



R.O.B.
The Robotic Operating Buddy

Super Smash Brothers Brawl

Character Strategy Guide 21

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R.O.B. isn't actually a video game character, something that automatically sets him apart from the other Brawlers. Rather he was one of Nintendo's ill fated innovative ideas during the early years of the NES. He would control your second controller for some games and help you out except he only worked for two games and was rather laughable at that. While an interesting idea he did help garner interest in the fledgling NES when stores weren't interested in stocking it thanks to a certain crash in the video game industry.

Like many of the new characters who aren't clones ROB has a fighting style all his own, one that balances power and speed with some quirky moves. He is at a disadvantage due to his lack of legs leaving him to attack with his small arms for almost all his moves. The little robot compensates for this by packing some punch when he does land a hit.

Game Appearances

Mario Kart DS – DS.....2005

Kirby's Dream Land 3 – GBA.....1997

R.O.B.'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.

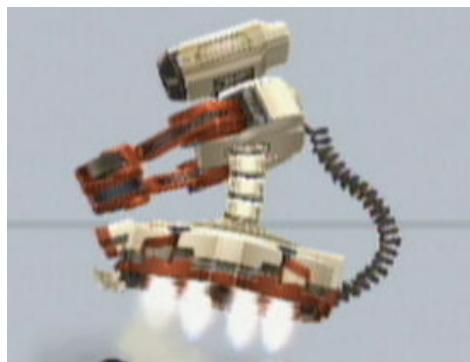
Ground Attacks	Command	Dmg.	Description
Punch	Attack Button	3%	Your basic punch attack.
Twin Fists Combo	Attack x2	6%	A pretty basic two punch combo.
Right Hook	Attack (while walking)	6%	Throw out a powerful punch while moving.
Charging Fist	Attack (while running)	5%	A weak running punch with good knockback.
Upward Punch	Up + Attack	3-9%	Throw your hands upward to juggle foes.
Leg Punch	Down + Attack	4%	Punch at your foes legs.
Ledge Attack	Attack (while hanging)	7%	Chase away those pesky ledge guarders.
Hold and Squeeze	Grab / Attack button repeatedly for attacks	2%+	Clamp down on your opponents.
Piledriver Bounce	Up + Grab	10%	Jump and piledrive a foe, knocking them away.
Drop and Drill	Down + Grab	10%	Drill a foe into the ground knocking them airborne.
Sideways Throw	Left or Right + Grab	10%	Flick your body to fling an enemy away.

Airborne Attacks	Command	Dmg.	Description
Spinning Attack	Attack Button	10%	Flip head over heels and strike foes.
Upward Punches	Up + Attack	8-16%	Flail your arms above your head at foes.
Jet Blast	Down + Attack	11%	Fire your jets straight down on foes below.
Side Punch	Toward Opponent + Attack	10%	Throw both of your hands out and strike opponents.
Backwards Jet Blast	Away from Opponent + Attack	11%	Blast your jets at enemies to send them flying.

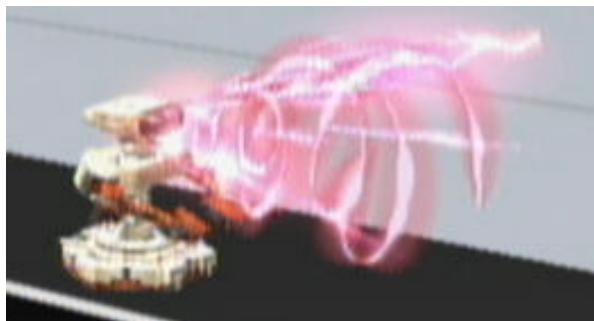
Smash Attacks	Command	Dmg.	Description
Upwards Jet Blast	Up + Attack together	14-19%	Hit enemies directly above yourself.
Area Spin	Down + Attack together - Chargeable	5-18%	Spin your arms in a circle to hit foes nearby.
Laser Burst	Left or Right + Attack together - Chargeable	10-20%	Fire a burst of energy to send foes flying away.



Special Attacks	Command	Dmg.	Description
Robo Beam <i>(Must recharge)</i>	Special Button	4-9%	Energy blast, can be aimed or move on walls.
Robo Burner <i>(Must recharge)</i>	Up+ Special	0%	Blast upwards using his rockets up to 4 times.
Gyro <i>(One at a time)</i>	Down + Special	10-18%	Create a disk, charge it up and send it flying.
Arm Rotor	Left or Right + Special	3-10%	Spin his fists to whallops foes, reflects projectiles.



Final Smash	Damage	Description
Eye Lasers	2%+	A short range cone of energy comes from his eyes, damaging those who it touches while invincible.



Combat Strategies

While it can be hard to figure out just what sort of character ROB is at a first glance it soon becomes apparent that he is actually a heavy fighter. He is pretty hard to knock off the stage, has some pretty powerful attacks, is quite slow and, like many of the other heavies, also possesses some rather good aerial recovery techniques. This almost makes up for his lack of horizontal movement capabilities.

- ROB is slow and heavy, this is something you will have to get used to. Make liberal usage of running and the Robo Burner special to get you around the stage when you need to do so in a hurry. In many situations it is often better to knock your opponent away from yourself with a smash or special than trying to run since most skilled players will catch you.
- Two of his better moves require time to recharge. The first is the Robo Beam and the second is the Robo Burner. The beam is useful since you can aim it, it runs along or bounces off walls and does decent damage. However any time you use it you will need to give it about one full second to let it recharge or you will find yourself firing off a small, pitiful, burst instead. The Robo Burner can be used up to four times or for one long burst to get you through the air and back to safety from a fairly long ways off. This move requires you to be on the ground for about two seconds before it will fully recharge. Skilled players can use this against you by not letting you land so be careful of that.
- Even though you might think you're at a loss for ranged attacks waiting for your Robo Beam to recharge, not so. ROB is one of the few with more than one projectile attack. While not as quick of a shot as his beam, the Gyro attack actually does more damage and knocks down foes. Sure, you might need to charge up the Gyro and you can only have one out at a time but when you knock your opponent down go on and pick up your throw Gyro and fling it at them, it can still be used as a weapon like that. Your other option is to toss it off the stage so you can fire off another Gyro attack all the sooner. However you can simply alternate Gyros and Robo Beams to get by both of these limitations.
- Unlike the other heavies ROB is seriously lacking in range, this means you have to take your aggressive game to another level. Leap in on enemies, use the aerial Spinning Attack and then try to use your ground attacks now that you've closed in. You will need to use maneuvers like this to get in on your foes without simply being kept at bay by swords, kicks and the like. In some situations your Arm Rotor special may help you move in closer but it can be tricky.
- When fighting fast characters, like Captain Falcon and Sonic, you might need to get a bit trickier. Since they are so fast trying to get in on them aggressively will often not work so you might need to play a defensive game. Make use of your shield and the other defensive abilities, such as rolling and sidestepping, to avoid attacks and return with a counter of your own.
- Should an enemy be so unlucky as to end up above you, such as by you using your Upwards Jet Blast smash to put them there, leap up after them and bring the pain. ROB can use his Upward Punches while airborne to throw out some pain to foes and the move can be used repeatedly. Liberal usage of Upward Punches followed by double jumps and Robo Burners to allow you to follow your foe can let the damage stack up rather quickly.
- Once you've whittled down your opponents health make good use of ROBs side smash, the Laser Burst, to send foes flying away to their doom. It has a rather surprising knockback and you will find yourself killing foes earlier than you might have expected, especially light ones.



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