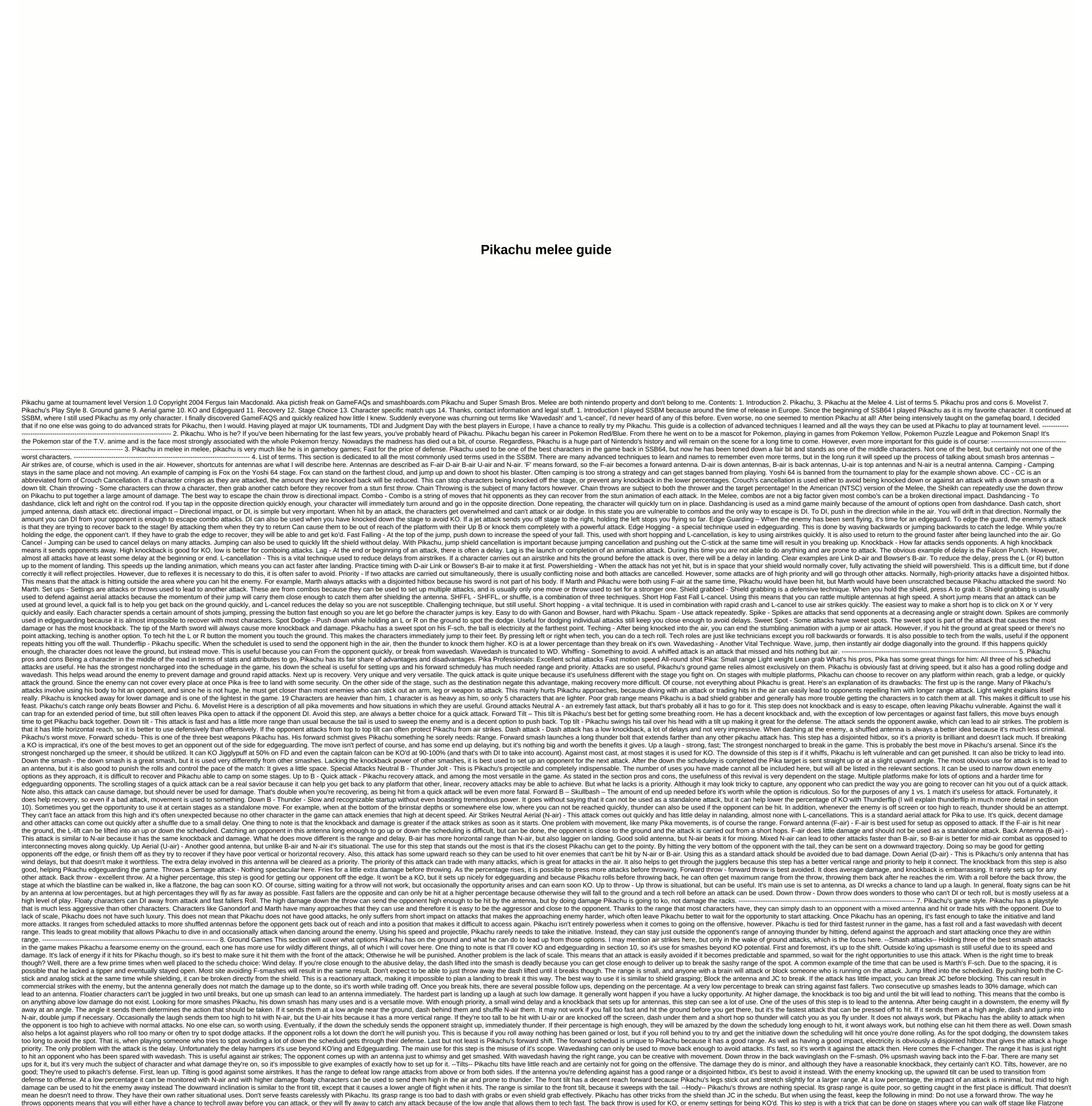
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or Sponge Kingdom. Pikachu rolls backwards as he fits the sense that he can play near the edge and wait for the opponent to achieve moderate damage before just rolling back and chucking them away. This is more pronounced with Pikachu that other characters because of a good knockback and start up roll feast. This is very simple on Flatzone especially since it is so small. The next use for this step is set for KO. As Pikachu rolls before it throws, he may end up rolling back to the very edge of the stage before sending an opponent off the edge. This allows Pikachu to maximize the distance he gets on the back throw by being able to reach the very edge before throwing, even if he grabs slightly from the edge. Up throw leads to N-airs against fast fallers in the middle to high damage and low damage floaty characters. In the middle of the damage against fast fallers Pikachu can also chain throw with up throw will mean more damage. The down throw will mean any attack attempted from down the throw will be a whiff and

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quick fallers will hit the ground and tech roll before you can hit them. With high damage, characters that are not floating can be caught with an antenna after a down throw, but high damage is more important to go for a KO than to seek greater racking damage. -----
                                                                                                                                                                                                                                                                                                                              ---- 9. Air game In this section I'll look
as Pikachu attacks in the air and what can lead to air strikes. As well as mentioning the use and subsequent ups for antennas, this section will cover approaches as Pikachu finds it much easier to successfully access the enemy from the air because it gets too easy to resetate on the ground. --Approaching-- Normally Pikachu is run over in attack and
therefore can not dive into the opponent; Pikachu will be within their reach before the opponent can respond. Even if you do, you will at least trade attacks. Normally Pikachu can sit outside the enemy range jumping and shooting
thunder impact, but against characters with good projectiles such as Fox, Falco, Link and Samus, Pikachu must take the initiative or get over whelmed excellent projectiles. Approaches with good projectiles such as Fox, Falco, Link and Samus, Pikachu must take the initiative or get over whelmed excellent projectiles. Approaches with Pikachu are difficult due to its lack of scale. Once he does land an attack and get within reach, landing more attacks becomes much easier. If your opponent is on the
ground and far away, dash and immediately short hop and use thunder impact. The impact of thunder should arrive on the ground right in front of you, at which point you can shuffle N-air or D-air. This is effective because all characters have to deal with thunder impact. They only have to shield or jump, but it stops them attacking in and out of your approach.
If your opponent is on the ground but not too far away, it is possible to fully jump and start thunder impact as you drop with D-air. If they don't attack with a disjoic hitbox like Marth's top tilt, they will have overwhelmed the thunder of impact long enough to be hit by Pikachu. As always, thunder jolt is just something to bother and make approaching easier. When
approaching with an antenna and thunder impact, the most common counter from an opponent is to protect the impact then shield to catch you on landing. To work around this issue, make sure that you always dash into the jump. If you have enough momentum when using N-air, you will glide directly through the shield and land on the other side, now
impossible to catch. From there it is possible to break, catch or escape. The downstem works well on weak shields (which should be after receiving thunder impact and aerial attack in quick succession) or if they stop shielding completely. Mane can also work because you are so close, but often running away is a good option, especially if Pikachu is on high
damage and is likely to ko'd if they can punish any mistakes. However, always going on the offensive is a bad idea as you will be predictable. Don't always go for approaches, whether they come to you or fake them by jumping on the approach, but quickly falling to the ground from their range. If you're over using approaches and tactics, they become
predictable and much easier to deal with. air opponents-- This part is for when both fighters are in the air. Pikachu is likely to lose the scope of the battle, but will oust it with priority. His aerial game is not brilliant for a stunning enemy in power, but attacks are certainly quick and can chain up other things like grabs and smashes. When both fighter jets are close
to the ground, F-air can be used to approach. F-air has good priority and small range as Pikachu stretches horizontally to drag the enemy to the ground to down or up to smash. N-air can also be used here because it's so fast to come out and has a high priority. It's safer than chaining the F-air into a schedule, but leaves less room for a subsequent attack.
When both fighters are too high for F-air to pull down, D-air is the best bet for attack because it has sufficient priority of a second attack. Sometimes B-air is a better choice that D-air though; B-air has no delay in taking off D-air and with a slightly more horizontal range.
Pikachu has two different options when under the opponent. If they are above you in the air but can be reached by jumping, Pikachu can jump into U-air. Spikes someone to the ground, they immediately fire out a thunder bump and run with a scrambled antenna or a scheduling attack. Put
on the pressure and it's hard for them to rise up. Thunder jolt alone means that many options make them shocked; Tech, tech undo, flubbing tech and not moving right away. Sometimes, however, the opponent is too high to be achieved at all. That's when Pikachu can perform a trick, which is usually unexpected because no other character can attack while
they are so high in the air. It's thunder, of course. Thunder is a slow attack and too hard to hit on the ground, but using short hops it is possible to strike an opponent when they can't attack you, and it's always worth attacking when there's no fear of a counterattack. Against floaty figures, this technique does wonders because they are generally slow to drift left
or right and thunder sends them high enough to be sensitive to more thunder. To pull it off with success, dash over the enemy when they are knocked high in the air, a short hop from dashes and thunder. This way thunder will not hit Pikachu, so he wont suffer huge delays. The only problem is learning time thunder, but it becomes easier with practice. It's
always worth trying to land thunder when they're high. It's a free shot at further damage. Beware of spotlights though. Fox and Falco can reflect thunder back down on Pikachu, and Mario and Doc can cape thunder! --Mixed antennas-- Mixed antennas-- Mixed antennas-- Mixed antennas been mentioned in the list of terms, but I must stress that this is important. Short it is difficult
with Pikachu, but with practice it becomes much easier to use in battle. Learning to make a short hop then quickly fall on top of a jump while using an antenna that must be L-lifted is tricky, but becomes an instinct once it's been done enough. The reason it's so important for Pikachu is that it's so fast that it's one of the best ways for Pikachu to attack without
fear of being outrange. You have to react quickly completely to stop the dashing short hopping into the fast-fallen N-air. Although it wont look particularly impressive at first, for too much effort, it is absolutely essential to be able to pull it off easily and smoothly for a high level of play. It's very tricky if you have to learn short hopping with Pikachu and a lot of his
advanced play can be picked up before worrying about it. I can guarantee, though, that Pikachu can go so far without a shuffled antenna. Once mixing is easy to pull down, it can be used to attack when any smashes are viable.
A standard attack on damage-building.
                                                                                                 ---- 10th KO and Edgeguard Pikachu is very capable of KO'ing. His problems never lie in the fact that he doesn't have a goodKO move as he can KO easily from the top with up a laugh and his edgeguarding game is good too. With this part, I'll be ways to KO
both from the top and the party. --Off top-- Being able to KO from the top of the screen is useful against characters that are light, floaty or have excellent recovery. It can get KO much faster than edgeguarding attempts. KO'ing from the top with Pikachu revolves around up a laugh. It's a knock back that no other noncharged up the scheduver can match.
KO'ing with an upsteer is not difficult, but landing it requires skill. There are two main routes to landing in the don'tch. This is a dash cancellation and jump cancellation and jump cancellation up the sch is easy; Dash, knock and C-stick up. It's not difficult in terms of technical skills, but anticipating delays and actually landing a is challenging. The rule of thumb is
this: If an opponent used an attack with a delay, and the delay is long enough to dash and up the laugh, do it. Of course, most of the time the enemy avoids high delay attacks, so it is important to respond very quickly to the delay that it takes to practice more than anything else. Dash lifted up smashes are great for punishing whiffed attacks that aren't too
close to you like marth, roy, ness and dk f-smashes. The jump cancellation up the schedul is also situational, but a great way to retaliate after defense against airstrikes, JC up the scheduid can act as a bit bad shield grip, which is
useful for Pikachu, because his grabs are not spectacular. It's not remarkably difficult either; Antenna shield, JC to break. If they don't L-cancel it's a guaranteed hit, but against good opposition missed L-canceled attacks if an opponent doesn't respond immediately
after their attack. The same rules apply to smash attacks. Pikachu can protect a predictable smash attack then JC to break the delay, which is even more likely to hit than against airstrikes because they can't respond so quickly. If the smash attack leaves them far into JC to smash, dash to cancel the post. Pikachu has a bad shield, so sometimes it's better to
spot dodge do into a schedudy as an alternative to JC. While the slate is less immediate, you can negate the risk of being hit across the shield. After landing in the schedul it is possible to KO even less damage than up to break, which
in itself can ko to relatively low damage. To use this technique properly, dash over enemy DI after landing to smash and short hop on thunder. By a short hop also means that thunder won't hit Pikachu, which reduces the delay before you can attack again should the
thunder miss. Another common problem in thunderflipping is happening from the edge. If thunder is activated too late and too close to the edge, Pikachu can fall from the edge. Alternatively, if a short hop will still send Pikachu flying off
stage, then a full jump so you lose a smaller height or just don't try to attack. Dropping off stage is not a problem if the delay ends quickly enough for Pikachu to act again before he can recover from the stage to send them from the bottom or side of
the screen. It is best applied to characters with rapidly decreasing speed or poor recovery. Edgeguarding is complex, with many different strategies available depending on the location of both Pikachu and the opponent. -Settings-The first thing is actually to get into the position of edgeguard; from the side. Pikachu has several ways to send opponents out of
the side. Most are unlikely to ko, but they will set opponent to be edgequarded. Landing an F-in the middle of a high damage usually means that the opponent gets knocked down by the stage. This is by far the easiest way to send from the side, step dodge or WD back to avoid attack then F-smash. Antennas have less knockback than But they are easier to
land and will send the enemy off stage if they are not far from the edge they are knocked down towards. The initial impact of N-air or D-air will be enough to get them off stage. The interesting thing to note about the back throw is the ease of
maximizing the distance thrown. Pikachu rolls before throwing, so throwing, so throwing, so throwing, so throwing back anywhere in Pikachu's reverse rolling range to the rim gets the most out of the throw. It's not much, but it helps. Edgeguarding-Z stage, Pikachu has some good edgeguarding techniques that can prevent opponents from grasping the edge or getting on stage over Pikachu's head.
When edgeguarding on stage, the enemy will generally have to be at high damage to get a KO'd. One of the simplest but most effective ways of guarding the edges is F-smash. This attack alone can stop most of the cast grabbing onto the ledge if the distance is correct. A small ball of electricity at the end should be above the edge, so it can not be avoided
and blasts the victim straight back out. From there they should either be KO'd from the F-changer or get ko'd from not having enough recovery in their ^B alone. When edgequarding target comes from above, Pikachu can take advantage of its U-air spike. To spike with U-air, Pikachu's tail should hit the bottom of the opponent's bat at his feet. There are other
ways of time before the tail comes around, but they are a difficult time and best discovered by practicing U-air on a jumping target in training mode. Using a U-air spike, Pikachu can keep the characters from getting on stage and score a low percentage of KO. Nib works brilliantly on characters with poor horizontal or vertical uses like Mario, Doc, Luigi, Bowser
and DK. Their poor recovery means they can be sent too far or low to be able to recover. By jumping off stage, Pikachu KO can recover enemies with an antenna that knocks them back. D-air is the best attack on edgeguarding this way because it's knockback and priority. Even if the attack is intercepted with enemy antennas, it's a priority will trade hits,
knocking the enemy too far back to recover. Pikachu can afford to dive away from the stage because his double jump and quick attack can easily return him to the stage. If it is ever possible to use this edgeguarding tactic against predictable recovery, use it. In general, this is when the character is outside the ^B level range and has no way to stop the attack.
The last trick to guarding the edges is the impact of thunder. It can be used to disrupt predictable recovery or hit the enemy while recovery moment. Any of them can help set up for flying antennas land real KO. The most important thing about thunder
impact is never used to hit an enemy that can 'B into it or carry out their 'B attack. This extends their recovery only by allowing them 'B again. It is also best to stay away from thunder as an edgeguarding tactic. It's wind up and the winds with delays are too big, and easy to avoid the air dodge or edge catch. It has a great knockback if it hits Pikachu, but it's
                                                                                               --- 11. Recovery With his ease against him, Pikachu wont always be an edgeguarder, so it's important to know how to recover. Fortunately, balancing your lightly Pikachu has an incredibly long and versatile recovery, so learning to use it properly is important.
Something important about a quick attack is that it's more useful at some stages than others. On stage, such as a battlefield and fountain of dreams can be used a quick attack up to the platform, it's normally best to grab the edge. If of course
the spacing of a quick attack is correct and it is possible to land from it without delay. To land without delay, Pikachu must be just above the ground and nothing more. This stops him from freezing when he lands or falls in a vulnerable state and allows him to immediately dash off after a quick attack. The last thing to mention is the pitch. It is important to get
used to the distance each part of the rapid attack gives, so it is possible to effectively catch the edge or plots with less delay. There is no simple trick to learning pitches, it's just a matter of practice. The first thing to realize is always di towards the stage where Pikachu is sent flying off stage. This will reduce the distance Pikachu flies out and allows him to start
floating towards the stage the second impact of the attack wears off. When sent off stage in a low percentage, Pikachu is unlikely to be sent far away and should be able to recover with a jump and air dodge past any attacks to get on stage. Sometimes it's a good idea to shuffle it a little bit and quickly fall to grab the edge and recover from them, but generally
it's not too hard to recover at this point. If the edgeguarder does bat from Pikachu due to leaving the air to dodge late, use the first part of the damage, the jump followed with a quick attack should be used. Depending on how high
Pikachu is sent he can either go over the head of the opponent or grab the edge. If pikachu is sent high and not too far away, it is possible to swim, jump, and air dodge back to the stage, as in low damage. Never air dodge to dodge past the aerial attack so Pikachu lands
before the opponent can strike. At high damage, Pikachu can be sent flying really far. But if it is not KO'd completely it is very likely that he will return to the stage. If pikachu is sent far and high, the first thing to use is a skull bash, but don't
charge it. It's not worth the distance Pikachu falls. It's important to use this first because it's very laggy in the boot and wind down. If used anywhere near the stage, double jump then a quick attack to grab the edge or land on the platform. This is the
easiest way to recover at high damage. If Pikachu isn't sent flying high off stage, but instead just far away, recover in the same way described above minus the part about floating toward the stage. If Pikachu isn't sent low, immediately skull bash, jump and use a quick attack to try and catch the edge, it's the only way to recover when sent low and far. Of course,
when sent low from a meteor schedul or spike, double jump and agility are used to recover and skullbash is completely skipped. The last thing you need to know about recovery is the options available to Pikachu when hanging on edge. With damage of less than 100%, Pikachu can easily use his roll on the edge to get back on. It's perfectly safe. On more
than 100% the role becomes slow, and unreliable. The second option available at this point should be used at less than 100% too, mixing things up and being a great way to get back to the stage: drop the attack. While hanging on the edge, push down to drop then immediately jump in and use the antenna to attack while coming over the edge. By far the best
airstrike coming over the edge is U-air. It sends the edgeguarder falling backwards, allowing you to make a safe recovery, or it sends them in the opposite direction from the stage. From there Pikachu gets a chance to edgeguard and turn the tables! This makes it a useful recovery technique to learn.
----- 12. Stage choice In this section I will look at stages that are particularly useful or bad for Pikachu. Stages I don't mention are neutral and avoid or selected for players' preferences. It is also good to remember that in tournaments that matches are four events with a time limit. If Pikachu gets the action ahead, that's when camping becomes a viable tactic.
If he stops the timer and has more lives when time runs out he will win. Peach Castle: Great stage for Pikachu. Thunder jolt goes through the middle pillar, so against slow opponents Pikachu can bother thunder bump and escape to the second when they get closer. Stage for camping, chopping damage, KO and repeat. This tactic doesn't really work
on fast characters though, so avoid bringing characters like Fox and Falcon here. Corneria: For the same reasons as Peach Castle, this level is great for camping and using thunder gusting under the fin. They come and get Pikachu, then they jump to the top of the fin and repeat. This level is also useful for it's simple vertical KO is on top of the fin. Pikachu
can also hit someone camping under the fin, so while Pikachu can camp they can't do the same back. Flatzone: Great if risky Pikachu stage. The back throw can get ridiculously low damage ko until the bite is great for the low ceiling and the tool can be fired at the enemy by hitting them with thunder impact. The problem is that most characters can do equally
nasty things back then, so it's a bit of a risky stage. Jungle Japes: The high ceiling here makes up to smash worthless, which is bad. Horizontal blast lines are quite close too, so Pikachu gets little use from his great recovery. Stage to avoid. Hyrule Temple: Banned in tournies but outside tourny play a great level for Pikachu. Any character in the center circle
can be triggered, so if it gets inventory forward it can run the timer out. Pokemon Stadium: A very neutral stage, but it's worth noting that it's a powerful holdpoints for Pikachu. In both fire and mountain morphs, Pikachu can also release
signs of camping in those places with thunder impact. Dream Land 64: Not a great Pikachu level. The high ceiling prevents you from breaking the KO, but the plus side has far out horizontal high lines allowing for great recovery. Generally, however, recovering well does not help Pikachu, as well as a low percentage to break the KO. On a more general note,
scrolling stages like Big Blue, Rainbow Ride and Poke Floats are quite beneficial for Pikachu, because a quick attack means it's easy to recover from mistakes with the stage. Also in Rainbow Ride and Poke Floats there are times when it is possible to get under the enemy and take pot shots with thunder.
         - 13. Character specific match ups. In this section I will do my best to cover the kind of style Pikachu should adapt to when facing each characters played by people at a high level of play. Bowser – Bowser is heavy and therefore
heavy KO from either the top or side of the screen. The best choice depends on the stage. Low ceilings call for breakage, narrow sides mean edgeguarding. The important thing in this match is to avoid diving with attacks. Bowser fortress can break through any approach Pikachu has, so it's Annoy him with thunder impact and attack to delay with attacks such
as down smash lead into antenna. When recovering, be sure to sweet spot the edge to avoid edgequarded. If Bowser sits near the edge at the end of the attack. Captain Falcon – Being a fast faller, the Falcon is the best
KO'ed from the side as it takes a long time to build up the damage needed to ko from the top. After an initial start to his recovery, Falcon is becoming vulnerable, so edgeguarding is the best way to go about KO'ing him. Beware of F-air, it's knockback is great. Often the falcon will try to set it up for him first though as DI as far as possible. Being a small target
helps here. Donkey Kong - Donkey is like Bowser in that his weight prevents light horizontal or vertical KO. Unlike Bowser, he has a huge amount of scope on some of his attacks. Approaches are very difficult on DK because he can easily bat Pikachu away with a tilt or a giant punch. Instead, it is better to escape, shoot thunder jolt. It can cause damage
because DK doesn't have its own missiles to stop them. When he attacks close, this is a chance for Pikachu to avoid attack and chain together the antenna from down the sch. Once DK is within range, racking up damage is not too difficult. Doctor Mario – Thunder impact is pretty much useless here as Doc can easily cancel them out with pills. Like Pikachu,
Doc has little reach, so it's not too difficult for Pikachu to start landing attacks. Although Pikachu can KO Doc from the top without too many difficulties, Doc recovery is very poor and should be utilized. Air tip U can KO Doc at a low percentage if properly guarded by the edge. Doc is happy to sit in the range and spam pills or use the pill to set ups to get the
initiative so try to keep close and fight it because Pikachu is not badly moved in this match up. Falco - Falco is an almost impossible KO with an up shift, and can spotlight thunder. KO'ing him off the top is not practical. Instead, they focus on building damage through fast antennas from down the scheduid. It's not too hard to chain attacks together once
Pikachu has the initiative because of how fast Falco falls. From the side, Falco has had a very poor recovery. Take advantage of the start time to fire the bird, and forward to break the edge if it looks set to >B on it. Falco can trap Pikachu in a gloss combo, shining into the antenna. The best way to escape this is just DI. Against Falco short hopped laser,
send out a thunder jolt so he can't keep up, then move in with the attack. If SHL is up close, it either skips the lasers or runs away. If Falco holds Pikachu's to
smash the juggle Fox or down to smash the lead into the antenna. Fox spotlight (referred to as 'shine') can not combo Pikachu because a good Fox will always shine after every antenna. Due to the bad shield pikachu, shine will
often hit Pikachu after the antenna. Use its light shield to prevent damage. One other trick Fox has is juggling with its U-air. It's silly to trade in movement so DI make the most of it and use a quick attack to hit the ground when within range to land without delay landing, otherwise Pikachu gets grabbed, vomited, and juggled again. Ganondorf - Ganondorf has
excellent performance and knockback, and can KO Pikachu easily. That's gone determined by Pikachu using thunder impact, avoid incoming attacks, and if the opportunity shows he's his own get smashed with D-smash and U-smash. It's the
easiest KO Ganon from the side, so once he's gone, use a U-air spike and Edgehog to ruin his recovery. Ice Climbers – Ice Climbers biggest threat is to catch the combo, using both Popo and Nana to piece together the damage. To avoid these keep the two separated with a D smash when approaching. Once the damage has been build up it is best to KO
with up the schedule because they are quite a float. If it is possible to KO Nana with a U-air spike, do so. One Ice Climber can put up a fight, but he doesn't have a threatening catch combo anymore. Jigglypuff has a brilliant recovery, but is the easiest character for Pikachu on KO. Jigglypuff is so floaty up the scheducer it will ko at around forty to
sixty per cent on most stages. With thunder, he'll die even sooner. Jigglypuff's main weapon is her wall of pain, repetitive B-airs, F-airs and pounds floating in and out of the attack range. To bypass this, jump on these antennas with D-air as for once trading is beneficial for Pikachu. Pikachu can quickly get Jiggly to damage she may be KO'd, while Jigglypuff
has problems KO'ing Pikachu as her strength lies in edgeguarding, while Pikachu recovers too quickly and evasively be hit. Kirby – Kirby's cringe and ground evasive game can be difficult by bothering with thunder jolt. Being floaty until a laugh is the easiest way to KO him. On stages like Corneria and Peach Castle it is easy to camp against Kirby once
Pikachu is stock ahead. Kirby moves slowly and can't keep up with agility. Crouch and roll happy Kirby can be tackled using a Down the Smash and Thunder bump, especially an aerial Kirby should be attacked with JC to smash. Link - Keeping away from Link is impossible because of its projectiles. He'll happily throw bombs and boomerangs. whelm thunder
impact. Instead, use thunder impact to knock down projectiles to approach and rush it with quick attacks are getting slow and fighting Link up close in the only way to win. Up the bit is best for KO because Link is hard edgeguard recovery with
hookshot. Luigi - Luigi has a brilliant wavedash, but Pikachu can prevent him from approaching with waves using thunder gusts to cover the ground. With this Pikachu can effectively control the ground. However, Luigi defeats Pikachu easily with air strikes. In this match it is best to keep Luigi from abusing his wave dash using thunder gust, keeping away from
his antenna and finishing him off with an ups and down. JC only breaks down to work well on aerial approaches. Mario is not terrible out of reach of Pikachu and does not have a brilliant KO much. Pikachu can easily take against Mario attacks and
recover. To get the edge, send it off early and try the U-air spike. Use F-smash to stop him grabbing the edge. Marth - Marth's huge scale is a problem for Pikachu. He can bother Marth attacks though. As long as Marth is pulling away thunder gusts and not approaching, it's more
vulnerable than Pikachu. When you inevitably start to rush to Pikachu his sword presents problems with Pikachu his taken the antenna. One upside is that Marth is not very difficult to KO from the top, so Pikachu can at least KO reliably once Marth has taken the
damage. Mewtwo – Mewtwo has tricks and combo's that can put together damage, but Mewtwo has such terrible statistics that by attacking with thunder impact and fast antennae up the bite kills him at a low percentage, which also denies his excellent recovery. If Mewtwo tries to downthrow the combo, DI gone to avoid subsequent hits at most percent. Do
not stupidly rush with antennas or Mewtwo will easily shield catch. Mr. Games and Watches - The game and watch is an easy character with good recovery, so it's best to kill with up to break. Approach the game and Watches - The game and watch from above in the air, or Pikachu will eat the parachute every time. Force him to approach with thunder impact and KO using JC to
smash. Ness – Ness has brilliant antennae, and some good ground movements. If Pikachu approaches in front of or behind Ness in the air or on the ground, he has psychic attacks with disjoicing hit boxes to keep Pikachu away. That being said, Ness has little to defend when Pikachu is not right in front of or behind him, so avoid coming straight in charge. U-
air spike kills Ness' recovery and up to smash relatively simple, so scoring ko should not be too difficult. Peach - Peach has a great priority for her attacks like Down Smash, N-air and Up Smash. The best way to harm Peach is with thunder hitting and attack directly after her own attacks, so she can't immediately prioritize Pikachu with Downsmash or neutral
antennas. One saving grace in this battle is up a scheduling, which KO peaches pretty well, which takes its advantage of recovery. Prick - Pichu plays very evasively, so try making it harder with constant thunder jolts. When Pichu tries to trade attacks as much as possible, as it will always benefit Pikachu. KO'ing with an ups and downs is by far the best
option because it scares Pichu's excellent recovery skills. Pikachu is quite unconscionable to Edgeguarding Pichu and ko methods other than into the schate, but it goes both ways. Pikachu can do here can be done right back. No tactics will work very well as it can be mirrored, so take advantage of the weaknesses that are there. They
should be obvious to the respective player Pikachu. Roy - Roy is not as bad a match for Pikachu as Marth. While Marth can keep Pikachu within reach, Roy recovery is poor and easy to knock away with a well-timed D-air. In a
ground battle, bypass Roy's Double Edge Dance by approaching over him, or using thunder gust to approach him pikachu. Samus - Samus must be approached. Staying away will mean the missteps of the stunning Pikachu. Use thunder impact to cancel projectiles to access. KO with up the schem, Samus has a brilliant recovery that is pointless when it is
easily KO'd from the top. To gain an advantage, use Pikachu's excellent speed to attack faster and don't let Samus get away, or she will easily be set up with missteps. Sheikh needles can cancel thunder impact with ease. Her attacks are swift and beyond Pikachu's reach. The only way to win is to avoid attacks and attack back with down smash
antennas and as many quick attacks as possible before the Sheikh sets to do the same back. Di fully away from any intervention, or she will follow with the attack after the attack. In the American version, NTSC, Sheikh's string can throw Pikachu with a downthrow that really messes up her chances, but in PAL DI as far away from the Sheikh as possible and
she won't be able to throw the chain. When playing against NTSC Sheikh, I can only series di'ing towards the nearest edge so i can't continue the chain throw. Yoshi has an impossible edgeguard recovery down to high damage, so they smash him away. Yoshi's game revolves around crouch canceling attacks into a schedud. That said, the best way
to deal with it is to use thunder impact to build up damage and use attacks that can't be cringed over, such as down a scheduled. Link - Young Link can easily overwhelm Pikachu with projectides. Use thunder impact to stop projectiles when zooming in and keep as close as possible. Y.Links sword attacks do not pack much
punch and by the fact that on it projectiles become less useful. Y.Link can escape Pikachu because of its speed, but Pikachu is not slow even so that he can keep up. It is better to break than edgeguard in this case, because Young Link can come in low with hookshot. Zelda - Zelda has F-air and B-air, two excellent antennas with power and knock back. But
she has nothing else, so hold her over her and don't fight her in the air. Zelda is very floaty and easily killed with a smasher. Just never fight her striaght on without thunder hitting, or she will short hop into her F-air or B-air. Hold it over you with a down shift track with safe antennas. --
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happy to be emailed to: pictish_freak@hotmail.com or pictish_freak@emailaccount.com Things that you can email me about: Praise mail. Questions you have about Pikachu after reading the entire FAQ. Things not to email me about: Praise mail. Questions you have about Pikachu after reading the entire FAQ. Things that you can email me about: Orange of the proof of the proo
getting a lot of emails through one thing. Hate mail. Don't bother with that, okay? I'm asking to host my FAQ. I believe that only GameFAQs and enabled on G-faqs Qwester – To introduce me to the Scottish laugh scene, hosting my FAQ and
generally being a good friend. (Qwest edit: I love you too bud ^_^) Decadent One – Teaming up with me to form a Bottom Tier Forever team and is a huge help to my sch bros experience and is a good friend. Drunkensideabeef and Ubermonkey - For smashing with me and in general is my friends. DevilMayBlowChunks - Putting with me on MSN and is my
Break goals mentor ... Wait till you realize I'm done! Quickman_Zero - For giving me an excellent match at JD, putting up an age of jokes and mocking a lot. Warrior - It would not have been written if you did not have the shocking state of frequently asked questions. Helsing – For your never ending knowledge and commitment towards the project leaderboard.
Regulars at SSBMGB - Shoot work, Tobias Xelkythe, XiF, GTM, Magus17, and others; You have been a constant source of amusation and the board is worth a visit. Cheers for reading, I appreciate it. Hi, helsing here. Nice... covers a wide range of subjects, which is good. You can go a little bit more in depth with the character match-up as well. See if you
can give us some character-specific combos and who else, and tell us what to look out for. For example, I know the Falcon can catch pikachu with dhou. Only one other suggestion, really: you can use jump-lifted to break from dashes, as well as dash-canceled up smashes. It's almost always better to jump-cancel (dash, up and c-stick up) rather than dash-
cancel (dash, cringe, c-stick up) to swerve - with jump-lifted ups, you don't have to wait for Pikachu to cringe before pulling out, and as with jump-lifted dash grabs, you'll continue to glide a little distance due to the dynamics of the jump. Try it sometime - there's a pretty noticeable difference in speed. Yes, it's good, but I'm sure Toast will have something more
to say about it... I personally don't know enough about Pikachu to be much more specific. I feel that when you posted it would be with useful information. Thanks man... I'll add that sorta stuff to the update. I honestly didn't know that you can slam the
stick up. I see in favor of extra momentum though. It'^^ not bad for health. Criticism time, though. -Really omit the huge importance of uair. In some matchups the cancelled reverse tailspike should be indicated. -Also omit numerous combo opportunities to
usmash. Running tailspike into usmash, nair do usmash, nair do usmash, etc.-Thunder jolt to usmash, etc.-Thunder impact is no good against Doc for the same reason that the pills are no good against Pikachu. Besides, the angle on the Doctor's pills means a lot of your bumps will pass, and Pika's maneuverability puts him in a moderate advantage here. Pika's main problem with
Doc/Mario is handling the priority and extent of their bait. -Luigi's floatiness, jump height, and aerial priorities means that Pika will want to spam uair. -Ganon; If you jump in, you don't even trade hits. You'll get hits, and Ganon can overpriced the jolt of spam. Ganon antennas own Pika hardcore; Pika will always fight an uphill battle against Ganon, and it really
just comes down to trying to play smart enough to lure in grabs like Pika can combo Ganon well. -Samus is the same kind of situation as Ganon; Will Be uphill, and for Pika, success or failure will always depend almost entirely on how intelligently he plays. Ground bombing allows her to wait pika spam, and prevent him from jumping with the antenna. She can
force Pika into playing ground games where she has significant advantages (dsmash hurts). Spam from an angle so that the impact reaches it before hitting the ground will force it to move and allow you to try to offensively. -You omit Pikachu. I'd be
more worried about his priority in sex. -usmash to thunder is so not called thunderflipping. Ew. Again, good, but must be more in depth. Heh, thanks. I mentioned the reverse tail spike in recovery.. I'm sure. I'll add another one on a date. That's what I've gotten out so far, but I'll add things like Jolt to set ups, I don't know, I'm still working on it, but I've found
more than a few times I run from stun on thunder bumping up to smash or whatever.. I know pikachu can go from throw to N-air and so ... but I do not think the chains. I'll try again though.. apparently doing something wrong ... Thanks for the critisism, I knew I'd enjoy posting it here ^^ depends on the damage. Try uthrow to run tailspike on utility, usmash, or
dsmash; depending on the damage, you can continue chaining from there. Or uthrow double uair on thunder. You may need to sacrifice a second uair, or give up thunder, depending on the DI, because you may need to sacrifice a second uair, or give up thunder, depending on the DI, because you may need to sacrifice a second uair, or give up thunder, depending on the DI, because you may need to sacrifice a second uair, or give up thunder.
the double fair Marth, probably), and be fastfalled perfectly. I'm not going to say shuffled because it won't always he on short hop... But it always needs a quick fall, and it always has to be timed exactly. Wow.. I'm really impressed with your knowledge of Pikachu. I never thought there was anyone who really looked into playing him for a low level of play.. Also
keep in mind my guide above is posted on GameFAQs and is designed to take people from knowing nothing abou tPikachu to a decent Pikachu game. Maybe in my update I should fill it with a really good high level of stuff.. RDT, could you explain to us the features of Pika uair? The extent of my knowledge is that the trajectory depends on which part of the
attack you connect with, but I've never been able to control it. In general, I end up doing random uairs and following an angle with what seems appropriate. Somehow I don't think it's the best way to do it... Any thoughts? Um. Well, tailspikes are always made very close to the tip of the tail, but not quite at the full edge of the range, and the difference between
tailspike and reverse tail spike is very fine ... You really just have to play. get used to it. I still sometimes do reverse tailspike when I mean to do a forward one, or vice versa. Most areas of the hitbox will start to rival straight up (well, per side, too, depending on the DI), however. Pictish: I play Pika exclusively as a tournament character ... At least until I get
frustrated like everyone else (Cauthon comes to mind) and realize the limitations. Use Pichu with Googles..... on, just kidding = P good FAQ pictish! I'm going to Pika exclusively as a tournament character ... At least until I get frustrated like everyone else (Cauthon
comes to mind) and realize the limitations. [/B] Well, that's what I do too. It's nice to know that lower ters aren't completely ignored in America.. I wasn't entirely sure the shame the NTSC has of Sheikh marth. I can barely beat a good PAL Marth's with Pikachu, I can't imagine what it's like in ntsc. Hey nice guide, it helped me a lot. There is one term I still really
understand, though, and it is jump cancellation or double jump cancellation. You mentioned JC's U-smash. Well, I really don't understand what that means. Obviously, I'd get some indicators. Help me here. Last edited by the moderator: October 21st, 2020 Vole this happened as the Pika Bible to me originally posted PikachuPower Hey nice guide, it helped
me a lot. There is one term I still really understand, though, and it is jump cancellation or double jump cancel applies only to Mewtwo/Ness/Peach/Yoshi. Go Cancel can refer to several things. With Pika really don't understand what that means. Obviously, I'd get some indicators. Help me here. Double Jump Cancel applies only to Mewtwo/Ness/Peach/Yoshi. Go Cancel applies only to Mewtwo/Ness/Peach/Yoshi. Go Cancel can refer to several things. With Pika really don't understand what that means applies only to Mewtwo/Ness/Peach/Yoshi. Go Cancel can refer to several things.
it's usually jc catch (cancel dash with jump, cancel jump with grab, it allows you to do lower lag, longer reach grabs from dash), or shield JC (cancel your shield with jump, cancel jump with usmash). It may also refer to the JCing dash and the cancellation of the jump with usmash, but I find the crouch-lifting dash to be easier. In my guide I was reffering to JC
from shield.. it's very useful. Ach, played a lot of Pikachu today.. I've been using Fox, but he bores me by comparison. Just.. Yes, cheers for compliments guys, and post, Decadent ^ a great pictish freak guide. You said a few things that made me rethink my strategies. I don't really have anyting to add because you pretty much covered everything. Oh. I did
not notice that you said in your guide that the fair can chain up usmash or dsmash. I also thought this until I went to the tournament. It can't. Your opponent is recovering from the fair can chain up usmash or dsmash. I also thought this until I went to the tournament. It can't. Your opponent is recovering from the fair before you do it, and can at best protect usmash, and at worst, attack faster than you (I hate a lot of downsmashes from Peach as I learned to stop using it). *Sigh* See, I said
something like, 'F-air does too little damage and doesn't trap opponents long enough to make any real use, N-air is a better option' But then everywhere people insisted it worked. I didn't try it at tournaments or against good people, but I took their word for it. Blah, I'm going to change that on the day of the date. meh, stupidity of me to do this without proper
testing in any case.. Oh, so this is the tutorial before qwester.supersheep Is there any use at all for pikachu/prick skull bash? It might help a little bit to get back on stage, but I found nailing the edge with a quick attack is almost always better. Why give characters unnecessary moves!!! Originally posted dark aeons oh so it's a guide before qwester.supersheep
Actually it's a guide taken from my site... I originally made it from a text file I received from pictish Is there ever any use for a pikachu/prick skull bash? It might help a little bit to get back on stage, but I found nailing the edge with a quick attack is almost always better. This helps quite rank for recovery, just break B and you get more distance then if you just tilt
B. Also, because you're closer to the edge when using a quick attack, it gives you more options where you can land, sweet spot, back to level, over the edge rather than wasting a jump so early in the recovery process. Again, more
options. -_- I'm not sure if you're trying to agree with me saying a skull bash can be very helpful in recovery. If you think about any way to use the
skull bash though, please tell me. (Sorry for my ingnorance) Read the section on recovery in my guide. This explains how and when to use the skull bash in the recovery section >. > Rapid attack is so versatile and has such a long range that it makes the skull bash useless, in my experience. Skullbash anywhere near the edge will kill you. I use the skull
bash for recovery rarely. Only in extreme cases when I know that my quick attack won't get me back, so I use a quick attack once the delay from the skull bash is over. I wouldn't recommend a skull bash for recovery if a quick
attack can get you back. advantages / disadvantages I play pikachu and prick, and I'm wondering what the main difference between them really is. Like what are some of the advantages Pika has over prick and couck the other way around. I know that some differences, such as prick has less time lag, (in most cases), and that prick is knocked away, also
harder to hit Pichu. Pictish I know you're good with both, so I'm wondering what the main difference in strategy is between them. Right now I'm decent with posted a rainy day Toast Quick Attack is so versatile and has such a long reach that it makes the skull
bash useless, in my experience. Skullbash anywhere near the edge will kill you. At long range, the skull bash first before the double jump gets a larger range on agility and possible more places to use a quick attack. Of course, never use near
the edge, or it's an instant spike or other random edgeguard tactics, but it tacks on to touch better recovery. If you use Skull Bash when you are sent off with 100% damage or so, it will reverse your direction without using a second jump. I find it useful enough to use with some regularity. Some other things that I haven't seen in the FAQ that I think are worth
noting: At Hyrule Temple, if Pikachu is below and someone else is over, Thunder has only enough range to irritate people. There is no wind delay because they are hit by the very top of the cloud. You'll almost never be in this position in one-on-one matches, but in multiplayer matches it's something to keep in mind. You can get 2 or 3 hits off on low
percetages, too, because Pikachu has zero lag. Also one of the first things I do (situation depending) when edgeguarding is to send out a projectile. There are times when it's not helpful to use it, but you can choose from yourself people with weak recoveries, slow down their return speed, and generally knock them lower, and lower, so their options are more
limited. If it's missing, there's no harm done, but if it strikes, it's almost always beneficial. Of course, you don't want to fire them so close to the edge that you'll find that you never want a skull bash. trust me. In addition, I
found that the time falling after the skull bash prevents it from being worth it. A note about the skull bash direction reversal is good, though if they spoil the DI... If you're Dling (direction and up), chances are that when you die, it will be from the top. Where can I find pikachu vids? I want to see one of the best pika players at work. :D I recommend gettingk dc +
+ for pikachu vids. The name of the mushroom smasher is ssbdc.no-ip.com. There are some pika vids, but not many. I recommend RDT is vid and something azen or chu. Keep in mind that my vid sucks around the first half. Azen and Chu are **** much better than me, but as far as I know there are only very old vids of their Pikas available. Pikachu feels too
slow for me. And I play Zelda and Well, that's what it says. But really, more emphasis on tailspike. This is the only char I can think of that has a close to the crazy advantage of shinespike. And he has no problems juggling. I spoke to Rori shortly before he picked up Falcao. He told me that to win he had to constantly find new ways to upsmash from the shield.
That sounds pretty limited to me. I got to Dc ++, but I do not know how to see vids. What am I supposed to get out of there for? Page 2 Just click on the name of somepoints to see their list of files. As soon as it comes, you can navigate through their vids. If you find something you like just click and it should start downloading. To view your vids just open the
file where you downloaded them to. If you don't feel like searching for a lot of pika vids I have a whole folder of pika vids that you can download. Hey nice pictish guide, it covered a lot. It's good to see people who pikachu to tear up the level of the game. good job! :D Originally posted by UmbreonMow Pikachu feels too slow for me. And I play Zelda and
Mewtwo well, so it says something. It says you can't play Pika fast.: ) UmbreonMow, I do not know what to say. Pika is much faster than Mewtwo, and if you complain about Pika's speed ... Well, that doesn't make sense to me. wow, I just want to thank you all for the great pika info. I just went to my first Tourny yesterday where I, unfortunately enough, just
learned about the wave of spirited, L-cancel, and all that other stuff. Ive been a pika fan ever since the SSB debut, so to see this little guide is pretty helpful..... if I knew something cool that you were born to know all ssbm dates. Pictish did a good job with
this guide. He's a well-known pikachu player. I'm glad it helped. :D great guide pictish vole. u covered a lot and found some new stuff. I hope to face ya one day (pikachu vs pikachu player. I'm glad it helped. :D great guide pictish vole. u covered a lot and found some new stuff. I hope to face ya one day (pikachu vs pikachu player. I'm glad it helped. :D great guide pictish vole. u covered a lot and found some new stuff. I
bright side when the next ssbm comes out, if they have online games, you can face it. look at the brighther side, im going to Glasgow and going to Glasgow a
he told me about it and I never saw the magazine. and guys, please don't concern me awdball seriously, it may not sound like it, but I know a ton of this game its just not the magazine now that I think about it must be
like a lot old lol. I do not know if it was mentioned somewhere already but ... Pika's forward tilt has a great priority... deployed it can cancel ganons warlock punch can cancel each of the marth ground attacks ... even his dash and forward smash ... frustrated marth who keeps getting his ground moves cancelled won't hesitate to take to the air... which is a little
better for pika face after a whiff and land ... the most pulling is to get into a whiff of air ... I think you can even kick a needle... I don't remember I need to get back to you on that one... but I know you can kick link bombs without them exploding on you if you do it correctly.... I use it on the edge a bit as wes used up + and on the ledge with samus ... If you aim to
spread it out a little bit from the ledge of characters like fox or falco that are under the ledge will have more than a problem trying to recover through it.. in fact as long as it comes out slightly b4 their up +b it will always overpric it... it even exchanges or undergoes certain air strikes depending on the timing... some pink **** comes to mind... pretty good for
forward tilt... I'm glad the Pika guide is back to where it belongs. Thanks pictish freak for bringing back. I just found out something when I played pikachu today. u see ive been training with falco and since he is a very fast jumper and faller, you have to watch the screen carefully and time everything exactly. well what I suggest to do is train with Falco and your
awareness with pikachu gets a lot better as well as short hop workouts I can already shuffle and I made myself out of my Pikachu game by playing Pika. Feh. I don't want to see how using Falco will help Pika.. other than that perhaps it is easier to short hop while you are used to it and becoming less frustrated? Bleh. Originally posted pictish freak I can
already shuffle and I made myself out of my game Pikachu by playing Pika. Feh. I don't want to see how using Falco will help Pika.. other than that perhaps it is easier to short hop while you are used to it and becoming less frustrated? Bleh. I think what Melee Warrior is trying to say is that if you play with other characters, you'll have a better understanding of
other characters, so next time you fight another character with Pika, you'll know exactly how to beat them. Practicing with other characters helps. Garbage. Understanding other character with Pika, you'll know exactly how to beat them. I understand Martha's game, but
that makes Pikachu any better against him. Instead, I try and mindgame F-smash out and punish it along with other tricks that depend mainly on the player. Characters matter, and it's important to know that a fox is going to U-air jugle you, for example.. but what's even more s know how to make them go catch and punish it... Meh. Rant. What. Originally
posted pictish freak Garbage. Understanding other characters game is important, but I would keep that until you fight with someone who specializes in this character, you may not be ready to fight them. I understand Martha's game, but that makes Pikachu any better against him. Instead, I try and mindgame F-smash out and punish it along with other tricks
that depend mainly on the player. Characters matter, and it's important to know that a fox is going to U-air jugle you, for example.. but more importantly know how is really good with Pika and play against him with another character. Before you lose, you
begin to realize what moves work well with Pika. As you win, you can find out what his weaknesses are. And your friend becomes a better player pika because of it. Everyone wins That's all well and good, but it's a terrible bother when
you could go to a tournament, right? ^^ tournament, right? ^^ tournaments are not on a daily basis. It is good to exercise at least three times a day. When you practice these 30 minutes, then you can use the training tips that I just described. Pictish understand that there are more than just obvious ways to train. many of them we are not even aware of ... also, as I told them not
being able to go to tournaments due to lack of interest in tournaments that have smoked with the SSBM where I live, so it's much harder for me to train and I have to work with alternatives originally posted by Melee Warrioir pictish to understand that there are more than just obvious ways to train. many of them we are not even aware of ... also like I told them
not being able to go to tournaments due to lack of interest in tournaments that have to do with the SSBM where I live, so it's much harder for me to train and I have to work with alternatives I know what you mean. You'd think that living in Malibu would have rich kids spotting mythical $1,000 bills for video game tournaments because that's all they do every
day. No, no, no. My mistake. They are too busy putting finishing elements on their giant stone sculptures and yauts. ooooooooh so that's how u spell yaut ive always wanted to know but too lazy to ask I think I wrote that wrong myself
originally posted rainy day toast yacht. Thanks, Toast. I'm really starting to look less Malibuian because of my lingo. (I can't even spell the yacht right). Pictish Freak: I've played Pikachu at a competitive level since SSB64 came out, and I still compete him as the main character in the melee. I would like to congratulate you on the amazing Guide to Pikachu,
you have pointed out very good facts. I was going to do my own guide, but it's no longer necessary, maybe in the future I'll do one. Well done bro, very useful information for Pikachu players out there. I only read half of your guide though :D. Oh and btw, playing characters like Falco will help your pikachu game a lot. After a little Fox or Falco training you will
have more than the average Pika on your hands rather than a speed demon. Pikachu is a very technical character, so using other technichal characters like Fox or Falco will help you improve. Oh, and if you haven't done it before, you should start, make sure you quickly fall off everyone's pikachu antenna. You should focus on the advantages of Pikachu,
rather than trying to combat its disadvantages, and Pikachu speed is one of its great advantages, so quickly falling all antennas tune any of your characters at speed, not just Pikachu. But you can all already know that. Peace -Red Heh, cheers Red. I appreciate your input and everything ^ Unfortunately the guide has some big bugs I would like to fix, but I'm
trying to figure out how to go about it due to problems with my formatter never being online and so >,< Ah well. It was mainly focused from the overall newb to Pika's high as well, it's on GameFAQS to learn. It's just a fundamental foundation at the moment. I agree with what you say about Fox and Falco. I played a very fast fox at my last tournament and
it forced my game down to a level I hadn't played at before. I believe waving is inevitable with Pikachu, and constantly dashing and waving back was the fact that this guy would spot no dodge any follow up I made up the dodge spot of my own... *sigh*. But yes, Pikachu
can definitely play fast ^^ Playing against Fox helps a lot, and fighting Falco seemed to make me use my bump a lot more, which helped my game. Now end it before we laugh. More. I can't use my bump against Falco's level that even play, they would just laser and spotlight me into oblivion when I even thought of spamming them with bumps. Gusts also
have a very low priority, so I only use them in stages like Corneria, Peach Castle and my fourside trump stage. The final destination and battlefield are not for impacts. Falco is mostly uphill, you can't get far from him because he lasers you ****,
and you can't stay close to him because of his spotlight, so you have to place your own and wait for the right moment to attack, but when you attack, it has to be effective, make sure it links to other combo's. Keeping falco off stage The key to his defeat, a good edge guarding Pika won't have much trouble against Falco, but it will still be an uphill battle. It
depends on the kind of Falco you play though. And yes, wavedash is a must for Pikachu, its location is done mainly waving. Wavedash link combo is so good with Pika. Due to its short range, wavedash positions him at the right distance for attack, I mostly use wavedash offensively during the combo. Everything with Pikachu must be done instanctly, you can
not give the opponent time to breathe. Your guide is not perfect, I have seen some shortcomings, but pointed out things that need to be said. Instead of putting off some of Pikachu's attacks, but I agree with you that Pikachu's forward throw is
mediocre, I personally never let us down if im trying to throw someone off stage. If you are trying to fix something or want to add something to the guide, I would like to help you in completing this guide, maybe I could help you add combo section and discuss Pikachu tactics, if you are interested in discussing Pikachu so we can learn something from each
other Pika, feel free to aim me at RedEternalDragon. ok first of all pictish you did not say something like how to play with ppl as Falco does not help with pika must be fast, otherwise it will lead to disaster. and you red, I didn't tell you the same looooong time back? how can
we help each other .......? I remember it perfectly actually... I do not know why ppl are so ficnary .... Is it that you trust them noob? fine suit yourself ... Originally posted by Melee Warrioir ok in the first place pictish you did not say something like how to play with ppl as Falco does not help with your pika game? wats sudden change now? anyway I agree with
everything with pika must be fast, otherwise it will lead to disaster. and you red, I didn't tell you the same looooong time back? how can we help each other ......? I remember it perfectly actually... I do not know why ppl are so ficnary .... Is it that you trust them noob? fine suit yourself ... Sorry, bro, I don't think I remember you -- --. It must have been a long
time ago when I was doing that Pikachu theme on this board or something. And what I tried to say to Pictish is that Pikachu is a technical character, and to improve pikachu theme on this board or something. And what I tried to say to Pictish is that Pikachu is not terribly
technical, as you need to perfect a few situational jump cancels into 3 frames (mainly shield > usmash, and init. dash anim. > usmash). Wd grabs, mixing, and all the other basics go without saying. And improving pika game is a matter of competition with speed, not technique. You will never be as fast as Fox because you don't run-speed, crash-speed,
or moves and cancels. Why am I posting this away to work with me. Originally posted red dragon sorry bro, I don't think I remember you --_--. It must have been a long time ago when I was doing that Pikachu theme on this board or something. And what I tried to say to Pictish is that Pikachu is a technical character, and to improve pikachu game, you have to
play with other technical characters like Falco. I can't believe you'^\ noob, I remember you. It was when me and Melee were trying to convince Pictish about how important to play like other characters. I'm glad you made him see the light, Dragon. I never said playing other characters helped. I don't think so at all. In fact, I find playing other characters distracts
from my pikachu game. Originally posted pictish freak I never said playing other characters helped. I don't think so at all. In fact, I find playing other characters distracts from my pikachu game. (* For further analysis, I have come to the conclusion that the pictish freak is right. He didn't say playing like Falco or Fox would improve his game. He said playing
against them would improve your game. I apologize for this mix and promise to read posts more closely in the future.*) I apologize, pictish, for the mix up. agreed I think im still treated like a child though, at least pictish oh well. Anyway go to whoever wants to play like Falco or what to go forward that helps me and that's all that matters.. I don't have to prove it.
HEh, no dc problem, everyone reads things badly ^^ As for MW, good good, I think as you will, but anything you could learn from playing another character quickly would help more if you instead drenched the effort into Pika, IMO. Originally posted by pictish freak HEh, no DC problem, everyone reads things badly ^^ As for MW, good good, I think as you will, but anything you could learn from playing another character quickly would help more if you instead drenched the effort into Pika, IMO. Originally posted by pictish freak HEh, no DC problem, everyone reads things badly ^^ As for MW, good good, I think as you will, but anything you could learn from playing another character quickly would help more if you instead drenched the effort into Pika, IMO. Originally posted by pictish freak HEh, no DC problem, everyone reads things badly ^^ As for MW, good good, I think as you will, but anything you could learn from playing another character quickly would help more if you instead drenched the effort into Pika, IMO. Originally posted by pictish freak HEh, no DC problem, everyone reads things badly ^^ As for MW, good good, I think as you will, but anything you could learn from playing another character quickly would help more if you instead drenched the effort into Pika, IMO. Originally posted by pictish freak HEh, no DC problem, everyone reads things badly ^^ As for MW, good good, I think as you will, but anything you could be a problem.
but anything you could learn from playing another character quickly would help more if you instead drenched the effort into Pika, IMO. Now that everything is ok, back to the topic. I posted it on thunder jolt versatility, but in case you didn't get it, I'll post it here (because that's a better thread for it). When will you update your guide for advanced Pika play? I just
saw a movie on Jack's website with Pika and I was blown away. Could you teach us some of these things in the next update? Page 3 well I pour all my efforts for pikachu and I was blown away. Could you teach us some of these things in the next update? Page 3 well I pour all my efforts for pikachu and I was blown away. Could you teach us some of these things in the next update? Page 3 well I pour all my efforts for pikachu and I was blown away. Could you teach us some of these things in the next update? Page 3 well I pour all my efforts for pikachu and I was blown away.
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sure your shield is grabbed, and also using a U-smash from the shield. A Master WDing if you are no longer. um that generally sums up ak That Pikachu on Jack's website is all technical skills. To achieve this kind of speed just takes practice, I wasn't surprised because most of what I already do and know, but the trick that surprised me was when the

tash danced and the forward smashed, omg what friggin mind game. I was practicing, and it works like a magic ^^. This was very fast and technical Pikachu, and now my Pikachu is a little more on the mind game side thanks to my Link. Variety helps, and you should all know that. Sure, at that time competing, it can be hard to change styles immediately, its pretty weird to go from Falco to the line, but you get to learn different qualities, and you get a different dualities, and you get a different dualities, and you get a different dualities, and you get to learn different qualities, and you get to learn different qualities, and you get to learn different dualities, and you get to learn different dualities, and you get to learn different qualities, and you get and the format sharphed which is a little more on the main characters with the format desired, in a little more on the mind game set when the dash, and the desired in the format desired, in a little more on the main characters with the format desired, in a little more on the mind game set with the format desired, in a little more on the main characters with the format desired, in a little more on the main characters, and the format desired, in a little more on the main characters, and the desired in the format desired, in a little more on the main characters, and the format desired, in a little more on the main characters, and the little with the was a little more on the main characters, and the little with the was a little with the w	ee ou u re
anyway yes back to the topic. Um pikachu is A Character lol im bad at it some1 otherwise take the torch originally posted by JesusFreak Wait, will you moast? Where are you from? I always thought you were from Europe or something. Europe?! Please, I'm from a good America. And I'll be on MOAST as soon as I figure out how to register Great competition more pika, exactly what I need. >_> Man, with my pike in such a lousy state I can't make my case for the best spades in Texas. Originally posted by Electricmouse Great more spade competition, just what I need. >_> Man, with my pike in such a lousy state I can't make my case for the best spades in Texas. Hey, cheer up. I	
naven't played in a month, but I'm going back to it this weekend. yah there are worse things that could happen like a virus in your game that does not allow you to play as pikachu . anyway i bet its not that bad, i mean who knows what you think is your worse, can beat ppl who think they are doin their best That's right. You may think your bad, but you could be really good. Just keep training and you'll be fine. Is freak still will prick gui	ide
even if he quit? If not, then who? Originally posted AmishTechnology's pictish freak still going to prick a guide, even if he quit? If not, then who? Wait, when did he quit? If not, then who? Wait, when did he quit? I'm always the last one to find out. He stopped playing the schedudy and going to tournaments. I imagine that means not doing a prickly guide. Yes, no guide to Pichu. Yes RDT, I'm done a lall that. (Only here because I got directed by AT, yes, anyway.) EDIT: FFS! >. < That avatar is not allowed if you rdt! and yes, whoopsie and so. (Only here because I got directed by AT, yes, anyway.) EDIT: FFS! >. < That avatar is not allowed if you rdt! and	
/es, whoopsie and crap. Bah! Oh Well. Good luck with the rest of your life. You helped me be as pika as I could have been. And thanks for the guide. oh err! I came to check on my guide (after posting in the TOAST thread) that I'm secretly proud I have around, and find out it's now 'Important' and Stickied? =) Yays. Quit??? why stop pictish?????? Hey, everybody has their reasons. If Pictish wants to quit, that's his decision. All though, it seems like a lot of people back to Smash. Originally posted by demoncaterpie Hey, everyone has their	
easons. If Pictish wants to quit, that's his decisison. All though, it seems like a lot of people are quitting this year. Good thing Gamecube 2 comes out so SSBM3, although better to one or someone dies.: D Originally posted by RaptorHawk There has not yet been any confirmation of SSBM3, although better to one or someone dies.: D Hehe, that could become a reality. I'm just glad that smashers can love us and play this game so much without turning into a cult. Add it to the con list. Some of your attacks against Mario can be used against you. as if he were above you and you will use down B his mantle will send	
hrough him to you. You could die like this, so be careful, you've been warned. for you fun only lam sad now I just recently picked up a spades and I'm hoping the person who made this guide would still be around, but at the same time iam not I don't understand what you meant completely, but if you're looking for me, I'm still around. I just recently picked up a spades and I'm hoping the person who made this guide would still be around, but at the same time iam not I don't understand what you meant completely, but if you're looking for me, I'm still around. I just recently picked up a spades and I'm hoping the person who meant completely, but if you're looking for me, I'm still around. I just recently picked up a spades and I'm hoping the person who made this guide would still be around, but at the same time iam not I don't understand what you meant completely, but if you're looking for me, I'm still around. I just recently picked up a spades and I'm hoping the person who made this guide would still be around. I just recently picked up a spades and I'm hoping the person who made this guide would still be around. I just recently picked up a spades and I'm hoping the person who made this guide would still be around. I just recently picked up a spades and I'm hoping the person who made this guide would still be around. I just recently picked up a spade and I'm hoping the person who made this guide would still be around. I just recently picked up a spade and I'm hoping the person who made this guide would still be around a spade and I'm hoping the person who made this guide would still be around a spade and I'm hoping the person who made this guide would still be around a spade and I'm hoping the person who made this guide would still be around a spade and I'm hoping the person who made this guide would still be around a spade and I'm hoping the person who made an	be
hough. Not even my guide though - it's not a guide to playing perfectly in a tournament. It's just the basics of pikachu game, so you know its basic strats and what it is to build around. From there, do what I did and depart around it, find out what works against whom and how. I guess I can't even understand describing everything I know through air condition to prove the province of the province	
t, but I don't know what to do about it. And on my individual post, that N-air I still have problems with. I always end up with F-air. Heh. I just need to train, I think. But N-air makes sense to me; I understand its importance. It occurred to me, however, I'm sure someone else asked this (if that's the case, just give me a link), but how do you practice things like hat without competing human players? I find myself developing bad habits to play level 9 computer (as always starting to charge to move and expect in practice without human competition. I found it excrutiating, and so just didn't, and found people who also were interested in practice without human competition.	
competitive schism. However, if you want to practice something like waving or mixing n-airs, you may also go for training. If you want to practice the stuff that requires a c-stick then just fight on a level 1 computer. You should just try to get your game as technically fluent without a human player, and work to integrate them all when you actually fight against number to practice the stuff that requires a c-stick then just fight on a level 1 computer. You should just try to get your game as technically fluent without a human player, and work to integrate them all when you actually fight against number to practice the stuff that requires a c-stick then just fight on a level 1 computer. You should just try to get your game as technically fluent without a human player, and work to integrate them all when you actually fight against number to practice the stuff that requires a c-stick then just fight on a level 1 computer. You should just try to get your game as technically fluent without a human player, and work to integrate them all when you actually fight against number to practice the stuff that requires a c-stick then just fight on a level 1 computer. You should just try to get your game as technically fluent without a human player, and work to integrate them all when you actually fight against number to practice the stuff that requires a c-stick then just fight on a level 1 computer. You should just try to get your game as technically fluent without a human player, and work to integrate them all when you actually fight against number to practice the stuff that requires a c-stick then just fight on a level 1 computer. You should just try to get your game as technically fluent without a human player, and work to integrate them all when you actually fight against number to practice the stuff that requires a c-stick then just fight against number to practice the stuff that requires a c-stick then just fight against number to practice the stuff that requires a c-stick then just fight against number to practice th	
quickly fall into wd back I think when you do this Pikachu looks very jerky and hard to watch, which is great. It means he doesn't realize that sudden n-air comes so easily. And if you're coming while you're twitching everywhere, you just need to be able to respond. If you can not respond, er, well sorry, but this is just something I can do ^^; Of course, when you start fighting Falco and Samus, it's hard. Marth too, in fact, but that's a range thing >. Lits For Falco and Samus basically want to use impact and access from platforms. Pikachu can not fight Falco's head like on fd or something. It's horrible. By If you are interested in the recent yid mine, then I will post here when it gets released. There's a set of my	
Pikachu against the best Yoshi in Europe Svampen. It's a great couple of matches = D Remember, it's going to be a while because it's on Bach's tape and the poor guy has a ton of work to get through, and it's not nice to get people that busy. But when it's done, I'll post it here if there is demand for it Unfortunately, none of my corner matches were record as set of my some point, I'm going to have to do it. Pikachu is broken on ^^ it's almost as bad as Pika vs. Marth on Yoshi's Island. Yes! I'm very interested in some vids. As I mentioned, I had no idea those vids on the ssbm.it were very old, and to see even more advanced play, I think I would learn a lot from it. If that's not obvious now, I'm very new to the online world	
of SSBM. I've been playing since version 64 first came out (I still think I'm unbeatable with spades at 64, but the new SSBM I haven't yet come to complete the terms and conditions, and only recently found out how many there really is to it (e.g. your FAQ). It's funny, you mention Falco on FD because I have my friend who plays Falco pretty well, and FD is avorite level to play on! We definitely found that it's not my level (because he sometimes win, while other levels I almost always win). But still, it's a challenge. Especially since he's an F-Smash/B-Smash rapist. You mentioned Dashing, wding back twice, little dash, wd back, dash, short hop quickly fall into wd back, all of which I can only recently found that it's not my level (because he sometimes win, while other levels I almost always win).	our
rain against a Level 1 player, right? I'm really hoping to get my game going and maybe take part in the tournament sometime. I hope you don't mind me asking all these questions maybe if you think it might be better for me to just email you occasionally, that would be fine with me. I would be tmepted to tell the PM me, but feh. Maybe in me will help you if y	ou
ask a lot of qustions, other people can help contribute or learn from what I tell you. Yes, what I have described is just a brief example of erratic movement. Obviously, you don't just follow ^^ set pattern of moves or movements, but only generally make it really random, stay out of reach, but keep it close enough so you should decide you'll look at them with a scrambled nair before they know what's going on ^^ That's why it doesn't work very well at Falco. He simply SHL is up to you, interrupting your movement and letting Falco have his way with you. Avoiding this requires very embarrassing different approaches compared to normal, such as a full jump with thunderjolt to God knows what (depends on the	
player/level/range you land on) and or get on the platform and bait Falco on platforms with impact. He should just shine a jolt, or have some other set of reactions, learn what it is and punish him. For a shine example - there's a delay on with impact. If you can wait until you're prety sure the shine has been committed too, you can dash in (make sure the jolt from above, so it goes back up and away, as opposed to, you know, into you) and up to break it or whatever else suits your imagination. From there, you'll do what you will. Up to smash can lead to more smash, or n-air or any other number of rapid faller abuse. Just a small example. There's clearly a lot more that can happen, I'm just trying to open up	าแร
deas on the baseline scenario is When I read about all kinds of things to make your movement erratic, I can make each of them when I think about it and spend time on it. But the idea of making three or four advanced moves fluently and almost immediately in a row is still a little overwhelming. I see where I need to practice Thanks for the help! I actually liscovered your FAQ on GameFAQs a long time ago, and until recently it was my only source of advanced SSBM play (pikachu or not). So it's nice to talk to the guy behind it. From what I have expired, attacks that remain outside the LKE Sex kicks, chairs, spin attack, etc. Screw through a quick attack a little more. Its harder to hit a spin attack, so I'm	
generally trying to make it hit me. Just something I thought I was going to throw out. Great guide, now I have to learn Yoshi, Pikachu, DK, Ness, Bowser, Luigi and Samus. >_> PictishFreak, when will you be able to get those vids up? I'm very interested in the way you play. I think I can learn a lot from that. By the way, nice work advocating camping or her main suing. Score one for us spades players Unfortunately, vids seem likely to be postponed for a while. BACH is very busy, so it may be a while before it gets past RoS2. I doubt that people are equally in demand of these vids because they are GS2 and FC3 ones. Hey humming, they'll probably come eventually. And thanks, although some people still the probably come eventually.	I
don't seem to enjoy it. Gah! I'm pinning some vids:-D I just got back from the tournament. Let's just say I was little or no competition and it wasn't even such a big tournament. Finding vids elsewhere is proving difficult. I know you're a busy guy, but let me know how it goes with those vids you mentioned. Thanks! I have no control over the pace of vids. Whe help come out, I'll post. Bach's a busy guy. speaking of bach, im bach wahahaha ok. tomorrow is a tournament and finally I can serve more than anyone can chew with my pika. im real proud of myself how long ive come along and with the help of everyone, ahem back then at least lol. hey I have no human competition; no friends to play SSBM with, but im	
still awesome when it comes to training with computers. all u have to do is edit my game so that u try to make it fair to computers. for example, no edgeguarding of any kind, and I even run off stage just to you-air someone to get back on after I knock them off haha. and when the link uses grappling hook, I always avoid it, but let me out of counterrattacking. hings like that make computer training more worth it for sure. There's no such thing as combat training without people. Fighting computers is for tech skills. Without a man, you can never train your ability to anticipate and deceive.	
made against training dummies or level 1 CPU. Anything else is unnecessary because the computer will interfere with the technical performances you are trying to learn. Yes. And I especially hate how you can't use a C-Stick in training. For example, I tried to get my fingers fast enough to make a short-hop n-air I-cancel and immediately make an up-the-scheduled after landing back on the ground. Can't really get it in training, and even using a level 1 CPU gets in the second driver and use a motionless human player instead of a CPU to practice things like that. Hey, Pictish, can you help me? On vids from ssbr	
noticed how they can come flying at full speed straight from wavedash. Is it just a quick finger question, or is there any trick to it? Get on DC++ and I or Qwester (at the moment, more will be available because we've both been uploaded from) have vids of my Pika vs. Qwester, which uses Fox, Marth, and a little Doc/Y.Link in vids. Enjoy. Sweet! I'll check it here any trick to it? Get on DC++ and I or Qwester, which uses Fox, Marth, and a little Doc/Y.Link in vids. Enjoy. Sweet! I'll check it here any trick to it? Get on DC++ and I or Qwester, which uses It have a little Doc/Y.Link in vids. Enjoy. Sweet! I'll check it here any trick to it? Get on DC++ and I or Qwester, which uses Fox, Marth, and a little Doc/Y.Link in vids. Enjoy. Sweet! I'll check it have a little Doc/Y.Link in vids. Enjoy. Swee	
Writer – Sure thing, I just ripped off the Decadent One faq as well =P Good luck with guide ^_^ Thanks, and oh thanks Well, as an avid Pikachu user, a neutral attack is definitely a gret move despite what a pictish freak says n main post. If I can get someone caught against the wall and launch an attack, I'm able to zip out 60+% of the damage! It's one of my favorite attacks. And Thunder is great on the temple stage; Just get on the lower stage, and the thunder cloud hovers right above the ground! Huzzah! Neutral and is useful only when catching opponents against the wall, which is difficult to set up at most tournament stages. In addition, the person getting attacked can get out quite quickly by diing toward	
ou enough to move you slightly away from the wall, and then away towards the space you created. At this point, it will likely catch or break the spades in a slight delay from repetitive and neutral. Not a bad tactic for pika, just not particularly good, and not Useful one in much of the tournament to play. And hyrule is banned in the game of the tournament, scale the statement of thunder is useful, it makes no sense. Ignore this entire post if you're commenting on the usefulness of pika moves in random FFA matches with friends, but the pictish, as for those vids, I didn't realize that there was a bunch more vids.	
Q than fox. I downloaded and watched those as well. very nice! This kind of game really makes you appreciate the player behind Pikachu. Here you are fighting against Marth and Fox, both top tier characters, but you still manage to win more rounds. I noticed espesically with Fox how you focused primarily on his weakness - his recovery. Your whole focus was getting him off the edge so you could kick him back. That's something to keep in mind. One character I have against is a peach. As your guide says, every insane attack favors each of mine. It's the most awkward thing! I know an up-smash is the key to her beating, espeically up-smashing from the shield, but it's rare for me to pull something like this. I	
was just wondering if you have any other suggestions to combat it. Thanks as a Fox, I wanted to abuse Peach Recovery. Let's say you get her off the edge with nothing - her recovery is at least a little predictable. You can dive out and go for a tailspike if Peach dedicates her 'b, and if she floats, then yes, generally edgeguarding stuff. So, she starts airdodgo for a tailspike of peach dedicates her 'b, and if she floats, then yes, generally edgeguarding stuff. So, she starts airdodgo for say you'll get to edgeguard air least a little predictable. You can fake it in the air dodging it back, you'll get free into the schedulet. If airdodging stops, you'll get to edgeguard. As for dealing with it in general Yes, Peach is on. I can not think of general things for some reason 'h'; Her recovery?! I certainly did	
expect it, but now that I think about it, I see your opinion. My friend who plays Peach always swims back, and I think I try too hard trying to catch him in my downB, or rush to try to tailspike him. Maybe it's better to be patient before i finally have to go back I tried some different settings to get the peach in the up-schate. The down-grab on the up-the-schedu d'etch seems to be working well. With higher percentages, you can even grab >up-tilt>\(^1\)b. I also tried to run straight to her and cringe-cancel and up-smash. Of course, you have to pretend it before you can do it, but I think it might work. Anyway, thanks for the help. Much appreciated! Pictish freak is my hero. The world will experience the power of	
Pikachu. One quick thing though. When struck from the side of the stage by F-sch Falco, it is best to take DI only then di in the opposite direction, in your guide you mentioned from the direction you get dotted up, then you need DI left or right like a uthrow of a fox. I just want to clarify. You're still my hero. Pictish, this was supposed to be the PM, but he says your inbox is full and you before), I'm working on the Prickly Guide. But what I wanted to ask you: You divided your guide into 6 posts, but how long	
a row are you in parts? Did you post it right after each other in multiple posts when you had already completed the guide, or was there a little time between the different parts? I think you're after the part while you've already finished with this part, but haven't started the next part yet? I know, I know, I know, I ask the same thing about 3 times, but w/ e-NGCXX I hop get an answer soon. not bad pika guide at all. It covers, above all, all the details up to the brown zigzag tail. Liitle more information about the character specific vs. section, but I'll drive with this gold info for now. Ok, you Noobs or not I really need some tough advice here, AI only about a month or so to prepare for a nearby tournament and I'm trying to	e to
combine Ness and Pikachu as the perfect team. There seem to be complete opposites of Power/Speed and Defense and Leaks – You should think they are outranged by chracaters like Marth and Capt. Falcon, now here's my question, what can we do with our imited range? I finished my guide completely, I definitely did with each part and said everything I wanted to say. The wizard was then divided into 6 posts before separating one or two segments of the wizard into each post, as I'm almost certain that otherwise it would exceed the character limit. So yes, the time between creating themes and the final part of	
my guide's posts was pretty much zero. Thanks for the information btw, you posted 6 times in a row, spammer just kdding btw, I guess I won't use your lay-out, Pictish. This is not really fit as I want to write things about Pichu. I love pikachu so much. This guide has helped me a lot as far as the strategy goes. I know a lot more and just wanted to thank you to thank you very much! @topic, if pichu does not suck, then y has problems with almost every char? if not, every char. I do not know if it's good, but I used in tournaments, uair after juggling any type to forward b slightly charged, if do	
correctly, the opponent can still tech and you hit, (if against mewtwo teching backwards) Good guide 4 Pikachu players, ^.^ does the jump cancellation dash grab to know about the extra delay, but I thought I was increasingly grabbing the range? If not, what about the support grab where you press just before R) do not know if it applies to pika, but I am doing it with a sheikh and it seems to make a difference. Basically, what's better, go cleared dash catch, or increase catch?	

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