**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
  - Altered vision
  - Involuntary movements
  - Loss of awareness
  - 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 1 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 only for use only with other authorized products bearing the Official Nintendo Seal of Quality®.

1-4 Player
Simultaneous

This game requires a memory card for saving game progress, settings or statistics.

NEED HELP PLAYING A GAME?
You can visit our website 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 the person paying the phone bill.

Rather talk with a game counselor?
1-800-288-0707
1-900-451-4300
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)

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of this rating, please contact the ESRB at 1-800-774-7772. Or visit www.esrb.org

Super Smash Bros. Melee

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**ENTER THE FRAY**

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

**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

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

L and R Buttons
- Shield: Page 14
- (+ A) Grab: Page 15

START/PAUSE
- Pause

Control Stick
- Move, Jump: Page 10

Y Button/X Button
- Jump

Z Button
- Grab an enemy
  (You can also press L + A or R + A simultaneously to grab.)

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 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

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

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.

Strong Attack: Up

NOTE
Press while dashing to perform a Dash Attack.

Strong Attack: Side

Smash Attack: Side

NOTE
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 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 Charge
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 A to direct the angle of the toss.

Link

Boomerang

Hold B for a greater throw distance! Tilt B 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 \( \text{L} \) or \( \text{R} \) 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 \( \text{L} \) or \( \text{R} \) to shield
- Tilt the Control Stick to shift the position of the shield.

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.

**NOTE**

Use the Control Stick for Advanced Defensive Moves

Tap \( \text{B} \) 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

If you press \( \text{L} \) or \( \text{R} \) in midair, you'll perform an Air Dodge. With the Control Stick, you can even Air Dodge in any direction.

**Grab and Throw**

When you're close to an opponent, press \( \text{L} + \text{A} \) or \( \text{R} + \text{A} \) to reach out and grab him or her. Once you've got an enemy in your clutches, you can attack him or her by pressing \( \text{A} \), or use the Control Stick to hurl your foe away.

- Throw Up
- 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

1. Insert the Memory Card into Memory Card Slot A.
2. To save Game Data, the Memory Card must have eleven (11) blocks of space open.
3. 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.
4. 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.)
5. Follow the on-screen instructions for saving Snapshots.
6. Game Data is saved during game play. Do not remove the Memory Card during game play.

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

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

Difficulty and Stock Settings

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.

Press the cursor on and press .
**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.

**VS. Stage Screen**

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

**Intro Screen**

- Kirby
- Mario

**Stage Map**

- VS. Stage
- Bonus Stage

**Time Remaining**

- P1 Stock
- P1 Damage

**Computer Stock**

- P1 Stock
- P1 Damage

**Computer Damage**

- P1 Stock
- P1 Damage

**Bonus Stage Screen**

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

**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!

**Intro Screen**

- Mushroom Kingdom

**Play Screen**

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!

**Time Remaining**

- P1 Stock
- P1 Damage

**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.**

**NOTE**

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

- 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.
Step Three: Clearing Stages

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

<table>
<thead>
<tr>
<th>Time Remaining Bonus</th>
<th>Damage Bonus</th>
<th>Total Bonus</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Stage Clear Screen

STAGE CLEAR

Time Remaining

Stage: CLEAR

Score: 45600

Total Score

Coins Earned

(See page 45)

Special Bonus

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!

Game 2: Event Match

Those 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

Cleared Events:

- Any event you have cleared will have a dot next to it.

The selected event's high score and explanation.

Character Name

Event Name

Event

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!

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.

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?
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 Melee. Multi-Man Melee contains a menu of melees to choose from.

Step One

Selecting a Multi-Man Melee Type

There are six different melee types to choose from.

Melee Menu Screen

- Melee Name
- Melee Explanation

Step Two

Selecting Characters

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.)

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

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 belts him with the bat, the better.

Multi-Man Melee

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

Step Three

Starting the Game

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.
**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**

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

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

- **CPU Character Window**
  - You can enter a name in the character window. See page 35 for instructions on entering a new name.

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

- **NOTE**
  - Once you strike an opponent, they take 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**

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

- **Stage Select Screen**
  - You can enter a name in the character window. See page 35 for instructions on entering a new name.

---

**Step Three**

**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.

- **Selected Speed**
- **CPU Damage**
- **Player Damage**

**Starting the Game**

- **Selected CPU Movement Pattern**
- **Damage of Last Attack**
- **Number of Consecutive Hits**
- **Total Damage of Current Series of Attacks**

**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.

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

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

- **Camera**
  - Got 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.

---

**Switching VS. Modes and Setting Rules**

**Switching VS. Modes**

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

**Rules**

Place the cursor here and press 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.

**Player Switch**

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

**Team Color Switch**

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

**Character Name Display**

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

**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.

**CPU Level**

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

**KO Stars**

One ★ is displayed for every KO you have achieved.
**Step Two**
Selecting a Stage

To select a stage to play on, place the cursor on a stage and press 
(1) 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.
- **Damage Display**

**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.

- **L + R + A + Start/Pause**

**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 KO's**
- **Number of Falls**
- **Number of Self-destructs**
- **Total = KO's - (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.

**Results Screen (Secondary Info)**

- **Character Name and Placing**
- **Press** 1 on the Results screen to check on secondary info recorded during the battle.

**View even more detailed results, each listed individually.**

- **Damage Given** 178
- **Damage Taken** 88
- **Damage Recovered** 3
- **Peak Damage**

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

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

---

**Setup Screen**

- **Match Type**: Tournament
- **No. of Simultaneous Combatants**: 4
- **No. of Entries**: 8
- **No. of Players Out**: 2
- **CPU Level**: 1

---

**NOTE**

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

---

**Setup Confirmation Screen**

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.

1. **Entering New Names & Loading Saved Names**
   - Place the cursor here and press to enter a new name or load a saved name. See page 35.
2. **Changing Characters**
   - Press 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 or 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 to select a character.
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.

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

- **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.

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

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

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

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

- **Lightning Melee**
  - Fast, faster, fastest! This mode launches everyone into super speed.

- **Single-Button Melee**
  - All you can use are and . An absolute must for beginners.

- **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.

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.
**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**
  - Select a Menu Option
  - Select a Rule Option
  - If you select Stock, the Stock number menu will appear.
  - Use [A] to set the frequency with which items appear.
  - Use the Control Stick to select an item, and press [A] to turn that item ON or OFF.

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

- **Item Switch Screen**
  - If the cursor is pointing to in the picture below, you'll advance to the corresponding Custom Rules setup screen.

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

- **Entering a New Name**
  - If there are more than 24 names saved, use [L] and [R] to scroll through the names.
  - Use [C] to move the cursor and [A] to make a selection.

**NOTE**

- If you place a cursor in a character window and press [A], all saved names will appear in the window.
- You can play under an existing saved name.
- You can enter a new name.
### Characters

#### Mario

<table>
<thead>
<tr>
<th>Character</th>
<th>Ability</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Fireball</td>
<td>+1</td>
<td>Shoot bouncing balls of fire horizontally. They vanish as they slow.</td>
</tr>
<tr>
<td>Cape</td>
<td>+1</td>
<td>Reflect projectile attacks and spin enemies around.</td>
</tr>
<tr>
<td>Super Jump Punch</td>
<td>+1</td>
<td>Attack opponents while jumping or leap to get back to the stage.</td>
</tr>
<tr>
<td>Mario Tornado</td>
<td>+1</td>
<td>Engulf opponents in a high-speed spin. Tap while attacking to float up.</td>
</tr>
</tbody>
</table>

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

#### Bowser

<table>
<thead>
<tr>
<th>Character</th>
<th>Ability</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Fire Breath</td>
<td>+2</td>
<td>The fire flows while you hold A, but it weakens over time.</td>
</tr>
<tr>
<td>Koopa Klaw</td>
<td>+2</td>
<td>Grab and bite close enemies or slash those who are farther away.</td>
</tr>
<tr>
<td>Whirling Fortress</td>
<td>+3</td>
<td>Spin on the ground to launch opponents skyward, or do it to get back to the stage.</td>
</tr>
<tr>
<td>Bowser Bomb</td>
<td>+3</td>
<td>Leap up and plunge onto enemies rapidly with considerable force.</td>
</tr>
</tbody>
</table>

A mighty foe that trades speed for pure power.

#### Pikachu

<table>
<thead>
<tr>
<th>Character</th>
<th>Ability</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Thunder Jolt</td>
<td>+1</td>
<td>Use this ground-hugging projectile attack while standing or jumping.</td>
</tr>
<tr>
<td>Skull Bash</td>
<td>+2</td>
<td>Hold A to charge up for a high-powered attack.</td>
</tr>
<tr>
<td>Quick Attack</td>
<td>+3</td>
<td>Tilt immediately before moving to control direction.</td>
</tr>
</tbody>
</table>

A Pokémon that excels at clever fighting.

#### Peach

<table>
<thead>
<tr>
<th>Character</th>
<th>Ability</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Toad</td>
<td>+1</td>
<td>Counter enemy attacks by blocking them with Toad.</td>
</tr>
<tr>
<td>Peach Bomber</td>
<td>+2</td>
<td>Jump in the air and blast opponents with a powerful explosion.</td>
</tr>
<tr>
<td>Peach Parasol</td>
<td>+3</td>
<td>Use a parasol to float gently down from the sky or to recover.</td>
</tr>
<tr>
<td>Vegetable</td>
<td>+4</td>
<td>Pluck vegetables from the stage and hurl them at enemies.</td>
</tr>
</tbody>
</table>

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.

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.

DONKEY KONG
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 delivery this earth-shaking move and send nearby enemies skyward. It can be used over and over again.

DK

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

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

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

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

Reflector
Reflect projectile attacks back at enemies.
CHARACTERS

NESS

A psychic boy with a distinct midair jump.

PK Flash
Hold 1 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.

KIRBY

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

Swallow
Press 1 once to swallow an enemy, then press 1 again to copy his or her power. Press 2 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.

SAMUS

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

Charge Shot
Hold 1 to charge up power, then press 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.
**ZELDA**

Nayru’s Love
Reflect projectile attacks or attack nearby foes.

Din’s Fire
Hold $B$ and tilt $A$ to guide the attack. Release $A$ to unleash it.

Faree’s Wind
After spinning once, warp in the direction that you tilt $A$.

**Needle Storm**
Hold $A$ then release to throw a barrage of tiny darts.

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

**Transform**
Transform into Sheik. Enemy attacks halt the transformation.

**Vanish**
After the signature explosion, use $A$ to direct Sheik’s warp.

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

---

**LINK**

Bow
Hold $A$ then release for swift, long-range arrow attacks.

Boomerang
Tap $B$ 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 $A$ to hurt them at enemies.

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

---

**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 APPEARING**

- **PAWN APPEARING**

- **BOSS APPEARING**

---

**42**

---

**43**
**Items**

Press A to pick up and to use items.

### Projectile Items
- **Throw**

### Non-Projectile Items
- **Throw**

### Unwanted Items
- A + A or A + A (or B)
  - **Drop**

### Containers
- Break them to reveal items.
  - **Party Ball**
    - Items fall out after it breaks open.

### Recovery Items
- **Maxim Tomato**
  - Recover up to 50% points of damage.

### Performance Items
- **Bunny Hood**
  - Increases speed and jump ability.

### Battering Items
- **Parasol**
  - Tilt \_\_\_\_ in midair to float down slowly.

### Shooting Items
- **Super Scope**
  - Fire multiple shots or a powerful charged-up shot.

### Projectile Items
- **Throw**
  - 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.

### Lottery Controls

- Increase Coins
- Decrease Coins
- Use all Coins
- Pull Lever
- Decrease Coins by 1
  - or Return to the Previous Screen

### Chance of Getting a New Trophy

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

![Trophy Lottery](image)

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

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

- **Language Setting**
  - Set the language display to either English or Japanese.

- **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.

- **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.

- **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.

**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 KOs.

  **Falls Screen**
  - You can flip between records pages by pressing or .
  - Choose a cell and press to see how many times the character on the side KO'd the character at the top.
  - Choose a cell where the same two characters intersect to see that character's self-destructs.
  - The area below shows how many times the character across the top was KO'd.
Detailed Data Screen
- View detailed records.
  - Change Character (or Name)
  - Scroll Through Data

Best Five Screen
- 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

Name Data

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.

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
- 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.

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

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?
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