



Luigi,
The Unfortunate Mario Brother



Super Smash Brothers Brawl

Character Strategy Guide 9

By Daniel "Misfit119" Acaba

Luigi... The poor fellow. Not only does his older twin brother, Mario, take all the glory by going on numerous adventures without him and get the girl poor Luigi seems to have gotten all the klutz genes. He's tall and lanky which leaves him fast but with a certain lack of traction that makes using him precarious. In addition he is something of a coward, having problems coming face to face with his foes unless he is backed into a corner.

With that said, don't mistake Luigi for a pushover in the Brawl. He is actually fairly strong, fast and quite useful. While some of his attacks are quite peculiar, as are his special attacks, he is quite the powerful combatant once you have learned how to use him properly. In the hands of a skilled Brawler he is quite possibly more powerful than even Mario himself.

Game Appearances

<i>Super Mario Galaxy – Wii</i>	2007
<i>Super Paper Mario – Wii</i>	2007
<i>New Super Mario Bros. – DS</i>	2006
<i>Mario Kart DS – DS</i>	2005
<i>Paper Mario: The Thousand Year Door – GameCube</i>	2004
<i>Super Mario 64 DS – DS</i>	2004
<i>Mario Kart: Double Dash – GameCube</i>	2003
<i>Luigi's Mansion – GameCube</i>	2001
<i>Paper Mario – N64</i>	2001
<i>Super Smash Bros. Melee – GameCube</i>	2001
<i>Super Smash Bros. – N64</i>	1999
<i>Mario Kart 64 – N64</i>	1996
<i>Mario is Missing – SNES/NES</i>	1993
<i>Super Mario Kart – SNES</i>	1992
<i>Super Mario World – SNES</i>	1991
<i>Super Mario Bros. 3 – NES</i>	1990
<i>Super Mario Bros. 2 – NES</i>	1988
<i>Super Mario Bros: The Lost Levels – FAM</i>	1986
<i>Super Mario Bros. – NES</i>	1985
<i>Mario Bros – Arcade</i>	1983

Luigi'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%	Your basic punch attack.
Punch n' Butt Bump Combo	Attack x3	9%	Punch enemies twice and hit them with your butt.
Flailing Fury	Attack Button (held)	9%	Flail until you hit enemies before combos.
Side Kick	Attack (while walking)	10%	Sideways kick your foes.
Flailing Fists	Attack (while running)	%	Pummel foes after rushing at them.
Upwards Punch	Up + Attack	9%	Punch upwards at foes.
Shin Kick	Down + Attack	9%	Kick out at your opponents legs.
Grab and Headbutt	Grab / Attack button repeatedly for attacks	3%	Headbutt your foes senseless.
Upward Toss	Up + Grab	8%	Fling your enemies upwards to start a combo.
Ground Slam	Down + Grab	6%	Grab enemies and drop them to the floor.
Spinning Fling	Left or Right + Grab	12%	Spin around and send foes flying.

Airborne Attacks	Command	Dmg.	Description
Kick	Attack Button	6%	Your basic airborne kick attack.
Upward Kicks	Up + Attack	13%	Kick enemies upwards to juggle them.
Spinning Attack	Down + Attack	11%	Spin like a top to knock opponents away.
Meteor Drive	Toward Opponent + Attack	10%	A powerful kick to knock foes out of bounds.
Twin Kick	Away from Opponent + Attack	12%	Kick backwards to send enemies flying away.

Smash Attacks	Command	Dmg.	Description
Sideways Headbutt	Up + Attack together	9-20%	Smash enemies up and away with your noggin.
Leg Sweep	Down + Attack together	16-22%	Sweep all around you, works for ledge guarding.
Palm Thrust	Left or Right + Attack together	14-19%	Thrust your hand and send them flying.



Special Attacks	Command	Dmg.	Description
Green Fireball	Special Button	6%	Throw a fireball, unburdened by gravity.
Super Jump Punch	Up + Special	1%	An oddly weak attack that barely damages foes.
Luigi Cyclone	Down + Special	2-12%	Spin in place before smashing foes away.
Green Missile	Left or Right + Special	5-25%	Fly across the stage head first and bash foes.



Final Smash	Damage	Description
Negative Zone	1-65%	Luigi dances around and inflicts random status ailments on all nearby foes.



Combat Strategies

Anyone who is used to the Luigi from the previous Super Smash Bros. games is going to be in for a rude surprise in this game. While some of his trademarks, including his green fireball, remain intact some of his other attacks have been changed for the worse. He is still powerful once you get used to using him but there will be a very steep period of adjustment involved.

- Let's attend to one thing first, his Super Jump Punch. This move is incredibly nuts and way less useful than Mario's version but it packs a whallop if used properly. If you hit an enemy with it while you are airborne then you will only do 1% damage and the enemy will barely flinch. But if you use the move so that your opponents are at point blank range (ie. your fist goes into them immediately) the move does 25% damage and carries a good chance of blowing away an opponent with more than 60% damage. Learn to use it if you're going to be using Luigi and be ready for the fact that he lands on his head after doing it.

- When it comes to recovery you might, by default, attempt to use Luigi's Up special, the Super Jump Punch. This works fine for when you need some height and the ability to control your fall but he ends up on his head, taking a moment to get up. To compensate for this you must learn to use his Luigi Cyclone to float through the air. When you are airborne and use it you get a bit of lift and can move horizontally, make use of that and float your way to safety.

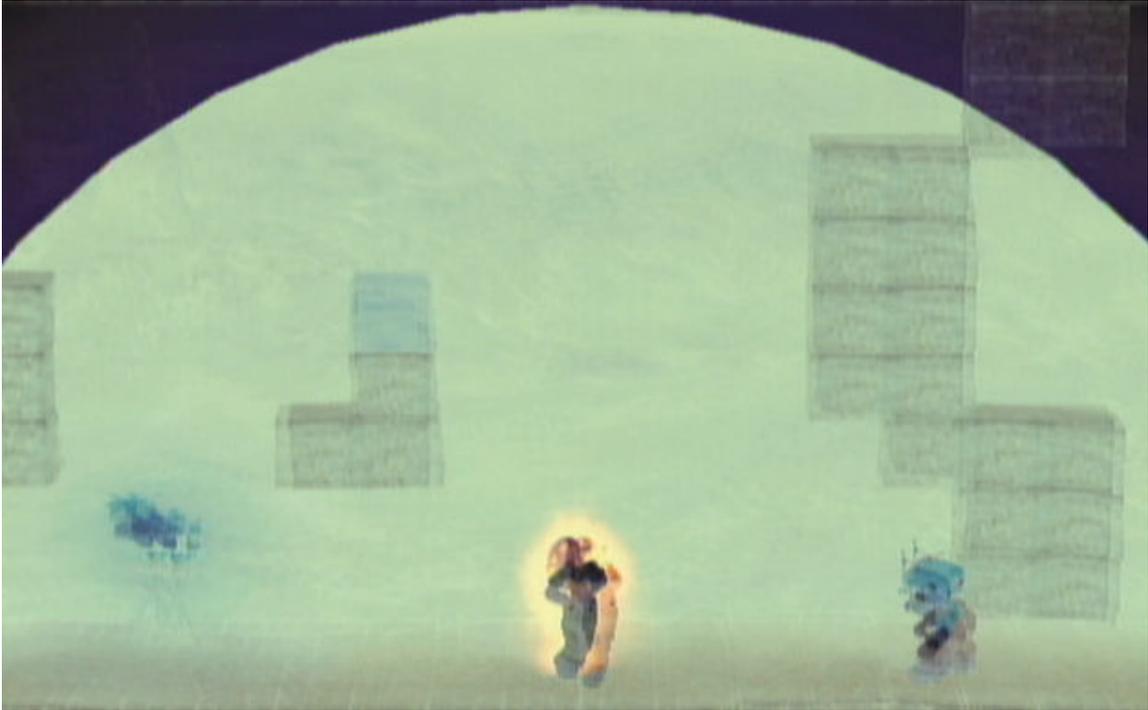
- Whereas many of Mario's attacks are multi-hit affairs and can be used with relative impunity the same cannot be said for Luigi, learn to use his moves in their ideal situations. If you aren't comfortable with a move use it in training mode until you know when and where to use it. Learning his range, damage potential and how to use his special abilities is something that this guide cannot put across. It's about as vital for him as it is for any of the speedster characters.

- One area that Luigi has it up on Mario is his fireball. Where Marios' fireball bounces a few times and then fades away Luigi's is thrown in a relatively straight line. It doesn't touch the ground or even care about gravity, it flies through the air. If you leap up and down near the edge of the stage throwing fireballs at foes who have been knocked out you will be surprised at how easily you score extra damage and, on occasion, send people to their plummeting dooms.

- Even though Luigi's Sideways Headbutt smash is, for all intents and purposes, a sideways attack it knocks foes upwards. Use this and then leap up into the air with them to start an aerial combo. It's a bit peculiar but it works just as good as any actual up smash.

- Luigi's Final Smash is exceptionally cheesy (read: incredibly useful), regardless of how bizarre he may look doing it. If you grab the Smash Ball promptly knock your opponent out of bounds to one side of the screen, leap into the air and perform your Final Smash right there in mid-air. This will leave a large area of the screen unusable to your foes and if they hit it there's a good chance they plummet to their doom. Just try and make sure that you get it airborne and catch some of the ledge as well.

- At a certain point during that Final Smash you can control Luigi while the Negative Zone still harms foes. Go on over to them and hit them with his Palm Thrust a few times to send them flying right off the screen for an easy kill.



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.