ64k	Project 64k, the version of Project 64 with netplay.

Projectile	An attack that detaches from the character and moves away. It is a primary form of long-range combat.
Puff	Jigglypuff.
Ragequit	Leaving mid-game or right after a game without warning.
Rape Tent	The right side of Hyrule - the boxed off area where normally powerful hits translate into combos (throws and smashes all become viable combo moves, not just finishers).
Range	The length to which an attack extends; how far away an enemy can be and still be hit by an attack.
SDI	Smash DI: DI created by smashing the control stick. Alternatively, Slide DI: DI created by sliding the control stick in a circular motion.
Sexkick	A term coined by smash enthusiasts, it's an attack held in one position for a while, giving a long move duration. Usually a Neutral Air attack.
Shield	See 'Shield' in the General Move Descriptions section.
Shield-grab	Pressing A while in a shield. Results in a grab command.
Shieldstun	When you get hit in your shield, you cannot respond right away with a grab/jump. This is called shield stun, and is why real shield-breaks can happen in SSB64.
Shine	Fox's Down-B Reflector move.
Short-hop	A short jump executed so you can use an aerial at a lower height. Used in combos and key to playing all characters.
Smash	A powerful attack that sends enemies offstage at a high enough damage percentage. A frequently used killing move.
Spacing	Playing with the space between you and the opponent. It gets a lot more complicated at higher levels, where outranging and approach options come into the mix.
Spamming	Using the same move over and over again.
Spike	An attack that sends enemies straight downwards at high speed. Pikachu's Thunder Spike isn't related to this.
SSB	Super Smash Brothers. What did you think it was?
Stock	One life. You start with 5 in competitive play. X-Stocked is a term used to refer to how many stocks you won by.
Teching	Pressing Z or R as you are about to hit the ground. This lets you jump straight back up. Can be combined with left/right on the control stick for a tech roll (still called a tech).
Throw	A forward grab or back grab attack.
Tier (List)	A rating system for characters created by SSB professionals.

Tilt	A tilt is a ground-based directional move. Basically, it's a step up from a basic attack and a step down from a smash.
Whiffing	A very undesirable occurrence, whiffing just refers to missing a move completely, leaving you open and vulnerable. Try not to let it happen too much.
Z-Cancel	A technique that cancels an aerial's animation as you hit the ground, stopping any landing lag from occurring. Press Z while in the landing and in the middle of an attack to cancel it. It's good with moves like Link's D-Air and DK's B-Air. If you fastfall > Z-cancel, the landing takes twice as long.

```

-----
*****
~~~~~
*****
-----

```

~~~~~

4: General Move Descriptions yaydesc

~~~~~

Note: There are usually exceptions to the generalised descriptions below.

```

-----
*****
~~~~~
*****
-----

```

---  
Neutral A            A basic attack that comes in the form of a weak combo  
---                   or an 'infinite' attack, in that it can repeat for as  
A w/o direction      long as you tap the button.

---  
Side A (Forward Tilt)   Usually some form of forward hit with okay range and  
---                       so-so knockback.

Tilt </> + A

---  
Up A (Up Tilt)          Commonly used as a juggling attack. It keeps an enemy  
---                       in the air, but if they get too high, they can DI or  
Tilt ^ + A              get out (or attack you). Some of these are merely for  
                         knockback purposes, such as Samus's.

---  
Down A (Down Tilt)    Usually knocks enemies away with a fairly flat  
---                       trajectory. Some go upwards instead. Ness' is weird.

Tilt v + A

---  
Dash A                  Some sort of sliding dive/tackle, that knocks enemies  
---                       away while dealing average damage. Sometimes laggy.

Run + A

---  
Neutral B               Different for all characters. See their respective  
---                       sections. Sometimes projectiles.

B w/o direction

---  
 Up B Normally sends you skywards in an attempt to get back  
 --- onto the stage. Exceptions include Ness, Yoshi and  
 B + ^ Jigglypuff.

---  
 Down B Varies from character to character.  
 ---  
 B + V

---  
 Neutral Air Generally a flying kick, basic knockback. A constant  
 --- for most characters and a good aerial.  
 A w/o direction  
 In Midair

---  
 Forward Air Varies from char to char, usually a multi-hit combo  
 --- or a simple timed whack with more power than normal.  
 A + > (char facing >)  
 In Midair

---  
 Back Air Usually a backwards kick. Link kicks twice. Basically  
 --- a Forward Air with a different hitbox.  
 A + < (char facing >)  
 In Midair

---  
 Up Air Varies from char to char. Often usable juggle attacks.  
 ---  
 A + ^  
 In Midair

---  
 Down Air Usually some form of spike, occasionally with a drill  
 --- effect. Link and Pika are exceptions.  
 A + v  
 In Midair

---  
 Forward Smash A powerful attack to one side. An upgraded version of  
 --- Side A (more power, knockback, range, lag).  
 A + Jab </>

---  
 Up Smash Usually some sort of backflip/uppercut. Sends enemies  
 --- directly upwards when perfectly used.  
 A + Jab ^

---  
 Down Smash A smash that hits both sides (usually). Usually a sort  
 --- of 'breakdance' move, hitting one side, then the other  
 A + Jab v one. Powerful.

---  
 Grab A grab move. Links to Forward Throw/Backwards. Can be  
 --- short or long ranged, varying with character.  
 R (tap)

---  
Forward Throw                   A forwards fling. Sometimes it's a slam throw or a  
---  
> while grappling  
(assuming char faces >)

---  
Grab Backward                   A backwards fling. Sometimes a slam throw.  
---  
< while grappling  
(assuming char faces >)

---  
Getup Attack                    An attack used when getting back up. Hits both sides  
---  
with mediocre damage and low knockback.  
A or B when down

---  
Roll Getup                      Roll to one side after getting knocked down.  
---  
</> when down

---  
Ledge Getup Attack              A attack used when you're getting up from a ledge.  
---  
A or B when on a ledge

---  
Tired Ledge Getup              A tired desperation attack when getting up from a  
---  
ledge. Requires 100% or more damage.  
A or B when on a ledge  
100% or more

---  
Ledge Roll                      Roll from the edge, putting some distance between you  
---  
and the abyss.  
Z when on a ledge

---  
Tired Ledge Roll                Tiredly dodge from the edge. Requires 100% or more.  
---  
Z when on a ledge  
100% or more

---  
Tech                             Flip back up without having to bother with all the  
---  
rising up nonsense. Useful because you can jump  
Z/R as soon as you             right back into the fray. Also gives invincibility  
hit the ground                 frames, allowing for 'combo' disruption.  
(from falling)

---  
Tech Roll                        Flip back up with a dodge roll after tumbling to the  
---  
ground. The same as a Tech, but with a roll.  
Z/R and a direction  
when you hit the  
ground (from falling)

---

Shield	A basic shield bubble. Some characters have special shields.
---	
Z or R (hold)	
---	
Low Shield	A shield focused on the lower part of the body. Not particularly useful, there are no 'low' or 'high' moves in this game.
---	
Z + v	
---	
Dodge Roll	An evasive roll in one direction. Some characters have special rolls. Rolling forward changes your direction. Rolling backwards doesn't.
---	
Z + </>	
---	
Taunt	An attempt to infuriate opponents. Varies.
---	
L	

```

-----
*****
~~~~~
*****
-----

```

~~~~~  
5: Move Compendium [ohnoes]  
~~~~~

```

-----
*****
~~~~~
*****
-----

```

First of all, about moves. In Super Smash Bros, moves are very situational. This is because of the larger stage and the accessibility the double jump capability gives you. As such, there are many situations which you must be prepared for, such as basic ground attacking, attacking aerial foes, attacking landbound foes from the air, and midair battling.

You've almost certainly realised that some moves are simply unsuitable for certain situations. For instance, Pikachu's Thunder. It's a bolt of lightning that comes from directly above. If the enemy standing on the ground a good distance away, would you use it? The obvious answer is no. Instead consider jumping and using a projectile, or run in and use a dash attack. That's very basic (and wrong, in Pika's case). The game eventually gets more complex as you realise opponents can and will move at you, and you must think ahead. In addition, you will come across more obscure scenarios where there are multiple choices, and choosing the best one may mean the difference between a win and a loss. For instance, when the enemy is coming back, do I jump out and greet him with aerials, stand my ground with smashes, or run back and force him to approach me? Learning to instinctively pick the right choice will set you on the path to winning more games.

```

-----

```

Damage will be listed, as well as any notable effects or categories. Some attacks weaken over time. A ">" between numbers means the attack goes from \*\* to \*\* if overused. A "-" between numbers demonstrates the move's damage range,



which varies depending on the hitbox. An attack rating is listed as well.

NOTE: Damage figures may vary, depending on the following:

- Enemy state (standing, knocked down, in the air)
- Hitbox used (edge, center)
- Repetition
- Attack duration (sometimes weaker if it's later in the attack)

Enemies take about 50-60% of full damage if they're in a knocked down state.

All damage has been tested against Ness in Practice Mode and double-checked with SmashWiki (www.super-smash-bros.wikia.com). I daresay SmashWiki needs an update on their damage figures.

\*\*\*\*\*  
 -----  
 \*\*\*\*\*

THIS GUIDE ALONE WILL NEVER HELP YOU LEARN TO PLAY A CHARACTER. YOU HAVE TO PLAY THE CHARACTER IN QUESTION TO GET THE 'FEEL' OF THAT CHARACTER, THEIR RECOVERY, THEIR COMBO CAPABILITIES AND THEIR INDIVIDUAL ABILITIES. THIS GUIDE JUST TELLS YOU WHICH MOVES SHOULD BE PRACTISED OVER OTHERS.

\*\*\*\*\*  
 -----  
 \*\*\*\*\*

Tier Ranking is where they are on the Tier List provided by the SWF Backroom.

Oh, and every character has two Rising attacks. These differ depending on the direction you're facing. There isn't anything to know about them, except that you use it to avoid punishment now and then. They can easily be shielded and punished though, so be careful in using them.

-----  
 -----

Layout Template:

-----  
 -----

Down Smash - (Super) Breakdance Kick	<- Button Combo + Name
17% > 12%	<- Damage            Basic Desc.
	V

Mario's breakdance kick! Hits both sides (one after the other) with reasonable KB and power.

A very good smash that combines speed, power and a good hitbox. It hits foes seeking to get behind you as well. It's a fantastic edgeguard - easy to time and powerful enough to ensure not too many more recovery attempts. A very easy -to-use and abusable move in general.

^

\* Good smash attack for general hits and edgeguarding            Opinion

^

Higher level tips (pretty frank)

-----

I thought about including a rating system, but every move has a use, and thus it would be too hard to rate moves badly, which I believe every application of ratings should have.

If a move has something you should take note of, I'll add it after the Opinion to give it emphasis.

NOTE: I've added asterixes after every move to give some of the more notable (ie. Isai and co. would use them) battle functions of each move. Competitive players would do well to read these notes, they actually help your game.

-----  
-----

~~~~~  
Mario  
~~~~~

mcplumber

Origin: Super Mario Bros./Donkey Kong  
Entrance: Uses a Warp Pipe

Mario is the famous plumber turned video game icon. With his trademark red jumpsuit and his blue overalls, Mario takes to the Smash stage with his trusty Fireballs and an array of acrobatic feats.

Tier Ranking: 5th

Running Speed: Moderate  
Horizontal Movement: Low-Moderate  
Initial Jump: Moderate-High  
Second Jump: Moderate  
Weight: Moderate

Mario is a very standard character. That's probably the best description. He's designed to be newbie-friendly, and his standardised attack set does just that (his B attacks consist of a projectile, an upwards movement recovery and a specialised move, his A attacks speak for themselves). Ironically, he is much harder to learn well than certain other characters. He has potential in the hands of a pro, with his abusable projectile and reasonable punishment game.

Mario is a versatile character in that you can play him in a number of ways. He is one of the better campers in the game with his Fireball, but he can really capitalise off good hits as well. He juggles well and has decent hits which outrange others' approaching attacks, so he is best played fairly conservatively, waiting for an opening.

Costumes: Classic Mario  
Inverted Colours Mario (Blue/Red swap) <- My Fave  
Brown/White Mario  
Wario-Mario

-----  
-----  
-----

Neutral A - Punch-Punch-Kick combo  
2%,2%,4%

Straight from Super Mario 64 comes his A combo. Basic attacking.

Like all jabs, it can be used as a super-quick hit to stop another, slower attack from going through. Mario can grab cancel by throwing a grab straight after the jab. It's not a particularly good jab, unfortunately.

- \* Quick counter to obvious attacks
- \* You can cancel it into a grab

-----  
Forward Tilt - Roundhouse Kick  
13% > 10%

A basic roundhouse kick. Mario pivots on one foot, bringing the other around to slam into the enemy. A bit of lag at the end.

There's only one problem with this: the lag at the end. Otherwise it's a perfectly usable repulsion move. It comes out faster than F-Smash, but is otherwise outclassed. Angled attacks can be useful here.

- \* Faster than F-Smash, but outclassed by D-Tilt etc

-----  
Up Tilt - Spinning Uppercut  
10% > 8%

Mario punches into the air and spins. Moderate damage, KB and hitbox. In short it's a basic juggle with a bit more oomph. It has some dodgy ending lag.

This move is ok. There are a few big problems with it. The first is that it is incredibly punishable at low percent, so don't even think of using it then. The second is that it rarely outranges the aeriels your opponent approaches from above with, so you can't use it to anti-air like a Shoryuken. Lastly, it has a very limited setup window - moderate damage. Use it at this point and it links right into U-Air and other aeriels, but any more damage and you're just hitting them away. Once you reach this point, U-Smash is better in every practical regard, except for ending lag.

- \* Decent mid percent aerial setup
- \* Bad at very low percentages
- \* Not a good anti-air

-----  
Down Tilt - Crouching Kick  
12% > 9%

Mario sweeps the ground in front of him with a foot stab. Basic Down A. A bit of dodgy lag at the latter end. Good hitbox and decent KB, and it has a flat trajectory.

This move is rather overlooked, as Mario's D-Smash is usually better. They have similar overall durations. D-Smash comes out faster and is clearly more powerful. This move has very few uses, and was probably included as a token poke move. That being said, it isn't a bad move. It reaches marginally farther than D-Smash.

- \* Reaches further than D-Smash and is a little less punishable
-

#### Dash A - Slide Tackle

10% > 9%

A baseball style slide tackle. Basic KB and damage, what'd you expect?

This sets up edgeguards at moderate percent onwards, but is rather predictable and straightforward. If shielded, it can be grabbed by anyone in the cast, including grapples. Use sparingly.

\* Hitbox lingers, good for techchasing or catching recovering foes

-----

#### Neutral B - Fireball

7% > 6%

Mario throws out a bouncy fireball. Basic projectile damage. It bounces off surfaces, including the floor, which is useful. Gravity applies to it if used in midair or when falling.

A fantastic projectile - great presence, okay damage, and best of all, very, very spammable. It's quite fast and has a bounce, allowing it to cover a fair distance. Mario can bait exceptionally well with this move. It lingers for a fairly long time and basically forces a reaction from an enemy.

\* Very abusable projectile, key move for Mario

\* Very good against Hyrule tent-sitters

-----

#### Up B - Coin Jump

15% all up

Mario flies upwards with a fist raised, knocking gold coins out of the enemy. Causes helplessness after reaching the top.

A good recovery. It is fast, can have varied distance and has great priority. There aren't many offensive uses of this move. You can use it after expending all your U-Airs for a bit of extra damage as long as your opponent won't be teching immediately after. One of the better uses is to use it out of shield, as the speed and priority will let you get away from poor shield priority.

In recovery, you can change the horizontal and vertical distance. Hold towards the stage to get a lower, more forward recovery. Don't hold anything after the command to get a higher recovery. Learn to judge the distance.

\* Reasonable out-of-shield and general combo escape option

\* Slight disjointed hitbox means it can outrange some suboptimal edgeguards

\* Safe use after U-Air at high-damage if you can't get any more hits

-----

#### Down B - Mario Tornado

14% all up

Mario spins wildly, drilling enemies in and finishing by smacking them away. Can be used for recovery. Tap B quickly during the attack to rise upwards. Enemies who come out of the move prematurely are sent at a low trajectory. If the enemy is hit by Mario's feet on the last hit, they are hit with a fixed-KB

spike (very powerful, guaranteed to kill from most heights).

While it seems like a good move, there is a lot that makes it less useful than it might be. The first is DI - good players will get out quickly, and, due to the very low trajectory, can tech towards you and punish you. You can stall above opponents slightly for a quick baiting move. If you end up hitting the foe with your feet, you can land and U-Smash in most cases. If they fly the regulation distance, you can follow with a full-hopped aerial. Again, you can DI out very, very easily, so don't abuse this move.

- \* Very easy to DI out of, pretty bad range
- \* Spike can lead into U-Smash if the opponent is grounded, but it's rare

-----

Neutral Air - Flying Kick  
11% > 9%

Mario does a sexkick. Reasonable speed and duration, but mediocre hitbox.

The only aspect this move beats F-Air and B-Air in is speed. Use if B-Air or F-Air won't come out quickly enough after an U-Air. Can be used to counter poorly executed combos - just mash A.

- \* Good because it's fast - use to end U-Air chains if F-Air won't come out
- \* Fairly ok edgeguard (a bit lazy though)

-----

Forward Air - Corkscrew  
12% - 10%

Mario spins forward, feet first, head at the back. Only one hit overall. Can be strong or weak, depending on when during the move you strike.

A decent move, but it's slow to start up, making timing essential. This is more of a finisher than a combo move (outside the tent). It links from U-Air at moderate percentages. That's all, but it's enough to make it a valuable finishing move. It can edgeguard as well, if you are that way inclined, though other aerals do the job just as well or better. You get a weak hit if you hit an opponent as the move ends.

- \* Slightly slow to come out, but ok for finishing combos/spacing wars

-----

Back Air - Back Kick  
12% > 9%

A simple backwards kick. Like a faster F-Air with a smaller hitbox. Hitting them with Mario's torso aerial will result in a forward hit, like F-Air.

Faster than F-Air. If you get experienced with the game and judge that B-Air will finish a combo (but F-Air will be too slow), you can use this to hit the opponent forward. Other than that, standard repulsion move. It can be used to edgeguard, control space and finish combos. Hitting an opponent as the move ends results in a weaker hit.

- \* Faster than F-Air, hitbox is a bit smaller though

-----  
Up Air - Backflip

12% > 9%

Mario flips upwards, causing enemies to go with him. Basic juggling move.

A move that comes out and ends fast. The enemy is sent upwards. However, the distance they are sent varies with where you hit them - if they're slightly in front or above you, they get the full knockback. If you hit them when they're just behind you, you get less knockback. This second option is useful, because low knockback goes hand in hand with juggle continuation and links to many finishers at higher percents than the full power hit does.

- \* Fast and a good hitbox - leads to all manner of hits at mid-damage
- \* The end of the move has a weak hit that works well at high percents

-----  
Down Air - Spiral Kick

Up to 24%

A good D-Air with alright knockback and the funny screen skip that comes with multi-hitting air combos.

This is a good move, but it doesn't pay to abuse it. It has only okay range and an average hitbox. You can cancel it and go into a grab, smash or tilt, or (if you're fast enough) pull out an aerial straight after it. This is easiest with a standing short hop as opposed to a running short hop. In addition to being a good drill, it's an exceptional edgeguard - almost the whole cast is shut down by repeated use of this.

- \* Decent presence when combined with Mario's airspeed
- \* Range is actually pretty meh, easy to punish from if used predictably
- \* Good low-damage edgeguard (if you can land it offstage)

-----  
Forward Smash - Super Punch

17% > 12%

A powerful whacking punch attack. Mario's fist expands as he punches. Great knockback, average hitbox and lag.

Not as good as D-Smash, but still usable (marginally faster pivot smashes, for instance). It is a tad stronger than D-Smash, but comes out slower and has an inferior hitbox. However, it is fairly quick and packs a punch (dohoho). Its best use is probably as a pivot smash.

- \* Slightly more range than D-Smash, can be pivoted, otherwise meh

-----  
Up Smash - Super Headbutt

19% > 14%

A headbutt attack to the air directly above Mario. Great knockback and a surprisingly large hitbox, but easy to punish if it misses.

Extraordinarily powerful and quite fast. The hitbox seems small, but it's

deceptively large and can hit even if you don't expect it to. There are plenty of lead-ins to this, primarily because it's quite quick to come out, and it's a good anti-air too. Be careful you don't miss to often - it's easy to punish.

\* Stupidly large hitbox, very quick and excellent power, but very punishable

-----

Down Smash - (Super) Breakdance Kick  
17% > 12%

Mario's breakdance kick! Hits both sides (one after the other) with reasonable KB and power.

A very good smash that combines speed, power and a good hitbox. It hits foes seeking to get behind you as well. It's a fantastic edgeguard - easy to time and powerful enough to ensure not too many more recovery attempts. A very easy -to-use and abusable move in general.

\* Good smash attack for general hits and edgeguarding

-----

Grab - Snatch  
N/A

A basic Forward Throw, no real windup or recovery lag.

Basic. Use it a lot, it's a good attack.

Mario's throws are quite situational, as neither has any special effects. His F-Throw is inferior in both damage and KB though. Just throw in the direction you want them to go.

\* Just use it to bypass shields  
\* Can chaingrab in the tent/with walls

-----

Forward Throw - Spinaround Launch  
12% - 9%

A spin followed by a powerful throw forward. Good distance covered.

-----

Backward Throw - Bowser Style Launch  
16% - 12%

Remember throwing Bowser in SM64? This is the throw. You end up throwing behind where you were facing.

-----

Ledge Rise - Cartwheel Flip  
6% > 5%

Mario flips up on the ledge with one hand, then cartwheels, kicking out.

-----

Tired Ledge Rise - Desperate Kick

6% > 5%

Mario clambers up slowly, then lashes out with his foot.

-----

Shield - Bubble Shield

N/A

-----

Dodge Roll - Commando Tumble

N/A

Mario prepares to dive, then rolls quickly.

-----

Taunt - Super Mushroom

N/A

Mario grows in size, as if he ate a Super Mushroom. Then he shrinks back down again (big size is just for show, apparently). It can be cancelled with a well timed shield or dodge roll: As Mario begins to shrink, you can dodge out. This can be a lifesaver if you fail a taunt cancel or something.

\* Can be cancelled out of by shielding as Mario shrinks

-----  
-----

~~~~~

Donkey Kong (D.K)

mcape

~~~~~

Origin: Donkey Kong

Entrance: Breaks out of a Spawn Barrel (DK Country)

The quarrelsome gorilla turned worthy adversary, Donkey Kong rises to the challenge of Smash with his mighty fists and weighty endurance. Armed with his frightening Giant Punch and his pounding strength, he's taking on all comers.

Tier Ranking: 7th

Running Speed: Slow-Moderate

Horizontal Movement: Low

Initial Jump: Moderate

Second Jump: Low-Moderate

Weight: Heavy

Personally, I find Donkey Kong a little...heavy handed. He is slow by nature, and his attacks have awkward positioning. If you play with small and fast characters, this guy won't be your cup of tea. This isn't to say he's slow - he's actually very quick - but this takes some getting used to. He has massive grab range, second only to the slower, ranged grabs.

DK's strength lies in his range and priority - his grab, aeriels and attacks in general have great range. His Up-B is one of the best escape moves in the



game, and he can wall enemies very well with his large aerials. He has very good range and his back grab is devastating. He can do some interesting combos (applicable too) with the environment. He has one of the best techchases with his enormous grab.

Costumes:            Classic DK                            <- Tied Fave  
                      Red DK  
                      Blue DK  
                      Black DK                            <- Tied Fave

-----  
-----  
-----  
  
Neutral A - Double Slap  
2%,4%

A quick one-two slap attack. Has decent range.

Only use here is to stop a slightly slower move. The range is better than most Neut-As, but has worse lag than most as well.

\* Interrupt enemy attacks and force a techchase

-----  
  
Forward Tilt - Lunge Punch  
12% > 9%

A fairly quick forward punch. Medium-high knockback, average otherwise.

Okay range and fairly fast to come out. It can be used quite well to repel a careless foe. It isn't tough enough to KO, nor does it outprioritise anything particularly dangerous, and it even has a dose of ending lag...you may as well grab or dash-grab if you can use this (unless edgeguarding, maybe).

\* Quite fast and usable if you've just landed and need a quick move

-----  
  
Up Tilt - Swat  
13% > 10%

DK slaps at the air above him, knocking enemies high away. Heavy lag, both windup and recovery. Moderate damage and KB. Exceptional hitbox.

Big and strong, like DK himself. It'll never KO unless the foe is at a very high percentage, but you can get yourself some breathing space at mid-high damage. You \*could\* use it to force a tech at low percentage, but the ending lag is so heavy you won't be able to follow up very well. Note that it has the fastest startup time of any U-Tilt in the game, even Kirby's. It's an okay anti-air move, and it has a long duration and large hitbox, so use it if you feel it could work.

\* Really low startup, but it has to be timed to hit behind/above  
\* Super-punishable if used predictably

-----  
  
Down Tilt - Sweeping Slap

8% > 6%

DK slaps in an arc whilst cowering. Funny attack. Pretty average.

It would be a deadly poke in most fighters, but here it's average. It's fairly quick, but it's easy enough to get past if spammed due to its low hitbox. Good for either repelling a foe or edgeguarding a careless recoverer. It links into Down-B at lower percentages.

- \* Situational use, eg. after an unteched falling F-Air
- \* Links into Down-B, which links into Giant Punch

-----  
Dash A - Kong Kick  
12% - 5%

DK slows while running and kicks out. Doesn't go forward much.

It doesn't really matter if it hits or misses - you're going to get punished either way. It could be used in doubles due to its comparatively high hitstun, but the lag at the end prevents anything notable from happening in singles.

- \* Clanks with Kirby U-Tilt and gives slight frame advantage
- \* That's literally the only good thing about this move

-----  
Neutral B - Giant Punch  
32% - 14%

DK starts winding up a punch, swinging his arm wildly. When he's done he has a shining fist. You can roll left or right while charging to save the power stored so far, or just press Z to stop charging and retain the charged energy. Alternatively, you can punch at any time while charging just by pressing B. Stupidly long ending lag. You can charge in midair. If you ever need to change direction in midair, you can use this and cancel it straightaway. The fully charged punch can also be cancelled on the first few frames.

A good move, charge it whenever possible. The mere fact that you have it charged will scare many opponents into playing cautious, giving you plenty of space to use your other moves. The fully-charged version is to be feared, as it KO's at ridiculously low percentages and can be confirmed from Down-B and F-Throw (certain characters, may need fastfall). Even throwing it out randomly can be useful, as the hitbox really is just that large. Do be careful not to miss, it leaves you open for a good two seconds.

- \* Fast, huge hitbox, but still has to be comboed into a lot of the time
- \* Use it to turn around when recovering/to use B-Air
- \* Charged punch adds intimidation factor (This is actually valuable)

-----  
Up B - Spinning Kong  
8% > 4%

DK starts spinning like mad, smacking everything away with an all-round hitbox (good range too). You can move left or right while using this, and it's a little slippery at the end. Causes helplessness. Oh, and fixed knockback.

Arguably DK's best move. It comes out incredibly fast, has some invincible (no hurtbox) frames, very large hitbox and reasonable mobility. It prevents poor shield pressure from getting anywhere, and throwing it out randomly is quite often a safe option. It gets weak as DK stops spinning, which can cancel out other hits you may have landed with this move. Basically, unless you're using this to edgeguard, be defensive. It is intended as a defensive move.

- \* Very good move in general, is fast, has invincibility and large hitboxes
- \* Decent edgeguard vs linear recoverers
- \* Great move to escape bad combos

-----  
Down B - Hand Slap  
10% > 8%

Donkey Kong slaps the ground like a pair of bongos. Enemies on the ground are sent flying vertically (up). Unusable in mid-air, unfortunately. Fixed KB. Continually mashing the B button (holding down is unneeded) will continue the pounding.

Fantastic for techchasing, but the best part is that if you only tap the B button once, you can immediately jump and follow with your choice of move. My favourite one is Giant Punch. Yeah, it links to Giant Punch. Past that, it's got a few nice qualities - it has good ground range, set KB and hits behind you as well.

- \* Leads straight into a Giant Punch if you tap B just once and jump quickly
- \* Use mainly for surprise value or punishing rolls, it's rather punishable

-----  
Neutral Air - Double Spin  
12% - 9%

DK spins twice in midair, smacking enemies away. Average in everything. The hitbox is large, but DK is hit out of it fairly easily too.

Fairly average move with relatively constant hitbox. It's not as good as his other aerials, but it has some arbitrary use. It's your basic aerial move - not quite as good as B-Air, but still has significant presence.

- \* Fast forward hit, otherwise outclassed by other moves

-----  
Forward Air - Clobber  
16% > 12%

DK makes a double fist and somersaults. It's a decent spike attack. Hitbox is quite far out, making it reasonably safe. It can hit enemies up + forwards or backwards at the edge of the hitbox.

The enemy will fly in a direction dependent on where they are in relation to DK's fist. Basically, they'll fly outwards from where they were hit. If you hit it just right, it functions like a forwards B-Air. You'll generally want the semi-spike trajectory. If they get bounced off the floor, they'll bounce in an appropriate direction.

This move is a pretty useful one - it has some decent forward presence, so you

can land reverse spikes and lead into grabs, forced techs or other fast-ish moves like Giant Punch (though those two options are generally the best). You can sometimes combo into this with U-Air and the like for a spike kill.

- \* Forces techs, which is great for DK's grab techchase
- \* Angled spike element is useful, can lead into U-Smash/Giant Punch

-----  
Back Air - Skydive Kick

13% - 9%

DK takes a skydiving X and kicks backwards and upwards. Has a very large hitbox and takes prime place as DK's primary aerial repeller. Average damage and KB.

Monster range and hitbox, but average damage and knockback. You can throw these out anywhere - it's one of DK's best repulsion and approach moves, since very little can get safely past those feet. It's a very safe move.

- \* Excellent spacing tool due to enormous range and duration

-----  
Up Air - Aerial Swat

12% > 9%

Exactly the same animation as his Up A, but in mid-air. EXACTLY. Huge hitbox. It has distinguishable lag on the end.

While it's too slow to juggle with one jump, use platforms and floors properly and you have an interesting juggle. DK's hand travels a fair way, and wherever it goes, the enemy is swatted upwards slightly. This can lead into U-Smash at a certain point, or into itself if there's a platform to cancel from. It's a great anti-air attack, but you won't be KOing anytime soon. It does almost nothing at low damage either, so you shouldn't use it too much then. The best use is mid-damage comboing or just repulsion, because the hitbox is massive.

- \* Can combo into itself with a platform
- \* Large range comparable to B-Air - can be used to space

-----  
Down Air - Stomp

13% > 10%

DK stomps downwards fiercely. Spikes enemies. Large hitbox, decent speed.

An okay spike, but you must take into account the long ending lag and DK's horrid vertical recovery. The best thing to do is hop just off the edge with this and hope enemies recover into DK's feet. It links into U-Smash easily at mid-high damage, so use that to your content. The duration is quite good, so feel free to use it as a techchase, especially directed at small platforms.

- \* Good for edgeguarding, forcing techs and leading into U-Smash

-----  
Forward Smash - Gorilla Slap

20% > 17%

DK winds up a hook, then slaps violently. Devastating power. Horribly slow.

Devastatingly powerful, satisfying to land, but also very difficult to hit. It'll require either excellent prediction or gross misplay on their part. One helpful thing is the huge range and hitbox this move has. DK's whole arm is the hitbox, so pivot smashing and techchasing are very possible, as there is a fair amount of room for error. Again, landing it, even at low percent, can easily mean loss of stock for the enemy if you can follow it up.

\* Can sometimes be thrown out as a poke of sorts, but otherwise average

-----

Up Smash - Gorilla Clap

21% > 16%

DK claps his hands above his head. The knockback is tremendous, and the hitbox is rather small. The timing is easy to get used to, but hard to land.

The small hitbox and difficult timing means it almost always needs a lead-in. Thankfully, you have lots of those, such as D-Air on a grounded foe, U-Air when rising, and mid-damage F-Air on a grounded foe. The damage is huge, and since it's an off-the-top KO, you won't need to worry about edgeguarding. If you're too low on the stage (the tent in Hyrule, lowest platform in Saffron), you might not end up KOing them at mid-damage. Otherwise, it's a very good KO move.

\* Good platform pressure, but otherwise needs good prediction/setup

\* Be careful not to knock them off the platform, or you can be punished

-----

Down Smash - Swivel Slam

19% > 15%

DK sits down and spins violently. Once he slows he flips back up. Heavy damage and good KB, alright hitbox. Trajectory is quite high.

It's fast and hits both sides twice, meaning it's a reasonable techchase on a platform or something. The trajectory it sends opponents is almost impossible to follow up on, except at specific percentages, so this move is only used if other options carry significant risk. You won't be KOing with this anytime soon, but if used properly, it becomes a safe option to add a bit of space between you and an opponent. You can get the kill with it at very high damage.

\* Lazy techchase move (esp on small platforms) if you don't want to predict

\* Can kill at high percents, and isn't too hard to land

-----

Grab - Gorilla Grab

N/A

Snatch Type

DK grabs with excellent range (the highest Snatch type grab range in-game).

Use often, it was intended as a weapon. Did anyone notice the DK64 reference?

\* Most potent move in DK's arsenal, outranges some silly things

\* Exceptional techchase move

-----  
Forward Throw - Carry 'n' Hurl

7%,7% > 6%,6%

You can move and jump while using this grab.

The enemy can break out of the grab.

DK dumps the enemy on his back, then can carry them around for a brief period of time. He can jump and throw them for more distance. The victim can button mash to get out faster.

If the opponent struggles enough, they will get out of the throw. You can then regrab them, unless they are behind you. To escape this infinite trap, mash A + Left, B + Right, repeat with the A/B buttons and the control stick. It has to be nigh frame-perfect.

How useful this move is depends on one thing: how well the opponent can mash out. If they are good at mashing, they will literally get out before you can complete the throw. If so, the only thing you can do with the grab is turn around and regrab (though this is banned in some tournaments). If they aren't good at mashing, jumping F-Throw can lead into all sorts of things, such as Up-B and F-Air (may require a fastfall).

\* Grab > turn around > release means you can B-Throw in the other direction

\* If the opponent does not mash efficiently, jump F-Throw leads into things

-----  
Backward Throw - Crazy Hurl

18% > 14%

DK swivels and throws the enemy with tremendous force. Massive distance.

Use this for KOs whenever possible. It's really that good, easily a primary KO move as far as DK is concerned. The power is simply overwhelming. However, it doesn't do to spam it, as DK is too big a target for the enemy when and if he misses. If you haven't got anything notable to do with F-Air (when the foe is at mid-damage and there aren't any walls), this is probably better.

\* Really powerful move, that's all

-----  
Ledge Rise - Butt Slam

6% > 5%

DK jumps and slams forward with his posterior. It has a disjointed hitbox, so enemies directly next to the ledge escape damage.

Pretty big hitbox :\. Standing right next to the edge escapes damage.

\* Frigging massive, use it to surprise opponents and maybe get a techchase

-----  
Tired Ledge Rise - Desperate Slap

6% > 5%

DK struggles to get up, remembers the enemy, slaps, then struggles up.

See above.

-----  
Shield - Bubble Shield  
N/A

-----  
Dodge Roll - Scamper  
N/A

DK scampers from one side to the other.

-----  
Taunt - I dunno...  
N/A

Literally, he raises his palms and shrugs, like saying 'I dunno...'.  
-----  
-----

~~~~~  
Link mchero  
~~~~~

Origin: The Legend of Zelda  
Entrance: Floats down through a Temple Warp (OoT)

The Hylian Hero dashes into the fray bearing his green Kokiri clothes and his hard-earned Master Sword. His bombs, boomerang and hookshot serve him well in this battle to be the supreme fighter.

Tier Ranking: 10th

Running Speed: Slow  
Horizontal Movement: Low  
Initial Jump: Low  
Second Jump: Low  
Weight: Moderate-Heavy

Link isn't really that great a character. His main strengths are in his good hitboxes on moves and his keepaway game, and both of these can be circumvented in-tournament with proper stage and character selection. He is still viable, with his masterful aerials, disjointed hitboxes and very strong camping game, but all-in-all, to win as Link you generally have to be much better than your opponent, or they have to have little-to-no matchup experience with Link.

As a Link main, I say that he's a bad character with some very good tools. He can camp better than basically anyone bar Fox, and his attacks are great at punishing reckless approach. These traits obviously have synergy. Link is not great at frontal offence: his moves aren't super-fast, can be outranged by select characters, and his recovery means he's really susceptible to being countered. He's pretty decent on Hyrule: some people rate him High Tier there.

Costumes: Kokiri Tunic Link (Green)

Goron Tunic Link (Red)  
Zora Tunic Link (Blue)  
Lavender Tunic Link (White-Lavender) <- My Fave

-----  
-----  
-----  
Neutral A - Sword Combo > Blade Storm  
5%,3%,2% > 4%,3%,2%

Link slices twice, then stabs. If the A button is pressed repeatedly after this, he launches into a mad flurry of thrusts.

I've found that it has moderate knockback and is very fast to come out. Still not particularly useful, but it's there. I use jabs a lot, for some reason.

- \* Prodding is an option, but not a particularly good one
- \* Third hit knocks them down

-----  
Forward Tilt - Sturdy Slash  
18% > 14%

Link brings his sword back, then slashes...sturdily. He doesn't move, you see. Lag on both ends, but not enough to make it unusable. Very slightly faster overall than F-Smash, so it gets some use.

Sturdy is a good word for this attack. The damage is quite nice indeed, and though the speed isn't superb, it's an excellent attack for repulsion. The extra lag isn't much of a problem, and it works in most situations F-Smash would, and is faster in general.

- \* Faster than F-Smash, but less range - it's still usable

-----  
Up Tilt - Arc Cut  
11% > 8%

Link puts his sword out in front, then arcs it over his head. A good juggler.

Certainly one of the better juggle moves in the game - low lag, decent KB (but not enough to send them flying), good damage, and disjointed to boot. Really, the hitbox is quite notable. One of Link's best moves - an easy setup, damage stacker and defensive attack. The back hitbox is particularly disjointed, and is good for edgeguarding.

- \* Exceptional hitbox, especially the back end - leads into lots of things
- \* Probably his best grounded move, use it lots

-----  
Down Tilt - Grass Cutter  
12% > 10%

Link slashes at the ground in front of him, sending opponents upwards. Decent damage, alright KB. Slight lag at the start and end.



Meh. A weaker version of the Down Smash, use that instead. It takes about the same time as Down Smash anyway, due to the lag applied.

- \* May be used if the enemy is too far forward for U-Tilt to juggle
- \* Delayed hit, so it might catch opponents who release shields/expect U-Tilt

-----

Dash A - Running Spear  
14% > 11%

No, not a spear. Link spears with his sword as he slows. Good knockback.

Useful enough to merit frequent use. An okay approach option. Range is cool. Very nice knockback, and disjointedness is awesome. It has a long duration to boot. Very nice, if you can predict a little beforehand.

- \* Easy move to use when you land a boomerang/bomb/distanced U-Tilt/etc
- \* Ok techchase move since Link is sorta slow

-----

Neutral B - Boomerang  
8%

Link throws his trusty Boomerang. In the games the boomerang only stunned enemies until you upgraded it. In this game it damages. You can change its trajectory by holding up, down or side as you throw to get an upwards arc, a downwards arc or a bit of extra distance (respectively).

A good projectile, and the return, while not particularly threatening, is a factor people try to avoid. Make sure you're there to intercept them as they dodge this attack. If and when they're hit, they are plagued by an inordinate amount of hitstun, probably brought on by the Boomerang's original use in the LoZ games.

As the Boomerang returns to you, you'll notice a catching animation. This is a slight annoyance on the ground, as you'll be unable to move while it plays. It doesn't influence much in the air though. The animation will overrule your standing, running or falling frames, but is overruled by any other frames. The idea is not to stand still as it returns to you on the ground, or you'll get a minor helping of lag. In other words, move as soon as you throw it and predict a little.

- \* Exceptional presence, very fast and annoying to deal with
- \* Can be used in fancier (but still applicable) combos

-----

Up B - Spin Attack  
16% > 12%

Link spins wildly, smacking enemies away with the force of a smash attack. It has slight vertical and horizontal recovery when used in mid-air. In the games Link has to charge up his sword until it flashes before the release. It's been made instantaneous here. I think OoT had a insta-Spin Attack...

Brilliant. It has a myriad of uses aside from the obvious recovery. On the ground, it comes out instantly as a huge orange spiral around Link, and can be pulled out while running, making it a ranged kill. It incorporates a fairly

large area to both sides of Link, and can cancel projectiles (but don't use it solely for that). In the air it's far better. It has great power and reach for an aerial, but you have to know where and when to use it. The real KB is in a sort of disjointed umbrella area above Link. There is a semi-circle you can imagine once you've used it enough. If the foe is right above you (from an U-Smash, or something), it'll get the full serving of power. If you miss the good hitbox, prepare for punishment, especially if you're coming back from the ledge. As a recovery, it's quite limited. Try to sweetspot if you can.

- \* One of Link's fastest ground moves, can be used if other moves won't reach
- \* Good aerial finisher from U-Tilt/U-Air/D-Tilt
- \* Really punishable if spammed or whiffed

-----

Down B - Bomb

16% > 11% (Bomb + explosion both hit), 11% > 6% (bomb doesn't explode)

Explosion does a fixed 5%

The famous bombs. Link gains these in most of his adventures, and uses them to blow up enemies, objects and occasionally bosses. Here he throws it like an item, such as a bumper or a Bob-Omb. He can tilt in a direction to throw it in that direction.

When standing holding a bomb on the ground, pressing A has something like a 50/50 chance of the bomb exploding when you throw it. However, pressing R without a direction will throw it without the explosion. Obviously, you can smash-throw it if you want the explosion.

A major threat in Link's game. Use them wisely, they are very good at scaring enemies just by appearing. Both the impact and explosion deal damage, which is good for Link's attrition game. If you weak-throw them with R, opponents can pick them up, but this should rarely happen without your consent. A very versatile and threatening weapon.

- \* You MUST master this to play Link well
- \* 'Taking out bomb' animation is very punishable

-----

Neutral Air - Flying Kick

10% > 8%

Link does a flying Karate kick. Basic damage and hitbox, but low-ish KB.

Basic sexkick. It can be pulled out like any other sexkick. It does come out fast and has limited KB to aid continuation. The speed is the real attraction here, it comes out instantly and repels quite well. Try linking it up with Spin Attack - it works a charm, whether ascending or falling.

- \* Good surprise move against people expecting D-Air
- \* Range makes it usable

-----

Forward Air - Sword Spiral

20% > 14%

Link swivels in midair and performs a 360 with his sword. High knockback, sort of awkward hitboxes and timing.

A fantastic aerial, one of the strongest in-game. Though it isn't instant, the timing is easy to get used to, and is accomodated nicely by Link's short hop. It works best as a basic finisher, though it acts as a damage racker and repulsion device earlier on. You have to master this and its timing if you really want to play well with Link - it's just that good.

If you drop down through a lower platform on Dreamland/Hyrule and immediately use this, you'll get the first hit right before landing. Useful to know.

- \* Landing the FIRST hit must be mastered to truly play a good Link
- \* Fast enough to use often but slow enough to be punishable - use sparingly

-----

Back Air - Double Kick  
10%,10% > 8%,8%

Link's unique double kick. It goes backwards, and has moderate knockback (on both kicks, which is cool).

A widely approved approach option (SH > B-Air). Its hitbox fits into a short hop nicely, which makes it a fairly suitable damage racker as well. You don't need to get both hits if you're merely trying to repel, but for damage, it's probably best if you time it right. Can combo if you use some creativity.

- \* Hitbox is actually excellent, catches enemies and staples easy damage on
- \* Safe edgeguard method

-----

Up Air - Raised Sword  
16% > 10%

Link raises his sword high, spearing anyone unlucky enough to get hit. Good knockback and reach. From the 2nd LoZ game, if anyone cares.

This has an awkward 'perfect' hitbox. A good aerial finisher, and it has amazing range (well, it is disjointed). It actually counters Link's own Sword Plunge, and if you don't know it, read down a little. Knockback is good. It also juggles if cancelled efficiently, and it's disjointed. Plus it looks pretty cool, especially the animation where Link puts the sword away (he spins :D)

- \* Beats almost everything from directly below
- \* Can combo nicely at mid-percent

-----

Down Air - Sword Plunge  
16% > 12%

Link thrusts his sword down and rides on it. He can score multiple hits. Good knockback and power.

You can edgeguard low recoverers with this, as you bounce back after hitting. Note that coming from the side can hit as well as from above. You also have exceptional movement capabilities for an aerial. Great hitbox, too. Ness's U-Air still breaks it though :(. This move is a primary approach for Link, and without it scoring aerial kills would be significantly harder (thank you

F-Air). In addition, the long duration makes it similar to a sexkick, albeit one with extraordinary priority and a bounce when you hit someone.

Sword Riding (see Techniques) is one of Link's best bets at damaging someone at a low percent. It gets at least 25% onto an enemy, setting them up for more fluent combos.

- \* Super-useful constant hitbox for techchasing, out-of-shield, general hits
- \* Can still be beaten by some attacks though

-----

Forward Smash - Hero Slash

20% > 16%

Link slashes with devastating force, hitting above, in front and even slightly behind him. Exceptional knockback.

This is why Link's regarded as a strong character. Crazy power, great KB and best of all, nice hitbox. Useful KO weapon? I think so. With a little timing, this can utterly destroy foes at moderate/high percentage. The range is great, but the knockback is concentrated towards Link himself. Best used for edgeguarding or taking out a dodge roller.

- \* Standard large-range hit, don't spam it in spacing wars or you get punished
- \* Pivot smash is a good bet for punishing approaches

-----

Up Smash - Punisher

22% > 19%

The damage is based on when all three strikes hit. Basically, it's a three hit combo aimed directly above Link. If all three strikes hit, then nice damage is forthcoming. Moderate KB on the third slash. It has strangely small hitboxes. The first hits slightly in front, the second hits higher than the others, and the third has knockback.

An alright juggler, mainly used to infuriate, and because it has better damage than U-Tilt. Not the best KO move, but it's there to help. Repeatable at lower percentages to rack up damage.

Enemies on low platforms above you will get hit by the second hit, but not either of the others, which is why you should never use this in that kind of situation. The second hit merely provides arbitrary hitstun, while the first brings the enemy above you (if they aren't there already) and the third is the knockback hit.

- \* This is actually a really bad move for most purposes - ok for techchasing
- \* Use it only if they are point-blank to try and avoid DI

-----

Down Smash - Sweeping Slash

16% > 12%

Link slashes one way, then reverses and slashes the other. Both hits deal high damage and have good power, as well as a low trajectory when you hit with the edge of the blade. Hitting an enemy closeby will create an upwards trajectory.

Wonderful. A fast, devastating move with different trajectories and very good speed. The KB is great, especially considering how it can smack opponents out flat or hit upwards. I stress that it's more effective to get close at lower percentages so you can maybe link a couple of moves, and best to hit with the far edge of the blade at high percentages for sideswiping ability (and easier edgeguarding too). An indispensable ground tool.

If the enemy is very close to you when you hit them with this, they'll go in an upwards trajectory, similar to a high-percent D-Tilt. You don't really want this outcome for KOs, as the outside of the blade gets you a nicer low trajectory and a far better KO opportunity.

- \* Fast, strong move that can be used to repel opponents and edgeguard
- \* Low hitbox can be jumped over, be careful

-----

Grab - Hookshot  
N/A

Link fires out his hookshot, reeling in anybody unlucky enough to be hit by the retractable hook. If it misses, Link *\*slowly\** reels the hook in.

Slowly is highlighted for a reason. The damage and KB are fine on his grabs, but the end lag is horrible. However, if the enemy is in front of you and shielding, this is easily fast enough to get them.

Throws in Link's case are completely situational, depending on which way you want them to go. F-Throw is less damaging, but potentially more useful than B-Throw. B-Throw has more power and slightly more KB.

- \* Only use when you've confirmed a hit or are expecting approach
- \* Reward for using it can be significant, especially vs DJC abusers

-----

Forward Throw - Lash Kick  
14% > 11%

Link kicks out viciously. Okay knockback and damage.

-----

Backward Throw - Back Door Kick  
16% > 14%

Link flings the hapless enemy behind him and lashes out with his foot. Great knockback, good damage.

-----

Rising - Two Way Slash  
6% > 5%

Link gets up, slashing both sides as he does so.

-----

Ledge Rise - Flip Slice  
4%

Link flips up onto the edge, slashing as he lands.

-----  
Tired Ledge Rise - Desperate Rising Slash  
4%

Link struggles up, then slashes upwards with his sword to ward off foes.

\* Has a huge amount of invincibility, including after the actual hit

-----  
Shield - Bubble Shield

Just a bubble shield. I'd assume his is green.

Correction: Colour depends on your team, not the character >\_<

-----  
Dodge Roll - Commando Roll

Basic roll.

-----  
Taunt - Pose

Link makes a pose, like somebody's carving a statue of him.

-----  
~~~~~

Samus mchunter

~~~~~

Origin: Metroid

Entrance: Comes in through a Gravlift

The renowned bounty hunter springs into the Smash scene, bringing with her the powerups she found whilst hunting the Metroid plague. Using bombs, her Screw Attack and her trusty arm cannon, she strikes hard and fast with her trademark endurance and cunning.

Tier Ranking: 12th

Running Speed: Moderate-Fast

Horizontal Movement: Moderate-High

Initial Jump: High

Second Jump: Moderate

Weight: Moderate

Samus has a unique feeling. She's fast on the ground, which is a good start. However, she rarely gets to make use of this strength. She's quite inept at comboing, which is a minor setback. She's heavy, but also extremely floaty. Samus has a whole arsenal of confusing and annoying moves, the trouble is choosing when to use them. Still, she boasts a nice arsenal; a spike, a good B

move and her annoying Bomb. Her roll is laggy and predictable, and her grab the exact same, but with even worse recovery lag. However, the real pain comes in the inability to maintain a combo. As such, she has to keep the damage up and look for a chance to KO. She is adept enough at this, thankfully.

There are two ways to play Samus. Both methods involve a fair amount of space wars and camping. Samus doesn't have many solid combos, so she has to make do by either winning through attrition or punishing with solid techchasing and reads after a hit. Luckily, her B-Air, F-Air and D-Air are all excellent tools with great range. Her F-Smash and even her grab are also usable when you have momentum, and her Charge Shot is a constant threat. Her Up-B is a good escape move, especially combined with her unique, combo-unfriendly physics.

Costumes:            Classic Power Suit  
                      Green Power Suit  
                      Pink Power Suit  
                      Dark Power Suit            <- My Fave

-----  
-----  
-----

Neutral A - Arm Combo  
3%,7% > 3%,6%

Samus lashes out with a fist, then brings her arm cannon down on the enemy.

Incredibly quick and quite decent as far as jabs go. It has surprising range.

- \* Used for prodding, second hit distances you from the opponent well
- \* Actually one of Samus's better ground moves

-----

Forward Tilt - Quick Roundhouse  
10% > 8%

Samus kicks swiftly with a roundhouse. Basic knockback and damage.

Certainly an alright move. It comes out fast and prevents enemies from hitting you right after landing from an aerial. It has decent hitbox and range too, but the saving grace is still the speed at which it comes out.

- \* Used as a reflex action to prevent punishment, otherwise F-Smash is better

-----

Up Tilt - High Kick  
13% > 10%

Samus brings her foot to the vertical, then slams down. Okay knockback, but the damaging portion of the move is rather delayed.

It is certainly a decent move, with more than some give it credit for. Despite the fair lag, it has about as much smash power as the Flamethrower, but has a varied hitbox, which is useful. Nobody expects it, so the delay is actually useful against foes who think they can predict your movements easily. The best part of this move is the enormous hitbox.

- \* Really bad move with lots of holes, avoid it

-----  
Down Tilt - Sweeping Kick

13% > 10%

Samus lashes out with a low kick, then swivels back. Arbitrary low hit.

Basic D-Tilt, an okay edgeguarder. Use like any D-Tilt. The best aspect is how fast it is in comparison to D-Smash.

\* Fast and usable as an edgeguard, but gets you shieldgrabbed

-----  
Dash A - Rugby-style Charge

12% > 9%

Samus braces her shoulder and charges forward, rugby style. Okay knockback and alright damage.

Basic dash attack, you know what to do. Apply when you think it's safe.

\* Eclipsed by SH aerials for the most part

\* Spamming this is hilariously effective as a techchase of sorts

-----  
Neutral B - Charge Shot

3% - 20%

Samus charges up her arm cannon like DK does his Giant Punch. Unlike DK's attack, it's ranged, but still hits with tremendous force.

You'll notice enemies (except for perhaps Fox and Ness) become a little more withdrawn while attacking. No wonder - this attack is a ranged killer. A bit slow, but oh well. Doesn't charge in midair, which is a shame. Instead it fires really weak shots, which are bad (thank you lag). A bit of cheapness is injected in Kaillera. Samus's Arm Cannon shots all appear as tiny little balls even if they're fully charged, which makes them very, very hard to dodge, especially if you're occupied with recovering. This makes it even more useful and/or attractive. An important part of Samus's game, if you're not used to her aerials.

\* Having a full charge is a great asset to spacing

\* Use it to techchase - hitting a shield confirms a grab if you're close

-----  
Up B - Screw Attack

14% all up

Everyone makes the Screw joke. Anyway, Samus curls into the Morph Ball and spirals upwards with devastating torque (rotational force). The very last hit has what could pass as knockback, so you won't be countered too easily.

A damage racker, though Up Smash would serve the same effect on the ground. As a recovery, it's mediocre. Without the Bomb recovery, Samus would be worse than Link at recovering. There are better attacks and there are worse. You can't be hit easily if you connect well, as the enemy is flung away on the



final hit. The idea is to use this to escape combos, as it can be used right out of a shield.

- \* Pretty good out-of-shield and general escape option
- \* Don't rely on it to much, it can be DI'

-----  
Down B - Morph Ball Bomb

9% > 7%

Dodge Roll state while using.

Samus curls into a ball and drops a bomb. The bomb will lie there for a while if nobody touches it, but then explodes. It will explode earlier if an enemy or combustible item is under it (eg. Bob-Omb).

I'm going to call it the bomb. Undoubtedly one of Samus's best moves. This is the ultimate multiplayer (and single player) annoyance weapon. Why? Well, you'd think that this would be easy to predict and intercept. Wrong. You can move left/right while in Morph Ball mode, so there's mobility involved. But the best part - you gain the attributes of your Dodge Roll while in the Morph Ball. That means invincibility of a sort. Use it as a compliment to aeriels and as a combo breaker. It can even edgeguard against certain foes.

- \* You can sometimes dodge attacks with this
- \* Rather poor hitstun, but it's an obstacle and spacing tool nonetheless

-----  
Neutral Air - Flying Kick

16% > 12%

Samus sexkicks. Not very interesting. Basic knockback, decent power.

Strangely powerful for a sexkick. I highly suggest using it, it fits very well after either of her two multi-hitters. B-Air is better if you aren't facing towards the enemy, but it's a decent move if you are.

- \* B-Air is basically better, other than speed/forward hit

-----  
Forward Air - Flame Flash

5% x 4 > 4% x 4

Samus starts a flamethrower with her Arm Cannon, flaming a general area for a short while, then somersaulting back into a fall. Next to no knockback, but the damage can stack.

A unique F-Air in that it's disjointed and multi-hitting. Useful, but it has very little knockback. The damage is very good, which is why I recommend it. The disjointed feature can be used to stack damage or cancel projectiles in approach.

- \* Great hitbox that gets lower and lower, hitting grounded foes
- \* Does combo into F-Smash etc if cancelled into the ground

-----  
Back Air - Spin Kick

14% > 11%

Samus spins in midair and lashes out with a foot. Good knockback, moderate power. Basic B-Air attack.

I like it. Nice, fluent damage and an okay hitbox, coupled with a very fast execution and good knockback. Yeah, I like this move. It's a good attack, but not a game-breaker.

\* Excellent spacing tool and finisher, also a good edgeguard

-----

Up Air - High Spiral

10%

Samus flips upside down and spins, hitting rapidly with her legs. Fixed damage and drill effect, with multiple hits.

A multi-hitter, it can be linked into other moves for a rapid combo. However, this combo generally isn't going to get you anywhere. The only reason I'd use this is for a basic damager, as you have to be very close to link into other aeriels. You see, after the attack, the animation continues, making Samus flip right-side up. This leaves a gap in which the enemy can counter.

\* Ok if you're playing attrition, since the hitbox is high

\* Pretty bad otherwise

-----

Down Air - Spinning Arm Slam

14% > 11%

Samus slams down with her Arm Cannon. The damage is okay, and the fact that it's a spike boosts its value. The hitbox is hard to get used to, but is quite large at its best.

Like I said, the hitbox is nice. It's Samus's body and arm, which logically would be smaller because she hits laterally, but for the giant cannon she has. It's a decent spike, so use it for low percent kills. When it hits a grounded opponent it sets up obvious opportunities to KO.

\* Great hitbox that can reach both behind and in front

\* Staple of Samus' game, use it often to force pressure and gain momentum

-----

Forward Smash - Cannon Punch

18% > 14%

Samus jabs violently with her Arm Cannon. Good knockback and comparatively low lag. Use a lot, beware of slight end lag. Bad hitbox.

Basic killer. This move is a must for any budding Samus hopefuls. It has a small hitbox, but it the only real sideways power hit Samus can afford on the ground. There's always her cannon, but that needs charging, and even then is seen coming a long way away. Another move I suggest you try angling (up).

\* Incredibly fast for its power, can be repeatedly used for pressure

-----  
Up Smash - Flame Arc

10% - 50% > 8% - 40% (5 hits)

Samus brings forward her Arm Cannon, which emits a powerful puff of flame. She arcs her arm, causing 5 explosions. Each explosion does 8/10%, and the last to hit will cause minor knockback. Hitbox is sorta dodgy.

Damage smash. Knockback is weak, so use it as a damager instead. Very versatile, but whiffing opens you for punishment pretty badly.

\* Very, very punishable and laggy, but your best grounded anti-air

-----  
Down Smash - Sliding Kick

16% - 12%

Samus crouches and slides her foot from the front to the back, with two strong hitboxes. Decent knockback, setup for aerials.

A good smash, it can hit rolling enemies too. Use it when you deem necessary. It knocks enemies upwards, but can't really KO, which is neither helpful nor harmful.

\* Meh, an ok lazy techchase

-----  
Grab - Grapple Beam

N/A

Samus shoots out her blue grapple beam, with a sparkly thing at the end. A very precise and timed hitbox, which is a bad thing, I guess.

Pretty cool animation for the N64, but it has ridiculous startup and ending lag. Using it too much will result in being punished 9/10 times.

Samus is situational when it comes to throws. Both are very powerful, so the choice is entirely direction-based.

\* Extremely slow, but the hitbox is actually decent once it's out

-----  
Forward Throw - Grapple Flick

16% > 12%

Samus flicks her arm, sending the grabbed enemy flying forward.

-----  
Backward Throw - Backwards Flick

18% > 14%

Samus flicks backwards, sending the enemy flying appropriately.

-----

Rising - Kickflip

5%

Samus kicks up and spins. Two sided, like most Rising attacks.

-----

Ledge Rise - Leg Smash

6% > 5%

Samus clambers up and slams her leg down. It's a Ledge Rise attack.

-----

Tired Ledge Rise - Desperate Punch

6%

Samus struggles to rise, then throws a punch as she comes up. Oddly enough, it deals more damage over time than the non-Tired one.

-----

Shield - Bubble Shield

Samus shields, using a red shield. Meh.

-----

Dodge Roll - Morph Ball

Samus rolls into Morph Ball form and travels a fair distance.

As cool as it is, Morph Ball is the worst roll you can imagine. Slow, easy to intercept, and abused by computers. In short, the worst roll in-game.

\* Don't roll behind people, it's a dumb idea

-----

Taunt - Bring It On!

Samus brings her arm cannon into a game stance.

-----  
-----

~~~~~

Yoshi

mcmount

~~~~~

Origin: Yoshi's Story/Super Mario World

Entrance: Hatches out of a Yoshi Egg

The sturdy steed from the Mario series takes off his sidekick robe and dons a new look for the Smash competition! His egg-based moves and unique flutter jump will leave enemies nonplussed as they succumb to his hard-hitting moves and aggravating aerials.

Tier Ranking: 6th

Running Speed: Moderate  
Horizontal Movement: High  
Initial Jump: Low  
Second Jump: High  
Weight: Moderate-Heavy

I never underestimate this guy: I've seen him own. He has some nifty tricks up his...sleeve? Among them are his invincible flutter kick jump and his D-air, which never ceases to amuse/annoy. He throws eggs, he lays eggs and he rolls in an egg. Yet I think he's still a male. Anyway, he has a heavy style and is a tough enemy even if you're familiar with his moves.

Yoshi is an interesting character. He has more viable defensive options than basically anyone in the game, including applicable superarmor and a parry. For this reason, he stands strong as a react-and-punish character, especially because he has very strong punishment and combos from easy-to-land moves. He has good reach on many attacks. His foremost weakness is how easy he is to combo, which isn't helped by the fact many of his attacks are rather linear. In the right hands, he's an absolute beast who can devastate heavy characters with a single well-timed hit.

Costumes: Green Yoshi  
Magenta Yoshi (Red-Pink)  
Yellow Yoshi  
Light Blue Yoshi <- My Fave

-----  
-----  
-----  
Neutral A - Yoshi Kick  
3%, 5%

Yoshi kicks out twice, with surprising hitbox. Average combo.

A short, interesting combo, but still nothing to go around flaunting.

\* Surprising range

-----  
Forward Tilt - Foot Plant  
12% > 10%

Yoshi kicks out sturdily. Decent damage, low-moderate knockback. Sends enemies upwards.

An okay attack. This is useful for setting up grabs, smashes, and the like. Can be repeated at low percentages, which is really fun ^\_^ . It knocks enemies upwards, sorta like Up Tilt, and sets up Jiggs for a spike.

\* Sets up F-Airs pretty well mid-combo, otherwise it's mediocre

-----  
Up Tilt - Nudge Juggle  
12% > 9%

Yoshi flicks his head up, knocking enemies up and slightly backwards. Good knockback, okay damage.

A juggle attack, and a very major part of Yoshi's game. Seriously, if you don't master this, you'll never learn Yoshi. It leads into about 6 different attacks/combos. In addition to that, it's extremely fast, has a good hitbox, and can be thrown out in virtually any situation.

\* Really good move vs heavies and fastfallers, decent hitbox too

-----

Down Tilt - Tail Swivel

10% > 8%

Yoshi swivels, swiping enemies away with his tail. Basic move with fixed KB.

A very interesting repulsion technique that ranks up as one of the fastest moves in the game. It can be spammed if you miss. You can use it to good effect as an edgeguard too, where the lower lag (as compared to D-Smash) is more noticeable. Has fixed knockback. Your hurtbox is very small during the animation, so it's sort of defensive too.

\* Good because it forces a tech vs heavies and is usable from crouch

\* Not a good edgeguard

-----

Dash A - Headbutt

10% > 9%

Yoshi charges, bull style, and flicks his head. Low lag, average KB/damage.

Low lag. That's enough to merit using it. It can be used as a simple repulsion attack, or you could use it in conjunction with walls for a chain. It can link into itself on some floaties. Another nice use is to dodge things - Yoshi will duck down really low, dodging, among other things, Fox's laser and some F-Tilt attacks.

\* Actually a really good dash attack with good hitbox

\* Can combo lighter opponents

-----

Neutral B - Egg Lay

5% > 4%

Yoshi sticks out his tongue and swallows a hapless foe. He immediately turns this foe into an egg. This egg's size is relative to character. The egg can move while in mid-air, but is helpless (short of button mashing) on the ground - which means Yoshi can damage it. The enemy will emerge in midair.

Yoshi can make use of this against low-percentage foes. It sets them up for a lot of damage. If you aren't much of a DJCer, I suggest spamming U-Tilt on enemies stuck in an egg, as it's fast and gets good DPS.

\* Use as an aerial grab or a mixup mid-DJC

\* I don't recommend trying to hit opponents as they come out, wait and react

-----

Up B - Egg Hurl

14% > 11%

Yoshi hurls an egg in an upwards trajectory. You can direct the egg direction using the Control Stick. Has about as much KB as an average aerial attack. It explodes after a set period of time, or if it strikes something/someone. Has lag on Yoshi after throwing.

A very useful projectile. The only drawback is how it has limited range due to explosion. It can be used to edgeguard, or just to damage. People neglect this move because they see Yoshi lacks a recovery, so his Up-B must be useless. A resourceful Yoshi player will use this with flair. If you throw it without power, it can serve as a delayed smash or safer edgeguard. It can be flung up at airborne enemies to hurt them, much like Pikachu's Thunder. It can also curve around obstacles, which gives it some diversity and camping use.

- \* Good projectile, one of the few viable edgeguard projectiles
- \* You can cancel this into a ledgegrab

-----

Down B - Ground Pound  
18% > 14%, 3% (star shockwave)

Yoshi pounds the ground with enough force to kick up shockwave stars. The stars deal damage, but have no knockback. The main body of Yoshi, however, has tremendous knockback and power. If used on the ground, Yoshi hops forward a little, then pounds.

As well as being a cool move in general, the Ground Pound also serves as a fast fall. The launch trajectory is upwards, not downwards. Remember that. Use it in moderation. Despite the awesomeness, it is a good attack. The hitbox is not enormous. Characters with disjointed attacks or characters with crazy range (like Ness and his U-Air) can break through with good timing. You can grab ledges if you pass them while falling.

- \* Only ever use it to punish predictable movement or as a finisher

-----

Neutral Air - Dino Kick  
11%

Not so much Dino as Dragon. Thanks, SSBB. Anyway, basic sexkick with okay KB, decent damage and the properties of a sexkick.

Usable, but there are other moves that could probably be put to use in all the situations this would come in handy. Still, it's a jack-of-all-trades, which makes it usable.

- \* Incredibly useful combined with momentum from DJC (backwards too)
- \* Helps break shields

-----

Forward Air - Bash Spike  
18% > 14%

Yoshi juts his head out and rams downwards, creating a spike effect. It's a forward spike, and doesn't require being above to work. The hitbox is out in front of Yoshi, so it takes some getting used to. Good stuff.

Not the easiest spike to use, but it certainly is one of the more funny ones. Because of Yoshi's lack of recovery, you have to wait until the enemy's fairly low and close to get them with the spike. As long as you don't expend your double jump you should easily make it back to the stage.

This move has multiple trajectories. If the enemy is above you when you hit them, they won't be spiked, but instead launched normally. If they'll right below you, they'll be hit down in a full spike, rather than the semi-spike.

\* Really large hitbox, strong move overall and a reasonable edgeguard

-----

Back Air - Back Kick

14% > 12%

Basic backwards kick. Nice KB, decent damage and surprisingly good hitbox.

These names aren't very imaginative, huh? Anyway, a bread-and-butter move for Yoshi, whose DJC melds nicely into this. Good for combos at low percentages. The knockback is pretty high, and despite how basic it seems, it's not a move to be forgotten. DJC B-Air has surprising range and doesn't let the enemy get too close if used rapidly.

\* Primary spacing tool, especially with DJC involve

-----

Up Air - Tail Peak

15% > 13%

Yoshi spins and smacks the area above him with his tail. Varied knockback gradient, but it's a nice juggle (DJC helps). Small hitbox, but decent killing power at higher percentages.

A great upward hit. It's best at high percentages, but it can really hurt at lower ones too, since it's repeatable at that time. It's a surefire kill move once the enemy hits a high enough percentage, but you'll have to work around the relatively small hitbox.

\* Tiny hitbox, but very little beats it outright so it's an ok anti-air

-----

Down Air - Air Pedal

56% > 44% (A lot of hits)

Yoshi frantically pedals the air, dealing many, many weak hits. The total damage is tremendous, but has virtually no overall knockback. If done well it can break shields.

This move is useful, but not amazing. Anyone with a basic grasp of DI will get out quickly, so don't think that this is an infinite or broken move. The hits serve as a good lead-in to U-Tilt, which is nice. Another use is that it sort of spikes at higher percentages, but basically any other hit is better against recovering foes.

\* Overrated, but still ok, especially as an edgeguard

\* Decent for shieldbreaks on careless foes



-----  
Forward Smash - Headbanger

18% > 14%

Yoshi smashes forward with his head. Great knockback, power and hitbox.

More bread-and-butter. Damage is good, and it has fair range. The lag at the end is a hefty price to pay.

\* Sort of hard to get away with - you need to predict well to use it

-----  
Up Smash - Head Axe

18% > 14%

Yoshi slams the area above and to the front of him with his noggin. Crazy KB and nice damage. A mildly disappointing hitbox.

A bunch of combos lead into this. It tends to send people in the direction you AREN'T facing, so keep that in mind. Its hitbox is more above and behind than in front, and a majority of the case are smacked by this straight from U-Tilt. Alternatively, a F-Air on a standing opponent sets opponents up perfectly.

\* Good hitbox, also quite easy to set up, good KO move in general

-----  
Down Smash - Sweeping Swipe

14% > 11%

Yoshi sweeps in front of him, then behind him with his tail. A low-trajectory smash attack. Fast and powerful, with a low trajectory. The duration is very short, which is a double-edged sword.

A nice attack. The speed at which it comes out is both good and bad. Good, as it hits enemies right away, but bad, because it shortens the hitbox window. Still, this attack really merits use.

\* Extremely fast, but also needs excellent timing, or else you get punished

-----  
Grab - Swallow

N/A

Yoshi shoots his tongue out. Not as much range as the other ranged grabs, but it's a bit faster to retract. Again, timing is the key here. If you can get said timing, you can really do wonders with Yoshi.

Yoshi's throws are (1: probably quite disgusting to be in and (2: situational. If you want to chase an enemy forward, use F-Throw. If you want an enemy to go flying behind you, B-Throw. B-Throw is more powerful, if you care. I wouldn't recommend using this unless you really must, Yoshi has better options against shields in higher level play.

\* Faster than you'd think, but it's still really bad

-----  
Forward Throw - Spit

12% > 9%

Yoshi spits the enemy out a fair distance. Good knockback.

-----  
Backward Throw - Backwards Spit

16% > 12%

Yoshi spits the enemy backwards. A touch more knockback than the F-Throw.

-----  
Rising - Headbanger

6% > 5%

Yoshi gets up and swings his head around, hitting both sides.

-----  
Ledge Rise - Tail Slap

6% > 5%

Yoshi spins and hits with his tail as he rises. Has a larger hitbox than what it seems to have.

-----  
Tired Ledge Rise - Desperate Head Swing

6% > 5%

Yoshi swings his head as he slowly gets up.

-----  
Shield - Yoshi Egg

N/A

The reason the Shield section was here in the first place: Yoshi's shield. Yoshi goes into a Yoshi Egg when you shield. It has a few remarkable qualities that help and hinder it. First, when he rolls, he doesn't have any time out of his egg. In short, you can't roll into an attack if you hold the Z button. Second, he doesn't actually roll: he hops. This isn't really battle-helpful. Third, his shield breaks quite easily. Each time he is hit, the egg becomes darker, until it eventually explodes. Finally, it has an interesting startup animation. If you don't actually receive the shield but initiate the starting animation, Yoshi will feign coming out of his egg, and receive invincibility for his trouble. It only lasts a split second, but is nice to know.

\* Parrying is really useful at high level play to react and punish

-----  
Dodge Roll - Egg Hop

N/A

You can't get hit when Egg Hopping. Useful, no?

-----  
Taunt - Yosheee!

Yoshi spins and waves with both hands. Annoying.

-----  
-----

~~~~~  
Kirby mcpuff  
~~~~~

Origin: Kirby's Dream Land  
Entrance: Rides in on a Warp Star

Once a peaceful inhabitant of bright Dreamland, Kirby now takes to the stage as the hero of his home world. Don't be fooled by his disarming cuteness and funny red shoes, instead be careful as he threatens to ingest you and steal your abilities! Be warned, the pink puffball is out to win.

Tier Ranking: 2nd

Running Speed: Moderate  
Horizontal Movement: Low-Moderate  
Initial Jump: Low-Moderate  
Second Jump: High (5x Low)  
Weight: Light

A great character for beginners, Kirby's exceptional recovery abilities and fun, usable B moves make him a great starting character. However, his 2nd in the Tier Rank is not acquired without reason. He has two spikes, a set of excellent smashes and great aerals. His edgeguarding ability is superb - his 5 jumps give him enormous pursue-and-return ability.

Using Kirby relies on using his aerals properly to get in and punish. He has arguably the strongest punishment game of all characters once he gets in on the opponent, and his tools in the neutral spacing game are fairly decent too. The secret is to get above the opponent to make use of his strong D-Air hitbox and falling N-Air/B-Air, whilst keeping opponents out with U-Tilt. With some smart and patient play, Kirby is an absolute nightmare to play against, and a strong, if simple contender.

Costumes: Classic Kirby <- My Fave  
Red Kirby  
Blue Kirby  
Yellow Kirby

-----  
-----  
-----

Neutral A - Flurry Punch  
3%, 4%, 1%

Kirby punches twice, then goes into a flurry of punches. Basic everything.

Don't use it unless you have to, Kirby has better things to do.

\* Pretty useless, maybe to stop shield grabs

-----  
Forward Tilt - Spin Kick

10% > 8%

Kirby twirls and kicks out. Moderate KB, low damage, but decent hitbox.

Useful, but his F-Smash sort of renders it redundant.

\* Incredibly fast to come out and can force a tech, but that's it

-----  
Up Tilt - Arabesque Kick

14% > 12%

Kirby kicks up behind him, reaching above his body with his foot. Good damage and better KB, and virtually no lag.

A premiere juggle move. Use it as you will, it's a great attack. It's quite powerful, so you'll have to learn to judge when opponents can escape.

\* Absolutely ridiculous move, HUUUUUUGE hitbox and ridiculous speed

\* Beats basically everything if timed right, combos into lots of stuff

-----  
Down Tilt - Lurch Kick

9% > 7%

Kirby swipes out with his foot. It's sort of laggy, and is average in all the other areas.

Not a bad attack, if only because you can combo into it and spike things. It would be a good edgeguard, but Kirby has a lot of other edgeguarding moves.

\* Very decent poke, especially since it can be used from a crouch

-----  
Dash A - Dive

10% > 8%

Kirby dives body first as he runs. Decent range, little lag and fair KB.

A good approach, and also usable as a kill-move. One of the better Dash A attacks.

\* Average dash attack

-----  
Neutral B - Swallow

5% (Absorb), 10% > 8% (Spit Out)

Swallow sounds better than Suck Up or Vacuum. Meh. Swallow swallows the foe. You can then do one of two things: press B or down to digest that foe and replace Swallow with their B move (preferable in the case of Mario, Falcon, DK

etc) or press A to spit them out as a powerful projectile. This projectile is devastating if it hits enemies.

The main use is to gain another B move, but Kirby can usually do without. In that case there are a few other uses, including Kirbycide. Spitting out deals more damage than digesting, but both have their uses. If hit hard enough, Kirby will lose his power. The person who had their power stolen has a better chance of relieving Kirby of his borrowed technique. In addition, this move can be used as an unexpected setup. When you swallow an enemy (swallow, not spit out), they'll pop up right above you, perfectly in place for a U-Smash. Make your own strategies.

If Kirby has Fox's laser, he can fire 4 times in a full hop. This is one time more than Fox himself.

With Jigglypuff's Pound, Kirby has the greatest recovery of any character in this game.

- \* Useful move for neutral game, digesting forces double jump or easy U-Tilt
- \* B-moves are exceedingly useful for Kirby, especially laser + Charge Shot

-----

Up B - Final Cutter  
11% (3% Up, 4% Down, 4% Blast)

Kirby pulls out his Cutter weapon and shoots upwards, somersaults, then comes down in a powerful slash. There are a total of 3 hits - going up, coming down and the shockwave projectile fired from impact. The blade can catch you, and if you are caught coming down, it can be a spike.

A good recovery, but primarily used for basic damage and as an unexpected air attack. Don't pull it out that much, Kirby's B moves, while spamable, aren't fantastic. Remember that impact creates a projectile. Oh, and you can be hit while using this. You can spike by using this right next to the edge. The spike has set KB, which is useful to note.

You can grab the ledge while coming down, but not while going up.

- \* Rather interesting hitbox, but only use it with a confirmed hit

-----

Down B - Stone  
20% > 15%

Kirby morphs into a stone or block, plummeting from a height. He cannot be damaged in this form, but he can be grabbed. Damage and knockback are rather good, but not exceptional.

Stone transforms Kirby into exactly that: a rock. What? Well, he's invincible. But the main use comes from plummeting. He's heavy, so down he falls. On the way, you will hurt enemies. Use it to counter combos: nothing but grabs can break through it. Grabs alone are needlessly dangerous though.

- \* Actually a pretty ok edgeguard, especially vs Yoshi
- \* Landing this move on a platform above foes is actually hard to punish

-----

### Neutral Air - Flying Kick

15% > 12%

Basic sexkick. Moderate KB, damage, decent hitbox.

Bread and butter for Kirby. Sometimes overlooked, but useful nonetheless. The main use is speed and forward KBing hitbox.

\* Good hitbox for neutral game, basically like B-Air but you can run at them and SH N-Air really easily

-----

### Forward Air - Twirling Kick

21% (2% x9, 3% x1)

Kirby puts his feet in front of him and spins laterally, hitting for a total of ten times. The last hit deals KB.

Combo starter, and basic damager. Effective at interception and basic damage. If Kirby ends the attack when the opponent is being hit by the tip of his legs (or shoes, whatever) then they'll fly away from his legs. If Kirby's body hits the foe, they'll fly in the opposite direction. Most beginners believe D-Air is the superior drill, but drills are generally for comboing, which this drill is much better at than D-Air, as D-Air can be cancelled out of easily. Still quite easy to DI out of.

\* Ok for spacing, decent in conjunction with U-Tilt, learn to cancel it

-----

### Back Air - Arrow Kick

12% > 9%

Kirby shoots his legs behind him, streamlining his body. Good damage, KB and hitbox.

Conventional B-Air, and a major aerial finisher for Kirby (outside spiking, of course). More or less a primary aerial knockback method.

\* Really good aerial with good hitbox, range, duration, etc

\* Good edgeguard and spacing tool

-----

### Up Air - Spinning Star

10% > 9%

Kirby faces the screen and spins rapidly. It has a fairly small hitbox, and fixed KB, but the attack duration is exceptionally long.

This is usable, but merely because of the attack duration. It can break rising opponents, and even as Kirby falls onto the stage, the attack continues. Fixed KB helps in the early game. It took a lot of effort to think of good things about this move.

\* Utterly useless, except in obscure, specific combos

\* Might lead to F-Smash if your opponent is a vegetable and lets you hit them

-----

### Down Air - Super Spiral

30% (3% x10)

Kirby takes a tiptoe position, then spins rapidly, dealing exceptional damage and spiking. Good KB and hitbox as well.

Probably Kirby's premiere aerial, this attack is a drill spike with the KB of your average impact spike. It can lead into combos or just deal nice damage, (or obviously spike things). Fixed damage, which is useful.

\* Good approach from above, but use sparingly: horizontal hitbox is mediocre

-----

### Forward Smash - Lunge Kick

17% > 13%

Kirby twists and kicks forward with a lot of power. The most noteworthy thing is how quickly it comes out. It's also VERY powerful.

Spammable, but it isn't recommended. This is Kirby's best smash, and should be used for land-based KOs whenever necessary. Again, spamming with this is very easy to counter, just shield-grab the offender.

\* Don't spam, use it properly and it's a devastating tool

-----

### Up Smash - Power Flip

16% > 14%

Kirby backflips with a lot of strength behind it. Powerful, with minor ending and windup lag.

It's usable, but Kirby has other weapons that are more powerful, or at least more useful. The slight 'slow' feeling you get from this move is what deters me from really using it. The windup lag is annoying.

\* Usable to KO after a D-Air or something, otherwise meh

-----

### Down Smash - Pressure Spin

18% > 14%

Kirby crouches with both his feet out, then spins, applying force all around him. Damaging, quick and possessed of a good hitbox.

A good smash you should consider using. The hitbox is much larger than what it first appears to be.

\* Decent move, but other moves are often better at that point in time

-----

### Grab - Snatch

Kirby snatches forward quickly. Good range and speed.

Oddly enough, Kirby's grabs are also situational, despite both being quite non regular. They both send enemies at a high angle. Kirby's F-Throw used to be much better (in (J)). Anyway, whichever way seems best is the way to go. At very high percentages, F-Throw has a better KO rate, especially as you can change platforms while using this.

\* Pretty mediocre, only use F-Throw for situational finishers

-----

Forward Throw - Super Piledriver

13% > 10%

Kirby flies upwards at absurd speed to a phenomenal height (if it were his recovery, I'd be using him a lot more), then SLAMS the enemy on the ground.

You'd think this would do a lot more damage...

\* Using it beneath a much higher platform is a quick KO at mid-damage

-----

Backward Throw - Swing Slam

16% > 12%

Kirby winds up, then slams the enemy hard behind him. The enemy doesn't fly particularly far, which is good for combo purposes.

As if the tiny slam does more than the super mega huge coming-from-space slam.

-----

Rising - Swing Kick

6% > 5%

Kirby swivels as he rises, kicking around him.

This was hell to test: Kirby flies way too far with a Bumper, and comps aren't good to depend on.

-----

Ledge Rise - Flip Rise

4%

Kirby flips up, kicking enemies away, then flips back unnecessarily.

-----

Tired Ledge Rise - Tired Arrow

4% > 3%

Kirby struggles up, then charges and retreats, arrow-like (except the retreat bit, I guess).

-----

Shield - Bubble Shield

N/A



\*sigh\*.

-----  
Dodge Roll - Starry Cartwheel

N/A

Kirby flips, which makes me think of a star doing a cartwheel.

-----  
Taunt - HIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIII!

The infamous Hi! taunt. Annoying, annoying, ANNOYING.

-----  
-----  
~~~

Fox

mccool

~~~

Origin: StarFox (Lylat Wars)

Entrance: Dive-bombs the screen in his Arwing

The son of famous Arwing Pilot James McCloud, Fox appears with the spirit of the fighter-pilot - swift, decisive and unrelenting. He keeps his remarkable speed and aerial ability as he soars into the fight with never-before-seen weapons - the Blaster, Reflector and his incinerating Firefox. Prepare to see stars as this space-pilot turned swift-warrior comes at you!

I had fun writing that, I've always been a fan of Starfox.

Tier Ranking: 3rd

Running Speed: Fast

Horizontal Movement: Moderate

Initial Jump: Moderate

Second Jump: Moderate-High

Weight: Low-Moderate

Fox is weak, I'll say that first. Aside from his smashes (which should be strong universally) he has very little in the way of high power hits. That's not to say he can't rack up the points. His combo ability is great, no, superb. If you can hit enemies with a series of aerials and follow with a well-placed U-Air or smash, you'll be fine.

Fox is ridiculously quick in basically everything (except recovery). His moves are incredibly fast, quick enough to suppress some opponents with speed alone. He has an exceptional neutral and ranged game to compliment this, as well as superb and diverse combo ability. Add to this the best anti-camp tool in the game (aside from Hyrule, ho ho) and you have an extremely solid character with a lot of options. He has no real power hits, but he doesn't need them when you're halfway across the map spamming lasers all day.

Costumes: Classic Fox

<- My Fave

Orange Suit Fox (Peppy Hare inspired?)

Green Suit Fox (Slippy Toad inspired?)

Purple Suit Fox (Falco Lombardi inspired?)

-----  
-----  
-----  
Neutral A - Rapid Combo

4%,4%,1%

Fox punches twice, then starts kicking like a madman. Another weak N-A.

About the infinite...don't bother...seriously. Even against walls, Fox has better things to do. A single hit can occupy an enemy and move into a grab or a finisher, which is useful. I call it Prodding.

\* First/second hits are great, never use lightning legs unless there's a wall

-----  
Forward Tilt - Sharp Kick

9% > 7%

Fox stands on one leg and lashes out with the other. Low damage, decent in every other aspect.

The name sorta sprang to mind. A fast, useful attack that gives some setup opportunities and stops some of your opponents from beating you as you land.

\* Fast and standard - leads to techchase and creates space, so it's usable

-----  
Up Tilt - Sky Splitter

9% > 7%

Fox kicks straight up, with generous hitstun and decent setup. Fox almost revolves around tilt setup for long combos, actually. Damage is again low, but hitstun compensates. Hitbox is pretty average, as is damage.

Name's a little TOO powerful-sounding, if you ask me. The hitbox is quite small, so it's generally for use against incoming aerial foes. You have to master landing with D-Air before you can really use this well. It can be repeated nicely at low percentage, but loses its worth later on.

\* Good in combos, ok as an anti-air

-----  
Down Tilt - Tail Sweep

12% > 9%

Fox swings his FURRY tail around, dealing moderate damage and absurd (for a tilt) skywards knockback. Great setup AGAIN, moderate damage, good KB.

Another useful move for Fox. This sets a lot of moves, most notably D-Air. But seriously, as if a TAIL does that much.

\* Deceptively long range, sets up combos pretty well

-----  
Dash A - Glide Kick

10% > 8%

Fox runs into a karate kick, knocking enemies away. He moves a fair distance forward after activation. Average everything, and long duration.

Gah. That extra momentum is dangerous at low-percentage, and hinders combo starting at high percentage (due to lag). I suggest staying away from this, and doing an aerial approach instead. That has less risk, at least. It can go into a grab on an unprepared foe. The long duration can take dodge rollers by surprise, which is nice.

\* A techchase and surprisingly good edgeguard

-----

Neutral B - Blaster

6% > 5%

Fox fires a pink, horizontal laser beam. It has slight knockback and otherwise serves as a regular projectile. One important thing to note: it doesn't cancel other projectiles, nor is it cancelled by them. The only thing that stops it are enemies, another Fox's Reflector and certain items. It has fair lag when used on the ground, but zero lag in midair. Fox's animation is cancelled by landing, which is cool.

An awesome projectile, like a Ray Gun with less knockback and RoF. It's fast, is a cool beam and travels perfectly vertical with no discernable limit. The damage is average but it can be used in a variety of ways, like edgeguarding or simple damage adding. A truly versatile projectile.

\* Master short-hop double lasers and you become a bastard to deal with

\* Lasers are basically the gayest thing in the game

-----

Up B - Fox Fire

16% > 12%

Fox starts charging up with fire (for a fair time, I might add), then zooms in a chosen direction. The distance covered is above average, and the knockback is rather good. If you hit the ground using this, you bounce off. Fox is quite vulnerable both during and whilst charging.

This is a very average recovery, in terms of usability and versatility. Any half-decent player will charge at you and whack you away long before you can finish recovering. It's happened to me dozens of times while I was using Fox long ago. I can safely say that you have to be skilled to use this well, or at least cunning. Don't let enemies hit you, charge towards an edge, whatever. The Japanese version gave him invincibility frames, which makes me annoyed.

\* Easy to counter, but can be used unpredictably to compensate

\* Very low landing lag compared to most Up-Bs

-----

Down B - Reflector

5% > 4%

Fox releases a portable reflection device, nicknamed the Shine. This serves to reflect all projectiles thrown at it, and can be held for as long as needed.

Fox is stationary whilst using it. If it is initiated in close vicinity to an opponent, then the opponent is flung away as it opens. It has a set amount of knockback. It slows falling speed if used in midair.

If Fox's Up-B was discouraging, this makes it a bit better. It reflects pesky projectiles (Link...) and also serves as a semi-spike. How? Hit someone and you'll see. Then get stunned, so they fall a bit. You have to be very close for it to hit, obviously, which may take practice. Alternatively, just D-Air into this. Using it as an edgeguard is trickier, and can only be made easy through practice. Note that it also cancels all momentum as you fall, which is both cool and helpful. It can be used to stall temporarily off-the-ledge. You can turn around while using this in the air, which is pretty cool for edge-guarding (It really works. I've tried it in matches against humans - run and SH right off a ledge, use Reflector, turn during the stall and fast fall).

- \* Single-handedly makes Fox a ridiculous camper
- \* Can kill at low percents: really scary when used properly

-----  
Neutral Air - Flying Fox  
11%

Fox goes into a perfect Flying Dragon Kick. In other words, a sexkick with better graphics. Nice KB and damage (which is steady), and low lag.

I like this move. It's one that Fox doesn't have to use, yet it seems that using it is fun, yet practical. Whatever, I like it. With Fox's fast aerial movement, even hitting after a delay is good, because you can keep on going with your aerial antics.

- \* Can be used to end brief aerial strings, otherwise not that great

-----  
Forward Air - Fox-roll Kick  
12% > 9%

Fox kicks forward with very basic KB (again, curved gradient) and so-so power. Fast, but gives landing lag.

Use it often, and remember that you have to Z-Cancel it upon hitting the floor to keep on comboing. It's imperative to note that this is not a surefire kill move. Instead, it's designed to combo and setup situations where Fox can use his high ground speed to run and continue the combo. That said, it can still edgeguard efficiently.

- \* Fast and good hitbox, can combo into itself or running U-Smash sometimes

-----  
Back Air - Split Kick  
12% > 9%

Fox goes into a split, which hits both in front and behind for moderate damage and low KB (good for comboing).

Like I wrote, good for comboing. Fast to pull out, more or less a sexkick with greater hitbox. Use it often, like all his other aerals. Again, for emphasis, it's very fast to come out. His front leg hits too, so dodge rolls only go so

far.

\* Decent spacing tool due to duration/hitbox, hits in front a bit too

-----

Up Air - Pedal Kick

2%,13% > 2%,12%

Fox kicks the air above him twice in succession. The first kick does very little in the way of damage, but has hitstun and fixed KB. The second kick is much stronger, and deals high damage and nice KB for KOs.

One of Fox's few power hits. A useful KO method. This is why you shouldn't stay under Fox. The attack has high range (can beat a Ness D-Air), and since it hits twice, will at the very least setup for another try. The first hit will tap them lightly into the air if the very edge of the hitbox connects (the second kick misses because of this). As such, you want to get very close to initiate the move. It has fixed KB on the first hit, which could be useful for more advanced combos. The KB isn't as spectacular as his U-Smash, but it is still a damn powerful aerial.

\* Can be short hopped in lieu of U-Tilt or D-Tilt to keep a combo going

\* Don't forget that this move juggles into itself

-----

Down Air - Fox Spin

2% x 7

Fox spirals down, drilling opponents and dealing respectable damage. A good setup for attacks.

A shortened drill spike with great combo opportunities. Now, just mentioning, YOU MUST Z-CANCEL IT IF YOU WANT TO DO ANYTHING. Short hopping with this is efficient and sets up a lot of stuff. You may have to turn around after using it, as opponents can DI either way to escape.

\* Easily DI'd at higher levels of play, but still pretty integral

\* Hitbox is actually quite poor

-----

Forward Smash - Baseball Slide

17% > 13%

Fox slides low, dealing good damage and better KB, as well as moving forward ever so slightly. Fast and powerful.

Another good kill method for Fox. A good smash with decent range and power, as well as relatively low windup lag.

\* It's usable, but there is generally a better or safer option

\* You can hit Fox out of this fairly easily

-----

Up Smash - Fox Flip

16% > 12%

Fox does a backflip. Exceptional KB, decent damage and heavy recovery lag.  
Easily Fox's strongest attack.

Fox backflips HARD. If you're hit by this going up, you're going to be sent far away. If you get hit on the flipside, you'll take minimal damage. It's a matter of when to use it. Running Smashes are defined by this move.

- \* Exceptional KB, decent hitbox, most definitive of Fox's finishers
- \* Primary KO tool, excellent lead-in from D-Air, walls, N-A prodding

-----  
Down Smash - Split Attack  
14% > 11%

Fox does the splits, sending anyone in front or behind him away on a fairly low trajectory. Fast, powerful, and a good KBer.

Probably Fox's most all-purpose smash. It's fast, hits behind him, has a low hitbox (more useful than you'd think) and sets up edgeguards well.

- \* Main uses are as an edgeguard or a panic attack - hitting behind is useful

-----  
Grab  
N/A

Fox's throws are pretty average. That said, they're still very usable, being average to the point of excellent.

Fox's throws are all relevant to situation. They're both more or less equal in terms of KB, which is a main point of throws, so use them as you will. They are great for comboing, damage and especially repulsion.

- \* Really useful, but has a stupid blind spot directly in front of Fox

-----  
Forward Throw - Force Hurl  
12% > 9%

Fox flings the opponent forward with a bit of angle. Alright KB, but average everything else.

-----  
Backward Throw - Rolling Kick  
15% > 12%

Fox rolls backwards and kicks the enemy away. Good KB, average damage, etc.

-----  
Rising - Spiral Kick  
6% > 5%

Fox pirouettes as he rises, kicking away nearby attackers.

-----

Ledge Rise - Sweep Rise

6% > 5%

Fox slides onto the stage, then flips back up. Goes forwards, then backwards.

-----

Tired Ledge Rise - Desperate Flip

5%

Fox struggles to rise, then flips up rather energetically.

-----

Shield - Bubble Shield

N/A

Whatever.

-----

Dodge Roll - No-Hands Flip

N/A

Fox flips a cartwheel without his hands. Trick-ay.

-----

Taunt - Pssh.

Fox crosses his arms and gazes at you (or the background) arrogantly.

-----  
-----

~~~~~

Pikachu

mcrat

~~~~~

Origin:           Pokemon Red/Blue

Entrance:         Bursts out of a Pokeball

The famous Pikachu springs out to combat in representation of the Pokemon world. Boasting a range of electrical attacks and speedy, quick strikes, this Pokemon is not to be messed with. His electric attacks and deadly aerial manouevers give him a lot of variety in attacking style.

Tier Ranking: 1st

Running Speed:       Moderate-Fast  
Horizontal Movement: Moderate-High  
Initial Jump:         Moderate-High  
Second Jump:         Moderate  
Weight:               Light-Moderate

Mmhm. It's Pikachu, the broken character. Those familiar with Brawl will know of Metaknight and his current banned status. Pikachu's matchups with the rest of the cast are similar to MK's, in that he has no bad ones. He's that good. He's incredibly fast, has large, difficult-to-punish hitboxes, and the only

recovery in the game that can be called 'good'. Add to that easy, abusable combo moves and the best edgeguarding prowess in the game, and you have one helluva good character. He is beatable, don't worry.

Pikachu has, at first glance, little in the way of power. But power is not what makes a top tier character. He is fast, has great hitboxes, deals damage quickly, edgeguards well, recovers well, has a projectile, has several easy and natural combos, and is even beginner friendly. Did I miss anything? Oh right, his fantastic throws and smashes. There are lots of ways to win with Pika, ranging from innovative to downright boring, but he wins all the same.

Costumes:            Classic Pika  
                      Blue Party Hat            <- My Fave  
                      Green Party Hat  
                      Red Party Hat

-----  
-----  
-----

Neutral A - Swift Headbutt  
2%

Pika immediately launches into a rapid-fire headbutt. The only A attack that instantly goes into an infinite. No real knockback, but the instant infinite attribute is useful.

Pretty basic infinite for laughs. Otherwise avoid. You can cancel this into a grab by quickly pressing the R button during the first headbutt, but to do that you need a window for this move, in which another move could be used.

\* Really bad jab, you have to grab-cancel it if you accidentally use it

-----

Forward Tilt - Raised Kick  
10% > 8%

Pika gets on his hands and kicks out with decent range and power. A very basic Side A. It's quite fast.

Use to set up attacks, it is fairly useless for KOs when moves like F-Smash are there. The low lag does have its uses though. Hit enemies quickly and dash it to get a combo started. It also prevents foes from badly countering you while they're at low percents and fairly immune to power hits. Repulsion is a good use for it. It's quite fast too, which is nice.

\* Use to disrupt in place of jabs, it's actually quite a fast move

-----

Up Tilt - Tail Swipe  
11% > 9%

Pika crouches and swipes his tail in an arc, juggling enemies rather well. A staple combo attack if you want to use him well.

An exceptional juggle attack, use several times in succession and you'll be able to rack up damage and set up a combo/U-Smash. Please don't abuse it. The hitbox is pretty big, and there is virtually no lag. Exceptional interception,



plus it leads right into half a dozen moves.

\* Fast move with a huge hitbox, sets up into aerial combos very easily

-----  
Down Tilt - Spinning Swipe

12% > 9%

Pika crouches down and swings around, his tail whipping out. Has a fairly low trajectory.

An fairly average move, merely because it has a bad hitbox. Low trajectory is one of the reasons to use it.

Usable for edgeguarding, or perhaps high percent KOs. Maybe not so much the latter. Pika doesn't really have that much use for this outside edgeguarding, and even then he can probably just jump out and aerial them to death. Now I look at it again, it can do virtually everything F-Tilt can. It should be used more.

\* Can be used from a crouch, a fast and reasonably safe poke overall

-----  
Dash A - Lunge Headbutt

12% > 9%

Pika jumps slightly while dashing and plunges forward. He then gets up, having fallen slightly on the floor.

An okay approach - there are certainly better ones. It's also a decent damager and KBer. The end lag hurts if the enemy knows how to punish you, and it's not advisable against enemies at low percents. Missing is dangerous.

\* Not really a great move, only use if nothing else will reach (techchase)

-----  
Neutral B - Thunder Jolt

9% > 6%

Thunder Jolt shoots out a ball of electricity. It has a unique attribute: it sticks to walls. Because of that, it can follow pretty much anywhere as long as it's on a platform. If used in the air it's a slow ball of electricity that will float to earth, then become the ground version. It has a timed duration.

A useful part of Pika's game, but nothing near necessary. It has basic stun and fair speed, but the main problem is that it's just so slow and has so much lag on the end. I use it so little that if I ever do throw it out, it's mainly because I'm just that far away from the opponent. Don't use it like you would in Melee or Brawl, it's just not a good move here.

\* Almost always something better you can be doing, you won't miss it

-----  
Up B - Agility

N/A

Also known as Quick Attack, but Quick Attack in the games does actual damage,

so this seems more appropriate. Anyway, Pika zooms in a straight line in any chosen direction. However, that's not all. Angle your Control Stick after he finishes and he'll immediately perform a second aerial dash. This makes him an exceptional recoverer to make up for his weight. You get invincibility frames when you first activate it.

Use for recovery and to break out of combos. It has great invincibility frames on the start, and it's very quick and difficult to punish if you use it right. There are some edgehog tricks you can play with it as well. Remember that using this vertically will always cause you to face right.

- \* Basically the best recovery in the game, arguably Pika's best move
- \* Don't use it to get around, stick to recovery/combo escape

-----

#### Down B - Thunder

16% > 12% (aura) or 9% (bolt)

Pika shouts out and causes a lightning bolt to drop from the sky. Anything in its path will be shocked strongly, including Pika. Because Pika is supposedly immune to lightning, he will conduct the electricity and make it into an aura explosion, dealing high knockback. If you're moving too fast for the lightning to hit you, it simply continues down. There is lag if you let yourself get hit but none if you dodge it. Extraordinary knockback if the enemy is hit by the blue aura, but only minor upwards KB if they're hit by the bolt itself. Has no upwards limit, so it can be used to KO enemies high in the sky.

Ah, yes. The move that everyone hates. If you were to spam this you'd probably beat most computers. However, to truly use Pika you have to stray far away from this move. It's not that powerful, not that useful and the AOE is only big enough for beginners or computers to dash into. That said, it definitely compliments your arsenal, especially as the Thunder Spike. Note that getting hit by it causes a LOT of ending lag, so be careful.

- \* Only good to tack onto a U-Smash or U-Tilt
- \* You can use it to try and poke high-recoverers so long as you keep safe

-----

#### Neutral Air - Flying Kick

14% > 11%

Pika does a flying kick. Basic knockback/damage, useful in many ways.

Karate Pikachu is great. Fantastic general use: it can edgeguard, it easily finishes U-Air chains, it has good presence in general. You can mash it to get out of combos (if Up-B isn't your thing).

- \* Pretty good for edgeguards, finishing combos, escaping bad combos
- \* Run-off N-Air is actually really good for edgeguards

-----

#### Forward Air - Pika Corkscrew

21% (3% x7)

Pika spins horizontally, shocking an enemy up to 7 times. Pika is able to use another move straight after, while enemies are stunned for a bit. No KB, but the damage is useful.

This isn't really a great move - while the large damage seems enticing, multi-hit moves just invite DI from good players. The best use of this move is just general poking. It's especially effective against Yoshis who you DJCC a lot. Just one or two descending hits is enough to go into a grab or sometimes an U-Tilt.

- \* Overrated but still useful as a poke
- \* Hitbox is pretty bad compared to other moves

-----  
Back Air - Back Kick  
16% > 12%

A backwards kick with an extraordinary hitbox. Damage and KB are excellent.

Basically Pika's best directional aerial. Try to be facing away from the foe at all times so you can use this (and U-Air/U-Tilt) to their full potential. The thing about Pika is that his edgeguard game is so strong, random hits at moderate damage can generally lead to a stock taken, which is why this move, with its huge hitbox, decent knockback and easy usage, is so great.

- \* Requires a bit of timing, but it's one of his best spacing tools
- \* Easy finishes from U-Tilt, U-Air chains and tent combos

-----  
Up Air - Flip Swipe  
10% > 8%

Pika somersaults, but with his tail extended. This knocks enemies in whatever direction they made contact with the tail. Limited knockback, little damage. The hitbox is absolutely enormous, and there are two trajectories depending on where the enemy was hit with the tail. Can be chained effectively and does not require a Z-Cancel.

This is a stupendous all-round attack. It comes out faster behind than in front, which is a notable point. It's incredibly fast, has a huge 270 degree hitbox, and can combo into itself quite easily, taking enemies all the way from the stage to the blast lines.

- \* Combos into itself and covers a lot of space: a really good move in general

-----  
Down Air - Pika Plunge  
13% > 10%

Pika spirals downwards, electrifying himself as he does so. Decent knockback and damage.

Basically a N-Air with a lower, less horizontal hitbox. Not a huge amount of use, but it can still be thrown out while short hopping or edgeguarding low recoveries.

- \* Hitbox is mediocre and Pika is easily hit out of it, but it's an ok move
-

## Forward Smash - Thunder Orb

18% > 14%

Pika charges power and shoots forward a string of lightning with an electric orb on the end. The orb has a lot of knockback and the most power, but all the other areas have fair knockback too. Above average lag, unfortunately.

Despite it being an excellent smash and a powerful weapon, it's just too laggy to insert in frequently, so I say that you should throw it only when you have an obvious opening, when you're playing prediction or when edgeguarding.

\* Only use when predicting or when the opponent is recovering low

\* Ridiculously easy to Reverse Ledge DI, sometimes runoff N-Air is just better

-----

## Up Smash - Backflip Smash

18% > 14%

Pika backflips, dealing a great deal of damage and knockback. If the enemy is behind you, the attack is comparable to your U-Tilt. The enemy has to be in front of you for the real power to hit. Superb upwards KB.

A very useful weapon with a bit of startup lag. It's like Fox's Up-Smash, but with less range and lag. A good moderate-damage kill when used with Thunder. Try to combo into it rather than randomly throwing it out.

\* Hitbox is delayed, but fairly large - don't throw it out randomly too much

\* Decently fast, so it's alright to use for techchasing

-----

## Down Smash - Breakdance

16% > 12% (front), 13% > 10%

Pika spins, hitting both sides with a power smash. Good knockback and damage, and an okay hitbox. It's quite fast, but also easy to neglect as an attack.

Pretty small hitbox, though it does hit both sides overall. It's not really a good move because there are often better options, but there is one situation where it's decent: You need a forward low hit immediately. It's stronger than F-Tilt and D-Tilt, and marginally faster than U-Smash (but not grabs)

\* Read the description for the only real use

\* You might techchase with this on a platform if you're really lazy

-----

## Grab - Snatch

N/A

One of the best snatches in-game. The grab range is actually quite large.

Use it. Pika has great throws (and a nice grab range). B-Throw is ridiculous in terms of power. Any 100%+ enemy should fall quickly to it. At low damage situation is key. F-Throw at 0% ends quickly and lets you follow up for either another grab or a techchase. It's a fantastic weapon, not overrated at all.

\* One of the reasons Pika is so ridiculous, especially with his edgeguards

-----  
Forward Throw - Tumble Throw

12% > 9%

Pika somersaults over the enemy, using the momentum to hurl them forward. Very basic overall, but slightly above average KB.

-----  
Backward Throw - Shock Explosion

18% > 14%

Explosion is right. Pika flips the enemy onto his back, electrifies them, then sends them soaring away. Exceptional knockback and damage.

-----  
Rising - Whiparound

5%

Pika whips around quickly, with a pretty bad hitbox.

\* Note that Pika's biggest weakness is his techroll. It's horrid.

-----  
Ledge Rise - Flip Kick

6% > 5%

Pika flips up, hitting away would-be-attackers. Fast and compact.

-----  
Tired Ledge Rise - Desperate Whip

6% > 5%

Pika clambers up, then slaps with his tail. Very low range.

-----  
Shield - Bubble Shield

N/A

A bubble shield. Meh.

-----  
Dodge Roll - Tumble Roll

N/A

Pika dodges quickly to one side. Basic roll.

-----  
Taunt - Pika Pikaaaa!

Pika waves at the screen (or the background) and says 'Pika Pikaaaa!'

-----

~~~~~  
Luigi  
~~~~~

mc2nd

Origin: Mario Bros.  
Entrance: Uses a Warp Pipe  
How to Unlock: Complete 'Break The Targets (Bonus Practice 1) with all 8 original characters. You then face Luigi in a 1v1 battle. Defeat him to unlock him.

The eternal second-cast, Luigi grabs his own slice of the action, leaping in to show his worth! His high jump and comically copied moves aid him as he vainly tries to overshoot his brother in the game of fighting. Armed with his own variants of the Fireball, Coin Punch and Mario Tornado, Luigi shows he's more than a recoloured model with very similar moves.

Tier Ranking: 11th

Running Speed: Slow  
Horizontal Movement: Low  
Initial Jump: High  
Second Jump: Moderate-High  
Weight: Moderate

Despite my glorified depiction of him as an eternal underdog who never wins, Luigi has plenty going for him that Mario can only dream of. That said, he's lacking a lot Mario does have. Many say he's still Mario, but harder to use. That's quite wrong. He has stronger aerial finishers, but lost some vital airspeed and Mario's good fireballs. His jumps are also higher, which is for the most part a bad thing. You cannot play Luigi as you would Mario, though it's very difficult not to compare him to his red sibling.

Luigi's strengths have shifted too. Luigi can combo and finish without the need for platforms or landing, but he loses the Fireball and the horizontal airspeed that he so vitally needs. Coupled to that is the fact his short hop no longer works to hit grounded foes like Mario's did. Luigi is still very usable, and landing random U-Airs at mid-damage is just as easy to capitalise from as Falcon's random U-Airs, but a smart opponent will shut Luigi out.

NOTE: This used to be cospasta from the Mario section, but I've revamped it.

Costumes: Classic Luigi  
Blue-Navy Luigi <- My Fave  
'Tan-Weegee'  
Pink-Red Luigi

-----  
-----  
-----  
Neutral A - Punch-Punch-Kick combo  
2%, 2%, 4%

Straight from Super Mario 64 comes this A combo. Basic attacking. Luigi sure enjoys plagiarising his brother.

Use it to disrupt opponents' approach. Particularly good for Luigi, since he needs to delay aerials when short hopping to hit the ground. Grab cancelling

is really good, you can edgeguard well if you land it.

\* Use it as disruption, not much else to say

-----  
Forward Tilt - Roundhouse Kick  
13% > 10%

A basic roundhouse kick. Luigi pivots on one foot, bringing the other around to slam into the enemy. A bit of lag at the end.

A useful quick repulsion attack. Luigi doesn't have Mario's D-Tilt, so this move can probably see more usage. I still wouldn't spam it.

\* Mostly for last-ditch repulsion attempts, though I prefer jabs

-----  
Up Tilt - Spinning Uppercut  
10% > 8%

Luigi punches into the air and spins. Moderate damage, KB and hitbox. It's a basic juggle with a bit more oomph. It has some dodgy ending lag.

This move has far more payoff for Luigi than Mario, since he can easily go into a standard U-Air chain, culminating in a KO. That said, landing it still has the same issues as Mario's did: hitbox is not that great, has some punishable lag, etc. Luigi is also slightly taller, so you can take that how you will.

\* Really good for Luigi compared to Mario, since he capitalises better

-----  
Down Tilt - Crouching Kick  
12% > 9%

Luigi sweeps the ground in front of him with a foot stab. Basic Down A. A bit of dodgy lag at both ends. Decent KB, and it has a low trajectory.

Not a particularly good move, since the hitbox is really small. It does have some use as a pseudo jab, especially because you don't have to commit nearly as much as you do with your actual jab.

\* Pseudo jab, low hitbox is hard to work with though

-----  
Dash A - Slappy Chappy  
10% > 8% (multiple hits)

Luigi runs forward whilst slapping the air wildly. Moderate recovery lag, no knockback whatsoever.

Easily the worst dash move in-game. No knockback, negligible damage and a MASSIVE opening to be bashed badly. Stay away.

\* Don't use it unless you're trolling your opponent

-----

### Neutral B - Luigi Fireball

7% > 6%

#### Projectile Type

Luigi shoots out his variant of the Fireball. It's green (pretty cool), but unlike Mario's, isn't affected by the laws of gravity. It goes in a straight line (horizontally), but still bounces. An alright projectile due to virtually no lag and okay damage, but it's pretty pointless for approaching.

You can use it to cover some space as you approach, but chances are it won't really matter. It's a decent spacing tool and can pressure you opponent into not jumping, but it's not fast enough to be a real threat.

- \* Okay for mid-range camping, but otherwise not that interesting
- \* Still spammable, it's just that spamming isn't nearly as effective

-----

### Up B - Super Fire Jump Punch

25% OR 1% if it misses

Luigi flies upwards with a fist raised. Like Mario's but with a surprise... :D Causes helplessness after reaching the top.

Looks like a downgraded version of Mario's Super Coin Jump...but...walk right up to an enemy and use it. KABLAM! Instant super smash effect with real fire! However, miss with it and you're (1: vulnerable and (2: humiliated. Combos can lead into this, giving Luigi an un-Mario flavour. Works in mid-air too, which is the finisher for most of Luigi's fun combos. When recovering, you can mod the way you fly. For maximum vertical distance, just put the command in and don't hold any direction. For a bit of horizontal distance, hold the relevant direction after inputting the command.

Short hopped D-Air > aerial > Up-B breaks a full shield.

- \* Important U-Air combo finisher, finishes shieldbreaks, out-of-shield option
- \* Really bad recovery, trades with basically everything

-----

### Down B - Luigi Tornado

14%

Luigi spins crazily, smacking hapless enemies away. Can be used for vertical recovery if you mash the button. Excellent KB. The last hit where he faces the screen is a tad stronger in KB than the rest of the move. There are three stages of hitbox: the first hit is large-ish, the last hit is quite large, and everything inbetween is thin and unreliable.

This move is great as an aerial finisher if Up-B simply won't reach. Luckily, whenever Up-B won't reach and you've done it properly, this move will kill just as easily as Up-B. Mash B to get more height.

- \* Used as an aerial finisher if Up-B won't hit, otherwise fairly unsafe

-----

### Neutral Air - Flying Kick

11% > 9%



Luigi does a sexkick. That's all.

Basic, effective aerial. Good knockback, can be used as an effective edgeguard if they recover low. Luigi's poor airspeed makes 'approaching' with this a bit hard, but it's an ok move to fall onto people with.

\* Rather poor horizontal presence, use as edgeguard or when falling

-----

Forward Air - Corkscrew

12% - 10%

Luigi spins forward, feet first, head at the back. Only one hit KBs.

A good damage and edgeguard tool. Luigi needs the extra hitbox. Can work well as a safe edgeguard, or just a spacing tool, though you should be wary of overusing it while in range of the opponent. Easy to be hit out of.

\* Basic spacing and edgeguard tool

-----

Back Air - Back Kick

12% > 9%

A simple backwards kick. Just a F-Air with a different hitbox.

More compact than F-Air, but harder to get hit out of. My preferred aerial for horizontal spacing purposes, though I don't know how much smaller the hitbox really is.

\* Slightly harder to punish than F-Air, still an ok spacing tool

-----

Up Air - Backflip

12% > 9%

Luigi flips upwards, causing enemies to go with him. Basic juggling move.

Basically the lifeblood of Luigi's combo play. Landing a hit at low-ish or moderate percentage can be considered an easy stock once you know what you're doing. Links to Up-B and Down-B, as well as N-Air and F-Air if you're inclined to use them. Hitbox isn't huge, but it's suitable, plus it's quite fast.

\* Learn to punish off U-Air hits - vital to making use of Luigi's finishers

-----

Down Air - Spiral Kick

Up to 24%

A good D-Air with alright knockback and the funny screen skip that comes with multi-hitting air combos.

Use in midair to drag opponents down and (with decent timing) deal excellent damage. Very usable, never forget it. Z Cancel leads into combos, or you could just go straight into another aerial if it ends in mid-air. There are a myriad

of ways to make this move work. Remember, you have to Z-Cancel if you hit the floor. Short hopping generally works well with multi-hitters, remember that.

- \* Don't approach horizontally with this
- \* Nowhere near as good as Mario's due to airspeed/jump height, but still ok
- \* D-Air > aerial > Up-B breaks a full shield

-----  
Forward Smash - Super Punch

17% > 12%

A powerful whacking punch attack. Luigi's fist expands as he punches. Great knockback, average hitbox and lag.

No real difference to Mario's: basically beaten by D-Smash in most areas. Luigi brings one thing to the table: his slidiness. He can get a little (and I mean a little) extra 'range' on the move when using it from a stand since he can slide forward a tad.

- \* Pivot smashes, slightly more range and speed than D-Smash, otherwise meh

-----  
Up Smash - Super Headbutt

19% > 14%

A headbutt attack to the air directly above Luigi. Insane knockback, but hefty recovery lag, and a bad hitbox.

Still pretty damned strong. Luigi's a bit taller. Use it well. Getting a hit with or without a combo is devastating. It has a strangely large hitbox too, but Mario's is still bigger. The only drawbacks are the long period of lag. Mario's is still a touch stronger, but Luigi gets his Fire Jump Punch.

- \* Mainly used as an anti-air/less risky out-of-shield/running smash

-----  
Down Smash - (Super) Breakdance Kick

17% > 12%

Mario's breakdance kick! Hits both sides (one after the other) with reasonable KB and power. Yeah, Luigi stole it. Whatever.

Bread-and-butter for Luigi. You'll find Luigi is a lot less mobile than Mario, so you'll appreciate this move while playing defensively. Use to edgeguard and repel opponents.

- \* Standard edgeguard/repulsion move, don't spam it

-----  
Grab - Snatch

N/A

A basic Forward Throw, no real windup or recovery lag.

Basic. Use it a lot, it's a good damage racker.

Luigi is basically opportunistic combos and edgeguarding, and the grab fits into both playstyles quite nicely. You can confirm a hit off basically any descending aerial.

\* Make use of it to start edgeguards and do wall combos

-----  
Forward Throw - Spinaround Launch  
16% - 12%

A spin followed by a powerful throw forward. Good distance covered.

Luigi's F-Throw is unique in that it's stronger than his back throw.

-----  
Backward Throw - Bowser Style Launch  
12% - 9%

Luigi's been taking hero lessons. Remember throwing Bowser in SM64? This is the throw. You end up throwing behind where you were facing. It's not quite as powerful as Mario's though.

-----  
Rising - Breakdance Rise  
6% > 5%

Luigi spins around as he gets up from the ground.

Well, you obviously want to use this if you're not dodge rolling to one side. I mean, it's this or getting up without a hassle.

-----  
Ledge Rise - Cartwheel Flip  
6% > 5%

Luigi flips up on the ledge with one hand, then cartwheels, kicking out.

Meh. It's a ledge rise, simple and clean.

-----  
Tired Ledge Rise - Desperate Kick  
6% > 5%

Luigi clambers up slowly, then lashes out with his foot.

Well, he is tired...

-----  
Shield - Bubble Shield  
N/A

Luigi's Bubble Shield.

-----

Dodge Roll - Commando Tumble

N/A

Luigi prepares to dive, then rolls quickly.

Use often, self-explanatory.

-----

Taunt - Bashful Kick

1% (no kidding)

Luigi kicks the ground, like he lost a contest. He's always 2nd place, or so they say...

It deals damage!!! 1%! Take that, ignorant fool! Obviously never use it as a damager. It has next to 0 knockback, in the zone where it's useless.

Note: this is the only taunt in SSB 64 that deals damage.

-----  
-----

~~~~~

Captain Falcon

mcpawnych

~~~~~

Origin: F-Zero  
Entrance: Rides out in his Blue Falcon and jumps out  
How to Unlock: Beat 1P mode in less than 15 minutes.

Captain Falcon, the expert bounty hunter and F-Zero pilot, is thrown into the fray, and it suits him to no end. Developing his own designer line of awesome moves, Captain Falcon earns his name as he soars, punches and dives with the best of them. FALCOOOON...PAWNCH!

Tier Ranking: 4th

Running Speed: Fast  
Horizontal Movement: Low  
Initial Jump: Moderate-High  
Second Jump: Moderate  
Weight: Heavy

Easily one of the more annoying characters, Falcon comes equipped with what is arguably the best B set in the game attackwise, plus a bunch of aggravating aerals. The lack of projectiles doesn't stop him - his speed makes him a projectile! With two fun grabs and a set of deadly aerals, he is a force to be reckoned with. And don't get hit by that Falcon Punch. His recovery is sort of dodgy though.

Falcon lives and dies on combos. Some people think of Jigglypuff when you say 'glass cannon'. Wrong. Falcon is far more of a glass cannon, simply because he dies easier to combos and edgeguarding than Jiggs, and relies just as much on landing that crucial combo. Luckily, once Falcon has momentum, he has a wide variety of safe combo tools and some powerful moves to help techchase and space out a vital first hit. He's a very, very solid character.

Costumes: Captain Falcon

Blood Falcon  
Dark Falcon <- My Fave  
Pink/White Falcon

-----  
-----  
-----  
Neutral A - Punch Punch Knee > Falcon Jab Storm  
3%,3%,4% > 1% repeatedly

Falcon does a double punch followed by a knee attack. This is then followed with a flurry of jabs.

Amusing, like all infinites. Don't use it, Falcon has so much more to do.

\* Basically not needed

-----  
Forward Tilt - Jab Kick  
13% > 10%

More or less Fox's Forward Tilt, but manlier. Fast and alright KB. Slightly slower than Fox's though.

Usable, but it seems to be forgotten amidst the aerial frenetics. It's faster and more standard than his high range F-Smash, which means it can be thrown out as a basic attack. It's usable for repulsion too.

\* Fast, use it for spaced hits, as D-Tilt is probably better as a poke

-----  
Up Tilt - High Kick  
14% > 12%

More or less Samus's Up Tilt, but with less knockback (does it matter?).

Hi Samus. I mean, what a unique move :D! Useful-ish. If you can get it at point blank range, the kick hits twice in succession. The first hit is a weak stun, the second smacks them away. Usable, but outclassed. The large range is the only thing that really speaks for it.

\* Really bad tbh, only uses are edgeguarding and maybe tent combos

-----  
Down Tilt - Crouch Kick  
11% > 9%

Basically Kirby's Down Tilt. How creative, Nintendo. Captain Falcon crouches and kicks out. Low trajectory, and basic everything else.

Edgeguarding use. Other than that, it's just a low poke move. It is fast enough to throw in during match play, and I personally make a lot of use of it, but you can go without.

\* Decent poke from crouching, alright edgeguard attack

-----  
Dash A - Power Tackle

12% > 10%

Samus's Dash A. Falcon charges, shoulder first. Decent KB and power. A touch of lag at the end.

Captain Falcon is a lot more clone-ish than I first thought. Anyway, I'll try to omit all the references to other characters. This is definitely an approach choice. Captain Falcon is a diverse character when it comes to approach. If you fear short hops leave you vulnerable, or just don't like short hops, this can work too.

- \* Good move because Falcon is so fast on the ground
- \* Actually a decent move to catch someone jumping back unsafely

-----  
Neutral B - Falcon Punch

9001% (just kidding)

24% > 18%

Captain Falcon draws his arm back, charges power and releases a fiery falcon from his hand. Indescribable knockback and good power. Has a lot of windup lag but that's expected. Recovery lag is rather long too.

Falcon Punch! This is one of the strongest smash moves ingame, and you may be (hell, you WILL be) tempted to abuse it, unless you know better. In reality, this move is actually quite hard to use. The knockback is only slightly better than his Flame Roundhouse (F-Smash), which comes out faster as well. Why use this at all? Well, the main reason is that you can use this in the air. That's probably the primary reason (past the obvious power). Anywho, did I mention it can KO Jigglypuff at 25%? Two Falcon Punches will finish a Puff player. Also, this can aid in recovery - Falcon Punch, when angled up, can give you a slight vertical boost. Don't use it directly next to the stage, the lag will kill you - just Dive instead. I still suggest not using it much in combat.

- \* DON'T SPAM IT
- \* Lead into this from reverse spike D-Air or F-Throw at moderate percentages
- \* U-Air chains with platforms can also lead into this
- \* DON'T SPAM IT FOR THE LOVE OF GOD

-----  
Up B - Falcon Dive

20% > 15%

Captain Falcon springs into the air with an adrenalin rush. Or pure ego, if that's what you want to think. He is quite egotistic. Anyway, he somersaults, then plummets if he hasn't found a ledge, or better, a target. This is a grab move, so if any poor soul gets in the way, they will be grappled and released as if smashed with a 'YES!' yell to accompany. If Captain Falcon grabs a foe with this attack he can immediately use the attack again. Fairly poor vertical recovery, but the power and grab attribute make up for it. Falling state if you miss.

This is like an aerial grab with instant release. If used you fly in an upward path, but you can change that with the Control Stick. If used when close to an

enemy, Captain Falcon homes in on them and grapples. Don't underestimate the power of this move. Note that this attack works well if you want a B-Throw effect in the forward direction when facing the enemy.

- \* Mainly recovery, though it can be used out-of-shield or to surprise people
- \* Has a teleport effect when very close to enemies, meaning it can disrupt

-----  
Down B - Falcon Kick

15% > 12%

Captain Falcon speeds forward in a rush of dazzling flame, yelling out "Falcon Kick!" as he does so. He covers a lot of ground with this move if it's used on the ground. If used in the air, he plummets at roughly a 45\* downwards angle in the direction he was facing. Damage remains the same. Knockback is fairly mediocre, but damage is okay. If you end up on the ground after using it you get some lag, but if you end up in midair (even just off a small cliff) you have regular falling status, which is easily preferable. Remember, Falcon will always fly directly ahead if he uses this on the ground. If Falcon strikes a wall he'll kick off as if he completed a Falcon Dive. An aerial Falcon Kick hitting the ground causes a yellow shockwave to come out, which also hits.

A rather fun move, a favourite of newbies. It is fast and difficult to guard against if you don't see it coming, but if you do, it's quite easy to shield and punish. Basically, use it in moderation, or not at all. It's also quite an effective edgeguard.

- \* Good edgeguard, Falcon can always recover the distance he goes
- \* Rather unexpected if you don't spam it, so it's sorta usable

-----  
Neutral Air - FALCON Flying Kick

16% > 12%

Basic sexkick. Average everything, except duration, which is above average, and power, which is surprisingly high.

It's surprising how useful this move is. Falcon has a couple setup hits that work in tandem with this, and the knockback, power and attack speed are all good enough to be used.

- \* Decent aerial KO tool at higher percentages, otherwise meh

-----  
Forward Air - FALCON Double Sweep

10% x2 > 9% x2

Falcon kicks out twice. The second kick has slightly better KB, but otherwise it's just a decent double kick.

Use it often, it's a combo portion and very usable. The damage is nice, and gets better if you can hit with both kicks. It's long in duration, so can be used for approaches.

- \* Good range and speed make it a good combo move
- \* Pretty easy to get hit out of, so it's not that good at spacing

-----  
Back Air - FALCON Elbow!

14% > 12%

Falcon elbows backwards. Quite basic, but powerful too. Landing lag bites.

The good captain elbows back harshly. The power is nice, the hitbox is sorta hard to work with at first. I had a lot of trouble learning the timing for this move.

\* Exceptional spacing attack, landing a descending B-Air leads to a grab

-----  
Up Air - FALCON Flip Kick

20% > 15% <- That's with a perfect hit on the foot.

Falcon does a backwards flip, juggling enemies with an upwards laynch. Huge hitbox, which is great. Has a number of trajectories, and therefore a number of uses.

A primary combo move at lower percentages. At higher ones it's a power hit. It's extraordinary how good a combo move this really is, to be quite honest. What's really interesting about it is the 'tippered' version: hitting with Falcon's feet just as he ends the move. It sends the opponent in a roughly horizontal trajectory, which is very useful for starting edgeguards or as the edgeguard itself.

\* Probably the best combo move in the game, with an amazing upwards hitbox

\* Upwards hitbox beats most D-Airs cleanly too

\* Tippered version is a great finisher from F-Throw or as an edgeguard

-----  
Down Air - FALCON Stomp Spike

14% > 11%

El Capitano steals DK's D-Air...ooh, I'm sorry, I promised not to do that. Anyway, it's a decent spike. Can be used to techchase, edgeguard and set up finishing attacks.

It's sorta hard to use unless you short hop. It's that simple. U-Air > D-Air was the original Ken combo, confirmed by Ken himself. A good move all round, though you can't do much in terms of spacing with it. It's good on small platforms for an almost guaranteed techchase and bounce.

\* Edgeguarding, techchasing or forcing of techchases...yeah

-----  
Forward Smash - FALCON Flame Roundhouse

18% > 16%

Captain Falcon swivels and kicks out with all his leg length. Hitting the enemy spouts flames. It has excellent KB, even better range (though a Pikachu crouching underneath it can dodge it) and lag that doesn't suck as much as you'd think.

Useful high percentage KO move. It has really good range, encompassing Falcon



himself. Aside from that there's not much to say about it. It can sometimes start techchases at low damage, though using it then is punishable. Spamming it is also very punishable.

- \* Very safe pivot smash, but you can still get hit out of it
- \* Best set up by a D-Air or U-Air or something, not a good move to spam

-----

Up Smash - FALCON Rocket Elbow (^\_^)  
17% > 13%

Falcon pivots on his foot and elbows upwards. The hitbox is fairly small, but if you can land this, combo opportunities start throwing themselves at you. Basic damage, and fair power. Little lag allows repeated use to rack up some damage.

Marvellous. This move is a fantastic combo starter. Enemies hit into the air are totally susceptible to any number of dangerous aerial attacks, such as U-Air, D-Air or F-Air. As stated before, Falcon relies on moves like this to start those 0%-KO combos, which he is perfectly capable of. The Running Smash's efficiency is embodied by this move.

- \* Excellent setup to many things, notably U-Air
- \* Huge upwards anti-air hitbox that appears instantly and beats many things

-----

Down Smash - FALCON Swivel Sweep  
16% > 12%

Falcon sweeps the ground in front of him, then the ground behind him. Yes, I know this is a lot like Samus's D-Smash. Decent damage and hitbox, and KB is enough to start combos at lower percents.

Rather mediocre move. The sweep behind him can lead into combos at specific damage levels, but aside from that, there isn't much reason to use this.

- \* Mediocre, you can generally play an exceptional Falcon without his move

-----

Grab - Snatch  
N/A

Fast and sort of short-ranged. Falcon is fast though. Combo starter, use it often.

Falcon's F-Throw is a great combo starter, whereas the B-Throw gets them off a ledge or simply puts space between the two of you.

- \* Falcon's dash-grab is absolutely fantastic, made to be abused

-----

Forward Throw - Bounce Throw  
12% > 10%

Falcon SLAMS the enemy on the ground, and he/she bounces up from it. Bad KO potential, but starts Falcon's all-important combos.

\* Leads to important moves like U-Air (and tippered), F-Air and FALCON PUNCH

-----

Backward Throw - Backdoor Kick

16% > 12%

Falcon swings the enemy behind him and lashes out viciously. The KB Throw.

-----

Rising - Swivel Kick

6%

Falcon swings onto his head and spins his legs to hit nearby foes.

-----

Ledge Rise - Low Boost

6%

Falcon jumps up, lashes out a leg, then clambers on.

-----

Tired Ledge Rise - Desperate Punch

5% > 4%

Struggling, the Captain clambers on and does a weakened punch.

-----

Shield - Bubble Shield

N/A

No comment.

-----

Dodge Roll - Commando Flip

N/A

Falcon rolls like a man.

-----

Taunt - Show me your moves!

N/A

Captain Falcon does a salute, saying "Show me your moves!"

This stupid taunt has spouted a fan following. Which includes me.

-----  
-----

~~~~

Ness

~~~~

mcpkfire

Origin: Mother 2/Earthbound  
Entrance: Flies in with PSI Teleport  
How to Unlock: Beat 1P Mode on Normal Difficulty with no Continues

A telekinetically gifted boy from Onett, Ness is tasked with the quest of saving the world. Taking a break from his world-saving duties, he springs into the fray bearing psychic forces and his trusty baseball bat and yo-yo. Will his psychic prowess be enough to aid him in this battle?

A quick note: Ness didn't use the Yo-yo much in the game he's from - Mother 2 (or EarthBound for Americans). He also lacked PK Fire and PK Thunder - his friend Paula had those, not him. PSI Magnet was his own, though. He had no hand to hand attacks whatsoever, but neither did Kirby or Captain Falcon.

Tier Ranking: 9th

Running Speed: Slow-Moderate  
Horizontal Movement: Low-Moderate  
Initial Jump: Low  
Second Jump: Moderate-High  
Weight: Light-Moderate

Ness is a character always over- or underestimated: usually the former. He has some really good moves, though he also has his fair share of problems. His aerials are quite decent and his has decent range on some moves, like his smashes and projectiles. His most notable feature is a fast double-jump cancel trick, which can be used to combo and approach. That said, he has a really big weakness in his horrible recovery. While it covers ground and can kill unlucky edgeguarders, it's slow, predictable and exceptionally easy to block, leading good players to laugh at newbies toting Ness's untapped potential.

Ness is a bad character, though he has some tools that really make him viable when used properly. He has some really good combos and effective edgeguarding, though it's hard to get in with him, even if you use his fun little tricks. Ness can be difficult to approach, as his U-Tilt, U-Air and B-Air are all quite large, and his grab and edgeguarding prowess make him a good punisher. That said, Ness himself has to dedicate most of his attacks, making it quite easy for an experienced player to react to and punish Ness. Still quite a usable and fun character, but by no means the top tier people thought he was.

Costumes: Classic Ness  
'Bumblebee' Ness  
Orange-Green Ness  
Blue-Purple-White Ness <- My Fave

-----  
-----  
-----

Neutral A - Basic Combo  
2%, 2%, 4%

Ness punches twice, then kicks. Mediocre in every single aspect, actually.

No solid combos from this, but you can get a techchase or even an edgeguard if you use it right. Obviously not one to spam.

- \* Disruption mainly
- \* No solid combos from it, but you can follow-up sometimes

-----  
Forward Tilt - Side Kick

10% > 8%

Ness turns to the side and kicks forward. Moderate damage, KB and hitbox.

Very mediocre move with average range. Usable to repel, though there is generally a much better option available.

\* Jab is probably better as repulsion, there are better moves

-----  
Up Tilt - Volleyball Set

7% > 6%

Ness pushes upwards with both hands. The enemy is knocked a short distance upwards, and is stunned for a decent period of time. Larger hitbox than you'd think, and exceptional (I mean exceptional) priority. It clangs with almost everything. Has a bit of lag, so if you miss, it could hurt.

If I could mention one thing about this move, it would be the length. It goes forever, and it's easy to catch impatient opponents who think the move's finished. It leads into his vital U-Air juggles and D-Air for techchases. It goes without saying: this is one of Ness' most pivotal moves. Sadly, it is very punishable if you miss it and the opponent knows the timing.

\* Very long duration, excellent setup move, very punishable if misused

-----  
Down Tilt - Crazy Feet

3%

Ness rapidly kicks out, fast as an infinite attack. Is an infinite attack if repeated, but there is next to no KB.

This is a really bad move. You can't link to anything with it, and the uses it does have are all token or trolly. Don't bother.

\* Useless, don't bother with it, even against walls

-----  
Dash A - Power Palm

12% > 9%

Ness pushes out his hand as he slides forward. Anyone in the way is knocked back with respectable force. Nice duration and a very workable hitbox, as well as okay KB.

A good move to catch opponents as they're falling, or just to hit opponents off an edge. It's not that punishable either, though spamming it will get you hit back at some point.

\* Fast and a good hitbox, arbitrary use as edgeguard, techchase, etc

-----

Neutral B - PK Fire

3% (7 hits)

Ness throws a layered ball of flame, yelling 'PK FIRE' as he does so. The psy-flame burns for a while afterwards and if it hits something in midair, sinks for a bit. It has dodgy lag, but hits multiple times and traps foes. If used in midair the fire takes a more diagonal trajectory, but has the same effect. The major problem with this is the lag that comes with the animation.

An interesting projectile. Even if the opponent jabs or hits it, it will still burst into a pillar of damaging flames. It can be easily DI'd, so don't count on it being too good against good players. You can often get a quick grab from it though, so it's not all that bad a move. A bit of trivia: Ness never had this move, nor did he have PK Thunder. His friend Paula had both, whereas Ness was more a physical attacker. This is in Mother 2, or EarthBound, by the way. A great RPG for the SNES. I suggest playing it (\*coughshamelessadvertcough\*).

\* Interesting attack, though the lag and easy-to-DI hits make it meh

-----

Up B - PK Thunder

6% > 5% (ball), 27% > 23% (Electro Ness)

Ness shouts "PK THUNDER!" and a ball of controllable electricity shoots out and flies around (controlled by you) for a while. Ness is vulnerable while using it, because he's concentrating so hard. Hitting an enemy or a platform with this dissipates the thunder ball, making Ness wake up. If he's hit while concentrating, the thunder ball disappears. If the thunder ball hits an enemy while Ness is in midair, he goes into helplessness.

This is a really interesting projectile, though that doesn't make it good. If you send the thunder ball into Ness, he'll hurtle forward, sending anything in his path flying. Newbies find out about this and try to use it...nope. It will be dodged and you'll be punished. Basically, the projectile can be used as an anti-camper move, or as the final hit in an U-Air chain, but past that, you're going to need a lot of luck to profit from this move. It can also be used as an edgeguard attack, as Ness will grab the ledge from the focus animation.

\* Recovery and last-ditch use only

\* Don't use PK Thunder charge to attack unless you disrespect your opponent

\* When recovering, try to get as low as you can and sweetspot the edge

-----

Down B - PSI Magnet

N/A

Ness conjures up a barrier of absorbing energy, taking the power of any energy projectile and converting it into health. There is considerable lag on both ends, but this is the only way you can restore health without items on any character.

I thought it might have been PSI Shield, but that merely reduces damage. This move is rather dodgy - if it came out and went away faster, it'd be great. In reality it's hard to time, has bad lag, gives away a free grab (which is more damage than you'd normally recover) and doesn't recover enough to make it that great. Only if a Mario or Pikachu feels like spamming should you use this. Or if Samus has a Charge Shot ready. Also, if you use it mid-double jump next to

a ledge, you can grab it, which is nice.

- \* Best use is to instantly grab the edge from a double jump
- \* Absorb projectiles if you're sure it's safe

-----

Neutral Air - Jump Kick

14% > 11%

Ness kicks both his feet out, providing a screen of attack frames. Basic sexkick with slightly more damage than normal.

Use as you would any other sexkick. The hitbox is rather small, but it's still a move to consider when under pressure.

- \* Pretty mediocre usage, sort of like a smaller but less punishable F-Air

-----

Forward Air - Force Palm

12% > 9%

Ness pushes his hand out. An average forwards hit, moderated in most aspects. Decent priority.

You can get a combo from this if you're good, but it's more or less a basic F-Air. It has pretty bad range, and you can easily get smacked out of the attack, so be very careful.

- \* DJC combos on floaty characters leading to a D-Air offstage
- \* Don't use it to space, it's pretty easy to be hit out of

-----

Back Air - Kick-o-sault

16% > 12%

Ness kicks backwards, then flips to his falling state. Basic B-Air.

These descriptions are getting shorter. It's just a B-Air with short duration, decent power and KB, plus an alright hitbox. Pretty good for use with the extended horizontal DJC (later in the FAQ).

- \* Ness' best horizontal aerial, good with extended horizontal DJC

-----

Up Air - Headslam

12%

Ness headbutts above him. Good hitbox and great knockback. It's fast too. His head seems to expand as he headbutts.

I don't think my description gave this move what it deserves. It has a solid upwards hitbox, breaking things like Link's D-Air without recoil. In addition, it has excellent KB, plus nice fixed damage. It's a juggle at lower percents and a surefire KO at higher ones, especially from a D-Air reverse spike.

Indispensable for any resourceful Ness.

\* Short but solid range, good juggle and unorthodox approach move

-----  
Down Air - Power Stomp

15% > 12%

Ness stamps downwards with one foot, which has extremely forceful downwards knockback. Decent power and almost no lag, but a fairly small hitbox. Has no landing lag, I believe.

When Ness puts his foot down, bad things happen. This is a fast and powerful move, and in conjunction with Ness's long recovery, spells death for many a recovering foe. It's a great techchase and shield-breaking move once you're well-versed with it. Don't overestimate its range though.

\* Good for starting techchases, shieldbreaks and obviously edgeguarding

-----  
Forward Smash - SMAAAAAASH!

18% > 14%

Ness summons his Guts and swings mightily with his bat, causing the air to ring with what surely would be a home run ball. In short, he slams whatever's in front of him with his baseball bat. Short range, but good power and usable speed. It reflects any projectiles if you time it right.

I don't use it much, mainly since it's sort of slow and the range isn't much. There are better moves, but there are definitely worse. The power is good, but it's not as if Ness has trouble dealing damage in other ways.

\* Only use when you predict a hit

-----  
Up Smash - Around the World

17% > 13%

Ness flicks the Yo-yo in an arc motion around his head. The damage is notable, but the hitbox, range and speed are also quite good. KB is rather low. Hitting as the move ends results in weak-ish horizontal knockback.

I don't use it much, only to guard against aerial attacks. It just seems weak in comparison to Ness's other moves. Still usable, as the low KB aids juggles. Also, the hitbox and range can shine if you're against an aggressive foe.

\* Pretty bad move outside of usage in standard juggles

-----  
Down Smash - Walk the Dog

15% (back and front)

Ness flicks the Yo-yo behind him, then wheels it forward before retracting it. Above average in everything, but has a long duration.

A pretty useful smash, as the power is nothing to be laughed at, the hitbox is very large, and the KB is quite significant. The duration and range are very useful. An all-purpose smash. Note that it has quite a low hitbox.

\* Edgeguarding and a possible spacing tool, though you have to commit to it

-----

Grab - Snatch

N/A

Ness psychically grabs at an enemy. Less range than you'd think for a psychic grab attack.

Ness's throws are quite powerful, not to mention fast. They have awesome KB to boot. I don't suggest spamming them, but frequent use is great. Smart foes can dodge this with a change in strategy.

Situational throws. Use them at an edge or something. Or just send them in the direction you find suitable.

\* Ridiculously powerful, one of Ness' best attacks easily

\* Sets up edgeguards/flat out KOs, Ness' dash-grab isn't bad

-----

Forward Throw - PSI Throw

16% > 12%

Ness concentrates and spirals the enemy around, then blasts the enemy away with his mind.

-----

Backward Throw - PSI Launch

16% > 12%

Ness reverses the enemy, focuses a bit, then blasts the foe backwards with a bang.

-----

Rising - Headbang

6% > 5%

Ness gets up, then swivels, using his head to slam anyone surrounding him away (what a big head he has, by the way).

-----

Ledge Rise - Cartwheel

6% > 5%

Ness gets on and cartwheels to knock any enemies away.

-----

Tired Ledge Rise - Desperate Lash

6% > 5%

Ness clambers up, then swiftly kicks out to counter any edgeguarders.

-----



Shield - Bubble Shield

N/A

Lol @ you if you're reading this.

-----

Dodge Roll - Commando Roll

N/A

Ness performs a basic dodge roll.

-----

Taunt - O-kay!

N/A

Ness puts his hands on his hips, nods and says "O-kay!".

-----  
-----

~~~~~

Jigglypuff

mcjiggs

~~~~~

Origin:                    Pokemon Red/Blue  
Entrance:                 Bursts out of a Pokeball  
How to Unlock:            Complete 1P mode and defeat her in 1v1 combat.

It's the pink puffball Pokemon Purin! (Purin is Jigglypuff's name in Japanese) Again with the alliteration. Jigglypuff uses its natural attributes and talent to fight, using its floaty strikes, sleep-inducing voice and devastating power release (Rest) to astonishing effect. Not normally a fighter, Jigglypuff tries its best to suit itself to the position it's in. Can it succeed against the other fighters of Nintendo? Let's wait and see.

Tier Ranking: 8th

Running Speed:            Slow-Moderate  
Horizontal Movement:     High  
Initial Jump:             Moderate-High  
Second Jump:             Moderate-High (Low x4)  
Weight:                    Light

Very fun, no doubt about it. Jigglypuff has lots of jumps, like Kirby. Unlike Kirby, it lacks a recovery attack, which discourages some people. However, its horizontal recovery is far and away the best in the game. (Kirby sucking in Jigglypuff doesn't count). Recovery aside, it has some nice insta-cloned attacks, most of which are cloned from Kirby. Her B moves are rather different to others: Pound is an aggravating sideways smack which takes getting used to. Sing makes enemies fall helplessly asleep, and Rest is the infamous super-kill move. Yes, super-kill move.

Jiggs is the classic 'glass cannon' character. Many beginners dismiss her almost instantly, given she has little in the way of range and her weight is rather low. In the hands of any experienced player, however, Jiggs has some incredibly simple and effective combos that will generally lead to a KO by virtue of her tremendously powerful Down-B and easy-to-link aerials. While she

cannot charge full-on into the fray, patient players who like waiting for openings can really deal some damage with Jigglypuff.

Costumes:            Classic Jiggs  
                      Blue Bow  
                      Green Bow            <- My fave  
                      Red Bow

EDIT: I have successfully come up with Pokemon moves that suit all her moves.  
I am greater than life itself :D

-----  
-----  
-----  
  
Neutral A - Doubleslap  
3%,4%

Jiggs slaps twice, with fairly low range. Okay, not a slap, a punch. Pretty low everything.

Not worth using, period. Jiggs doesn't have any tricks that make other N-A attacks usable.

\* Sort of pointless, since Jiggs can't really do anything from it

-----  
  
Forward Tilt - Brick Break  
8% > 6%

Jiggs spins and puts her foot out as she does do. Anything that gets hit by the foot is...well...hit. Average knockback, mediocre damage.

Pretty usable, as it's faster than F-Smash and isn't quite as KO based, which suits Jiggs pretty well. You can put it in many places, as there isn't much lag and you can follow up pretty well. And about the name, I've decided to use Pokemon moves, and you can SO imagine a Jigglypuff cracking a brick with this sort of calm.

\* Probably better than her jab as a disruptor, but otherwise meh

-----  
  
Up Tilt - Flail  
10% > 8%

Jiggs flicks her foot above and behind her head. Hitbox goes slightly in front of her, but mostly behind. A fast juggle attack, with average damage and low knockback to aid juggles.

A quick, easy juggle that goes well with Jiggs. A lot like Kirby's, only Jiggs has a very slightly smaller hitbox, and the attack comes out a lot slower. A pivotal part of her juggle game.

\* Vital lead-in to Rest or aerials > Rest, but don't use it for anti-air

-----  
  
Down Tilt - Low Kick

10% > 8%

Jiggs kicks out from below while in a deflated state. Upwards knockback. Very basic knockback and damage. Lag appears at the end.

A strange move. It has a very strange trajectory and would be useful if it didn't have such a dose of lag on the end. The main benefit is that it's a hit from Jiggs' crouching state, which is incredibly low and dodges many attacks.

\* Only usable to combo in a few select scenarios, mainly useless, even to poke

-----

Dash A - Slam

10% > 8%

Puff dives headfirst at an enemy, recovering quickly. Nice, large hitbox, OK KB. Low lag at the end, which is nice.

Well, it's worth using. It's a quick move with decent hitbox, plus you move forward and have little lag to deal with. There are better approaches, but you can't really go wrong with a good dash repulsion.

\* Fast and usable, on-the-fly techchase, sets up edgeguards at high damage

-----

Neutral B - Pound

13% > 10%

Jigglypuff prepares for a moment (stopping all regular momentum, bar the type that comes from being smashed away hard) and pounds forward. She stops falling or rising when she uses this. This makes her the best horizontal recoverer in the game, alternating between a jump and this. The damage isn't bad at all, but the priority is downright unfair. It can stop a Giant Punch from DK.

This move hits incredibly often, as it's one of Jiggs' larger range attacks. Note that it actually leads into Rest if used at certain percentages. You can use it to finish a shieldbreak on a weakened shield, but there aren't many airtight breaks, even with this.

\* Mainly used to lead into Rest during combos, but hitbox can be surprising

-----

Up B - Sing

N/A

Jigglypuff bursts into a rockin'...lullaby? Well, in the Pokemon games this had an relatively low chance of sending enemies to sleep. It now does it with 100% consistency, provided you're right next to them. The higher their damage, the harder it is to burst out (through button mashing). This only works on foes on the ground, though you can use it in midair.

Pssh. I think this was supposed to be a key part of Puff's game, but it never really got through once competition came out. You can use it to put high % foes to sleep, then follow with...well, it's the next move down. Or start a combo, I don't know.

\* Basically useless if your opponent can mash out quickly

-----  
Down B - Rest

20% > 15% (does it matter?)

Jigglypuff goes to sleep. Defying belief, this actually has one of the highest smash knockback values in-game. What? Yeah, I'm confused too. Jigglypuff must be directly next to the enemy for this to work. If it misses (or hits) then Puff is sent into a temporary slumber, awaiting punishment. I swear to god this merely replenished your health in the Pokemon games.

It's essentially Jiggs' saving grace, giving her some heavy firepower that makes her punishment game that much better. Plenty of moves lead into this: D-Air, U-Tilt, Pound, F-Throw/U-Air at some percentages, etc.

\* Supremely powerful hit that makes Jiggs' punishment game what it is

-----  
Neutral Air - Mimic Kick

14% > 11%

Jiggs holds one foot out, presumably using some form of momentum to knock foes away. Basic sexkick, nice damage too.

The KB is cool, as is the hitbox, which is surprisingly large. It's basically her only real horizontal spacing tool, so you should make good use of it in the horizontal plane.

\* Decent hitbox makes for a passable spacing and edgeguard tool.

-----  
Forward Air - Jump Kick

13% > 10%

Jigglypuff takes a drill kick style attack, except it's a single hit. Pretty much a stronger sexkick with a bit less duration.

Rather mediocre hit - N-Air is more useful in almost every instance, unless you're chaining these together. Chaining it only happens at very select damage percentages, but can be rewarding. Don't use it to space.

\* Occasionally usable in aerial chains, but it has poor range

-----  
Back Air - Counter

13% > 10%

A short kick behind Jiggs. Basic backwards kick. The lag upon hitting the ground is noticeable, so remember to cancel. Small hitbox.

Pretty nice, as it's fast, repeatable and basic. Like F-Air, you can get the occasional aerial chain with this, but it's rarely airtight. The hitbox is piddly, not even close to the Melee hitbox. Don't space with this.

\* Mediocre hitbox makes it hard to use

\* Covers more space behind Jiggs than N-Air, so it still has some utility

-----  
Up Air - Wake-Up Slap

16% > 12%

Puff slaps the air above her. Great KB, speed and, to a lesser extent, damage. The hitbox is quite small.

Juggles well at low-percents and leads into Pound > Rest, but that's the best use of it. If you time it well you might get some anti-air usage out of it, but it's quite risky, as many moves beat it outright. Can KO at higher levels of damage.

\* Smallish hitbox, but good juggling potential, chains from F-Throw

-----  
Down Air - Submission

30% (10 hits of 3%)

Jiggs spins rapidly, clocking up the hits. Enemies hit will be drilled. Good damage and an passable hitbox to make it worthwhile.

Good for starting combos. An incredibly easy-to-DI attack, meaning that to do well with it, you have to predict the direction the opponent will DI in and follow them. Easy enough with Jiggs' floaty physics. Leads into U-Tilt and grabs, as well as Rest, if you're lazy. The only attack in the game you might not Z-Cancel, as the landing lag is negligible and you get an extra upwards push if you don't.

\* Workable approach and combo option, though you need to follow DI

\* Range is still meh

\* The only attack helped by not Z-Cancelling

-----  
Forward Smash - Mega Kick

16% > 12%

Jiggs kicks forward, wiggling her foot as she goes. Pretty good all around the board, sort of like Kirby's F-Smash, only not as meaty.

A useful move, but probably not the best one in her arsenal. It gets a fair amount of KB and has a passable hitbox, but it's easy enough to get hit out of it. Best use is pivot smashing and maybe edgeguarding.

\* Decent to punish approaches, also usable to edgeguard/finish some air chains

-----  
Up Smash - Headbutt

18% > 14%

Puff does a powerful headbutt, bashing away everything directly above her. Excellent power, but a bad hitbox and minor lag. Hitting with the end of the move sends the opponent horizontal-ish with low KB.

More or less Mario's U-Smash with less power, lag and hitbox. Usable, since Jiggs has a big noggin. A decent KO move, but a bit hard to land without help.

Probably Jiggs' best anti-air move.

\* Anti-air usage, chains from D-Air

-----  
Down Smash - Double Edge

16% > 12%

Puff pressurizes the ground around her, sending enemies flying away at a low angle. Good damage, KB, plus it has a fairly flat trajectory.

As you can see, I'm really trying to use Pokemon moves as names. It's almost as powerful as Double Edge is, but without the recoil. It hits both sides, so I thought...well...meh. This attack is a nice one to throw in now and again. It comes out quickly and has a nice trajectory, making it good for edgeguards and punishing bad or obvious approaches.

\* Very good edgeguard, fast enough to use as repulsion

-----  
Grab - Snatch

N/A

What do you know, Snatch is a Pokemon move too. Plus Jiggs can learn it. Jiggs snatches at an enemy. Average range.

Jiggs has great throws. Her F-Throw is a setup, as it hurls the enemy straight up. Her B-Throw has a low trajectory, and qualifies as a good KO move.

\* Really useful in general, a good, unavoidable option after landing a D-Air

-----  
Forward Throw - Fling

14% > 11%

Jiggs twirls and throws the enemy straight up. A useful setup move.

\* Good move at low percentages, chains to U-Air > Rest eventually

-----  
Backward Throw - Seismic Toss

16% > 12%

Jiggs flicks the enemy back and slams them on the ground, letting them fly away at a low angle. A good KO.

\* Good way to start an edgeguard, can KO if need be

-----  
Rising - Double Kick

6% > 5%

Jiggs spins on her head and kicks out to both sides, then jumps up quickly.

Ledge Rise - Rolling Kick

6% > 5%

Jiggs somersaults onto the edge, kicking foes away, then does a backflip (the backflip doesn't actually hit anything)

-----

Tired Ledge Rise - Last Resort

5%

Jiggs clambers up, shoots forward, then flips back to the edge.

-----

Shield - Defence Curl

N/A

Jiggs has a surprisingly large shield.

-----

Dodge Roll - Bounce

N/A

Jiggs bounces along the ground, dodging any foes in her way. It's fast.

-----

Taunt - Chatter

N/A

Jigglypuff bobs on the spot whilst facing the screen/background and says "JIGGLYPUFF!"

In the Japanese version, she says 'Pu-purin!' instead.

-----

~~~~~

Best Moves

awards

~~~~~

-----

THIS PART OF THE GUIDE IS UNDER CONSTANT REVISION.

A section like this had to appear. It just wouldn't be right without one. This section deals with those moves that everyone has to apply properly to truly master a character. These are all attack-related, so recoveries won't be taken into account (or Up-Bs would dominate this section). In addition, every move here will only be judged in use against human adversaries, for comps will get owned by a simple throw and off-ledge hit. In addition, moves that have a only a couple of useful applications, but are outclassed in other places, will probably not be winners. So, without much further ado, I present what I believe (this is quite opinionated, so feel free to argue) to be the three most indispensable moves of each character, and the reasoning behind them. There are three runner ups, which are very useful, but not really indispensable.

Again, I must stress this is opinionated. This is not set in stone, nor do I believe this is anywhere near a perfect charting of moves. In fact, I believe that this section will undergo at least half a dozen renovations before I stop writing this guide.

I've referred to Grab>Throw a couple times. This means the character's grabs are completely situational, so both grabs are slotted into one name.

-----  
Mario  
-----

#### 1: Fireball

Fireballs are weak and easily countered. Why are they so good? Simple - they force a reaction and allow you to keep your distance from the opponent. So long as the opponent isn't Fox or Link, you can use these to force approach and limit the opponent's options while keeping your own open. A pivotal part of Mario's play as both a baiting and approach cover tool.

#### 2: U-Air

While this attack has neither an overwhelming hitbox or excessive power, it does do one thing very well: combo. If Mario can properly use an U-Air at anywhere from low to moderate damage levels, he can easily tack on a solid 40 to 50 damage without much effort. Not only that, but if platforms are in the equation, he can even finish it with a KO through U-Smash or the like. A very solid attack.

#### 3: D-Air

While I hesitate to put any multi-hitting move into a Best Move slot, D-Air, combined with Mario's solid airspeed and low short hop, manages to provide exceptional presence in the spacing game, leading to many useful moves such as grabs, U-Smash, U-Tilt and U-Air. It also features as arguably the best low-damage gimp in the game: repeated D-Airs offstage.

Runner Ups: D-Smash, U-Smash, Grab>Throw

-----  
DK  
-----

#### 1: Spinning Kong

This is a very, very good move that many people take for granted. Aside from the obvious recovery (it is quite good, with few moves making it past DK's giant, impervious biceps), it has many battle-orientated uses. It can be used to get out of shield fairly easily, edgeguard, and most importantly, reset the spacing game to neutral so DK can continue controlling neutral area with his huge range aerals. A great move.

#### 2: B-Air

An excellent spacing move, B-Air combines extraordinary hitbox and duration. It's a great aerial attack, and can even KO if you've let the enemy get to a really high percent. It embodies DK: huge range and space control. Very few moves can hope to compete with it on the horizontal plane.



### 3: Giant Punch

This was a hard decision. While the Giant Punch is somewhat difficult to apply well, there are a few factors which really seal it for me. The first is as a psychological weapon. DK (and Samus too) is exceptional at controlling space with aeriels. The Giant Punch is a factor in the spacing game which really creates a sense of caution on the opponent's side. If you manage to charge up a Giant Punch then instantly jump in and land it, you can bet they'll think at least twice before trying to get in at you. And I haven't even started talking about the attack's power and the ease with which you can set up into it. A solid move and strong part of DK's game.

Runner Up: U-Air, B-Throw, D-Air

F-Throw was omitted due to the ease with which opponents can mash out. I also assume the infinite cargo stall is banned or easily broken by competent foes.

-----  
Link  
-----

### 1: Boomerang

This move is relative, depending on how you play. I honestly think it's the lifeblood of Link's game. Together with the Bomb, it gives Link some of the best camping in the game, but unlike the Bomb, it can be used off-the-bat, has great use aside from camping and lingers long enough for Link to create some more space or take advantage of a hole in the opponent's defence created by the whirling Australian weapon.

### 2: U-Tilt

Even though I main Link, I never realised exactly how vital this move is until I started writing this. It's the basis of his juggling and anti-air game, both of which allow for significant damage or even a KO at sufficient a damage level. Not only is it a fantastic anti-air and essential combo extender, it's a great poke in neutral play, as the back-side of the move has huge disjointed range and it easily chains to many other moves. It's a great edgeguard for this same reason.

### 3: D-Air

This is a move which combines strong offence with steady defence. It provides immediate and powerful cover of Link's direct surroundings, making it a good panic move and edgeguard. Not only that, it's fast and strong enough to serve as a good combo ender, and has the unique attribute of sexkick duration and constant knockback, making it a useful move to punish people who tech in place too often. A staple of defensive, predictive and offensive play as Link.

Runner Ups: Bomb, B-Air, D-Smash

-----  
Samus  
-----

### 1: Charge Shot

I have to say, the Charge Shot is something that everybody finds good. It's not just the damage, speed and projectile attribute, it's the threat of being smacked away by it. If you're at 60%+, getting hit by this will more or less

force you near a ledge, or even KO you. It is a definite edgeward threat as well. The sheer danger of your opponent having a charged shot is enough to discourage overly risky play, even if Samus herself is close to being KOed. It basically forces opponents to be a lot more wary of Samus than they would be, which is exactly what she wants as she lays a wall of B-Airs in neutral space.

2: B-Air

Samus' combo-light game needs two things: space control and heavy finishers. While the Charge Shot is probably a better finisher, B-Air is a supremely useful tool to control space. It comes out so fast and controls space not only in front of Samus, but also directly above. Getting past Samus is basically synonymous with getting past her B-Air (and F-Air).

3: D-Air

This move provides most of the few combo opportunities Samus has. A foe who manages to sneak past your B-Airs can be punished strongly with this move, which, in keeping with Samus' other aeriels, covers lots of ground, including behind and (later in the animation) in front of Samus. Leads to lots of rather painful things, like techchases, B-Air, F-Smash, grabs and Charge Shot.

Runner Ups: F-Smash, F-Air, Up-B

A quick note: Samus's grab almost made it to the Runner Ups. While it is very slow, its incredibly horizontal range, combined with some prediction, make it an effective move to punish predictable play.

---

Yoshi

---

1: U-Tilt

U-Tilt is a fantastic move. It's very fast and gets a perfect natural linkup with a number of other moves, such as U-Air, B-Air (reverse) and U-Smash on heavies. While it isn't usable for comboing in a few matchups, it still has significant speed and a good hitbox, making it a fairly low-risk anti-air. It can even be used repeatedly as shield pressure against some foes like Link. A key comboing move in more than half of Yoshi's matchups and a very good move on the whole.

2: B-Air

Probably Yoshi's best spacing move. Combined with both standard short hops and DJC tactics, Yoshi has a decent response to most of your opponent's options. If it hits a shield you can continue on to a shieldbreak, and if it hits them outright you get free damage, and sometimes an U-Tilt. It's a meaty hit that opponents will find hard to beat head-on, and isn't easy to work around.

3: U-Smash

A ridiculously powerful attack that KOs most of the cast from an U-Tilt, F-Air or other setup. It is incredibly fast for such a powerful move. It serves as and anti-air as well, if need be. It's just a very solid move with a good hitbox, and is arguably Yoshi's most valuable power hit.

Runner Ups: U-Air, F-Air, N-Air

---

## Kirby

---

### 1: U-Tilt

Kirby's U-Tilt is one of the best moves in the game period. With ridiculous speed overall and an inexplicably large hitbox, this move alone is one reason people consider Kirby a bloody irritation to play against. Landing a hit on a shield with this move leads to excellent pressure and common shield breaks. It works as an extremely efficient anti-air that basically beats or trades with every descending move in the game. Hitting an opponent with it at most damage levels will result in significant punishment.

### 2: D-Air

A great techchasing move, as well as one that forces techchases to begin with. Good shield pressure too. Don't forget the obvious spiking utility, which is probably the most ridiculous part of it. Great duration and good hitbox make it a move to be feared.

### 3: B-Air

This move works exceptionally well with Kirby's many jumps and the impending threat of U-Tilt (which makes it safe to hit shields with). While you will use it most often to space, it also has good use as a weak hit in combos, a simple repulsion in preparation for edgeguarding, and a safe edgeguard.

Runner Ups: F-Smash, F-Air, N-Air

---

## Fox

---

### 1: Laser

This move is basically what gives Fox the top tier strategy of runaway. The laser bypasses all attempts to break it and can be spammed with frightening frequency. The best projectile in the game, easily used to force approach, to cover Fox's own approach and to just be a little bitch. Fantastic move.

### 2: Jab

It might seem odd that a jab makes it onto any of these lists, but Fox's jab is absolutely amazing. It's incredibly fast, links into a number of powerful kill moves, and is probably the best disrupting jab in the game. Easy leads into U-Smash and grabs make it a really dangerous and very usable weapon.

### 3: Reflector (Shine)

The other reason why Fox is such a ridiculously good camper. Speaking on theoretical bases alone, this move is absolutely ridiculous, breaking shields, getting insanely early gimps and making Fox basically unapproachable. Even if you discount the unlikely execution required to use this move to its full potential, it still has plenty of usage as a ridiculously effective early gimp move, an incredibly fast repulsion that forces a tech (Fox loves techchasing) and even a combo move in conjunction with jabs or D-Tilt. A good move, even without godly execution.

Runner Ups: U-Smash, B-Air, Grab>Throw

---

## Pikachu

---

### 1: U-Air

A fast and difficult to beat move, and possibly the best aerial in the game. The speed and hitbox are actually incredible, and well-versed Pikas can chain random U-Air hits into death combos without much difficulty. The number of setups that lead into this move is quite large. This move also beats out the vast majority of aerials in the spacing game, making it a very nice all-round hitting aerial.

### 2: U-Tilt

Probably his best ground move. Huge hitbox lends itself to being a great anti-air, it links to U-Air chains and B-Air (and Thunder) and is a one-move combo at low-mid percentages on every character. Easy to land and easy to abuse, U-Tilt is an exceptional move that really makes Pika's defensive game much better than it otherwise would be.

### 3: Grab>Throw

I'm not going to deny it, grabs are basically half the reason Pika's edgeguard game is so flat out ridiculous. It can be confirmed from any aerial at all, has great range and sets up Pika for easy early kills. B-Throw is tied as the strongest throw in the game (with Ness and DK B-Throws) and F-Throw isn't far behind, so if this move isn't flat out KOing you, you'll need to deal with Pika's confident edgeguard game as well.

Runner Ups: B-Air, N-Air, Up-B

To be quite honest, the number one move should be Up-B. It's the only recovery in the game which bypasses conventional edgeguarding and forces difficult prediction on the edgeguarder, an easy answer to poor shield pressure and a good move to get out of sticky situations. I did promise no recovery moves though, and taking away the recovery element of Up-B doesn't make it as good as it really is.

---

## Luigi

---

### 1: Up-B

This move is absurd. I cannot count the number of times this has landed during my online forays, so don't bother thinking it's hard to land. The ever-present U-Air>Up-B combos, D-Air>Up-B (with prediction of DI), tent throws > Up-B, Up-B out of shield, crouch-cancelled Up-Bs, use in shield breaks (25% is no laughing matter), even random Up-Bs. This move kills Jigglypuff at 30%. If a competent Luigi U-Airs you from 30-70%, you don't have much chance to survive. This is one of the key reasons Luigi's punishment is so good.

### 2: U-Air

More valuable than his brother's, if only because he can finish with Up-B or Down-B straight after. Luigi's floatiness and high jumps allow him a larger window in which to use this move than his brother, which gives a much bigger opportunity to KO. I'm not a big Luigi user, but those I know who do use him with skill have mastered this move to a very refined degree. If Luigi can hit

a foe properly with this at 30-70%, it's basically guaranteed he's got a KO. The only solution is not to get hit by it.

### 3: Grab>Throw

A very important part of Luigi's game. Don't forget for even a moment that Luigi is a very competent edgeguarder in addition to his U-Air juggling play. A simple running grab is a very good option in many situations, and Luigi's stock-standard grabs are very valuable in general. A welcome move in Luigi's arsenal.

Runner Ups: U-Smash, D-Air, Fireball

---

## Captain Falcon

---

### 1: U-Air

Falcon is all about juggles, and no move of his juggles better (actually, this is one of the best juggles in the history of Smash Bros) than U-Air. The most important ingredients for a good juggle move are a short duration, hitstun, workable KB and a good hitbox. This move has lavish helpings of all those, and as such wins my unofficial award for 'most repeatable move'. There is no shortage of finishers when you're done, either. Don't forget the tippered version as a powerful sideways hit and combo ender (and edgeguard). Easily Falcon's best move.

### 2: B-Air

Did somebody say hitconfirm? This move, on shield or any 0% character, leads to a grab. That's great enough, but add in respectable speed, good hitbox (it basically allows Falcon to play the horizontal spacing game) and decent power make it a good fishing and edgeguard move.

### 3: F-Throw

A great setup move against most characters. This move bounces the enemy just ahead of you, which allows you to follow up with an U-Air, F-Air, or U-Smash. Falcon's dashdance grab is fantastic, making this move easily accessible and simple to confirm from a B-Air or D-Air hit.

Runner Ups: U-Smash, D-Air, F-Air

---

## Ness

---

### 1: D-Air

After a few good hits, D-Air becomes an enormous threat. Ness' combos often rely on techchasing and rebound spikes a lot, which is where this move comes in. A quick D-Air leads to a techchase, and the same move can be used to continue the techchase (with a rebound spike no less). The rebound spike element comes in handy as an easy chain into U-Air at higher percents, F-Smash and aeriels, and most importantly, his grabs. Oh, and it has obvious uses as a strong edgeguard.

### 2: U-Tilt

In the world of juggles, few moves can boast the attributes U-Tilt has. Aside from the utterly bewildering duration, it's also quite handy as an anti-air, as it has a strangely large hitbox. It leads right into U-Air for a steady juggle, or D-Air if you're feeling lucky (opponents are also not likely to expect it and be ready to tech). A really vital and often overlooked move.

### 3: U-Air

A fantastic aerial, with great KB and a strong upwards hitbox. Combined with rapid DJC, it makes for a strong juggle move that can be repeated a few times with no issue. Later on the upwards hitbox can be used to beat the majority of downwards approaches.

Runner Ups: Grab>Throw, B-Air, D-Smash

---

### Jigglypuff

---

#### 1: Rest

The reason a single hit from Jiggs is so dangerous, even at 0%, boils down to this. Absurd power and instantaneous speed make this a powerful weapon. There are a dozen or so easy lead-ins, and even some other uses, crouch-cancelled Rests and Rest out-of-shield among them. I've even seen crouching Rests used to edgeguard (Jiggs is smaller when she crouches). Though missing means you pay a dear price, hitting with it is free damage, as even excellent DI (as long as you aren't in the tent) prevents foes from coming back too quickly to punish you. High risk, high reward - this is the glass cannon Jigglypuff.

#### 2: D-Air

Sadly, this move is vital in Jiggs' game. While it's by no means a bad move, relying on drills is never a strong option, even if you can follow DI as well as Jiggs can. Catching an opponent in this should lead to either a grab or an U-Tilt, depending on percentage (as long as you have normal reflexes).

#### 3: F-Throw

This is a bit biased. I simply love this move, for no real reason. It has a cool trajectory and is a great combo setup earlier on. If you can grab a foe at low percentage, you can stack an extra 30% on just like that. And that's the worst case scenario. Much of the time you can link it into a U-Air or three, followed by a Pound > Rest or a plain Rest. Easy kills.

Runner Ups: N-Air, U-Tilt, B-Throw

---

### 6: The Tier List

---

\*\*\*\*\*  
-----  
The New Tier List

reassessed  
-----

There is now a new tier list. Visit Smashboards' SSB64 section for further information.

The current list was created by a group of players known for their knowledge and skill about the game. While opinions varied rather significantly from player to player, the overall list shows a fairly agreeable order.

It's a far cry from the GameFAQs list of 2006 and prior, so some reasoning regarding the changes is in order.

Concerning Pika:

Pika is just that good. He has exceptional combo tools, is very fast, has an excellent grab, and the only decent recovery in the game. He is undisputably the best character in standard competitive play.

Concerning Ness:

Ness isn't THAT good. People overestimated DJC. It's not that good of a tech. It doesn't give approach options, it can be punished, and the only thing that stands out about it is that it gives Ness a little sphere of priority. His throws and U-Tilt are still as good as ever, but the real problem is recovery. It is, simply, utterly awful - you can jump out and smack him away, wait for him to shoot himself and smack him away, or let him land and smack him away. It doesn't matter if you sweetspot or not; Ness isn't going to be recovering if you edgeguard right.

Concerning Jigglypuff:

Jigglypuff is not a terrible character. If you think she is bad, you're wrong. The bad one is, in fact, you. Yeah, I said it.

Jiggs' super-awesome zero-deaths were very overrated. With the surfacing of DI, D-Air has lost a lot of lustre, though it can still be pulled off. In addition, her approach is limited to N-Air: it's the only move with a hitbox sufficiently large enough to get past enemy moves. She's also very, very susceptible to low hits - though her recovery is great when she can come back at a height, she sucks when she has to recover at stage level. If she tries to attack an off-ledge edgeguarder, chances are she falls too low to come back. Her lack of range, sort of poor approach and, to a slightly lesser extent, her gimpability and light weight, let her down.

Concerning Link:

Many top players believe Link is actually Mid or even High Tier on the stage Hyrule Castle. This is due to his ridiculous ranged game and the size of the stage mitigating his recovery issues somewhat. He still loses horribly to Pika and even more horribly to Fox on that stage, but he gains some key advantages, such as against Kirby and Yoshi, which he does not have on other stages.

And before anyone asks, I was part of the group who contributed to the current list and the revision just prior to it. I do know what I'm talking about.

-----  
---  
Top  
---

Pikachu

---  
High  
---

Kirby  
Fox  
Falcon  
Yoshi/Mario

---  
Mid  
---

DK  
Jigglypuff  
Ness

---  
Low  
---

Link/Luigi  
Samus

-----  
Dissection  
-----

+ is a positive aspect  
/ is a neutral (good AND bad) aspect  
- is a negative aspect

-----  
Top Tier  
-----

---  
Pika  
---

+ Good combos  
+ Unrivalled recovery/escape mechanism  
+ Ridiculous edgeguarding  
+ Fast overall movement  
+ Good air game  
+ Good range and hitboxes  
+ Fast grab, powerful and useful throws  
+ Juggles easily  
+ Has decent low-percent finishers  
+ Has a (meh) projectile

- Sort of light  
- Some arbitrary moves



- Really bad techroll

---

High Tier

---

---

Fox

---

- + By far the best camper in the game
- + Fantastic projectile
- + Great, versatile combo game
- + Good low percent kills and kill methods
- + Fast all around movement and attacks
- + Initiates well
- + Good short hop
- + Juggles well with several moves
- + Reflector owns things
- + Long duration and large hitboxes on several aerials
- + Standard, quick grab and throws
- + Passable edgeguarding

/ Fast faller

- Easily intercepted recovery
- Moderately vulnerable to combos

---

Kirby

---

- + U-Tilt...
- + Good drills and spike
- + Great edgeguarding potential
- + Longest recovery
- + Juggles and initiates well
- + Good range and hitboxes
- + Powerful smashes and Down-B
- + Decent knockback aerials
- + Fairly quick
- + Multiple jumps for spacing/comboing/stalling
- + Has access to many good projectiles

/ Interesting throws

- Lacks a decent upwards hit in the air
- Light and fairly easy to combo for most characters
- Has a linear, interceptable recovery
- DI makes drills (esp. F-Air) very hard to use particularly well
- Ploddy in the air and very basic approach

---

Falcon

---

- + Great combo game and finishers
- + Hard-to-escape combos (DI-resistant)
- + Great initiation
- + Very fast with a great dash(dance)
- + Good F-Smash
- + Good grab, interesting throws

- + Good spike and edgeguarding
- + Large hitboxes
- + Good short hop
- + Best taunt-canceller by far

/ Quite heavy

- Easily comboed
- Poor recovery
- Sometimes has trouble finishing foes
- Falcon Punch is hard to land :\

---

Mario

---

- + Good combo game
- + Good projectile and baiting
- + Versatile recovery with huge hitbox on Up-B
- + Interesting resistance to many combos
- + Good smashes, including a low-percent killer in U-Smash
- + Good edgeguarding
- + Standard, decent grab + throws
- + Standard, good aerials

/ Interesting weight/floatiness

- Relies on platforms for most 0-deaths
- Most combos can be stopped early with good DI

---

Yoshi

---

- + Huge potential with parries, DJC gimmicks etc
- + Good all-around aerials
- + Parrying and second jump give invincibility/armour frames
- + Breaks out of combos easily
- + Good setups and okay approach
- + Can juggle and stack damage quite well
- + Good edgeguarding/spike
- + Great recovery
- + Fun projectile
- + Lots of finishers
- + Excellent shield-break potential
- + Gimmicky anti-edgeguard

/ Interesting aerial movement/speed

- Some slow-ish finishers
- Bad range and lag on grab
- DJC can be risky
- Gimmicky tactics fail at higher levels

-----  
Mid Tier  
-----

---

DK

---

- + Great grabs, grab range, throws
- + Large hitboxes in general
- + Decent finishing options, low-percent KOs
- + Astonishing synergy with walls, platforms
- + Many options out of shield
- + Workable horizontal recovery
- + Two spikes
- + Has an 'infinite' grab
- + Giant Punch really is Giant

/ Very heavy

- Easy to combo, due to large frame/weight
- Slow aerials make aerial combos circumstantial
- Linear, easily predictable vertical recovery

---

Jigglypuff

---

- + Good combo potential
- + Great horizontal recovery
- + Good low percent KO
- + Incredibly easy kills from D-Air/F-Throw
- + Multiple jumps suited to stalls/spacing
- + Okay grab, great throws
- + Can juggle well

/ Very light

- Poor vertical recovery
- Poor aerial movement
- Poor overall range and hitboxes
- Sing is useless against button mashing
- Rest is a risky attack

---

Ness

---

- + DJC has enormous potential for many things
- + Good defensive options
- + Good overall priority on the ground
- + Very powerful spike and finishers
- + Juggles very well
- + Okay coverage with Yo-yos
- + Long, potentially dangerous recovery
- + Has an instant, automatic ledge grab in Down-B
- + Interesting projectiles
- + Can reflect projectiles and restore health
- + Extremely powerful throws

- Easy-to-counter, gimpable and predictable recovery
- Mediocre aerial hitboxes limits approach
- DJC, projectiles, U-Tilt all carry risk
- Aerial hitboxes are rather average
- Some arbitrary moves

---

Luigi

---

- + Decent combo game and superb finishers
- + Excellent juggling
- + Good recovery
- + Usable projectile
- + Powerful, standard grab
- + Good out-of-shield options
- + Okay edgeguarding

/ Floatiness

/ Slides a lot from shieldstun

- Awful horizontal aerial speed
- Awful approach options
- Some useless moves

---

Link

---

- + Ridiculously good at camping on Hyrule
- + Large hitboxes, some disjointed
- + Two powerful projectiles
- + Decent approach, defence options
- + Many finishing options
- + Decent smashes
- + Juggles quite well
- + Edgeguards quite well
- + Good overall hitboxes

/ Ranged grab

- Abysmal recovery
- Moderate vulnerability to combos
- Again, abysmal recovery

---

Samus

---

- + Interesting approach options
- + Escapes combos easily
- + Good spike and power aerals
- + Decent smashes
- + Interesting projectiles
- + Breaks out of shields easily
- + Great horizontal recovery

/ Floatiness

/ Ranged grab

- Floatiness gives severe lack of approaches
- Simply cannot freely combo
- Mediocre non-circumstantial edgeguarding
- Huge lag on missing grab
- Many arbitrary moves with little use
- Awful dodge roll

-----  
In conclusion (if you've read this far), DO NOT TAKE ANY OF THIS AS FACTUAL, UNSHAKABLE PROOF. This is a mere analysis, and I'm sure there are many small things I've overlooked. This is a section under revision. Do not bother shooting flames my way, I'll ignore them. This is just a (hopefully) more accurate showing of SSB64 as it is played today, as opposed to the spike dominated world of five years ago.  
-----

The GameFAQs list

[idcmuch]

Warning: This is ancient. Quoting this is by no means absolutely correct. It is a basic framework, and should not be trusted like you would trust the Melee or Brawl (lol Metaknight) Tier Lists. It is only here to show the changes in metagame and thinking from then to now (late 2009).  
-----

Top:

- (1: Pikachu
- (2: Kirby
- (3: Ness?

High

- (4: Fox
- (5: Captain Falcon

Middle

- (6: Jigglypuff
- (7: Mario
- (8: Yoshi

Low

- (9: Donkey Kong
- (10: Luigi

Bottom

- (11: Samus
- (12: Link

NOTE: It is debatable as to who was actually bottom, Samus or Link. Link is plagued by an easily prevented recovery, while Samus lacks combo potential and has very limited choice in KO moves.

Ness was sometimes relegated to High Tier, as he is easy to edgeguard and has limited top tier potential when compared to Pika, Kirby or even Fox/Falcon.

-----

\*\*\*\*\*  
~~~~~  
\*\*\*\*\*

-----  
\*\*\*\*\*  
~~~~~  
\*\*\*\*\*  
-----

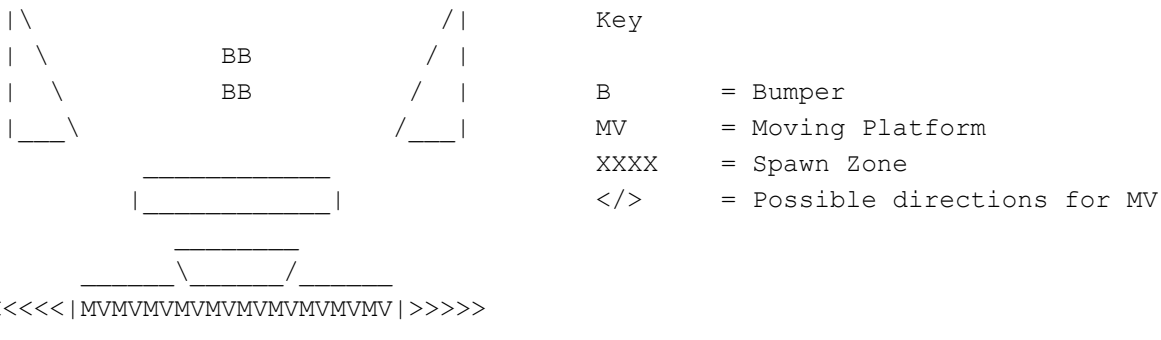
I guess I have to add in this stage - every FAQ has some incarnation of a battlefield section. 1P Mode also included. Well, let's get started.

NOTE: For 1P mode, I assume HARD or VERY HARD level. Also, here's a tip for playing 1P mode. Spam specials with knockback. Seriously, to make life easy in the multi-man stages, they've doubled or tripled special attack (and rising attack) power. Spamming moves like Thunder or Super Coin Jump are OHKOs on most of the multi-man stages.

-----  
Peach's Castle  
-----

From: Super Mario 64 (N64)

XXXX



- Features:
- Bumper
  - Triangular Barricades
  - Moving Platform

Peach's Castle is a semi-basic arena. It has two key platforms, one on top of the other. The top one is semi-solid (you can drop/jump through). The more interesting aspects are the triangular features on either side. These are more barricades than anything else - they make smashing away difficult. A more unique feature is the Bumper situated directly above the middle of the upper platform. Anyone hit into this can expect to fly straight into the triangular barricades, or at low percentages, be knocked violently off the platform. It seems like a smash aid - a direction change - but they hinder real smashing more than anything - a perfectly good Up-Smash into that will interrupt the attack trajectory. Now, the most annoying feature. The platform labelled MVMV# on the bottom is, in the diagram, perfectly balanced. The arrows show where it can head to. Of course, when on the right, it has been retracted from the left hand side, and vice versa. That makes recovering exceptionally annoying if you happen to have bad luck.

1P Mode: VS Mario Bros (4th Stage - with one ally)

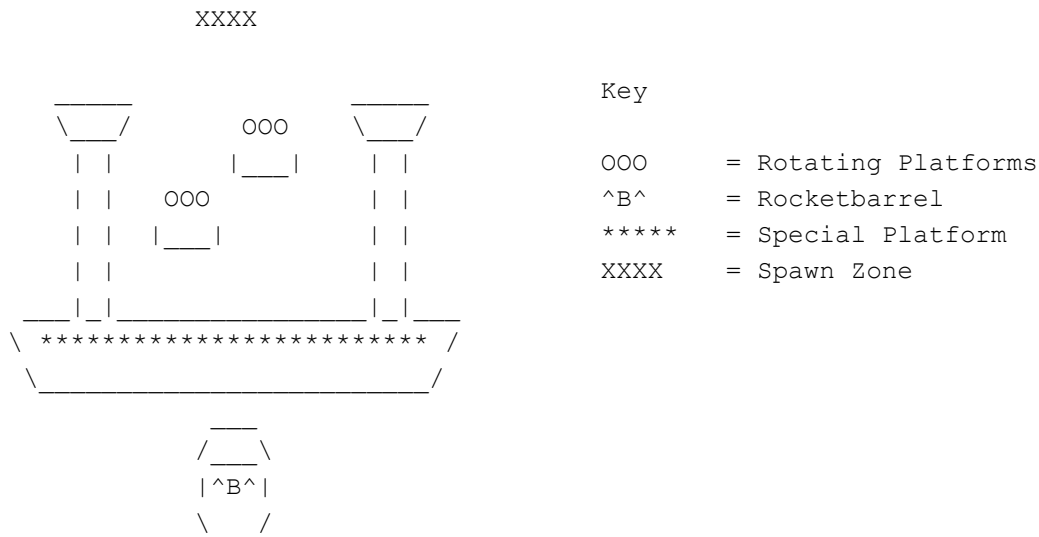
Sort of tough, your ally will be fairly useless. Go for both brothers at once, using grabs and smashes to hit both at once.

Competition: Counterpick

This is an incredibly stupid stage. The moving platform is very difficult to keep track of, the bumper and triangles greatly hinder KOs from both parties, and there are no edges, making everyone but Pika even worse at recovering. On the other hand, it isn't imbalanced and there is no overpowered strategy usable here, so it's used as a Counterpick stage. It's notable that much of the approach on this stage is either upwards or downwards, as opposed to the standard side ways.

Kongo Jungle

From: Donkey Kong Country (SNES)



Features: Rotating Platforms  
Spinning Rocketbarrel  
Special Platform (\*\*\*\*\*...)

This stage is another stage you could call semi-basic. A pitched (valley-ish) main platform with two supporting platforms in the air (pillars aren't solid, just there for decoration), it also sports a duo of rotating platforms in the approximate middle of the stage. Man, those are good at disrupting aerial combos. Anyway, the most interesting thing is under the stage - a Rocketbarrel straight from Donkey Kong Country. Move into it and you'll enter with a thump. Now press a button to be launched out dramatically, as if you were launched via a smash attack. However, you take no damage. But wait...what about the stage? Won't I hit it? There's the cool thing - the stage is semi-solid. It's approachable from below, so if you think going under's the end, think again! The Rocketbarrel likes rotating, so you could fire in a bad direction. Just wait and be patient. Nothing can hit you while you're in that barrel.

1P Mode: VS Giant Donkey Kong (5th stage - with 2 allies)

Use high damaging attacks and moves like Kirby's D-Air and Puff's D-Air to do

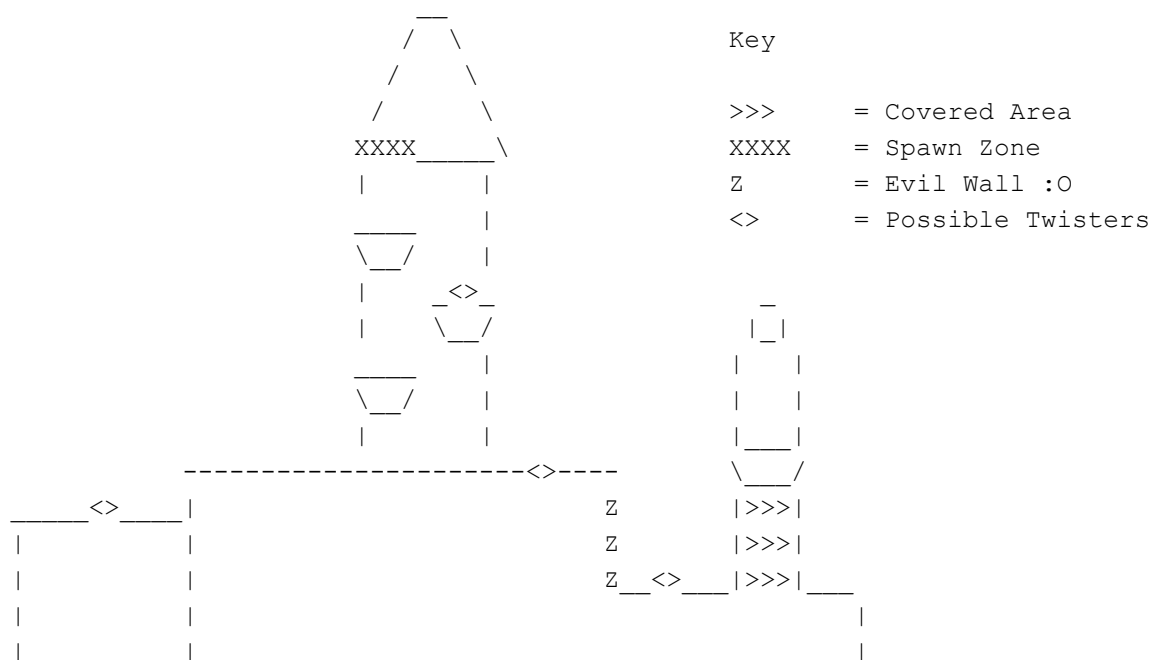
crazy damage. Throwing is much easier, as are chain throws. Beware, he can KO.

Competition: Starter

Perfectly fair. Using the barrel at the bottom can extend your recovery, which is perfectly fine, and everything else is just something to work around. The slanted stage is exceptionally annoying sometimes, and the rotating platforms are a bit of a random factor, but the pass-through bottom helps a lot of characters and it's one of the more fair stages in the game.

Hyrule Castle/Temple

From: The Legend of Zelda: Ocarina of Time (N64)



Features: Covered Platform  
Random Twisters  
THE EVIL WALL

This map is easy to play - really big, meaning you don't die easily, and some walls that let you combo with aplomb. The left hand side is a small wall and an edge, and is an easy spot for gimps. The middle three platforms facilitate rising combos, which are helpful for the likes of Falcon, Ness and Link. It is also reasonably safe, with significant distance to any of the blast lines from there. The most interesting (and one-sided) area of the lot is the 'tent', the area on the right. It's an enclosed space, and the dual walls and lack of walltechs make for insane, rebound comboing that any character can perform with ease. It's also slightly harder to KO in there, but it's still a rather ridiculous area. Tornadoes spawn periodically with a distinctive whoosh, and can really mess you up if you aren't careful.

1P Mode: VS Link (1st Stage)

Pssh. Grab, smash, aerial, whatever. Link is no opposition.

Competition: Starter/Counterpick/Banned

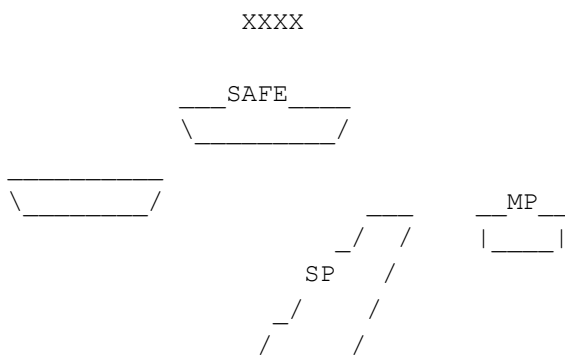


Somewhat suited to competitive play. IT is possibly the most disputable stage in all of Smash Bros. The tornadoes are dumb, especially the middle high platform one, and the stage is very easy to camp on, but putting that aside, it makes a lot of otherwise bad characters quite viable, most notably Link, and isn't stupidly broken by way of stage design - players have to play in a specific way to make it anywhere near unbalanced.

-----  
 Planet Zebes  
 -----

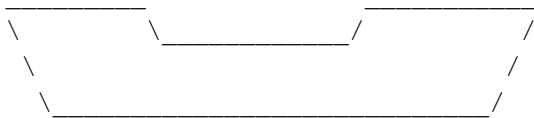
NOTE: DEFINITELY NOT TO SCALE.

From: Metroid (NES)



Key

- MP = Moving Platform
- SP = Slanted Platform
- LAVA = Lava (>:O)
- SAFE = Safe Platform
- XXXX = Spawn Zone



~~~~~LAVALAVALAVA~~~~~

Features: Vertically Moving Platform  
 Super Powerful Acid Lava  
 Rising Acid Lava

Here's the deal. This level is mostly banned from tournament play due to one interfering feature - the acid lava. I say acid lava because I'm not sure if it's lava or acid. Anyway, it's absurdly strong, KOing most characters at 80% or so. It's almost a reverse spike. Getting caught in it at a low percent will boost your damage count up to about 50 before you can even get back on the stage, meaning that if you do survive, you'll be battered (and fried). Spikes are supreme damage rackers on this level. You can come up through all the platforms on this level.

1P Mode: VS Samus

Play as per normal, but dodge the lava. If you get a good enough hit, Samus won't come back.

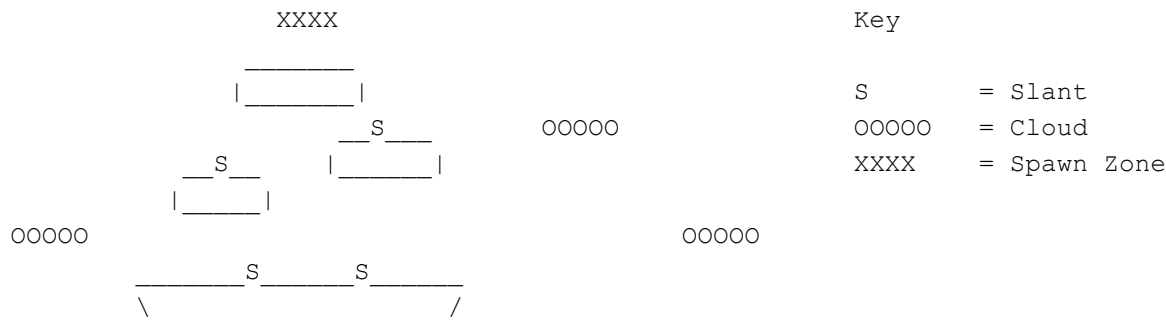
Competition: Mostly Banned (8th Stage)

Usually banned, purely because play can be disrupted by the dumb lava. Or acid, whatever. It ruins things majorly, and can

result in unfair loss of stock.

-----  
Yoshi's Island  
-----

From: Yoshi Story (N64)



Features: Disappearing Clouds

An easy stage to play: the only 'hazards' are the clouds, which disappear if you stand on them for too long. These are actually recovery aids - characters like Link and Captain Falcon are much better on this stage due to the presence of the clouds, which act as platforms. Fighting on the clouds isn't really a good idea - it can disappear and ruin combos, or just plain wreck you (eg. Yoshi in the middle of a DJC combo - bye bye). KOing off the top or Spiking are better options than plain smashing.

1P Mode: VS Yoshi Team (2nd Stage)

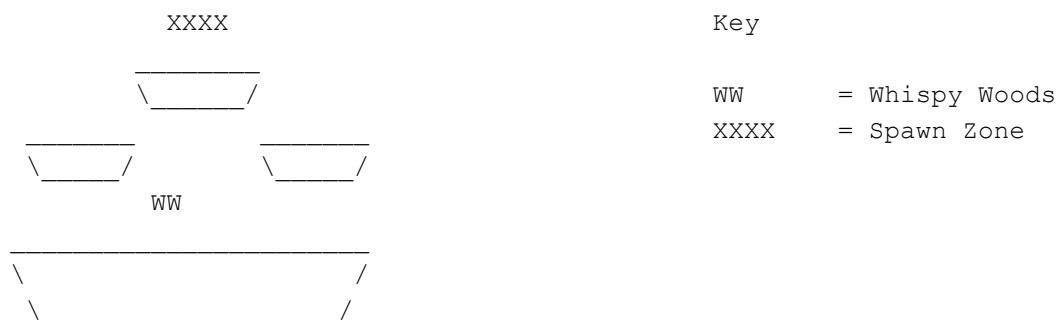
Abuse grabs and you'll win. The clouds are absent, which makes it harder for the Yoshis to recover.

Competition: Mostly Banned

Generally not allowed, because it's harder to KO off the right hand side, and camping is rather broken for some characters.

-----  
Dream Land  
-----

From: Kirby Superstar (SNES)



Features: Whispy Woods and his Blowing Wind

A standard stage with three platforms. It's very simple and facilitates combos quite well. The only real 'hazard' is Whispy Woods, who blows wind at you periodically. The wind is not random and it has been debunked, but I can't remember exactly how it goes. Reasonably fair

1P Mode: VS Kirby Team (6th Stage)

Pssh. Watch out for spikes, but otherwise smashes will do it. The Kirbys won't recover 100% of the time. Sometimes they won't even jump. Also, they can kill each other.

Competition: Recommended

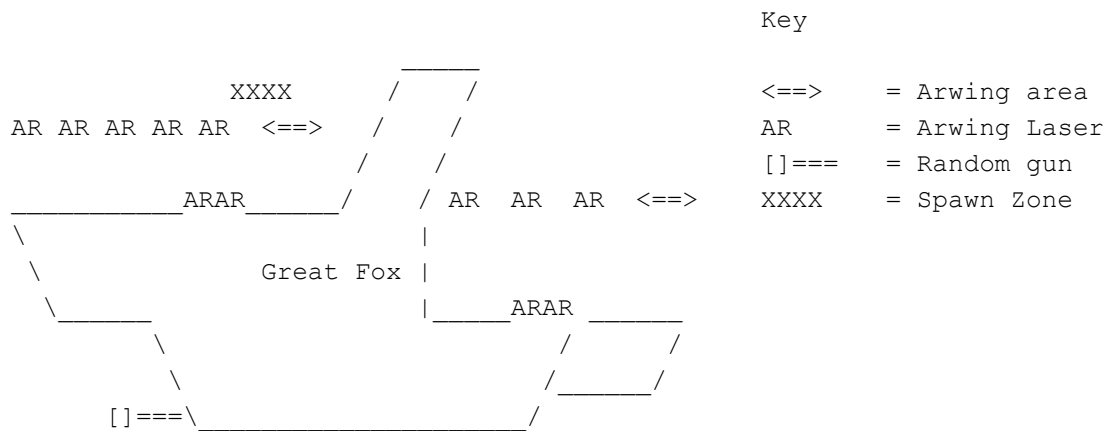
Well suited to competition. Do remember that this game is geared towards gimps, and this stage makes that all too easy. While it's reasonably standard, it also makes for rather cheap kills, so don't tote this as overwhelmingly fair.

---

### Sector Z - The Great Fox

---

From: Starfox 64 (N64)



Features: Big Wall  
Arwings (stupid planes...)  
Arwing Lasers (even more stupid...grumble...)

Before I say anything, let it be known that the gun shown by []=== is not a platform. It is in Melee, but it isn't in 64. Now, this stage is probably the biggest in the game (if you don't count the clouds in Yoshi's Island). You're fighting aboard the Great Fox, Fox McCloud's ship. This ship is inhabited by laser firing Arwings, which are a constant nuisance. Just when you think that the game's won, an Arwing swoops down, lets loose a barrage of devastating laser beams, and boom, you die. Aside from the 4-shot barrages, Arwings can also serve as temporary platforms. They soon zoom upwards off the stage, so if you happen to be on them, you die from going too high. They can also flip you off by doing a BARREL ROLL. They may also swoop in from the background and dive-bomb you with lasers. One last thing, they may (RARELY) charge you after shooting a laser barrage. Again, I want everyone to know that the gun shown by []=== IS NOT A PLATFORM, NOR CAN IT FIRE. Aside from that, a fun, large

stage, fairly easy to play with. However, disliked in online play/tournaments due to idiotic ARWINGS and ridiculous camping.

1P Mode: VS Fox (3rd stage)

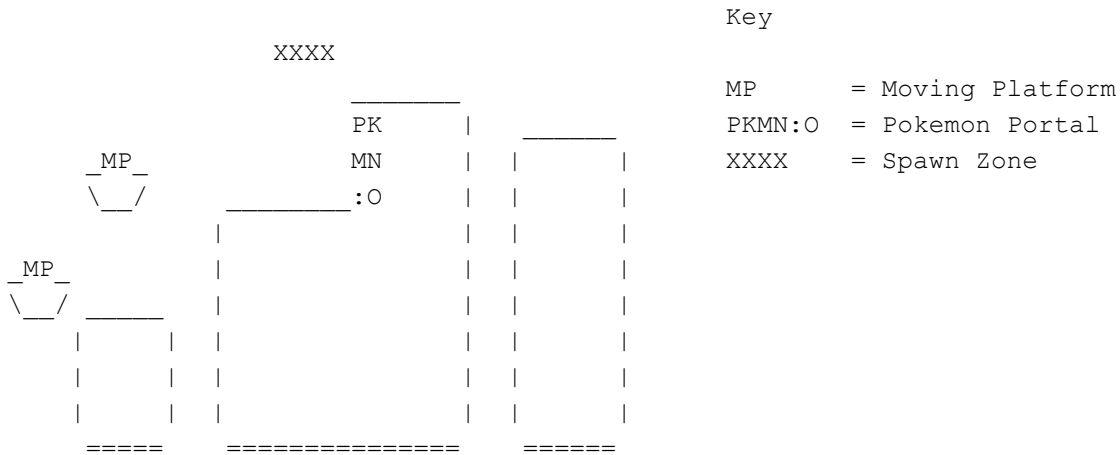
Meh. Dodge some lasers and combo away. Fox is light, and smashes work well. Avoid air play, computer use of Fox's U-Air is scary.

Competition: Banned

Banned, primarily because of the absurd size of the stage. Camping is just too easy here, and the Arwings randomly coming down doesn't make it any better.

-----  
Saffron City  
-----

From: Pokemon Red/Blue/Yellow (GB + GBC)



Features: Moving Platforms  
Pokemon Portal

A stage loathed by many, though it's my favourite. The reasons? The first is the presence of several holes spread randomly throughout the stage. This is a hazard to characters like Ness and DK, who use open space for recovery. This also aids spikers, who can now use the holes for low damage KOs. The two plats go up and down repeatedly, which can sometimes ruin recovery. Now...the Poke Portal...I'll list what can come out, and what can happen.

**Porygon** This is the squarish pink/green thing, which will come out hard and deal heavy damage. If you're there when it shoots out, you go flying.

**Charmander** Charmander is the orange lizard that breathes fire. It can either come out and shoot flames onto the platform or just come out and do touch damage. It can be KOed with a Falcon Punch, etc.

**Chansey** Chansey is the pink oval thing, which heals you if it comes out and you happen to be standing there. It can also be KOed (Falcon Punch, etc). If items are on, it can and will toss out a Chansey Egg.



a very unique stage that manages to be nostalgic and strategically sound at the same time. With Mario Bros. reminiscent scenery and a range of playing fields in one, this stage is a hard one to master. Notice the Warp Pipes that signify a Mario game. Pressing down (crouching) will cause you to warp to one of the other pipes. The lowest pipe that is on a wall cannot be entered, only exited. The two vertical pipes also can have Pirahna Plants coming out of them (like in the Mario games), which can damage you. A sufficiently powerful hit (Falcon Punch, etc) can knock them away. Next, note the two yellow platforms in the center. Stand on one, will you? Yeah, it begins falling. It restores itself after a while though (both of them). Not really an obstacle. Now, the most useful feature: the POW blocks. These blue blocks periodically appear above one of the above marked areas. Hitting them will basically initiate an all-ground version of Donkey Kong's Down-B, shooting enemies upwards. If the enemy is in the air, they're safe. Finally, the constricted space in the left of the stage can be juggle abused. Be careful. It is a fairly large stage, and you should make the most of it.

Competition: Banned

Banned, primarily because you can spam the pipes to really annoy people, and because some consider the POW block stupid. It's also a very random stage, and the blast lines are too small for most peoples' likings.

---

Metal Mario's House

---

From: Super Mario 64 (N64)

How to unlock: Gameshark Codes or bust

Key

XXXX  
\_\_\_\_\_  
|\_\_\_\_\_|

'=' = Hilly Platform  
XXXX = Spawn Zone

\_\_\_\_\_  
\ = \_\_\_\_\_ = /  
-----

Features: Very small size  
Slightly hilly platform

Surprisingly small, Metal Mario's House is only accessible in 1P Mode and with Gameshark Codes. I will have the relevant PJ64 codes with the next update (not sure about Mupen). This isn't really preferred in serious competition as the stage is really freaking small. Pika in particular has too many ways to destroy you on this stage, and DK's throws are insanely strong.

1P Mode: VS Metal Mario (8th Stage)

The simple way to beat him: spam drills like mad until you've accumulated 100% or more. He will now actively follow you. From here, wait near an ledge and throw him off when he gets near. If a powerful item appears, it will have a huge effect on him compared to your attacks. Bob-ombs in particular are very

dangerous. You can also chain-throw MM easily with certain characters. Note that MM has a shocking recovery as he is the fastest faller in-game.

Competition: Usually Banned/Unused

The stage is small and slanty and the blast lines are far away. Not used, since there are easier and more accessible options in general.

-----  
Battlefield  
-----

From: Super Smash Bros. (N64)

Unlock: Gameshark Codes, bro



Features: Very, very small size  
Edges that prevent ledge-DI

It's very small and you can't ledge DI to save yourself from edgeguards. The platforms are smaller and closer together than they are on Dreamland, which is easily preferable. I'm not really a fan.

1P Mode: VS Fighting Polygon Team (9th Stage)

This is gay. Camp at an edge, watch out for enemies dropping through platforms with aeriels, and B-Throw away. It's the only way I've managed to go through on Very Hard without losing a life. The fact that a convenient Onix spawned for me helped as well. Definitely the hardest 1P Mode Stage.

Competition: Banned/Counterpick

No Ledge DI and very, very small size make it quite unsuitable for competitive matches. That said, it is fairly standard and should be considered if you have access to a Gameshark.

-----  
Final Destination  
-----

From: Super Smash Bros. (N64)

Unlock: Gameshark Codes...

Key

XXXX = Spawn Zone

XXXX

Features: Not much. It's a medium sized stage.

With the advent of new gameshark codes (Go to Smashboards), this is now playable. Haven't done so myself, but still...

1P Mode: VS Master Hand

Easiest opponent in the game - 100% predictable, shielding stops everything, projectiles are horridly easy to dodge, and he doesn't even flinch. Drills can and will destroy the poor glove.

Competition: Not sure

Fox would be incredibly annoying to fight (SHDL much?) here, same with Yoshi and DK. Shooting star textures make playing here harder than it should be. It should be a fair-ish stage.

-----  
\*\*\*\*\*  
~  
\*\*\*\*\*  
-----

~~~~~  
8: Gameplay Videos fromthepros  
~~~~~

-----  
\*\*\*\*\*  
~  
\*\*\*\*\*  
-----

This is the best way to learn - watching videos by the pros. A vast majority of these will be Isai's. He's just that good. A lot of videos will be older ones, but I'll try to put in newer ones too. Isai is only one player, so for every character barring Link and Pika, I've put in at least one other decent player.

A friend helped compile this list. He's more competent than me anyway, so it should be better for whoever's reading this.

-----  
Mario  
-----

<https://www.youtube.com/watch?v=0J2QA5-A31o> (Akamario)

A lot of recovery mistakes, but the thing to watch is his application. Notable are the D-Air > U-Air short hops, as well as the double U-Air short hop. Both of these lead into grabs, remember that. It shows how to escape combos and get



back on stage using unorthodox Up-Bs. Also shows good edgeguarding. Last combo of the match is a very short and sweet one.

<https://www.youtube.com/watch?v=PB6eNRG2gw8> (Akamario)

Good D-Air, U-Air, good fireball usage (2:20 is awesome), great edgeguarding, timing in general, and an epic fight overall. Sima is a fantastic Ness. There is a brilliant U-Air chain later on, and interesting application of the weaker F-Air.

[https://www.youtube.com/watch?v=\\_swWGqH-HNY](https://www.youtube.com/watch?v=_swWGqH-HNY) (Isai)

One way traffic for the first stock. This shows how combo-prone Falcon is. It also shows the only time you should ever use Up-B offensively - after double jumped U-Airs. Down-B is used to dodge a Falcon D-Air (though it might not have hit anyway). Mario's good recovery is blended with edgeguarding, note that.

[https://www.youtube.com/watch?v=wawMo-\\_\\_Vhg](https://www.youtube.com/watch?v=wawMo-__Vhg) (Isai)

Some nice U-Air chaining, plus it's against an awesome Falcon. Note that Isai doesn't always attack when he's on the edge - sometimes he just lets himself hang. The threat of being edgeguarded is sometimes as powerful as edgeguarding itself, as seen where Isai simply moves close to Tatuman and Tatuman recovers in the wrong direction. Also a fun fireball trick at 1:21 (rebound anyone?).

<https://www.youtube.com/watch?v=kx7XHmS9XWg> (Isai)

Start about 40 seconds in. Shows some U-Air > U-Smash kills, drills > grabs, nice wall usage, plenty of SH D-Air to U-Air.

-----  
DK  
-----

<https://www.youtube.com/watch?v=HQJdydikEnU> (Morgen)

Ridiculously good DK. Techchases, edgeguarding, grab release and uses of F-Throw are all superb. The fact that he's against a competent Pikachu makes it even better. Up-B is used very well. 1:28 is fantastic edgeguarding.

<https://www.youtube.com/watch?v=5BwkaAGEpyk> (Morgen)

Cancelled U-Air > D-Air. F-Throw platform chains. F-Throw to Up-B. Good use of N-Air, better use of F-Air.

<https://www.youtube.com/watch?v=s2kpV5YcDqU> (Isai)

Basic F-Throw > F-Air/Up-B combos. Very good to use, especially on maps like this one or Congo Jungle. Note the first KO is a throw followed by a F-Air, then simply Isai's threatening presence. He's that good, people. Also of note are Up-B edgeguards. This vid also proves DK sure as hell isn't slow.

<https://www.youtube.com/watch?v=NlLdx0aWpn4> (Amasawa/Isai)

Two fantastically fast and fluent DKs here. Probably the best DK ditto ever recorded. This has the works: Up-B edgeguards, good grab use, jumping F-Throw combos, brilliant wall use, great application of U-Air, Down-B techchasing, platform shenanigans, D-Air > U-Smash, etc. A must watch for budding DKs. Amasawa is probably the best DK out there (next to Isai, I suppose).

[https://www.youtube.com/watch?v=e\\_1W0ThSbNE](https://www.youtube.com/watch?v=e_1W0ThSbNE) (Amasawa)

Pretty brilliant play by Amasawa the whole way through. The thing that the other videos lack is the hard but rewarding combo at 2:30. Brilliant stuff.

-----  
Link  
-----

<https://www.youtube.com/watch?v=aQamKMpml48> (Isai)

Good projectile use, including pivot Boomerang, taking out bombs in SHs, and a very fun boomerang edgeguard. Other things include good N-Air/U-Air juggles, good use of SH D-Air, wall use, good edgeguarding and the most important thing of all: continual, unpredictable movement.

<https://www.youtube.com/watch?v=HstjmRUyPvA> (Isai)

How much does F-Air rape against DK? Lots. The bonus is the good DK player. Lots of good aerial use, and awesome projectile use, as always.

<https://www.youtube.com/watch?v=drdtL9admys> (Isai)

Projectile ownage. One very notable thing is the awesome DI Isai does near the very beginning. Also note that Falcon's U-Air chains are basically impossible to avoid, even with the ridiculous DI.

[https://www.youtube.com/watch?v=e\\_1W0ThSbNE](https://www.youtube.com/watch?v=e_1W0ThSbNE) (Isai)

1:45 is what you're after. This is the only time I've ever seen the bomb recovery do more than force a ledgehog. It's worth learning...I think...

-----  
Samus  
-----

<https://www.youtube.com/watch?v=-L08PfUfruc> (Isai)

Defensive Samus. Despite what you might think, Isai manages to dominate. Good use of...everything, I suppose. F-Air and D-Air are especially good, and Isai uses Neut B with aplomb.

<https://www.youtube.com/watch?v=84ZvcyRp-CI> (Isai)

Plenty of escapable, but good combos laid out by Samus. Okay, not combos, but Isai wins in the end due to these chains of damage stacking. Up-B is used a lot. If you use a little prediction, you can see why it would be used. D-Air edgeguards are thrown around a lot, and they work.

<https://www.youtube.com/watch?v=K8-3hFuusGg> (Zantetsu)

Overall, a solid Samus. Highlights include good D-Air use, good Up-B use and an Up-B shield-break (even though nothing came of it).

<https://www.youtube.com/watch?v=RYvOr0shx0E> (Isai)

Very interesting match, 1:55 is a very nice little KO, with Neut B used to change direction when recovering. 2:29 is the most awesome Samus moment ever. As usual, aeriels are used extraordinarily well. B moves are also used quite

appropriately. Great prediction from 3:30 onwards.

---

Yoshi

---

<https://www.youtube.com/watch?v=cPRhlmaGnMc> (Prince)

Yoshi outplays Pika in pretty much every way, but loses because Pika is Pika. Good DJC F-Air/N-Air/B-Air, decent edgeguarding, interesting combos and best of all, very good parrying. No D-Air, which is odd.

<https://www.youtube.com/watch?v=XtqfPFRjQfs> (Sossi)

Successful egg edgeguards, good parrying, use of 2nd jump invincibility, good DJC, plus D-Air, which was missing in the above vid. Again, Yoshi loses. But this time it's because Isai is Isai.

[https://www.youtube.com/watch?v=WiB\\_YorfXb0](https://www.youtube.com/watch?v=WiB_YorfXb0) (Sossi)

Wall use, a shield break, more parries, good U-Smashing, good play in general. Pretty extraordinary Yoshi play, and a good one to learn from. Gets Isai down to 1 stock, which is pretty damn good.

---

Kirby

---

<https://www.youtube.com/watch?v=A4X-RBsfcDA> (Isai)

Kirby as he should be played: good edgeguarding, F-Smash only when necessary, no U-Tilt camping and creative recovery, as far as Kirby's recovery can be labelled creative. There's a shield break that makes Pika fly off the screen at 3:18, only he doesn't. The sound plays though. That's how awesome Isai is. This vid shows everything Kirby should be doing, but not everything Kirby can do...

<https://www.youtube.com/watch?v=puxJEIClKak> (KrazyKirby)

The potential of F-Smash and U-Tilt are shown here. KrazyKirby isn't as campy as a good majority of online players, and his spacing and approach is also very good. Also, his opponent has an awesome name, because Rurouni Kenshin is awesome.

---

Fox

---

[https://www.youtube.com/watch?v=tfm0rz\\_GRMg](https://www.youtube.com/watch?v=tfm0rz_GRMg) (Sensei)

<https://www.youtube.com/watch?v=47dJ-U3nol4> (Sensei)

His Fox is awe-inspiring. He uses lasers and his reflector with ridiculous precision. There's a reason why Isai chooses to play this guy. Isai still wins in the end, but anyone could learn a thing or two from this laser enthusiast. Two matches in one, because these are my vote for the best use of B moves in the history of Smash.

<https://www.youtube.com/watch?v=Ri8lo3b80yk> (Isai)

The first stock embodies Fox's combo game. D-Air, U-Tilt, D-Tilt, U-Air and

even a laser for stun are thrown in. The only things missing are jabs and a Ness on the receiving end (because, you know, I hate Ness). Good edgeguards and a bit of fox-in-the-box is shown. Brilliant DI at 2:28, a good jab>U-Smash at 2:40 and basic good play by both parties.

<https://www.youtube.com/watch?v=mSX8Auc1NCs> (Isai)

Fast, frenetic play, with doable combos. U-Smash is used very well. A very solid video, a good one to learn off.

-----  
Pikachu  
-----

<https://www.youtube.com/watch?v=ouUooMEHqig> (Isai)

The most brilliant Pikachu vid ever made. This is because Isai loses one stock due to bad recovery, then takes off four of Kurtis's stocks without taking any damage at all. Includes staples like U-Tilt use, ledgehop edgeguards, how to use grabs, aerial combos and plain ownage.

<https://www.youtube.com/watch?v=sRmCRt8Qk3E> (Isai, Johnny)

Isai displays a brilliant aerial combo in the first stock, taking no damage while beating Johnny down. This is followed by exemplary edgeguarding (since it is against another Pika). Johnny also displays decent use of tilts and throws. A double F-Throw, SH U-Airs, use of D-Air and F-Smash to edgeguard and B-Throw's astonishing KB are all displayed.

<https://www.youtube.com/watch?v=wagRnubWljA> (Isai, Johnny)

Far fairer. Good wall use, good edgeguards, good U-Smash use, and Isai loses. In short, Johnny's a freaking good player, so don't judge him by the previous vid. Agility is used to dodge attacks quite well.

<https://www.youtube.com/watch?v=wGZcsehscTY> (Isai)

Mainly for the laughs. This is how comprehensively owned Falcons (and to a certain extent, DKs) are when facing good Pikas. Only 1 and a half minutes, all because Falcon is made to be comboed. Exemplary Pika play in general. U-Air and N-Air abound. F-Tilt is used quite well at 1:17.

-----  
Luigi  
-----

<https://www.youtube.com/watch?v=ry7UNDGZS1Y> (Isai)

Very good use of U-Air, Up-B and aerials. Note at 3:09 where he uses Neut B to change the direction he was facing. This shows that Luigi doesn't need to use 0-deaths every time: SH U-Airs at about 50% are a setup for a kill. Tigerbombz is also an excellent Link.

<https://www.youtube.com/watch?v=lexLRdYAMfQ> (Isai)

Grab cancel at 1:05, pretty interesting. Aside from that, it's basic Isai ownage. Fastfall U-Airs, flamboyant Up-Bs and good wall use are all included. Have fun.

<https://www.youtube.com/watch?v=Muc2EvHMcdQ> (Lawrencelot)

Lots of tornado use, which I love. It's my signature with Luigi. Of course, Lawrencelot shows a high level of competence in comboing and edgeguarding (I suppose it is Falcon), which is definitely a plus. The often neglected F-Air to U-Air is used a few times. The Up-B edgeguard is neglected, it turns an enemy around, which means Link and Samus are screwed over (two of Luigi's more common adversaries - low tier fights).

---

Captain Falcon

---

<https://www.youtube.com/watch?v=HEec8yifjDw> (Isai)

Generic 0-death combos, plus Falcon's better edgeguards. These include D-Air, B-Air and U-Tilt, which fails twice, unfortunately. Also shows some basic Fox stuff, including a flat surface combo.

<https://www.youtube.com/watch?v=QV1XQHi5j8o> (SuPeRbOoMfAn)

When a vid is 1 and a half minutes long, you know Falcon's in it. Boom beats the ever loving crap out of thegreginator, who I'm sure is quite good in his own right. Plenty of good comboing, lots of opportunities used, nice F-Air > U-Air > Up-B action off the ledge.

<https://www.youtube.com/watch?v=3-pDsK2k9DY> (SuPeRbOoMfAn)

Good generic combos, very good watching. Also note that Isai loses. On a more serious note, see how Boom turns to continue an U-Air chain,

<https://www.youtube.com/watch?v=u9dW-n8KsLk> (Isai, 358)

A death in the first 20 seconds. Two deaths in the first 40 seconds. You get the idea. Includes several 0-deaths (as expected of a Falcon ditto), a Falcon Punch edgeguard, and some approach tactics. The most notable thing is a few repeated D-Airs, Mario bros style. This is recoverable for the attacker, as shown here.

<https://www.youtube.com/watch?v=sMpsd8Lt9hs> (Isai)

0:12 shows some very nice DI out of a drill. The whole match is just showing that Jiggs is hard to combo, and that B-Air works wonders. Note the shield break KO and the fact that Isai doesn't use U-Smash or F-Throw - KB is too great to really combo Jiggs.

[https://www.youtube.com/watch?v=Yu\\_moia-oVI](https://www.youtube.com/watch?v=Yu_moia-oVI) (Isai...who else?)

Isai nails 4 Falcon Punches, including one where he kills by knocking a guy into an Electrode. Hapless saps never know what's coming. Nifty double spikes and super awesome Up-B OOS kills. If there were tricks like these in Isai's arsenal for every character, everyone would lose.

---

Ness

---

<https://www.youtube.com/watch?v=2J3i9gFKz48> (Isai)

The most technically perfect Ness I found, though in my opinion not the most creative. DJC is used with exceptional timing and skill. His techchasing is

very good, and there is a bit of full-hop fastfall D-Air, which is a very nice approach against most characters (despite Kirby being one of the characters you shouldn't do this to). Shield break at 1:28, if anyone wants to see good use of DJC. The duration of D-Air is used well at 2:09.

<https://www.youtube.com/watch?v=o8eKrDIAySQ> (Sima)

My vote for best Ness. DJC is used with distinction, there is a DJCed F-Air combo in the first 20 seconds, and a shield-break > PK Thunder Charge at about 1:10. Kickass. Seriously, even if this description is shorter, this guy is quite likely a more entertaining Ness than Isai.

<https://www.youtube.com/watch?v=PB6eNRG2gw8> (Sima)

A follow-on to the above video. This is also in Mario's section: Akamario is pretty freaking awesome. I can't say much here, just watch the epic battle.

-----  
Jigglypuff  
-----

<https://www.youtube.com/watch?v=aD9SGxu0cXk> (Isai)

Brilliant spacing overall, sometimes just outside Ness's hitboxes. Rest is thrown out a bit, as are U-Air, D-Air and N-Air, all of which are put to great use. I can't emulate it myself, so explanations might be hard. Just watch it for aerial awesomeness. Note that Isai doesn't do the standard one jump one pound recovery (then again, he isn't knocked off at all). It's best to get high up as Jiggs, unless you're facing Pika. This makes it harder for them to immediately KO you, and also gives you a chance to get a D-Air in.

<https://www.youtube.com/watch?v=2ReDiNdM2Qc> (Isai)

The dominance of D-Air and U-Tilt are displayed here. Note at 1:25 how Isai aims his Rest so it would KO off the closer side, rather than sending his foe the other way. 2:00 shows why N-Air is an awesome aerial attack.

[https://www.youtube.com/watch?v=gUOt\\_RhwiGc](https://www.youtube.com/watch?v=gUOt_RhwiGc) (Darth Fox)

Overall good Jiggs. Very nice comboing, deviating from the linear D-Air U-Tilt standard. 1:38 again reinforces my support of N-Air. Even more interesting, he tries to use the teleport AT. 2:38 is the more noticeable point. The Ness could use some work, but Zantetsu is a decent player, so Darth's victory was very valid.

-----  
\*\*\*\*\*  
~~~~~  
\*\*\*\*\*  
-----

~~~~~  
9: Items (or Why Items Suck In Competitive Play) brokenz  
~~~~~

-----  
\*\*\*\*\*  
~~~~~  
\*\*\*\*\*  
-----

This is pretty much a party game, so there's usually a way to make the game a basic 'bash them with whatever you can find' game. And that method is items. Items can tip the scales if you know how to use them, and are generally banned in all competitive play, because each and every one of them is cheap and can cause total unbalance. Let's go over them, and why items shouldn't be used in competition.

---

## Melee Items

---

All the Melee weapons. These include the Beam Sword, the HomeRun Bat, the Fan, the Hammer, the Fire Flower and the Star Rod.

---  
Beam Sword            Simply put, this powers up several of your moves to super  
---                    strong levels. The moves affected are the jab (neutral-A),  
                         the F-Tilt, the F-Smash and the dash attack. Your jab becomes  
\*Read This\*           an extremely quick, large and strong one hit attack. This is  
\*One First\*           probably the best part of the Beam Sword. The F-Tilt becomes  
                         a meaty, powerful forward swipe, and the F-Smash a crazy  
Star Wars?            strong (but slow) smash attack. The dash attack gains a large  
                         forward hitbox varying from character to character. The most  
                         broken parts about this item are the jab you gain and the use  
                         of this as a huge, powerful projectile.

---  
HomeRun Bat           Well...the F-Smash with this is an instant one hit kill. So...  
---                    yeah. It's exceedingly hard to land though, so don't get too  
Earthbound            excited. The best part of this weapon is the throw attack,  
                         which can easily KO DK at about 50%.

---  
Fan                    As well as having a seriously weird KB trajectory, the Fan  
---                    will instantly break shields with a F-Smash. Throws and other  
Original                attacks do nothing. In a game with ridiculous punishment, any  
                         method of leaving an opponent utterly helpless for guarding  
                         should not be allowed, and SSB64 is that game.

---  
Hammer                The Hammer turns you into a juggernaut with only one jump.  
---                    It's 30% if you're hit, and extreme KB too. However, you can  
Donkey Kong           be hit (by things like Kirby's Down-B or invincible foes).  
(Jumpman)            And if you're off the edge, you die. However, in the vast  
                         majority of cases, you can get at least one kill if you use  
                         this thing properly.

---  
Fire Flower           Sends out a large, blazing flamethrower in front of you.  
---                    If you trap someone against a wall (in HYRULE, PERHAPS),  
Mario Bros.            then it's an instant 170% or so. It also gets to be a very  
                         dangerous projectile (with fire effects, yay). The flames  
                         can be DI'd away from, but meh, it's still a stupidly large  
                         wall of fire. Runs out of gas eventually.

---  
Star Rod              I played with this thing online on an items match once, and  
---                    man it is outrageously annoying. It's like having a gun that  
Kirby                   that fires Samus's Charge Shot at moderate charge. Not only

that, it also gives you all the benefits of the Beam Sword and the ability to fire those cannon shots with a F-Tilt OR F-Smash. There are 20 projectiles in it. Luckily you can't fire this thing in mid-air. A decent projectile, too.

---

## Projectile Items

---

All the Projectile Items. These include the Motion Sensor (MS) Bomb, the Bob-Omb, the Bumper, the Green Shell, the Red Shell, the Pokeball and the RayGun. The Capsule and the Egg will also be put in, just because I say so. Crates and barrels too. Link's Bomb will not be included, because it is a generic move.

---

MS Bomb            The Motion Sensor Bomb is a dumb item that turns the game into  
---                    'who can dodge this area the longest'. Hurl the opponent into  
Goldeneye 007      a stuck bomb and watch for the imba knockback and power. It  
                      also hurts to be struck directly by a thrown MS Bomb. After  
                      sticking, it won't activate for about two seconds, so get the  
                      hell out of there while you still can.

---

Bob-Omb            A superpowered version of Link's Bomb. Throwing it is more or  
---                    less an instant KO to anyone above 30%. If you leave it lying  
Mario Bros.        there it'll get up and walk around, eventually exploding.  
                      Needless to say, touching it in this state is more or less  
                      instant death as well. You can hold it for as long as you want  
                      without it exploding, but getting hit with a strong enough  
                      attack can cause it to go off.

---

Bumper            In my opinion, the most underrated item in SSB64. Newbies will  
---                    look at it and see a dodgy item that has high knockback. It is  
Original            much, much more. Throwing it near a ledge stops sweetspotting  
                      and recovery. Throwing it at an enemy from above is a spike.  
                      Throwing it in general causes very high knockback. This is not  
                      to be overlooked - at its best, it's a ranged spike. At it's  
                      worst it's a frustration. I hate it, a lot.

---

Green Shell        Would be a rather mediocre item if it weren't for the stupid  
---                    large knockback. A ridiculous edgeguard. Not quite as broken  
Mario Bros.        as the vast majority of items, but it still gives its wielder  
                      an unfair advantage.

---

Red Shell           It's a Green Shell, but with a twist. If you hurl it onto a  
---                    platform, it'll zoom left and right on that platform for a  
Mario Bros.        while, hitting anyone and anything on the platform. It's  
                      just another obstacle to avoid, as getting hit by it gives  
                      an opponent a free combo.

---

Pokeball           Gah. This is going to be long. The Pokeball is a powerful  
---                    weapon by itself. Hitting a foe causes knockback and basic  
Pokemon            damage. However, a Pokemon soon emerges. Let's have a list of  
                      the Pokemon.

Charizard           Charizard appears and blows fire with Flamethrower. One side,



then the other. Not game breaking, but it does make an area hazardous to go into. Charizard itself does damage too. The fire has surprising knockback.

|           |                                                                                                                                                                                                                                              |
|-----------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Blastoise | Blastoise appears and starts shooting Hydro Pumps forward. It can seriously injure you if you're in front of it. Blastoise itself hurts you if you touch it. The Hydro Pumps have a very low trajectory, which is really stupid.             |
| Beedrill  | Beedrill appears, zooms off, then appears with a cohort of like-minded insects, all using Fury Attack. They rush across the screen and damage any in their way. Pretty frustrating. Enemies hit get flung straight up.                       |
| Clefairy  | Clefairy comes out and uses Mimic on one of the other Pokemon. Can be annoying or hilarious (GIANT CLEFAIRY! CLEFAIRY SWARM!). Actually, it's probably Metronome, but it's restricted to only the other Pokemon, hence Mimic.                |
| Meowth    | Meowth appears and uses Pay Day to strike a large area around it. Can deal heavy vacuuming damage. Enormous space control potential, but it's not overly difficult to avoid.                                                                 |
| Onix      | Onix appears and flies upwards, before unleashing a fairly randomised Rock Slide from above. Deals fair damage, but has little knockback, as far as I have seen. Onix itself has fair KB and damage. It also lags the game in 4-player mode. |
| Koffing   | Koffing comes out and fills the area with Smog. Nearby foes take fairly heavy damage, and get trapped. Unfair chances to KO come from this. Can be easily DI-ed out of.                                                                      |
| Goldeen   | Goldeen flops out and uses Splash. No damage or anything.                                                                                                                                                                                    |
| Hitmonlee | Hitmonlee comes out screaming, then does a Hi Jump Kick in the general direction of the nearest foe. Heavy damage and KB if you're hit, but it's easy enough to dodge. Enemies are flung straight up.                                        |
| Starmie   | Starmie comes out, tracks an enemy for a bit, then unleashes a relentless Swift. Not too big a deal in 1v1, but in 3p or 4p it can be a relentless pain, especially coupled with other items.                                                |
| Snorlax   | Sucks to be whoever didn't throw this. Snorlax leaps up, then falls down in the FOREGROUND with a Body Slam, pretty much hitting and annihilating the whole arena. Gives some insane map control to whoever threw it.                        |
| Mew       | Mew comes out and floats away. Very rare. Just for show.                                                                                                                                                                                     |
| ---       |                                                                                                                                                                                                                                              |
| Capsule   | The Capsule usually holds one item inside. On occasion (12.5%                                                                                                                                                                                |
| ---       | chance, I heard), the Capsule has Bob-Omb-like power when                                                                                                                                                                                    |
| Original  | it hits something.                                                                                                                                                                                                                           |
| ---       |                                                                                                                                                                                                                                              |
| Egg       | A white, egg-shaped version of the Capsule. Given out by                                                                                                                                                                                     |
| ---       | Chansey when it's summoned.                                                                                                                                                                                                                  |
| Pokemon   |                                                                                                                                                                                                                                              |



## Techniques you must master

---

There won't be an explanation on these techniques. They're in the Techniques section. You'll have to master these before you can really start comboing.

- \* Z-Cancels
  - \* Fast Fall
  - \* Short Hops
  - \* Short Hop Aerials
  - \* Stick Jumps
- 
- 

## Recovery Tactics and Sweetspotting the Edge umustrecover

---

---

After you get knocked off, YOU MUST RECOVER. They've given every character a method of modifying their recovery using special moves in order to increase the distance recovered or to increase the chance of getting back on. Note that these moves are not restricted only to your Up-B moves. For instance, Mario's Tornado (Down-B), if performed correctly, can give notable vertical distance, as well as a bit of horizontal movement. Yoshi's Ground Pound (Down-B) allows you to sweetspot from a height while threatening anyone below you. The list goes on.

Mario: (Down-B) Button mashing B during the Tornado gives upwards movement.  
(Up-B) Super Coin Jump gives nice vertical and horizontal recovery.  
Disjointed attack frames knock edgeguarders away.  
(N-B) Extra damage and deterrent to edgeguarders

Mario has a very good recovery in terms of distance. His Up-B is very good at hitting enemies near the ledge, though you can still be hit out of it.

DK: (Up-B) Spinning Kong can move left and right during the animation.  
(N-B) Giant Punch can change the direction DK is facing.

DK's vertical recovery is pretty bad, but horizontal is quite good. His Up-B is very meaty and can sometimes absorb random hits.

Link: (Down-B) See Link's Bomb Recovery.  
(N-B) Can be safely thrown to try and hit edgeguarders.  
(Up-B) Fairly weak recovery, but the attack aspect deters opponents.

Link has terrible recovery, and bomb tactics don't really contribute. Up-B can randomly hit opponents though, which can lead to edgeguarding of your own.

Samus: (Down-B) Repeated use in midair gives excellent horizontal recovery.  
(Up-B) Fast recovery with constant attack frames..  
(F-Air) Deterrent to edgeguarders. For distance, Down-B is preferable.

Samus' floatiness is excellent in ensuring she returns from the edge of the stage. Her bomb helps her recovery, but remember it gets rid of your second jump. Her edge-grab hitbox is weird, and she can grab the ledge even while it's above her head. It's hard to hit her out of her Up-B.

Yoshi: (Down-B) Can be used to fall and sweetspot from up high.

- (N-B) Can take enemies with you if you're about to die.
- (Up-B) Can be used for Egg Cancelling
- (Jump) Invincibility frames can completely ignore non-throw move KB

Very high 2nd jump, easy enough to recover (assuming good use of 2nd jump). Just don't attack while you're in your second jump, or you might be hit off. You can Up-B as you reach the edge (once you throw the egg you can grab the edge immediately).

- Kirby: (N-B) Can incapacitate and possibly KO edgeguarders.  
(Up-B) Quick recovery that can hit unwary opponents. Easy to be hit.

Extraordinary vertical and excellent horizontal recovery in terms of distance. Very easy to edgeguard from above, so try to recover high if possible.

- Fox: (Up-B) Basic, directable recovery with chance of hitting enemies.

Okay horizontal and vertical recovery. Fairly easy to edgeguard. Landing on the stage is an option, since Up-B has almost no landing lag frames.

- Pika: (Up-B) Excellent redirectable double recovery.  
Very easy to sweetspot, can be used to stall.

Good horizontal and vertical recovery, quite simple to maneuver past foes. The only recovery that can really bypass the edge completely.

- Luigi (Down-B) Button mashing B during the Tornado gives upwards movement. It can also stop off-ledge edgeguarders, and possibly KO.  
(Up-B) Super Fire Jump gives moderate recovery.  
Doesn't really hurt edgeguarders if sourspotted.

Great vertical, mediocre horizontal. Up-B is really bad for hitting enemies, so high recovery is probably best.

- C.F (N-B) Falcon Punch can be angled upwards for slight recovery.  
(Up-B) Falcon Dive is a main recovery and can KO edgeguarders.  
If an opponent falls victim to this, it can be used again.

Pretty average in horizontal and vertical recovery. Up-B can randomly warp to your opponents and grab them. By the by, Down-B offers exactly nothing for recovery in terms of distance, and is easy to be hit out of.

- Ness (Down-B) Allows you to grab the edge out of your second jump.  
Projectile absorption. Maybe. Nah.  
(Up-B) Gives extraordinarily long directional recovery.  
Can sweetspot ledges if the user is skilled enough.

Good distance, but horridly slow and easy to edgeguard. Try using his aerials to hit people (if your second jump gets you to the edge, that is)

- Puff (N-B) Can be repeated for good horizontal recovery.  
Can be angled for horizontal and vertical recovery.

Dodgy vertical, exceptional horizontal. Easy to stall, too.

There are many ways to recover, and the primary idea in recovering is not simply to get back to the stage, but also to prevent yourself from being hit straight back off. How to do this? One method is sweetspotting the edge.

You may have heard of 'sweetspotting the edge' and wondered what it meant.

Perhaps you just read a few of the above descriptions and saw the phrase. Sweetspotting the ledge is the simple act of grabbing onto the ledge while recovering, rather than going straight onto the platforms. This is not to be confused with sweetspotting attacks, which means hitting with the optimum hitbox. Why would you do this? Let's go over the groundwork.

Major recovery moves (Up-Bs) have the frustrating side effect of causing you to go into a mode called Helplessness. During this mode you are helpless (of course), and the only things you can do are slightly modify your falling trajectory and go into fast-fall. When you land you'll receive a punishing amount of landing lag, which cannot be Z-cancelled (Z-cancelling counts as an air-based move, and you are unable to use such moves in Helplessness). Why is this so dangerous? As you land, you are liable to be smashed straight back off by anyone waiting for you. If you're thinking ahead, you can see the vicious circle forming. So, how to get back on?

There are two major ways. One is to hit any potential edgeguarders with your recovery to temporarily incapacitate them. This is preferable, but hard to do, because they'll be on the defensive as well. Some characters simply cannot do this, because their recoveries aren't suited. The second safe method is to sweetspot the ledge and work from there. When you first latch on, you get a few invincibility frames, which guarantees your safety from diligent guarders.

Note: Grabbing the ledge obviously cancels the Helplessness, as you may have already guessed from this explanation.

The act of hanging from the ledge gives you many possibilities.

- Do nothing: You hang on, awaiting orders.
- Hold Up/Fwd: You clamber back on swiftly.
- Press A or B: You climb on and launch a quick, weak attack as you do so.
- Press Z: You roll onto the platform and get a little distance inwards.
- Hold Back: You let go of the ledge and go into a falling state.
- Hold Down: You fast-fall down from the ledge.

Of these choices, the most useful one is to hold Back on the control stick. When you do so, you'll be slightly below the ledge with your second jump and further recovery all ready for reuse. Of course, having your second jump also means you can simply hop straight back on and attack any waiting foes with an aerial. This is expected in competitive play, so perhaps you want to stall a little. You can obviously just stay put and hang. You can hang for as long as you want, but this soon takes away your invincibility frames and opens you up to smashes. That said, holding Down is useful in ledgestalling, where you drop and jump right back up in order to keep invincibility frames on the ledge and perhaps confuse waiting foes. Unless there's a big opportunity, you won't be seeing much of the ledge attack, even though you get even more invincibility frames during the attack. Rolling from the ledge by pressing Z is another possible choice, but will likely work only once or twice, because enemies learn to expect it after said number of times. Finally, holding Up on the control stick will quickly boost you up. There are no catches to this, but if you're willing to risk getting hit for a little extra speed, it may be worth it. Obviously, all these choices are better than being smashed right back off by a waiting adversary.

-----  
-----



- Dodge Rolling
- Teching
- Tech Rolling
- Rising Attacks
- Tired Rising Attacks
- Rolling from ground
- Rising from ground
- Grabbing onto a ledge
- Rising from a ledge
- Attacking from a ledge
- Tired attacks from a ledge
- Rolling from a ledge
- Tired Rolling from a ledge
- Upon Grabbing (The first frame or two)
- Throw Animation
- Samus's Bomb (Samus's Down-B, First frame or two)
- Pikachu's Agility (Upon initiation of a segment of Pika's Up-B)
- Jigglypuff's Rest (The first frame or two or Jiggs's Down-B)
- The time after you spawn (Short, plus opponents usually run away)
- Being in the Rocketbarrel (On Congo Jungle)
- Warp Pipe Transition (On Mushroom Kingdom)

Obviously, this one will see the most use. Dodge Rolls, Techs and ledge-based frames are most common, whereas the character specials depend on how often the user chooses to use them. The grab-related one is hard to use, primarily since it's very short and requires foresight. Stage based ones are rather different in application. The Warp Pipe is, admittedly, usable, but the Rocketbarrel's invulnerability is nigh-inapplicable, because people will be aiming to get you as you rise.

---

#### Constant Attacking Frames

---

These moves will not give you any invincibility, but will make you much harder to hit if used right, because there are constant attacking frames in a fixed direction, sometimes with large range. Most of these have long or infinite attack duration. Sorry about the long, boring list. Feel free to argue whether or not they have constant attacking frames. You can cancel moves with these if you so wish (projectiles mainly).

- 
- Infinite A combos (Hard to implement and low damage)
  - Multi-hit aerals (eg. Mario's D-Air, Samus's U-Air, Pika's F-Air)
  - Sexkicks (All N-Airs but DK's, DK's B-Air, Link's D-Air)
- 

- DK's U-Tilt
- DK's D-Smash
- Link's U-Tilt
- Link's U-Smash
- Falcon's U-Tilt
- Samus's U-Smash
- Kirby's F-Smash
- Kirby's D-Smash
- Fox's F-Smash
- Pikachu's F-Smash
- Luigi's Dash Attack <- lol
- Falcon's U-Tilt
- Ness's U-Smash

- Ness's D-Smash
- Jiggs's F-Smash

- 
- Mario's Up-B
  - Mario's Down-B
  - DK's Up-B
  - DK's Down-B (Works against grounded foes only)
  - Link's Up-B
  - Samus's Up-B
  - Yoshi's Down-B
  - Kirby's Up-B
  - Kirby's Down-B (while falling)
  - Fox's Up-B
  - Pikachu's Down-B (Assuming the thunderbolt hits you)
  - Luigi's Down-B
  - Falcon's Up-B (Acts as a grab, basic homing)
  - Falcon's Down-B
  - Ness's Up-B (When used as recovery (search PK Thunder Charge))
  - Jiggs's N-B
  - Jiggs's Up-B (Grounded foes are made helpless)

- 
- Using the Hammer (items only)
- 
- 

~~~~~  
Human/Computer Comparison manvmachine  
~~~~~

---

---

OMG, I CAN BEAT A LV9 COMP WITHOUT LOSING LIVES LOL! This means absolutely zip to a good player. For all we know, you just spammed U-Tilt with Pikachu and Thunder Spiked them away. Anyone can do that. There are quite a few extremely obvious differences between computers and humans. Let's go over a few.

Computers have insane timing and sweetspot with (obviously) inhuman ability. However, that's the extent of their skill. Their cons FAR outweigh their pros, and shouldn't be relied on as a measure of skill. They will use unsuitable moves in situations where other moves could be relied upon. They rarely use any advanced techniques. They taunt when they could be continuing a combo or edgeguarding. They will not attempt to repel off-the-edge edgeguard attempts, will not use anything other than their second jump and their Up-B move when recovering, and cannot use said moves flexibly (they will jump and use them as soon as they calculate they will get back on the stage. If this is impossible, they will sweetspot the ledge precisely).

If you stand a certain distance from them, they will dodge roll like idiots or repeat a single move, usually grab or smash attacks. They will commonly repeat moves that are very rarely used in competition, such as Ness's PK Fire or PSI Magnet, Fox's Fox Fire (as an attack), or Yoshi's Egg Lay. If interrupted in the middle of a recovery, they will not re-attempt to make it back on. If you are a fair way away, or right below them, they will jump around aimlessly or wander stupidly for a while. They rarely Z-Cancel airdials, and hardly ever tech landings unless you are quite far away. They never use the combos humans will, rarely employ useful moves like DJCing, and do stupid character specific things like directing Ness's PK Thunder recovery right into walls, staying in Kirby's Rock form for the entire duration, and not using Pikachu's Agility in



any non-compass point (North, South, East, West) direction. In addition, they button mash at the highest possible rate, breaking out of DK's grab, Yoshi's Egg Lay and Jigglypuff's Sing without any hassle.

Correction: Comp Pikachus will very occasionally use a non-compass direction when they can sweetspot by doing so, or if they have no other choice.

Humans, on the other hand, have one thing that will forever make them more difficult to beat than AI bots. Unpredictability. Whether it's in edgeguarding or combo linking, returning to the stage or use of the environment, it is the edge humans have over bots, and more importantly, over each other. Only humans can use Samus's bomb technique to recover. Only humans can redirect Ness' PK Thunder charge. Only humans will use Mario or Luigi's Tornado to gain vertical height. As such, you cannot possibly hope to use tactics specifically for use against computers in online play, unless the tactics literally prevent the opponent from reacting.

-----  
Just to demonstrate my mastery against computers, here's my guide to beating Lv9s without losing a life.

- 1) Camp at an edge
- 2) Shield grab the noob computer
- 3) Throw off the edge
- 4) Predict their recovery
- 5) Edgeguard as necessary, but keep getting them off the edge
- 6) Repeat

Uh huh. No 'To beat Samus with Luigi, you must \*blah blah blah\*'. You can't lose with my strategy if you have any common sense. This is how useless CPUs really are in the world of competitive smashing.

-----  
-----  
~~~~~  
Defence guardbreak  
~~~~~

-----  
-----  
Have you ever watched the movie 'The Karate Kid'? No? Well, you suck and can go back to your Twilight marathons. For those who have, you may recall that Mr. Miyagi taught the Kid in question defence techniques before any silly flying kicks. When it comes down to it, defence is more important than offence for the simple reason that you have more options and more opportunities when standing in a non-committal position.

If you've ever played a traditional fighter, you'll know precisely how strong a good defence is. In a game like Smash, defence is different but no less valuable. We'll discuss defensive options here, and the pros and cons of each particular option.

--  
Shielding  
--

The shield is a round bubble that covers most of your character and provides

a sort of secondary damage bar. It will absorb damage your character would normally be taking. It has a HP of 55, and will slowly lose that HP if you stand there holding the shield button.

Shields guard against all attacks with hitboxes: everything that isn't a grab. Grabs bypass shields completely and don't damage the shield's HP.

Losing all your shield HP will leave you in a long dizzy state. You will come back to your senses after a looooooong while, or if pushed off an edge. Being hit puts you in a normal state.

Refer to

<http://www.smashboards.com/showthread.php?t=302259>

for more info.

--

Shieldstun is immense in this game. Many aeriels leave a shielding character immobile for so long that a free grab or another attack can be thrown out without a problem. A good number of attacks have long ending lag, but if you hit a shield with your attack, your ending lag isn't such a big deal, since your opponent will suffer similarly crippling shieldstun.

Basically, shielding is not advantageous in this game if overused. It isn't easy to get out of a situation where you are shielding and an opponent is attacking you so long as they know what they are doing.

It is still very useful if the opponent approaches and doesn't pressure properly, and a number of moves offer the shielding character advantages over the one attacking. It

--

Dodge Rolling

--

Dodge Rolls are simultaneously the most overrated and overhated technique, by newbies and scrubs respectively.

Newbs will dodge roll ALL THE TIME. I want to put it out there: Dodge Rolls are punishable. You can grab people out of them as they end, or just use an attack if you predict where they are going.

On the other hand, that does not make them bad. Scrubs will think 'I can be punished for using dodge rolls, I won't use them'. That's a horrid mentality. They are, as with all things, only as bad as the player.

Dodge rolls can be used to create some space, to change the direction you're facing, to get you as close to a ledge as possible, etc etc. When using dodge rolls, just try and use them in a way that won't get you punished.

--

Teching and OTG Play

--

You are always at a disadvantage after being knocked down. This is a staple of all fighting games, and Smash 64 is no exception. Teching can help you out of that state.

Teching is a necessary option. You cannot win without teching, because the brief moment you're on the ground after knockdown is not safe. You can be grabbed or hit easily. Other games call this an OTG (on the ground) state. In the same vein, teching is as punishable as dodge rolling, if not moreso (dodge rolling is optional, teching is not).

To put it simply, teching properly at high level play can win matches. Your opponent will always be looking to punish your techs, so if you can make them mispredict and return to a spacing game, you aren't out of the game yet. And, as you should know, not losing is cut from the same cloth as winning.

--

Teching is not the only thing you can do OTG. If an opponent is expecting and can read your techs, then mix it up. Don't tech, then do a wakeup attack/roll out of harm's way. You can even just get up and jump/use a jab or something. The idea is to mix it up and make them guess wrong to escape punishment.

-----  
\*\*\*\*\*  
~~~~~  
\*\*\*\*\*  
-----

~~~~~  
11: Techniques letsbpro  
~~~~~

-----  
\*\*\*\*\*  
~~~~~  
\*\*\*\*\*  
-----

Let's get this straight. Techniques are not combos. They are not 0-death moves that kick ass and are awesome (though some can aid in that). They are skills you need to learn (or at least keep in mind) to advance your game. Some are fairly obvious, others more technical, thus the name: Techniques. Seriously, even if you already know this stuff, maybe read it again to get a nice, warm reminder. The internet community calls these things Advanced Techniques, or just ATs for short.

A small note here:

Wavedashes, Sidestepping, Air Dodges, Meteor Attacks, Meteor Cancelling, SHFLing, Grapple Recoveries and Footstool Jumps are all non-existent in 64.

L-cancelling is called Z-cancelling here, though it really should still be L-cancel (for Lag Cancel).

-----  
-----  
~~~~~  
Unspecific Techniques everyonein  
~~~~~

Performable by multiple characters, these are the unspecific techniques! Here

they come :O!

I've roughly ordered them from most usable/important to most situational.

- 
- 
- Z-Cancel                      Alright, just in case anyone's been reading the ENTIRE GUIDE without understanding the Z-Cancel, here's the explanation. The Z-Cancel is basically the prevention of a landing animation caused by hitting the ground in the middle of an aerial. Some aerials have really long landing lag, such as Fox's U-Air or Pika's D-Air. Because of this, you cannot afford to let that lag happen if you want to go comboing. As such, press Z the instant before you hit the ground to cancel that animation completely, leaving you free to do anything you wish from a standing position.
- Directional Influence        <http://www.smashboards.com/showthread.php?t=80947>
- DI for short. See the relevant section below, or the linked thread.
- Fast Fall                      Simple beyond simple. Hold the control stick down when in mid-air to fall extra fast. Useful in conjunction with a Z-Cancel or just to wreck an enemy's prediction of your next actions. Only doable while falling (as opposed to rising).
- Teching                        Hit Z or R as you hit the ground and you'll flip back up. Hold left or right to do a dodge roll in the held direction as you land. Basic defence. Can still be very punishable, so be careful.
- Pivot                            The Pivot is quite simple. Every character has an initial dash animation, during which they will usually take larger steps than during a normal running state. If you tap the stick in the opposite direction, you can immediately change direction and stop on the spot. Helpful for creating a small amount of space, enough to dodge a predicted attack and immediately run back to punish it. A staple of spacing and defence.
- Dashdance                      A fairly simple technique. Basically, as you perform the initial dash mentioned above, jab the stick in the opposite direction and you'll do another initial dash. Makes you slightly harder to hit and allows you to go into a dash, pivot smash, running smash...anything from a dash, basically. It's not very flexible though, so use it cautiously.
- Short Hop Aerial                Immediate use of an aerial as you jump. This usually involves button sliding, which for me is very hard, as I'm not naturally dexterous with N64 controllers. This is the only way to perform some character techniques, including Mario's D-Air>U-Air and Fox's SHDL.
- Running Smash                      This actually refers to the Up Smash. Basically, as you're running, immediately jam the control stick up

and press A. You'll go straight into your Up-Smash, without having to stop. The technical explanation is that the 'leaping off the ground' animation of your jump is cancellable with either an Up-Smash or Up-B.

#### Running Up-B

Same as the above, just use B instead of A to get an Up-B. Not actually that useful, but it is an option.

#### Fast Fall Aerial

A simple matter of fast falling and using an aerial as you do so. This works a lot, trust me. It catches foes off guard and opens opportunities easily. Easiest with N-Air and D-Air, but using others works too. You are very vulnerable to a pivot/dashdance punish though.

#### Shield Grab

Predictable enemies will get owned by this technique. While holding a shield, press A to use a grab. This is easier while in the shield than pressing R is. In addition, you're defended until you grab. Note that this is nowhere near as strong as it is in Melee or Brawl due to higher shieldstun.

#### Edgehogging

When next to an edge, face away and jump up. Move towards the edge, then when you judge that falling down will net you an edge grab, fast fall down. With timing, this can prevent enemies from getting back on. The invincibility frames gotten from grabbing the edge prevent any damage to you. Obviously, you can do this after coming back from pursuing, too. From the edge, you can either short hop or jump and fast fall.

#### Pivot Edgehog

Run at a ledge, then pivot at the last moment. If done right, your momentum will carry you off, but you'll be falling in a position to grab the ledge. This is doable by every character in the game.

#### Edge Cancel

This is where you hit the very edge of a platform and the 'sliding off' animation cancels anything else that was happening. A notable application is use of Link's aerial Spin Attack with this technique.

#### Edgejumping

This is the safest recovery option for characters who have a decent second jump. While on the ledge, hold back (or down) to release the ledge and go into an aerial state where you have a jump. Be warned, getting hit during the jump means you're stuck with only your recovery move for support. The point behind this is that you can attack an enemy or engage in ledge-based mindgames. It's much better to jump and attack when the enemy is up top and ready to shield-grab you. Note that certain characters cannot do this well, due to a poor or laggy second jump.

#### Reflex Aerial

If you're shielding and the enemy repels you off a ledge, you go into basic falling status. If you have good enough reflexes or have predicted it you can immediately throw out an aerial as you get blown off. I think this is also known as a Drop Counter in Meleee.

#### Drop Aerial

As you drop through a floor, you can immediately use an aerial. Useful for aerals with a high hitbox, such

as most U-Airs.

- Shield Drop                    You cannot drop through a platform while running, but you can while shielding. And you can shield while you run. Hence, Run > Shield > Drop. Also doable without the running part.
- Low Shield                    Holding Down while shielding. This lowers your shield, preventing shield pokes from below.
- Spike Rebound                If you Impact Spike an enemy straight into the ground while they've got their feet planted on the ground, they'll go into the air in a stunned state. In short, you'll have an obvious opening to damage. Only strong spikes really do this well.
- Shield Up-Cancel              While holding a shield, you can perform an Up Smash or Up-B to cancel out of the shield. This is a counter to poor shield pressure, and is fairly unexpected when the move itself would be hard to pull off (eg. Samus or CF's Up-B). Same concept as a Running Smash.
- Ledge B-Cancel                Some characters can let go of a ledge, use a B-move, then grab the ledge again. This is done by jumping slightly above the ledge, using the move, then falling back to grab the ledge. The shorter the time spent above the edge, the harder it is to counter. DJCing is best. Yoshi gets the most use out of this.  
B-moves that can be used like this include:
- |                |                                       |
|----------------|---------------------------------------|
| DK's N-B       | (requires cancelling with Z, staller) |
| Yoshi's N-B    | (Useful anti-edgeguard, KO)           |
| Yoshi's Up-B   | (Useful repulsion of edgeguarder)     |
| Yoshi's Down-B | (Interesting, but impractical)        |
| Ness's Up-B    | (Fairly impractical)                  |
| Ness's Down-B  | (Possibly useful)                     |
- Angle Hit                    You can angle any side attacks to hit more upwards or downwards. To do this, angle the control stick to a diagonal while using the attack, rather than simply sticking it out. This has little use, but I put it here anyway. Some moves gain new attributes when angled, but mainly the hitbox change matters most.
- Jab Cancel                    Applies to Mario, Pika, Luigi and Ness only. During their first N-A attack, press R to cancel into a grab from the attack. You retain the stun (and basic damage of course) from the attack, and it's almost foolproof. The problem is using it on the go. If you do get a chance, it's worth trying.
- Taunt Cancelling              Run to an edge, but don't fall off. Taunt as you reach the very edge. You should hear the sound, but you do not get the animation. This is a must for Falcon mains (Show me ya Show me ya Show me ya...).

-----  
-----

~~~~~

~~~~~

These techniques were created with a few ingredients. Practice, repetition and most importantly, common sense. You start to notice things about moves once you use them enough. How to apply them is a matter of thinking.

Some are taken from SmashWiki, others, while similar, were thought up or seen by me whilst playing on Kaillera. These aren't combos, they're TECHNIQUES.

-----

If you have your own techniques (NOT COMBOS, TECHNIQUES) to put here, email me and give them a name and description. You'll get credited, of course. If it's just plain dumb (eg. spamming of a move) or a combo, it won't be put up.

-----

-----

Mario/Luigi plumbing

(They're similar enough for me to put them together)

NOTE: Luigi cannot perform a Tornado Spike.

-----

-----

Angled Coin Jump            you can change the trajectory of your Up-B. Using it without moving the stick to the left/right will give you the most vertical distance. Holding left/right can make you move in a more diagonal trajectory.

Tornado Spike            Catch someone in the tornado, mash B like a demon, and with luck you've got a spike attack. Technically, you need to hit them with your feet. Very difficult, you need to have a feel for Mario's rising speed.

Tornado Recovery            Use the tornado to move vertically AND horizontally through use of mad button mashing. Angle the control stick and bash B for all you're worth. You get slight vertical momentum. Basic in competitive play.

-----

-----

DK goape

-----

-----

Giant Punch Cancel            While you're charging your Giant Punch, it's almost like you're shielding. Press Z to cancel out, and (if you're on the ground) jab left/right to dodge in that direction. You can't dodge in midair. This can be used to change the direction you're facing when recovering. Fully charged punches can also be used to change direction, but you have to cancel the animation almost immediately.

## Infinite Cargo Hold

DK uses F-Throw and doesn't throw. The opponent breaks free to be regrabbed. Not a true infinite, but almost impossible to break out of if you don't know how, and very difficult to break out of even if you do. Note that DK will hold you infinitely if you don't struggle out, forcing a stalemate.

To escape, mash Left+A, then Right+B and repeat. You can also use Left+B and Right+A in sequence.

---

---

## Link

yaaah

---

---

## Bomb Recovery

This is Link's recovery extension. Extremely hard to do, and only worthwhile at 100%, when the bomb can do some KB. Pull out a bomb in midair (DON'T FASTFALL) and slowly drop it under you (keep holding down if you're on keyboard), then attack the bomb using a B-Air. You'll explode yourself a distance. It requires heavy DI for any real effect, as you actually turn away from the edge after being hit.

## Shield Bomb

A glitchy little move that's pretty cool and somewhat unexpected. If you've held a bomb long enough, it will start glowing. If you shield during the explosion, the explosion will hurt nearby enemies, but you will stay safe behind the shield. This reminds me of the glitch from Majora's Mask where holding your shield while using the Bomb Mask to BLOW UP YOUR OWN FACE prevented any damage. Seriously, wouldn't that raise the pain?

## Sword Ride

Use D-Air, move to the enemy (from above) and then predict the direction they'll go in. Provided they're at a low enough %, you can get them twice before Link gets off his sword. Just hold that direction and aim to hit them twice.

## Spin Attack Slide

You've probably noticed that if you run off a ledge into midair, you'll go into a falling state. However, what if you were to use an attack as you ran off? You can't do this with A attacks, as there are no A moves that can be used both in the air and on the ground. However, B moves are quite different. Link's Up-B in particular has two different states - standing and falling. Standing has a huge hitbox, while falling has less lag at the end. If you slide off a platform and use the Spin Attack ASAP, you'll get a second or so of the ground-based hitbox (the superior one) and then fall as if you finished the spin in midair. This has a surprising number of applications, actually. It's a repulsion at any stage of the battle, a less-risky all round KO at higher percentages, and even a defensive move.

---

---



---

---

Samus

trixoftrade

---

---

Turnabout Cannon

Phoenix Wright is bloody amazing. Anyway, firing your Charge Shot while in midair can change the direction you face. Neither of Samus's other B-moves can turn you around, so if you feel you can sweetspot, by all means use this. Note it propels you slightly in the other direction, which could be bad.

Bomb Recovery

Not that difficult, but also necessary to be a good Samus player. When recovering, you'll notice how Samus floats forward very slowly. Spam your Bomb whilst falling and tilt towards the stage - you'll get a fair amount of horizontal distance.

Teleport

An interesting technique. Do a full dash (not just initial), jab backwards on the stick very briefly, then jump. Some people like to use a quarter-circle motion. This is basically down to practice. Samus will shoot forward rapidly before jumping, allowing you to get in on opponents suddenly and F-Air them or something.

---

---

Yoshi

tongueart

---

---

Double Jump Cancel

While in your double jump, press A or B to use the corresponding A or B move. Can result in some very quick aeriels, allowing Yoshi to break shields and do interesting combos. Has to be timed for it to hit an enemy standing next to you (unlike Ness'): jump, wait a tick, then double jump before hitting..

Egg Aim

Remember in Yoshi's Story how you had a crosshair to fire eggs with? No crosshair here, but you can still aim using the Control Stick. It's like Link throwing his boomerang - during the windup animation (for Yoshi, it can be extended by holding B), direct the control stick in whichever direction you wish to throw in.

Parry

Yoshi's shield can be used like a power-shield from SSBM. If they throw up the shield a couple frames before an enemy's attack hits, they can completely evade damage and KB, and proceed to take advantage of the animation lag now experienced by an opponent. A fairly vital part of Yoshi's defensive game, though he can do without.

DJC Counter

Yoshi's second jump has some nice invincibility-to-KB frames. Once you learn to DJC, you can time your 2nd

jump to coincide with the opponent's attack. Let the invincibility frames soak up the KB (you do take the damage) and immediately hit the opponent with, say, an N-Air.

-----  
-----  
Fox

firinmylazor  
-----  
-----

Short Hop Double Laser Such a frustrating technique. Fox's Short Hop is the shortest in the game, and you can see the benefits of approaching with a projectile. However, if you're fast enough, you can get TWO projectiles going. Button sliding is very useful here if you're on a controller, while it's just muscle memory on a keyboard. Memorise the timing of it and don't mash.

Reflector Spike There's no easy way to master this. It's practice and more practice. If you get the enemy from above with the Reflector they go whooshing away to hell. Point in case, you can spike people to death with this. Since Fox has no other impact spikes and few death moves, this is invaluable to any good Fox player (which is why I can never get the hang of him).

Reflector Cancel I always hated doing this. I really, truly did. There is a way to use the Reflector on the ground without all that pesky lag. And that is the Shine Cancel. In SSB64, the Reflector will cancel out as you hit the ground. If you short hop and IMMEDIATELY use the Reflector, you will have a frame or so of Reflector attack and an immediate cancel through hitting the ground.

Teleport I won't say much. Fox has a \*very\* small teleport technique, much like Samus's. It can slightly extend how far you go with running U-Smashes, but that's about the extent of its usage.

-----  
-----  
Kirby

hiiii  
-----  
-----

Bye Bye Powerup How do you get rid of a powerup (short of dying and coming back)? It's puzzled people for ages. Well, I can help. Press L. Wait, what? That's...the taunt? The taunt gets rid of the powerup? Yep, that's right.

Rock Cancel Run off an edge and use Down-B. You instantly fall into Rock form, making for an interesting finisher. Not overwhelmingly applicable. South Americans love this for God knows why.

Kirbycide V1 As you return to the stage, make sure you have no B-move powerups or anything. Now suck the enemy in. Fall, Kirby, fall! Bye bye Kirby (and foe). You can level the scores with this.

Kirbycide V1.5 Perform V1, then as you fall, press A to spit out the enemy. The opponent tends to come out above and in front of you, so you'll have to be close to the edge when you fall to really make use of this.

Kirbycide V2 Get someone off the edge and perform a perfect Final Cutter. You drop, they drop. Isn't it fun? I like it too. And since you won't be hitting ground, no shock wave to knock enemies out of there!

Kirbycide V2.5 This involves getting people off the edge (just off the edge), then using Final Cutter. If done right, you land just on the edge, and they're sent plummeting straight down. Isn't spiking fun?

Kirbycide V3 Grab somebody normally when you're next to the edge (tested: facing either direction is fine). Now just hold forward on the stick (keep holding it) to... guess what? Yep. Plummet down really really fast. Kirby sure has a lot of suicide techniques. Just a note, Kirby dies before the opponent.

-----  
-----  
Pikachu

ichooseyou  
-----  
-----

Thunder Spike I use this whenever relevant. It's quite humiliating and very effective (I daresay super effective?). Just launch an enemy, either with U-Tilt or Up-Smash. Jump in whichever direction they're rising towards and use Thunder! With luck they'll fly upwards and get KOed. It takes practice, but you'll get a natural feel for it eventually. Even if the enemy wasn't launched by you (another player, Tornado on Hyrule, Acid on Zebes) you can still Thunder Spike them.

Double Vert Agility The true 'double recovery'. It takes a lot of practice but is actually pretty dumb. It's very possible on a N64, but when using the keyboard you need (literally) impossibly quick reflexes. You have to perform an Up-B and follow by tilting the control stick to an angle where it is registered by the computer, but not acted upon explicitly. Basically, you have to make the computer redo the default command. You cannot simply tilt it back up. Hypothetically, you could do this on PJ64 by activating Agility, going into controller config, modding the Control Stick sensitivity to a certain degree, then unpausing and holding the Control Stick. Needless to say, impossible to constantly use

online without an actual controller. Since you have to be dangerously close to a blast line in order to use it, this isn't useful in the sense that it would make everyone start maining Pika.

Agility Extension Release the control stick after moving horizontally with Pika's Up-B. You'll fly further than normal.

-----  
-----  
Captain Falcon ~yes!!!

-----  
-----  
Falcon Angle Punch Start up your Falcon Punch, then direct the control stick up or down, depending on which way you wish to move. Why you would go downwards is a mystery, but anyway...going upwards is a slight recovery aid. Very slight, but still there.

Tippered U-Air Hit an opponent with the back part of Falcon's U-Air and you get a very flat, very powerful trajectory. It's truly amazing, probably the knee of SSB64.

-----  
-----  
Ness pkthundar

-----  
-----  
PK Thunder Charge Wondered exactly how PK Thunder is a recovery? Here's the answer. Direct the thunder ball into yourself and you'll shoot forward at crazy speed, hitting all foes dumb enough to get in the way straight out of the park (and then some). However, the ending lag (and worse, the windup lag) are so bad this should never be used as a proper offensive tool. Recovery only. Obviously, you have to aim the thunder ball properly. Arc the ball around and under to get vertical recovery. Make a smaller arc if you want a slightly downwards tract. Also note that you have to curve the ball ASAP, since after the hover effect of launching the thunder ball, Ness will fall at a greater speed than the actual PK Thunder ball, so you can't hit him at all.

The Double Jump Cancel This is a difficult technique to master. Basically, you're cancelling your second jump with an aerial (or a B move, though there isn't really a reason to do that). Ness can launch aeriels at a ridiculously fast rate by jumping twice quickly and aerielling, even breaking shields. An absolute must if you want to learn Ness.

Home Run! I don't even watch baseball...anyway, this is use of Ness's F-Smash to reflect projectiles. You need to time it perfectly. The bat hitting the projectile

will make the projectile reflect backwards with more power, like Fox's Reflector.

Extended Horizontal DJC This is where you short hop, jump backwards and let the stick fall to neutral. If done right, you get a lot of momentum backwards, allowing you to get in on the opponent fast. Useful but predictable.

-----  
-----  
Jigglypuff

bloons  
-----  
-----

Pound Recovery

Puff has no recovery, right? Well, that floatiness she has comes in handy to recover - this gives the best horizontal movement in the game. While flying, use Pound (N-B) and hold up. You'll gain a very slight amount of vertical distance. Follow up with a jump, then with another rising Pound. Repeat for a very long recovery.

Teleport

The most notable teleport. Do a full dash (not just initial), jab backwards on the stick very briefly, then jump. Some people like to use a quarter-circle motion. This is basically down to practice. Jiggs will shoot forward rapidly before jumping, allowing you to get in on opponents suddenly and N-Air them or something.

Singslide

Do a Teleport and cancel your jump with Sing. You will slide a huge distance and use Sing. Enemies will fall asleep as soon as Jiggs draws near (if they are on the ground), but note that you might push them off and cancel the sleep state, so be careful.

-----  
-----  
Directional Influence

stickabuse  
-----  
-----

Use this link for all your DI needs.

<http://www.smashboards.com/showthread.php?t=80947>

DO NOT CONFUSE THIS DI WITH MELEE/BRAWL DI  
DO NOT CONFUSE THIS DI WITH MELEE/BRAWL DI  
DO NOT CONFUSE THIS DI WITH MELEE/BRAWL DI

Honestly, a more appropriate term is 'PI', or positional influence, because that's what you're doing in this game. Convention is convention though, so whatever, I'm using the term DI for simplicity's sake.

A quick summary:

During the period of hitstun (where you are unable to execute commands as the

opponent is hitting you), you have some power of movement. You can literally move your character in a direction so you are slightly lower/higher than where you were when you were first hit. This means you can move into a wall, into the ground or away from opponents. How you use this movement is up to you.

There are two major types of DI: Smash and Slide (2x DI).

Smash DI is simple. Jab your control stick in one direction rapidly. It is best to do this with the palm. This is effective for basic drills, but it is overall inferior to the other type of DI.

Slide DI is more effective because you are inputting multiple DI commands, which is why it is sometimes called 2x DI. Basically, slide the control stick (again with your palm) in the general direction you wish to DI. It is far more complex than that, so read up in the above link. It is similar to a Hadouken movement, if you play traditional fighters.

Only attacks with impact can be DIed. That means grabs aren't DI-able.

Some common uses of DI include:

- \* Surviving otherwise killer hits in the tent or near a wall (hitting a wall drastically reduces your speed and absorbs some of the knockback you take).
- \* DI-ing into a ledge so you have another chance at recovering (DI-ing into the ledge prevents you from flying right out of the screen).
- \* DI-ing into the stage to avoid spikes killing you while you're directly next to the ledge
- \* DI-ing away from drills, which would be incredibly abusable otherwise. Some drills can easily lead to your death (Jiggs/Mario/Luigi D-Air, Mario Down-B) if not DI-ed.
- \* DI-ing away from predicted hitboxes (eg. DI-ing down when Falcon U-Airs you so he cannot simply fall with you and U-Air again).
- \* DI can be used to enhance Link's Bomb Recovery. It's still pitiful though.

DI isn't that simple though. You can counter DI to an extent, especially if the combo you intend to use is easily stopped with DI. This countermeasure is generally called tracking DI.

Tracking DI is a must if you intend to use drill-heavy combos. Once you play the game enough (against DI-ing foes, of course), you'll be able to predict where they will DI. Thus, you can compensate by moving into a position where you can continue to attack. The most obvious example is with drills. Some of the cast (Mario, Kirby, Fox, Luigi, Jiggs) can use drills extremely well, but good opponents will DI behind or away from you while you drill. Thus, you should learn to follow DI. This is easiest with Jiggs and Luigi.

Following DI isn't limited only to drills. The aforementioned example of using DI to escape a Falcon U-Air combo can be circumvented by briefly fastfalling. This is a less obvious method of following DI.

---

Some frequently asked questions about DI:

Q: What is DI?

-  
A: DI is Directional Influence, a way to move your character's position while they're being hit (during hitstun). This can potentially save you from finishers or help you escape drills.

Q: How is it going to help me?

-  
A: If, for example, you're being comboed by Fox in the tent area on the side of Hyrule, you can stop the finishing U-Smash from KOing you by forcing your character into a wall. The wallbounce sucks up a lot of the knockback. Cruel, but effective.

Q: Is it a glitch?

-  
A: It is most definitely not a glitch. The US version, which came out after the Japanese version, had noticeably greater DI. In addition, the odd frameskips that come with drills are possibly another way that DI has been made easier in the US version (the frameskip isn't in the Jap version).

-----  
-----

~~~~~  
12. Advanced Tips and Tricks coolm  
~~~~~

-----  
-----

This is a collection of tips, tricks and cool stuff you might not know.

- \* Fastfall Z-Cancels have a landing duration twice as long as a Z-Cancel from a standard falling rate.
- \* Many characters are able to ledgehog simply by running at a ledge, pivoting, and letting the momentum take them off backwards. Easiest with Falcon and Luigi, but doable with most characters.
- \* Grabs can go through dodge rolls with the proper timing.
- \* The enemy does not have to be grounded when you grab them. They can be in mid-air. Grabs with large range are more effective for this purpose.
- \* Taunt Cancels can be used to ensure you do not fall off edges.
- \* You cannot drop through platforms while running. To solve this problem, use your shield while running. When you lower the shield, you'll be standing, and can drop quickly. You can also use moves right afterwards.
- \* Enemies whose shields have been broken are invincible until they get up and start swaying about.
- \* If an opponent fails their tech, you have a short window in which they can be grabbed. Once they're lying prone, the window is gone.
- \* Walls remove a ridiculous amount of momentum from you, so DI-ing into a wall can save you from death quite consistently.

---

- \* Mario's Taunt can be cancelled by pressing Z as he shrinks. You will go into a shielding state and can work from there. Shield cancelled U-Smashes from this are hilarious.
- \* Mario's Taunt actually increases his size, rendering his larger self liable to damage. He will take the knockback as if he were standing.
- \* If you are hit as soon as you begin using Mario Tornado, you can use it again for recovery - as long as you aren't hit after the first spin (or so), you can still button mash to move up.

---

DK

---

- \* DK's Down-B links straight into a full hop Giant Punch if you only tap B once.
- \* You can cancel DK's fully charged Giant Punch by pressing Z as he winds his arm.
- \* The first few frames of DK's Giant Punch charging animation do not cause him to charge at all, so rapid cancelling/re-charging isn't very efficient.
- \* DK's Giant Punch and B-Air go straight through Hyrule's green house.
- \* F-Throw > jump throw > FF jump Giant Punch is a kill on Jiggs with 10-20%.
- \* DK's taunt lets him dodge attacks to his head. I think it has something to do with the 3D plane.

---

Link

---

- \* If Link performs a platform dropped D-Air and hits just as he falls, the bounce effect will propel him back above the platform.
- \* After throwing the Boomerang and jumping over its return trajectory, you can actually see when it comes back to you, as the camera will follow your projectile's path momentarily, then will return to focus on the fighters.
- \* Link's D-Air can only hit twice, no matter how many foes there are. Also, his U-Air will only ever hit once.
- \* If you are shielding when a held bomb explodes, you will not take damage, while nearby foes will.
- \* Link has one of the slowest jumping animations, resulting in larger windows for U-Smash/Up-B. Link users beware - you may end up doing full-hop U-Airs instead of U-Smashes with other characters.
- \* Link becomes slightly thinner when he uses his grab/boomerang. Completely useless in both application and theory.

---

Samus

---



- \* Samus's Charge Shot can be used to turn around in mid-air.
- \* Samus loses her second jump if she uses her Bomb.
- \* F-Air does NOT provide enough hitstun to continue a combo with anything.
- \* Samus's aerial Up-B is an instant shield-break (if the entire move connects when initiated in the air).
- \* Samus's U-Smash can also break shields, given the right conditions.
- \* Samus has a strange ledge-grab mechanic - she can be clearly below the edge and still grab it neatly. Learn to use this well.
- \* Certain characters can dodge Samus's charge shot quite neatly. Standing directly next to her when she shoots an uncharged shot can allow thinner characters to dodge attacks. Kirby can duck under Charge Shots.

---

Yoshi

---

- \* The second jump can be used to guard against an attack. This guard can be followed up immediately with an aerial like N-Air. Good Yoshis will predict opponents' attacks and use this guard productively.
- \* U-Tilt has fixed knockback. Any inconsistencies come from the opponent's position when they are hit.
- \* Yoshi's second jump sends him down slightly before it sends him up. Thus, DJCs have to be timed, rather than spammed.
- \* Yoshi's Down-B gives him very slight vertical distance, but also removes his second jump and makes him completely vulnerable to knockback.
- \* Yoshi can grab the edge out of his Up-B or Down-B animations.
- \* Yoshi has the slowest initial dash of all characters - it's actually slower than his standard run (also unique to him, if I recall correctly).
- \* Yoshi's recovery is exceptional as long as you don't attack during the jump animation. Attacking leaves you susceptible to knockback.

---

Kirby

---

- \* If Kirby is hit as he pulls his Final Cutter out, he will be able to use his remaining second jumps. If he is hit during the rise/fall of the attack, he loses all the jumps he has remaining to him.
- \* Kirby can duck under ranged grabs, most projectiles and even some snatch type grabs (eg. Falcon's).
- \* Kirby's F-Throw actually takes you off the screen and sends you down. This means you can land on higher platforms. This can result in earlier KOs for Kirby's otherwise poor F-Throw.
- \* Kirby's Rock can be used as a pseudo guard if you aren't on the same level

as the opponent. Falcon's Up-B and Yoshi's Neutral B can circumvent this.

- \* Kirby can use a short-hop-triple-laser if he has Fox's Laser.
- \* Kirby can shimmy left and right while holding someone in his mouth if you rapidly smash the stick in the relevant direction.
- \* Kirby's D-Air, if not Z-Cancelled, will knock enemies away from you.

---  
Fox

- \* Crouch-cancelling Fox's shine removes all knockback you would have had.
- \* Shining again after a shine cancel can often take attackers off-guard.
- \* B-Air has a nifty forwards hitbox you can use instead of F-Air.
- \* Hitting with U-Air while moving away from the opponent provides a light hit with decent hitstun. It is a decent combo facilitator at all damage levels.
- \* At low damage levels, hitting with only U-Air's first hit gives more KB and hitstun than both hits.
- \* Fox's Up-B can be angled into a wall to delay your upwards movement. This is a handy mindgame to supplement your recovery.

---  
Pikachu

- \* Agility (Up-B) is great for escaping combos, especially juggle ones where the opponent expects you to fall.
- \* Pikachu can use U-Air twice in the standard short hop, which is more useful than you'd think.
- \* Not only that, but U-Air doesn't require Z-Cancelling. In fact, if you're fastfalling with U-Air, you shouldn't Z-Cancel - the amount of lag actually increases.

---  
Luigi

- \* Luigi's weak Up-B turns opponents around. This is an interesting edgeguard against characters whose recoveries can't turn them around automatically.
- \* Hitting a shield with a fresh Up-B will do the full complement of 25%.
- \* Luigi's Down-B tornado can hit shields twice in the same move.
- \* Luigi's D-Tilt is much, much faster than Mario's, and is actually effective as a pseudo-infinite against walls.
- \* Bouncing Luigi's Fireball against a wall will bounce it into a slightly upwards trajectory.
- \* Luigi is incredibly floaty. This results in easier pivot ledgehogs, shield

dashes and taunt cancels (though he gets no sound).

---

Captain Falcon

---

- \* Aerial Falcon Kick can have two hits - one from Falcon himself, and another from landing while in the kick.
- \* If Falcon is in the skidding animation from grounded Falcon Kick as he goes off a ledge, he will slide off in the animation and fall at a slightly faster rate for a while.
- \* Falcon's grab and F-Smash can miss certain characters when they duck.
- \* Falcon's Up-B homes in on opponents in the general vicinity. Even those who are behind you.
- \* Hitting an opponent with your U-Air as Falcon completes his flip will send enemies sideways with force. This is a handy move to use from a mid-high damage F-Throw.

---

Ness

---

- \* If you angle Ness's PK Thunder Charge at just above 45 degrees downwards, you will end up going upwards after hitting the wall. This is an intriguing physics mechanic.
- \* You can dodge right through the string of Ness's D-Smash yo-yo.
- \* Ness's Up-B and Down-B can be cancelled into a ledge-grab if you are close enough.
- \* Ness's F-Smash reflects projectiles venomously.
- \* Perfect DJCing forward (and I mean TAS perfect) is faster than plain running across a flat platform.

---

Jigglypuff

---

- \* Jigglypuff's D-Air, if not Z-Cancelled, knock enemies just above the ground. This is useful for linking into U-Tilt or grabs.
- \* Teleports end with a jump, and thus jump-cancelled moves (Up-Smash and Up-B) can be used from it. This results in your flying forward on the ground while performing the move. Singlides in particular can be dangerous.
- \* If Jiggs is hit by Fox's Reflector at ground level after using one jump, she cannot recover if she is edgehogged.
- \* Pound cannot be cancelled into a ledgegrab. This means using it in the edge-grab zone will result in Jiggs falling below the edge.
- \* Rest has some invincibility frames at the beginning.
- \* Jiggs has the fastest horizontal aerial movement in the game.

-----  
Stages  
-----

- \* The bumper above Peach's Castle moves on its own. It's odd.
- \* Hitting an enemy upwards into one of the triangular blocks of stone on the sides of Peach's Castle will result in a spike effect.
- \* You can go up through the moving platform on Peach's Castle, but you can't duck down through it.
- \* Only one person can be in the RocketBarrel on Kongo Jungle at a time.
- \* You can go up through the main platform of Kongo Jungle, but you can't duck down through it.
- \* Black Falcon, Black DK and (especially) Dark Samus are camouflaged on Kongo Jungle - a cheap little trick.
- \* The tornadoes on Hyrule Temple will grab you through shields, or even while you're prone. It goes through Kirby's rock too. Only Yoshi Eggs are safe.
- \* The green house on the right side of Hyrule can be penetrated by a number of attacks, like DK's Giant Punch.
- \* The lava on Planet Zebes is beyond ridiculous, and can easily be abused as a free damage source.
- \* Whispy Woods' breath will blow you off on the left side of Dreamland, but not the right side.
- \* If you run straight off the left hand side of Saffron City's helipad, you'll grab right onto Silph Co's right hand edge.
- \* The low moving platform on Saffron City can prevent you from grabbing the edge while it's all the way down.
- \* Run into Porygon right after spawning or with a Starman. Fun.
- \* Charmander and Chansey can be smashed out of the Pokemon box.
- \* Mushroom Kingdom's Pirahna Plants can be smashed out of their pipes.
- \* Breaking Jiggs' shield while she is under the left side of Mushroom Kingdom (or under Hyrule's green house) will not kill her. Instead, she'll be dazed like anyone else in shield-break mode.

-----  
\*\*\*\*\*  
~~~~~  
\*\*\*\*\*  
-----

\*\*\*\*\*  
~~~~~  
\*\*\*\*\*  
-----

~~~~~  
Kaillera Help  
~~~~~

netbattler

-----  
\*\*\*\*\*  
IMPORTANT  
\*\*\*\*\*

All diagrams are fairly outdated - it's the 'bad' version of Kaillera that only newbs (as I was at the time) use. I will update eventually.

\*\*\*\*\*  
IMPORTANT  
\*\*\*\*\*

I love MMBN. Too bad it's not sold freely in Australia. Anyway, this is a very dedicated guide to helping people with Kaillera, both the web and P2P versions (P2P = person to person, I've heard a lot of people ask that >\_<). There won't be any addressing of common problems, because that section is just a PageDown or three away.

To set up Kaillera, you'll first need a Kaillera client and a netplay-enabled emulator. In the case of N64 emulators, the emulator will have a -k at the end, eg. Project64k or Mupen64k. K stands for Kaillera. The difference between these and the normal emulators is the presence of the Netplay menu function. Also note that these netplay emulators are not all-purpose. If you merely want an emulator to play on, get the latest ordinary release. Despite the fact that I rarely use Mupen, I'll add the quirks of Mupen64k too. They're pretty much the same, but with different menu options.

-----  
Project64k  
-----

After downloading and extracting the emulator, place all your ROMs into a suitable folder (perhaps in the PJ64k folder itself, or in a Games folder). In PJ64k, go to File > Choose ROM Directory. Choose your ROM Directory (where you put the ROMs). Now a list should appear. More detailed ROMs (eg. Banjo Tooie, Donkey Kong 64) will be unplayable in Kaillera, due to the high CPU requirement (which must be supported by multiple computers over fairly distant connections). Enter Kaillera through the File > Start Netplay option.

| Tabs                          |                                        |
|-------------------------------|----------------------------------------|
| _ /1\ /2\ /3\ /4\ /5\ _____   | 1 = All Servers (Master List)          |
|                               | 2 = Recent (Recently accessed Servers) |
|                               | 3 = Favourites (Obsolete in PJ64k)     |
| Contents                      | 4 = Waiting Games (From all servers)   |
|                               | 5 = Options (Personal Options)         |
|                               | 6 = Connect (Connect command)          |
|                               | 7 = Refresh List (Reobtain List)       |
| Username            Con. Type | 8 = Enter IP (Manual connect)          |
| 6 7 8 9 10                    | 9 = About (Kaillera specifics)         |
|                               | 10 = Cancel (Exit)                     |

If it's your first time, you'll likely come to a Master Server list. You may or may not wish to use the list, depending on where you are. It's best to find a server close to you, then use the Enter IP function. Note that being able to access Kaillera does not mean you can connect. Often a firewall blocks access, or you are completely offline.

Once you join a server, make note of the Connection Types displayed in the detail box.

```
| Chat Box          |Detail| |
|                   | Box  |
|                   |      |
|_____|         |
|_____|         |
|Waiting Games    | Owner|Cap|
|Playing Games    | Owner|Cap|
|                   |      |
|_____|         |
|Create Game      |Join  |Cancel|
|_____|         |
```

The Chat Box displays server notices and chat from other players. You can chat by using the input bar at the bottom of the chat box.

The Detail Box has usernames, pings and Connection Types of all online players. Unfortunately, there is no way to tell AFK from alert.

Cap stands for Game Capacity.

You can create any game in your ROM Directory. Join obviously joins a waiting game (you have to highlight it). Cancel exits the server.

-----  
Mupen64k  
-----

Again, after downloading and extracting the emulator, set a ROM directory and apply it. Mupen64k has the advantage of 'New' Kaillera, which is a jazzed up update. I haven't used it much myself. Note that Netplay comes under the Utilities section in the topbar. Old Kaillera is the one used by Project64k, while Kaillera is the newer one, which is probably more used by Mupen users. I'll add more on it when I start using it more.

Mupen also has a handy record function. It also runs faster and plays more games successfully (among them the Japanese Smash Bros and Goldeneye). It has a heftier effect on your internet's speed, so if anyone else is using the connection, it could have a greater effect. Otherwise the application is almost the same.

-----  
~~~~~  
P2P Kaillera nolagplease  
~~~~~  
-----

What is P2P Kaillera? It's a different Kaillera client that allows a direct connection between two computers, rather than having the use of servers, which is the public Kaillera system. It's useful for long-distance games, or to play when you're in a SSB64 deadzone. Basically, if someone has your IP address (which you can easily give to them), they can join your game, and you can play with virtually no lag. That's the other big benefit - virtually zero lag.

-----

## Setting it Up

---

Download the P2P client (Google it, I forgot the link), and put it in a copy of your Project64k folder. They should be two exact copies, but with a modded 'kailleraclient.dll'. Your ROM directories, etc should all still be the same.

Now, if you want to host, you can't just throw out a game like on public Kaillera. There are some things you have to do first. Firstly, put Project64k (all of them) onto your firewall's exception list. This allows it free rein with your internet connection. Chances are you've already done this, but if you haven't, do it now.

Secondly, if you have a router, you need to forward a port. I believe it is port 27886, but you may want to check that. Any tutorial will tell you the right one. I don't use a router myself, so I'm a bit vague on this part. This just allows a peer to peer connection. Google 'port forwarding' if you need help, because sadly, I cannot give it to you.

Third, you'll want a number of contacts who are willing to play SSB64 and are near or above your level. This is for the sake of competition, because in all honesty, I would not bother setting up P2P just to face a noob who spams grabs all day. In reality, you only need one other willing participant, but a number is preferable, since it means more chance of having an opponent.

After this, enter Kaillera as per normal. The client looks totally different. You can host a game, or connect to one. Either way, once you're in the actual game prep room, you have to check the 'ready' box to begin. The host can find out his IP, kick other players or force frameskip, making the game even easier to smooth out. Aside from this, it is SSB64 as per normal. Enjoy.

Mupen64k is more suited to P2P than PJ64k. However, I don't use it too much, as recording (one of the main advantages of Mupen here) is not really my thing as far as gaming goes. Setting it up is exactly the same as setting up PJ64k, only you use your Mupen64k folder as the template.

---

```
~~~~~
Keyboard or Controller?                               controlfreak
~~~~~
```

---

This is a section that mainly focuses on the limitations of the keyboard when compared to the original N64 controller.

First, the pros of both.

### Controller

- \* Able to do everything with practice
- \* Uses a real control stick (N64 ones are horrid, though)
- \* Easier to learn short hops and DJC
- \* More comfortable (?)
- \* The way it was designed to be played

### Keyboard

- \* Crazy DI abilities

- \* Easier on the hands
- \* Easy stick hop jumps

As you can see, the controller is more original and better in general. This is also my own opinion. Now let us consider the cons.

#### Controller

- \* Troublesome to acquire and connect to a computer-run emulator
- \* May be unsuited to N64 games (PS3/PS2/Xbox360 controllers are used)
- \* Difficult to use without practice
- \* N64 Controllers have terrible control sticks

#### Keyboard

- \* Requires a lot of practice to acquire some skills
- \* Cannot 'walk' on simple command
- \* Cannot tilt on simple command
- \* Has only 8 directions for the control stick
- \* For PJ64k 0.13, has only one sensitivity for the control stick - full jab
- \* Difficult to get used to
- \* Cannot perform B-Airs without moving backwards

Personally, I believe that controllers are much, much better if you can find them. I use a keyboard myself, and can perform more or less everything I can on a keyboard that I can on my N64 (excepting those mentioned above). However, it's far better to use a controller. Trust me.

---

~~~~~  
Keyboard Tips

keyset

-----  
~~~~~  
Here are some aids to controller users. You do not need any custom keys to play the game with skill. My keys are:

Control Stick: Arrow Keys  
A button: X  
B button: C  
Z button: Z  
R button: S  
L button: A  
Start: Enter  
C-down: Spacebar

This is exactly the default set with modified C buttons. It works quite well.

---  
Short Hops

---  
It's quite simple, really. Just assign a C button (I use spacebar) and lightly tap it. May require some practice.

---  
Tilts



Pressing both A and a direction at the same time makes you perform a smash. While this makes smashing more accessible, it's harder to tilt. Here are some shortcuts to tilting.

---  
All Tilts  
---

During another animation, hold the direction you wish to tilt and don't let go of it until you're standing. Then press A to tilt. Useful for drills > tilts, etc. Works with every tilt. This is called buffering.

---  
F-Tilt and Walking  
---

Press Down and Forward immediately after. Now let go of the down button. You will walk forward. Press A to F-Tilt.

---  
D-Tilt  
---

On solid ground, holding Down for half a second and pressing A will make you D-Tilt.

Try and remember your own combos. This way you can put tilts in.

Another thing is using U-Airs without jumping. This can be remedied with some practise and good prediction.

---  
U-Airs without jumping  
---

Pressing Up and A at precisely the same moment will result in a non-jumped U-Air attack. Useful in short hops, but bloody hard to pull off consistently. It requires frame-perfect input - you have to press both buttons within the same 60th of a second.

If you have the Up key held while jumping (with a C button), pressing A will let you U-Air without jumping. This applies when you jump and want to use it - keep the button held and press A when you need the attack.

If you want to short hop with an U-Air from the ground, pressing your short hop C button, immediately pressing Up as your character moves to jump, then pressing A will give you this effect. This is trickier than the other ways.

---  
D-Airs without falling  
---

If you just hold Down before you actually begin to fall, you won't fastfall and will be able to use D-Airs repeatedly (useful for Mario Bros, Samus and Ness).

Alternatively, press Down and A at precisely the same time whilst falling.

---

DI

---

Because of the emulator's Control Stick mechanics, simply tapping your control stick button will register as a full-on stab, giving extraordinary DI. Best advantage of keyboarding. Doing a Hadouken input (Right > Right-Down > Down, for instance) will give excellent Slide DI, but it's still not quite as good as controller Slide DI.

---

DJC

---

You can get great DJC if you're fast enough with Ness. Pressing your Up button followed by your C button will set you up for your DJC. Use your aerial at this point, and Z-cancel if it isn't U-Air or D-Air. Yoshi's DJC needs timing before he can use an aerial, because his jump is different.

---

Dashdancing and Pivots

---

Easy beyond belief on a keyboard. Just alternate Left and Right quickly to dashdance. Press A as you press Left/Right to Pivot Smash in that direction. If you don't want a smash, just lightly tap the direction in which you want to end your dashdance.

---

Button Mashing

---

Pound all your buttons, including the Control Stick. This is registered as exceptionally fast button mashing, and gets you out of certain states fast. Keyboards/systems that prevent more than 4 buttons being pressed may prevent this from being as effective as it could be.

-----  
~~~~~

The Glitch List

bugged

~~~~~  
-----

So far I know of five glitches to do with SSB64 and use of Kaillera. Here they are, and the solutions to them.

---

Black Dust

---

If your driver/graphics card isn't up to scratch, all the dust (from landing, smashing an enemy away, dashing) will appear black. While very cool, it is still a glitch, and can affect play. To get rid of this, you have to update your driver (search the internet) or replace your graphics card (find more professional advice on this). Also, some people may have black dust as a texture, so if you're not the host, ask before you panic.

---

Randomised Gravity

---

Occasionally you'll find that after hitting somebody in a direction, they'll continue to fly in that direction at an abnormal speed. This applies to any direction, up and down included. As far as I know, this is caused by trying to use save states, cheats or configuration from between while the game is still loading (during the 25%, 50%, etc phase) to when the FPS comes up at the borrom right. Just reset and you'll be fine. Only on PJ64k 1.4 or PJ64 1.6.

---  
Control Malfunction  
---

Sometimes controls won't be working ingame for one or more people. I haven't fixed a definite cause, but it appears to relate to Vista's firewall. Using a different emulator (Mupen64k/PJ64k) solved the problem for me. If anyone has a definite cause and/or solution, please email me with it.

---  
Lag Entity  
---

If you attempt to enter another server whilst already logged into one, you will force PJ64k to close. If you log back into that server, you'll be listed twice. Any waiting games, etc that you opened will still be there. This goes away after a while, presumably when the server refreshes itself and checks for ping timeouts. You can still play games, but your computer may suffer lag, and the server may boot you accidentally.

---  
Desynch  
---

Yes, it's in this section. Desynch is caused by either of the players dropping packets, and by this lagging out of sync. You can tell it's happened if your opponent stops responding (menu screen), starts performing random, ineffective attacks (in-game) or SDs, attacking as they fall (in-game). A simple test is to walk right up to somebody you believe has desynched. They won't attempt to defend or attack. Alternatively, ask them to taunt once in the chat system. Only active players can taunt a single time consistently.

-----  
~~~~~  
Bad Habits to Have in SSB64 coldturkey  
~~~~~  
-----

There are a number of habits you must shake if you truly want to be a high level player. Here are a few of them, ranging from low to high. Low level just means low level players tend to do these habits. High means high level players continue these habits, and so on.

-----  
Low  
-----

\* Reliance on items

Items are game-breaking. True high-level players will never resort to items to win a match (excluding Link's bomb, of course).

\* Camping

Camping is fine, unless you constantly do so. Or, to put it another way, you never approach. These is an awfully boring (and disabling) habit of play.

\* Reliance on B-Moves

This is the most common one, if you ask me. You just have to accept that many B attacks aren't even part of the character's high-level game, and that other attacks take priority of use at least 80% of the time.

\* Spamming

Spamming is an awful habit to have. This is because it's so hard to shake. If and when one is accused of spamming, the spammer will merely reply that it is their strategy, and that there's no problem with it. There's a very major and obvious problem to both sides. Let's break it down. If you're spamming a very powerful move (eg. Kirby's F-Smash), it's very hard to anticipate and counter. It's boring for both parties. However, after the initial shock, it will be EXCEPTIONALLY EASY to counter. A simple shield will counter Kirby's F-Smash, and you can work from there (most shield-grabs, Up-B for Samus/Link, and Yoshi ...well, Yoshi doesn't like Kirby. He could parry, I guess.

-----  
Medium  
-----

\* "Strategic" Continuous Running Away

There's nothing strategic about it. SSB64 is a close-and-personal game, and there is absolutely no reason to disengage and flee, unless you are changing battlefields (one side of the stage to another). It's just not useful, nor is it needed. Even if you spam projectiles as you flee, you will lose eventually, because you aren't really attacking. If you run and immediately turn to attack (luring them) it's fine. I'm talking about continuous fleeing.

\* Continual use of the Ledge Rise attack

Simply put, the Ledge Rise attack (pressing an attack button while hanging) is not a good idea. The enemy can move back, pivot and smash you back off with exceptional ease.

\* Attempted spamming of a single combo

This is a bad place to be - trying to recreate an awesome looking combo, and ignoring all other methods to KO. I once played a Jigglypuff with bad timing, and I (as DK) got to over 300% before he actually landed a Rest (I'm referring to the D-Air > Rest combo of Jigglypuff's). He didn't realise almost any other attack would have KOed me, and continued to use D-Air. Just kill them already, for heaven's sake.

\* Grab spamming

The hardest barrier to overcome. Grabs are comparatively overpowered in this game - they bypass shields, come out very fast, lead into combos, deal good damage, and can KO easily before three digit damage. However, all good players understand that, while effective at times, grab spamming is very predictable and punishable. To really get to higher levels of comboing, you need to put grabs aside. You'll soon realise you can't chain moves or KO well with grabs alone and have to combo more to beat those more experienced players.

\* Reliance on dodge rolls

Simply put, dodge rolls are a very weak defence. If you watch the pros play, you'll notice they nearly never dodge roll, and for good reason. There is just too much potential for being punished if you dodge roll predictably. This is where the entire concept of techchasing comes from. Learn when and where to dodge roll, and your game will lift tremendously.

-----  
High  
-----

\* Teching when you don't have to

If there is the possibility you can cancel your falling state (with a jump, Z-cancelled aerial, B move, etc) before you hit the ground, do so. Teching too much is the equivalent of dodge rolling too much.

\* Blinking

This is when you miss a dodge roll and instead blink with your shield. You have to practise getting dodge rolls every time, or you could pay for it.

\* Winking

This is where you mash the Z-button while attempting a Z-Cancel. This is very important: TIME THE Z-CANCEL. Otherwise you'll waste time winking, which is almost as bad as the lag.

\* Phases

When you've forgotten and remembered a useful move in the heat of battle (eg. Fox's Shine or Yoshi's Egg Throw), you may suddenly want to use it a lot. Don't. These moves are forgotten for a reason: they're only useful in certain situations. If you've never used a move consistently, don't start abusing it in the middle of a skirmish. This applies to techniques too.

\* Charging Relentlessly

Don't continually run at an enemy, because you'll be punished, especially if they're prepared. You have less options while running than when standing, and your opponent will be doing the latter if you just keep charging.

\* Taking the Obvious Choice and becoming Predictable

Here's where it starts getting debatable. The Obvious Choice is the bane of many efforts. It's what would have the best effect on your foe, but is also easily the most predictable thing to do. For instance, when you grab onto an edge, you instinctively ledgejump up. In your haste, you are countered by the waiting opponent. Sometimes you have to vary your game, so you don't get too predictable.

-----  
~~~~~  
Reference Lists  
~~~~~  
-----

These are just classification lists of common move types.

---

## Grabs

---

Grabs, by definition, are moves that bypass shields and force the victim into a state where they cannot escape, are forced out of with a throw, or must escape through means of button mashing (DK's F-Throw and Yoshi's Neut-B).

Enemies are able to jump again after being thrown by most grabs. The Hyrule Tornadoes are the exception to this rule, and are also different in that they can grab you while you are fallen on the ground.

---

Character grabs done by tapping R on the ground

Yoshi's Neutral B  
Kirby's Neutral B  
Captain Falcon's Up B  
The Hyrule Tornadoes

---

## Spikes

---

Spikes, by definition, are attacks that send the enemy down at more than a 45 degree angle, or have the capability to do so. As long as the trajectory is downwards, it is classified as a spike. Strength of trajectory is irrelevant.

---

Mario's D-Air

Mario's Down B (if an enemy is hit with a side or bottom part of the hitbox)

DK's F-Air

DK's D-Air

Samus's D-Air

Yoshi's F-Air

Yoshi's D-Air

Kirby's D-Air

Kirby's Up B (the latter half, when Kirby comes down)

Kirby's F-Throw (Not strictly a spike, but has downwards 'KB'. Suicidal.)

Fox's D-Air

Fox's Down B

Luigi's D-Air

Captain Falcon's D-Air

Ness's D-Air

Jigglypuff's D-Air

Being hit by a Bumper from above

---

## Low Trajectory Hits

---

LTHs, by definition, are moves that have a trajectory equal to or lower than 10 degrees to the upper, but not lower than 45 degrees on the downwards plane. In short, they have a lower trajectory than is normal for most moves.

---

Mario's D-Tilt

DK's D-Tilt

Link's D-Smash (on the outer part of the blade)

Samus's D-Tilt

Yoshi's D-Smash

Yoshi's D-Tilt  
Kirby's D-Tilt  
Fox's D-Smash  
Pikachu's D-Tilt  
Luigi's D-Tilt  
Captain Falcon's D-Tilt  
Captain Falcon's U-Air  
Jigglypuff's D-Smash

-----  
~~~~~  
Retexturing  
~~~~~

arthouse

-----  
Retexturing your SSB64 is something many people wonder about. Can you get a more realistic Donkey Kong? Can you make Samus's Charge Shot better looking? There are a lot of questions, and a lot of answers. Being someone who's tried all the solutions, here's the way I found easiest. This is for Project 64 1.6, because all the plugins are ready-made for it. I know you can use 1.7, but that's not readily available without paying. Don't ask me about it.

Note that retextured SSB can work on PJ64k, but it's gonna be really, really slow.

First, a list of the things you'll need.

- \* Project64 1.6
- \* Texture Pack (downloadable, don't ask me where)
- \* The SSB64 ROM (of course)
- \* Mudlord's Rice Video Plugin Build (downloadable, or I can email it to you)
- \* BMG.dll (downloadable by Googling)

Your Project64 folder should have several folders in it, including one called Plugin. Extract Mudlord's Rice Video Plugin into that folder. Now create a folder called:

hires\_texture

This is very important. Now extract your Texture Pack (it should be a folder called "SMASH BROTHERS", if it isn't start again) into hires\_texture. Finally, put BMG.dll into your main PJ64 folder (the one with the execution file). Now enter Project 64. Go into Options > Settings, and change the Video (graphics) plugin into Mudlord's Rice Video Build. Press OK. Go into Options > Configure Graphics Plugin. Select the Texture Filter tab, then tick the box marked:

Load high detail textures if available

Once you've done this, click OK again and run SSB64. If done right, a black screen with a white loading message should appear, and filenames should speed across the screen. If this happens, congratulations! You got yourself a SSB64 with custom textures! Remember not to use any save states when textures are applied, because it will force you to reload all the textures (which is very time-consuming). Gameplay is fairly unchanged, as are character models. The things that change usually include:

- \* Menu Screens
- \* Text

- \* Character Pictures (at select screen)
- \* Graphic Detail
- \* Graphic Resolution (how clear the graphics are)
- \* Character textures (eyes, symbols, etc)
- \* 1P Mode pictures

Totally optional, but still fun to play around with. Happy texturing!

-----  
~~~~~  
Japanese/English Differences konnichiwa  
~~~~~  
-----

According to my net-browsing friend, most of these were taken off a Gamespot post by Isai himself. According to him, it's a public forum, so this basic reproduction is allowed. Hopefully.

This was rewritten from the original copy by this same friend, who didn't want to be publicly named (God knows why). This is directly copy-and-pasted with a few changes (grammar, capital letters, Down Aerial to D-Air, etc) and comments [in square brackets]. Then it was cut down to fit 79 character formatting.

Mr. Anonymous Friend has also tested this all. He owns a Japanese copy from Japan (he moved to Australia), which is one of the reasons I asked him to do this in the first place. In addition, he's almost fluent in Japanese, though he assures me the menu layout has barely changed. I'll get the link to the post from him soon.

I love copy-pasting stuff, I really do. I like his use of '=' too, so I'll keep it in there :D. I added the margins, by the way.

=====  
In the Japanese Version:  
=====

---  
Mario

He is shorter (By a noticeable amount) and has a slightly lower Up B recovery. His fireball has better stun but has less damage [Cool]. It also goes further. He has a shorter Dodge Roll. [Meh. He's shorter.]

---  
DK

No real moveset changes.

---  
Link

A lot of upgrades in (J). Or a lot of nerfing in (U), if you want it that way. His Up-Tilt, Up-Smash and D-Air are stronger (by 5%, 2% and 2% respectively). His jumps and Up B get more vertical distance. [...]

His boomerang goes even further.

His bomb is unflinching [!] until enemies hit 100% and does more damage.

His Up-B and F-Air do slightly more in combos. [Apparently better finishers.]

N-Air has downwards influence and is slightly weaker in terms of KB.

B-Air comes out faster and has downwards influence and more power on 2nd kick.

---  
Samus



When standing next to tall characters and facing them, U-Smash only hits with one flame, as opposed to two in that situation in (U). [Does it matter much?]

---

Yoshi

Higher initial jump.

Has better horizontal influence in the air.

Down Smash is marginally weaker (1%).

---

Kirby

F-Throw acts like Jiggs's B-Throw. [AWESOME.]

Up-B is even higher. [Wow. That's really high.]

D-Smash, U-Smash and U-Air are stronger (by 2% for all three).

Down-B is stronger by 2%. [Uh-huh.]

Dodge Roll is longer.

---

Fox

D-Tilt is weaker (by 2%).

Up-B has invincibility to start with [!!!] and has a lot more horizontal KB.

Laser is weaker but has more KB. [...alright...]

D-Smash has an upwards trajectory. [Seriously...what the hell?]

Reflected projectiles do different amounts of damage. [Logical.]

Reflector has better spike capabilities and pushes away faster. [Cool.]

---

Pikachu

N-B goes further. [...I hate nerfing...]

F-Smash has a shorter hitbox. [That feels better.]

Dash-A has less KB.

---

Luigi

Higher jumps but lower Up B. [HIGHER JUMPS? Wow.]

Weaker fireball that goes further with more stun. [They clone good :\]

Up-B sends enemies higher and more to the side. [Who noticed this?]

Shorter Dodge Roll.

Throws are reversed in damage and KB (F-Throw weaker in damage/KB now).

---

[That's the way it should be...]

Captain Falcon

Slower in running speed. [What the bleeping hell?]

Higher jumps and Up B recovery. [Hm. Link and CF have recovery issues, huh?]

F-Tilt is stronger by 1%. [Uh...okay.]

---

Ness

Less lag after PK Thunder Charge recovery landing. [Useful, I guess.]

PK Thunder Charge has longer hitbox and is 5% stronger. [Cool.]

U-Tilt has less KB but is 1% stronger. [Yay for spam.]

U-Air and Smash Attacks all stronger by 2%. [Not bad, I guess.]

PK Fire is weaker by about 9%. [Aw.]

---

Jigglypuff

Down-B is weaker by 6%. [Eh. Who really cares about that?]

D-Smash has a shorter hitbox. [Gah. I love her D-Smash.]

=====  
There is less DI in general, and attack stun for the attacker is reduced.

Many multi-hitters, such as Pikachu's F-Air and Jigglypuff's D-Air do not have the frame-by-frame slow of the (U) version.

Physical hits now have cartoony \*BIFF\* and \*WHACK\* sounds.

Edit by me: Jigglypuff has a completely different sound set too, owing to the fact that her name is Purin (and the announcer pronounces it 'Pooreen').

=====  
(NOTE: This section was completely rewritten, as he didn't bother with capital letters in his description. I changed Slide Turn to Sliding Turn, but it's not like there's an official name. Is there?)

Also, several characters can do the Sliding Turn technique, which is basically an extended slide from a dash animation in the opposite direction. To do it, I believe you have to go into a full dash, then try to turn. As soon as the turning animation starts, release the Control Stick. You should slide really fast in one direction. That's how I (he) got it with Jigglypuff and Fox.

Needless to say, the Sliding Turn is a Japan-SSB only feature.

Characters who can use it: Donkey Kong, Yoshi, Fox, Kirby and Jigglypuff.

-----  
~~~~~  
Melee/64 Differences oldschool  
~~~~~

-----  
It's surprising how many people believe Melee is the original. Once they find out 64 exists, they start to play it, and often give up. For those battlers who are actually considering playing this (and this may be more widespread than I believe, owing to the fact that Melee isn't really online-compatible), here's a rudimentary list of what major differences there are in the game. I won't cover every little detail, like whose moves have changed or what chars have been added, because there are way too many of those. I won't cover the obvious differences, like graphics and menu layout changes. 1P Mode changes, the Trophy system, after-battle bonuses and other non-multiplayer related stuff will be left out.

-----  
All of these describe 64 in relation to Melee.

- \* Side-B (or Smash-B) moves don't exist
- \* Ability to turn and use Neutral B moves in the opposite direction
- \* Damage is greater in general
- \* Lack of Power Shielding
- \* Lack of Sidestepping
- \* Lack of Aerial Dodge
- \* No Wavedashing
- \* No Smash charging (every Smash is as if C-sticked)

- \* No wall jumps
- \* Phantom Hits don't exist
- \* Grabs cannot be escaped - the automatic response is a F-Throw
- \* Z-Cancels are more noticeable
- \* Recovery methods are very different
- \* Edgerolling instantly vacates the edge
- \* SHFFLing is non-existent, with some rare exceptions
- \* Knockback is much, MUCH greater in general
- \* Juggles are more pronounced
- \* Combos, especially wall-based combos, are far easier
- \* Throws are extraordinarily powerful in comparison
- \* There are only two throws, Forward and Backwards
- \* There is no 'Meteor Smash' category, only Spikes
- \* Everyone has a sexkick (DK's B-Air)
- \* Slower in general
- \* TIERS DON'T MATTER ANYWHERE NEAR AS MUCH

-----  
 \*\*\*\*\*  
 ~~~~~  
 \*\*\*\*\*  
 -----

~~~~~  
 14: FAQs nojoke  
 ~~~~~

FAQ stands for Frequently Asked Question, by the way. The following will be a list of common problems put into question form and actual questions that have been asked while on the server, in real life or over a messenger program. Yes, I shamelessly recruited random friends to play on Kaillera, giving them as little help as possible so they would ask questions.

-----  
 \*\*\*\*\*  
 ~~~~~  
 \*\*\*\*\*  
 -----

Setup Questions gettinthere

-----  
 Q: My emulator doesn't have the netplay option! What gives?  
 -  
 A: Chances are you're using an emulator without this function, such as Project 64. You have to download a N64 emulator with the -k suffix, like Project 64k or Mupen 64k.  
 ---

Q: Where do I find ROMs?  
 -  
 A: I can tell you, but that would be breaking all sorts of laws ~\_^.  
 Go dump your own.  
 ---

Q: I can't join games in Kaillera! What's up?  
 -  
 A: You probably haven't had the ROMs input into the default directory yet. To solve this, on the main emulator window (before entering

Kaillera), go to File > Choose ROM Directory. A list of your ROMs should come up after you select the directory where they're stored, and you'll be able to play.

Alternatively, emulators cannot support cross-play, so Project 64k won't be able to play with Mupen 64k, and vice versa.

---

Q: I can't create games in Kaillera? What gives?!

-

A: See the first paragraph of the above question.

---

Q: My ROMs aren't showing up! Why is this?

-

A: Chances are it's in an unusable format. A common one is the RAR file, which is used by many sites to make the download smaller. You have to extract the files using various programs, such as WinRAR. Acceptable files include .z64, .v64, .N64, .rom and .zip files, among others.

Another problem is Bad ROMs. Occasionally you'll find a ROM that just doesn't work, even if you've unzipped it. The emulator will tell you this if you try to run the Bad ROM.

---

Q: Incompatible versions? But the game is Super Smash Brothers, right?

-

A: There are multiple ROM versions, based on country and language. If you can see an (E) after the ROM name, you have the European version. If there's a (U), it's the American (USA) version. If there's a (J) and the name is Dairantou Smash Brothers (or something like that), it's a Japanese ROM. The one most used is Super Smash Bros.(U) (!). There are many small differences between the Japanese and English versions. There's a post somewhere on the internet which has been transcribed into this FAQ, courtesy of a friend of mine.

---

Q: What's 'Ping'?

-

A: Ping is a measure of distance between you and the host server. The higher your ping is, the slower the match will be. Some servers will only slow players with high pings, causing your button input to have a very noticeable delay. Simply put, the lower the total ping (of all players), the faster the game will run, and the smaller the chance of desynch will be.

---

Q: How do I lower ping? Why is mine 300 or so?

-

A: The easiest way is to change your connection type around. Different computers react differently to different settings. Mine, for example, works best with an 'Excellent' setting, while my brother's laptop is best off with a 'Good' setting. However, this may not solve your problems, as your opponent can't change. Alternatively, close all background programs. If you're running a downloading agent, a full-screen game, or some other program with internet connection, your ping will rise drastically. If your activity is too high, Netplay will immediately cease, and cannot be reopened until you close those programs. Of course, you could physically move closer to the server in question...

---  
Q: I want to connect to a specific server, but it's not on the list!

-  
A: Find that server's IP address (either through the internet or through whoever gave you the server name), and use the IP Address function in Kaillera. The server lists tend to be unreliable at best for finding the optimal server for you.

---  
Q: The Server List isn't working! What's up?

-  
A: If it is completely unavailable, then the master list is probably down (or you're just disconnected from the internet completely). If it's taking too long to load, but not displaying error messages, it's just very slow. Be patient.

---  
Q: How do I P2P?

-  
A: You need a different Kaillera client. I think there was a combined client floating around some time ago, but I lost the link. I put a new section about it up in the guide, have a look at that.

---  
Q: My controller isn't working! Help!

-  
A: Check all the basics. Is it plugged in right? Has the computer got your device registered? Have you enabled joysticks in the emulator? Past that, play around with plugins (I hear Jabo's doesn't work for some people).

---  
Q: The controller's control stick is whack. What do I do?

-  
A: Calibrate it. I'm no great shakes with controllers, so watch this space while I ask someone who uses a USB controller.

-----  
~~~~~  
In Game Questions

whatsjump

-----  
Q: Why don't I have all the characters? I have them all on PJ64.

-  
A: Netplay sometimes disables all cheats upon opening. All you have to do is re-enable the characters (and Mushroom Kingdom) using the Cheats function. Select 'Have All Characters' and 'Have Mushroom Kingdom'. These two together will give you Item Switch as well.

---  
Q: Why don't most people play with items?

-  
A: In competitive play, items are generally banned for a simple reason. They unbalance the game. Put it like this. You're 160% damage with 1 life left, whereas they're at the same 1 life, but with no damage. OMIGODZ HAMMER! You got the Hammer! Boom. Yep. You can win, even if

you had no right to win.

---

Q: Do save states do anything in Kaillera?

-

A: Nope. And yeah, I got around to checking it.

---

Q: Can you hack the emulator?

-

A: Yes, through the Cheats function. If you do this for any reason other than getting all characters/Mushroom Kingdom/novelty stages, you may as well quit right away, as no-one will want to play against Metal Mario with no damage hacks on. Mupen 64k lacks this function at the moment.

---

Q: Why don't my cheats work?

-

A: Perhaps you've inputted them incorrectly, or haven't inputted them at all. Alternatively, certain servers require you to deselect and re-select cheats after you've started up the emulator.

---

Q: How do I wavedash/air dodge/sidestep/use Fox's secret taunt?

-

A: You don't.

---

Q: I can't short hop! Why?

-

A: On the emulator, the up button (which is the default) cannot be used to consistently short hop. as it automatically stabs the stick in the relevant direction. The solution is to set one of the C buttons as an easy-to-access key, eg. Space, and tap the key very lightly. Do it right and you'll be able to short hop. This may take practice.

---

Q: I can use an U-Air without jumping! Why?

-

A: There are two methods to do this. The first, easier method is to hold the up button after you jump and work from there. This won't work on any jump after your first jump (for Kirby/Puff). The other method, and the method that Puff and Kirby can use, is to press Up and A at the exact same time. This is annoying and takes practice, but you won't be able to use non-jumped U-Airs in a short hop without it.

From the ground, you have a third, more consistent way. What you have to do is press these keys in extremely rapid succession:

C-button > Up button > A button

This way can be done quite easily with a bit of practice (then again, I play piano, so it might be easier for me). However, I find this the best way of the three I've given from the ground. When falling you have to use one of the other two.

---

Q: I can't use tilts! I keep using smash attacks! Help me!

-

A: During any attack animation, hold the preferred tilt's direction (Up for U-Tilt, Left/Right for F-Tilt, etc), and keep holding it. Press your A button and you'll use a tilt. Unfortunately, it's nigh on impossible to use a tilt from a standing position without a USB controller plugged in.

Edit: see below for F-Tilt

---

Q: How do I walk? I keep running!

-

A: I didn't have an answer until I received this in an email from a guy called Martin. He says:

'I noticed your guide has no instruction on walking from a stand. If you crouch then move forward quickly, you'll walk.'

This information was learnt from a Smashboards post, according to him, so if that was your post, thank you.

I've taken this further to F-Tilting from a stand. Do the above, then press A. You'll F-Tilt. Nice.

---

Q: What is DI?

-

A: DI is Directional Influence, a way to move your character while they are being hit (during hitstun). This can potentially save you from finishers or help you escape drills.

---

Q: How is DI going to help me?

-

A: If, for example, you're being comboed by Fox in the tent area on the side of Hyrule, you can stop the finishing U-Smash from KOing you by forcing your character into a wall. Cruel, but effective.

---

Q: Is DI a glitch?

-

A: It is most definitely not a glitch. The US version, which came out after the Japanese version, had noticeably greater DI. In addition, the odd frameskips that come with drills are possibly another way that DI has been made easier in the US version (the frameskip isn't in the Jap version).

---

Q: How do I change character costumes?

-

A: Use your C-buttons. It's really that simple. If you're playing on a laptop, I suggest you reconfigure your buttons to your liking, and to keep one for your short hop button.

---

Q: How do I get Metal Mario/Beta Stage/Race To The Finish/etc?

-

A: I haven't got the cheat codes, but the internet does. Search what you're after in Google with the tag 'Gameshark Codes' and it'll generally come up. Then just enter the codes in PJ64k.

---

Q: What's the Rape Tent?

-

A: This subject comes up a lot in forums, etc. It's the sheltered area on the right side of Hyrule, which facilitates comboing. It's called the Rape Tent because lots of violent beatups occur there, and people seem to enjoy camping in it (hence the 'Tent'). Also called the Fight Club.

-----  
~~~~~  
Other Questions

saywhat

-----  
~~~~~  
Q: What else can I play on Kaillera?

-

A: Any game that corresponds to a Kaillera-enabled emulator. There are a lot of these out there, including Kawaks Netplay and MAME net builds. I see a lot of Street Fighter, Marvel vs. Capcom and King of Fighters on various servers. Other N64 games are fine, of course.

---  
Q: What are the most popular games on Kaillera?

-

A: This depends on the server, but in general, Street Fighter, KoF and fighter games of that sort are probably most popular. N64 games take up a surprisingly small percentage of the total games played.

---  
Q: What's the best way to get better at games?

-

A: Practice. And I don't mean against CPUs, I mean against humans. CPUs are there for you to raise morale against. Watching videos helps.

---  
Q: What's your favourite combo?

-

A: Probably Captain Falcon's U-Air chains > D-Air. It's very flashy, awesome, and best of all, easily doable. If the rape tent is allowed in my answer, it'd have to be either a Yoshi quadruple U-Smash (legit combo, somehow) or Link's hookshot > U-Tilt > repeat > N-Air > Up-B.

---  
Q: SSB64 seems boring. What's the most awesome thing you've ever done?

-

A: Well...one time I was vsing a noob. To psych him out, I dittoed him every time. He picked Kirby, and I picked Kirby. So I got him to his last life, and I thought, what the hell, I feel good (I was on 5 lives with almost no damage). I jumped out as he recovered, swallowed him and spat him out. Then I floated up, my back to the stage. I used Final Cutter, and it caught him as I was going down. He got spiked, I landed on the stage. Awesome.

---  
Q: Who's the best character?

-

A: There is no answer I can really give you. I can divide it into some categories if you wish. Best noob char is easily Kirby, good, easy



recovery, powerful moves, 'fun' to play, etc. Best char in terms of potential is probably Pika, maybe Yoshi or Fox. Best combo character, either Falcon or Fox. This changes from person to person. I regard my best technical character as Link, due to my strengths in placement and projectile play. My friend Andrew excels with Yoshi, he can 0-death very well. It's a personal thing. Maybe you can't combo but have brilliant timing. Samus would be a good choice for you. Play around yourself and choose.

---

Q: What's the metagame of SSB64 like?

-

A: This question has no direct answer. Truly good players can do powerful combos, meaning that metagaming is just mindgaming + good technical skill. In lower levels, it's all about outplaying your opponent. Mindgames are key in all levels of play. Also, I realise that metagaming involves selective use of characters (like the metagame of competitive Pokemon, where Suicune owns, say, Luvdisc). In SSB64, this is very limited. If you're good enough with a 'bad' character, beating any other character should be cake, whereas it's not likely you'll beat a Suicune with a Luvdisc. If you can't do this, you're just not good enough with that character, or you're simply playing someone much, much better than you.

-----  
-----

#### Update History

Includes before submission, to help me note what I changed when. This is unbelievably helpful, shows me a lot I need to know.

-----  
-----

#### V -1

The idea has started, and I did up to Samus in movesets. They read awfully badly though, so I'm redoing them with more technical information soon. Also, Update History has been started :D.

#### V0.1

Character movelists done up to Kirby. Subject to change at any time.

#### V0.2

Title and introductory bits done. I really dislike having to type so many move descriptions, and I'm still procrastinating on the testing. I'm thinking of adding a section with all the technical terms, but that can wait until the bulk of the FAQ is finished.

#### V0.3

I added the technical terms bit, more or less because I felt it needed it. Basic explanations of moves and generalised classifications redone, since I felt like they needed it. Testing up to Yoshi complete. Tier List put in, just because I say so.

#### V0.4

Added the cool Table of Contents and the sorta witty search tags. Did the title (yeah, I know) and more importantly, the strategy section's KO, combo, spacing and human/comp comparison. Whew. Techniques up and running.

V0.41

Another proofread. Changed the whole spacing section to become Aggressive Spacing, because much of it could be shortened to 'run away and go projectile spam'. Will do a proper spacing section in the future. Changed many search tags, which were common and could be found outside their intentional uses.

V0.5

Fixed up a cool looking stage section with ASCII. 1P Mode is also included, as it means I offer everything standard guides do :P Waiting on a GOOD friend's Jap/Eng comparison. Added (sigh) a basic items section.

V0.55

Added angled attacks. Meh. Went on EGX and scoured for some FAQs in chatrooms. Didn't work out too well, but I got some :D Added Tips and Tricks, for kicks. Hey, that rhymes ^\_^ Redid Contents with spaced out subsections. Reduced the 1P section. Seriously, it's not that hard to beat comps.

V0.6

Added the very comprehensive recovery section, but still needing a second opinion on it. Got the Jap/Eng comparison, gratz to anonymous friend whose name I am forbidden to mention on pain of virus email spam. Subdivided the Techniques section into Unspecific and Character Specific, then wrote out the whole Unspecific section.

0.6x

Remembered I had a database to lean on - Kaillera players - and asked one of the more technically excellent ones for help. He obliged (ty Blackshadow) and this guide is officially going to not suck! If GameFAQs rejects it I think that I'll go commit suicide somewhere :\ Or just improve it, either way.

0.65

As I write this, I'm eating a muffin bar. I love muffin bars. Anyway, more FAQ collecting through recruiting RL people to play Kaillera. Aren't I evil? Realised I forgot to add containers (Crates, etc) and recovery items in the Items section. But I didn't do anything about it, since I had no time :\

0.7

Added the containers/recovery items. Also added Running Smash, Cancel Grab, Spinning Kong Guard+, Bombs Away, DJC (to Yoshi), Double Vert Agility (How could I forget this) and Spiral Rest to Techniques. Common Play Styles added. Noted that if the guide grew at this rate (8KB already since 0.65, which was yesterday) then I wouldn't have enough numbers before 1.0.

0.75

Cut out a LOT of nooby stuff I wrote way back. Seriously, that stuff wasn't something you'd need to think to work out. Corrected mistakes concerning Fox's Reflector, Ness's PK Thunder, Falcon's Falcon Punch and Jigglypuff's Rest.

0.75x

Minor changes, including how Saffron Chanseys can throw out eggs, some techs I forgot (Shield Slide, Pivot and Dashdance), adding some Hints and Tips that just didn't fit anywhere else, changed a bit in the Jap/Eng difference that I previously did not understand. Basically, I corrected some trivial things that nobody, not even me, cares about (well, maybe the techs).

0.8

Fixed up the Frames of Defence section, added Contacting. A bit more, and the guide'll be fit for submission! Still got to revamp a lot of the early move

descriptions, plus add more to the psych section.

0.81

Internet down due to ridiculous heatwave (40 Celsius average for two weeks...) severing phonelines, so no Kaillera. Just more notes on moves, techniques and some corrections, plus addition of different trajectories.

0.81x

As the internet comes back up, my preferred Kaillera server goes down. How joyful. Added 'Best Moves' section to show which moves are more frequently used by high-level players, and to give newbies an understanding about how B moves are usually not ranked among the most commonly used moves. Glitch List added.

0.85

Updates made to the LPK, Comboing sections. 360KB, yay :D

0.9

All but done, still need to touch up some move descriptions. Everything's in place, just the double check left.

1.0

It's finally done. Now all I have to do is submit it. Good luck to me :D Still very subject to change as I delve deeper into the metagame.

1.1

All important DI section is underway. It's a very important part of survival. Minor damage corrections, more detailed analysis of understated moves, and a section on fastfalling, which I neglected for some reason. Some changes to move descriptions, a couple grammar corrections, added Neoseeker to list of sites allowed to post this...yeah, that's about it.

1.11

Got rid of 'Perfect Flame Arc' and changed damage figures on said move. Basic statistics for running speed, horizontal movement, jump heights and weights put on. To do: short hop heights, falling speed. I've decided to go through phases where I only use one character. To start with, my favourite character at the moment: Link. Expect to see updates on him.

1.2

Link's Spin Attack, F-Air and D-Smash have undergone renovation. Most of his other moves have taken some change as well, but nobody would notice that aside from me. Added another way to perform U-Airs without jumping. Moved the Update History to the bottom.

1.21

Descriptions on several moves updated to match my more recent experiences with them. Got an email concerning the metagame. Since I'm not at such a high level, I cannot give you the lowdown on the metagame. I can only assume that it involves using a lot of mindgames to setup 0-death combos, which is what Isai appears to do most of the time. This game is about both player skill and

mental skill, unlike games such as Pokemon, which are generic and don't need practice/perfection of techniques. As such, unless you're somebody like Isai, Tigerbombz, Fireblaster etc (which I highly doubt, as you're reading a guide like this), you should focus on player skill first, instead of concerning yourself with this so-called metagame. Metagame question added to FAQ, btw.

1.22

Tactics section underway. Complete enough for initial re-submission. Minor fixes to Finishers, added Quick Links and another glitch, plus Phoenix Wright trilogy to Awesome Videogames section. I don't care if it's shameless, Phoenix Wright is awesome. Almost 400KB.

1.3

Somehow managed to forget I was halfway through writing a Tier Arguments section. Fixed that up.

1.31

Consolidated Tier Arguments, added Keyboard v Controller, more arbitrary updates for your viewing pleasure. Added 'How to Walk with a Keyboard'. Which reminds me, I have 3 people who contributed, and haven't thanked any of them yet.

1.32

Basic updates as my views change. With so much happening, I've postponed the character revisions until now. New target: Mario.

1.33

Mario updated. Next is DK.

1.33x

This guide is becoming more and more specific. I believe I've covered all the general stuff, so the character revisions will all be more circumstantial. Made the move compendium more concise for veterans returning to the game. All the way down to Kirby. Christ, I hate Kirby's moves. They're so boring. Also considering making vids, now that I have a grasp of Mupen's recording.

1.337

Major revisions, but I simply couldn't skip this number. Yeah, I'm sad. A very revised version of my Tier list has been added, with basis included and a quantitative (that means numerical) rating system added. Please comment by firing an email across. All concise battle-usage notes added to the (now) very formidable move compendium, excepting Ness and Jiggs.

1.4

Funked up all my major section titles. Ness and Jiggs done - though I am very displeased with the quality of those notes. I will come back to redo them. But for now, this guide is more or less complete (except the DI section, which I don't really need yet due to the very good link I have :D). Removed Aggressive Spacing, made it into Baiting, and filed it in the Tactical Play section. Another email from that Martin guy telling me about teleporting Foxes. Fun. Exams coming up, so no significant updates for a while. Nearly 500KB.



-----  
\*\*\*\*\*  
~~~~~  
\*\*\*\*\*  
-----

Topics I encourage you to email me with help about:

- P2P Kaillera
- Any move uses that I may have overlooked
- Any move attributes that I may have overlooked
- Any techniques that can be widely used
- FAQs, so I can add to the FAQ section
- Additions to the Jap/Eng and Melee/64 difference sections
- Grammatical errors
- Content errors

I will respond to questions about combos. Though this guide lacks a really comprehensive combo guide, I still know enough to give basic character combos. However, don't expect me to add any of your combos into the guide.

You will be thanked in the section below if your contribution is worthwhile.

-----

Topics I do NOT want you to email me about:

- Flaming about mindgames
- Flaming about any particular section
- Flaming in general
- Abuse about how my guide sucks
- Any comments or strategies you didn't think twice about before sending 'Awesome' game-breaking stuff (Spikes are not game breakers, for instance)
- Any non-SSB64 related stuff

If the question is REALLY stupid, you'll be made into an example of what NOT to send me.

-----

About Me and Awesome Videogames

-----

I don't care if this seems selfish, it is my guide :O

As was stated before, my name is A. Yang. I live in Australia and enjoy a wide variety of games. Though not professional in any way, I play at a fairly high level for leisure and have completed a number of perfectionist runs through various games because I was bored. If you care, my favourite games of all time (in order) are:

\*\*\*\*\*

- Sam and Max: Hit the Road
- Monkey Island 2: LeChuck's Revenge
- Phoenix Wright - Ace Attorney (series)

\*\*\*\*\*

PLAY THEM! PLAY THEM NOW! Gyakuten Saiban Forever!

I'm in high school, which goes to show that you don't have to be in prep school to enjoy kiddy games. Eh, I'm probably still a little kid at heart.

If you like SSB-style fighters, try D.O.N Arena for the PS2, or the Shounen Jump Superstars/Ultimate Stars games for the DS. All three are in Japanese, but are very fun, moreso if you like the mainstream manga (Naruto, One Piece, Dragonball, Shaman King, etc).

My Youtube username is cheeseball341. I'm the only English speaker in the world who commentates on SSB64 matches, or at least as far as I've seen. I know that Melee and Brawl often get live commentary, but nobody (nobody good at 64, anyway) has bothered to commentate on this particular game. The matches I commentate on are ones I played myself, generally in some sort of online tourney setting. Subscribe if you like the commentary, or the differentiation from regular matches.

-----  
On a final note, I'd like to thank the following people.

The inhabitants of Desiree's Server - I haven't known you guys for very long, and I doubt I'll ever meet you outside of Desiree's, but you've really, really been great, and I thank you for it. Especially as my username insinuates that I am either racist, an Asiatic supremacist, or both (just for the record, I am neither, and abhor real, illogical racism in any form). So, individual thanks are in order. In no particular order...

Me - hur hur ego

lder - Sucks at Pokemon. Glee is a bad show.

James - All thanks for hosting the new Desiree's Server.

ciaza - Eh. McEnroe.

Isaac - Still cooler than ciaza.

Rom - Solid all-around player. I can't remember who he mains, if he mains anybody. Oh yeah, he has a crippling fear of Starmies.

Tom - Hi Tom.

Dsc - The other Link on the server. The only guy not cooler than ciaza.

Dark - Hi :) He's Indian.

nishy - Coolest guy I've never met.

Pete - Will soon be the best on the server, according to lder.

Blackshadow - for showing me how awesome DK is, and introducing me to the real world of mindgames. And of course, for beating me enough times to make me see how nooby I was before (and still am). This guy is crazy technically, nailing all those moves I fail at with the utmost ease. AND he prefers keyboard. I wish him well in the Melee scene (I doubt he'll ever read this lol).

Kuromatsu - a very innovative player, and the most awesome Fox I've seen (aside from Youtube pros, I guess). He showed me the awesomeness that is Link, and I'll never go back to thinking the Tier List is right. Tiers FTL. Also for

showing me Hamachi. I'll have to learn more later.

Sweet Revenge - Yeah, you aren't on as often, but you were great to play with and against, and always a good sport. You say you're the same level as me, but I still reckon you're a couple cuts above. And also his brother Jono, who I didn't really play 1v1, but was still pretty fun to play against/with in 3P/4P matches. Best Yoshi I know, nailing 0-death combos with ease.

Taane - Play for fun. Great motto, and I wish I was less competitive. Too bad you don't play seriously anymore, you could be really good when you tried. Self proclaimed best player in New Zealand, but please don't quote me on it.

Adult Link - My bad, I forgot you in the first round of thanks. Hurry back man, we need more good players on Desiree's!

Judas - Judas is the coolest guy on the server and if anyone argues with this fact they are dead wrong and should never voice their opinions in public again because those opinions will also be dead wrong. He's also the first 'good' player I ever played...man that was a long time ago...

B-Rad - Also not on as often, but he's the classic example of amateur-turned-pro. Keep on slugging man, you'll get there. I think he plays SSBB now. Also, since you keep asking me about this guide, you keep me thinking about new sections. Thanks. Also for online AOM.

Aaron - Introducing me to retexturing. Awesome stuff man.

Desiree - Owner of the first decent Aus server. Still an admin, IIRC.

Everyone I've played - JDash, Kronos, and anyone else who I've played. As for those people who go on servers specifically to play another person, USE P2P. FOR GOD'S SAKE.

Non-SSB players of Desiree's - You make the server more lively :D

Blue Yoshi - He's a cool guy. Another keyboard player too. REPRESENT. (But not really because he'd prefer controller)

People on Galaxy64 not listed - Mhm. Come to Australia.

Anonymous Friend - Thanks for the Jap-Eng thing. If this thanks doesn't sedate you, tough luck. Also a mad Jiggs player. I used to think Rest restored a bit of health, but then he showed me the light.

All those friends who I recruited for Kaillera - Sorry :3 You provided me with a lot of FAQs though, thanks :D

SpartanJoe - Question on the metagame, which led to subsequent detailing of this so-called metagame. Thanks for the reminder.

Redo442 - Correction in two of Ness's damage figures

Martin - Don't know his full name, but he emailed me with how to walk from a standing position. Thanks. He also tipped me off on how Fox can perform the 'Teleport' AT as well through a TAS video.

\*\*\*\*\*  
your contributions here :D  
\*\*\*\*\*



Kaillera Staff - Need I say it? They helped bring SSB64 back from the dead.

Project64k Staff - Just as responsible for the revival of SSB64. Good on ya!

Mupen64k Staff - Thanks for the alternate emulator.

Whoever maintains Youtube - Distractions are fun :D

Smashboards in general - Interesting to read, especially as I don't have a Wii to play Brawl on. Plus it's a nice database of techniques and stuff.

SmashWiki patrons - Doublechecks on my damage figures, plus interesting trivia and stuff too.

Nintendo - For the Nintendo 64, the best console ever, as well as this great game, which will entertain me for...well, a fairly long time.

HAL Labs - For creating this game and POKEMON SNAP, WHICH IS AWESOME AND MUST BE PLAYED BY MORE PEOPLE HAHA \*shamelessadvert\*.

ScummVM staff - How else would I ever play the classic Point'n'Clicks without the legendary awesomeness that is ScummVM. Thank you.

Capcom - There's just so much I have to thank them for. Megaman Battle Network and Starforce, the original Megaman games, Megaman X (Yeah, I like Megaman) and the stellar trio of Phoenix Wright. Oh, and Apollo Justice (\*sigh\*). There is a lot more, but I won't go on.

Telltale Games - Sam & Max, Seasons 1 and 2. You made me laugh and force me to go on with my work. I cannot believe they aren't more popular. Seriously, go and buy them now.

CJayC - GameFAQs. Whatever would I do without you? Well, a lot, but you save me so much time you may as well be the reason I find time to learn. Thanks to CJayC for maintaining what will forever be the most well-rounded FAQ/Guide site that exists. Also thanks to everyone who contributes.

Me - Writing is a passion, but it was still tiring :3

You - Every person who reads this sentence is awesome.

This was a collaborative effort, people. Let's keep the vibe going. We're all in this together, right?

I can be found on Smashboards, with the username cheeseball341. PM me with any questions. I encourage any Oz smashers to join the Smash scene online.

-----  
\*\*\*\*\*  
~~~~~  
\*\*\*\*\*  
-----

Copyright A.Yang 2008-2009

Sites allowed to use this guide:

- GameFAQs
- Neoseeker
- Super Cheats

This guide should be available for free. It is a public resource and may be downloaded for personal use. Do not copy, reproduce, translate or otherwise claim this guide as your own. This guide is free to the public, and absolutely no monetary profit should be made from its download or distribution. If you're paying for this guide, then I'm flattered, but you can get it for free from GameFAQs (or any other sites I add to this list).

Super Smash Brothers (C) is copyrighted by Nintendo and HAL Labs. All characters, stages and items are copyright Nintendo or their respective creators. I do not own any of the content in this game. Obviously.

Remember, videogaming can be hazardous to your health. Attempt to rest or have a break at regular intervals.

Peace out.

This document is copyright asianaussie and hosted by VGM with permission.