

Pokkén Tournament

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Please read this manual carefully before using this software. If the software will be used by children, the manual should be read and explained to them by an adult.

Also, before using this software, please read the content of the  Health and Safety Information application on the Wii U™ Menu. It contains important information that will help you enjoy this software.

2 | Supported Controllers

This software can be used with any of the following controllers once they have been paired with the console.



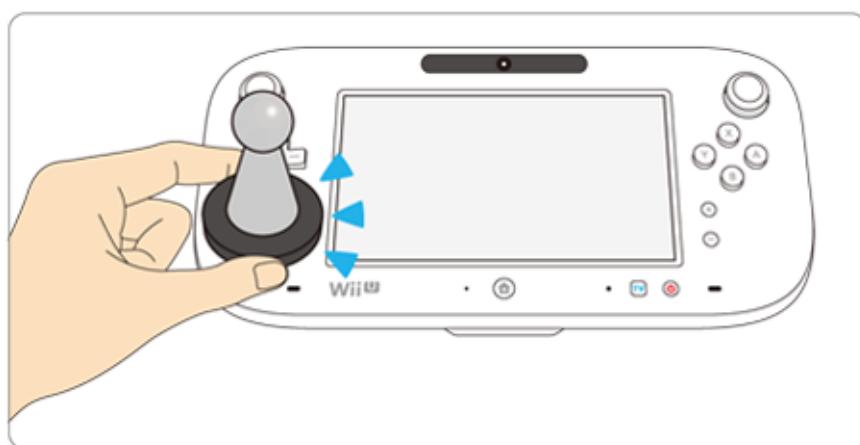
- ◆ Each player must have a controller to play in multiplayer mode.
- ◆ Only one Wii U GamePad controller can be used.
- ◆ A Wii Remote™ Plus controller can be used instead of a Wii Remote controller.
- ◆ You can use a Classic Controller™ instead of a Classic Controller Pro™.

Pairing Controllers

From the HOME Menu, select Controller Settings to display the screen shown to the right. Select Pair, and then follow the on-screen instructions to pair the controller.



3 | amiibo



This software supports **amiibo**. You can use compatible amiibo™ accessories by touching them to the NFC touchpoint (□) on the Wii U GamePad controller.

Using near-field communication (NFC), amiibo can connect to compatible software to open brand-new ways to interact with your favorite Nintendo games. For more information, visit Nintendo's official amiibo website at www.nintendo.com/amiibo.

- ◆ Data stored on amiibo can be read by multiple compatible games.
- ◆ If the data on an amiibo is corrupted and can't be restored, open Wii U Menu → System Settings (🔧) → amiibo Settings and reset the data.

4 | Internet Enhancements

Connecting your system to the Internet lets you enjoy the following features:

- Battle opponents online → 24
- Participate in Rank Matches and view the ranks of others → 24
- ◆ See the Internet Connection Requirements section of the printed Wii U Operations Manual for more information about the equipment required to connect to the Internet.

5 | Parental Controls

You can restrict use of the following features by selecting  (Parental Controls) from the Wii U Menu.

Item	Content
Online Interaction in Games	Restricts playing online or Rank Matches and viewing the ranks of others  24 .

- ◆ Access to this game (as well as other games) can also be restricted through the **Game Rating** item in Parental Controls.

6 | About the Game



Pokkén Tournament™ is a fighting game in which you freely control Pokémons™ in intense one-on-one battles.

The Ferrum region is home to Synergy Stones: mysterious stones that bind humans and Pokémons together. Thanks to these, a unique form of battling called Ferrum Battles has become wildly popular in this region.

Become a battle trainer and participate in these Ferrum Battles with your trusted Pokémons partner, because the race to prove who stands proud as the pinnacle of Ferrum Battles begins now!

7 Getting Started



Title Screen

The opening cutscene will play upon starting the game, and then you'll be taken to the title screen. Press \oplus to continue. If it's your first time playing, you'll be taken through the battle trainer registration process, and from then on you'll be taken directly to the World Map.



Battle Trainer Registration

New battle trainers will register information in the following order. Registered information can be changed from My Town ➔ 22 at any time.



Change Name

Input your battle trainer name using the Wii U GamePad, and confirm your selection by tapping OK.



Change Base Avatar

Choose your battle trainer's appearance. You can choose your avatar's gender, skin color, and facial expression.





Partner Pokémon Settings

Choose one Pokémon to be your partner in battle. Partner Pokémon will participate in the Ferrum League

→ 23

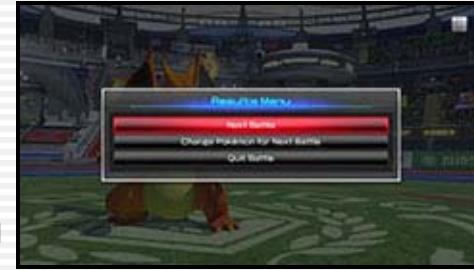


8 Saving and Deleting Data



Saving Data

Data is automatically saved at various points as you play. Do not power off the system when the save icon (■) is on the screen.



Deleting Data

Save data can be deleted via Data Management in System Settings (🔧). Please refer to the Data Management menu screen for details.

- ◆ Please be careful when deleting save data as it cannot be recovered once deleted.

9 World Map



Navigating the Map

Move the cursor to view the various areas within the Ferrum Region, and then select which mode you want to play.



Trainer Card

Press \times on the World Map screen to display your Trainer Card, which contains information about your partner Pokémon, your current Support Pokémon, and your battle trainer's appearance and title. Press \times again to close this card.



amiibo and Special Bonuses

If you scan a compatible amiibo on the World Map screen, you will receive a special bonus, which can include in-game items, Poké Gold (PG), or titles. You can receive up to five special bonuses daily.

- ◆ Each compatible amiibo may be used only once per day.

10 Beginning Battle

You can get right to battling by selecting one of the battle modes from the World Map screen and then following the steps below. The steps will differ slightly depending on which mode you choose.

◆ Select ? at any point to make a random selection.



Selecting a Battle Pokémon

Choose which Pokémon you want to battle as. More Pokémon will be added to the roster once certain conditions are met.



Choose a Support Pokémon Set

Choose the Support Pokémon 19 that will aid you in battle.



One set contains two Support Pokémon. New sets will become available as you progress through the Ferrum League 23.



Choosing a Stage

Choose a stage to do battle in. The size and shape of the arena will change depending on the selected stage.



11 Controls

Pokkén Tournament supports five different types of controllers  2, but the controls are generally the same across them all. Unless otherwise stated, this manual uses the Wii U GamePad as a base to explain the controls.



Basic Controls

Navigate menus	/
Confirm selection	
Cancel	
Change page (certain menus only)	



Battle Controls

Move / Dash step	or (double-tap to dash step)
Weak attack	
Strong attack	
Pokémon move	
Jump	
Call a Support Pokémon	
Block	
Grab attack	

Counter attack

$\text{X} + \text{A}$

Activate Synergy Burst

$\text{L} + \text{R}$

Burst Attack

$\text{L} + \text{R}$ (while Synergy Burst is active)

View Pause Menu

\oplus



Free Training Controls

You can reset the positions of the Pokémons during Free Training. When positions are reset, the battling Pokémons will return to preset positions determined by the stage and whether or not you were holding a directional button at the time of the reset.

Reset position and change phase to Field Phase

ZL

Reset position and change phase to Duel Phase

ZR



Wii Remote + Nunchuk Controls

Navigate menus

$\text{+}/\text{\circlearrowright}$

Confirm selection

A

Cancel

B

Change page (certain menus only)

Z/C



Battle Controls

Move / Dash step	⊕ or ○ (double-tap to dash step)
Weak attack	Ⓐ
Strong attack	Ⓒ
Pokémon move	[Z]
Jump	Ⓑ
Call a Support Pokémon	②
Block	①
Grab attack	Ⓐ + Ⓑ
Counter attack	Ⓒ + [Z]
Activate Synergy Burst	① + ②
Burst Attack	① + ② (during Synergy Burst)
View Pause Menu	⊕

12 | Pokémon Moves



Move / Dash step

Use \pm to move your Battle Pokémon. Double-tap up, down, left, or right to dash step in that direction. In Duel Phase → 16 you can only dash step forward or backward, not side to side.



Jumping

Press \textcircled{B} to jump in place. If you press a direction on \pm at the same time, you can control the direction of the jump.



Attacking

Press \textcircled{Y} to perform a weak attack (low damage, but quick) and \textcircled{X} to perform a strong attack (high damage, but slow). Press \textcircled{A} to unleash a Pokémon move, which varies by Pokémon. For example, Pikachu will use Thunderbolt.



Grab Attacks

Press $\textcircled{Y} + \textcircled{B}$ to grab the opponent and perform a grab attack. Grab attacks can be performed on blocking Pokémon.

Counter Attacks

Press \textcircled{X} + \textcircled{A} to deflect an opponent's attack and perform a counter attack.

Poké Combo

In Duel Phase → 16, press \textcircled{Y} repeatedly to chain a series of attacks into a Poké Combo.



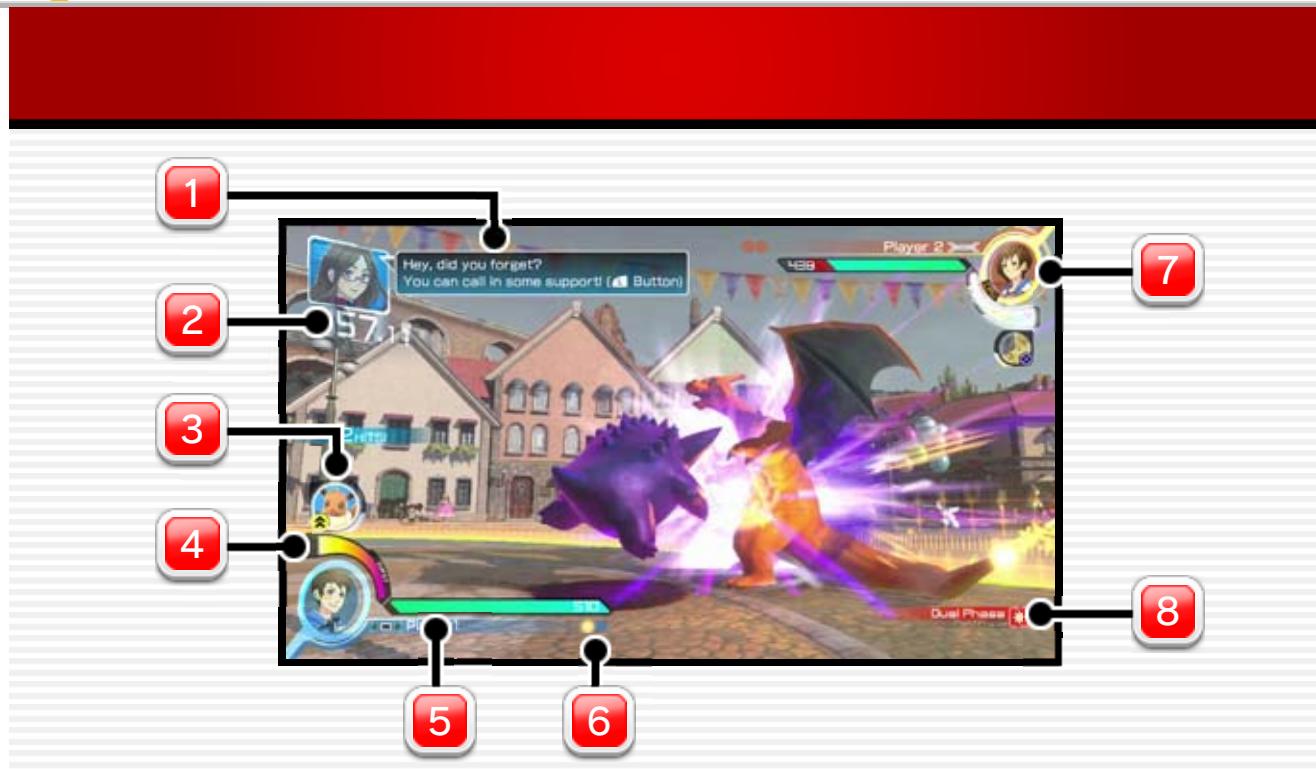
Guard

Press \textcircled{R} to enter a blocking state that can block your opponent's attacks. But be careful—depending on the opponent's attack, you may lose some HP or even have your block broken!



◆ If you take too much damage while blocking, the block effect will turn red and you will suffer a Guard Break. Guard Break prevents you from blocking, creating a large opening for your opponent to attack.

13 | Battle Screen



1 Advice

2 Battle timer

This shows the remaining time in battle. The battle will end when the timer reaches 0.

3 Support Gauge

You can call on a Support Pokémon → 19 when this gauge is full.

4 Synergy Gauge

You can activate Synergy Burst → 18 when this gauge is full.

5 HP Gauge

This shows the HP of your Battle Pokémon. When your Battle Pokémon's HP drops to 0, the opponent will win the round → 14.

6 Round count

Only rounds won will be lit.

7 Opponent information

8 Current phase → 16

Status Effects

Status effects may occur when certain attacks land or when certain Support Pokémon are called. Status effects last for a set amount of time. Active status effects are displayed as status icons near the HP Gauge.



Positive Status

Positive status effects do things like increase attack or restore HP.



Negative Status

Negative status effects do things like decrease attack or lower movement speed.

14 | Battle Rules



Battle Rounds

The first side to win a set number of rounds (normally two) is declared the winner of the battle. A round is won by reducing the opponent's HP to 0. If the time remaining reaches 0 before a Pokémon's HP, the Pokémon with the higher HP percentage will win the round.



Planning Time

There will be a few moments of planning time before each round. During this time you can choose which Support Pokémon → 19 to use in the next round and, if certain circumstances have been met, Nia's Cheer → 20 will be activated.



Battle Rewards

When the battle finishes, Pokémon will get skill exp. depending on how they fought. Once the Pokémon gets a certain amount, its skill level → 21 will increase and it will earn a skill point. You may also receive items or titles for your avatar, Poké Gold (PG), and, if fortune smiles upon you, a lucky bonus!



15 | Pause Menu

Press \oplus during a battle to pause the game and view the Pause Menu. You can perform various functions from this menu, such as check the current Battle Pokémon's Move Lists or change the controller settings.



- ◆ You cannot pause the game during Online Battles.
- ◆ Menu items may differ depending on the game mode.

Return to Battle

Close the Pause Menu and resume the battle.

Move List

Check the Battle Pokémon's Move Lists.

Controller Settings

Change the settings for each controller.

Change Pokémon

Stop the battle and return to the Select Pokémon screen. If this option is selected, the current battle will be forfeit.

Quit Battle

Stop the current battle. If this option is selected, the current battle will be forfeit.

16 | 2 Phase Battles



About 2 Phase Battles

Battles will shift between two different phases: Field Phase and Duel Phase. Each phase changes the point of view and available actions, as well as the controls to a certain extent. However, the tried-and-true concept of "forward" meaning "toward the opponent" and "backward" meaning "away from the opponent" remains true. Keep this in mind as the phases shift, since the directions you need to press on **+** to perform moves will shift as well.

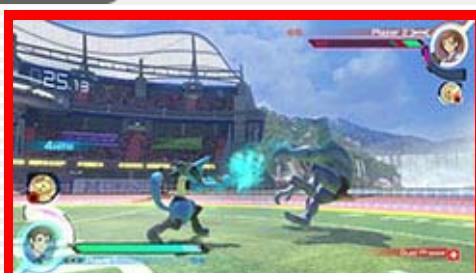


Field Phase

If certain special moves hit while in Field Phase, it will shift to Duel Phase.

Phase Shift

After a series of attacks and defenses in Duel Phase, it's back to Field Phase!



Duel Phase

Phase Shift

If certain attacks hit an opponent, they will cause a Phase Shift and the Synergy Gauge  will increase greatly.



- ◆ Once a certain amount of damage is dealt in Duel Phase, Phase Shift will occur once again and the field will reset to Field Phase.

Field Phase



Synergy Power

Move around the field freely in this open 3D mode. Pick up the Synergy Power that appears around the field to increase your Synergy Gauge, and call on Support Pokémon to gain the upper hand.

While the arena is in the Field Phase, press \leftarrow to move toward the opponent and \rightarrow to move away from the opponent.

Duel Phase

Perform an intricate offense and defense to go for huge damage in this 2D battle phase.



While the arena is in Duel Phase, the right-facing Pokémon moves toward the opponent by pressing \leftarrow and moves away by pressing \rightarrow . By pressing \uparrow or \downarrow the Pokémon will enter a high stance or low stance, respectively, allowing it access to more diverse moves.

High Stance

Press  to assume a high stance and unleash strong, upward-facing attacks to punish jumping or aerial opponents.



Low Stance

Press  to assume a low stance and lay waste to your opponent with quick, long-reaching, downward-facing strikes.



17

Attack Triangle



About the Attack Triangle

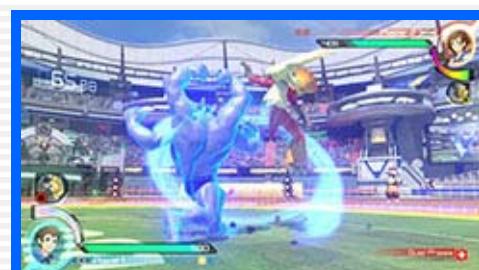
Normal attacks, grab attacks, and counter attacks have a three-sided relationship similar to that of Rock, Paper, Scissors. When two attacks hit simultaneously, the attack that has the advantage over the other according to the Attack Triangle will win out, resulting in a critical hit and filling the Synergy Gauge → 18 of the Pokémon that used the winning attack.



Normal attack
(X or Y)



Grab attack
($\text{Y} + \text{B}$)



Counter attack
($\text{X} + \text{A}$)

Normal Attack (X or Y)

These attacks can repel opponents attempting a grab attack. These include strong and weak attacks and behave differently when pressing a direction on + . These lose to counter attacks.



Grab Attack ($\text{Y} + \text{B}$)

A grab attack will grab a counter-attacking opponent and perform an attack. This grab works on blocking opponents as well. Grab attacks lose to normal attacks.



Counter Attack (X + A)

When the Battle Pokémon glows blue, counter attacks will stop normal attacks and then deliver a counter attack. Counter attacks lose to grab attacks.



18 Synergy Burst



Synergy Burst

Once the Synergy Gauge is full, press **L + R** to activate Synergy Burst. During Synergy Burst, the Pokémon becomes greatly powered up.



For a set amount of time, its attack and defense are raised and it will recover a small amount of HP.

- ◆ How quickly the Synergy Gauge charges and how long Synergy Burst lasts differ depending on the Pokémon.



Burst Attack

Press **L + R** when Synergy Burst is active to use a Burst Attack. The Burst Attack can be used only once per Synergy Burst, but if it hits, it can cause massive damage to an opponent. Burst Attacks differ depending on the Pokémon.



19 | Support Pokémons



Call Support Pokémon

The Support Gauge will fill as the battle progresses. When it's full, press **L** to call on a Support Pokémon. Support Pokémon can aid in battle in various ways.



Support Pokémon Abilities

Support Pokémon abilities fall into three general categories.



Attack

These focus on directly attacking the opponent Pokémon, using such tactics as long-range attacks and tackling.



Enhance

These will help your Pokémon out by granting it positive status effects or by restoring its HP.



Disrupt

These focus on disrupting the opponent Pokémon by inflicting negative status effects on the opponent or by knocking it away.

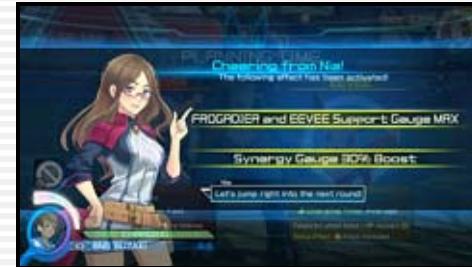
Support Sets and Choosing Support Pokémons

Support sets are chosen before the battle begins. You can choose which Support Pokémon you'd like to use for the next battle during planning time  14  between rounds.



20 | Nia's Cheers

Nia will sometimes cheer you on during planning time [14](#), causing various Cheer Skills to take effect. The effects and timing of a Cheer Skill are varied. For example, they may fill your Synergy Gauge or allow you to call a Support Pokémon right at the beginning of a round. Cheer Skills can be set by selecting Advisor Settings in My Town [22](#).



21 | Skill Level



Skill Level-Ups

When a battle ends, the Battle Pokémon that competed will obtain skill exp. based on how well it fought. After earning enough, the Pokémon's skill level will go up and it will earn a skill point.



Assigning Skill Points

Skill points can be assigned to one of four categories.



- ◆ Skill points can be reassigned by selecting **Pokémon Settings** → [22](#) in My Town.

Attack	Boosts attack, and increases the amount of damage the Pokémon deals.
Defense	Boosts defense, and decreases the amount of damage the Pokémon takes.
Synergy	Increases the duration of Synergy Burst, and increases the boost the Pokémon gets to attack and defense when Synergy Burst is active.
Strategy	Shortens the charging time of the Support Gauge, and enhances support effects.

22 My Town

In My Town you can see your battle history and change various settings related to the game.



Battle Record

Here you can view your rank and overall battle record, your Online Battle history, and your Battle Pokémon records.



Profile Settings

Here you can change various avatar settings.



Change Name

Change your in-game name.

Avatar Customization

Change your avatar's appearance and what items they're wearing. You can use the in-game currency, Poké Gold (PG), to obtain new items.

Title Settings

Choose the title you'd like to appear with your name.

Comment Settings

Choose a short message, such as a greeting or an introduction, to be displayed on your opponent's screen during Online Battles.



Pokémon Settings

Change your partner Pokémon and support set. You can also assign skill points to Battle Pokémon.



Advisor Settings

Change the settings of your advisor, Nia, who lends you help in various ways throughout the game.



Cheer Skill

Set which type of Cheer Skill to use during planning time .

Outfit

Change Nia's outfit.

Frequency of Advice

Choose how often Nia gives you advice during battle. You can choose None, Low, or Normal.



Options

Adjust controller or sound settings.



Controller Settings

Button configurations for each type of controller can be set individually. Press L/R to select the type of controller you want to use, $\text{+}/\text{-}$ to select which button you want to set, and then $\text{+}/\text{-}$ to set which move you want the button to correspond to.



Adjust the volume of the BGM (background music), SE (sound effects), and Voice (character dialogue). You can also choose if you want voiced dialogue to be in English or Japanese or if you want to turn it off. Press X to return to the default settings.



23 Ferrum League

In this single-player mode you can participate in the official Ferrum Battle leagues as you aim for the top spot. New battle trainers begin with a league rank of D and must battle in the Green League. Each league has a series of matches that can increase your ranking within the league and then a tournament consisting of the top eight contenders to determine a final victor.

In order to climb the ranks of the Ferrum Battle leagues, you'll first need to participate in League Matches to break into the top eight. After that you need to win the league tournament, at which point you can take the Promotion Test run by the League Master. If you can overcome all other obstacles and then pass this final test, you will be promoted to the next league.

- ◆ Your rank in this mode is completely separate from your rank in Online Battle [24](#) mode. Single-player battles will not affect your Online Battle rank and vice versa.



League Match

Compete in matches against your league rivals. In a League Match you'll duke it out with five battle trainers of similar rankings, and based on the results, your league rankings may go up or down.





Tournament

Once you become one of the top eight battle trainers in your current league, you can select this option to challenge your seven remaining rivals in the tournament bracket. It's you or them, so aim to win!



Promotion Test

You need to pass the Promotion Test administered by the league's League Master before you can move up to the next league rank.



You can only attempt this after claiming victory over all your rivals in the tournament.



Free Battle

Participate in friendly bouts against other league members. The results of these battles will not affect league ranks.



24 Online Battle

Connect to the Internet, and challenge players from around the world to Ferrum Battles. There are two types of online battles: Rank Match and Friendly Match.

Please keep in mind...

- Directly disconnecting from the Internet during a battle can ruin your and other players' fun, so please refrain from doing so.
- Your battle trainer name and Nintendo Network ID (NNID) will be seen by many other people while battling online. Please refrain from using personal information or words that may be offensive to others.



Rank Match

Your rank is determined by rank points, which will increase or decrease based on your wins and losses as you play Rank Matches. You can view your current results by selecting Point Ranking or Win Ranking from the Online Battle menu.



Matching will begin once you select your Battle Pokémon and support set. Once a worthy adversary is found, the battle will start, and once that battle finishes, the game will seek out your next opponent.

- ◆ Similarly ranked players will be paired together first.

- ◆ If an opponent isn't found after a certain amount of time, you'll enter into battle with a CPU opponent (a computer-controlled opponent) and the search for an opponent will be paused.

Friendly Match

Friendly Matches are just-for-fun battles that do not affect your rank or battle record. The results of such matches will not be recorded.



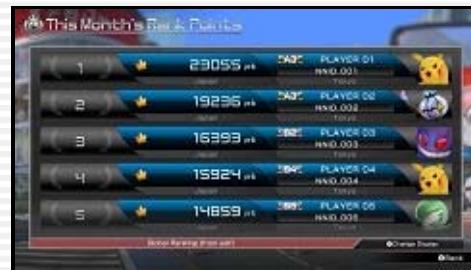
First, select your opponent-search conditions. Selecting Friend will allow you to play with friends, while Anyone will search for any opponent. If you set VS Code to Use, you can only battle with other players who input the same code.

Matching will begin once you choose your Battle Pokémon and support set. The option to have a rematch with the same opponent will be available after you or your opponent emerge victorious.

- ◆ If an opponent isn't found after a certain amount of time, you'll enter into battle with a CPU opponent (a computer-controlled opponent) and the search for an opponent will be paused.

Point Ranking

The lists here sort players by most rank points earned in Rank Matches. Total will show you the all-time ranks of the players, This Month will show you the ranks for the current month, and Last Month will show you the ranks for the previous month.





Win Ranking

The lists here sort players based off the number of wins they have earned in Rank Matches. The time periods you can see the records for are the same as Point Ranking: Total, This Month, and Last Month.

This Month's Top 5 Win List			
1	233 wins	240%	PLAYER 01 HND.001
2	198 wins	240%	PLAYER 02 HND.002
3	173 wins	240%	PLAYER 03 HND.003
4	166 wins	240%	PLAYER 04 HND.004
5	159 wins	240%	PLAYER 05 HND.005

25 Single Battle

In this single-player mode you can participate in battles with custom rules, choosing everything from the time limit to your opponent's Pokémons.



First you'll choose either Basic Battle or Extra Battle, and then you'll select your own and your opponent's Pokémons and support sets, your own Cheer Skill, and finally the stage. The battle will begin after choosing the stage.



Rule Settings

You can adjust the following rules in a single-player battle.



Difficulty Settings

Select from three battle difficulties: Easy, Normal, and Hard.

Round Points

Set the number of round victories required to win.

Battle Time

Set a time limit for the battle. The values shown are in seconds. If set to ∞ , the battle will continue until either side's HP is reduced to 0.

Synergy Power

If set to Off, Synergy Power will not appear during Field Phase.

Skill Level

If set to On, the Battle Pokémon's skill level will be taken into account. If set to Off, all Battle Pokémon's skill levels will be treated as if they are level 1.

- ◆ Synergy Power can only be adjusted in Basic Battle.



Extra Battle

In Extra Battle mode, Synergy Power is replaced by special items that appear on the ground during the rounds.



Picking up a special item can have a number of effects, such as restoring HP or filling the Synergy Gauge.

Special items include the following:



Synergy Gauge boost



HP recovery



Status enhancement

Special items will only appear when the arena is in Field Phase, so grab them to take the upper hand. But if your opponent has a better angle on them, try forcing a Phase Shift to stop him or her from snatching them up!

- ◆ Be careful when picking up special items! Although rare, some may actually inflict negative status effects.

26 Local Battle

This two-player mode pits two players against each other using the Wii U GamePad and one other controller. The player using the Wii U GamePad (P1) will look at the GamePad screen to play, while the player using the other controller (P2) will look at the TV screen. As with Single Battle mode [25](#), you'll choose either Basic Battle or Extra Battle and then choose your Battle Pokémons, support sets, Cheer Skill, and the stage.



Choosing a Battle Controller

After choosing Local Battle from the map screen, each player will need to choose a controller on the Select Battle Controller screen. P1 must use the GamePad. After confirming this, follow the on-screen instructions to choose P2's controller.



Rules

This mode has all the same rules as Single Battle mode, plus the option of setting a handicap to limit the starting HP of a Battle Pokémon.



27 Practice

Practice mode offers you multiple ways to train for battle.



Tutorial

Learn how to battle with step-by-step training courses designed to teach you from the ground up. Choose a course and a Battle Pokémon, and then follow the on-screen instructions to complete the various exercises.



Free Training

In this training mode you can adjust various battle conditions, such as how the opponent reacts to your attacks. Choose your own and your opponent's Battle Pokémon and support sets, and then choose which stage you'll battle in to begin. Press \ominus during training to open the Free Training Menu to adjust the finer points of the settings.



Action Dojo

Here you can practice a Pokémon's moves one at a time. Choose a Battle Pokémon and follow the instructions on the screen.





Combo Dojo

In this dojo you can practice useful combos for a chosen Pokémon. Choose your Battle Pokémon and then the combo you want to practice to get started. First you'll be shown an example of the combo, and then you'll have the chance to perform it as practice.



28 | Battle Pokémon (1)

Here you can find recommended moves and Pokémon moves for each Pokémon. For more detailed information, check out the Move List  15 in the Pause Menu. The key below indicates the type of each attack.

N: Normal attack

G: Grab attack

C: Counter attack

Lucario

Battle Style

STANDARD



Burst Attack: Aura Blast

Recommended Pokémon Moves

N	Aura Sphere	(A) (hold to charge)
N	Bone Rush -> Upward Swing Follow-up	+ forward + (A), (A)
N	Force Palm	+ backward + (A) (hold to charge)
C	Extreme Speed	+ up + (A) (Duel Phase only)

Recommended Moves

N	Use to shift phases	+ side + (Y) (Field Phase only)
N	Main damage dealer	+ forward + (Y), (Y) (Duel Phase only)
N	Effective against grab attacks	+ up + (X) (Duel Phase only)

Pikachu

Battle Style



Burst Attack: Volt Shock Fist

Recommended Pokémon Moves

N	Thunderbolt	(A) (hold to charge)
G	Nuzzle	+ forward + (A)
N	Electro Ball	+ backward + (A)
N	Thunder	(A) midair (cancel with (R))

Recommended Moves

C	Use to shift phases	(X) midair
N	Main damage dealer	+ forward + (Y) (Duel Phase only)
N	Push back and create a chance to attack	+ up + (Y) (Duel Phase only)

Machamp

Battle Style



Burst Attack: Dynamic Fury

Recommended Pokémon Moves

-	Bulk Up	(A) (enhances Machamp)
N	Cross Chop	(A) (while enhanced)
G	Submission	+ forward + A (cancel with R or B)
N	Close Combat	+ down + A (Duel Phase only)

Recommended Moves

N	Use to shift phases	(X) midair (Field Phase only)
N	Main damage dealer	+ down + X, X (Duel Phase only)
C	Push back and create a chance to attack	+ backward + X, Y (Duel Phase only)

Gardevoir

Battle Style



Burst Attack: Fairy Tempest

Recommended Pokémon Moves

N	Psyshock	(A)
N	Stored Power	+ forward + (A)
N	Calm Mind -> Psychic	+ backward + (A), (X)
N	Magical Leaf	(A) midair (move with +) (Field Phase only)

Recommended Moves

-	For surprise attacks	(R) midair (can transition into all midair attacks)
N	Use to shift phases	+ forward + (Y) (hold to charge) (Field Phase only)
N	Make an opening for more attacks	+ down + (X) (Duel Phase only)

Weavile

Battle Style



Burst Attack: Sonic Slash

Recommended Pokémon Moves

N	Agility -> Fury Swipes	(Ⓐ, Ⓛ, Ⓛ, Ⓛ, Ⓛ / Ⓐ, Ⓐ, Ⓐ, Ⓐ)
N	Agility -> Fake Out	(Ⓐ, Ⓜ / Ⓐ, Ⓛ, Ⓜ / Ⓐ, Ⓛ, Ⓛ, Ⓜ)
N	Knock Off	+ forward + Ⓐ (cancel with Ⓜ)
N	Night Slash	+ backward + Ⓐ (cancel with Ⓜ)

Recommended Moves

N	Use to stop your opponent	+ side + Ⓜ (Field Phase only)
N	Use to shift phases	✖ midair (Field Phase only)
N	Main damage dealer	+ forward + Ⓛ, Ⓛ, Ⓛ, ✖, ✖ (Duel Phase only)

Here you can find recommended moves and Pokémon moves for each Pokémon. For more detailed information, check out the Move List  15 in the Pause Menu. The key below indicates the type of each attack.

N: Normal attack

G: Grab attack

C: Counter attack

Suicune

Battle Style

STANDARD



Burst Attack: True Sheer Cold

Recommended Pokémon Moves

N	Aurora Beam	(A)
N	Hydro Pump	+ forward + (A) (change trajectory with + diagonally forward)
C	Mirror Coat	+ backward + (A)
N	Blizzard	(A) midair

Recommended Moves

N	Use to shift phases	+ forward + (Y) (Field Phase only)
N	Use to stop your opponent	(Y) midair (Field Phase only)
N	Thrusts away opponent	+ down + (X) (Duel Phase only)

Charizard

Battle Style



Burst Attack: Searing Blaze

Recommended Pokémon Moves

N	Flamethrower	(A)
C	Fire Punch	+ forward + (A) (hold to enter Flying Stance)
N	Flare Blitz: Fall	(A) midair
G	Seismic Toss	+ up + (A) (Duel Phase only)

Recommended Moves

-	For surprise attacks	(R) midair (can transition into all midair attacks)
N	Use to shift phases	(X) midair (hold to charge) (Field Phase only)
N	Main damage dealer	+ + (X), (X) (Duel Phase only)

Gengar

Battle Style



Burst Attack: Shadow Drop

Recommended Pokémon Moves

N	Shadow Ball	(A) (hold to charge)
G	Hypnosis	+ A (press R to transition to Shadow Stealth)
N	Shadow Punch	+ backward + A (hold to charge)
N	Curse	+ down + A (Duel Phase only)

Recommended Moves

N	Use to stop your opponent	(Y) midair (hold to charge) (Field Phase only)
N	Main damage dealer	+ forward + X, X (Duel Phase only)
N	Counter	+ up + Y (Duel Phase only)

Blaziken

Battle Style

STANDARD



Burst Attack: Gatling Flame Kicks

Recommended Pokémon Moves

N	Heat Wave	(A) (hold to power up)
N	Blaze Kick	+ forward + (A) (hold to power up)
N	Brave Bird	+ backward + (A) (hold to power up)
N	High Jump Kick	(A) midair (hold to power up)

Recommended Moves

-	For surprise attacks	(R) midair (can transition into all midair attacks)
N	Use to shift phases	(X) midair (hold to charge) (Field Phase only)
N	Make an opening for more attacks	+ up + (Y), (Y) (Duel Phase only)

Pikachu Libre

Battle Style



Burst Attack: Thunderclap Press

Recommended Pokémon Moves

N	Double Team -> Quick Attack	Ⓐ, Ⓑ
N	Discharge	+ forward + Ⓐ (hold to charge)
G	Electroweb	+ backward + Ⓐ
C	Spark	Ⓐ midair

Recommended Moves

-	For surprise attacks	Ⓑ midair
N	Make an opening for more attacks	+ forward + Ⓐ, Ⓑ (Duel Phase only)
N	Main damage dealer	+ forward + Ⓒ, Ⓓ (Duel Phase only)

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Battle Pokémon (3)

Here you can find recommended moves and Pokémon moves for each Pokémon. For more detailed information, check out the Move List  15 in the Pause Menu. The key below indicates the type of each attack.

N: Normal attack

G: Grab attack

C: Counter attack

Sceptile

Battle Style



Burst Attack: Forest's Flash

Recommended Pokémon Moves

N	Bullet Seed	(A), (A)
C	Leaf Blade	+ forward + (A)
N	Leech Seed	(A) midair
G	Giga Drain	+ down + (A) (Duel Phase only)

Recommended Moves

-	For surprise attacks	(R) midair (can transition into all midair attacks)
N	Use to stop your opponent	+ side + (Y) (Field Phase only)
N	Effective against grab attacks	+ up + (X) (Duel Phase only)

Chandelure

Battle Style



Burst Attack: Final Flicker

Recommended Pokémon Moves

N	Will-O-Wisp	(A) (hold to charge)
C	Smog	+ forward + (A)
N	Flame Burst	+ backward + (A) (hold to charge)
G	Hex	+ down + (A) (Duel Phase only)

Recommended Moves

-	For surprise attacks	(R) midair (can transition into all midair attacks)
N	Use to shift phases	+ forward + (Y) (hold to charge) (Field Phase only)
N	Main damage dealer	(X) midair (Duel Phase only)

Garchomp

Battle Style



Burst Attack: Outrage Smasher

Recommended Pokémon Moves

N	Dragon Claw	(A) (hold to charge)
N	Dig	+ forward + (A) (press R or B to cancel)
N	Dragon Rush	+ up + (A) (press R to cancel) (Duel Phase only)
G	Sand Tomb	+ down + (A) (hold to charge) (Duel Phase only)

Recommended Moves

N	Use to stop your opponent	+ side + (Y) (hold) (Field Phase only)
N	Main damage dealer	+ forward + (Y), (Y) (hold to enter running stance) (Duel Phase only)
N	Main damage dealer	(X) (Duel Phase only)

Braixen

Battle Style

STANDARD



Burst Attack: Psyfirecracker

Recommended Pokémon Moves

N	Psybeam	(A) (hold to charge)
N	Fire Blast	+ backward + (A)
N	Flame Charge	(A) midair
C	Light Screen	+ down + (A) (Duel Phase only)

Recommended Moves

-	For surprise attacks	(R) midair (can transition into all midair attacks)
N	Use to shift phases	+ side + (Y), (Y) (Field Phase only)
N	Effective against grab attacks	+ up + (X) (Duel Phase only)

31 | Support Pokémon (1)

Emolga & Fennekin



Emolga

Attack: Shock Wave
Charging time: Fast
A long-range attack
that lowers an
opponent's speed.



Fennekin

Disrupt: Ember
Charging time: Average
A multi-hitting dome-
shaped area-of-effect
attack.

Snivy & Lapras





Snivy

Attack: Leaf Tornado
Charging time: Fast
Performs an anti-air attack aimed at the opponent.

Lapras

Attack: Surf
Charging time: Average
A wide and powerful charging attack.

Frogadier & Eevee



Frogadier

Attack: Water Pulse
Charging time: Fast
Fires water pellets over a long distance.



Eevee

Enhance: Helping Hand
Charging time: Average
Provides a temporary boost to attack, and heals a small amount of HP.

Croagunk & Sylveon



Croagunk

Disrupt: Toxic
Charging time: Fast
Attacks opponents that get too close and lowers their defense.



Sylveon

Enhance: Reflect
Charging time: Average
Provides a temporary boost to defense, and heals a small amount of HP.

Rotom & Togekiss



Rotom

Disrupt: Thunder Shock
Charging time: Fast
Unleashes a homing attack on airborne opponents.



Togekiss

Enhance: Tailwind
Charging time: Average
Temporarily boosts your speed, and recovers some HP.

Dragonite & Victini



Dragonite

Attack: Draco Meteor
Charging time: Slow
Performs a multi-hit attack over a wide area.



Victini

Enhance: V-create
Charging time: Slow
Temporarily makes all attacks critical hits, recovers some HP, and fills the Synergy Gauge a small amount.

Mismagius & Ninetales



Mismagius

Attack: Ominous Wind
Charging time: Average
Performs a slow-moving attack and temporarily boosts the user's attack.



Ninetales

Disrupt: Will-O-Wisp
Charging time: Slow
Creates a barrier in front of the user that damages opponents who touch it.

Jirachi & Whimsicott



Jirachi

Enhance: Wish

Charging time: Average

Temporarily enhances Synergy Burst, and fills the Synergy Gauge a medium amount.



Whimsicott

Enhance: Substitute

Charging time: Average

Temporarily protects against certain long-distance attacks, and heals a small amount of HP.

Farfetch'd & Electrode



Farfetch'd

Attack: Fury Cutter

Charging time: Average

Performs a flurry of attacks toward the opponent.



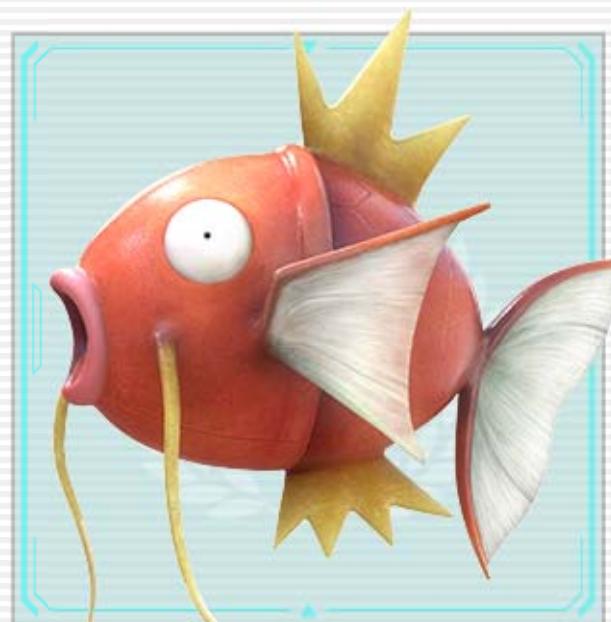
Electrode

Disrupt: Explosion

Charging time: Average

Blocks an opponent's attack and then performs a counter attack.

Pachirisu & Magikarp





Pachirisu

Disrupt: Follow Me
Charging time: Slow
Cancels out certain long-range attacks.

Magikarp

Disrupt: Bounce
Charging time: Slow
Performs a drop attack when hit by an opponent.

Cubone & Diglett



Cubone

Attack: Bonemerang
Charging time: Fast
Performs a round-trip long-distance attack.



Diglett

Attack: Dig
Charging time: Fast
Heads toward the opponent and attacks from below.

Espeon & Umbreon



Espeon

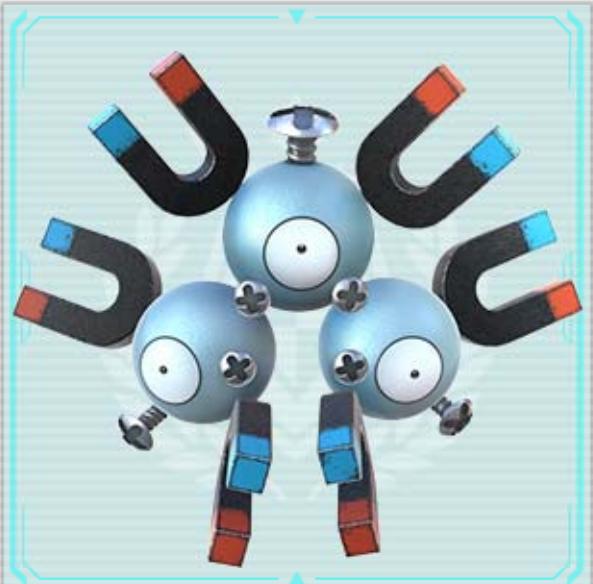
Enhance: Morning Sun
Charging time: Fast
Removes negative status effects and recovers HP based on how much time is left in the round.



Umbreon

Disrupt: Snarl
Charging time: Slow
A dome-shaped area-of-effect attack that prevents opponents from getting too close and drains their Synergy Gauge.

Magneton & Quagsire



Magneton

Attack: Tri Attack
Charging time: Slow
Performs an anti-air attack that enhances negative status effects already inflicted on opponents.



Quagsire

Attack: Mud Bomb
Charging time: Slow
A powerful area attack that hits opponents on the ground.

Reshiram & Cresselia



Reshiram

Attack: Blue Flare
Charging time: Slow
Unleashes an almighty attack directed in a straight line that lowers an opponent's attack.



Cresselia

Enhance: Lunar Dance
Charging time: Fast
Heals negative status effects, recovers a large amount of HP, and fills the user's Synergy Gauge by a large amount.

Yveltal & Latios





Yveltal

Attack: Oblivion Wing
Charging time: Slow
A destructive area attack that prevents the opponent from using Synergy Burst.

Latios

Disrupt: Luster Purge
Charging time: Average
Places pillars of light around the opponent that deal damage and lower defense when touched.

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