

Super Smash Bros Melee Pokemon Character FAQ

by sk9volt

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Super Smash Brothers Melee
Nintendo GameCube

Pokémon Guide
Version 1.6

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Written By:
Basel Sabbagh
sk9volt@hotmail.com

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1.0 Introduction
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Arguably one of the most unique items in the game, the pokéball comes from the ever-so popular Pokémon game for the Gameboy. These little guys hold a pokémon (Pocket Monster) varying in size and type. Each pokémon has special abilities and moves, which is the main point of the Pokémon games. In the Gameboy games, you capture and train the pokémon so you can battle other

pok_驚on and pok_驚on trainers by teaching them special moves and raising their stats in battles.

In Super Smash Bros. for the N64, the pok_驚on were used as an item, and when thrown release a random pok_驚on from a relatively small selection of pok_驚on compared to the new selection in Super Smash Bros. Melee for Nintendo's newest generation of video gaming, the Nintendo GameCube. This guide will take you through the list of pok_驚on and what they are capable of. There are quite a few, and each of them has their own special abilities. You can never expect to see a certain pok_驚on and some pok_驚on can do a random move, so anything might pop up! Now enough talk and more pok_驚on!

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1.1 What's Coming

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Here is a list of some things that are being planned or are being done. E-mail me if you would like to see another section and tell me what you want in it. The things I'm doing first are at the top, going down in priority.

- Testing of Goldeen's 1-hit KO:
Self-Explanatory.
- Mew + Celebi in Pok_驚on Event
Testing to see if they're in there.
- A Best Friend
Who's the best pok_驚on to get for some certain characters and which pok_驚on work the best together.
- Pok_驚on Events
Some basic help on events that have to do with pok_驚on.
- Playable Pok_驚on Descriptions:
A basic rundown of playable Pok_驚on
- Power Charts
Personal chart of what I think are the best pok_驚on.
- Pok_驚on Levels
Full descriptions of both pok_驚on levels.
- Damage Meter
Tells how much damage the attack does.

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2.0 Pok_驚on

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This section will take you through the list of pok_驚on alone. This was designed for easy viewing. If you would like to see the pok_驚on along with their abilities, please check out section 2.1 of this guide. The Pok_驚on are sorted alphabetically.

- #144 Articuno
- #182 Bellossom
- #009 Blastoise
- #251 Celebi
- #113 Chansey
- #006 Charizard
- #152 Chikorita
- #035 Clefairy
- #155 Cyndaquil
- #101 Electrode
- #244 Entei
- #118 Goldeen
- #250 Ho-oh
- #249 Lugia

- Move/Ability: Softboiled
Description: Releases 6 eggs that can be eaten or thrown to reveal a new item.
Rarity: Uncommon
- #006 Charizard
Move/Ability: Flame Thrower
Description: Will shoot out flames at both sides, one side at a time.
Rarity: Common
- #152 Chikorita
Move/Ability: Razor Leaf
Description: Will shoot out leaves that travel across the screen slightly damaging whoever gets hit.
Rarity: Common
- #035 Clefairy
Move/Ability: Metronome
Description: Will execute a random move from a handpicked selection.
Rarity: Common
- #155 Cyndaquil
Move/Ability: Flame Thrower
Description: Will pause for a second before hovering above the ground (at this time, he does NOT damage enemies if they make contact) and continuously shoot out flames in one direction.
Rarity: Common
- #101 Electrode
Move/Ability: Self-Destruct
Description: Will blow itself up, damaging anyone nearby including who released it. You can pick it up using A at various times to throw.
Rarity: Common
- #244 Entei
Move/Ability: Fire Spin
Description: Will shoot out a blast of fire upwards, damaging anyone up there and near it.
Rarity: Rare
- #118 Goldeen
Move/Ability: Splash
Description: Simply the most useless pokémon that can possibly come out. All it does it flop around doing nothing. Some people say that it can do a 1 hit KO but this is unconfirmed by me. It's possible that there is a certain condition to it doing it or it's just rare because lots of people are telling me it can. Nonetheless, I've never seen it do it and I've had the game the first day it came out but I'll keep you informed.
Rarity: Common
- #250 Ho-oh
Move/Ability: Sacred Fire
Description: Will fly up into the background then wreck havoc on whoever is unlucky enough to be where it's Sacred Fire lands. It lands wherever Ho-oh was released.
Rarity: Very Rare
- #249 Lugia
Move/Ability: Aeroblast
Description: Will fly up into the background and shoot out Aeroblast (looks like a type of hurricane/wind) into the foreground that swirls around a bit.

- Rarity: Very Rare
- #183 Marill
 - Move/Ability: Double Slap
 - Description: Will dash across the screen on the ground damaging whomever it touches.
 - Rarity: Common
- #151 Mew
 - Move/Ability: ???
 - Description: Will fly away in his bubble. He gives you a bonus worth 10 000 points in 1P mode (Mew Catcher). Needs to be unlocked (section 2.3).
 - Rarity: Ultra Rare (1:251)
- #146 Moltres
 - Move/Ability: Sky Attack
 - Description: Will burn whomever it touches then it will just fly off upwards after a few seconds.
 - Rarity: Rare
- #233 Porygon2
 - Move/Ability: Tackle
 - Description: Will immediately jump forward on the enemy once it's released.
 - Rarity: Common
- #243 Raikou
 - Move/Ability: Shock Wave
 - Description: Will fire off a shock wave around itself and it will shock any opponents that touch it.
 - Rarity: Rare
- #212 Scizor
 - Move/Ability: Fury Cutter
 - Description: Will run forward then jump up in the direction of an opponent.
 - Rarity: Common
- #143 Snorlax
 - Move/Ability: Body Slam
 - Description: Will pause for a second then jump up off the screen and come back down at a much larger size damaging anyone on the way up or down.
 - Rarity: Common
- #121 Staryu
 - Move/Ability: Swift
 - Description: Will float around following an opponent then it unleashes a fury of stars at an opponent.
 - Rarity: Common
- #245 Suicune
 - Move/Ability: Icy Wind
 - Description: A fairly large range of icy wind swirls around Suicune catching anyone in its range.
 - Rarity: Rare
- #175 Togepi
 - Move/Ability: Metronome
 - Description: Will executes a random move that can cause various effects. It can use Night Shade which turns the whole stage black for a few moments which confuses a lot of players.
 - Rarity: Uncommon
- #201 Unown
 - Move/Ability: Hidden Power
 - Description: Will fly off the screen then come back with many other Unown and they travel across the screen in a random direction for a short while.

- Rarity: Common
- #003 Venusaur
 - Move/Ability: Earthquake
 - Description: Will stomp on the ground damaging nearby opponents in a fair area around him.
 - Rarity: Common
- #110 Weezing
 - Move/Ability: Poison Gas
 - Description: Releases a poisonous gas damaging whoever touches it.
 - Rarity: Common
- #202 Wobbuffet
 - Move/Ability: Counter
 - Description: Acts like a punching bag. If you touch it, it will bounce back and forth damaging you. It hurts whom released it as well.
 - Rarity: Common
- #145 Zapdos
 - Move/Ability: Thunder Shock
 - Description: Shocks anyone nearby for a couple of seconds.
 - Rarity: Rare

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 2.2 Pok^驚on Rumors
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Apparently, Ditto was supposed to be in the game but was taken out due to unknown reasons. I suppose it would take up too much memory. Read the description below:

- #132 Ditto
 - Move/Ability: Transform
 - Description: Transforms into who released it and joins up with him/her for a while.
 - Rarity: Unknown

I would be guessing that this would act like Nana acts to Popo, it would just imitate whatever you do... I wonder if you can have Ditto transform into BOTH Ice Climbers. Imaging 16 Ice Climbers on the same screen! If it transformed into 1, it would be 12 total. For this I believe Ditto was taken out. This might also prove that Super Smash Bros. Melee doesn't have much free space, and that the majority of the space was taken up to make one of best games for the GameCube!

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 2.3 Secret Pok^驚on
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There are only 2 "secret" pok^驚on that really need unlocking.

- #151 Mew
 - Unlock all secret characters. Chances are 1:251 that Mew will appear after this.
- #251 Celebi
 - Unlock all secrets. Chances are 1:251 that Celebi will appear after this.

I've gotten "all the secrets" but I don't know EXACTLY what they are so I can't comment much on the secrets you need. I would probably guess getting all the characters, stages, sound test and score display.

It took me a while after I got all the characters to see Mew, and I didn't really see him, it just said that after I was in Training mode, but after that, he appeared much more so I believe that once you see Mew or Celebi once, you will see them more often.

Once I got score display, I played a Camera Mode with me as the camera and 3 level 9 computers and after a bit I pressed pause for the heck of it and I noticed Celebi just coming out of a pok鬃all (still in the light). I unpaused and quickly took a picture. Just another great picture to my album.

Another thing sent in was the event "Legendary Pok鬃on" event. In this case, there are only legendary pok鬃on and a Wobbuffet, meaning that Mew or Celebi MIGHT be one of these guys. If this is the case, the chances might be doubled for seeing them (2:251). Please keep in mind this is UNCONFIRMED!

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2.4      Goldeen
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This pok鬃on has eluded even the smartest Smash Bros. Melee players. Most people see Goldeen as a useless pok鬃on that does nothing but flop around. It does however, have a 1-hit KO. How this is done seems pretty hard to figure out so I made this section to list all the POSSIBLE ways it works. E-mail me so I can post some other ways as well.

- Goldeen flops off from a platform above to the platform below, killing whomever is below it where it lands
- Goldeen KO's whoever touches it when they're both in some water
- Goldeen KO's whoever is in a close enough range right when it comes out of the pok鬃all

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3.0      Tips & Tricks
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This sections should help your "Pok鬃all Skills" in the game. Pok鬃alls are very powerful items and can get almost anyone out of a tight spot. Here are some things to remember:

- Spread Out
When you're in control and have a lot of pok鬃alls, spread them apart. This way, opponents can't retreat to another part of the level to get away.
- #1 Priority
Try and get pok鬃alls first. Almost nothing else beats getting a good pok鬃on like the legendary ones except for maybe a hammer in a small arena but anyone can jump/fly away from that and there's a 30% chance that it may be broken.
- Popup In The Face
When you have an opponent in close enough range, pop the pok鬃all at him. Not only will you damage him slightly, the pok鬃on will pop open right in the face, narrowing down the chances of escape.
- Shielding
As you know, once you toss a pok鬃all the pok鬃on is "yours" and won't damage you, with the exception of Wobbuffet and the rogue Electrode. In this strategy, simply stand by, underneath, or "in" the pok鬃on released. Foolish AI controlled characters will still come after you and get quite a pok鬃eating, and even if they don't, it could promise you a safe haven. Also, to be a bit more devious, try throwing projectiles while in your pok鬃shield. This strategy is

- Like-like
- Octorok
- ReDead
- Topi

I'm sure there's more but that's the list so far. If you have any information on anymore please refer to section 4.1 for information on contacting me. You will receive full credit unless someone else tells me first or I see it.

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 3.3 FAQ
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Please read the whole FAQ before you send in questions because chances are it's in there. This also allows for quick reading if you don't want to look through the whole guide. I would just post common questions.

Q: Help! My whole screen turned black for a few moments!!! What happened!? Was this from a pok~~on~~on!?

A: Relax, this is one of Togepi's attacks called NightShade

Q: I leave my game on all night to get the Celebi bonus but I didn't get it! Do you know how?

A: Indeed I do. Get ALL the secrets to get a 1:251 chance of seeing it (section 2.3)

Q: Why can't I see Mew? Everyone else can see him!

A: You need to get all the characters to see him (again, section 2.3).

Q: What does Goldeen do?

A: Nothing. Unless you count flopping around and distracting your opponent or making your opponents laugh at you that you take advantage.

UPDATE: There are lots of people that claim it can do a 1 hit KO but I haven't experienced this wonder, as I am testing this theory at the moment.

Q: In Goldeen's trophy, it says that Goldeen sometimes does an instant KO move. I've heard that Goldeen sometimes does this in the game. Is it true and if it is, what are the chances?

A: Well unless it's a super low chance that no one ever saw it do it, it's not true.

UPDATE: There are some people that claim to have seen it. I am trying to find out the condition for it to work.

Q: Why is Goldeen IN the game!? It's so stupid!!!

A: Quite possibly to make the pok~~all~~all have a negative point towards it.

UPDATE: As with the others questions, it might have the 1 hit KO.

Q: Is Goldeen...

A: ENOUGH GOLDEEN QUESTIONS!

Q: I finally saw Articuno but it didn't freeze my opponents! So are you... WRONG?

A: Don't get your hopes up! Anyway, Articuno must be near the opponent to freeze them.

Q: I once threw a pok~~all~~all and nothing came out... help?

A: There's a very little chance that that might happen but it does happen.

Q: I see Mew much more than a 1:251 chance! Am I just very lucky?

A: I'm guessing that once you see a certain pokémon, the chances of seeing that same pokémon increases.

Q: Can you list the pokémon that come out of the Pokéon level?

A: Wrong game buddy. You're a few years and a system generation too late!

Q: Is it just me or did a ReDead just come out of the pokéall!?

A: Sometimes monsters come out. See section 3.2 for more details.

Q: What chances are there of seeing Mew or Celebi?

A: 1:251 AFTER you unlock them.

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 4.0      Credits
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This section is dedicated to all who have helped make this guide what it is today. If I have somehow managed to miss you just contact me (check out section 4.1 if you need the contact info) and I'll make sure to add you.

- GameFAQS - Posting the guide + making a great site.
- NP Guide: - Chances of getting Mew and Celebi & some names of moves/abilities
- Mike B. - More proper names of some moves/abilities
- pokimon86 - Proper move name for Moltres
- Hamster Guy - "Shielding" trick, Suicune move name correction
- me frog - Some corrections
- CodeHunter64 - Zapdos's attack name
- Bob - Sightings of Goldeen's 1 hit KO
- SSBM Man - Proper move names for some pokémon
- Danny Tashjian - Slight correction in the techniques sections
- RockMFR - Quite a few corrections
- GTM - Chansey's move correction
- TheChanseyDude - Suggestion for the level descriptions
- Jeffrey M. - KO'ing pokémon trick + Mew and Celebi in the pokémon event
- SecretVegetaUser - "Helping Your Pokéon" trick
- Damien819 - "Take Control" trick
- Max M. - Intercepting tip for one of the techniques.

MrSaturn199X - Like-like and Party Ball additions to "Monster Pok鬻all" section plus a slight spelling mistake.

If you do not see your name here and you e-mailed me about something, chances are that someone else told me the same thing or I had already fixed it myself. I will post whoever sent in the e-mail first. Also the posted version might be an old one where as the version I'm working on has your name on it.

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4.1 Contact Information
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Did I miss anything? Are there any spelling/grammar mistakes? Do you just want to send in a comment or complaint? Just contact me, Basel Sabbagh, at one of the following:

- E-mail
sk9volt@hotmail.com
- GameFAQS Message Boards
Username: Diablo Defender

Also please include a name for me to use on the credits because if I don't find a name, I will simply use your name in the "From" area or the first part of your e-mail.

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4.2 Version History
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Here you can find the version number, the date that version was made, and what was done on that version. Regular updates means just normal stuff like spelling corrections, grammar, very minor changes and stuff like that not really worth mentioning.

| | | |
|----------|-------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 07/12/01 | Version 0.1 | Guide made: All beginning sections done. |
| 27/12/01 | Version 0.2 | Move/Abilities redone for some pok鬻on. Added "Pok鬻on Rumors", "Tips & Tricks" and "Secret Pok鬻on" sections. |
| 28/12/01 | Version 0.3 | Updated names for moves/abilities along with some minor guide corrections. Added the sections "FAQ" and "Guide Info". Added a "Rarity" rating in the renamed "Pok鬻on Abilities + Rarity" |
| 29/12/01 | Version 0.4 | Some corrections. |
| 30/12/01 | Version 0.5 | Zapdos's move name + Goldeen's 1 hit KO possibilities. |
| 01/01/02 | Version 0.6 | New section "What's Coming" and "Guide Info" update. Also new website allowed to host guide. |
| 02/01/02 | Version 0.7 | Regular guide updates. |
| 03/01/02 | Version 0.8 | Regular guide updates + "Monster Pok鬻alls" section added. |
| 05/01/02 | Version 0.9 | Another website to host guide and some regular updates. |
| 07/01/02 | Version 1.0 | Some additions to "Tips & Tricks" and some regular updates. |
| 10/01/02 | Version 1.1 | Regular updates including "Tips & Tricks" additions, "FAQ" & "Monster Pok鬻alls" were switched around, & New "Goldeen" section. |
| 11/01/02 | Version 1.2 | Tons and I mean TONS of spelling/grammar mistakes. I couldn't believe how much there were but there |

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Last Updated: Jan. 19, 2002 - 13:34:09

All the information below is from Microsoft Word's Word Count.

All info below the line represents everything OUTSIDE THE BORDERING LINES.

Version: 1.6

Total Version #: 16

Sections: 4

Sub-Sections: 17

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Characters (no spaces): 20 975

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End Of Document

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