



Solid Snake, Master of Infiltration



Super Smash Brothers Brawl

Character Strategy Guide 6

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Traditionally the Super Smash Bros. series has been host only to Nintendo's first and second party games, the games they either developed themselves or published for others. If there was going to be any deviation it would be for a character as popular as Solid Snake. This one man army has been single handedly responsible for saving the world from a nuclear apocalypse more times than one can count. Now he faces a new challenge, that of the Subspace Army.

As one might expect, Solid Snake fights with plenty of unorthodox moves and lots of high explosives. Rocket launchers, homing missiles, land mines and C4 high explosives all make an appearance here. Add on the fact that he has a variety of powerful regular moves and smashes and you've got one of the most peculiar fighters to ever grace a game in this vaunted series.

Game Appearances

<i>Metal Gear Acid 2 - PSP</i>	2006
<i>Metal Gear Acid – PSP</i>	2005
<i>Metal Gear Solid 3: Snake Eater – PS2</i>	2004
<i>Metal Gear Solid 2: Sons of Liberty – PS2</i>	2001
<i>Metal Gear Solid – PSOne</i>	1998
<i>Metal Gear 2: Solid Snake – MSX2</i>	1990
<i>Snake's Revenge – NES</i>	1990
<i>Metal Gear – NES</i>	1998

Solid Snake'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	4%	Your basic punch attack.
Punches and Kicks Combo	Attack x3	14%	Snake performs a furious three hit combo.
Rabbit Punches	Attack (hold)	14%	Snake punches until he hits then starts a combo.
Walking Kick	Attack (while walking)	8%	A basic side kick while advancing.
Diving Attack	Attack (while running)	8-11%	Snake leaps into enemies, damaging them.
Ledge Attack	Attack (while hanging)	6%	This attack is used to chase off ledge guarders.
Handstand Attack	Up + Attack	12-14%	A flipping kick that knocks enemies skyward.
Leg Kick	Down + Attack	10%	Kick out at your opponents legs.
Walking Kick	Left or Right + Attack	8%	A basic side kick while advancing.
Grab and Choke	Grab / Attack button repeatedly for attacks	2%	Latch onto foes and start choking them out.
Suplex Bounce	Up + Grab	10%	Suplex foes so hard they bounce airborne.
Sleeper Hold	Down + Grab	12%	Choke foes to sleep for a brief moment.
Sideways Toss	Left or Right + Grab	9%	Fling foes away from yourself to the side.

Airborne Attacks	Command	Dmg.	Description
Side Kick Combo	Attack	28%	This four hit kick combo does impressive damage.
Upwards Kick	Up + Attack	10%	A leaping kick to knock enemies airborne.
Diving Kick	Down + Attack	28%	A series of diving kicks that leaves quite a hurt.
Meteor Kick	Toward Opponent + Attack	14%	This heel kick will send foes flying away.
Twin Kick	Away from Opponent + Attack	11%	A rear kick useful for ledge guarding.

Smash Attacks	Command	Dmg.	Description
Mortar Launcher	Up + Attack together	10%	Place down a mortar and blast it straight up.
Claymore Mine	Down + Attack together	%	Place a single land mine to catch foes with.
Rocket Launcher	Left or Right + Attack together	%	Angle your blast down to blow foes sky high.

Special Attacks	Command	Dmg.	Description
Hand Grenade	Special Button	%	Fling a grenade that takes 3 seconds to blow.
Cypher Float	Up + Special	%	Float up with a Cypher giving great recovery.
C4	Down + Special	%	Plant C4 on the ground or foes and then detonate it.
Stinger Missile	Left or Right + Special	14%	Once fired you can guide the missile to targets.



Final Smash	Damage	Description
Grenade Launcher	18-107%	Solid Snake flips off-screen, hangs onto a helicopter and fires off grenades at foes.



Combat Strategies

While he is an absolute one man army in his own game series, Snake is an incredibly peculiar fighter in Brawl. Many of his moves are odd in their usage, almost as if he was designed to be as obtuse as possible. His upwards moves are oddly designed kicks, his smashes involve weaponry that isn't actually aimed at opponents and his special moves require some serious training and playtime to learn how to use him properly.

- Snake is fairly strong and pretty quick with a good bit of mobility going for him. In addition to that he actually has a good amount of damage resistance going for him. But you do have to get over the fact that his smashes and special moves are quite hard to use.

- First we will discuss his smashes in detail. His Mortar Launcher fires straight up in a line, easily missing enemies unless they're in a very specific spot. It's good if you have just popped them up but otherwise you're likely to miss it. His Rocket Launcher attack is aimed at the ground rather than straight ahead so you're actually shooting at their feet, not them themselves. It's still useful when you're right in their face and looking to send them flying away. Lastly his Claymore land mine is pretty useful but only in indirectly attacking your foes. It's all quite bizarre and hard to get a hold of but once you do, your foes had best beware.

- His specials are just as peculiar. While his Hand Grenade is a simple enough affair, press the special button and release to throw it. You can "cook it" by holding down the button, reducing the time it takes to blow up after release... or it can blow up in your hand if you don't let go before three seconds pass. You can also be hurt when it explodes after you've flung it so you have to be careful. The Cypher is phenomenal for vertical recovery but it has no horizontal movement thus restricting its usefulness.

- C4 is just as tricky; use the command to set it on the ground (or an opponent if you are in close combat) and use that command to detonate it again. You can cause some serious damage to enemies especially if you place it near a ledge and blow it when they're trying to recover. The Stinger is somewhat straightforward, use the command to fire off a missile at enemies. However once the missile has been fired Snake is locked in position and you are left to guide it with the analog stick. It gains speed as it moves in a single direction so you want to avoid making it spin loop-de-loops and go straight for foes. If you need to drop it and run press the shield button and it will fall. It will also fall if it is left flying around too long so you must be careful.

- A good basic combo is to grab an enemy, use the Sleeper Hold to knock them out momentarily and then use a non-charged Rocket Launcher to send them flying off the stage. Then quickly run to the ledge and place some C4 to ward people off from returning to the stage, the minute they land blow them sky high and then use the Mortar Launcher to blast them away.

- Another combo is to use his Suplex Bounce followed by any upward attack except the mortar. By doing this you can usually get the enemy skyward, do about 20% damage and possibly set them up for a Mortar Launcher attack.



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