



Ness,
The Psychic Hero of Earthbound

Super Smash Brothers Brawl

Character Strategy Guide 32

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While not the first hero in the Mother series of games Ness was the western worlds first experience with that strange game line. Starting off as a fairly normal boy we soon find that Ness has powers that will send him on a bizarre trip across worlds and even time itself. Before all is said and done, he and his friends have saved the world from darkness incarnate, the entity Giygas.

As a veteran of all previous Super Smash Bros. games there are many who will be instantly familiar with Ness. To newcomers to the series he can be a bit peculiar to use. His movement are a bit odd, his special abilities are a bit difficult to use and he isn't exactly a powerhouse. However if the effort is put into learning how to use him he can decimate most opponents.

Game Appearances

Super Smash Bros. Melee.....2001

Super Smash Bros. – N64.....1999

Earthbound (Mother 3) - SNES.....1995

Ness'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.
Punches and Kick Combo	Attack x3	9%	Deliver two punches and then a side kick.
Rapid Punches	Attack (held)	3-9%	Repeatedly punch and then start combo.
Roundhouse Kick	Attack (while walking)	11%	Move forward with a quick roundhouse kick.
PSI Rush	Attack (while running)	4-13%	Rush forward, projecting PSI energy.
Upward Thrusts	Up + Attack	7%	Try to be superman with this upward arm thrust.
Toe Kick	Down + Attack (repeatedly)	4%+	Keep kicking at opponents feet.
Ledge Attack	Attack (while hanging)	6%	Chase away those pesky ledge guarders.
Headbutt	Grab / Attack repeatedly to attack foes.	1%	Hold enemy in place and headbutt them.
PK Toss	Up + Grab	10%	Use PK to toss enemy airborne.
PK Fire Slam	Down + Grab	9%	Slam foes down and set them aflame.
PK Toss	Left or Right + Grab	11%	Fling enemy away from yourself with PK.

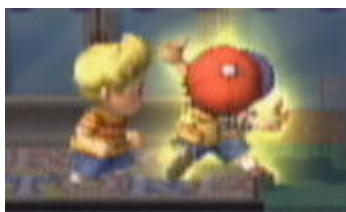
Airborne Attacks	Command	Dmg.	Description
Spin	Attack	7-11%	Spin in mid-air, striking foes repeatedly.
Headbutt Flip	Up + Attack	13%	Spin forward and headbutt your opponent.
Air Stomp	Down + Attack	12%	Stomp downward on your opponents head.
PSI Palm	Toward Opponent + Attack	5-16%	Hold hand out with PSI in your palm.
Mule Kick	Away from Opponent + Attack	15%	Do a twin back kick at your opponent.

Smash Attacks	Command	Dmg.	Description
Air Yo-Yo	Up + Attack together - Chargeable	4-17%	Swing a yo-yo above your head.
Ground Yo-Yo	Down + Attack together	13%	Walk the dog, hitting all nearby foes.
Baseball Bat	Left or Right + Attack together - Chargeable	16-33%	Swing your bat at an opponents chest.

Special Attacks	Command	Dmg.	Description
PK Flash	Special Button	20-37%	Throw off a ball of green light at opponents.
PK Thunder	Up + Special	8%	Fire off a controllable stream of electricity.
PK Thunder Rush	Hit self with PK Thunder	25%	Fly across the screen as a human projectile.
PSI Magnet	Down + Special	0%	Absorb projectiles attacks to heal yourself.
PK Fire	Left or Right + Special	15-22%	Throw off a bolt of fire at enemies to scorch them.



Final Smash	Damage	Description
PK Starstorm	20-80%	A series of devastating stars fall from the sky in a fan shape on opponents.



Combat Strategies

Ness is one of the few characters to have appeared in every Super Smash Bros. game since the beginning. While I am sure that those who will want to use Ness are already familiar with how he is controlled he is likely going to be a pain for newcomers. His movement can be a bit bizarre, especially with how incredibly high he jumps, and his moves are a bit on the situational side and lacking in range. However he can be quite powerful if enough time is spent learning to make up for his peculiarities.

- Learning to use Lucas and Ness is like two sides of the same coin. By and large Ness has less range on most of his attacks but he is by and large stronger than Lucas. In addition to that most of his attacks are one hit that does a lot of damage where as Lucas' tend to be attacks that hit multiple times for more damage... if all hits connect.

- Be very careful with Ness' jumping abilities. When you jump the first time you will get incredible height but there may be the temptation to press the jump button again early, which will cut off your height. What you really need to do is let the jump hit the top of its arc and then press jump again so that your double jump gets all the possible height that it can get.

- Since Ness is almost totally lacking in range, you have to learn how to get in on an opponent without being hurt. A good idea is to use his PSI Rush and aerial PSI Palm attacks to actually hit opponents from a range (for melee attacks anyway) and close in on opponents where you can start doing something like the Toe Kick repeatedly.

- When using PK Fire take note that it is best used in close range since the column of flames that it blows up into do a hefty bit of damage to your target and anyone close enough to him. Even at a range though you are still looking at a solid 15% damage, which is rather appreciable. The range does leave something to be desired though so you might want to be close anyways.

- Ness' PK Flash can be pretty hard to use. While it works functionally the same as Lucas' PK Freeze, Ness' big green ball of light has a few drawbacks. The explosive radius doesn't seem to be as big as PK Freeze but it does a bit more damage. However PK Freeze will leave your opponents in a block of ice, thus making it more versatile. The biggest problem here though is the fact that PK Flash will stop if it hits any platforms. So if there's a ledge above you then it will fizzle out when it touches it, thereby limiting its versatility.

- PK Thunder seems to work a bit easier for Ness now. It's a lot easier to make it pull tight turns so as to redirect it at Ness with greater ease. However it's just as limited in its recovery uses as it ever was, going totally horizontal with no vertical recovery. It's a bit easier to make it turn in mid-air to use it as a recovery but it can still be a bit tricky to work. Plenty of practice is required, and suggested, if you plan on using Ness to fight humans or anything harder than the Easy CPU.

- While Ness' PSI Magnet doesn't damage anyone that touches it, the barrier itself covers his entire body. So if you have projectiles coming from both directions... well then that's twice the healing. Just remember that you are vulnerable to melee and smash attacks while doing this move since it doesn't do any damage. Using it with someone as quick as Sonic or Captain Falcon on the stage is generally a bad idea, even if someone else is using a lot of projectiles.

- Ness' Final Smash, PK Starstorm is incredibly prone to missing opponents entirely. It's generally a bad attack and should be used simply to deny your opponent their Final Smash. It's best used right next to your target but even that doesn't mean they'll get hit more than once.



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