



Mr. Game and Watch, One Dangerous Ink Blot



Super Smash Brothers Brawl

Character Strategy Guide 20

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Once again one of the most bizarre characters to ever grace a video game has returned to join the Brawl. Mr. Game & Watch is an incredibly peculiar character, not just for his flat, monochrome, 2-D appearance but also for his insane plethora of attacks. Flicking pancakes at enemies, calling firefighters to bounce him back up and to whack enemies with a mallet that does randomized damage... his moves are truly odd. All of these attacks have roots in the various old Game & Watch games and are fitting for this strange character.

Using Mr. Game & Watch is a fairly trying experience. He has a variety of attacks that are powerful and unpredictable unless you are experienced in fighting him giving him an edge against many competitors. However you have to deal with several weaknesses to use him, many which are limitations on his various moves that make him almost as hard for his player to use.

Game Appearances

Wario Ware: Twisted! – GBA.....2005

Wario Ware: Touched! – DS.....2005

Game & Watch Gallery 4 – GBA.....2002

Super Smash Bros. Melee - GameCube.....2001

Mr. Game and Watch'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:

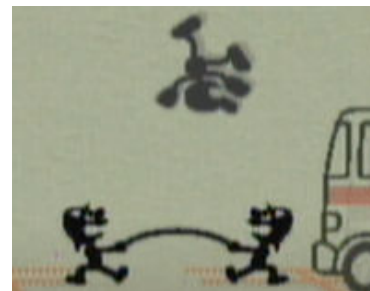
- * Red Skills are range dependant – The closer you are, the more damage you do.
- * Blue Skills are range dependant – The farther away you are, the more damage you do.
- * Green Skills can be charged to do more damage.

Ground Attacks	Command	Dmg.	Description
Gas Spray	Attack Button	3%	Spray the opponent with a gas nozzle.
Infinite Spray	Attack (repeatedly)	3-30%+	Keep on spraying the opponent.
Chair Whack	Attack (while walking)	10%	Hit your opponent with a chair out of nowhere.
Head Charge	Attack (while running)	11%	Ram headfirst into your opponent.
Pot Uppercut	Up + Attack	8%	Knock enemies upwards with a pot.
Stick Drop	Down + Attack	6%	Drop a stick on your opponents feet.
Ledge Attack	Attack (while hanging)	8%	Chase away those pesky ledge guarders.
Ink Slaps	Grab / Attack button repeatedly for attacks	3%	Hold your enemy and backhand them.
Juggle	Up + Grab	8%	Juggle the enemy a bit before they go airborne.
Juggle Slam	Down + Grab	6%	Juggle foes a bit before you slam them down.
Juggle Toss	Left or Right + Grab	8%	Juggle the enemy a bit before flinging them.

Airborne Attacks	Command	Dmg.	Description
Bowl	Attack	5-17%	Hold out a bowl to hit enemies with.
Upwards Steam	Up + Attack	7-16%	Blow steam upwards to juggle foes.
Key Slash	Down + Attack	13%	Drop down from the sky with a key stab.
Box Whack	Toward Opponent + Attack	16%	Hold out a box to hurt your foes.
Turtle Attack	Away from Opponent + Attack	10-31%	Use a turtle to bite your opponent.

Smash Attacks	Command	Dmg.	Description
Headbutt	Up + Attack together	18-25%	Headbutt your foes to send them airborne.
Twin Hammers	Down + Attack together - Chargeable	13-21%	Smash a hammer down on either side of yourself.
Fly Swatter	Left or Right + Attack together	18-25%	Send your enemy flying with a flaming flyswatter.

Special Attacks	Command	Dmg.	Description
Chef	Special Button	4%+	Fling pancakes at random angles at your foe.
Fire	Up + Special	12%	Bounce off a trampoline for a great recovery.
Oil Panic	Down + Special	0%	Catch the enemies projectiles and fire a shot.
Judge	Left or Right + Special	**%	Whack foes with a mallet for a random effect.



Final Smash	Damage	Description
Octopus	10-40%+	Transform into a giant octopus and float around, knocking foes senseless with a touch.



Combat Strategies

As you can likely tell, Mr. Game & Watch isn't exactly a character to be used lightly. He has a

number of insanely odd attacks that can be quite hard to master. Until you learn how to use him you will likely find yourself stymied by his odd, and slow, movement and the peculiarity of even his basic attacks. However there are a number of things about him that can make using him a heck of a lot easier.

- The first thing you will need to learn is that Watch is slow moving and jumping. None of his movements are particularly fast, even running, so you will often find yourself having difficulty moving around the stage. If you should find yourself needing to gain some space from your opponent your only real recourse is to use his aerial recovery, Fire, and bounce away from them and parachute down to safety. This carries its own risks but he doesn't have many choices.

- In addition to that it should be noted that his special attacks are, by and large, fairly worthless. By worthless I don't mean that you should never use them but more that you should avoid trying to rely on them. The Chef move is good for keeping a foe at a distance but you can't rely on it to deal damage for you. The same goes for the Judge attack for that matter. While there is a chance that it does a powerful strike on par with the baseball bat there's also a chance it does 1% damage and your foe proceeds to pummel you. An exception is his Oil Panic which works quite well for catching projectiles and then returning the favor with an attack of your own.

- The following are the effects from the Judge ability to be confirmed by myself. You will have some idea as to what G&W is about to do since he has a number over his head. There are 9 total effects but the others weren't all that much different and it was hard to tell what they were doing. Regardless this is a list of all of the attacks that matter since they have a noticeable effect.

* Does 1% damage to a foe but strangely does 12% to you.

* Does 3% damage with a rapid strike.

* Does 12% damage and causes the opponent to be electrified and stunned for a moment.

* Does 10% damage and sets opponent on fire.

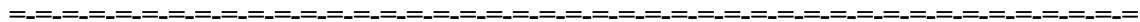
* Does 8% damage and freezes the opponent.

* Does up to 30% damage and operates as a smash with the Home Run Bat. This will often eliminate even low damage enemies.

- Not only does he have the above issues but he is also one of the lightest characters in the game, meaning that he has a fair chance at being taken out with a low damage percentage. This makes practicing with him so that you learn how to use his attacks more critical than with almost any other character, barring Sonic.

- While most of his normal attacks aren't anything all that special there are a few things about him that should be mainstays of your repertoire. His basic attack, the Gas Spray, should be abused if you have an enemy trapped near a ledge or a corner. The attack can keep hitting so long as your opponent is within range so use it and watch the damage rack up. The same goes for the jumping Turtle attack since it operates mostly the same way. Perform it while close to an enemy and you will see it do upwards of 25% damage quite easily.

- The best part of using Game & Watch is his smashes. They are all very effective, have decent range and do quite good damage. Learn to use these three moves to their utmost, including the range, damage percent and at what point they are able to eliminate your opponents. You'd be surprised at just how effective it is to smash a foe with a flyswatter.



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