



LINK, THE HERO OF TIME



Super Smash Brothers Brawl

Character Strategy Guide 2

By Daniel "Misfit119" Acaba

Born a humble farm boy, the humble young man known as Link would grow to save the world from darkness. Wielding the powerful Master Sword, a mystical blade made to fight evil, and an array of other gadgets he has always stood against the evil that threatens Hyrule and the Princess Zelda, namely Ganondorf whenever and wherever it might arise.

Link has risen to the challenge presented by the Subspace Army and their insidious leader and has taken up sword and shield, bow and bomb, boomerang and grappling hook to combat this dark menace. This three time veteran of the Super Smash Brothers games brings his skills with all of these weapons to bear, excelling at both close and mid-range with a few abilities that prevent him from being defenseless at long range. He is something of a mid-tier character, not extraordinarily powerful nor incredibly quick but highly quite versatile.

Game Appearances

<i>Link's Crossbow Training – Wii</i>	2007
<i>The Legend of Zelda: The Phantom Hourglass –DS</i>	2007
<i>The Legend of Zelda: Twilight Princess –Wii</i>	2006
<i>The Legend of Zelda: The Minish Cap – GameBoy Advance</i>	2005
<i>The Legend of Zelda: The Wind Waker – GameCube</i>	2003
<i>The Legend of Zelda: Four Swords Adventures – GameCube</i>	2004
<i>Super Smash Brothers Melee – GameCube</i>	2001
<i>The Legend of Zelda: Oracle of Seasons / Oracle of Ages – GBC</i>	2001
<i>The Legend of Zelda: Majora's Mask – N64</i>	2000
<i>Super Smash Brothers – N64</i>	1999
<i>The Legend of Zelda: Ocarina of Time – N64</i>	1998
<i>The Legend of Zelda: Link's Awakening - GameBoy</i>	1993
<i>The Legend of Zelda: A Link to the Past - SNES</i>	1992
<i>Zelda II: The Adventure of Link - NES</i>	1988
<i>The Legend of Zelda - NES</i>	1987

Link'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
Sword Slash	Attack Button	4%	A single sword strike.
Triple Slash Combo	Attack Button x3	4-12%	Average 3 hit combo.
Slash Upwards	Up + Attack	9%	Wide range high swing.
Leg Stab	Down + Attack	12%	Stab at a foe's legs.
Walking Stab	Toward Opponent + Attack	13%	Stab foes while moving.
Rapid Slash	Attack (While running)	10-12%	A quick sword strike.
Ledge Attack	Attack (While hanging)	8%	Chase foes away from ledge you're on.
Clawshot & Pommel Bash	Grab / Attack button repeatedly for attacks	2%+	Grab and bash enemies with your sword handle.
Upward Throw	Up + Grab	7%	Fling enemies airborne.
Ground Slam	Down + Grab	7%	Slam enemy to the ground nearby.
Side Toss	Left or Right + Grab	7%	Fling enemies in the specified direction.

Airborne Attacks	Command	Dmg.	Description
Kick	Attack	6-10%	A quick kick.
Upward Thrust	Up + Attack	13%	Thrust upwards with your sword to juggle foes.
Sword Spike	Down + Attack	18-22%	Drop down onto foes with your sword.
Twin Slice	Toward Opponent + Attack	21%	Two-hit, powerful airborne combo.
Rear Kick	Away from Opponent + Attack	11%	A useless double mule kick of sorts.
Clawshot Slam	Toward Opponent + Grab	4-10%	Grab them with your hook and throw them.

Smash Attacks	Command	Dmg.	Description
Triple Slash Upwards	Up + Attack together	17-23%	Three powerful upward sword strikes.
Area Slashes	Down + Attack together - Chargeable	14-23%	Powerful slashes in both directions.
Charged Swipe	Left or Right and Attack together – Chargeable	14-21%	A side-swipe that excels at knocking out foes.
Second Strike	Press Attack after executing Charged Strike	Special	A second swing that more than doubles the damage.



Special Attacks	Command	Dmg.	Description
Hero's Bow	Special Button	4-12%	Drawing his famed bow, Link fires a single arrow.
Spin Attack	Up and Special	12-19%	Link becomes a ground whirlwind of steel.
Aerial Spin	Up and Special while airborne	14%	Link hovers in the air, spiraling with his sword.
Bomb	Down + Special	7%	Sets down a bomb that can juggle foes.
Gale Boomerang	Left or Right + Special	5-7%	This boomerang brings wind gusts with it.



Final Smash	Damage	Description
Triforce Smash	78%	Using the Triforce to trap his foe Link then rushes in and cleaves them up with the Master Sword.



Combat Strategies

Many of Link's best attacks require that you be at a specific range to get the most out of them. Don't stick to this as some sort of unbreakable golden rule. Just because your Charged Strike might do a bit less damage that doesn't mean that you shouldn't use it.

- Take note that Link, while he might look a bit scrawny, is not some super agile character. He is a very down the middle character. He's fairly strong, fairly quick and fairly versatile. However he is surprisingly mobile.

- For you SSB-veterans: Some of Link's attacks have changed. Notably the Boomerang has changed, it is now known as the Gale Boomerang. This knocks people around and can retrieve small items. In addition the Bow can now be used in mid-air which is quite nice.

- Don't waste time with Link's three hit combo, it takes a bit too long to do it and the damage is not very impressive. A single Leg Stab does as much damage as that entire melee combo. Try to stick with powerful single attacks and custom combos.

- Link doesn't have too many attacks that excel at knocking enemies off a stage but he is rather great at keeping them out there once they fall off. His Spin Attack, Charged Swipes and Hero's Bow all fit this bill rather well.

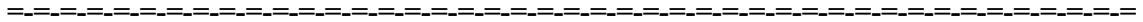
- If you're feeling especially plucky you can make some rather good air juggling efforts with Link with just a bit of forethought. A bomb can get an enemy in the air, or you can use an Upward Throw, and then follow them up. You can then knock them higher using a Sword Spike and end it all using an Aerial Spin or Double Slash. It can be hard to do but you can score more than 40% damage in one good combo.

- For those of you who excel with Link, here's a new strategy. Take the Gale Boomerang and throw it past the enemy, getting it behind them while they are jumping or on the floor. When it moves back towards you it will pull them in, leaving them quite vulnerable for a moment. Take that chance to hammer them.

- If you see a Smash Ball use your Hero's Bow to pluck at it while you move in. You should be able to break it pretty quickly and allow access to your Final Smash which is pretty incredible.

- Don't use the high speed Sword Spike technique (done by pressing down again after the attack begins). Let yourself bounce off your target and try to hit him again or bounce to a nearby foe. This does more damage and it keeps you more mobile.

- Should you be knocked off the stage, using the Aerial Spin will enable you to get a bit more airtime than normally possible. You can extend your jumps a fair amount by using this between your jumps, possibly enough to recover from some really bad attacks. In addition, once you reach the stage use Link's Clawshot (his grapple) to latch onto the stage itself. This will pull you in and allow you to climb back to safety.



This FAQ may be not be reproduced under any circumstances except for personal, private use. It may not be placed on any web site or otherwise distributed publicly without advance written permission. Use of this guide on any other web site or as a part of any public display is strictly prohibited, and a violation of copyright.

This FAQ Copyright 2008 Games Radar

All trademarks and copyrights contained in this document are owned by their respective trademark and copyright holders.