



## Mario, The Face of Nintendo



## Super Smash Brothers Brawl

Character Strategy Guide 1

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Who here can honestly say that they don't know the plumber extraordinaire, Mario? Even though we never see him do any actual plumbing we do see him do a lot of cleaning up as he battles Bowser and his minions to rescue Princess Peach time and time again. Using a variety of power-ups, including the famous Fire Flower, Mario has saved the Mushroom Kingdom time and time again.

Anyone who has ever played a Super Smash Bros. game will immediately be familiar with Mario. He is one of the most well rounded characters in the game, strong and quick with a variety of useful Special Moves and Smashes. There have been a few modifications to his repertoire, most notable is F.L.U.D.D, the talking, water-spraying backpack from Super Mario Sunshine. The changes to his arsenal make him even more versatile and a bigger threat than he has ever been before. This plumber is suitable for newcomers and veterans alike.

#### **Game Appearances – Nintendo / Arcade Releases**

<i>Super Paper Mario – Wii</i> .....	2007
<i>Super Mario Galaxy – Wii</i> .....	2007
<i>Mario vs. Donkey Kong 2: March of the Minis – DS</i> .....	2006
<i>New Super Mario Bros. – DS</i> .....	2006
<i>Mario Kart DS – DS</i> .....	2005
<i>Mario vs. Donkey Kong – GBA</i> .....	2004
<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>Super Mario Sunshine – GameCube</i> .....	2002
<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> .....	1997
<i>Super Mario 64 – N64</i> .....	1996
<i>Super Mario RPG: Legend of the Seven Stars – SNES</i> .....	1996
<i>Super Mario World – SNES</i> .....	1993
<i>Mario Paint – SNES</i> .....	1992
<i>Super Mario Kart – SNES</i> .....	1992
<i>Super Mario Land 2: The 6 Golden Coins – Game Boy</i> .....	1992
<i>Super Mario World – SNES</i> .....	1991
<i>Dr. Mario – NES / Game Boy</i> .....	1990
<i>Super Mario Bros. 3 – NES</i> .....	1990
<i>Super Mario Land – Game Boy</i> .....	1989
<i>Super Mario Bros. 2 – NES (North American)</i> .....	1988
<i>Super Mario Bros. 2 (The Lost Levels) – NES (Japan only)</i> .....	1986
<i>Super Mario Bros. – NES</i> .....	1985
<i>Mario Bros. – Arcade</i> .....	1983
<i>Donkey Kong – Arcade</i> .....	1981

## Mario'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.

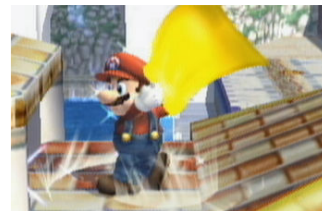
\* Green Skills can be charged to do more damage.

Ground Attacks	Command	Dmg.	Description
Punch	Attack Button	3%	Your basic punch.
Punches and Kicks	Attack Button x3	9%	Three hits that add up to 9% damage.
Fists of Fury	Hold Attack Button	9%	Mario begins flailing his fists wildly.
Uppercut	Up + Attack	7%	Knocks opponents up into the air.
Leg Kick	Down + Attack	5%	A kick to the legs.
Side Kick	Attack (while moving or running)	8%	A basic kick attack.
Ledge Attack	Attack (while hanging)	7%	Your basic ledge attack to chase off guarders.
Grab & Headbutt	Grab / Attack button repeatedly for attacks	3%+	Repeatable headbutt attack, works 1 or 2x
Upward Throw	Up + Grab	8%	Fling opponents into the air and start a combo.
Ground Slam	Down + Grab	6%	Fling them down and then low kick them.
Spinning Toss	Left or Right + Grab	9-12%	Fling opponenets, backward does extra.

Airborne Attacks	Command	Dmg.	Description
Kick	Attack Button	5-10%	This kick is good for knocking people away.
Upward Kick	Up + Attack	11%	Mostly used for keeping airborne a bit longer.
Spinning Top	Down + Attack	12%	Hits up to six times and sends opponents flying.
Double Mule Kick	Press Away from Opponent + Attack	12%	Knocks opponents upwards and away.
Meteor Smash	Press Toward Opponent + Attack	13%	Knock enemy downward, great for ledge guarding.

Smash Attacks	Command	Dmg.	Description
Headbutt	Up + Attack together	14-19%	Knocks enemy airborne and does fair damage.
Sweep Attack	Down + Attack together	12-21%	Sends enemys flying away and downward.
Fire Punch	Left or Right + Attack together - Chargeable	14-23%	Bash enemy with a flaming strike.

Special Attacks	Command	Dmg.	Description
Fireball	Special Button	5%	Throw a fireball for a little ranged damage.
Super Jump Punch	Up + Special	12%	A six hit smash attack used to juggle enemies.
F.L.U.D.D.	Down + Special	0%	Staggers enemy, useful only to ledge guard.
Cape	Left or Right + Special	6-8%	Reflects projectiles back at enemies.



Final Smash	Damage	Description
Mario Finale	33-60%	A twin assault of overpowered fireballs devastates all that are caught in the cone of this attack.



## **Combat Strategies**

Let's face it, the fat little plumber can do just about anything that you set him to. While he isn't one of the most powerful characters he more than makes up for it with his speed and versatile moveset. Many of his moves are rather utilitarian and work in a number of situations so you won't need to memorize too many moves with specialized uses.

- Mario's Sweep Attack is one of the best ledge guarding maneuvers in the game. It will send enemys flying away and downwards, sending them plummeting if used properly. There are few enemies who can recover from this sort of attack and most of them must be in the hands of very skilled players to be safe.

- Mario's Cape attack can be used to reflect attacks back at their firer. This works on both projectiles and some of the offensive items. This does a good amount of damage and if you hit someone with the cape it turns them around, setting them up to be hit with a combo.

- Yes, FLUDD does no damage but it's still one of Mario's best moves. If have an enemy who has been thrown out of bounds, charge up FLUDD to its max charge. Now hit the enemy with the stream of water and they will be staggered and stunned, plummeting to their doom. This only works when it is fully charged and you must hit them dead on to get the full effect.

- If you have a bunch of enemies fighting each other, leave them be. Stand back and fling off fireballs to do some damage without drawing too much attention to Mario. If they retaliate in kind you do have that cape to protect yourself with.

- Mario doesn't have as many juggle type attacks as most characters but if you knock an enemy up you can charge up your special moves and smashes to inflict a good amount of damage. Your best bet is to not rely on straight up combos and instead rely on single strong strikes until you get used to Mario's fighting style.

- In most knock down brawls Mario will lose unless he is fighting someone very weak like Princess Peach. Use his maneuverability and his special moves to ensure that you are able to keep them on the ropes enough for you to knock them off the ledges. You can then play keep away and try to ensure that they never make it back up onto the platforms.

- Two of Mario's best moves are his Fire Punch and his Meteor Strike. You can use the Fire Punch to hammer on an enemy and attempt to knock them out of bounds while Meteor Strike can be used to keep them off the platform rather well. Make sure you know how to use these moves to the best of your ability.

- If you haven't already noticed, Mario rather excels at keeping people off the platforms. Use that to your advantage and make that a focus of your fighting style until you get better with him. Then you can try to pull off all the crazy combos that can imagine.



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