

# Pokkén Tournament

1 Important Information

## Basic Information

2 Supported Controllers

3 amiibo

4 Internet Enhancements

5 Parental Controls

## Introduction

6 About the Game

7 Getting Started

8 Saving and Deleting Data

9 World Map

10 Beginning Battle

## How to Play

11 Controls

12 Pokémon Moves

13 Battle Screen

14 Battle Rules

15 Pause Menu

## Battle System

16 2 Phase Battles

17 Attack Triangle

18 Synergy Burst

19 Support Pokémon

20 Nia's Cheers

21 Skill Level

## Mode Types

22 My Town

23 Ferrum League

24 Online Battle

25 Single Battle

26 Local Battle

27 Practice

## About the Pokémon

28 Battle Pokémon (1)

29 Battle Pokémon (2)

30 Battle Pokémon (3)

31 Support Pokémon (1)

32 Support Pokémon (2)

## About This Product

33 Legal Notices


## Troubleshooting

34 Support Information

# 1

## Important Information

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.

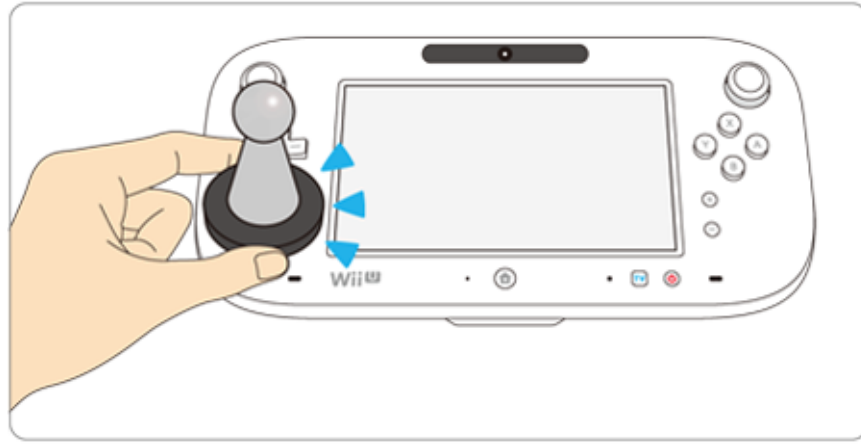


- ◆ Each player must have a controller to play in multiplayer mode.
- ◆ Only one Wii U GamePad controller can be used.
- ◆ A Wii Remote™ Plus controller can be used instead of a Wii Remote controller.
- ◆ You can use a Classic Controller™ instead of a Classic Controller Pro™.

### 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.





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](http://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.





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

The Ferrum region is home to Synergy Stones: mysterious stones that bind humans and Pokémon 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 Pokémon partner, because the race to prove who stands proud as the pinnacle of Ferrum Battles begins now!



## 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  $\rightarrow$  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

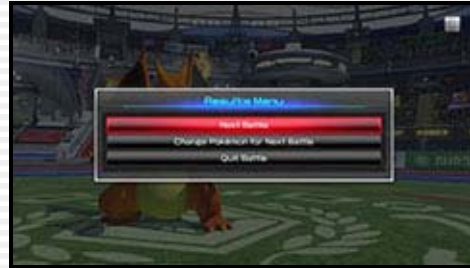
Choose one Pokémon to be your partner in battle. Partner Pokémon will participate in the Ferrum League  23 .






## 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.**



## 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  $\otimes$  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  $\otimes$  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  that will aid you in battle.




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



### Choosing a Stage

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



Pokkén Tournament supports five different types of controllers , 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

(X) + (A)

Activate Synergy Burst

(L) + (R)

Burst Attack

(L) + (R) (while Synergy Burst is active)

View Pause Menu

(+)

### Free Training Controls

You can reset the positions of the Pokémon during Free Training. When positions are reset, the battling Pokémon 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

(+) / (C)

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	Ⓔ
Jump	Ⓑ
Call a Support Pokémon	②
Block	①
Grab attack	Ⓐ + Ⓑ
Counter attack	Ⓒ + Ⓔ
Activate Synergy Burst	① + ②
Burst Attack	① + ② (during Synergy Burst)
View Pause Menu	⊕



## Move / Dash step

Use  $\oplus$  to move your Battle Pokémon. Double-tap up, down, left, or right to dash step in that direction. In Duel Phase  $\rightarrow$  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  $\oplus$  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  $\rightarrow$  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

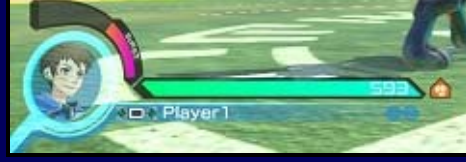
Only rounds won will be lit.

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.





## 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  to use in the next round and, if certain circumstances have been met, Nia's Cheer  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  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 ⊕ 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.



## 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.




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!



### 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  $\oplus$  to move toward the opponent and  $\ominus$  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  $\oplus$  and moves away by pressing  $\ominus$ . By pressing  $\oplus$  or  $\ominus$  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

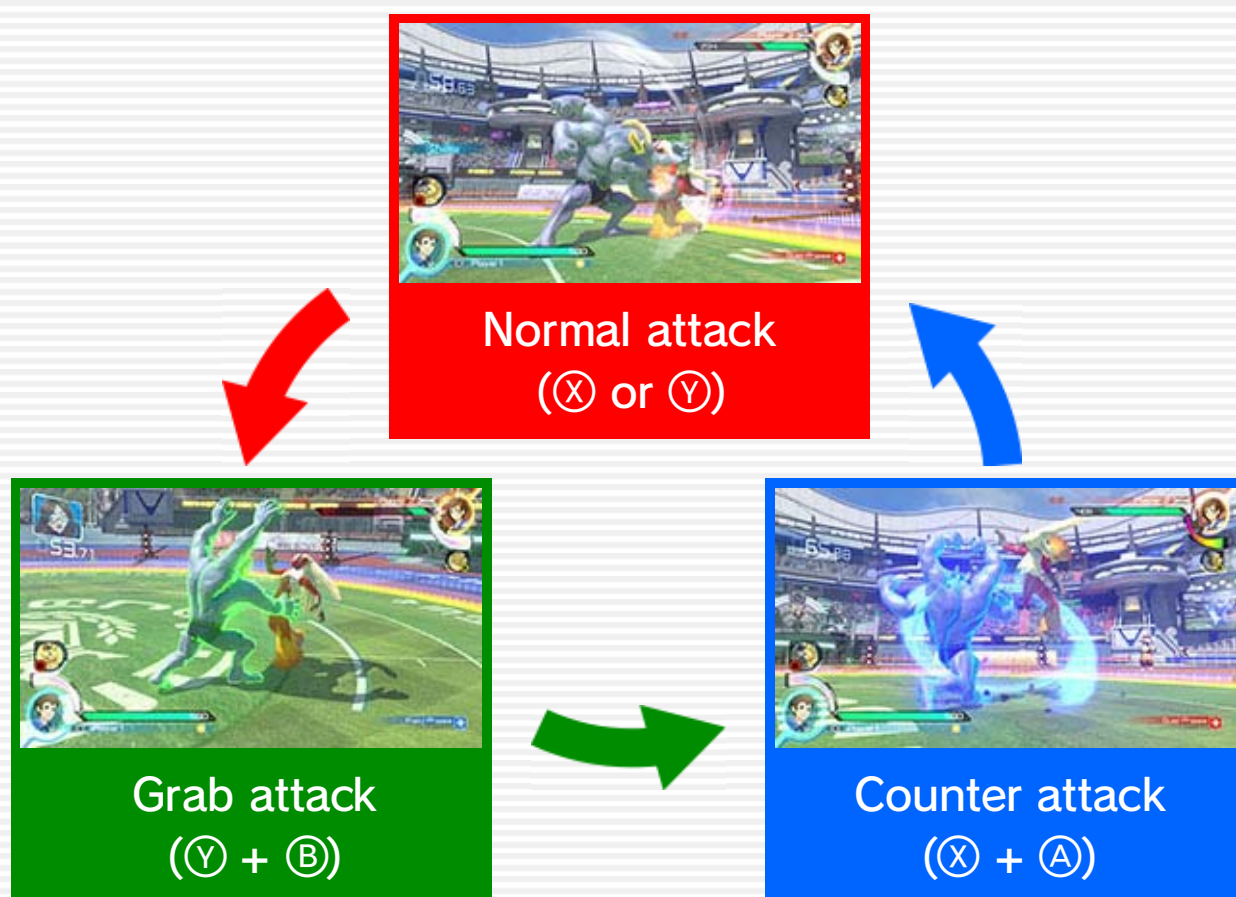
Press  to assume a low stance and lay waste to your opponent with quick, long-reaching, downward-facing strikes.





## 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)

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



## Grab Attack (Y + 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.





## 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

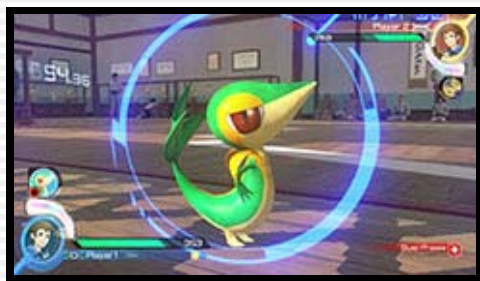


can cause massive damage to an opponent. Burst Attacks differ depending on the Pokémon.



## Call Support Pokémon

The Support Gauge will fill as the battle progresses. When it's full, press  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 Pokémon

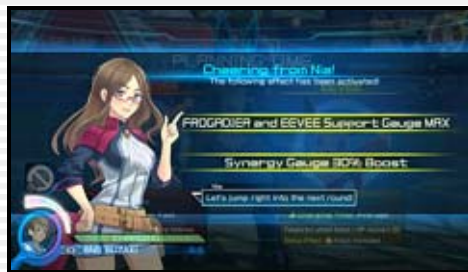
Support sets are chosen before the battle begins. You can choose which Support Pokémon you'd like to use for the next battle during planning time



← 14 → between rounds.

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 .







## 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.

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,

**+**/**+** to select which button you want to set, and then **+**/**+** to set which move you want the button to correspond to.



## ◆ Sound Settings

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  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.



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.

Rank	Wins	Player Name	Rank ID
1	233	PLAYER 01	RNK.001
2	196	PLAYER 02	RNK.002
3	173	PLAYER 03	RNK.003
4	166	PLAYER 04	RNK.004
5	159	PLAYER 05	RNK.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 Pokémon.



First you'll choose either Basic Battle or Extra Battle, and then you'll select your own and your opponent's Pokémon 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  $\infty$ , 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.

### ◆ Special Items

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.

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 , you'll choose either Basic Battle or Extra Battle and then choose your Battle Pokémon, 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.



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 ⊖ 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.



Here you can find recommended moves and Pokémon moves for each Pokémon. For more detailed information, check out the Move List  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	Ⓐ (hold to charge)
N	Bone Rush -> Upward Swing Follow-up	⊕ forward + Ⓐ, Ⓐ
N	Force Palm	⊕ backward + Ⓐ (hold to charge)
C	Extreme Speed	⊕ up + Ⓐ (Duel Phase only)

### Recommended Moves

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

## Pikachu

### Battle Style

STANDARD



## Burst Attack: Volt Shock Fist

### Recommended Pokémon Moves

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

### Recommended Moves

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

## Machop

### Battle Style



## Burst Attack: Dynamic Fury

### Recommended Pokémon Moves

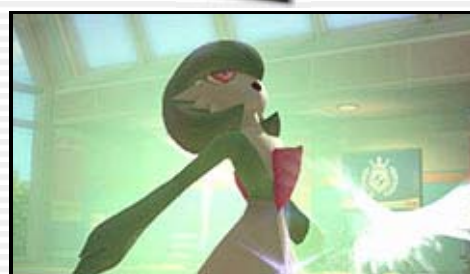
-	Bulk Up	Ⓐ (enhances Machamp)
N	Cross Chop	Ⓐ (while enhanced)
G	Submission	⊕ forward + Ⓐ (cancel with Ⓔ or Ⓑ)
N	Close Combat	⊕ down + Ⓐ (Duel Phase only)

### Recommended Moves

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

## Gardevoir

### Battle Style



## Burst Attack: Fairy Tempest

### Recommended Pokémon Moves

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

### Recommended Moves

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

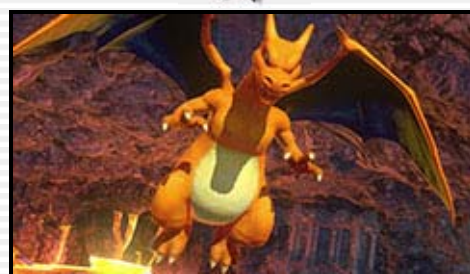
N	Aurora Beam	Ⓐ
N	Hydro Pump	⊕ forward + Ⓐ (change trajectory with ⊕ diagonally forward)
C	Mirror Coat	⊕ backward + Ⓐ
N	Blizzard	Ⓐ midair

### Recommended Moves

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

## Charizard

### Battle Style



## Burst Attack: Searing Blaze

### Recommended Pokémon Moves

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

### Recommended Moves

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

## Gengar

### Battle Style





## Burst Attack: Shadow Drop

### Recommended Pokémon Moves

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

### Recommended Moves

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

## Blaziken

### Battle Style

STANDARD



## Burst Attack: Gatling Flame Kicks

### Recommended Pokémon Moves

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

### Recommended Moves

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

Here you can find recommended moves and Pokémon moves for each Pokémon. For more detailed information, check out the Move List  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	Ⓐ, Ⓐ
C	Leaf Blade	⊕ forward + Ⓐ
N	Leech Seed	Ⓐ midair
G	Giga Drain	⊕ down + Ⓐ (Duel Phase only)

### Recommended Moves

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

## Chandelure

Battle Style



## Burst Attack: Final Flicker

### Recommended Pokémon Moves

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

### Recommended Moves

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

## Garchomp

### Battle Style



## Burst Attack: Outrage Smasher

### Recommended Pokémon Moves

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

### Recommended Moves

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

Braixen

## Battle Style

STANDARD



## Burst Attack: Psyfirecracker

### Recommended Pokémon Moves

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

### Recommended Moves

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



## Emolga &amp; 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 &amp; 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 &amp; Electrode



Farfetch'd

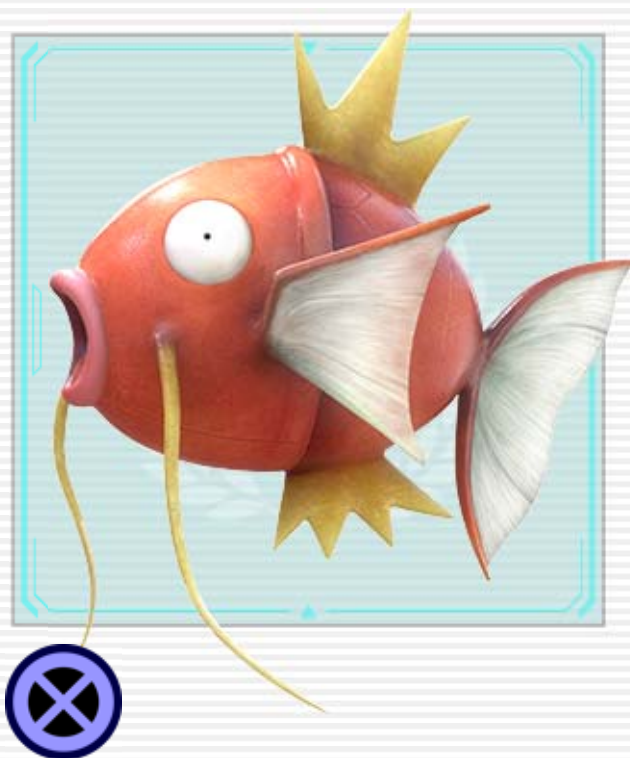
Attack: Fury Cutter  
Charging time: Average  
Performs a flurry of attacks toward the opponent.



Electrode

Disrupt: Explosion  
Charging time: Average  
Blocks an opponent's attack and then performs a counter attack.

## Pachirisu &amp; 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.

### IMPORTANT

This game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo product warranty. Copying and/or distribution of any Nintendo game is illegal and is strictly prohibited by intellectual property laws.

Unauthorized copying or distribution is prohibited. This product contains technical protection measures. Your Wii U system and this software are not designed for use with any unauthorized device or any non-licensed accessory. Such use may be illegal, voids any warranty, and is a breach of your obligations under the End User License Agreement. Further, use of an unauthorized device or software, will render this game or your Wii U system permanently unplayable and result in removal of unauthorized content. Nintendo (as well as any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of such device or non-licensed accessory. A system update may be required to play this game.

©2016 Pokémon.

©1995-2016 Nintendo/Creatures Inc./GAME FREAK inc.

©2016 BANDAI NAMCO Entertainment Inc.

Trademarks are property of their respective owners.  
Wii U is a trademark of Nintendo.

■PicoJSON

Copyright 2009-2010 Cybozu Labs, Inc.

Copyright 2011-2014 Kazuho Oku

All rights reserved.

Redistribution and use in source and binary forms,  
with or without

modification, are permitted provided that the following conditions are met:

1. Redistributions of source code must retain the above copyright notice,  
this list of conditions and the following disclaimer.
2. Redistributions in binary form must reproduce the above copyright notice,  
this list of conditions and the following disclaimer in the documentation  
and/or other materials provided with the distribution.

THIS SOFTWARE IS PROVIDED BY THE COPYRIGHT HOLDERS AND CONTRIBUTORS "AS IS"

AND ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE DISCLAIMED. IN NO EVENT SHALL THE COPYRIGHT HOLDER OR CONTRIBUTORS BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE, DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.

Copyright 1994-2015 Lua.org, PUC-Rio.

■ LuaJIT -- a Just-In-Time Compiler for Lua. <http://luajit.org/>

Copyright (C) 2005-2015 Mike Pall. All rights reserved.

■ expat

Copyright (c) 1998, 1999, 2000 Thai Open Source Software Center Ltd and Clark Cooper

Copyright (c) 2001, 2002, 2003, 2004, 2005, 2006 Expat maintainers.

Permission is hereby granted, free of charge, to any person obtaining a copy of this software and associated documentation files (the "Software"), to deal in the Software without restriction, including without limitation the rights to use, copy, modify, merge, publish, distribute, sublicense, and/or sell copies of the Software, and to permit persons to whom the Software is furnished to do so, subject to the following conditions:

The above copyright notice and this permission notice shall be included in all copies or substantial portions of the Software.

THE SOFTWARE IS PROVIDED "AS IS", WITHOUT WARRANTY OF ANY KIND, EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO THE WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT. IN NO EVENT SHALL THE AUTHORS OR COPYRIGHT HOLDERS BE LIABLE FOR ANY CLAIM, DAMAGES OR OTHER LIABILITY, WHETHER IN AN ACTION OF

CONTRACT, TORT OR OTHERWISE, ARISING  
FROM,  
OUT OF OR IN CONNECTION WITH THE  
SOFTWARE OR THE USE OR OTHER DEALINGS IN  
THE SOFTWARE.

Nintendo Customer Service  
SUPPORT.NINTENDO.COM

USA/Canada:  
1-800-255-3700

Latin America/Caribbean:  
(001) 425-558-7078