



Jigglypuff,
The Singing Marshmallow



Super Smash Brothers Brawl

Character Strategy Guide 34

By Daniel "Misfit119" Acaba

Arguably the second most popular Pokemon next to Pikachu, Jigglypuff has managed to appear in every single Super Smash Bros. game as well as most all Pokemon games. This cute little butterball loves to sing, unfortunately those who hear said singing are quickly put to sleep. Because of this poor Jigglypuff can't put on the show that she would love to, a source of great frustration.

Jigglypuff is quite the bizarre fighter. Due to how she looks, and controls, many consider her to be a joke character. This isn't helped by the fact that she has a move that puts her to sleep if not used properly. Amusingly enough once you learn how to use Jigglypuff you can take on most foes and utterly devastate them, even on the professional level.

Game Appearances

<i>Pokeman Diamond / Pearl – DS.....</i>	<i>2007</i>
<i>Pokemon Mystery Dungeon – GBA.....</i>	<i>2006</i>
<i>Pokemon Dash – DS.....</i>	<i>2005</i>
<i>Pokemon Emerald – GBA.....</i>	<i>2005</i>
<i>Pokemon Ruby / Sapphire – GBA.....</i>	<i>2003</i>
<i>Pokemon Crystal – Game Boy Color.....</i>	<i>2001</i>
<i>Super Smash Bros Melee – GameCube.....</i>	<i>2001</i>
<i>Pokemon Gold / Sliver – Game Boy Color.....</i>	<i>2000</i>
<i>Pokemon Stadium 2 – N64.....</i>	<i>2000</i>
<i>Pokemon Yellow – Game Boy.....</i>	<i>1999</i>
<i>Super Smash Bros – N64.....</i>	<i>1999</i>
<i>Pokemon Blue / Red – GB.....</i>	<i>1998</i>

Jigglypuff'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 simple punch attack.
Double Punch	Attack x2	6%	Perform two punches in a row.
Repeated Punches	Attack (repeated)	3-6%	Keep on punching until you make contact.
Side Kick	Attack (while walking)	10%	A spinning side kick to your foes mid-section.
Diving Headbutt	Attack (while running)	12%	Leap into opponents with a headbutt/
Rear Kick	Up + Attack	9%	Backwards kick that pops up opponents.
Leg Kick	Down + Attack	10%	Long reaching kick to the opponents legs.
Ledge Attack	Attack (while hanging)	6%	Chase away those pesky ledge guarders.
Hold and Slap	Grab / Attack repeatedly to attack foes	3%	Grab your opponent and slap 'em silly.
Throw Upwards	Up + Grab	10%	Toss your opponents high into the air.
Drop and Roll	Down + Grab	10%	Knock down foes and roll around on them.
Toss Away	Left or Right + Grab	10%	Grab your foe and toss them away.

Airborne Attacks	Command	Dmg.	Description
Aerial Kick	Attack	10%	A simple airborne side kick.
Kick Upward	Up + Attack	9%	Kick straight above yourself.
Downward Drill	Down + Attack	2-10%	Spin down into opponents feet first.
Forward Kicks	Toward Opponent + Attack	6-12%	Leap into opponents with both feet out.
Rear Kick	Away from Opponent + Attack	12%	Perform a spinning rear kick to knock foes back.

Smash Attacks	Command	Dmg.	Description
Upper Headbutt	Up + Attack together – Chargeable	13-21%	Headbutt sideways, knocking enemies up.
Split Kicks	Down + Attack together	12-16%	Perform a leg split, hitting foes nearby.
Power Kick	Left or Right + Attack together	16-22%	Leap forward with a strong kick.

Special Attacks	Command	Dmg.	Description
Rollout	Special Button	0-18%	Charge up and roll around like a ball.
Sing	Up + Special	0%	Put nearby opponents to sleep.
Rest	Down + Special	53%	Fall asleep and devastate opponents you touch.
Pound	Left or Right + Special	11%	Dive forward with a fist out, useful for recovery.



Final Smash	Damage	Description
Puff Up	18%	Jigglypuff grows to a giant size and dominates the screen, shouting and knocking foes away.



Combat Strategies

Using Jigglypuff can be tricky since, in a lot of ways, she is a less combat effective version of Kirby. However she has a number of things that make her quite excellent if you spend the time learning how to use her to her best. Jigglypuff is also, apparently, a very popular SSB tournament character so that should be telling in and of itself. Be very patient and take the time to learn how to use her and you will be rewarded.

- Jigglypuff is exactly as you would expect: somewhat weak, light and often a bit hard to control. This means that learning to control her is of the utmost importance since learning how to move her is of the utmost import in overcoming those weaknesses. If you can't move around rapidly enough you will be pummeled and eliminated but if you move too rapidly you might just make it easier on them. Learning to control her movements will avoid any embarrassing self-KO's.

- Not having any real combo or good damage output moves, barring smashes, means that you are going to have to get a bit more inventive when using her. Use attacks like Pound, paired up with other moves to leave a lasting impression on opponents. For example, leap in with Forward Kicks and then immediately use Pound. This should do about 20% damage and knock your opponent back a bit. If you manage to follow it up with a Leg Kick then it goes up to 30% damage. You will need to use things like this if you hope to do any real damage.

- Sure, Jigglypuff doesn't really have a dedicated recovery move, but she really doesn't need it. By tapping the up direction, or jump button, you will inflate with air and perform a small second jump as usual. But you can do this up to four times like Kirby. Even better is the fact that your falling speed is seriously slow unless you start a rapid descent. This means that with careful timing of those four jumps you can cover some serious distance. If necessary you can use Pound between them to get some extra horizontal movement.

- While not a terrific move before, Sing has been improved but it is still hard to use. The speed of the attack, as well as the recovery from it, have been improved a fair bit. However the problem is that the singing lasts longer than the sleep effect meaning that they might actually be able to attack you while you're recovering. This means that the ideal time to hit someone with it is near the end of the animation so that you can actually take advantage of them being asleep.

- Jigglypuff's Pound attack has a ludicrously high amount of knockback, especially considering the fact that it doesn't do all that much damage. Medium weight characters who are around the 50-60% damage will find themselves getting sent flying and light characters just might find themselves eliminated entirely.

- Rollout, by and large, is a mostly worthless move. There's a small recovery aspect to it and it can seriously send opponents flying, but it is too hard to control. All it takes is one wrong move of it and you are flying off the stage to a certain doom. If you insist on using it never use it in the air since if you go flying off the stage, you're done for.

- Rest is Jigglypuff's most powerful move but also her hardest one to use. As soon as you use the move it goes off with absolutely no delay. If you are in close enough contact with someone at this point they will be knocked away and take a bucket load of damage. However if you miss this hard to target move then you are left vulnerable for a good 3 or 4 seconds and you can expect to be punished with a hard smash by your opponent in the least. I heavily suggest learning how to use the move just be incredibly careful when using it or you might cost yourself the fight..



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