**Super Crash Brothers**

The Strategy Guide

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\*this guide is still in progress!

**Controls:**

**Menu:**

Player 1:

Movement: WASD

Standard Costume/Alternate Costume/CPU Controlled: Q

Player 2:

Movement: Arrow Keys

Standard Costume/Alternate Costume/CPU Controlled: /

Player 3:

Movement: YGHJ

Standard Costume/Alternate Costume/CPU Controlled: T

Player 4:

Movement: PL;’

Standard Costume/Alternate Costume/CPU Controlled: O

General:

Select Stage: Mouse

Manual Character Selection: Mouse (Click and Drag)

Start Game: Mouse

\*\*\*Character tokens:

Plain colored circle is human controlled character with standard costume and attacks.

Circle with black dot is human controlled character with alternate costume and slightly different attacks.

Grey circle is CPU controlled player (can be either costume, although more likely the standard one).

**In-Game:**

Player 1:

Left: A

Right: D

Jump: W

Block: S

Basic Attack: E

Special Attack: Q

Player 2:

Left: Left Arrow

Right: Right Arrow

Jump: Up Arrow

Block: Down Arrow

Basic Attack: Shift

Special Attack: /

Player 3:

Left: G

Right: J

Jump: Y

Block: H

Basic Attack: U

Special Attack: T

Player 4:

Left: L

Right: ‘

Jump: P

Block: ;

Basic Attack: [

Special Attack: O

**Characters:**

**Super Mario** 

Mario has just arrived from the Mushroom Kingdom with a few tricks up his sleeve! With his magical cape, he has become Super Mario, and is ready to take on any enemy! Super Mario’s astounding jumping ability, combined with his cape attack, allows him to stay airborne for long periods of time and always have great positioning. Super Mario also has his trusty hammer to deal large damage to anyone who gets too close!

Basic Attack: Hammer

Special Attack: Super Cape

*Tactics:*

-Mario’s hammer deals a lot of damage, but won’t knock the enemy back very far. In contrast, his cape attack doesn’t deal much damage but will send the enemy flying! Try to build up percentage with the hammer and then finish with the cape.

-Mario’s cape gives him a small vertical boost, and can be used in quick succession as a sort of pseudo-jump. Use a few cape attacks between jumps for maximum airtime!

-Mario’s alternate costume is Metal Super Mario, making all of his attacks send him falling to the ground faster. Try to jump above an enemy to take advantage of this.

-Super Mario has no ranged attacks, so the best way to take him down is to hit him from afar.

-Mario can jump and stay airborne, but he doesn’t run very fast. Use this to your advantage.

**Varia Sonic **

Sonic the Hedgehog has donned Samus’s famous suit to become Varia Sonic! Varia Sonic is able to speed around the map and shoot enemies from afar. This combination of speed and range allow Varia Sonic to avoid a lot of damage while racking up the percentage on the enemy. Varia Sonic has two different shots, differing in cooldown and power.

Basic Attack: Plasma Shot

Special Attack: Rocket

*Tactics:*

-Always try to stay away from enemies as Varia Sonic because you don’t benefit from being up close.

-Varia Sonic’s special attack has more power and will knock enemies further back, but it is on a longer cooldown. However, all of Varia Sonic’s cooldowns are relatively short, so shoot away!

-When fighting Varia Sonic, try to continuously change vertical position to dodge projectiles.

-Characters with some way of closing a gap quickly are effective against Varia Sonic.

**Dark Man **

Dark Man’s origins are unknown, but he has shown himself to be a worthy opponent on the battlefield. With a combination of melee and ranged attacks, he can take on a variety of foes and exploit the weaknesses of others. What he lacks in mobility he makes up for in strong fighting skills.

Basic Attack: Divine Sword

Special Attack: Raven’s Frenzy

*Tactics:*

-Dark Man’s sword is his most powerful attack, so use it whenever an enemy is close enough to get hit.

-Dark Man can use his projectile ranged attack to push enemies back as they attempt to attack him. Take advantage of this and quickly follow up with a hit from his sword.

-Dark Man is not as quick as some other characters, nor can he jump as high, so use this to your advantage when facing him.

-Dark Man needs to rack up damage on a target before he can kill them, so when facing him, don’t be scared to go all in when at a low percentage.

**Captain Falcon** 

Show me ya moves! Just back from a race in the F-Zero Grand Prix, Captain Falcon has come to Falcon Pawnch his way to the top! He takes advantage of strong melee attacks and good mobility to consistently fight his way to opponents and deals heavy damage. His elbow smash lets him dash a short distance, so it makes a great gap closer or initiation. His Falcon Pawnch has a bit of windup, but can be truly devastating if it connects! Captain Falcon can also become Mystery Falcon through his alternate costume.

Basic Attack: Elbow Smash

Special Attack: Falcon Pawnch

*Tactics:*

-Captain Falcon’s elbow smash can be used both offensively and defensively. Use the dash to reach an enemy faster and stay connected longer, or use it to mitigate some knockback and make it back to the platform!

-Falcon Pawnch deals initial damage during the windup, and then produces a flaming falcon that will deal even more damage. Try to time it right so that the falcon connects.

-Mystery Falcon is identical to Captain Falcon with the exception of Falcon Pawnch. Instead, Mystery Falcon will shoot a random projectile from the game when used, such as Varia Sonic’s laser, Cloud’s shockwave, or the original flaming falcon.

-Sometimes, when facing Captain Falcon at a high percentage, it is better to let the windup of Falcon Pawnch hit you and knock you back to avoid getting hit by the falcon.

-Captain Falcon’s elbow smash will continue to do damage over the duration of the dash. Try to get of range as quickly as possible when he uses it.

**Cloud **

Cloud, from the Final Fantasy series, has brought his Buster Sword to the fight and is ready to use it! Cloud combines high mobility and sustained damage into his spinning slash, and gets a great combination-ranged-and-melee finisher in the form of his shockwave attack. Spinning slash, his basic attack, deals damage in an area, vertical homes in on an enemy, and allows Cloud to dash horizontally if he is running when it is used. Shockwave sends Cloud on a crash course downward, dealing damage to anything he hits. Upon reaching the ground, his Buster Sword creates a shockwave that shoots across the screen, dealing even more damage to the first thing it hits.

Basic Attack: Spinning Slash

Special Attack: Shockwave

*Tactics:*

-Cloud is a very powerful character in the hands of a master due to his combination of good damage at all percentages, great mobility, and the ability to face a variety of opponents well. However, he has a high skill curve, and playing him poorly can result in him killing himself quite easily.

-Spinning slash’s dash can be used by holding down one of the run keys at the same time as using the basic attack key. The vertical homing effect will always take place. You can use the vertical homing effect to gain extra jump height by using spinning slash immediately after jumping when located beneath an enemy. You can also limit jump height in the same way when above an enemy.

-Shockwave will halt any upwards motion and send Cloud downward; use this to dodge projectiles or get back to a platform faster. In his alternate costume, Flame Cloud, his special attack will leave a flame at the location where he hits the ground, instead of sending a shockwave across the screen. This will continue to burn for a limited time, or until an enemy touches it.

-Spinning slash doesn’t deal much damage, nor does it knock back the enemy very far, but it keeps Cloud moving and can be used very often. Use it to rack up damage on an enemy and then finish them off with shockwave.

-Using spinning slash’s dash can save Cloud from death if timed correctly and aimed towards the center of the screen, as it will mitigate knockback. However, using spinning slash’s dash carelessly can send Cloud flying off the side of the screen! Also, be careful to only use shockwave when above a platform, or you could send Cloud plummeting to his death!

**Kankuro **

Kankuro hails from the Sand Tribe in the Naruto series. Kankuro is known as the puppet master for his ability to summon and control enchanted puppets during battle. Kankuro takes control of the playing field with his puppet Crow, which automatically fights the enemy alongside Kankuro. Crow is capable of dealing consistent damage to an enemy, and can set up the perfect positioning to allow Kankuro a finishing blow. Kankuro can also swap locations with Crow to escape or get closer to an enemy.

Basic Attack: Dash Attack

Special Attack: Summon Crow / Teleport

*Tactics:*

-Kankuro’s special attack summons Crow, so try using it whenever Crow is not present on the battlefield. If Crow is already present, Kankuro and Crow will swap places (normal costume) or Kankuro will jump to Crow (alternate costume).

-Crows deaths do not count against Kankuro in any way, so try to let him take as many hits as possible for Kankuro. If facing Kankuro and Crow, focus Kankuro instead of attacking Crow.

-Crow doesn’t have nearly the mobility that Kankuro does, so try taking the fight to a higher platform when facing them.

**Spawn Master **

Summoned back into the world of the living with evil powers, Spawn Master uses necro-magic to perform great feats of mobility, transfiguration, and power. Spawn Master is skilled in the arts of deception, able to summon clones of himself to fool opponents. He can turn invisible as long as he has a clone summoned, and his clones detonate on impact with an enemy. He also has the ability to teleport to a summoned clone, causing it to instantly detonate at its current location. Finally, his rising punch carries foes with it as he ascends, allowing for some interesting combos.

Basic Attack: Rising Punch

Special Attack: Hallucination / Teleport

*Tactics:*

-Hold down the special attack key after summoning a clone to remain invisible. Spawn Master will stay invisible until you release the key or the clone detonates.

-Try to teleport to a clone at the last second before it detonates and immediately use rising punch if you think you can finish off an enemy.

-When facing Spawn Master, keep in mind that his clone will always show the running animation, even while in mid-air.

-Kankuro's Crow, along with computer-controlled characters, can still detect Spawn Master even through his invisibility.

**Michael Jackson **

Michael Jackson has moonwalked his way into Super Crash Brothers! He’s bad, he’s bad, you know it! With his magic hat, he can attack enemies from afar and collect items. He can also kick enemies to knock them back. When you choose Michael, you know the game will be a Thriller!

Basic Attack: Kick

Special Attack: Magic Hat

*Tactics:*

-Use Michael’s hat as your main source of damage, and save his kick to finish off enemies.

-Michael’s hat will continue to travel away from you as long as you hold down the special attack key. Release the key to make his hat fly back towards him.

-Use your hat to pick up items and bring them to you or send them off the screen.

-Michael Jackson is most vulnerable when his hat is flying away from him, as he is immobilized until he calls it back.

-Don’t get hit by Michael’s hat twice! It can hit you on it’s way out and it’s way back in.

**Items:**

** Mushroom:** Getting a mushroom will increase the size of your character providing extra range on melee attacks and cutting damage and knockback taken to ½ of what your character would normally take.

** Red Bull:** Drinking a can of red bull invigorates your character, giving a movement boost. Movement speed and jump height are multiplied by 1.5 for a limited time.

** Boo’s Sheet:** Touch this item to become completely invulnerable (except for falling off of the stage) for a short time!

** Runaan’s Hurricane:** This item will give your character a small orb that will shoot small, damaging lasers at regular intervals for a certain amount of time. These lasers only deal damage and will not knock the target back.

**Easter Eggs:**

Play As Unavailable Character:

Some characters are hidden from the main menu and cannot be chosen. Such an example is Crow, who only appears in game when summoned by Kankuro. To play as Crow in game (without Kankuro), select Kankuro and hold down your player’s basic attack key when the checkmark (start game) button is clicked. Here is a list of all the characters that can be accessed in this way:

Crow: select Kankuro + hold basic attack key

Chuck Norris: select Captain Falcon + hold basic attack key

Phoenix Wright: select Mario + hold basic attack key

Runaan’s Hurricane Ignores Death:

If your character has a Runaan’s Hurricane and dies, they will keep it when they respawn. This is unique to this item, as all boosts from items such as Mushrooms, Red Bull, and Boo’s Sheet will go away.

Random Stage

Playing on the stage with the green hills (the “Windows XP background”) uses a stage that is randomly generated. Every time you play the terrain will be different!

**Coming Soon:**

Characters:

Phoenix Wright (Boss Battle)

Zeus / Thor / Pikachu / Some character based around electricity

Steve from Minecraft

Stages:

Big Blue (Super Smash Bros Melee)

Items:

Heart Container

Monster Spawner

Bomb

Gameplay Changes:

Sound Effects

Character Balancing (ongoing)

Team Battles

Boss Battles

Unlockables

Smoother Menu

Strategy Guide Changes:

Character Graphics

Item Graphics

Stage Descriptions

General Gameplay Strategy