



Pokemon Trainer,
I Choose You!



Super Smash Brothers Brawl

Character Strategy Guide 35

By Daniel "Misfit119" Acaba

The Pokemon Trainer has to be one of the most peculiar characters ever put into a fighting game. By selecting the Pokemon Trainer you aren't actually going to be using him, you're going to use his Pokemon: Squirtle, Ivysaur and Charizard. These three popular Pokemon are from the first batch of Pokemon ever shown, the original 386.

What makes using these Pokemon so interesting is that each has their own fighting style. Charizard is a bruiser with a high level of maneuverability thanks to his wings. Squirtle is a speedster with a number of powerful moves. Ivysaur is more specialized, using his long ranged attacks to really rack up the damage. Switching between these three gives you great versatility.

Game Appearances

Pokemon: Red / Blue – Game Boy.....1998

Charizard'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.

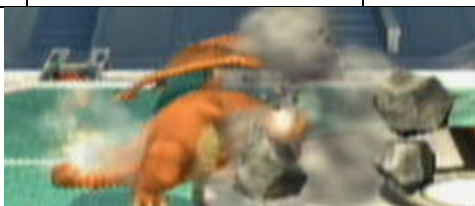
Ground Attacks	Command	Dmg.	Description
Claw	Attack Button	3%	A single claw thrust.
Claw Swipes	Attack x3	13%	Perform a three hit claw combo.
Claw Swipes	Attack (held)	13%	Perform a three hit claw combo.
Tail Whack	Attack (while walking)	11%	Lash enemies with your flaming tail.
Rushing Kick	Attack (while running)	8%	Rush at opponent and kick him in the chest.
Wing Slash	Up + Attack	6%	Thrust your wings upwards at foes.
Leg Bite	Down + Attack	9%	Bite at your opponents legs.
Ledge Attack	Attack (while hanging)	8%	Chase away those pesky ledge guarders.
Chomp	Grab / Attack repeatedly to attack foes	2%	Bite at the enemy while holding them.
Upward Toss	Up + Grab	11%	Throw foe upward then headbutt them higher.
Slam and Ignite	Down + Grab	6%	Knock enemy to the ground and ignite them.
Side Toss	Left or Right + Grab	10%	Bite enemies and toss them away.

Airborne Attacks	Command	Dmg.	Description
Flipping Tail	Attack	9%	Flip forward and tail whip your opponent.
Upward Bite	Up + Attack	10%	Bite upwards at opponents.
Tail Smack	Down + Attack	14%	Swing your flaming tail beneath yourself.
Flames	Toward Opponent + Attack	7-11%	Spew flames in front of yourself.
Backward Tail Whip	Away from Opponent + Attack	14%	Swing your tail at opponents behind you.

Smash Attacks	Command	Dmg.	Description
Wing Smash	Up + Attack together	16-22%	Swing your wings at opponents.
Stomp	Down + Attack together	16-22%	Stomp the ground and cause a quake.
Charge	Left or Right + Attack together - Chargeable	17-30%	Rush forward and bite at opponents.



Special Attacks	Command	Dmg.	Description
Flamethrower	Special Button	10-35%	Breathe out a stream of flames.
Fly	Up + Special	5-17%	Fly up into the air on fire, setting foes on fire.
Pokemon Change	Down + Special	0%	Let Charizard rest and bring in Squirtle.
Rock Smash	Left or Right + Special	10-43%	Breaks a boulder with his head, sending foes flying.



Final Smash	Damage	Description
Triple Finish	56%	All three Pokemon perform their super moves and lay waste to opponents in a straight line.

Charizard Strategies

Out of the three Pokemon, Charizard is the powerhouse so make sure to use him as one. He serves best when coming in for the kill against weakened opponents.

- Charizard moves slow as molasses but he runs really fast, surprisingly so. Make sure that any movement that occurs on the ground is a run.

- Flamethrower racks up damage quickly and can have the angle of the attack changed by tilting the analog stick up or down. Give it time to recharge after use, it needs about a second to do so.

- When jumping Charizard can flap his wings to fly around or, by holding the jump button, you can glide around the battlefield. This makes for great horizontal recovery. Towards the end of the move you can use Fly to get you some vertical recovery that damages those who come near you.

- Rock Smash is one of the best killing moves in the game. Do it at close range and you can annihilate most light characters in one good shot if they have even low damage percents.

Ivysaur'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:

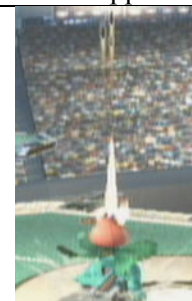
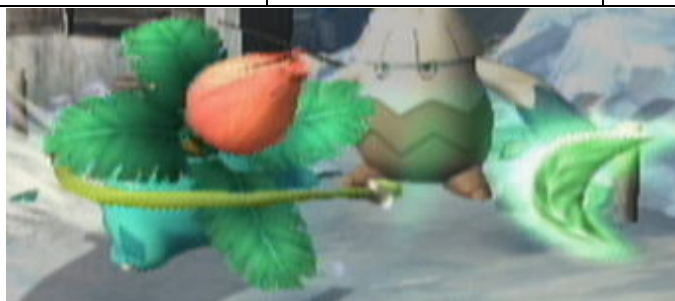
- * Red Skills are range dependant – The closer you are, the more damage you do.
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- * Green Skills can be charged to do more damage.

Ground Attacks	Command	Dmg.	Description
Vine Whip	Attack Button	3%	Whip the enemy with a single vine strike.
Flailing Vines	Attack (repeated)	3-20%+	Repeatedly whack the enemy with your vines.
Flailing Vines	Attack (held)	3-20%+	Repeatedly whack the enemy with your vines.
Leaf Attack	Attack (while walking)	4-14%	Spin your leaves at opponents.
Running Bite	Attack (while running)	12%	Run forward and bite your opponent.
Upwards Kick	Up + Attack	7%	Use your vines to flip you so you can kick upward.
Leg Sweep	Down + Attack	7%	Trip your opponents with your vines.
Ledge Attack	Attack (while hanging)	6%	Chase away those pesky ledge guarders.
Entanglement	Grab / Attack repeatedly to attack foes	3%	Wrap foes up with vines and squeeze them.
Vine Chuck	Up + Grab	10%	Use your vines to fling enemies upwards.
Ground Slam	Down + Grab	10%	Use your vines to slam enemies to the ground.
Vine Smash	Left or Right + Grab	9%	Use your vines to throw enemies away.

Airborne Attacks	Command	Dmg.	Description
Spin	Attack	2-14%	Spin head first into opponents.
Flower Attack	Up + Attack	16%	Fire a blast of pollen upwards.
Downward Flower	Down + Attack	8-10%	Fire a burst of pollen downwards.
Vine Smash	Toward Opponent + Attack	12%	Whip your opponent with your vines.
Vine Flip	Away from Opponent + Attack	5%	Flip backwards, slapping foes with your vines.

Smash Attacks	Command	Dmg.	Description
Flower Explosion	Up + Attack together	17-23%	Fire a blast of pollen from the flower at foes.
Vine Sweep	Down + Attack together	8-11%	Sweep the area around yourself.
Headbutt	Left or Right + Attack together	16-22%	Thrust forward with your head, using your vines.

Special Attacks	Command	Dmg.	Description
Bullet Seed	Special Button	6-55%	Fire a stream of seeds upward.
Vine Whip	Up + Special	11-15%	Lash upwards with a vine, helps recovery.
Pokemon Change	Down + Special	0%	Let Ivysaur rest and swap in Charizard.
Razor Leaf	Left or Right + Special	8%	Throw a large, sharp, leaf at opponents.



Final Smash	Damage	Description
Triple Finish	56%	All three Pokemon perform their super moves and lay waste to opponents in a straight line.

Ivysaur Tips

Ivysaur is the balanced of the three Pokemon. He is moderately quick and fairly powerful but nowhere near as strong as Charizard. Use him to help weaken foes with ranged attacks.

- Ivysaur has great range on most of his attacks so if range is a problem use him instead of Squirtle to weaken your opponents. His smashes are quite powerful as well, make use of them.
- If you can capture an enemy with Bullet Seed, whether by doing it next to them or hitting them while above you, you can easily rake in up to 55% damage with ease by just mashing the button.
- Razor Leaf has a high amount of priority and will often go under other attacks to hit the opponent. While weak it is fast and good for cancelling attacks or edge guarding.
- Vine Leaf can be damaging if you manage to hit the opponent with the tip of the whip but overall you are going to want to save it for recoveries. It just isn't worth the effort otherwise.
- Any of Ivysaur's pollen attacks from his flower are quite powerful and can take out your opponents easily. Get their damage percentage high enough and make use of those attacks to wipe out your enemies especially the lighter ones who stay in the air often, like Kirby.

Squirtle's Moves

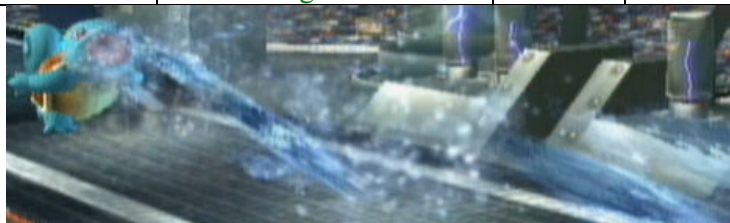
This is a comprehensive list of all the moves available to this character. They are broken up by the type of attack they are with the Smashes and Final Smash getting their own sections. A few notes before we begin:

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Ground Attacks	Command	Dmg.	Description
Kick	Attack Button	3%	A simple side kick at opponents.
Kicks and Tail Whip	Attack x	9%	Kick your opponent three times.
Repeated Kicks	Attack (repeated)	3-9%	Keep on kicking until you hit your foe.
Tail Whack	Attack (while walking)	6%	Lash foes with your fluffy tail.
Charging Shell	Attack (while running)	7-9%	Ram opponents with your shell.
Upward Punch	Up + Attack	6%	A minor uppercut to opponents.
Low Shell	Down + Attack	6-13%	Spin repeatedly on the floor, hitting foes.
Ledge Attack	Attack (while hanging)	6%	Chase away those pesky ledge guards.
Headbutts	Grab / Attack repeatedly to attack foes	2%	Hold your opponent and headbutt them.
Upwards Smash	Up + Grab	11%	Knock enemies upward with your shell.
Ground Stomp	Down + Grab	7%	Slam enemies to the ground.
Kick Away	Left or Right + Grab	9%	Kick enemy away from Squirtle.

Airborne Attacks	Command	Dmg.	Description
Spinning Shell	Attack	9%	Spin in mid-air, hitting opponents.
Backflip	Up + Attack	11%	Flip upside down, hitting opponents.
Drill Down	Down + Attack	2-9%	Spin repeatedly into foes, tail first.
Forward Kicks	Toward Opponent + Attack	12%	Perform a double kick towards opponent.
Tail Swat	Away from Opponent + Attack	10%	Thrust your tail at opponents faces.

Smash Attacks	Command	Dmg.	Description
Water Burst	Up + Attack together	16-22%	Cause two water geysers to blow up nearby.
Spinning Blast	Down + Attack together	11-15%	Spin in place, shooting water at all nearby.
Shell Smash	Left or Right + Attack together	14-19%	Throw yourself, shell first at opponents.



Special Attacks	Command	Dmg.	Description
Water Gun	Special Button	0-12%	Spit out a burst of water to knock back foes.
Waterfall	Up + Special	4-15%	Surf upwards on a stream of water.
Pokemon Change	Down + Special	0%	Let Squirtle rest and switch in Ivysaur.
Withdraw	Left or Right + Special	7%	Retreat into your shell and spin about the stage.



Final Smash	Damage	Description
Triple Finish	56%	All three Pokemon perform their super moves and lay waste to opponents in a straight line.

Squirtle Tips

Rounding out the last of the three Pokemon, Squirtle is the super speedster of the group. Running around like a hyperactive monkey on PCP he will run circles around most opponents.

- Water Gun has two distinct uses. Firstly you can use it at point blank range, and uncharged, to sputter out water at your opponent doing 12% damage. Secondly you can charge it up and do no damage but you will push enemies back. It works like Mario's FLUDD attack so if used as an edge guarding attack enemies will fall to their doom.

- Waterfall is one of the best recoveries in the game. It gives you great vertical recovery, good horizontal and hits anyone who comes near it. Make liberal use of it to get back on the stage.

- Be careful when using Withdraw. You fly at a rather quick speed but you can fall off the ledge if not careful. However you can stop your movement by pressing the opposite direction at any time. Take note that you can be treated like a Green Shell, if someone jumps on you while spinning around you will be rendered immobile for a short time.



Take that! Triple Finish!



It's super effective!

Overall Strategies

There are a few things that need to be kept in mind when using the Pokemon Trainer. First and foremost is the stamina aspect of the Pokemon, this will be discussed below. Secondly is the fact that the Pokemon are specialized, each one having their own specific role in combat. By keeping these two facts in mind you will fare much better in the Brawl.

- When fighting always remember these three bits of information: Charizard is your powerhouse, Squirtle is your speedster and Ivysaur is the middle ground who uses lots of ranged attacks. Making the most of this is integral to using the Pokemon Trainer at top effectiveness.

- Be very careful when using the Pokemon Change special. While it is a necessity you will be quite vulnerable to attacks while the change is happening. Since you have to be mindful of your Pokemons stamina at all times this means that you will have to change at least mildly often, especially if you are fighting a number of opponents. It might not be such a big deal when dealing with one on one fights in Classic Mode but in timed brawls or multiplayer matches it's important.

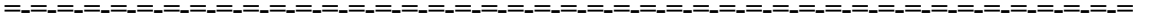
- As an extra note about Pokemon Change you cannot change Pokemon while you are invincible from coming off the platform after dying. You also cannot change in mid-air. This means you must be on the ground, and vulnerable, before changing Pokemon.

- Stamina is quite limited. You get a good 60 seconds or so of constant fighting and about 120 seconds of doing absolutely nothing. I'm not entirely sure what changes how much time you spend but I can only assume that it has something to do with attacking and being damaged speeding up your stamina decay. This forces you to change Pokemon with a fair bit of regularity and makes it a bit harder to use the Pokemon Trainer in tournaments.

- When using Charizard it is suggested that you focus on using smashes, Flamethrower and Rock Smash when possible. If you aren't using his best moves then you are wasting his time out. Due to this I heavily suggest you wait until you are at a high damage percent before swithing to him.

- You can base which Pokemon you use on your damage percentage if you like and it works out well. Use Ivysaur when you have no damgae and try to weaken opponents with range vine attacks and Bullet Seeds. When your health gets moderately damaged (40% or so) switch to Squirtle since he has a good recovery and his speed can make him hard for most people to follow. When you get into the high damage percentages (80% and up) switch to Charizard. Because of how heavy he is it is quite hard to KO Charizard and even if they send him flying you can simply glide around or Fly to recover.

- If you are fighting multiple opponents then it's heavily suggested that you stick to using Charizard or Squirtle. Charizards power and Squirtles speed make them generally better choices as opposed to Ivysaurs ranged attacks. Since there will be plenty of people moving around all over the place his range bonus is somewhat mitigated. Of course you will probably have to use him at some point due to the Stamina aspect but in those situations just try to abuse Bullet Seed and damage your opponents, weakening them for Charizard to wipe out.



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