



Olimar & Pikmin,
The Ultimate Team Players

Super Smash Brothers Brawl

Character Strategy Guide 26

By Daniel "Misfit119" Acaba

Captain Olimar is an employee of the Hocotate Freight Company, one of their delivery people. First crash landing on a planet known only as “the distant planet” Olimar met the mysterious creatures he would name the Pikmin. In an effort to get back to his family he used whistles and simple commands to get the Pikmin to help him gather up objects that could be used to fix his ship and get home. Now he has come to join the Brawl, Pikmin at the ready, to prove himself.

As a fighter, Olimar is incredibly odd and hard to use. More than any other character you must practice long and hard to learn how to handle Pikmin organization and proper useage of them. When you first start using him you will likely find him to be a totally useless character but upon more practice he rapidly becomes a quirky, but useful, fighter.

Game Appearances

Pikmin 2 - GameCube.....2004

Pikmin – GameCube.....2001

Olimar and the Pikmin'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.

The damage from Olimars Pikmin attacks depends on the Pikmin in question, see strategies.

Ground Attacks	Command	Dmg.	Description
Headbutt	Attack Button	3-5%	Headbutt your foes.
Double Headbutt	Attack x2	3-15%	Headbutt down then upward.
Dropkick	Attack (while walking)	6%	Jump up and double kick at your opponent.
Faux Cartwheel	Attack (while running)	11%	Perform a carthweel and fall on your face.
Hop Spin	Up + Attack	4-11%	Hop up and spin, hitting enemies repeatedly.
Headbutt	Down + Attac	6-8%	Headbutt at your opponents legs.
Ledge Attack	Attack (while hanging)	8%	Chase away those pesky ledge guarders.
Olimar Headbutt	Grab / Attack repeatedly to attack foes.	2-4%+	Headbutt foes while the Pikmin holds them.
Pikmin Piledriver	Up + Grab	6-11%	Pikmin leaps into air and then piledrives foe.
Pikmin Slam & Stomp	Down + Grab	6-9%	Pikmin slams foe down and jumps onto them.
Pikmin Shove	Toward Opponent + Grab	6-7%	Pikmin grabs opponent and shoves them away.
Pikmin Backflip	Away from Opponent + Grab	7-9%	Pikmin grabs opponent, slams them backwards.

Airborne Attacks	Command	Dmg.	Description
Body Spin	Attack	2-12%	Spin in the air, hitting enemies repeatedly.
Upward Pikmin	Up + Attack	4-24%	Hold a Pikmin upwards and attack foes.
Pikmin Shield	Down + Attack	4-14%	Hold Pikmin under you and drop onto foes.
Pikmin Smack	Toward Opponent + Attack	5-15%	Swing a Pikmin in front of yourself.
Pikmin Back Attack	Away from Opponent + Attack	8-13%	Swing a Pikmin behind yourself.

Smash Attacks	Command	Dmg.	Description
Upward Pikmin Attack	Up + Attack together	6-22%	Flick your Pikmin up into the air a bit.
Double Pikmin Attack	Down + Attack together	6-21%	Throw a Pikmin out on either side of yourself.
Pikmin Flick	Left or Right + Attack together	9-22%	Toss a Pikmin forward for good knockback.

Special Attacks	Command	Dmg.	Description
Pikmin Pluck	Special Button	0%	Pull a Pikmin from the ground, up to 6.
Pikmin Chain	Up + Special	8%	Fling a chain of your Pikmin to form a tether.
Pikmin Order	Down + Special	0%	Recall and reorder your Pikmin.
Pikmin Throw	Left or Right + Special	2-48%	Fling your nearest Pikmin at your opponent.



Final Smash	Damage	Description
End of Day	25-90%	Fly off in your spaceship and let wild animals overrun the stage before crashing onto the field.



Combat Strategies

Using Olimar can be extremely peculiar since almost all of his attacks are reliant upon his Pikmin for both their effects and damage. On his own Olimar isn't particularly strong, fast or enduring meaning that you will need to have at least one or two of the Pikmin with you at all times. This isn't too hard but you will find them dying an awful lot. That, plus having to use his need to be constantly organizing his Pikmin for maximum use can be a real pain.

- Unsurprisingly when using Olimar you should focus on aerial attacks, special moves and smashes. His normal attacks are somewhat hard to use and should be avoided if you have a chance at all. Use his left / right smash, the Pikmin Flick, if you need to hit an opponent with a quick attack. It comes out rather quickly and can do pretty good damage, especially if you throw a purple one at opponents.

- When using Pikmin Pluck you will pull a Pikmin out of the ground really fast but you have no real control over what Pikmin you get. Supposedly what sort of ground you pull them from has an effect but I've never noticed it. Regardless of that if you find yourself with Pikmin you don't want, simply fling them at your opponent judiciously. Eventually one or two will miss and fly right off the stage entirely.

- Pikmin Throw will be your most commonly used move and for very good reason. When you throw one at an opponent they will almost all latch on and start doing damage over a short time. You can have several on one opponent, up to three it seems, although hitting someone with that many at once can be difficult. However if you can get two white ones and a purple one you can latch the white ones on, cause up to 90% damage, and then use the purple one in smashes so that you keep enemies away. It can add up quickly to a defeated opponent.

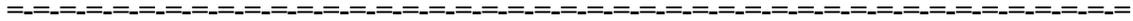
- Here's a list of the different Pikmin and their effects:

- * Red: Does higher end damage, sets foes on fire, doesn't die to fire attacks.
- * Yellow: Great range, flies in an arc when thrown, electrocutes foes, immune to electric attacks.
- * Blue: Does great throw damage, doesn't die if you fall into water & immune to water attacks.
- * Purple: Poor range, does good damage when thrown or attacking, only Pikmin with knockback.
- * White: Very good range, moves quickly, dies easily, does great thrown damage, poor otherwise.

- Looking at the above list you will see that while each has a purpose the only ones you truly need are the white and purple ones. They are the most useful of the five types and they will get you through most fights, especially if you luck out and get a pair of each.

- Do not, under any circumstances, fall into water with Pikmin following you. They will all drown with the exception of the blue ones who are usually none too desirable. It is very likely that on stages like the Great Sea, the opponent will try to knock you into the water so that you do indeed lose your Pikmin, so stay near the middle of the stage and, if knocked off, make use of the Pikmin Chain maneuver.

- While it can save you from some impressive drops if you have four or more Pikmin, the Pikmin Chain is very easily rendered useless by an opponent who goes out of their way to destroy your Pikmin before blowing you off the stage. However if you happen to see an opponent about to use a devastating Final Smash, like Samus, fall off the stage and then use your chain to save yourself. This will usually get you totally out of the way of the attack but it can be tricky to time.



This FAQ may be not be reproduced under any circumstances except for personal, private use. It may not be placed on any web site or otherwise distributed publicly without advance written permission. Use of this guide on any other web site or as a part of any public display is strictly prohibited, and a violation of copyright.

This FAQ Copyright 2008 Games Radar

All trademarks and copyrights contained in this document are owned by their respective trademark and copyright holders.