Pokkén Tournament™

Please read this manual carefully before using this software. If the software is to be used by young children, the manual should be read and explained to them by an adult.

Health and Safety

Before use, please read the contents of the ⚠ Health and Safety Information application on the Wii U™ Menu. It contains important information that will help you enjoy this software.

Language Selection

The in-game language depends on the one that is set on the console. This title supports five different languages: English, German, French, Spanish and Italian.

If your Wii U console language is set to one of these, the same language will be displayed in the game.

If your Wii U console is set to another language, the in-game default language will be English. You can change the console language in 🔧 System Settings.

Age Rating Information

For age rating information for this and other software, please consult the relevant website for the age rating system in your region.

PEGI (Europe):

www.pegi.info

USK (Germany):

www.usk.de

Classification Operations Branch (Australia):

www.classification.gov.au

OFLC (New Zealand):

www.classificationoffice.govt.nz

Russia:

minsvyaz.ru/ru/documents/

The following controllers can be paired with the console and used with this software.

<image>	Wii U GamePad	<image>	Wii U Pro Controller
<image>	Wii Remote + Nunchuk™	<image>	Wii Remote™ + Classic Controller Pro
<image>	Pokkén Tournament Pro Pad		

◆ To play multiplayer modes, each player needs a separate controller.

◆ Only one Wii U GamePad can be used with this software at a time.

◆ A Wii Remote Plus can be used instead of a Wii Remote.

◆ A Classic Controller can be used instead of a Classic Controller Pro.

Pairing Controllers

Open the HOME Menu and select "Controller Settings" ⇒ "Pair". Follow the on-screen instructions to pair your controller.

3 | About amiibo
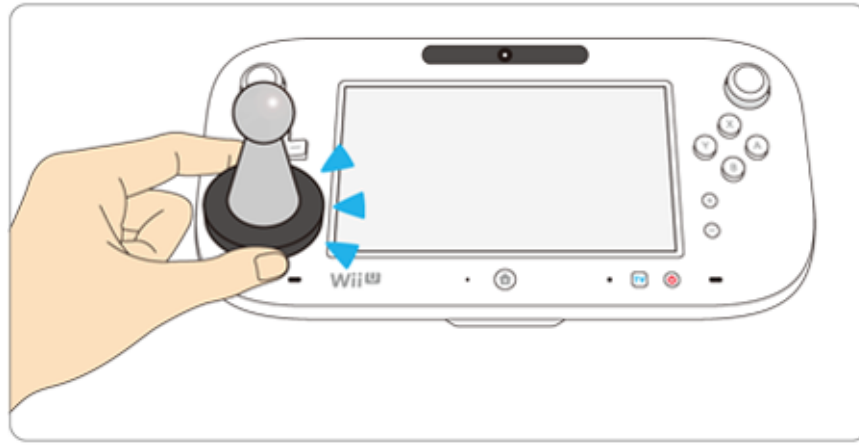
This software supports :amiibo: . You can use compatible amiibo™ accessories by touching them to the NFC touchpoint (⬜) on the Wii U GamePad.

Your amiibo aren't just for show. You can use NFC (near-field communication) to connect them to compatible software and play with them in the game.
For more information, visit:
- amiibo.nintendo.eu (Europe)
- amiibo.nintendo.com.au (Australia/New Zealand)

◆ An amiibo can be read by multiple compatible software titles.
◆ If the data on your amiibo becomes corrupted and cannot be restored, go to Wii U Menu ⇒ 🔧 System Settings ⇒ amiibo Settings and reset the data.

4 | Online Features

Connect to the internet to enjoy these features:

● Battle opponents online ➡ 24

● Appear in the online rankings and view the ranks of others ➡ 24

◆ For information about connecting your Wii U console to the internet, refer to the Wii U Quick Start Guide.

5 | Parental Controls

Parents and guardians can restrict certain features of the Wii U console through 🧍 Parental Controls on the Wii U Menu.
The following features can be restricted:

Name	Description
Online Interaction in Games	Restricts features such as online battles and rankings ➡ 24 .

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 partner Pokémon, 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 ⊕ to continue to the World Map. If it's your first time playing, you'll first be taken through the battle trainer registration process.

Battle Trainer Registration

New battle trainers will register information in the following order. Registered information can be changed from My Town ➜ 22 at any time.

Set Name

Input your battle trainer name using the Wii U GamePad, and confirm your selection by tapping OK.

Register Avatar

Choose the appearance of your battle trainer. You can choose your avatar's gender, skin color, and face.

◆ Partner Pokémon Settings

Choose a Battle Pokémon to be your partner in the Ferrum League ➡ 23 . You can also change partner Pokémon from My Town ➡ 22 .

Saving Data

Data is automatically saved as you progress. Do not power off the system when the save icon 🔲 is displayed.
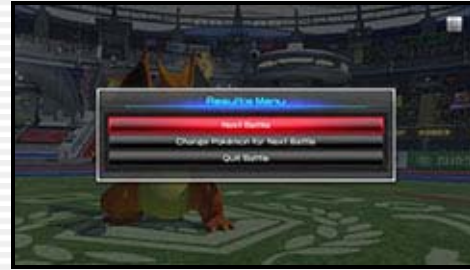
Deleting Data

Save data can be deleted by selecting 🔧 "System Settings" from the Wii U Menu, then "Data Management". 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 World Map

Move the cursor to view the various areas within the Ferrum Region and select which mode you want to play.

Trainer Card

Press Ⓧ on menu screens such as the World Map to open your Trainer Card, which contains information about your partner Pokémon, your current Support Pokémon, and your battle trainer's appearance and title. Press Ⓧ again to close this card.

Obtaining Items with amiibo

Scan a compatible amiibo while on the World Map screen to receive an item, which can include avatar items, Poké Gold (PG), or titles. You can obtain items in this way up to five times a day.

◆ Each compatible amiibo may only be used to obtain an item once per day.

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 "?" to choose randomly from the options on screen.

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 ➡ 19 that will aid you in battle.

One set contains two Support Pokémon. New sets will become available as you progress through the Ferrum League ➡ 23 .

Choosing a Battle Stage

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

Pokkén Tournament supports five different types of controllers ◀ 2 , 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	✛/Ⓛ
Weak attack	Ⓨ
Strong attack	Ⓧ
Pokémon move	Ⓐ
Jump	Ⓑ
Call a Support Pokémon	Ⓛ
Block	Ⓡ
Grab attack	Ⓨ+Ⓑ
Counter attack	Ⓧ+Ⓐ
Activate Synergy Burst	Ⓛ+Ⓡ

Burst Attack	Ⓛ+Ⓡ (during Synergy Burst)
View Pause Menu	⊕

◆ Free Training Controls

You can reset the positions of the Battle Pokémon during Free Training. When positions are reset, the Pokémon will return to preset positions determined by the stage and if you were holding a directional button at the time of the reset.

Reset position (change phase to Field Phase)	ZL
Reset position (change phase to Duel Phase)	ZR

Wii Remote + Nunchuk Controls

Navigate menus	✚/◎
Confirm selection	Ⓐ
Cancel	Ⓑ
Change page (certain menus only)	Ⓩ/ⓒ

◆ Battle Controls

|	
Move/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 ✛ to move your Battle Pokémon. Double-tap up, down, left, or right to dash step in that direction. In Duel Phase ➡ 16 you can only move forward or backward, not side to side.

Jumping

Press Ⓑ to jump in place. If you press a direction on ✛ at the same time, you can control the direction of the jump.
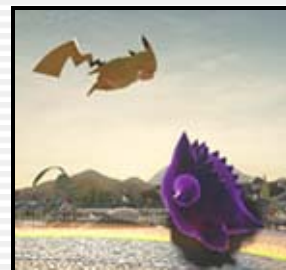
Attacking

Press Ⓨ to perform a weak attack (low damage, but quick) and Ⓧ to perform a strong attack (high damage, but slow). Press Ⓐ to unleash a Pokémon move, which varies by Pokémon (for example, Pikachu will use Thunderbolt).

◆ Grab Attacks

Press Ⓨ+Ⓑ to grab the opponent and perform a grab attack. Grab attacks can be performed on blocking Pokémon.

◆ Counter Attacks

Press Ⓧ+Ⓐ to deflect an opponent's attacks and perform a counter attack.

◆ Poké Combo

In Duel Phase ➡ 16 , press
Ⓨ repeatedly to chain a
series of attacks into a Poké
Combo.

♔ Block

Press Ⓡ to enter a blocking
state that can guard against
your opponent's attacks. But
be careful--depending on the
opponent's attack, you may
lose some HP or even have your guard broken!

◆ If you take too much damage while blocking, the
block will turn red and you will suffer a Guard Break.
Guard Break prevents you from blocking, creating a
large opening for your opponent.

1 Nia's advice

2 Battle timer

This shows the remaining time in the current round. The round will end when the timer reaches 0.
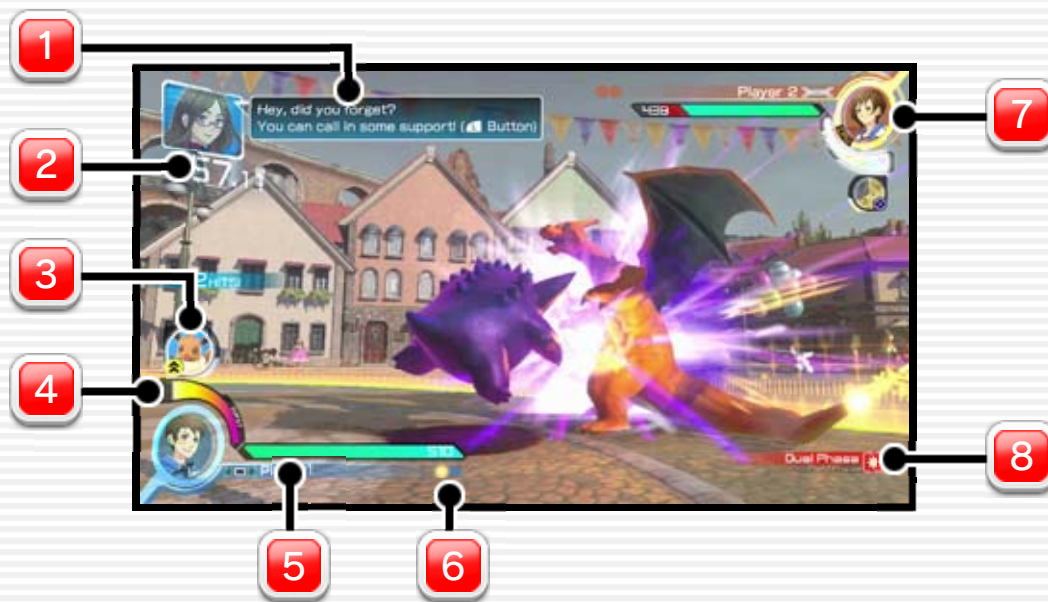
3 Support Gauge

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 its HP drops to 0, the opponent will win the round ➡ 14 .

6 Round points

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 remaining 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 ➡ 19 to use in the next round and, if certain circumstances have been met, Nia's Cheer ➡ 20 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 ➡ 21 will increase and it will earn a skill point. You may also receive items or titles for your avatar, Poké Gold (PG), and you may even get a lucky bonus!

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, all information from the current battle will be lost.
Quit Battle	Stop the battle. If this option is selected, all information from the current battle will be lost.

The Battle Phases

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.

Field Phase

If certain moves land while in Field Phase, it's time for Duel Phase!

Phase Shift

After a series of frenzied exchanges in Duel Phase, it's back to Field Phase!

Duel 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 and the field will reset to Field Phase.

Field Phase

Synergy Power

Move around the field freely in this open 3D battle phase. Pick up the Synergy Power that appears around the field to increase your Synergy Gauge. You can also call on your Support Pokémon to gain the upper hand.

While the battle is in Field Phase, press ✛ to move toward the opponent and ✛ to move away from the opponent.

Duel Phase

Perform intricate offensive and defensive maneuvers to go for huge damage in this 2D battle phase.

While the battle is in Duel Phase, the right-facing Pokémon moves toward the opponent by pressing ✛ and moves away by pressing ✛. By pressing ✛ or ✛ 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, low 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 of the Pokémon that used the attack.

Normal attack
(Ⓧ or Ⓨ)

Grab attack
(Ⓨ + Ⓑ)
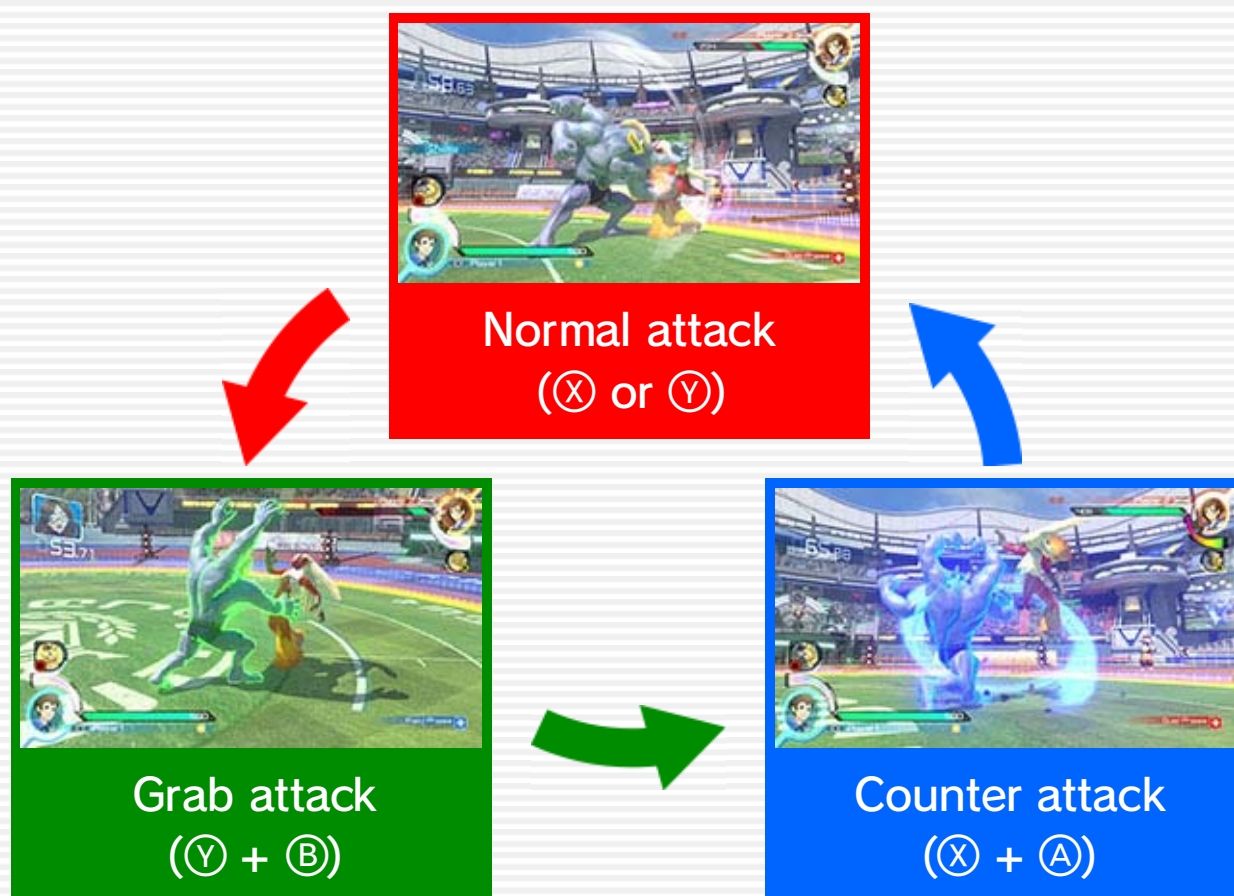
Counter attack
(Ⓧ + Ⓐ)

Normal Attack (Ⓧ or Ⓨ)

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

Grab Attack (Ⓨ + Ⓑ)

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 (Ⓧ + Ⓐ)

When the Battle Pokémon glows blue, counter attacks will deflect normal attacks and then deliver a counter attack. Counter attacks lose to grab attacks.

Synergy Burst

Once the Synergy Gauge is full, press ⑭+Ⓡ to activate Synergy Burst. During Synergy Burst, the Pokémon becomes massively 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 ⑭+Ⓡ 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. During planning time `14` you can choose which Support Pokémon you'd like to use for the upcoming round.

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 they fought. After earning enough, the Pokémon's skill level will go up and it will earn a skill point.

Allocating Skill Points

Skill points can be allocated to one of four categories.

◆ Skill points can be reallocated 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 while it is active.
Strategy	Shortens the charging time of the Support Gauge and enhances support effects. Also improves Synergy Gauge increases.

In My Town you can see your battle records 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 introduction, which will also be displayed on your opponent's screen when battling online.

Pokémon Settings

Change your partner Pokémon and support set. You can also reallocate each Battle Pokémon's skill points ← 21 .

Advisor Settings

Change the settings of your advisor, Nia, who lends you help in various ways throughout the game.

Cheer Skill	Set which Cheer Skill is used by Nia during planning time ← 14 .
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 ⎙/ⓡ 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 dialog). You can
also choose from English,
Japanese, or None for the Voice Type (language).
Press Ⓧ to return to the default settings.

In this single-player mode you can participate in the official Ferrum Battle leagues as you aim for the top spot. New battle trainers start at D Rank and must therefore 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 rank 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 League Match you'll duke it out with five battle trainers of similar ranking one after another, and your league ranking may go up or down based on the results.

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 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 the following points in mind during online battles:

● Directly disconnecting from the Internet during a battle can ruin your and other players' fun, so please refrain from doing so.
● Your Nintendo Network ID and battle trainer name 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 in Rank Match. 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.
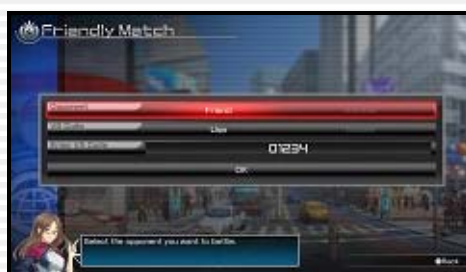
◆ Similarly ranked players will be paired together first.
◆ If an opponent isn't found after a certain amount of time, you'll enter into battle with a CPU opponent (a

computer-controlled opponent) while the search continues.

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 one of you emerges 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) while the search continues.

Point Ranking

The lists here sort players by rank points earned in Rank Match. 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 on the number of wins they have earned in Rank Match. The time periods you can see the records for are the same as Point Ranking: Total, This Month, and Last Month.

In this single-player mode you can participate in battles with custom rules, choosing everything from the battle time 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, after which battle will commence.

Rule Settings

You can adjust the following rules in Single 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 "∞", 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 were level 1.

◆ Synergy Power can only be adjusted in Basic Battle.

Extra Battle

In Extra Battle mode, Synergy Power is replaced with Random Boxes that appear on the ground during the rounds.

Random Boxes

Picking up a Random Box can have a number of effects, such as restoring HP or filling the Synergy Gauge.

Random Box effects include the following:

	Synergy Gauge Boost
	HP Recovery
	Positive Statuses

Random Boxes will only appear when the battle is in Field Phase, so grab them to take the upper hand. But if your opponent has a better angle on the Random Boxes, try forcing a Phase Shift to prevent them getting there first!

◆ Be careful when picking up Random Boxes! 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 ⬅ 25 , 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 World Map, 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, 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 ← 15 . 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

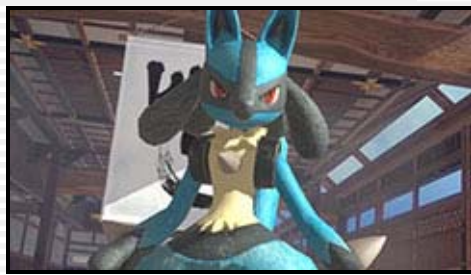|		
N	Aura Sphere	Ⓐ (hold to charge)
N	Bone Rush ~ Upward Swing Follow-up	✛ forward + Ⓐ, Ⓐ
N	Force Palm	✛ backward + Ⓐ (hold to charge)
C	Extreme Speed	✛ up + Ⓐ (Duel Phase only)

Recommended Moves

N	Use to shift phases	✛ side + Ⓨ (Field Phase only)
N	Major 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 (Field Phase only)
N	Major damage dealer	✚ forward + Ⓨ (Duel Phase only)
N	Push back and create a chance to attack	✚ up + Ⓨ (Duel Phase only)

Machamp

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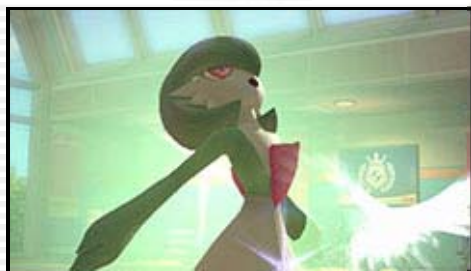
N	Use to shift phases	Ⓧ midair (Field Phase only)
N	Major damage dealer	✚ down + Ⓧ, Ⓧ (Duel Phase only)
C	Push back and create a chance to attack	✚ backward + Ⓧ, Ⓨ (Duel Phase only)

Gardevoir

Battle Style

TECHNICAL

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

SPEED

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	Major 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 ← 15 . 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

POWER

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	Major damage dealer	✛ forward + Ⓧ, Ⓧ (Duel Phase only)

Gengar

Battle Style

TECHNICAL

Burst Attack: Shadow Drop

Recommended Pokémon Moves

N	Shadow Ball	Ⓐ (hold to charge)
G	Hypnosis	✚ forward + Ⓐ (press Ⓡ 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	Major 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

SPEED

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	Major 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 ◀ 15 . The key below indicates the type of each attack.

N: Normal attack
G: Grab attack
C: Counter attack

Sceptile

Battle Style

SPEED

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

POWER

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	Major damage dealer	Ⓧ midair (Duel Phase only)

Garchomp

Battle Style

POWER

Burst Attack: Outrage Smasher

Recommended Pokémon Moves

N	Dragon Claw	Ⓐ (hold to enter Running Stance)
N	Dig	✚ forward + Ⓐ (cancel with Ⓡ or Ⓑ)
N	Dragon Rush	✚ up + Ⓐ (cancel with Ⓡ) (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	Major damage dealer	✚ forward + Ⓨ, Ⓨ (hold to enter Running Stance) (Duel Phase only)
N	Major 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 & 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 & 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 that 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 & 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 & Magikarp

✕ Pachirisu

Disrupt: Follow Me

Charging Time: Slow

Cancels out certain long-distance attacks.

✕ Magikarp

Disrupt: Bounce

Charging Time: Slow

Performs a drop attack when the user is 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 attack that drains the opponent's Synergy Gauge and temporarily prevents them from getting critical hits.

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.

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