

Kirby,
The Vacuum Powered Puffball



Super Smash Brothers Brawl

Character Strategy Guide 5

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One of Nintendo's most easily noticeable characters, Kirby is the star of one of the best game series out there. Accessible enough for kids but with just enough challenge for any veteran game player, the pink puffballs' success lies in his broad appeal and intriguing gameplay mechanic. How many other characters are so unique that they swallow their foes whole and either spit them back out as weapons or copy their abilities by swallowing them?

Kirby is a veteran of the Super Smash Bros. series, having been in all of the games so far, and he is fairly unchanged. He has a fairly quirky moveset that takes some getting used to and he relies more on speed than power. However his greatest asset is his patented Inhale ability. Not only can he chomp on you a bit to steal one of your powers but he can also spit you out, flinging you right off of the stage you're on.

Game Appearances

<i>Kirby: Squeak Squad - DS.....</i>	<i>2006</i>
<i>Kirby: Canvas Curse – DS.....</i>	<i>2005</i>
<i>Kirby & The Amazing Mirror – GBA.....</i>	<i>2004</i>
<i>Kirby Tilt 'n' Tumble – Game Boy Color.....</i>	<i>2001</i>
<i>Super Smash Bros. Melee – GameCube.....</i>	<i>2001</i>
<i>Kirby 64: The Crystal Shards – N64.....</i>	<i>2000</i>
<i>Super Smash Bros. – N64.....</i>	<i>1999</i>
<i>Kirby's Dream Land 3 – SNES.....</i>	<i>1997</i>
<i>Kirby Super Star – SNES.....</i>	<i>1996</i>
<i>Kirby's Dream Land 2 – Game Boy.....</i>	<i>1995</i>
<i>Kirby's Adventure – NES.....</i>	<i>1993</i>
<i>Kirby's Dream Land – Game Boy.....</i>	<i>1992</i>

Kirby'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:

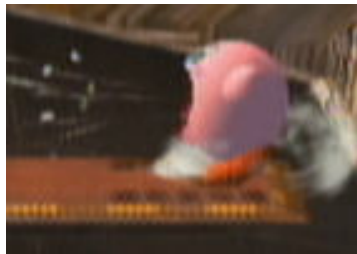
- * Red Skills are range dependant – The closer you are, the more damage you do.
- * Blue Skills are range dependant – The farther away you are, the more damage you do.
- * Green Skills can be charged to do more damage.

Ground Attacks	Command	Dmg.	Description
Punch	Attack Button	2%	Your standard punch.
Unlimited Punches	Attack Button repeatedly	5-7%	Unleash a flurry of punch attacks on your foes.
Flailing Punches	Attack Button (hold)	5-7%	Flail your fists before unleashing a combo.
Split Kicks	Up + Attack	5-7%	A wide range kick that hits foes all around you.
Leg Kick	Down + Attack	5%	Kick at your foes legs.
Walking Kick	Attack (while walking)	8%	Last out a kick at foes close to you.
Spinning Fury	Attack (while running)	14%	Kirby Spins violently and hits foes repeatedly.
Ledge Attack	Attack (while hanging)	6%	A basic strike at foes guarding the ledge.
Slap Silly	Grab / Attack button repeatedly for attacks	1%+	Slap the living daylight's out of your foes.
Fly and Slam	Up + Grab	10%	Leap into the air and slam your foe to the ground.
Ground Pound	Down + Grab	12%	Slam foes down and then combo them.
Sideways Toss	Left or Right + Grab	8%	Grab your foe and toss them away from you.

Airborne Attacks	Command	Dmg.	Description
Star Spin	Attack	12%	Spin with a star to hit foes. Little knockback.
Upwards Kicks	Up + Attack	10%	Kick falling foes back up into the air.
Screw Dive	Down + Attack	12%	Spin into foes and beat them to the ground.
Triple Kicks	Toward Opponent + Attack	12%	A kick combo that does fair damage if they hit.
Mule Kick	Away from Opponent + Attack	12%	A backwards kick that's great for ledge guarding.

Smash Attacks	Command	Dmg.	Description
Bicycle Kicks	Up + Attack together – Chargeable	11-21%	Knock foes up into the air for aerial combos.
Spinning Sweeps	Down + Attack together	14-19%	A wide range kick that smashes foes downward.
Power Kick	Left or Right + Attack together	15-21%	Hit foes with a very powerful side kick.

Special Attacks	Command	Dmg.	Description
Inhale Foe	Special Button	0%	Suck a foe in with Kirby's trademark move.
Absorb Special	After Inhaling a foe – Press Down	6%	Damage foes and absorb their special power.
Spit Out	After Inhaling a foe – Press Special	10%	Spits foes out at a fairly high speed.
After Absorbing Special, Inhale changes to below:			
Special Attack	Special Button	*%	Use ability that's tied to victims "Special" button.
Cancel Special	Any Taunt	0%	Abandon Foes special ability.



Final Smash	Damage	Description
Cook Kirby	34%	Suck nearby foes into a gigantic cauldron and cook them before spitting them out with items.



Combat Strategies

Kirby's small size works both to his advantage and his disadvantage. While he is small and dodges attacks quite easily he also doesn't have too much in the way of reach. This leaves him having to close in on opponents to land most any of his attacks. However this has been fine tuned to work in his favor: most of his moves do more damage the closer you are to your target.

- Kirby might be fairly strong for his size and speed but do not mistake his strength for endurance. He is a marshmallow and has the endurance of one, be careful with him. Stay mobile, all it takes is one good smash to inflict some serious harm on him.

- Not only can Kirby jump fairly high he can float. He can hop upwards about four times letting him get quite a bit of elevation. This is of great use on highly vertical stages or when trying to recover back to a platform.

- Let's get one thing out of the way early here: Do not expect Kirby's ability to steal a foe's special attack to save you. It's more of a novelty than it is anything else and while it might help you out at times by absorbing a good special move every now and again that is the exception and not the rule. For example, absorbing Lucario's Aura Ball attack is a great idea. Mario's Fireball... yeah, that's not much help. Also keep in mind that Kirby has short little arms and legs so not all attacks work so great coming from him.

- On the other hand, Kirby's ability to inhale his foes works out incredibly well in your favor. Not only can you pull an enemy in and spit them off the stage but most players will do their damndest to avoid becoming the puffballs dinner. This leaves them open to be attacked by Kirby, especially if they try to jump towards, or over, you.

- Kirby isn't exactly the fastest character when it comes to aerial movement so try to stay close to the center of the stage where you won't be getting knocked out of bounds regularly. While he can fly he isn't exactly the quickest about doing it, leaving plenty of time for an enemy to leap into the air and smash you right back out of bounds.

- Always try to be aggressive with Kirby unless you're getting too hurt. If you can keep in your opponents face and hammering them with things like his Bicycle kick and Spinning Fury you can keep them on the defensive. By staying close you maximize your damage and force them to play cautiously, this works to your advantage.

- Many of Kirby's moves that deal a good amount of damage are multi-hit. While they can hurt your foes you must learn when to use them so that you maximize your damage potential. If you don't think you can hit your foe with all of the hits from the Triple Kicks then use a Mule Kick, same max damage but it only requires one solid shot to land. Know your moves and you will fare much better than just throwing off random attacks.

- Due to how slow they are, and how range hampered they are, Kirby's basic attacks are borderline worthless. Stick to his running attacks, airborne maneuvers and his smashes for your offense and leave the basic attacks for when an enemy is pressuring you or you're feeling showy.

- When fighting other fast characters you are going to have to get a bit more inventive. Kirby will usually be a bit stronger than them but he is still rather frail all things considered. Alternate between using your Inhale move to make them think twice about rushing in on you and then use your spin moves to try and force them off the stage.



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