

Ganondorf, The Dark Lord



Super Smash Brothers Brawl

Character Strategy Guide 13

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Anyone who has ever played a Legend of Zelda game is familiar with the name Ganondorf. He is the Bowser to Link's Mario, the darkness to his light and is a completely and utterly ruthless warlord. In his neverending quest to take over Hyrule he has committed an untold number of crimes and been stopped each time by Link and Princess Zelda.

It's sad to say but Ganondorf is still, for all intents and purposes, still a Captain Falcon clone. There have been some noticeable tweaks to how he works since he debuted in Melee but he's still mostly the same. What this means is that he is strong, enduring and fairly slow. He does have some rather good mobility, surprisingly so for someone of his speed, but overall he is a fairly straightforward package. What you see is what you get.

Game Appearances

The Legend of Zelda: Twilight Princess – GameCube / Wii.....	2007
The Legend of Zelda: Four Swords Adventure – GameCube.....	2004
The Legend of Zelda: The Wind Waker – GameCube.....	2002
The Legend of Zelda: Oracle of Seasons / Oracle of Ages – GBC.....	2001
The Legend of Zelda: Ocarina of Time – N64.....	1998
The Legend of Zelda: A Link to the Past – SNES.....	1992
The Legend of Zelda – NES.....	1987

Ganondorf'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	7-9%	Your basic punch attack.
Repeated Punches	Attack (held)	7-9%	Keep on punching slowly.
Forward Boot	Attack (while walking)	12-13%	Kick out as you advance forward.
Running Charge	Attack (while running)	10-15%	Ram your shoulder into foes while running.
Volcano Kick	Up + Attack	27%	A charged up heel kick that sucks foes in.
Low Kick	Down + Attack	12%	Kneel down and kick your foe in the legs.
Ledge Attack	Attack (while hanging)	10%	Chase away pesky ledge guards with this.
Grab and Knee	Grab / Attack button repeatedly for attacks	2%	Grapple and knee the opponent 1x or 2x.
Uppercut Throw	Up + Grab	7%	Hold and uppercut an enemy, sending them up.
Slam to Ground	Down + Grab	7%	Throw the enemy to the floor and combo them.
Grab n' Punch	Left or Right + Grab	10-13%	Punch an enemy far away from Ganondorf.

Airborne Attacks	Command	Dmg.	Description
Spinning Kicks	Attack	11-14%	Spin around and kick nearby foes.
Backflip	Up + Attack	12-13%	Backflip and knock away all enemies.
Stomp Down	Down + Attack	22%	Stomp on foes who dare to be below you.
Strong Punch	Toward Opponent + Attack	15%	A heavy strike to knock foes off the platforms.
Backhand Punch	Away from Opponent + Attack	16%	Punch backwards and send foes flying away.

Smash Attacks	Command	Dmg.	Description
Straight Kicks	Up + Attack together	19-26%	Strong upward kicks to send foes skyward.
Leg Sweeps	Down + Attack together	5-26%	Sweep the area and knock away foes.
Charged Elbow	Left or Right + Attack together	24-33%	A powerful strike that sends foes flying away.

Special Attacks	Command	Dmg.	Description
Warlock Punch	Special Button	32%	Charge up a twin punch that sends foes flying.
Dark Dive	Up + Special	11%	Leap to grab foes, shock them and send 'em flying.
Wizard's Foot	Down + Special	8-14%	A spike kick that knocks foes away.
Flame Choke	Left or Right + Special	9%	Charge forward, grab & slam foes to the ground.
Flame Slam	Left or Right + Special in the air	11%	Follow your foe to the floor and slam them.



Final Smash	Damage	Description
Dark Beast Ganon	45-55%	Changing into his beast form he rushes across the stage for a near guaranteed one shot KO.



Combat Strategies

Ganondorf only has one advantage and that is his immense power. His raw strength and endurance will enable him to destroy foes based on his damage potential alone. However as you would expect of someone like this he has almost nothing in the ways of speed or maneuverability and must rely purely on his strength to get him through a fight.

- On the ground Ganondorf is one of the most dominating characters in the entire game. If you can keep an enemy grounded using his powerful moves then you can seriously overpower them quickly. He has some of the most powerful moves in the entire game at his ready disposal and, when used properly, you can level a foe's health quickly.
- Learn to use Ganondorf's special moves in the air as opposed to on the ground to take advantage of their quick recovery time. For example if you do his Wizard's Foot on the ground you will have to deal with a bit of recovery but if used in the air you have a lessened recovery time and you can slam into an enemy with a hard strike that not only hurts them but stops them from counterattacking you.
- Ganondorf is at a serious disadvantage when it comes to dealing with multiple fighters. While he can survive at a fairly high damage percent and not be knocked off the stage you will find yourself accumulating damage at an ungodly rate due to being hit so often. You will have to learn to use knockbacks and measured attacks to keep enemies away from you. This is crucial since Ganondorf is so powerful that many will target him based on who he is and you will be ganged up on by even human players. Learn to counter this early on.
- Ganondorf's up special, the Dark Dive, is incredibly useful. If you hit an enemy shortly after performing the move Ganondorf will grab them, shock them and then send them flying away, usually off a ledge. However if you miss that then he will still uppercut foes as he nears the top of his jump should they get too close.
- If you are looking to perform a simple, but damaging combo with Ganondorf you can use his Upward Throw to send foes airborne, jump up and hit them with the Backflip and then use the Dark Dive. If timed properly you can hit them with all of these moves in a combo and do a good amount of damage to your opponent.
- Learn to fast fall when using Ganondorf. You don't want to spend any more time in the air than you need to so jump up, do what you're going to do and get back to the ground. While he is incredibly hard to get rid of while on the ground Ganondorf is quite vulnerable as long as he is in the air. He will die quite readily to an airborne juggle followed by a smash upwards so don't give your opponents the chance to pull this off.



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