



Lucas,  
Savior of Nowhere Island

# Super Smash Brothers Brawl

Character Strategy Guide 31

By Daniel "Misfit119" Acaba

Acting as a successor to the role held by Ness in the previous game, Lucas is the hero of the third Mother game. At least in so far as that game's bouncy narrative lends itself to an actual hero per se. Using his psychic powers and joining up with a number of allies, he brings down the Pig King, Porky, and ends up waking the sleeping Dragon and healing the world.

Lucas is something of a timid boy, as per his appearance in the Subspace Emissary mode, but he doesn't hesitate to step up when required. He has a number of powerful PSI abilities at his disposal, psychic attacks that can do serious harm to his foes. While he can be a bit peculiar to use, mostly due to how oddly he moves around the stage, he is fairly powerful all things considered.

**Game Appearances**

*Mother 3 – GBA.....2006*

## Lucas'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
Kick	Attack Button	3%	A simple side kick.
Triple Kick Combo	Attack x3	10%	Three rapid kicks.
Constant Kicks	Attack (held)	3%+	Keep kicking until hitting foe and then do combo.
Electric Punch	Attack (while walking)	11%	Punch out and send electricity forward a bit.
Rushing PSI	Attack (while running)	10-12%	Run forward and hit the enemy with PSI energy.
Psi Kick	Up + Attack	9-11%	Kick upward with PSI energy around foot.
Top Spin Kick	Down + Attack (repeatedly)	6%+	Spin and kick opponents legs as long as button hit.
Ledge Attack	Attack (while hanging)	6%	Chase away those pesky ledge guarders.
Yo-yo Grab Headbutt	Grab / Attack repeatedly to attack foe.	3%	Hold the enemy and headbutt them repeatedly.
PK Burst	Up + Grab	10%	Blast opponent upward with PK energy.
Slam & PK Burst	Down + Grab	7%	Slam opponent to the ground and blast them.
PK Toss	Left or Right + Grab	10%	Grab the enemy and throw them with PK.

Airborne Attacks	Command	Dmg.	Description
PSI Spin	Attack	8%	Spin with energy around yourself.
PK Spark	Up + Attack	13%	Make a spark of PK blast above yourself.
Downward Spark	Down + Attack (repeatedly)	5-15%+	Hit opponents repeatedly, sparking them.
PK Kick	Toward Opponent + Attack	10-12%	Kick out with a burst of PK energy around foot.
Backflip PK Kick	Away from Opponent + Attack	9%	Backflip with a burst of PK energy around foot.

<b>Smash Attacks</b>	<b>Command</b>	<b>Dmg.</b>	<b>Description</b>
Upward PK Blast	Up + Attack together	21-29%	Fire a slow burst of PK energy upwards.
Downward PK Bursts	Down + Attack together	17-25% (Spec.)	Fire a few blasts of PK energy at opponents feet.
Baseball Bat	Left or Right + Attack together	15-21%	Swing a baseball bat at your foes head.

<b>Special Attacks</b>	<b>Command</b>	<b>Dmg.</b>	<b>Description</b>
PK Freeze	Special Button	10-19%	Fire off a snowflake that can freeze nearby foes.
PK Thunder	Up + Special	10%	Fire off a controllable stream of electricity.
PK Thunder Rush	Hit self with PK Thunder	5-29%	Fly across the screen as a human projectile.
PSI Magnet	Down + Special	9%	Absorb projectiles attacks to heal yourself.
PK Fire	Left or Right + Special	8%	Throw off a bolt of fire at enemies to scorch them.



<b>Final Smash</b>	<b>Damage</b>	<b>Description</b>
PK Starstorm	14-56%+	A series of devastating stars fall from the sky in a straight line down on opponents.



## **Combat Strategies**

Using Lucas can be a trying experience on newcomers. Many of his moves don't seem to be as effective as they look, his range can leave something to be desired and it's a pain trying to use his special moves. However once you spend enough time using him Lucas can actually be quite destructive to your opponents. With good speed, aerial maneuverability and the ability to heal himself by absorbing projectiles... well, let's just say his learning curve is steep.

- Learning to use Lucas and Ness is like two sides of the same coin. By and large Lucas has better range on most of his attacks but he is usually weaker than Ness. However he does make up for this with better movement and attacking speed, as well as some added range to a number of his basic attacks thanks to his liberal use of PSI energy.

- Lucas is peculiar in that any of his attacks that rely simply on his body (Punch/Punch Kick Combo and Top Spin Kick) have almost no range at all but any attack with PSI has some impressive range comparatively. If you can help it at all try to make sure that you use whatever attack is most range appropriate. So if you have managed to get in close on the enemy abuse the Top Spin Kick but should your enemy be at a range use Psi or PK based attacks.

- Using his special attacks can be a bit peculiar since there is a large measure of skill involved in most of them. To use his PK Freeze you have to hold the button while it travels in its parabola and let go to make it explode near an enemy. It can be hard to aim this properly but generally, if the enemy is right above you, you can tap the button and let it go. If not you must hold it down until it's close to the enemy before you release the button. The explosion of it should catch your opponent and freeze them.

- Once you use PK Thunder you have been committed to the move and must control it using the analog stick. Generally what you want to do to use this move is to put distance between you and the enemies, use the move and hit someone with it before they get too close, thereby freeing you up to move around again.

- An even better idea is to use the PK Thunder, swirl it around and back into Lucas to start the PK Thunder Rush and slam through foes. This move does a lot of damage, has really good knockback and can get rid of foes that have even a moderate amount of damage. The trick is learning how to time your useage of it so that you hit opponents and don't go flying off a ledge with it since you are helpless while falling after its use.

- It is crucially important that you learn how to use the PSI Magnet special. It's a fairly quick move, all things considered, but some of the projectile attacks come out faster than it. Thus you must learn to pull the move off as soon as you see the attack start heading your way. Heal yourself, stop the attack and hurt anyone who is too close, all with one move.

- Lucas has very little in the ways of aerial recovery. If his floaty jumps don't save him then you only have one choice, strike yourself with PK Thunder and do the charge. This move has a surprising amount of horizontal recovery behind it and you will damage anyone in your path. This grants you some recovery but it can be tricky to pull this off mid-air and it has absolutely no vertical movement to it so if you're too low then you're pretty much a goner.



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.