# Super Smash Bros Melee Pokemon Character FAQ

by sk9volt

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Super Smash Brothers Melee
Nintendo GameCube

Pok駕on Guide Version 1.6

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Written By:
Basel Sabbagh
sk9volt@hotmail.com

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1.0 Introduction

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

pok駕on and pok駑on trainers by teaching them special moves and raising their stats in battles.

In Super Smash Bros. for the N64, the pok駕on were used as an item, and when thrown release a random pok駕on from a relatively small selection of pok駕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駕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駕on and some pok駕on can do a random move, so anything might pop up! Now enough talk and more pok駕on!

1.1 What's Coming

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駕on Event Testing to see if they're in there.
- A Best Friend

Who's the best pok駑on to get for some certain characters and which pok駑on work the best together.

- Pok**颱**vents

Some basic help on events that have to do with pok駕on.

- Playable Pok駑on Descriptions:

A basic rundown of playable Pok駕on

- Power Charts

Personal chart of what I think are the best pok駕on.

- Pok餃evels

Full descriptions of both pok駕on levels.

- Damage Meter

Tells how much damage the attack does.

This section will take you through the list of pokion alone. This was designed for easy viewing. If you would like to see the pokion along with their abilities, please check out section 2.1 of this guide. The Pokion 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

- #183 Marill
- #151 Mew
- #146 Moltres
- #233 Porygon2
- #243 Raikou
- #212 Scizor
- #143 Snorlax
- #121 Staryu
- #245 Suicune
- #175 Togepi
- #201 Unown
- #003 Venusaur
- #110 Weezing
- #202 Wobbuffet
- #145 Zapdos

This is the list of pok%on that I have yet to see so if they aren't in the game, please don't e-mail me about it. I will eventually see them, and if I don't, I will remove them until I do or see proof that they are in.

- #132 Ditto (Refer to section 2.2)

Ditto was quite possibly taken out. See why in section 2.2.

This section lists all the pokkon and what they do. If you're having trouble finding a certain pokkon because of all the abilities and descriptions, check out section 2.0 for the list of pokkon alone, then come back here once you know the order. This is sorted alphabetically as well.

Note: All pok駕on do not damage whomever released them unless otherwise stated. If enemies touch the pok駕on directly, they will get damaged.

- #144 Articuno

Move/Ability: Blizzard

Description: Freezes any enemies nearby.

Rarity: Rare

- #182 Bellossom

Move/Ability: Sleep Powder

Description: Anyone who touches it will go to sleep.

Rarity: Common

- #009 Blastoise

Move/Ability: Hydro Pump

Description: Shoots out water that travels across the screen after a brief pause to get out his guns. He will move backwards from the pressure of his Hydro Pump

so he will fall off the stage if he's near an edge.

Rarity: Common

- #251 Celebi

Move/Ability: ???

Description: Just flies off like Mew. It gives you a "Celebi

Catcher" bonus and a trophy. Needs to be

unlocked (section 2.3).

Rarity: Ultra Rare (1:251)

- #113 Chansey

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 pokition 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: Thundershock

Description: Shocks anyone nearby for a couple of seconds.

Rarity: Rare

# 

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!

## 

There are only 2 "secret" pok駕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 pokyall (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 Pokkon" event. In this case, there are only legendary pokkon 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!

This pok駕on has eluded even the smartest Smash Bros. Melee players. Most people see Goldeen as a useless pok駕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饕all

3.0 Tips & Tricks

This sections should help your "Pok&all Skills" in the game. Pok&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 pokkalls, spread them apart. This way, opponents can't retreat to another part of the level to get away.

- #1 Priority

Try and get pok饕alls first. Almost nothing else beats getting a good pok駕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饕all at him. Not only will you damage him slightly, the pok駑on will pop open right in the face, narrowing down the chances of escape.

- Shielding

As you know, once you toss a pok饕all the pok駕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駕on released. Foolish AI controlled characters will still come after you and get quite a pok饕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駸hield. This strategy is

rather hard to do when you have pok駕on like Marill and Staryu, where the pok駕on run around, but if you really wanted to, you could run beside them (although I really wouldn't recommend it.)

- KO A Pok駑on

If you try hard enough, you will be able to KO a powerful pok駕on using a powerful move. Some like Chansey are KO'ed easily but ones like the legendary pok駕on are harder than others.

- Help Your Pok驚on

If your pok駕on landed somewhere else and you got, let's say Ho-oh, it might completely miss your opponent. In this case, THROW or HIT your opponent towards the attack. This way, you can make sure that your pok駕on hit.

- Take Control

If you are using Fox or Falco, and you anticipate your opponent throwing the pok饕all right at you, put up your deflection shield (down-B). If the pok饕all hits you and gets deflected successfully, the pok驚on is now YOURS! You can also try using a power shield to take control. You do this by putting up your shield RIGHT WHEN THE BALL HITS YOU. This can be done by anyone.

- The Catcher's Glove

This is a difficult thing to do, but anyone can do it. Press A right when someone throws the pok饕all at you. If done right, you will catch the ball to use for your own. You can also try rapidly tapping A if you wish.

- Mid-air Grab

If there is a pok all above you, jump up and press Z in mid-air to grab it. This saves A LOT OF TIME than having to land, stand next to it and press A. You can also intercept the computers upwards throw.

If you have any more, be sure to e-mail me (section 4.1) be and I'll be sure to add your name to the credits.

## 

The selection is completely random, although the rare ones like Zapdos, Articuno, Moltres, Raikou, Entei and Suicune tend to come out less often as the others. Ho-oh and Lugia tend to come out at the same odds and are more rare than the legendary birds and dogs. This is no surprise as most of the rare ones are very powerful and it doesn't seem right to them popup every now and then. Check out section 2.3 for the randomness of the secret pok駕on.

# 

A lot of people have e-mailed me about this so I'll make a very small section about it:

Occurring at random times, pokealls will release a monster from Adventure Mode such as ReDeads or Goombas. Most of the time, they will come out of a crate/barrel/partyball but on occasion they come out of a pokeall. I've named this a Monster Pokeall because that's what it basically is, a monster in a pokeall.

I never got a Monster Pok all before but I know they're out there. I have however seen them come out of crates. This is the current list of monsters that I have seen or that have been sent in:

- 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.

3.3 FAQ

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駕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 pokiall 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饕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 pok駕on, the chances of seeing that same pok駕on increases.
- Q: Can you list the pokison that come out of the Pokison 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 pok饕all!?
- 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.

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 pok駕on

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 pok駑on trick + Mew and Celebi in the pok駑on

event

SecretVegetaUser - "Helping Your Pok駑on" trick

Damien819 - "Take Control" trick

Max M. - Intercepting tip for one of the techniques.

MrSaturn199X - Like-like and Party Ball additions to "Monster Pok&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.

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.

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駕on. Added
		"Pok駕on Rumors", "Tips & Tricks" and
		"Secret Pok駑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駕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饕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饕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

		"Monster Pok饕all" section and a "Guide Info"
		update.
12/01/02	Version 1.3	Version 1.2 turned out really messed up on GameFAQs
		so I'm sending in V1.3 without any changes to see if
		it comes up right first.
13/01/02	Version 1.4	Some additions and regular updates.
16/01/02	Version 1.5	Regular updates + I fixed the alingment of all the
		sentences (max of 79 characters per line met).
19/01/02	Version 1.6	Regular updates andd a "Guide Info" update (along
		with a new "Size" addition to it).

should be very little left. A few additions to the

72001-2002

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https://www.neoseeker.com/
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If you see any other site with this information (some of them are original so don't immediately think it's mine and mine alone), please contact me (refer to section 4.1) and tell me where you saw it and what it contains that I have made.

I'm not a Pok駕on fan but a very big Super Smash Bro. Melee fan. I own the game and the system and am also a big GameCube fan. I decided to write this guide because I think that the pok饕alls in this game are a very powerful tool and because of the uniqueness of the pok駕on. There aren't any guides on this kind of stuff in the game so I decided to make one. It's also because I have seen many posts on message boards asking for what pok駕on come out in the game and no one that I know of has been really able to answer that.

I know a fair amount on pokkion but I am not perfect, so if you see anything that I missed or you know a proper move name or description, please contact me (refer to section 3.1) and explain it to me if possible.

I've played all pok駕on games and beat all of them except for Pok駑on Pinball and Pok駕on Crystal (99% done). I've played Pok駕on Stadium for a bit with my friend on his game and I was pretty good too but no Pok駕on Stadium 2.

In Super Smash Bros. Melee, I have most of the secrets including all the characters, stages, events and 287 trophies. I have lots of bonuses but not all. I had the game the day it came out, December 5th, 2001.

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All info below the line represents everything OUTSIDE THE BORDERING LINES.
Version: 1.6
 Total Version #: 16
Sections: 4
 Sub-Sections: 17
Lines: 722
Words: 4 328
 Characters (no spaces): 20 975
 Characters + Spaces: 29 895
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