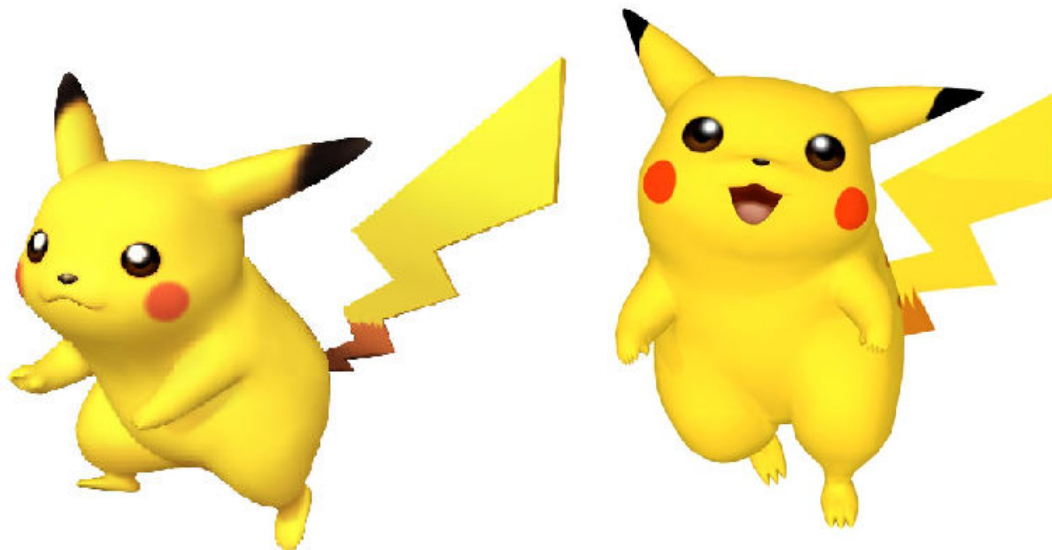


Pikachu,
Everyone's Favorite Pokemon



Super Smash Brothers Brawl

Character Strategy Guide 34

By Daniel "Misfit119" Acaba

I'd be surprised if there was a single person today who doesn't live under a rock that doesn't know this bright yellow mouse. Pikachu is essentially the face of the entire Pokemon industry, one of the original 151 and one of the most popular ones as well. Due to this status Pikachu has been in almost every Pokemon game and all three Super Smash Bros. titles.

Much like his Pokemon incarnation Pikachu is a little speedster who relies more on agility and quickness than power. Pairing up with speed is the ability to use damaging blasts of electricity to punish opponents. While it takes a bit to learn to use Pikachu there is a much gentler learning curve than there is with the likes of Sonic or even Jigglypuff, making this Pokemon suitable to newcomers.

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>Hey You, Pikachu! – N64.....</i>	<i>2000</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>

Pikachu'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
Headbutt	Attack Button	2%	Thrust your head forward to hit opponent.
Repeated Headbutt	Attack (repeated)	2%+	Hit opponents until they are knocked away.
Twin Kick	Attack (while walking)	9%	A side double kick.
Rushing Attack	Attack (while running)	7%	Dive head first into foes.
Tail Swing	Up + Attack	7%	Swing your tail above your head.
Leg Tail Swipe	Down + Attack	7%	Use your tail to perform a leg sweep.
Ledge Attack	Attack (while hanging)	6%	Chase away those pesky ledge guarders.
Rapid Shocks	Grab / Attack repeatedly to attack foes	2%	Hold onto your foe and electrocute them.
Fling Upwards	Up + Grab	10%	Grab foes and throw them airborne.
Drop and Slam	Down + Grab	10%	Slam foes to the ground and dive onto them.
Electrocute	Toward Opponent + Grab	10%	Hold the opponent & give them a serious shock.
Rolling Toss	Away from Opponent + Grab	9%	Roll backwards and flip the opponent.

Airborne Attacks	Command	Dmg.	Description
Aerial Spin	Attack	12%	Spin with your tail like a razor.
Tail Swipes	Up + Attack	6%	Swing your tail upwards to slice a foe.
Electric Dive	Down + Attack	4-16%	Dive down as an electric charge.
Screw Attack	Toward Opponent + Attack	2-10%	Fly into opponents and shock them repeatedly.
Spinning Tail	Away from Opponent + Attack	2-8%	Spin into opponents, hitting them rapidly.

Smash Attacks	Command	Dmg.	Description
Tail Flip	Up + Attack together – Chargeable	13-32%	Flip tail first to hit foes powerfully.
Spinning Shock	Down + Attack together	15-21%	Hit everyone nearby with an electric shock.
Electricity Burst	Left or Right + Attack together - Chargeable	14-28%	Fire off a small ball of electricity forwards.

Special Attacks	Command	Dmg.	Description
Thunder Jolt	Special Button	6-9%	Fire off a rolling burst of electricity.
Quick Attack	Up + Special	3%	Quickly zip around the stage as a recovery.
Thunder	Down + Special	10-17%	Call down electricity from the heavens.
Skull Bash	Left or Right + Special	7-25%	Rush forward with a powerful headbutt.



Final Smash	Damage	Description
Volt Tackle	11-24%+	Wrath yourself in electricity and rush around the screen, ramming opponents.



Combat Strategies

While he can be fairly quick Pikachu has one great weakness, his complete and utter lack of range. Almost none of his basic attacks have any range to them and the only ones that do don't have all that much range. You are really going to have to rely upon getting in close range with enemies or using your special moves liberally. The second is far easier than the first but carries more risks with it.

- Since Pikachu has such abysmally bad range you are going to have to improvise. Making up for his lack of range are his great movement speed and attack speed of most of his attacks. So what you are going to want to do is use moves like his Rushing Attack or Twin Kicks to get in closer on opponents before you try to use something stronger, like a smash. His Tail Flip is probably a good idea to use since it is quick and strong.

- Unfortunately his single best move is also his completely slowest: Electricity Burst. While the move has great range, better damage and seems to suck in opponents so they get hit more, it's quite slow in the coming out. It's still worth using if you think you can afford the start-up time on it but overall you generally want to be quite careful in using this move.

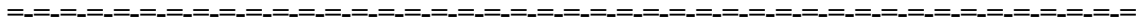
- A side effect of his poor range is his total lack of grab distance. Unless you are literally right in your opponents face you don't stand a chance of actually grabbing them. As such you can usually count out your grabs unless you are facing an opponent who is spending most of his time guarding your attacks. Then you can feel free to grab him out of it but otherwise avoid them.

- Thunder is a flat out incredible ability. Not only is it powerfully damaging, especially if an enemy is caught right next to you, but it can be used tactically. If an enemy is hopping around like a monkey stay under them and just keep using Thunder. You can hit them and knock them around without even coming anywhere near them. This aspect is especially useful against enemies who can stay airborne, like Peach and Kirby.

- Quick Attack is an incredibly useful ability but it can be a bit hard to aim. When you perform the move quickly press the analog stick in a direction, you will find yourself zipping rapidly in said direction. Before the move finishes you can quickly press the analog stick in another direction and send yourself flying in yet another direction. This is great for stage recoveries while the second dash can be used to confuse, or harm, opponents who are trying to ledge guard you.

- When using Skull Bash you have to be immensely careful. The move has a powerful kick, especially when fully charged, and the knockback is insane and likely more than you would expect. Hitting someone who has 50% damage with a fully charged shot can be fatal to almost all opponents, something that few attacks in the game can boast. However if you use this attack and miss you just might find yourself flying right off the stage with few chances of recovering. Be mindful of this at all times.

- Be ridiculously careful when using Pikachu's Final Smash, Volt Tackle. It is essentially the same as Super Sonic, you can speed around the screen while causing damage with a mere touch. However you don't have total control, tight turns are nearly impossible and you generally have to keep forward momentum. This makes it quite hard to aim so once you start slowing down get yourself above solid ground immediately or you will fall to your doom right afterwards.



This FAQ may 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.