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Subject: Re: Smash Bros. Brawl

Posted by [R315r4z0r](#) on Mon, 10 Mar 2008 01:57:39 GMT

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It actually takes a lot of skill.

You said it yourself, when you get hit, you are stunned for a short period of time. If you keep getting hit, you won't be able to attack or evade.

Which is why balancing evasion skills with hard hitting attacks is key. Jump in the air or hold down then press your shield button (depending on what control style you use) and you will do a dodge. (Move off the side scroll track and allow the attack to pass by you).

Each character plays differently... extremely differently too. So you may end up doing well with one character, knowing how their moves work and the best way to string combos together while avoiding enemy attacks, but using someone else might throw you through a loop.

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