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Pokken character guide

This penguin is the emperor of this brutal attack, as part of a series of written guides on the Pokkén Deluxe competition for Nintendo Switch. I always liked this game and I wanted to return to the community and generate more attention for it. I will create more guidance like this in the future and I hope this will get new players invested in fighting games that teach me about fighting games. These character guides refer to the breakdown of the surface level of each playable Pokémon in the actor. If you want to try Pokkén Tournament Deluxe and learn more about the game, don't forget to check out the community incongruity! Access to character-specific Discords will help you find any information not listed in this guide, and you can also ask the player there for specific instructions. The sixth character in our character guide series is the *Water/Iron* Type Empoleon, which originally appeared as pipup's final evolution in the fourth generation, Empoleon RPGs, as the first water type starter to be added to the roster. He launched in Pokken in the arcade version patch after the wii U home console port but didn't actually do play in the console launch until the DX empoleon series used the movement of several hidden machines, possibly in cheek homage to HM Slave archetype fans that were particularly prominent in previous RPGs. The Pokémon Emperor uses these HM movements, along with his unique slide mechanism, to get close to his opponents and pressure them with powerful movements. Hit score, 720 Health Shield, 150cc Synergy GaugePoké Moved: Aqua Jet (Duel 5A, Field n.A.) Defog (Duel 4A, B.A Field.) Ice Beam (Duel 6A, F.A Field), Steel Wings (j.A).Peck Drill (Duel only, 8A. Empolan has a set of Poké Moves trackers that can be done by undoing Defog, Drill Peck or Aqua Jet into them: Surf (cancel as B),cut (cancel as Y), waterfall (undo as X), rocks smash (undo as A.) while in sliding gestures only Empoleon can use a hydro cannon (SL. A). 1.Unique features: Aqua Jet There are three different stages after that called Level 1, 2 and 3, each with different damage values and frame data, depending on how far they travel before landing on the opponent. The ice beam and 2X/b.X can be charged both with the press and hold (6[X] and b.[X]), which allows him to slide. Good Slide The slide is referred to in master with the acronym SL (e.g. SL.Y.), the surf can also be undone with the R as soon as Empoleon rides the waves, which allows him to use his aerial movements immediately from the surf when watching the ice beams in. Moving list, the game message alleged that the ice beam can be undone with R. This error is a translation error and should be ignored. Keep in mind that frame datasheets should always be consulted for specific moves and its properties. Empoleon is healthier than average and is one of three characters with 720 HP Shield, making him a very difficult and hasty character. While his normal movement is very slow, Empoleon can use his Y and Ice Beam missiles to remotely disrupt, then use his slide and Aqua Jet to close Defog as a particularly powerful move that is the source of most of his game plans - Empoleon can undo various options, all of which mix his incredibly dangerous block pressure. While the mix-up is very simple in Pokkén, as empoleon engines can access almost every mixing option from his abandoned Poké Moves: air counter armor, counter-punching, air defense and even burst attack command, he grabs while in blast mode. Of course, most of these options are also available after Aqua Jet and Drill Peck as well, giving Empoleon a particularly unpredictable close pressure. Stop The Crow! The move that Empoleon can cancel after using Defog, Aqua Jet and Drill Peck is the most important part of his series. It's easy to see why, after analyzing Empoleon's frame data, it's very easy to see the images, just playing the characters - Defog, Aqua Jet and Drill Peck all have very long winds, incredibly insecure, or both. Using Surf, Cut and Rock Smash as a track will make your first move safer on the block and will work well to punish your opponents if they grind (the waterfall is a traditional dragon punch, so don't misuse it against opponents on the ground), especially Rock Smash may be one of your favorite moves on the block or in okizeme situations, since it is pierced armored counters that debuffs your opponent's defense. If you specialize in Surf Cancel, we'll take a look at the more practical applications of using these movements in the actual combo strings in the relevant section, but for now, don't forget to use Defog as a Rock Smash (or related track) in the near-term Aqua Jet into Rock Smash in the distance and Drill Peck into the waterfall to resist the weather. Remember that the main use of Defog, in addition to starting blockstrings, is to eliminate the missile, making it an important movement in both phase PhaseOnce field stages where you use your unique movements to get into your opponents, you can set strong pressure. Empoleon's pitch term is largely determined by him wanting to get into his opponent as soon as possible and he has several tools to help him do so. The ice beam has a fairly long wind, but it can be something of a bullet, and the holding version will take you into the slide immediately. Slide you can approach safely with sl y or barrel in with a hydro cannon. Remember that Hydro Cannon has two hit boxes: Empoleon. This means propelling yourself backwards off the slide (probably out of the b.[X]) with Hydro Cannon, giving you a bizarre zoning tool to cover your getaway. While Empoleon doesn't get close to the air as usual unless he leaves Surf Cancel - your air is still useful, j.Y is separated in three directions, j.X is devastating and only -4 on the block and the iron wings will catch the counter badly and the Mpoleon's way of coincidence b.[X] is a unique tool by mistake, which very few other characters can compete. This is because b.[X] keeps Empoleon low to the ground before he enters the slide, which means he can move a low profile that hit high on the pitch. In addition, unlike Ice Beam, b.[X] allows the Empoleon Slide to reverse as well, which allows you to use SL.Y. backwards in addition to aqua jet and Hydro Cannon slides. Attacking your CADC and Homing is still a good option, but their superiority will make your approach predictable and therefore they should be tied to your character's mechanics. You can aim the ice beam in a diagonal forward direction in the Field, where you can change the trajectory of your beam and slide. Don't forget to use Defog to clear missiles, followed by Surf for a Quick Method or Rock Smash for grounding pressure. The Rock Smash is also a good okizeme option and the cracked rock that flies out after the box hit. You can use Aqua Jet to turn off the distance immediately after switching and start setting your block pressure with Ice Beam's Wind Smash Rock can be penalized, but the ability to slide with hydro cannon is another way to mix your way, especially in oki slide 2[X] can be similarly applicable, and the j.Y slide retreat or slide as a steel wing can punish your opponents as they chase you. Keep in mind that aqua jet is the most powerful (and safest) at Level 3, which means getting close to it full screen is a very strong option. When you are on an opponent, you can take them to the wall with Surf and force them to fear your options without having anywhere else to go. Empoleon is great at catching slippery opponents and scares them. During the intimate and private. The usual movement of Empoleon is true. Your 5X middop and 2Y cast are probably your fastest moves with everything else as the i19 and hard to challenge the near-term option faster with. Fortunately, since 2Y is a cancelable offer in Poké Moves and 5X will put your opponent in a stunned state, they are not all bad options to try against opponents at close range 2[X] into the slide is also +8 and, as always, high avoidance, which means you can set the block pressure or penalty swing recklessly with the most powerful Hydro Empoleon cannon when he can push his opponent into the corner and force them to block or panic to put them to eat the Defog Rock Smash combo. Steel Wing, each of which will have different impact times and counter penetration features, so that your opponents are not familiar with the time for Rock Smash and punish you by grabbing or punching your own counter. Synergy BurstEmpoleon's linear bomb mode plan game, the game centers around him, fishing to confirm the bomb attack, Empoleon's Synergy bomb is on the weaker side compared to other bomb modes in the game, but it allows Empoleon to continue to focus on what he does best: bar down against his opponent with forward momentum, even with a 150cc meter size and 14 seconds. Empolan receives the following features while in blast mode: Aqua Jet It will always be level 3 regardless of range (especially it will be an i15, such as level 1, but as -8 in the block). Hitston will rise and be safe on the block, rising from -4 instead of -12.Buff that Empoleon gains in most bombs designed to make him easier to confirm in his explosive attack, Deep Blue King. Empoleon's bomb attack is unique in that it commands a grab, which connects on the i31 and is invincible in frame 26 right before impact. This means you want to use it to punish blocks or frame counter armor or be tracked after Aqua Jet, Defog or grounding hit of Drill Peck.Strengths and WeaknessesEmpoleon as a tanker character who plays a rather linear rushdown, but his game plan is still different compared to characters such as Blaziken Empoleon. Empoleon also offers the right options, such as Ice Beam and j.Y, and can eliminate missiles with Defog to make zoning more difficult. However, since Empoleon's movements are very committed, he must choose whether to approach the zoning slowly and evade or get close quickly and possibly blow up. Zoning Characters such as Gardevoir, Scizor and Mewtwo are special in controlling space and neutral, or can penalize the way options of Empoleon will make the life of a rough Pokémon penguin in almost any situation. On the other hand, while pairings such as Aegislash and Shadow Mewtwo are volatile, Empoleon can scare these characters and exploit their fragility with his crazy block pressures, he should manage to get in. Overall, since most characters have access to more options in neutrality than Empoleon, the character is at the bottom of the level spectrum. Support and Cheer PairingsEmpoleon often choose support that can increase the pressure of his blogs Dragonite, Ninetales, Yveltal and Latios are very good tools to block places that will be especially with the walls. Supporting the addition of statistics such as Eevee and Victini can help Empoleon compete with an opponent's bomb without relying on his own mediocre bombs or simply making his pressure more effective. The Snivy-Lapras series is also a very powerful combination that can level the neutral playground, Snivy is a reliable anti-armor defense over Drill Peck and Cascade, and both the booster can eliminate the missile and move forward neutrally to clear the way for the standard empoleon, and the special seems to be the best cheer for Empoleon to guarantee a healthy balance of meter gains. CombosThese Targets are simple combos that you can start with right away, they are bread and butter combos, not necessarily the hardest or the best. If you want to learn more about what your character has, let me suggest exploring the longer combo guide found in the Pokkén character Discords, since they are often the most up-to-date with current versions of the game. Sample combos in tutorial mode are also very good at helping you figure out your character's combo theory. Since most of your time is being spent scrolling around the field or searching for Aqua Jet, it is useful to know that these are shorter than confirm: 5X 6[A]A or CA 5X 6[A]A2Y 5AA (for Defense Debuff and knockdown) or 5AB (for portable angles) or 5AX (for pure damage) or 5AY for (knock or wall combos) if you are trying to train wallplat combos, select gym stage and push to red icon. Many more damaging combos of Empoleon are made to the wall after the wall. Then a longer combo that takes advantage of Surf Cancelling, the tighter part of these combos that you will make. The practice will be Surf Cancel as j.Y and 2[X] into a single SL immediately Y.2Y 5AY W! 8Y 8AX2Y 5AY W! 2[X] SL. Y 4ABR j.Y 4AXConclusionEmpoleon is an awesome character with a series that emphasizes making fear known and demanding the respect of opponents. His game plan in both stages involves running down with numerous inherent travel options to pressure his opponent and deal with major damage Defog can clear missiles in full-screen situations, ice beams and 2X allows Empoleon to slide around the stage, and Aqua Jet will put him in the face of another player immediately. When he was there he could continue the pressure with more Defog and Drill Peck was an incredibly threatening variety option especially the Surf, Steel Wing and Rock Smash Empoleon bombs as well as very low keys, but added a deep blue king command grab to a long list of mixed instruments. Bring support that can be pressed in the middle and make your approach safer while also limited. The next guide in the school series Trainer will focus on pokémon, where humans create the legend number 150 - My genetic Pokémon Mewtwo!