

SUPER SMASH BROS.™

Melee



NINTENDO
GAMECUBE™

EmuMovies

INSTRUCTION BOOKLET

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendinitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

⚠ WARNING - Electric Shock

To avoid electric shock when you use this system:

- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

⚠ CAUTION - Motion Sickness

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

⚠ CAUTION - Laser Device

The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.

Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.



This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo product.

All Nintendo products are licensed by sale for use only with other authorized products bearing the Official Nintendo Seal of Quality.[®]



**THIS GAME SUPPORTS
SIMULTANEOUS GAME PLAY
WITH ONE, TWO, THREE OR FOUR
PLAYERS AND CONTROLLERS.**



**THIS GAME REQUIRES A
MEMORY CARD FOR SAVING
GAME PROGRESS, SETTINGS
OR STATISTICS.**

NEED HELP PLAYING A GAME?

You can visit our web site at www.nintendo.com for game play assistance.

For automated game play tips and news, call Nintendo's Power Line at: 1-425-885-7529
This may be a long distance call, so please ask permission from whomever pays the phone bill.

Rather talk with a game counselor?

1-900-288-0707 1-900-451-4400
U.S. \$1.50 per minute Canada \$2.00 per minute

MON. - SAT., 6:00 a.m. to 9:00 p.m.; SUN., 6:00 a.m. to 7:00 p.m., Pacific Time

Callers under age 18 need to obtain parental permission to call. (Prices subject to change)



TEEN (13+)
Comic Mischief
Mild Violence

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT WWW.ESRB.ORG.



All rights of this game, "SUPER SMASH BROS. MELEE," including the copyrights of Game, Scenario, Music and Program, but excluding certain copyrights previously reserved by other companies and persons, are reserved by Nintendo and/or HAL Laboratory, Inc.

Super Smash Bros. Melee has been developed with cooperation from the following companies and/or individuals: Creatures Inc., GAME FREAK inc., APE inc., Keiichi Suzuki, INTELLIGENT SYSTEMS, Rare Ltd., NOISE, Saru Brunei Marigul, Param

Rare Ltd.
Certain characters and items from PERFECT DARK and DONKEY KONG COUNTRY 2. DONKEY KONG 64 rap music based on original DONKEY KONG 64 music courtesy of Rare Limited.

TM, © AND THE NINTENDO GAMECUBE LOGO ARE TRADEMARKS OF NINTENDO.
© 2001 Nintendo/HAL Laboratory, Inc. Characters © Nintendo/HAL Laboratory, Inc./Creatures Inc./GAME FREAK inc./APE inc.
© 2001 NINTENDO. ALL RIGHTS RESERVED.

SUPER SMASH BROS.™

Melee

[CONTENTS]

<input type="checkbox"/>	Enter the Fray	6	
<input type="checkbox"/>	Using the Controller	8	
<input type="checkbox"/>	Basic Moves	10	
<input type="checkbox"/>	Getting Started	16	
<input type="checkbox"/>	Game Menus	17	
<input checked="" type="checkbox"/>	1-P Mode	17	
	Regular Match 17	Event Match	21
	Stadium	22	
	Training	24	
<input checked="" type="checkbox"/>	VS. Mode	26	
	Melee	26	
	Tournament Melee	30	
	Special Melee	32	
	Custom Rules	34	
	Name Entry	35	
<input type="checkbox"/>	Characters	36	
<input type="checkbox"/>	Items	44	
<input checked="" type="checkbox"/>	Trophies	45	
<input checked="" type="checkbox"/>	Options	46	
<input checked="" type="checkbox"/>	Data	47	
☆	Game-play Variations	49	

ENTER

THE FRAY



The object of Super Smash Bros. Melee is to attack your opponents and send them flying from the field of battle.

When a match starts, use the many techniques at your disposal to take the fight to your foes.



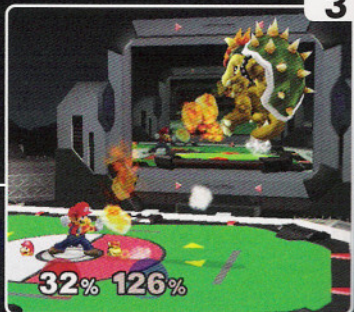
1

2



When your attack succeeds, your enemy's damage percentage, displayed at the bottom of the screen, increases. When it reaches a high number...

...use a powerful Smash Attack to blast your opponent off the screen!



3

TIP #1

Opponents with a high damage percentage fly farther when struck!

The distance enemies get sent flying is proportional to the amount of damage they have taken. Try to raise your foe's damage percentage as high as possible before attempting finishing blows.

When damage percentages are...




...low, it is hard to send opponents flying.



...high, opponents go sailing.

TIP #2

As long as you can make it back to the stage, it doesn't matter how far you've been sent flying away.

When an opponent smashes you and sends you soaring, don't give up! You can sometimes use your midair jump and  Special Move to cover ground and return safely to the playing field.

When you're sent flying...



jump

midair jump

Special Move

to make your way back to safe ground.

Using the Controller

Use the Control Stick to move and the **A** and **B** Buttons to attack.

L and R Buttons

Shield

Page 14

(+ **A**) Grab

Page 15



Z Button

Grab an enemy

(You can also press **L** + **A** or **R** + **A** simultaneously to grab.)

Y Button/X Button

Jump

A Button

Use Standard Attacks

Page 11



B Button

Use Special Moves

Page 13

For information on individual Special Moves, see pages 36-43.



START/PAUSE

Pause



Control Stick

Move, Jump

Page 10



+ Control Pad

Taunt



C Stick

One-Player Mode :

Zoom Camera

VS. Mode:

Use Smash Attacks

* Additional control instructions can be found on later pages.

BASIC MOVES

Moving the Character

You can also use or to jump

Tilt the Control Stick in the direction you want to move. Tap the Control Stick to dash and jump.

Jump



NOTE

Tap the Control Stick up or press or to perform a **midair jump**.



Stand



Walk



Dash



Duck/Crouch



How fast you move depends on how far and how fast you tilt the Control Stick

Drop Through



Control Stick Information



Tilt



Tap

Standard Attacks



Perform Standard Attacks by using the Button by itself or in combination with the Control Stick.

Standard Attack



Repeatedly: Standard Combo



Smash Attack: Up



Tilt the Control Stick for Strong Attacks.



Tap the Control Stick for mighty Smash Attacks!

Strong Attack: Up



NOTE

Press while dashing to perform a **Dash Attack**.



Standard Attack: Side



Strong Attack: Side



Smash Attack: Side



Strong Attack: Down



NOTE

Smash Charge

Press and hold when performing a Smash Attack to start charging up energy. Release to unleash a charged Smash Attack. The longer you hold the A Button down, the stronger the charge will be.

However, there's a limit to how long you can charge a Smash Attack, and once you reach that limit, your character will automatically release the attack.



Smash Attack: Down



Midair Attacks Are Possible in All Directions!

Perform attacks in midair by pressing **A**. Use **A** in combination with the Control Stick to attack in any direction.

Midair Attack: Up



Midair Attack: Back



Midair Attack: Neutral



Midair Attack: Front



Midair Attack: Down




Climbing Up Edges



Characters can grab the edges of platforms in Super Smash Bros. Melee. Grabbing edges and climbing up them is a fundamental part of traversing terrain and successfully performing recovery moves.

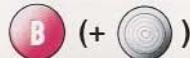


When hanging from an edge, press  to climb up.

NOTE

You can jump or attack as you are climbing up edges. Practice both techniques and use them strategically.

Special Moves



Perform Special Moves by pressing **B** or by pressing **B** and the Control Stick. When performed properly, Special Moves produce attacks that are unique to the character being used.

Each Character Has Four Special Moves

Donkey Kong

Giant Punch




Press **B** to wind up, and **B** again to punch!

Yoshi

Egg Throw



The longer you hold **B**, the farther you'll throw the egg. Use  to direct the angle of the toss.

Link

Boomerang



Hold  for a greater throw distance! Tilt  up or down on release to set a high or low flight pattern.

Mario

Mario Tornado



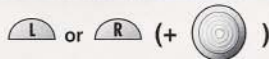
Press **B** repeatedly at the beginning of the technique to send Mario spinning skyward.

NOTE

Each character has four different Special Moves. See pages 36-43 for more details.



Defensive Shield



Press **L** or **R** to shield and deflect enemy attacks. The more you depress the button, the smaller your shield becomes. Use your shield to ward off blows and keep your damage percentage low.



Use **L** or **R** to shield

Tilt the Control Stick to shift the position of the shield.



NOTE

Shields become smaller as they absorb attacks and as time passes. If held too long or hit with overpowering blows, shields break, leaving the characters stunned and momentarily unable to move.



Use the Control Stick for Advanced Defensive Moves

Tap **○** while shielding to perform some nifty defensive maneuvering. With practice, you will nimbly sidestep incoming attacks or even circle around enemies like a matador!

Roll Backward



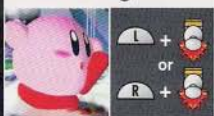
Shield



Roll Forward



Dodge



NOTE

If you press **L** or **R** in midair, you'll perform an Air Dodge. With the Control Stick, you can even Air Dodge in any direction.



Grab and Throw



Grab



When you're close to an opponent, press **L** + **A** or **R** + **A** to reach out and grab him or her. Once you've got

Throw Up



an enemy in your clutches, you can attack him or her by pressing **A**, or use the Control Stick to hurl your foe away.

Throw Backward



Grab and Attack



Throw Forward



Throw Down




Getting Started

Insert the Nintendo GameCube Game Disc and a Nintendo GameCube Memory Card (sold separately) into the console, close the cover and turn the POWER Button ON. After the Super Smash Bros. Melee title screen appears, press START/PAUSE.



Things to Remember About Saving and Memory Cards

- ★ Insert the Memory Card into **Memory Card Slot A**.
★ To save Game Data, the Memory Card must have **eleven (11) blocks** of space open.
 - To save Snapshots in Camera mode, you'll need additional blocks (see page 33). It's best to insert a Memory Card with a large number of empty blocks in slot B.
 - ★ Before beginning play, follow the on-screen instructions and **create a file for this game** on the Memory Card. (If there is already a file, all of your game progress will be saved to it automatically.)
 - Follow the on-screen instructions for saving Snapshots.
 - ★ Game Data is saved during game play. Do not remove the Memory Card during game play.
- NOTE** During game play, do not repeatedly insert and then remove Memory Cards, press the POWER Button, or reset the game. Doing so may erase saved game data or cause damage to Memory Cards or the game console.


- ★ When finishing game play, it is recommended that you return to the title screen before **turning the power OFF**.

Please refer to the Nintendo GameCube instruction booklet (Pages 18-20) for directions on how to format and erase Memory Card files.

Game Menus

1 One-Player Mode

The single-player Smash mode is full of variety—there are battles against computer-controlled characters, training sessions, and much more!

GAME 1

Regular Match

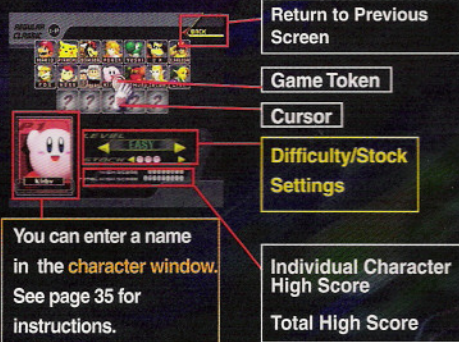
There are two unique one-player modes ready to play: Classic and Adventure.

Getting Ready to Play

Step One

Selecting Characters

Move the cursor with the Control Stick then press **A** to pick up your game token. Place the game token on the character you want to play, and press **A** again to select that character. After you have chosen a difficulty level and number of lives, press START/PAUSE.



Difficulty and Stock Settings





Place the cursor on **▶▶** and press **A**.

Difficulty Levels

There are five difficulty levels: Very Easy, Easy, Normal, Hard, Very Hard

Stock Setting

The number of lives you have can be set to between one and five.

On the character select screen, use  or  to change the color of your character's outfit.



Step Two

Starting the Game

Classic

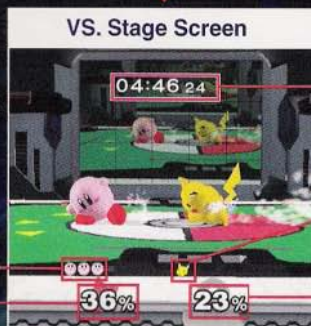
In Classic mode, battle your way from stage to stage by either fighting computer-controlled characters or clearing special bonus stages.



Stage Map



On VS. stages, you have to defeat (KO) computer-controlled characters to move to the next stage.



Time Remaining

Computer Stock

Computer Damage

P1 Stock

P1 Damage

Bonus Stage Screen



Targets Remaining

P1 Stock

P1 Damage

Time Remaining

There are three types of bonus stages. You'll be awarded bonus points if you can successfully complete the missions on these stages.

On the VS. stages, you'll find team matches where you're paired up with a computer-controlled character to battle two opponents, as well as stages where you must battle whole armies of enemies.



Adventure

This mode is a mix of VS. battles and side-scrolling action. Regardless of the setup, however, the goal remains the same—clear the stage and move on!



As you travel towards your goal, characters will appear and try to block your way. Avoid them, attack them...do whatever it takes to get by them and move on!



Play Screen

Time Remaining

P1 Stock

P1 Damage

39%

There are some areas that you won't be able to move past without KO'ing the enemies that block your path. Use all of your fighting skills to smash them and continue.



Step Three

Clearing Stages

You'll receive awards with corresponding bonus points after clearing stages in any Regular Match mode.

Stage Clear Screen

STAGE CLEAR

TIME REMAINING: 24300

DAMAGE: 12700

SPECIAL BONUS

First Strike	500
Skid Master	1000
Immortal	5000
In the Fray	2000
Materialist	100

+ 45600

SCORE 45600

Labels: Time Remaining Bonus, Damage Bonus, Total Bonus, Coins Earned (See page 45), Special Bonuses, Total Score

The **Time Remaining Bonus** corresponds to the speed with which you clear the level. The faster you clear the level, the higher the bonus you receive.

The **Damage Bonus** is based on the amount of damage you dish out. The more you punish your opponents, the higher your bonus is.

Special Bonus

After clearing a stage, you may receive some Special Bonuses that reflect your performance. Here are three examples of Special Bonuses.

Cheap KO

This is awarded when you KO an opponent from behind.

Perfect Aim

If you hit with every attack that you attempt, you'll receive this award.

All Ground

Successfully attack with all ground techniques to receive the All Ground award.

There are a ton of Special Bonuses for you to collect!

NOTE

If your stock reaches zero during the game, the Continue screen will appear (see page 45). If you choose YES, you'll continue from the last level you played. Choose No to end your game and return to the 1-P Regular Match menu screen.



GAME 2

Event Match

These special situation matches take place on various stages. There is no set order for clearing them, so try to clear them in any order you please.

Getting Ready to Play

Step One

Selecting an Event

Event Select Screen

1-P Mode **Event Match**

Event

Cleared Events: Any event you have cleared will have a ● next to it.

The selected event's high score and explanation.

Event Name

Character Name

Lv. 1	Trouble King
Lv. 2	Lord of the Jungle
Lv. 3	Bomb-Fest
Lv. 4	Dino-wrangling
Lv. 5	Spare Change
Lv. 6	Kirby's on Parade
Lv. 7	Pokémon Battle
Lv. 8	Hot Date on Brinstar
Lv. 9	Hide 'n' Seek

High Score: 11111111111111111111

Event: Fight Bowser in a classic (Mushroom Kingdom classic)

Character Name: ARIO

NOTE

The character you use is set on some events and left to your preference on others. On the events where you choose your character, the Character Select screen appears once you have confirmed your event choice.

Step Two

Starting the Game



Not all Event Matches are as simple as defeating your opponent. Some of the matches have additional conditions or goals that must be met. Don't forget to check the explanation before you begin!

NOTE

After you clear a set number of Event Matches, a new set of Event Matches will open up. How many Event Matches could there be?

4	Dino-wrangling
5	Spare Change
6	Kirby's on Parade
7	Pokémon Battle
8	Hot Date on Brinstar
9	Hide 'n' Seek
10	All-Star Match 1
11	King of the Mountain
12	Seconds, Anyone?

GAME 3

Stadium

Stadium contains a number of special games with unique sets of rules.

Getting Ready to Play



There are three game options in Stadium: Target Test, Home-Run Contest, and Multi-Man Mele. Multi-Man Mele contains a menu of melees to choose from.

Step One

Selecting a Multi-Man Melee Type

Melee Menu Screen



There are six different melees types to choose from.

Melee Name

Melee Explanation

Step Two

Selecting Characters

Character Select Screen



You can check the high scores for the melee selected on this screen.

High Score Display

High Score = This is the high score for the player selected.

Total High Score = This is the high score among all playable characters. (This may not appear on some levels until you have cleared it with all the available playable characters.)

HIGH SCORE 505.6 Ft.
TOTAL HIGH SCORE 505.6 Ft.

You can enter a name in the character window. See page 35 for instructions.

Step Three

Starting the Game

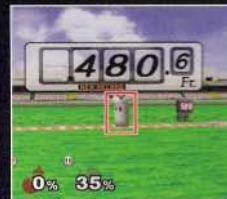
Target Test

In this game, you have to race the clock to destroy 10 specially placed targets. All Target Test stages are designed specifically to challenge the selected character.



Home-Run Contest

Your goal in the Home-Run Contest is to smack Sandbag around for a few seconds and then unload on him with the Home-Run Bat to send him flying as far as you can. The more damage you do before belting him with the bat, the better.



Multi-Man Mele

The Fighting Wire Frames are waiting for you! Select a melee, check the rules, and get ready to take on these mysterious goons.



Target Test High Score

If all targets are not broken, the high score is based on the total number broken.

If all targets are broken, the high score is based on the time it took to destroy the targets.

When all available characters have broken all the targets, the total time is also displayed.

Home-Run Contest high scores are displayed for individual characters.

GAME 4

Training

Need to polish your grabs? Work on attack combos? The Training mode allows you to pick an opponent and set some very specific battle conditions for you to practice, practice, practice!

Getting Ready to Play

Step One

Selecting Characters

Character Select Screen



You can enter a name in the character window. See page 35 for instructions on entering a new name.

Select your character by placing **P1** over the character icon, then select a computer-controlled character with **CP**.

Max Combos

This is the highest number of consecutive hits scored with the selected character. See the NOTE! section below for more information.

CPU Character Window

NOTE!

Once you strike an opponent, they takes damage and are unable to move for a brief moment. Combos are the consecutive attacks that you string together during that time to prevent them from recovering their balance.



Step Two

Selecting a Stage

Stage Select Screen



Select a stage to play, and press **A** to confirm your choice. Once you have done this, training will begin.

Selected Stage

Selected Stage Name

Step Three

Starting the Game

Selected Speed

CPU Damage

Player Damage



Selected CPU Movement Pattern

Damage of Last Attack

Number of Consecutive Hits

Total Damage of Current Series of Attacks

Set Up on the Pause Screen

Press **START/PAUSE** to halt the training session and display the setup menu. Use the Control Stick to alter the parameters of the training session.

Pause Screen



Speed

Set the movement speed to various levels including x 2 and 1/4.

Items

Set the items that will appear during the course of battle.

No. of CPUs

Increase the number of computer-controlled characters here. You can have a maximum of three CPU characters, all the same.

CPU

Want to practice against an evading enemy? How about a jumping one? Set the CPU's movement pattern to customize your training session. Another human can also control the CPU character by inserting an additional controller and setting movement to Human.

Reset

Select Reset to set all menu options back to their original state.

Camera

Get a new point of view by changing the camera setting. Select Free to move the camera as in Camera Mode.

CPU Damage

This option allows you to freely set the damage percentage for all CPUs from 0 to 999.

Finish

Select Finish to end your session and return to the Character Select screen.



Game Menus

2 VS. Mode

Set rules for a VS. match against friends or CPU characters.

GAME 1

Melee

Melee is the original Super Smash Bros. standard. See page 34 for instructions on setting up the rules to customize your battles.

Getting Ready to Play

Step One

Selecting Characters

Place your game token on the character you want to play, and press the A Button to confirm your choice.

Switch between Melee and Team Battle.



Set up your own battle rules.

Character Windows

Switching VS. Modes and Setting Rules

Switching VS. Modes

Place the cursor here and press **A** to switch between Melee and Team Battle.



Rules

Place the cursor here and press **A** to display the Custom Rules menu.



Character Window



The character window allows you to set up handicaps, CPU difficulty levels, teams, etc. It also functions as a display for in-game information.

1 Player Switch

Set the character control to Human for players, CPU for the computers, or N/A to close a window.

HMN CPU N/A

2 Team Color Switch

Use this to set teams during Team Battle. The three team colors are red, blue, and green.



3 Handicap

When the handicap rule is turned ON on the Custom Rules screen, the handicap level indicator appears in the character window. Use the cursor to set a handicap level. The lower the handicap, the weaker that character will be.

4 CPU Level

Set the level of any participating CPU. The higher the level, the more powerful the CPU.



To set handicap and CPU levels, place the cursor on the indicator, press **A** to grab it, and then move **Left** / **Right** to raise or lower the level.

5 Character Name Display

HMN You can enter saved names or enter new names for human-controlled characters. See page 35 for details.

6 KO Stars

One ★ is displayed for every KO you have achieved.



Step Two

Selecting a Stage

Stage Select Screen

To select a stage to play on, place the cursor on a stage and press **A** to confirm your choice. The computer will choose a stage if you press START/PAUSE on this screen.



Currently Selected Stage Icon

Random Stage Select Icon

Currently Selected Stage Name

Step Three

Starting VS. Matches!

The VS. Match game screen varies slightly in appearance depending on the rules implemented for that particular match.

During Coin Battles, the number of coins earned is displayed here.



For Stock Battles, this display represents the number of lives a player has remaining.



Play Screen



The time remaining in the match. If the time limit is set to NONE on the Custom Rules screen, the time-remaining display will not appear.

Damage Display

During Team Battle, the character icons are displayed in the color of the team of each competitor.



NOTE

To quit a match before a winner has been decided, press START/PAUSE and input the control displayed below. No results are displayed for matches ended in this way.



Step Four

After the Match: The Results Screen

Once a match is finished, the Results screen is displayed. Depending on the rules used during the match, the Results screen may vary slightly.

1 Match Type Display

2 Winning Player/Team

Number of Coins Earned

Number of KOs

Number of Falls

Number of Self-destructs

Total = KOs - (Falls + Self-destructs)

In Stock Battles, the time in which you were eliminated is shown here. In Coin Battles, the total number of coins you earned appears instead.



Character Name and Placing

Results Screen (Secondary Info)



Check to see which players you KO'd and who KO'd you.



Press **A** on the Results screen to check on secondary info recorded during the battle.

NOTE

All melee results are automatically saved. Check Melee Records under Data from the main menu to peruse all of the recorded melee information.

View even more detailed results, each listed individually.



Use **↑** **↓** to scroll through the results.

GAME 2

Tournament Melee

The Tournament Melee is perfect for those times when you have five or more people ready to play. Customize the rules (see page 34) to set up a melee that is just right for you.

Getting Ready to Play

Step One

Setting Up Tournaments

Answer the on-screen questions in the order they appear to set up a tournament. The rules and values you set may differ depending on the type of melee you choose.



NOTE Computer-controlled characters can compete in tournaments, but they cannot take part in Winner Out or Loser Out melees.



Once you have finished setting up your tournament, a confirmation screen, like the one shown here, will appear.

- OK** Select this to begin player setup.
- Option** To customize the rules further, choose this option. For more on rules, see page 34.
- Redo** If you want to begin the setup process again, select Redo.

Step Two

Setting Up Players

Select characters, enter new names, or load saved names for each player on this screen.



Entering New Names & Loading Saved Names
Place the cursor here and press **A** to enter a new name or load a saved name. See page 35.

Changing Characters
Press **A** when the cursor is here to bring up the Character Select screen. Use the Control Stick and the A Button to choose a character. Press **Left** or **Right** to change the color of your character's skin or clothing.



Step Three

Begin Battle



The Controller to be used by each player is displayed here. Please use the Controller that matches your character and name.

Player Name

Once the player setup has been completed, the competition will begin. When there are a lot of people playing, be sure that you have the Controller that matches your name and character.



NOTE For Tournament melees, the Result screen is the same as in standard Melee mode. In Winner Out and Loser Out melees, use **Left** or **Right** to select a character.

GAME 3

Special Melees

These are matches set up under unique rules. Camera Mode lets you take photographs of on-screen action.



Battle Under Ten Different Sets of Rules

There are ten Special Melees, each with its own challenge.

Camera Mode



Use the Controller inserted into Controller Socket 4 to take on-screen photos.

Stamina Mode



Each player starts with an equal number of health points (HP). If a player's HP reaches zero, he or she is out.

Super Sudden Death



The action is fast and furious in this melee, where all contestants start out at 300% damage.

Invisible Melee

Now you see 'em...well, actually, it's hard to see anyone in this suspenseful event match.

Single-Button Melee

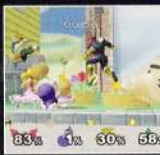
All you can use are and . An absolute must for beginners.

Giant Melee



All contestants are giant-sized, as if they had eaten a Super Mushroom.

Tiny Melee



All competitors appear as if they had consumed a Poison Mushroom and been shrunk to miniscule proportions.

Fixed-Camera Mode



There are no close-ups and no pan-outs here. The camera is set and will not move.

Lightning Melee

Fast, faster, fastest! This mode launches everyone into super speed.

Slo-Mo Melee

Molasses seems speedy compared to the characters in this watch-every-move melee.

Playing Special Melees

Step One

Selecting Characters and Stages

Once you've selected a Special Melee, you'll need to select characters and a stage to battle on. The selection method is the same as in other modes.



Step Two

Beginning Melees



After GO! appears on screen, fight like you would in any other match. In Camera Mode, follow the instructions below to take photos of the on-screen action and save them to a separate Memory Card.

To take photos in **Camera Mode**, insert a Controller into Controller Socket 4. (Try to use a Memory Card with as many empty blocks as possible in Slot B or a fairly empty card in Slot A.)

Press on the Controller inserted into Controller Socket 4 at any time during game play to take a photo.

Use on the Controller inserted into Controller Socket 4 to take photos.

Camera Mode Screen



After you have taken a Snapshot, you can press to save that photo data to a Memory Card. Follow the on-screen camera controls to take impressive pictures.

Press on the Controller inserted into Control Socket 4 to save photo data.



GAME 4

Custom Rules

In VS. Mode, you can set up a number of rules to alter the flow of competition.

How to Customize Rules

Custom Rules Screen

VS. Mode / Custom Rules //

Rules TIME
 Time Limit 02:00
 Handicap OFF A
 Damage Ratio 1.0
 Stage Selection ON
 Item Switch
 Additional Rules



Select a Menu Option

Select a Rule Option

If you select Stock, the Stock number menu will appear.

Stock 03

Item Switch Screen

VS. Mode / Custom Rules / Item Switch //

VERY HIGH	HIGH	MEDIUM	LOW	VERY LOW	NONE
Food	Power	Shield	Shield	Shield	Shield
Maxim. Stamina	Max. Stamina	Max. Stamina	Max. Stamina	Max. Stamina	Max. Stamina
Heart Container	Heart Container	Heart Container	Heart Container	Heart Container	Heart Container
Warp Star	Warp Star	Warp Star	Warp Star	Warp Star	Warp Star
Key Gem	Key Gem	Key Gem	Key Gem	Key Gem	Key Gem
Super Scope	Super Scope	Super Scope	Super Scope	Super Scope	Super Scope
Fire Flower	Fire Flower	Fire Flower	Fire Flower	Fire Flower	Fire Flower
Life Stick	Life Stick	Life Stick	Life Stick	Life Stick	Life Stick
Star Rod	Star Rod	Star Rod	Star Rod	Star Rod	Star Rod
Beam Sword	Beam Sword	Beam Sword	Beam Sword	Beam Sword	Beam Sword
Home-Hurt Gal	Home-Hurt Gal	Home-Hurt Gal	Home-Hurt Gal	Home-Hurt Gal	Home-Hurt Gal
Enchanted	Enchanted	Enchanted	Enchanted	Enchanted	Enchanted
Green Shell	Green Shell	Green Shell	Green Shell	Green Shell	Green Shell
Red Shell	Red Shell	Red Shell	Red Shell	Red Shell	Red Shell
Flourish	Flourish	Flourish	Flourish	Flourish	Flourish
Parry Ball	Parry Ball	Parry Ball	Parry Ball	Parry Ball	Parry Ball

Use to set the frequency with which items appear.

Use the Control Stick to select an item, and press to turn that item ON or OFF.

Additional Rules Screen

VS. Mode / Custom Rules / Additional Rules //

Stock/Block/Time Limit NONE
 Friendly Fire ON
 Pause ON
 Self-Destructs -1
 Team members can damage each other.

Additional Rules are set up in the same manner as all other rules.

NOTE

If you select the area the cursor is pointing to in the picture below, you'll advance to the corresponding Custom Rules setup screen.



GAME 5

Name Entry

If you enter a name, all data played under that name will be saved automatically.

How to Enter a Name

Main Name Entry Screen

VS. Mode / Name Entry //

EBER (NAME)
 HELA
 VIVI
 KILA
 HI5
 ELBO
 HAMB
 Enter a name.

New	Enter a new name.
List	Arrange saved names in alphabetical order.
Erase	Erase a saved name of your choosing.

If there are more than 24 names saved, use and to scroll through the names.

Entering a New Name

If you select Random, a name will be pulled from the data bank and assigned to you.

Use to move the cursor and to make a selection.



If you place a cursor in a character window and press , all saved names will appear in the window.

You can play under an existing saved name.

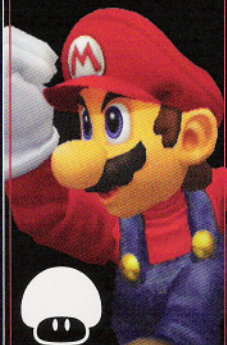
Select the name you want to use.

You can enter a new name.

Select NAME ENTRY.



MARIO



A well-rounded hero who boasts a balance between offense and defense.



Fireball
Shoot bouncing balls of fire horizontally. They vanish as they slow.



Cape
Reflect projectile attacks and spin enemies around.



Super Jump Punch
Attack opponents while jumping or leap to get back to the stage.



Mario Tornado
Engulf opponents in a high-speed spin. Tap **B** while attacking to float up.



Fire Breath
The fire flows while you hold **B**, but it weakens over time.



Koopa Klaw
Grab and bite close enemies or slash those who are farther away.



Whirling Fortress
Spin on the ground to launch opponents skyward, or do it to get back to the stage.



Bowser Bomb
Leap up and plunge onto enemies rapidly with considerable force.

BOWSER



A mighty foe that trades speed for pure power.



PIKACHU
A Pokémon that excels at clever fighting.



Thunder Jolt
Use this ground-hugging projectile attack while standing or jumping.



Skull Bash
Hold **B** to charge up for a high-powered attack.



Quick Attack
Tilt immediately before moving to control direction.



Thunder
Call thunderbolts down from the sky. They won't pass through terrain obstacles.



Toad
Counter enemy attacks by blocking them with Toad.



Peach Bomber
Jump in the air and blast opponents with a powerful explosion.



Peach Parasol
Use a parasol to float gently down from the sky or to recover.



Vegetable
Pluck vegetables from the stage and hurl them at enemies.

PEACH



A princess with royal recovery abilities.

YOSHI



A dinosaur that boasts surprising jumping prowess.



Egg Lay
Paralyze enemies by swallowing them and laying them as eggs.



Egg Roll
Use to control speed and direction.

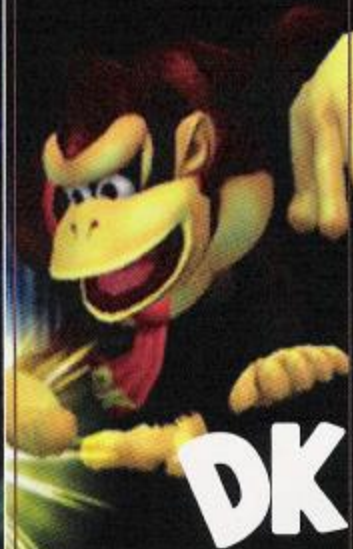


Egg Throw
Hold for distance and tilt to control its direction.



Yoshi Bomb
Pound enemies directly or shock those nearby with stars when you hit the ground.

DONKEY KONG



DK
An ape with overwhelming girth and power.



Giant Punch
Press to charge, then again to punch. Press , , or to stop charging.



Headbutt
Smack opponents and drive them into the ground.



Spinning Kong
While it doesn't gain much altitude, this move covers a lot of horizontal ground, making it an effective recovery move.



Hand Slap
Press to deliver this earth-shaking move and send nearby enemies skyward. It can be used over and over again.



Falcon Punch
Release a fiery blow after a brief charge.



Raptor Boost
Follow up a quick dash with a powerful uppercut that lifts enemies into the air.



Falcon Dive
Grab an enemy then propel him or her into the air.



Falcon Kick
Perform a sliding kick on the ground or a diving kick from the air.

CAPTAIN FALCON



A bounty hunter who boasts speed and power.



Blaster
Tap to fire repeated shots of high-speed Blaster beams.



Fox Illusion
Dash right through enemies, attacking them with an illusion.



Fire Fox
Charge up power, then blast off. Also use it to get back to the stage.



Reflector
Reflect projectile attacks back at enemies.

FOX McCloud



A wily fox that uses speed to keep enemies off balance.

NESS



A psychic boy with a distinct midair jump.



PK Flash
Hold **B** to charge this powerful psychic attack.



PK Fire
Hit enemies and items with a pillar of burning flame.



PK Thunder
Strike yourself with thunder to become an electrified projectile.



PSI Magnet
Absorb enemy energy attacks and recover health.



ICE CLIMBERS

A mallet-swinging duo from the icy peaks.



Ice Shot
Release sliding blocks of ice that follow terrain but bounce off walls.



Squall Hammer
Join Nana in this attack for a powerful succession of blows.



Belay
Popo throws Nana, who attacks enemies and then pulls Popo up behind her.



Blizzard
Attack as a pair with a freezing wind that shoots out on either side of you.



Swallow
Press **B** once to swallow an enemy, then **B** again to copy his or her power. Press **+** to discard the copied power.



Hammer
Swing a mighty hammer vertically in the air or side-to-side on the ground.



Final Cutter
Soar into the sky, then dive down with this cutting move that unleashes a shock wave.



Stone
Transform into heavy objects and become invulnerable for a brief period.

KIRBY



A puff ball that floats through the sky and boasts a variety of moves.



Charge Shot
Hold **B** to charge up power, then press **B** again to fire. Press **L**, **R**, or **Z** to stop charging.



Missile
Release guided missiles or tap **○** to launch powerful direct shots.



Screw Attack
Attack with a spinning jump. Also use it to get back to the stage.



Bomb
Drop bombs that explode after a few moments. Use the explosions to jump higher.

SAMUS



A space warrior with an arsenal of long-range projectile weapons.

ZELDA



A graceful princess with powerful magical attacks.



Reflect projectile attacks or attack nearby foes.



After spinning once, warp in the direction that you tilt.



Hold **B** and tilt **○** to guide the attack. Release **A** to unleash it.



Change into Sheik. Enemy attacks halt the transformation.



Hold **B** then release to throw a barrage of tiny darts.



Change into Zelda. Damage percentage before and after the transformation remains the same.



Hold down **B** and use **○** to brandish Sheik's Chain. It can be used for both offense and defense.



After the signature explosion, use **○** to direct Sheik's warp.

SHEIK



A mysterious warrior whose moves allow her to flow across battlefields.

LINK



A sword-wielding hero who also boasts long-range attacks.



Hold **B** then release for swift, long-range arrow attacks.



Perform this in midair to use your momentum to recover.



Tap **○** for longer range and tilt up or down to aim it.



Pull bombs out and press the **A** to hurl them at enemies.

You may encounter other characters besides the ones introduced here. It's up to you find them and flush them out!

A new foe has appeared!

WARNING!
CHALLENGER
APPROACHING




Press **A** to pick up and to use items.

Projectile Items

A


Throw



Non-Projectile Items

K + **L** + **A** or
K + **R** + **A**
(or **K** + **Z**)


Throw



Unwanted Items

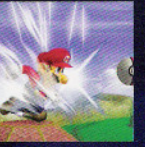
L + **A** or
R + **A**
(or **Z**)

Drop



L + **A** + **L** or
R + **A** + **L**
(or **K** + **Z**)

Tap **A to Smash Throw**




Containers

Break them to reveal items.

Party Ball

Items fall out after it breaks open.



Recovery Items

Recover damage.

Maxim Tomato

Recover up to 50% points of damage.




Performance Items

Grab them for immediate effects.

Bunny Hood

Increases speed and jump ability.




Battering Items

Hit enemies directly.

Parasol

Tilt **↑** in midair to float down slowly.




Shooting Items

Fire at distant enemies.

Super Scope

Fire multiple shots or a powerful charged-up shot.




Projectile Items

Throw them at enemies.

Freezie

Freeze an enemy temporarily when you hit him or her.



There are many other items besides the ones shown above.

Game Menus

3 Trophies

Choose this option to get trophies and view your trophy collection.



Get Trophies in the Lottery!

Use **coins** earned in battles (see below) to get trophies of a variety of different characters from Nintendo's storied past.



Chance of Getting a New Trophy

This shows the likelihood you will get a new trophy. Use more coins to improve your chances.

Lottery Controls

- ↑** / **↓** Increase Coins
- ↓** / **↑** Decrease Coins
- Z** Use all Coins
- A** Pull Lever
- B** Decrease Coins by 1

or

Return to the Previous Screen



66.3%...



changes to 76.3%

NOTE

The more you play the game, the more coins you get. Earn as many coins as you can and try to collect every trophy!





Game Menus

4 Options

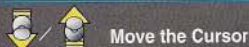
Choose Options to change game-play settings.

Rumble Settings

Turn the Controllers' built-in Rumble feature ON or OFF. You can change the settings for specific Controllers or just for specific registered names.



Change Controller or Name Setting



Move the Cursor



Turn On or Off

NOTE

Name settings override Controller settings. If a name is set to OFF, but the Controller is set to ON, the Rumble feature will be turned OFF when that name is used.

Sound

Change in-game sound settings to Stereo or Mono or adjust the mix of background music and sound effects.

Screen Display

Turn the game's deflicker function on or off. Use the setting that looks best on the TV you are using.

When Deflicker is on...

The game graphics are softened, but may look slightly blurry.

When Deflicker is off...

You may see more edges, but the graphics look crisp overall.

Language Setting

Set the language display to either English or Japanese.

Erase Data

Erase some or all of the Super Smash Bros. Melee data saved to your Memory Card.

Note: Erased data can never be recovered, so be careful before erasing anything. Keeping an extra copy of your data might be a good idea.

Game Menus



5 Data

Check the records to view a wide variety of game data.

Snapshots

View the pictures you snapped in the special Camera Mode (see pg. 33).



Archives

View a tutorial or special movie.



Melee Records

If you have data saved to a Memory Card (see pg. 16), you can view records for the game, individual characters, and registered names.

VS. Records

See records of all KO's.

NOTE

You can flip between records pages by pressing

L or R.



Choose a cell and press A to see how many times the character on the side KO'd the character at the top.

The area below shows how many times the character across the top was KO'd.



Choose a cell where the same two characters intersect to see that character's self-destructs.



Falls Screen

Detailed Data Screen

View detailed records.

KOs	35	Total scored
Fills	11	Left
Self-Destructs	0	Local items attacked (disabled)
Hit Percentage	31.1%	% Percentage Hit (all enemies)
Damage Given	1818	% Damage done to enemies
Damage Taken	873	% Damage taken from enemies
Damage Received	27	% Super recovered from items
Peak Damage	176	% Highest percentage received
Matches	3	Played start to finish
Victories	1	Final place finished

View detailed records.



Change Character (or Name)

Scroll Through Data

Best Five Screen

View the five best records for each line of data.

KOs	1	35
Fills	2	34
Self-Destructs	3	27
Hit Percentage	4	26
Damage Given	5	26
Damage Taken	6	26
Super Recovered	7	26
Peak Damage	8	26
Matches	9	26
Victories	10	26

View the five best records for each line of data.



Scroll through records.

NOTE

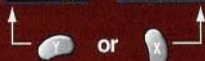
Press or to view detailed data for registered names. Controls for viewing the data are the same as for viewing character data.

Character Data

1		35
2		34
3		27
4		26
5		26

Name Data

1	BAMA	1242
2	HAL	950
3	NATE	419
4	TOM	383
5	BILL	267



Bonus Records

View any special bonuses earned.

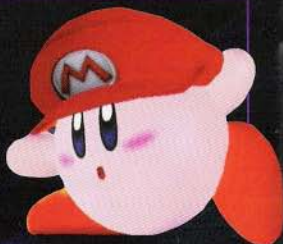
Misc. Records

View other records, including the number of times Super Smash Bros. Melee was turned on and how many hours you've played.

Special

Check the date and time that hidden features in the game were unlocked.

02.01.2024 12:47:33 You've cleared 100-Man Melee for the first time!



Customize! There Are Many Ways to Play!

Super Giant Melee

1-4 Players

Choose the Giant Melee under the Special modes, then set the Item Switch so that only Super Mushrooms appear. Get ready for a true clash of the titans!



▲ Grab a Super Mushroom to become a gargantuan beast on a tiny stage!

Super Projectile Match

2-4 Players



▲ Playing with all the same characters can be a riot.

Choose a Stamina Battle under Special Melee, and then choose only characters that have projectile attacks. Prohibit all direct attacks and fight using only projectiles. Fight on a stage that has little level ground and many places to hide and take cover.

Temple Race

2-4 Players

Play a Melee battle in Time mode. Set the time and choose the Hyrule Temple stage. Choose a particular route, then see who can complete the most laps within the time limit.

King of the Rock

2-4 Players

Play a Melee battle on the Kongo Jungle stage and set the time to one minute. Position all players on the rock on the right side of the stage, then fight for control of the rock. The player in control when time runs out wins the match.

Can You Think of Other Ways to Play?

Important

REV-C

WARNING: Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

This Nintendo game is not designed for use with any unauthorized copying device or any unlicensed accessory. Use of any such device will invalidate your Nintendo product warranty. Nintendo (and/or any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of any such device. If use of such device causes your game to stop operating, disconnect the device carefully to avoid damage and resume normal game play. If your game ceases to operate and you have no device attached to it, please contact Nintendo Customer Service (see below).

The contents of this notice do not interfere with your statutory rights.

This booklet and other printed materials accompanying this game are protected by domestic and international intellectual property laws.

For further information or assistance, please contact:
Nintendo Consumer Service
www.nintendo.com
or call 1-800-255-3700
(U.S. and Canada)

Warranty & Service Information

REV-M

You may need only simple instructions to correct a problem with your product. Try our web site at www.nintendo.com or call our Consumer Assistance Hotline at 1-800-255-3700 rather than going to your retailer. Hours of operation are 6 a.m. to 9 p.m., Pacific Time, Monday - Saturday, and 6 a.m. to 7 p.m., Pacific Time, on Sundays (times subject to change). If the problem cannot be solved with the troubleshooting information available on-line or over the telephone, you will be offered express factory service through Nintendo or referred to the nearest NINTENDO AUTHORIZED REPAIR CENTERSM. Please do not send any products to Nintendo without contacting us first.

HARDWARE WARRANTY

Nintendo of America Inc. ("Nintendo") warrants to the original purchaser that the hardware product shall be free from defects in material and workmanship for twelve (12) months from the date of purchase. If a defect covered by this warranty occurs during this warranty period, Nintendo or a NINTENDO AUTHORIZED REPAIR CENTER will repair the defective hardware product or component, free of charge. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to Nintendo's satisfaction, that the product was purchased within the last 12 months.

GAME PAK & ACCESSORY WARRANTY

Nintendo warrants to the original purchaser that the product (Game Paks and accessories) shall be free from defects in material and workmanship for a period of three (3) months from the date of purchase. If a defect covered by this warranty occurs during this three (3) month warranty period, Nintendo or a NINTENDO AUTHORIZED REPAIR CENTER will repair the defective product, free of charge.

SERVICE AFTER EXPIRATION OF WARRANTY

Please try our web site at www.nintendo.com or call the Consumer Assistance Hotline at 1-800-255-3700 for troubleshooting information and/or referral to the nearest NINTENDO AUTHORIZED REPAIR CENTER. In some instances, it may be necessary for you to ship the complete product, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to the nearest service location. Please do not send any products to Nintendo without contacting us first.

WARRANTY LIMITATIONS

THIS WARRANTY SHALL NOT APPLY IF THIS PRODUCT: (a) IS USED WITH PRODUCTS NOT SOLD OR LICENSED BY NINTENDO (INCLUDING, BUT NOT LIMITED TO, NON-LICENSED GAME ENHANCEMENT AND COPIER DEVICES, ADAPTERS, AND POWER SUPPLIES); (b) IS USED FOR COMMERCIAL PURPOSES (INCLUDING RENTAL); (c) IS MODIFIED OR TAMPERED WITH; (d) IS DAMAGED BY NEGLIGENCE, ACCIDENT, UNREASONABLE USE, OR BY OTHER CAUSES UNRELATED TO DEFECTIVE MATERIALS OR WORKMANSHIP; OR (e) HAS HAD THE SERIAL NUMBER ALTERED, DEFACTO OR REMOVED.

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED IN DURATION TO THE WARRANTY PERIODS DESCRIBED ABOVE (12 MONTHS OR 3 MONTHS, AS APPLICABLE). IN NO EVENT SHALL NINTENDO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY IMPLIED OR EXPRESS WARRANTIES. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS OR EXCLUSION OF CONSEQUENTIAL OR INCIDENTAL DAMAGES, SO THE ABOVE LIMITATIONS MAY NOT APPLY TO YOU.

This warranty gives you specific legal rights, and you may also have other rights which vary from state to state. Nintendo's address is as set forth on the back cover of this booklet.

This warranty is only valid in the United States.

OFFICIAL
NINTENDO POWER
PLAYER'S GUIDE

AVAILABLE AT YOUR NEAREST RETAILER!
WWW.NINTENDO.COM



**NEED HELP WITH INSTALLATION,
MAINTENANCE OR SERVICE?**



Nintendo®

**CUSTOMER SERVICE
WWW.NINTENDO.COM**

or call 1-800-255-3700

MON. - SAT., 6:00 a.m. to 9:00 p.m.;

SUN., 6:00 a.m. to 7:00 p.m., Pacific Time
(Times subject to change)

Nintendo of America Inc.
P.O. Box 957, Redmond, WA 98073-0957 U.S.A.
www.nintendo.com

PRINTED IN USA



45977B