Super Smash Bros. Samus Aran FAQ

by Faust

Updated to v1.11 on Jun 26, 1999



Armor Punch		F+A		18%
Overhead Fire	-	U+A		10%-40%
Jumping Fire	-	(J)F+A		Up to 10%
Screw Kick	-	(J)U+A		2%-10%
Throw		R	-	16%

-				_		_	_				
		/_	_ \			1 1	- 1	/	_\ _	_	These are Samus's most importan
	\/	_	_ \ ^	' /	_	1 1,	_	_	\		moves. If I have time, I may ad
		\	/ \	/				\	/		the useless ones here too.

_ \ _ \ CHA

CHARGE SHOT

Basic Usage: Press "B" to start charging the shot up, then press "B" again to shoot it off in the middle of charging, or wait for it to finish charging to get the max charged shot. Press "Z" to block in the middle of charging, then start charging again and you will pick up where you left off.

Tips:

- 1) Remember that a fully charged shot can knock an opponent a long way.
- 2) When opponents are trying to make their way back on to the platforms use the small shot repeatedly to juggle them back off, after they have already used their 2nd jump. This is a good way to take out opponents who keep managing to make it back to the "mainland" of the level.
- 3) Always keep a fully charged shot whenever possible, for use at the most opportune time.
- 4) Never go head to head in a shoot out with characters with faster projectiles like Fox or Mario, the Charge Shot's strength lies in all out damage, and picking off those struggling to make it back to the platforms.



SCREW ATTACK

Basic Usage: Press "U+B" to spin into the air, doing damage to any enemy that you hit. Also can be used as a "Triple Jump" to get back onto a platform when knocked away.

Tips:

- 1) This move is great to take out enemies on platforms above you.
- 2) Be careful of any "explosive devices" around, if you hit them while spinning you will detonate them. This included all things like Bomb-Ombs, Motion Sensors, and any explosive Boxes or Barrels.
- 3) Use this move on groups of weak enemies like the Yoshi, Kirby, and Polygon teams. It should knock them out on the first or second

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.



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.



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.



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.



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

enemies out of some attacks easier with it's longer range, and it works better on the Master Hand.

| _ \ | / THROW |_|_\

Basic Usage: Press R. Samus will throw out a grappling hook.

Press R again to throw them forward, or press

B+R to throw them backwards.

Tips:

- 1) Her throw has a good range, but unfourtunatly with that range comes a slow speed. Use it sparingly.
- 2) With all characters, not just Samus, throw Kirby everytime he turns into a brick.
- 3) In some stages you can use Samus's throw before the opponent has a chance to get away.
- 4) Remember the enemy does not have to be standing on the ground for you to grab them, as long as they are in front of you. In other words, if you are sitting on a platform and an opponent jumps in front of you to get on the platform, go ahead and throw him, don't wait for him to land!

This walkthrough is made for people trying to go through the "Hard" difficulty, most likely to get Ness. The strategies should apply to all easier difficulties as well, but for "Very Hard" you are on your own!

STAGE 1 -Link-

Hyrule Castle

At the start of the fight, hold him back as long as possible with smaller shots. Once he get close to you jump away and drop as many bombs as you can(D+B). Bombs are the best way to do damage to Link, as he never tries to block or dodge them. If a weapon appears don't give it too much thought, as they do little that Samus can't to Link. The best strategy, like stated above, is to simply keep dropping bombs on him until he is at about 150%, then try to knock him out with weapon or full-charged shots.

STAGE 2 -Yoshi Team(x16)- Yoshi's Island All the team stages are easy, and this is the easiest. Just use the Screw Attack(U+B) and you should make short work of them.

STAGE 3 -Fox- Sector Z

Don't get into a fire fight with Fox, you usually can't win. He will either reflect your shots back, or simply take you out with his faster Laser. Instead, use the same Bomb strategy

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 belive 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, immediatly 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 immediatly 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
 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

an item that is submerged... in fact, I'm pretty sure that every time I have beaten this fight is either by her killing herself with the lava, or getting a Hammer...

STAGE 9 -Metal Mario- Metal Cap Cavern This guy can be annoying, but he is not much of a threat. The main thing to do here is to jump above him and bomb him. As soon as you land jump up and do it again. Continue this until a weapon appears, then grab the weapon and beat him as much as you can and try to knock him off with it's slam attack(F+A). He should be dead pretty easily if you stick to

the pattern of bombing, then grabbing a weapon.

STAGE 10 -Fighting Polygon Team(x30) - ???

Again use the Screw Attack to whipe them out as much as possible. These guys can get pretty hard, but the level seems to spawn a lot of Maxim Tomatoes, so life shouldn't be too much of a problem. If you are going for Ness, this is another level you shouldn't worry too much about losing a life on. It can get pretty unfair when you are taking out two people with Screw Attack then a Mario clone Jump Punches you from below.

The Master Hand is pretty easy with Samus if fought right.

Use Samus's overhead kicks and Overhead Fire(U+A) to do the most damage, don't bother with her "B" attacks, except when the hand goes to shoot his own projectile(s) pump a charged shot into him. Block whenever the hand tries to do an overhead attack, and when he comes from the side to slap or any of his other side ways attacks, just jump over him. If you do the appropriate counter to each move, he should prove

BONUS ROUND 1 - BREAK THE TARGETS

one of the easiest fights in the game.

```
8*
                   | 1 & 2 - If you can't get these, stop reading this FAQ
                       and go to the hospital, you must be bleeding from
                 5*| the head or something.
                  \mid 3 - Triple Jump(C,C,U+B) up onto the platform and hit it.
     3*
                   | 4 - Jump off the platform 3 was on, and hit it.
                   | 5 - Jump and shoot it from the platform to the right of
         ## ##
                        6.
                 7 * #
          #*6
                 | 6 & 7 - Stand on one side of the holes, and jump over
          #
                  | dropping bombs(D+B) on them.
                 | 8 - Stand beneath it then Jump twice then screw attack(U+B).
  # 2* #
                 | 9 - Jump down above it, and either bomb it on the way down
                  or do any other attack to it.
             9* | 10 - From the platform beneath 9, shoot it.
      1* #
                   #########
```

BONUS ROUND 2 - BOARD THE PLATFORMS

- | 1 Just step out on to it...
- 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 farthest point on it's route to the left, jump off as far to the left as you can, then double jump, then triple jump(U+B) on to 5. Easier than it looks.
 - | 6 & 7 6 and 7 are part of a series of platforms that go through a rotation on the wall. Before you worry about getting them, jump up onto the platforms and 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.
 - 8 Triple Jump up to here from the ledge right of the rotating platforms.
 - 9 To get in here, stand just outside the bumbers 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.

-- 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."

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 Reverand Raven, with very slight editing.)

......



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

This document is copyright Faust and hosted by VGM with permission.