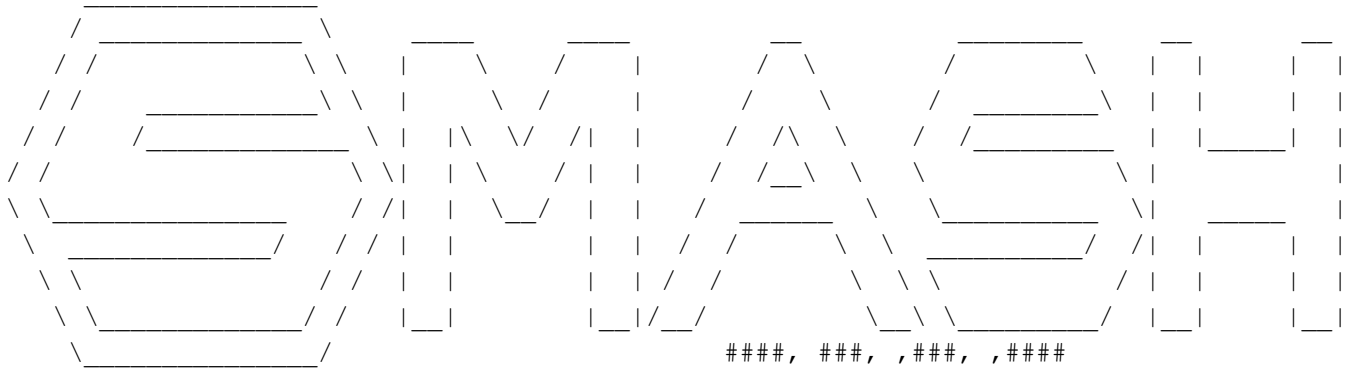
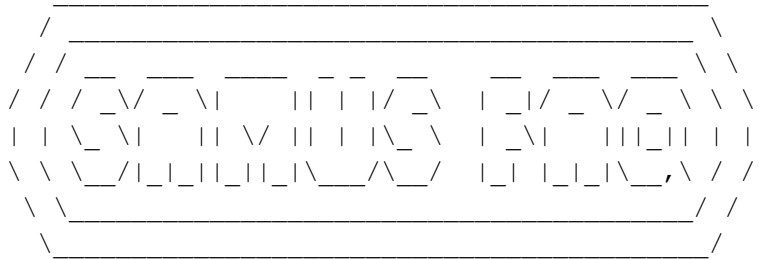


Super Smash Bros. Samus Aran FAQ

by Faust

Updated to v1.11 on Jun 26, 1999

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Faust's Super Smash Bros.
 Samus Aran FAQ (Domestic N64)
 Version 1.11 6/26/99

////////////////////
 In this Update: Added trick to see Samus out of her suit!!! (Courtesy of
 Reverend Raven<revraven@mindspring.com>
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E-Mail: kmfdm@technonet.com
 Web Page: http://www.gamingwest.com

Welcome to my guide dedicated to one of the coolest video game heroines ever... and by far my favorite character in Super Smash Brothers! I've never written a character specific FAQ before, but hopefully I can make it in-depth enough to warrant reading... Anyways, enjoy!

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I will add more moves to this table later.

Move	Command	Damage
Charge Shot	B	3%-26%
Screw Attack	U+B	Up to 15%
Bomb	D+B	7%

spin.

4) Be careful when using this move around edges, if you go off you are gone, as while falling from this move you can not jump or preform another move.

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BOMB

Basic Usage: Press "D+B" to drop her classic bomb from the famous Metroid series. Best used while in air, and on slanted terrain which it will roll down.

Tips:

- 1) The Bomb is probably the best move for taking out computer opponents as they rarely try to dodge it.
- 2) Use the Bomb to drop on enemies doing their "upwards" moves like Mario's Super Jump Punch, and Kirby's Final Cutter.
- 3) Bombs roll down slopes, so grab high areas on stages like Sector Z.

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OVERHEAD FIRE

Basic Usage: Tap U then A. It is difficult to pull off, as your character tends to either jump or do the standard upwards kick.

Tips:

- 1) Damage wise, the Overhead Fire is Samus's best move. Use it on enemies on the platform above you to do some serious damage(up to 40% in one attack!).
- 2) Use the Overhead Fire on the Master Hand whenever possible, you can beat him in under a minute on almost every difficulty if you can pull off the move on a consistant basis.

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JUMPING FIRE

Basic Usage: Jump, then tap F+A. Samus will shoot out a series of small explosions from her arm gun.

Tips:

- 1) While not that powerful compared to other moves, it is great for taking out a number of opponents in one attack.
- 2) Jumping Fire is a great setup to combo a fully charged shot or Screw Attack.

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SCREW KICK

Basic Usage: Jump, then press U+A. Samus will do an upwards aimed spinning attack.

Tips:

- 1) This is not quite as good as the Screw Attack, but it will hit

for Link, except with Fox, use the slanted terrain of Sector Z to try to land beneath him and then Screw Attack(U+B) him for extra damage. If possible, knock him off the left side, and charge up while he is trying to get back on land, stand just in front of the large upwards slant to the right(I believe it is called a "tail fin"... can't really remember if that is the proper term though) and as soon as he gets back on he will start running towards you, and blast him. I finish him off that way every time.

STAGE 4 -Mario Brothers(Mario and Luigi)- Peach's Castle
Don't rely on your ally too much here. Even on the higher difficulties you seem to get "Very Easy" AI allies... At the very beginning of the match, immediately press "R" to throw Mario, then start charging up a shot. Mario should land on the top platform from the throw, and then jump up and shoot whichever of the brothers is open. For the rest of the match, whenever you are on the bottom platform, come up beneath one of the two brothers with a Screw Attack or if you are on the top platform Bomb them while jumping, then try to Screw Attack them while they are still on fire. This battle can either be really easy, or really hard depending on how lucky your ally gets, so don't worry if you lose a life here. This is one of the harder fights if your ally acts like a moron, and the following fights are all easy in comparison(except the Samus battle that is...).

STAGE 5 -Pikachu- Saffron City
Pikachu can be pretty annoying, but he acts like an idiot and will often kill himself by Quick Attacking off the edge. Just avoid getting above him, because Thunder is not a friendly move... Try to Screw Attack as much as possible, as he can not Thunder you immediately afterwards. Just avoid Thunder and you can get hit almost as much as you want, as he rarely does any move aside from Thunder which can kill you.

STAGE 6 -Giant DK- Congo Jungle
Let your allies do most of the work here. Just sit back and shoot him with a fully charged shot to kill him. If he does manage to kill off both your allies however, bomb him while jumping between the platforms at the top and after he hits about 300%-400% try to get a Slam attack on him(F+A).

STAGE 7 -Kirby Team(x8)- Dream Land
Do spin attack till they are between 30%-50% and then throw repeatedly. If possible, grab a weapon and do it's slam attack(F+A) as it should knock the little puff balls far enough even they can't "puff" their way back...

STAGE 8 -Samus- Planet Zebes
This can be the hardest fight in the game without a doubt... At the very beginning jump up to the top platform and start charging. Whenever she comes after you, run, jump, and bomb. Only the best players will be able to out shoot the computer, and if you stay on the upper platforms like I suggest Screw Attack is near useless. The one saving grace about this fight is she does not seem to calculate the rising lava into her strategy and will often do a move right into it, or go for


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BONUS ROUND 2 - BOARD THE PLATFORMS

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|      | 1 - Just step out on to it...
| 8**   10 | 2 - Jump up here from 1.
|      #   ** | 3 - Triple Jump over to here from 2.
|      #     | 4 - Jump down on this, but be careful because it moves.
| @##----# # | 5 - Here is where it gets tricky. When 4 reaches the
| @##9** : # |   farthest point on it's route to the left, jump off
| 7@##  #### |   as far to the left as you can, then double jump, then
| @##### **2 3** |   triple jump(U+B) on to 5. Easier than it looks.
| 6@##     | 6 & 7 - 6 and 7 are part of a series of platforms that
| @##### **1 |   go through a rotation on the wall. Before you worry
| \#####/  **4 |   about getting them, jump up onto the platforms and
| **5     |   keep on jumping your way to the top to get onto the
|_____|   stable ledge, then from there drop on 6 and 7 as they
|                |   come out of the wall.
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- 8 - Triple Jump up to here from the ledge right of the rotating platforms.
- 9 - To get in here, stand just outside the bumpers and hold "Z" and press "F,F" to roll underneath them. Then just jump on the platform, then jump out the top.
- 10 - This one is hard to get... it will take lots of practice. You have to triple jump over to the platform from the high ledge. Unlike 5, this one is harder than it looks and sounds... good luck!

ALTERNATE WAY TO GET #10, SENT IN BY PAUL PACE<wario_pace@knology.net>

Stand on the high ledge and charge a fully charged up shot. Face away from the direction you want to shoot. do a backflip towards the platform and at the apex of your jump fire off your blast. The recoil sends you a little further. Then do your double and triple jump. The recoil really helps.

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-- SEE SAMUS OUT OF HER SUIT --
Sent in by: Reverend Raven<revraven@mindspring.com>

"You can see Samus out of her suit. To do this you must get her electrically damaged(like from her spin attack, Pikachu's electric attack, being hit from the blaster, etc.). As soon as she is hit, pause it, the first frame of the electric damage animation is a shadow of Samus, and then you see Samus out of her suit. You have to be quick with the pausing and it might take a few tries to do. I'd recommend going into training and setting Samus's AI to Jump, and do Pikachu's spin attack. It's interesting to note the difference between this Samus and the polygon model used in the Fighting Polygon Team. After you view her, you'll see that this model's addition had to be intentional."

(NOTE: I have not personally confirmed this trick, as I do not have

access to Smash Brothers at this point in time. I will try to confirm it at a later date. Also know that these are the exact words from Reverend Raven, with very slight editing.)

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Me, Faust: kmfdm@technonet.com

Thanks to:

Reverend Rave<revraven@mindspring.com> - Trick to see Samus outside of her suit!

Paul Pace<wario_pace@knology.net> - Alternate way to get Platform #10 in Bonus Stage 2. Much easier than triple jumping alone. :)

Metrnome@aol.com - For the name of Metal Mario's stage. If you are reading this I tried to respond to your mail but it kept getting sent back to me saying "metrnome@aol.com" was an invalid address.

END OF FAQ