

# Super Smash Bros Melee Pichu Character FAQ

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Super Smash Brothers: Melee  
Pichu Character FAQ  
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@@@@@@@@@@@@@@@@ I. Intro @@@@@@@@@@@@@@@@@@

Pichu is my favorite character in Super Smash Bros: Melee, and since there wasn't already an FAQ up for him, I decided to make one. Quite possibly the most underused and underrated character in the game, Pichu's evolution Pikachu is almost always used instead of Pichu. While it's true that most of Pikachu's attacks are stronger than Pichu's and Pikachu is heavier, Pichu has several distinguishing characteristics.

Pichu is the smallest character in the game, the lightest character in the game, and because he's a baby and can't yet control his electric attacks--the only character in the game that has attacks that hurt himself. However, being faster and more nimble than Pikachu, having outstanding combo possibilities, and being the hardest character in the game to hit make Pichu more than worthy of a look from skilled players.

Trophy Bio: "A Baby Electric-Type Pokemon recognizable by its big ears, Pichu evolves into Pikachu. It's not very skilled at storing up electric energy and will sometimes discharge it if jarred. Although it's small, it has enough electrical power to give even an adult quite a shock. It's often startled by its own power."

First Appearance: Pokemon Gold/Silver (October 2000)

@@@@@@@@@@@@@@@@ II. Moves @@@@@@@@@@@@@@@@@@

#### Basic Attacks: ####

A: Forward Headbutt 1%  
Up+A: Tail Whip 6%  
Forward+A: Heel Kick 8%  
Down+A: Tail Spin 5%

All in all, Pichu has some pretty decent and fairly strong basic attacks. His Heel Kick strikes quickly and does 8% damage, and is the best of the 4 basic attacks. His Forward Headbutt is \*extremely\* fast, but also incredibly weak, so it should never be used. The Heel Kick is much more effective.

#### Smash Attacks: ####  
Smash Attacks--Not Charged:  
Forward+A: Spark 13% (2% Damage to Pichu)  
Down+A: Spinning Sweep 13%  
Up+A: Headbutt 15%

Smash Attacks--Fully Charged:  
Hold Forward+A: Spark 20% (2% Damage to Pichu)  
Hold Down+A: Spinning Sweep 17%  
Hold Up+A: Smash Headbutt 17%

In the battle of Pikachu vs. Pichu, this is where Pichu got the short end of the stick. Due to Pichu's small size, all of his smash attacks except for the Smash Headbutt have short-range and are hard to hit. Worse, the Up-Smash and Forward-Smash do around 25% less damage than Pikachu's equivalents.

While things look bad for Pichu on paper, there are a few things the stats don't show. Most importantly, though it does less damage than Pikachu's, Pichu's Spark sends the opponent FLYING almost 50% farther than Pikachu's, and is one of Pichu's most effective finishers. Using Spark, Pichu can kill even Bowser and Gannondorf with less than 100% damage. The Smash Headbutt is also exceedingly powerful, though not as much as Pikachu's Tail Whip. The Smash Headbutt knocks the opponent straight up into the air, either killing them or setting them up to be hit with Thunder. Pichu's smash attacks may not be as strong as Pikachu's, but he can more than hold his own with them.

#### B Attacks: ####

B: Thunder Jolt 7-10% (1% Damage to Pichu)  
Up+B: Agility 0% (1% Damage to Pichu for the first warp, 3% for the second warp)  
Forward+B: Skull Bash 5-39% (1% Damage to Pichu)  
Down+B: Thunder 2-24% (3% Damage to Pichu)

This is the area where Pichu excels, and actually manages to beat out his evolution, Pikachu. Pichu's Thunder Jolt does 7% damage from a distance, or 9-10% when you're directly next to the victim. In this, it works exactly the same as Pikachu's Thunder Jolt--except that Pichu takes 1% damage every time he uses it, so it needs to be used sparingly.

Pichu's Agility goes farther than Pikachu's Quick Attack--but it comes at the cost of damage to Pichu. Also, Pichu's Agility doesn't injure the opponent while Pikachu's Quick Attack does slightly hurt the opponent. Despite these shortcomings, Agility is still a fantastic move

and it is essential to a good Pichu. Because Pichu is light, he tends to get knocked far away from the platform. Luckily, Agility goes a LONG distance, and while using it it's near impossible to hit Pichu, so it's among the best recovery moves. With Pichu's high speed and jumping abilities, along with Agility, Pichu can live to 200% and up when played correctly.

The Skull Bash is by \*far\* Pichu's strongest move, and the place where he differs most from Pikachu. Pichu's Skull Bash takes an extra second or so to charge and Pichu takes 1% damage for doing the attack, but when Pichu hits the fully-charged Skull Bash the effects are DEVASTATING. Skull Bash can do up to 39% damage (which is 1/4 more than Pikachu's can), and sends the enemy ENORMOUS distances! With power greater than the PK Flash and Falcon Bomb, Pichu's Skull Bash is among the most powerful moves in the game and is stronger than ANY smash attack when fully-charged. Unquestionably Pichu's best move, the Skull Bash should be used whenever possible when you're fighting multiple opponents.

Another move differing from Pikachu's is Pichu's Thunder. While Pikachu's Thunder does a ton of damage in one hit, the damage done by Pichu's depends on the number of times the opponent is hit and how much of the Thunder hits them. Whereas Pikachu's Thunder attack hits one and knocks the opponent away from Pikachu, Pichu's Thunder attack hits multiple times and sends the opponent straight up. This paves the way for extreme combo possibilities--Pichu can hit the opponent with air attacks, continue pummeling them with Thunder, or even charge up a Smash Headbutt to finish the job. Other than the Skull Bash, this is the attack that differs most from Pikachu's, and it should be taken full advantage of. Since other players rarely use Pichu, they won't know what hit them.

##### Running Attack: #####  
Run+A: Running Headbutt: 8%

Identical to Pikachu's, the Running Headbutt is a quick, short-range attack that does decent damage and can be used to quickly send Pichu into a fray. Following this attack, Pichu should follow up with Thunder or a well-placed Smash Attack.

##### Throws: #####  
Z+Forward: 1% (+1% Damage to Pichu)  
Z+Back: 9%  
Z+Up: 5%  
Z+Down: 5%

Pichu's Forward Throw is beyond any shadow of a doubt the crappiest attack in the game. It does a pathetic ONE percent damage to the opponent (as well as Pichu!), leaves Pichu vulnerable to being attacked while he's grabbing, \*and\* throws the opponent such a short distance that you won't even be sure they moved!

Luckily, not all of Pichu's throws are as despicable as his Forward throw. The Down Throw bounces your opponent off the ground and sets them up to be hit with a forward smash attack or whatever else you feel like blasting them with. Meanwhile, the Up Throw throws the opponent straight into the air, perfectly setting them up for a Smash Headbutt or Thunder attack.

Finally, Pichu's back throw is his strongest throw. It can be used to throw the opponent off a nearby ledge, or toss them into a fray. However, it's greatest use is on the Jungle Japes and Great Bay levels--if you hit your opponent off the top of the platform with the back throw, they'll go straight into the water and die! It's an instant kill when done correctly, so get in lots of practice with this in training mode!

#### ##### Aerial Attacks: #####

A: Midair Spin 12%

Up+A: Tail Twirl 3%

Down+A: Electric Headbutt 12% (2% Damage to Pichu)

Forward+A: Electric Multi-Hitting Spinning Headbutt 1-6% (4% Damage to Pichu)

Back+A: Twirling Headbutt 8%

Pichu's aerial attacks have small radius and are for the most part weak. The only one of them that should ever be used is his Midair Spin, which can kill an opponent with heavy damage, and does no damage to Pichu. The Electric aerial attacks are weak and should never be used--you're more likely to damage Pichu with them than the opponent.

#### ##### Taunts: #####

Left+D-Pad: Pichu hops up and down adorably and yells "Pi-CHU!"

Right+D-Pad: Pichu lays down on the ground leisurely and yells "Pi-CHU!"

Pichu is unique in that he has not one, but two totally different taunts. Not only does he have two, but both are so sickeningly cute that it's near impossible to not do one every time you kill an opponent. They're extremely quick as far as taunts go, so use them whenever you have a second or two of leeway and can't resist irritating your opponent.

#### ##### III. Homerun Contest #####

Pichu won't get the best score in the Homerun contest, but his strategy is simple and easy to execute. As soon as the time starts, attack the Sandbag using as many Thunder Jolts as possible in 3-4 seconds. Then, as fast as possible, stand next to the sandbag and use Thunder. The bag will go up into the air--immediately use Thunder again. While the bag is coming down, \*RUN\* back and grab the bat. Run over and stand directly next to the sandbag. Quickly use a forward smash attack to tee the sandbag out with the bat before time runs out. If everything went correctly, Pichu can rack up over 900 feet using this strategy!

#### ##### IV. 15-Minute Melee #####

Quite possibly the single hardest task in the game, in the 15-minute Melee you have one life and must kill endless Wire Frame Team members for 15 minutes without dying. While the WFTeam members aren't much individually, during the 15-minute Melee 4-6 of them at a time will attack you and try to gang up on you and kill you. And when you're the lightest character in the game, that's a \*very\* bad thing.

The more members of the Wire Frame Team you kill, the harder the next ones become and the more than attack you at once. This being the case, there's only one somewhat-usable strategy for surviving the 15-minute Melee with Pichu--DON'T ATTACK! The WireFrameTeam members have no special attacks--they have to get physically near Pichu to attack him. Since Pichu is much faster and smaller than the Wire Frame Team members are, he can run away for the entire match and they won't be able to touch him. It's literally possible to go for 10-15 minutes without the WFTeam \*ever\* hitting you once. Just keep jumping from ledge-to-ledge and blocking when necessary and the WFTeam is helpless to kill you.

If you must attack the Wire Frame Team, wait until a Screw Item pops up. With the Screw, Pichu can easily kill hundreds of the WFTeam Members while taking little to no damage. Killing the WFTeam members means tougher ones will materialize, but as long as you hang onto the Screw and be careful, you should still be able to take them out.

While this strategy sounds easy, it's easier said than done. Mines and Party Balls and Bob-Ombs materialize on the stage at intervals, and you must successfully avoid almost all of them if you hope to last the entire 15 minutes. Never, EVER go near a bomb or mine for any reason! The WireFrameTeam is more than willing to kill themselves to make sure you get hit with an explosion and die. My advice is to stay alert and always stay as far away from danger as possible--it may be difficult, but Pichu can win this contest. I know, because I've done it many times myself.

#### @@@@@@@@@@@@@@@@ V. 100-Man Melee @@@@@@@@@@@@@@@@@

Unlike in the 15-minute Melee, this time Pichu HAS to attack and attack frequently to even have a chance. Pichu can easily kill the Wire Frame Team members in one hit using his Thunder attack or forward smash--DON'T DO IT! You have 100 opponents to kill, and the closer to the end you get the harder the opponents become. If you rack up a high percentage of self-inflicted damage, you will NOT finish this challenge.

Pichu can kill the WFT Members easily using his running headbutt, or his Midair Spin attack. These attacks are quick and easy to pull off, and won't do any damage to Pichu. However, even without any self-inflicted damage this is still quite a challenge for little Pichu--the WFTeam members like to gang up on him and attack, and he can easily rack up 300%+ damage in this challenge before dying.

The best strategy to use is to wait until you see a Screw item. The moment you do, get it and wreak havoc, killing every WFTeam Member you see using the Screw! It's a one-hit kill and lasts the entire match if you don't throw it away, so hold onto it for as long as possible. If you're smart and use the Screw, the 100-Man Melee is as good as beaten.

#### @@@@@@@@@@@@@@@@ VI. Stock Battle Strategy @@@@@@@@@@@@@@@@@

When battling with multiple opponents in a Stock Battle, Pichu is arguably the most annoying thing in the world. Due to his quickness and tiny size, Pichu can escape from the fray and watch the rest of the opponents hammer away at each other. If the opponents come after Pichu, just run away. There's little to nothing that can catch a Pichu that's running away, so your opponent will most likely get frustrated and go

back to fighting the rest of the competition. Eventually, it'll come down to one-on-one combat, and Pichu should have enough lives left to rip through the final opponent and win the match.

#### @@@@@@@@@@@@@@@@ VII. Time Battle Strategy @@@@@@@@@@@@@@@@@

Pichu is a lot worse at Time Battles than he is at Stock Battles. You need to score points to win here, which means this time Pichu actually needs to go out and kill stuff. Unfortunately, Pichu has many virtues, but he is NOT good in the middle of a fray. He'll rack up damage and die easily. The best strategy I can give here is--RUN!!! Pichu is fast and nimble, so it's easy for him to stay away from the opposition. Stay outside the fray and wait for a good item to come and take it, or charge up a Skull Bash to steal an easy kill. By staying away from your opponents and picking them off at your leisure, you'll end up with a few kills and even fewer deaths, which should hopefully be enough to ensure Pichu the victory.

#### @@@@@@@@@@@@@@@@ VIII. Target Test Guide @@@@@@@@@@@@@@@@@

Pichu has one of the most difficult and annoying Target Tests in the whole game. Usually people need to play through dozens of times just to figure out exactly where everything is and when to hit it. Luckily, you don't have to--you've got me. If you move quickly and do everything right, you should be able to get a time of around 25 seconds. Simply follow the numbered instructions to each of the 10 targets, and bask in the glory of your magnificent time.

1. You start out on a platform connected to a swinging pendulum. Immediately run to the far left-hand side of the platform. Once the platform is close enough to the target floating next to it, shoot a Thunder Jolt to destroy it.
2. You'll notice above you are a series of 3 curved pillars, with a target that moves back and forth between them. This is one of the most difficult targets to time when to destroy it. \*Immediately\* after breaking Target 1, stay on the left-hand side of the platform and use Thunder to destroy this target. If you miss, you've lost precious seconds and should restart the test.
3. Floating in the air above the platform you're swinging on is another target. To get a good time, you'll have to jump into the air and hit this with an aerial attack immediately after breaking Target 2.
4. At this point, the platform on the pendulum should have swung back to the side opposite of where you started. Immediately let loose with a Thunder Jolt when you land on the platform after breaking Target 3 to destroy this target.
5. With the first section of Targets destroyed, about 5-6 seconds should have gone by on the clock. To get the next set of targets, you need to jump from the swinging pendulum to a series of falling platforms. When you jump from the set of falling platforms on the left to the set on the right, use an aerial attack to break the target in the middle.
6. Immediately after breaking Target 5, start diagonally from one falling platform to the next as you ascend to the top of the falling

platforms. You'll see a target floating between the two sets of falling platforms near the top. Jump at it and use an upward aerial attack to break it.

7. As soon as you break Target 6, jump partway down the platforms and break the target to the left of the falling platforms that is against the wall.

8. After you've broken Target 7, it's time to return to the swinging pendulum. Jump down to it from the falling platforms. You'll soon see that southwest of the pendulum there is a target sandwiched between two platforms. It's tempting to just jump onto the platforms and break the target, but BEWARE! The platforms fall off the stage every few seconds \*very\* quickly-if you're on them when they fall, you die! In order to get this target, wait until you see this platform starting to rise from below the screen. Aim carefully and jump down onto it. Quickly break the target.

9. Immediately after breaking Target 8 you have to quickly run and jump to the left, using Agility to reach a high platform on the far-left wall. There's a target sitting where you land. Break it.

10. Finally, you'll notice a target floating up and down that's above and to the right of the platform you're on. Jump up and hit it as quickly as you can. It's a surprisingly easy finish to such a difficult Target Test-but then again, would you really want it to be any harder?

@@@@@@@@@@@@@@@@ IX. The Legal Stuff @@@@@@@@@@@@@@@@@@

This is my FAQ, and I worked super-hard on it. Don't take this FAQ and copy it in any which way without my consent. Just send me a quick E-Mail at DabidAndDon@aol.com stating where you wish to use it to get my consent. If you reproduce it, you must not change it in any way and you must give me full credit. I'm very excited to have made this FAQ for my favorite Smash Bros. character, so I will almost \*definitely\* give you consent to use the FAQ--I just want to know where it's going and who it's helping. Thanks!