



**Samus Aran,
Bounty
Hunter**



Super Smash Brothers Brawl

Character Strategy Guide 3

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Raised by the mysterious Chozo race on the planet Zebes, Samus Aran uses her patented Chozo Power Armor to battle those who threaten the galaxy. She is well versed in fighting with both her body and all the options that her suit provides her, things she has used effectively to battle the space pirates time and time again. One of the most popular female faces in gaming, Samus is a long time veteran of the Super Smash Bros. series.

Not only has she been in every SSB game made so far she has remained one of the best characters in the game in each appearance. Whereas before she was stuck with one playing style, now she has two options. When in her Varia Suit she mixes up powerful melee attacks with speed and a variety of ranged attacks. Should she change to her blue Zero Suit she trades out her ranged attacks and her strength for an incredible amount of speed. This makes her fairly versatile and unpredictable giving her a whole new fighting style this time around.

Game Appearances

<i>Metroid Prime 3: Corruption - Wii</i>	2007
<i>Metroid Prime Hunters – DS</i>	2006
<i>Metroid Prime 2: Echoes – GameCube</i>	2004
<i>Metroid: Zero Mission – GBA</i>	2004
<i>Metroid Fusion – GBA</i>	2002
<i>Metroid Prime – GameCube</i>	2002
<i>Super Smash Bros. Melee – GameCube</i>	2002
<i>Super Smash Bros. – N64</i>	1999
<i>Super Metroid – SNES</i>	1994
<i>Metroid II: Return of Samus – Game Boy</i>	1991
<i>Metroid – NES</i>	1987

Power Suit Samus'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%	Punch with her hand.
Twin Punches	Attack repeatedly	10%	A one-two combo.
High Kick Smash	Up + Attack	12%	A great move with good power and range.
Fiery Blast	Down + Attack	14%	Samus' pop-up move, knocks enemies airborne.
High Kick	Attack (while walking)	7-8%	A kick with a wide radius.
Shoulder Tackle	Attack (while running)	6-10%	Something of a tackle attack, quick and strong.
Ledge Attack	Attack (while hanging)	6-8%	Your basic ledge attack.
Grapple & Cannon Smash	Grab / Attack button repeatedly for attacks	1%+	Bash them with your cannon, hits 2 or 3x
Upward Fling	Up + Grab	8%	Fling them up airborne & follow them to combo.
Ground Slam	Down + Grab	6%	Drop them and then hit them with a fire pound.
Side Throw	Left or Right + Grab	8-9%	Fling an opponent to the side.

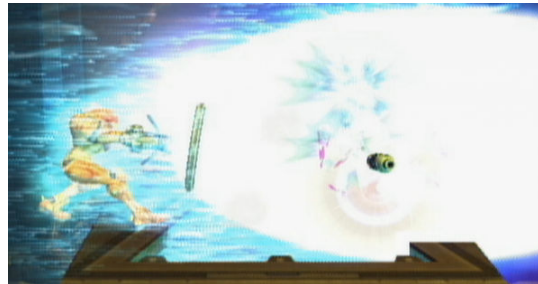
Airborne Attacks	Command	Dmg.	Description
Kick	Attack	6-9%	Your basic airborne kick.
Leg Screw Upwards	Up + Attack	11%	An airborne attack used to combo opponents.
Meteor Smash	Down + Attack	15%	Slams enemy downward, great when near ledges.
Plasma Spray	Toward Opponent + Attack	18%	Use this as part of a combo to injure foes fast.
Mule Kick	Away from Opponent + Attack	10-14%	Works well to keep enemies out of bounds.
Airborne Grapple Slam	Toward Opponent + Grab	4%	Great for pulling in enemies from a range.

Smash Attacks	Command	Dmg.	Description
Upward Flames	Up + Attack together	23-32%	Great for starting combos if used fully charged.
Low Sweep	Down + Attack together	14-21%	Hits in both directions and does good damage.
Heavy Blow	Left or Right + Attack together	13-18%	Attack with your fist and send 'em flying.

Special Attacks	Command	Dmg.	Description
Rapid Shot	Special Button repeatedly	3%	Fire off a stream of weak Arm Cannon shots.
Charged Shot	Hold Special	5-25%	Unleash an incredibly powerful charged blast.
Screw Attack	Up + Special	13%	Weak attack More useful for recovery than offense.
Bomb	Down + Special	5-9%	Far more useful to help with recovery than attack.
Homing Missile	Hold Left or Right + Special	5%	A weaker homing missile that follows foes.
Super Missile	Tap Left or Right + Special	10%	A powerful, straight, long-range shot.



Final Smash	Damage	Description
Zero Laser	40-60%	Charging up her arm cannon Samus fires a screen filling blast that blows off her power armor.



While you can change suits by using Smash Balls you can also change suits by using one of the following methods:

Before Matches

Hold the following button on the controller, select Samus and let go of the button before the match begins:

Gamecube/Classic Controller: Hold the R button

Wii Remote: Hold the Minus button

Wii Remote w/ Nunchuk: Hold the Z Button

Switch During Matches

At any time use the D-Pad to do an Up Taunt, Down Taunt and Up Taunt rapidly. Must be done quickly and simply casts off the armor without a Final Smash.

Zero Suit Samus'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%	A basic punch.
Rapid Punches	Attack Button (held)	7%	While button is held she will flail her fists.
Three Punch Combo	Attack Button x3	7%	Your basic three hit combo. Nothing special.
Handstand Flip Kick	Up + Attack	6-11%	Pops enemies into the air to start a combo.
Leg Kick	Down + Attack	6%	A basic hit to the legs.
Side Kick	Attack (while walking)	6%	Unlike before this is a fairly basic kick.
Rush Kick	Attack (while running)	5-7%	A running kick that is better at close range.
Ledge Attack	Attack (while hanging)	8%	Your basic ledge attack.
Knee meet Face	Attack + Grab / Attack repeatedly	2%+	Beat them senseless, hits 2 or 3x
Upward Throw	Up + Grab	10%	Fling them up airborne & follow them to combo.
Ground Slam	Down + Grab	6%	Drop them & then hit 'em with a ground combo.
Sideways Toss	Left or Right + Grab	6-9%	Fling an opponent to the side.

Airborne Attacks	Command	Dmg.	Description
Whip Dance	Attack	10%	Use her whip to hit foes in front & behind.
Upwards Leg Kick	Up + Attack	10%	Nothing too special about this one.
Meteor Smash	Down + Attack	10%	Same as before sans your ability to recover.
Twin Kick	Toward Opponent + Attack	9%	Use this as part of a combo to injure foes fast.
Mule Kick	Away from Opponent + Attack	13%	A very powerful backwards kick.

Smash Attacks	Command	Dmg.	Description
Whip Uppercut	Up + Attack together	12-15%	Use in close to pop-up enemies & start combos.
Stun Strike	Down + Attack together	11-15%	Stuns foes and leaves them open to combos.
Whip Flail	Left or Right + Attack together	6-11%	Hit with the body of the whip for max damage.

Special Attacks	Command	Dmg.	Description
Paralyzer	Special Button	4-6%	Fire off a weak hand blaster shot.
Plasma Wire	Up + Special	15%	Does a strong combo and works for recovery too.
Flip Jump	Down + Special	0%	Renders her temporarily invincible.
Plasma Whip	Left or Right + Special	16-19%	Very long reach and is great for ledge guarding.

Final Smash	Damage	Description
Power Suit Samus	25%	Samus dons her Power Armor in a flash of light that harms all foes caught nearby.



Combat Strategies

Samus is one of the better characters in the game, notable for powerful moves at long and short range. She also has some rather insanely remarkable recovery techniques that will make her an ungodly opponent for expert level players.

- When trying to get used to using Samus you can make use of some of her rather simple set up moves. Don't try anything flashy at first. You will find her Plasma Spray to be quite powerful so something as simple as knocking them into the air and following up with that can be a good starting point to better things later on.

- While one of Samus' major benefits is her versatility with her two forms she possesses it doesn't mean you should use the both of them lightly. Her armored form is much more suitable to newbies and veterans getting back into the stride of the game. Zero Suit Samus is hard to use and most recommended for expert level users.

- If you are on a stage with a number of other characters make use of Samus' weapon capabilities. Using rapid shots, charged shots and missiles can do some serious damage from a fair distance and keep you out of the center of fighting.

- Samus also has an ungodly number of ledge guarding skills. From her Plasma Spray to her Low Sweep to her Missile attacks she can keep enemies from getting back onto the playing area with a fair bit of ease. The trick is learning when to use what attacks.

- Should you... WHEN you find yourself knocked off a platform you are standing on Samus has one of the more incredible recovery methods. Using bombs you can move horizontally back towards the platforms without losing much vertical ground so spamming these can get you to the ledge. From there you can use a Screw Attack to leap onto the ledges and to safety.

- When using Zero Suit Samus make sure to keep to hit-and-run tactics. She isn't powerful enough to stand toe to toe with most enemies. Flipping around can make your life a lot easier even while it makes it frustrating for your enemies to hit you.

- Zero Suit form also has a few unique boons to it. If you are attacked by a powerful move you can use the Flip Jump move to evade damage. In addition her Plasma Wire maneuver can be used to pull her back to the platform by latching onto it. Pairing up these two can let you recover rather drastically, almost as good as with the Bomb/Screw Attack combo.

- One of Samus' best moves in Zero Suit form is her Stun Strike ability. It's charged form is totally worthless but using it as a rapid attack, stunning move is of key importance to using her properly. Each time she hits someone they will be stunned for 2-3 seconds even if the attack isn't charged at all. This allows you to stun several people to get out of a bad situation or to stun someone and then open up a combo on them.



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