

SUPER **SMASH BROS.**TM

Melee

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Using the Controller

L and R Buttons

Shield

Page 14



(+ A) Grab

Page 15



START/PAUSE

Pause

Control Stick

Move, Jump

Page 10



+ Control Pad

Taunt

Daisy



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

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.



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 **Y** or **X** to jump.

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

Jump

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

Stand **Walk** **Dash**

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

Control Stick Information

- Tilt**: Represented by a Control Stick icon pointing right.
- Tap**: Represented by a Control Stick icon with a small explosion icon below it.

Standard Attacks



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

Standard Attack



A Repeatedly: Standard Combo



Smash Attack: Up



Tilt the Control Stick for Strong Attacks.



Tap the Control Stick for mighty Smash Attacks!

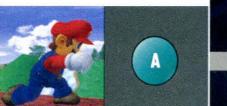
Strong Attack: Up



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



Standard Attack: Side



Strong Attack: Side



Smash Attack: Side



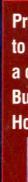
Strong Attack: Down



Smash Charge

Press and hold **A** when performing a Smash Attack to start charging up energy. Release **A** 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



+ **A**

Continued on Page 12.

CHARACTERS

NESS



A psychic boy with a distinct midair jump.

MARIO



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



Hit enemies and items with a pillar of burning flame.



Strike yourself with thunder to become an electrified projectile.



Absorb enemy energy attacks and recover health.

ICE CLIMBERS

A mallet-swinging duo from the icy peaks.



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



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



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



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



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



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

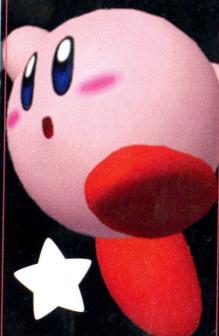


Soar into the sky, then dive down with this cutting move that unleashes a shock wave.



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.



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



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



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



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.

CHARACTERS

ZELDA



A graceful princess with powerful magical attacks.



Nayru's Love

Reflect projectile attacks or attack nearby foes.



Farore's Wind

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



Din's Fire

Hold B and tilt \odot to guide the attack. Release B to unleash it.



Transform

Change into Sheik. Enemy attacks halt the transformation.



Needle Storm

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



Chain

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



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

LINK



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



Bow

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



Boomerang

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



Spin Attack

Perform this in midair to use your momentum to recover.



Bomb

Pull bombs out and press the A button 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





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



**N
O
T
E**

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.