



# Lucario, The Aura Pokemon

## Super Smash Brothers Brawl

Character Strategy Guide 10

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Lucario is something of an odd Pokemon, yet oddly suited for inclusion in Super Smash Bros. Brawl. He is a Fighting/Steel type Pokemon with a number of odd abilities, mostly notable being the ability to read the auras of other Pokemon and humans. This allows him to understand human speech, something most of his kind cannot do.

Much like the predecessor in the Smash Bros. series, Mewtwo, Lucario uses a variety of quite odd attacks. While they are powerful they can take some getting used to for newcomers to the series. In addition he possesses a powerful, and totally unique, ability: the more damage he receives the more damage his attacks will do. Using this Lucario can punish others for inflicting harm upon him.

**Game Appearances**

*Pokemon: Diamond / Pearl - DS.....2007*

## Lucario'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	2-4%	The basic punch attack.
Punch and Kicks	Attack Button x3	7-14%	Repeatedly punch and kick your foes.
Wide Kick	Up + Attack	4-8%	A wide range attack, hits above you and both sides.
Leg Kick	Down + Attack	4-10%	Kick at enemies legs.
Force Fist	Attack (while walking)	5-18%	A moving energy punch to your foes.
Side Kick	Attack (while running)	7-10%	This kick is not affected by your damage %
Ledge Attack	Attack (while hanging)	4-14%	This powerful attack chases off ledge guarders.
Grab and Pummel	Grab / Attack button repeatedly for attacks	0-2%	An oddly weak attack, does 0 damage at times.
Upward Throw	Up + Grab	4-8%	Fling enemies up to start an aerial combo.
Ground Pound	Down + Grab	10%	Bounce enemies high into the air.
Side Toss	Left or Right + Grab	7-14%	Fling enemies to either side.

Airborne Attacks	Command	Dmg.	Description
Aura Spin	Attack	4-15%	Lucario's basic airborne attack, useful for combos.
Skyward Kick	Up + Attack	7-14%	Knock falling enemies back up into the air.
Twin Kicks	Down + Attack	5-22%	Kick ground based foes twice for great damage.
Side Kick	Toward Opponent + Attack	3-7%	This weak kick is basically useless, avoid it.
Backhand Punch	Away from Opponent + Attack	8-16%	A backhand punch that is great for ledge guarding.

Smash Attacks	Command	Dmg.	Description
Aura Blast Upwards	Up + Attack Together	10-25%	Blast foes airborne and then combo them.
Area Punch	Down + Attack together	9-27%	Hit foes on both sides. Used for ledge guarding.
Charged Bash	Left or Right + Attack together - Chargeable	10-31%	This side smash is useful for knocking foes away.



Special Attacks	Command	Dmg.	Description
Aura Sphere	Special Button	5-26%	This powerful fireball can devastate your foes.
Extreme Speed	Up + Special	0%	A recovery move, great for flying back in bounds.
Double Team	Down + Special	15%	A counter attack that hits all nearby in revenge.
Force Palm	Left or Right + Special	5-18%	This energy fist attack sends foes flying away.



Final Smash	Damage	Description
Aura Storm	12-62%	Fires an incredibly powerful beam of energy down on the field that can be manually aimed.



## **Combat Strategies**

Lucario is truly a unique character amongst the humongous cast of Super Smash Bros. Brawl. Many of his moves will take quite a bit of getting used to and some of his moves are more than a bit peculiar. However once you have learned how to use him properly you will learn that not only is he quite strong but he has some incredible movement ability, letting him evade attacks and move all over the screen with little issue.

- The most important aspect to playing Lucario is learning when to use his moves. Some of his moves are useful early in the match but as you take more and more damage you will learn that other moves can deal out an incredible amount of damage and should thus be preferred. For example, his Force Palm attack is useful early on but late in the match it should be replaced by his Charged Smash since that can do so much more damage.

- One of Lucario's most reliable damage dealers is his Aura Sphere. Learn to have it charged up at all times using the charge cancelling maneuver. This is done by pressing the shield button while charging an attack, thus cancelling out of it. However you will retain that charge and can pick it up again later by pressing the special button again. By doing this you can charge up and unleash a full powered Aura Sphere quite suddenly. This is very dangerous for your foes when your damage percentage starts getting high.

- Make use of Lucario's Extreme Speed move if you find yourself in a sticky situation. If you flip away and Extreme Speed off you can put some serious distance between you and your enemies. Use this judiciously early on in the fight to avoid damage and keep foes at bay. Even later in the fight you can use the Extreme Speed to escape attacks and even Final Smashes. While it isn't always possible to do so things like Sonic and Bowser's Final Smashes are easier to avoid.

- On a similar note, Lucario is incredibly adept at recovery thanks to this. When he double jumps he gets some rather incredible air time thanks to how slowly he falls. Due to this he can usually recover back to the platforms from any attack that doesn't knock him downwards. Even if you should be hit by a move that does this simply use Extreme Speed and aim it at the platforms. You will zip towards them and grab on with relative ease.

- Don't let yourself be hurt if you can help it. While it makes Lucario more powerful it also means that you run the risk of being eliminated. If you can avoid taking damage early on then Lucario can go toe to toe with the big tough guys, like Bowser and Donkey Kong. So long as you ensure you have more health than them then you can fight them and even if they hurt you, you will just hurt them more. This is one of the biggest keys to using Lucario.

- Abuse his Area Punch. Abuse it! When enemies try to crowd you, you can beat on the lot of them with ease using this. Since it doesn't need to be charged to do some appreciable damage you can use it on a whim. Fling these attacks off if enemies get too close to do some good damage and knock them away. Not only can it be used to ledge guard but using it will allow you to fling off damage rather quick.

- Lucario's basic ground attacks are more or less useless, don't bother with them. His Force Fist and his Twin Kicks are two of his best moves and those are only really good when you have a high damage percent. Otherwise make use of his airborne moves, special attacks and his smashes for offense.

- On a similar note, avoid his basic grab like the plague. Most it will do 1% damage per hit which is pretty bad, but other times it will do 0% damage. It isn't exactly what one might call a damage dealer. If you feel like using a grab use his Ground Pound. When he smashes enemies to the floor they will bounce up, allowing you to start a combo. Use this grab exclusively if you can help it.

- When using his Final Smash, Aura Beam, make sure to manually aim it to follow your opponents. You can control it with the analog stick (or d-pad) and make sure to sweep it across your enemies for maximum damage. They take more damage the closer they are to the center of the beam so try to keep them there if at all possible.



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