

# THE AMIIBO 15

VER. 2.0

A 15-MINUTE TRAINING SESSION TO MAKE YOUR AMIIBOS PLAY BETTER

Hello everyone,

This is The Amiibo 15 Version 2.0 (3DS), a guide on how to improve your Amiibo's play with at least 15 minutes of gametime. This training guide is broken up into several sessions, and I'll go through each one of them, breaking down what you need to know before and during each session so you can get the most out of your playing time. If you're looking to boost your Amiibo's play, or you want to get your Amiibo back on track after its skills have taken a dip, this is for you.

I have done hours upon hours of practice time with my Amiibo's and I realized that they can be improved with specific practice sessions. These practice sessions have helped me win several tournaments and place high in others. Today, I want to share those practice sessions with you all, so you can turn your Amiibos into champions as well.

Although it is 15 minutes of game time, you will be spending a few extra minutes planning as well as setting up to make your training sessions successful.

Also, because we are playing on the 3DS, the modes we use will not be the same as the Wii U version. I've come up with game plan that, although it is tougher, will help make your Amiibos play better.

Obviously, I don't know what character you use. I don't even know what style of play you execute. For now, that doesn't matter. This guide is good for all Amiibos and you don't have to be good as the character that is your Amiibo.

However, to maximize the efforts of this guide, I am going to ask that your Amiibos be at or close to Level 50. Your Amiibo might be at Level 50 already. If that's the case, then that's awesome! This guide will be great for you.

We are going to break the 15 minutes of gameplay into five 3-minute games. In each of the games, you will be playing a timed match.

## **PRE-SESSION: MOVES AND SETUP**

Before we play a game against our Amiibo, we're going to make note of a couple of things. Get something to take notes with.

Choose one of the three smash attacks you want to teach your Amiibo. You could go with a smash attack that it already does frequently, or you can choose one it doesn't rely on. We're going to call this move "Move 1."

After you decide on Move 1, choose any other move you want to teach your Amiibo. It should be a move that does some notable damage. We'll call this "Move 2."

Finally, we're going to choose one Omega stage that we will use for the entirety of the training session. Choose from one of these stages:

Brinstar

Flat Zone 2

Green Hill Zone

Mushroomy Kingdom

Warioware Inc.

Prism Tower

Suzaku Castle

When you decide on the stage, play a quick 1-minute game against a Level 1 CPU character. In that one minute, all you're going to do is dodge across the screen. You will have an idea of how far your character dashes, given that not all characters are alike.

**WHY ARE WE DOING THIS:** I want you to be prepared for what's coming up in the next 15 minutes of gametime.

## **SESSION 1: MIRROR MATCH**

For this game, you're going to play as the same character as your Amiibo. You're going to play on the Omega-style stage you chose.

When the game begins, press block a couple of times quickly. While you do that, find a line or a marking on the platform that will serve as your line of action and then walk or dodge to that line. While you wait for your Amiibo to reach that line of action, press block frequently.

In this situation, you are waiting for your Amiibo to make its move when it reaches your line of action. When it does, dodge behind it and then do Move 1 or a grab-and-throw. If you get the hit or throw, do not follow up. Instead, hit the block button repeatedly. As the Amiibo recovers, find another marking that will serve as your line of action, and be prepared to repeat the task.

If you get the dodge, but the Amiibo dodges your attack, be prepared to dodge again behind it and follow up with another attempt.

If the Amiibo stays back and does not reach your line of action initially, move forward a couple of steps and change the line. Keep doing this until you finally get the Amiibo to engage.

You're going to do this for the full three minutes.

**WHY ARE WE DOING THIS:** We're teaching the Amiibo to act in a certain way upon getting close to its opponent.

## **SESSION 2: MIRROR MATCH**

Were going to go right back to action, sticking with the same matchup as before and playing under the same settings. This session will be a lot like Session 1.

When the game begins, approach your Amiibo and wait for it to attack. While you're waiting, press the block button a few times. When the Amiibo attacks, you are going to either spot dodge or dodge behind the Amiibo.

If you get the dodge, you're going to respond with either Move 1 or Move 2.

Again, you're going to do this for the full three minutes.

If you are having trouble, use a line of action to help set up the moment in which you'll dodge and attack.

**WHY ARE WE DOING THIS:** We are continuing to teach the Amiibo to play defense while relying on the smash attack and a secondary move.

### **SESSION 3: REGULAR MATCH**

In this game, you're going to pick your best character, the one you do the best against. If it is the same character as your Amiibo, that's fine.

When the game begins, you're going to play against it and try to win the match by whatever means you normally play.

However, as much as you can, press the shield button without completely depleting your shield.

So, while you're giving it your all against your Amiibo, you're hitting shield repeatedly. Use any attacks or defensive strategies you normally use against others against your Amiibo, but make sure to block.

**WHY ARE WE DOING THIS:** The more we use the shield, the more it will let the Amiibo know to shield in situations where it is not doing anything. We are also checking to see whether it is using the moves we taught it in the previous two sessions.

## **SESSION 4: MIRROR MATCH**

Before this game begins, you're going to choose the Amiibo's character once again.

You're going to spot dodge, roll dodge or perfect shield any attack your Amiibo does and then respond with Move 1 or Move 2. As for the defensive move, do what you feel is most comfortable to get you ready to counter attack.

Make sure you are doing both moves. Alternate if needed. Again, if you need to use the line of action to help set up situations, use it.

**WHY ARE WE DOING THIS:** We're adding another session to let the Amiibo know we want it to rely on Move 1 or Move 2 as well as play defense.

## **SESSION 5: REGULAR MATCH**

This is our final session. Once again use your best character to fight it. Play on any stage that doesn't have any hazards, although you might be inclined to stick with the same stage you chose for this whole practice.

In this session, try to win as best as you can using the same tactics and strategies you would normally use against someone.

Although I'm not asking you to block as much as possible, if you would like to do so, feel free to as you did in Session 3.

**WHY ARE WE DOING THIS:** This is a final test to see how our Amiibo acts against us.



## **FURTHER TRAINING**

That's it! In these five sessions, your Amiibo should be improved on offense and defense.

For additional training, have it go up against other Amiibos to see how it acts in a tournament setting. You could also have it go up against CPU characters, but you run the risk of it losing what you just taught it.

If you feel the need to continue training it, start over from the beginning and go through each of the five sessions.

Thanks for checking out the quick training guide. Hopefully this will help you in improving your Amiibos!

If you have any questions, you can reach me at [podcast@amiibotrainer.com](mailto:podcast@amiibotrainer.com). You can also ask a question at [amiibotrainer.com/question](http://amiibotrainer.com/question).