



Captain Falcon,
F-Zero Champion



Super Smash Brothers Brawl

Character Strategy Guide 19

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Pilot of the futuristic race car, the Blue Falcon, Captain Falcon is the only Brawler from the F-Zero series of games. Known to be an incredibly talented pilot on the F-Zero racing circuit he is also a well trained bounty hunter, something that explains his incredible fighting skills. This veteran of the Super Smash Bros. series returns to once again fight, displaying his trademark speed and skill.

As he has always been in the other games in the series Captain Falcon is one of the quickest characters in the game. While his role as the fastest speedster has been taken over by Sonic he has is still more powerful than the hedgehog. Due to his mix of power, combat skills and counterattacking capability he is quite possibly one of the best characters in the game... if you can use him properly.

Game Apperances

F-Zero GX – GameCube.....2003

Super Smash Bros. Melee – GameCube.....2001

Super Smash Bros. – N64.....1999

F-Zero X – N64.....1998

F-Zero – SNES.....1991

Captain Falcon's Moves

This is a comprehensive list of all the moves available to this character. They are broken up by the type of attack they are with the Smashes and Final Smash getting their own sections. A few notes before we begin:

- * Red Skills are range dependant – The closer you are, the more damage you do.
- * Blue Skills are range dependant – The farther away you are, the more damage you do.
- * Green Skills can be charged to do more damage.

Ground Attacks	Command	Dmg.	Description
Punch	Attack Button	3%	A basic punch attack.
Punch, Knee and Thrusts	Attack (repeatedly)	11%+	Hit the enemy three times and begin thrashing them.
Sonic Punches	Attack (held)	11%+	Punch super fast until hitting an enemy.
Heel Drop	Up + Attack	13%	Raise up your leg and drop it on your foes.
Leg Sweep	Down + Attack	10%	Sweep your opponents feet from under them.
Side Kick	Attack (while walking)	10%	A side kick with good reach on it.
Shoulder Rush	Attack (while running)	8%	Knock an enemy flat with a shoulder ram.
Ledge Attack	Attack (while hanging)	8%	Chase away those pesky ledge guarders.
Hold and Knee	Grab / Attack button repeatedly for attacks	2%+	Grapple the enemy and knee them in the ribs.
Uppercut Upwards	Up + Grab	7%	Punch the enemy airborne to start a combo.
Ground Slam	Down + Grab	7%	Slam the enemy to the ground.
Smash Away	Left or Right + Grab	9%	Punch or kick an enemy away from yourself.

Airborne Attacks	Command	Dmg.	Description
Side Kicks	Attack	4-10%	Twin kicks to an airborne enemy.
Backflip Kick	Up + Attack	12-13%	A backflip that knocks the enemy back a bit.
Head Stomp	Down + Attack	14%	Stomp on enemies caught beneath you.
Knee Thrust	Toward Opponent + Attack	6%	A light knee thrust with little knockback.
Backwards Fist	Away from Opponent + Attack	14%	Backhand your foes right off the stage.

Smash Attacks	Command	Dmg.	Description
Double Kick	Up + Attack together - Chargeable	21-29%	Twin upward kicks to pummel foes.
Front and Rear Kicks	Down + Attack together - Chargeable	16-25%	Hit foes all around you, forward kick hurts more.
Elbow Smash	Left or Right + Attack together	19-26%	Thrust your elbow into a foe to send 'em flying.

Special Attacks	Command	Dmg.	Description
Falcon Punch	Special Button	23-27%	Charge up a flaming fist to send enemies flying.
Falcon Dive	Up + Special	17%	Leap into the air, grab a foe and set them ablaze.
Falcon Kick	Down + Special	8-30%	Drive into a foe with a flaming kick, best in air.
Raptor Boost	Left or Right + Special	7%	Dash forward & perform a flaming uppercut.



Final Smash	Damage	Description
Blue Falcon	41%	Call the Blue Falcon and ram it into your foe for a near guaranteed 1 shot KO.



Combat Strategies

Even more than most other characters Captain Falcon is at the top of his game when working to counter the opposing players. What this means is that you will want to know what sort of player your opponent is and details on the character being used against you to truly know how to go about making the most of him. It might be a tiresome process but you can hone your skills against the computer and bring an impressive fight to living opponents.

- Captain Falcon is the second fastest character in the game, second only to Sonic, so make use of this. If you are wounded and hurt then don't stand your ground, leap around like a manic bunny rabbit and use your speed. Should you have the advantage then press it, keep up the assault on your enemy and pummel them into the ground.

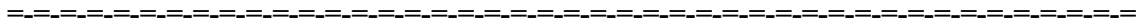
- Unlike most of the other speedsters in the game Captain Falcon is actually fairly strong and heavy. He doesn't die as easily as Sonic does and does a fair bit more damage than him on average. This means that you don't need to be as paranoid about whatever damage that you may receive during the course of the fight.

- Using something as simple as a two hit, upwards combo can do about 40% damage if you use the good Captain properly. For example using his Double Kick followed up by a Falcon Dive you will be able to do between 38-46% damage with little effort. I've seen people throw out 60% damage combos with little effort and just totally annihilate their opposition.

- While he is quite powerful his smashes can leave something to be desired at times. While his up and down smash moves are both powerful and fairly quick his side smash, the one that you would think to use to eliminate opponents, has something of a short range and it doesn't happen as quickly as the rest of Captain Falcon's moves. If you need to knock an enemy sideways then it's heavily suggested that you perform a short hop and then do a Backwards Fist. You can knock an enemy away pretty quickly with this.

- Anyone who has used Captain Falcon in one of the previous games will realize that some of his moves have changed. One of these is the Falcon Kick when used in the air. It used to be that you could double jump, use it and then double jump again. That won't work here so you will need to double jump and then make use of his Raptor Boost to gain some horizontal distance. If it is vertical distance you need then it is best to let yourself fall under the platforms a bit, double jump and then use the Falcon Dive to try and spring back up to the ledge itself. You can grab ledges backwards sometimes with the dive and if your opponent comes too close then you can hit an opponent with it and pull yourself up onto the ledge.

- Falcon can now perform a reverse Falcon Punch. By quickly jerking the remote in the other direction you can have him quickly turn in the other direction and then perform the punch. This makes for a nice surprise to enemies who think that by jumping over you they are going to be safe from any of your attacks. This is especially useful if you are jumping around and being pursued. Since the Falcon Punch has a charge up time you will find that this will sometimes allow you to perform a surprise punch when your opponent isn't expecting to be caught by it.



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