

MIRAIDON



PARADOXICALLY APPEARS

Pokedex #1008

TYPE:  **ELECTRIC** /  **DRAGON**
Category: Paradox

"Much remains unknown about this creature. It resembles Cyclizar, but it is far more ruthless and powerful." - Pokedex, Scarlet Version

"This seems to be the Iron Serpent mentioned in an old book. The Iron Serpent is said to have turned the land to ash with its lightning." - Pokedex, Violet Version

This cool cyborg critter is none other than the boxart legendary (and arguably main protagonist) of Pokemon Violet. It's the future paradox version of Cyclizar. It seems in the future the iguana bikes of Paldea will become motorbike Transformers dragons. Its pixelated eyes are the primary means of inferring its emotions, and I must say are quite pretty. It is very selective of its company, but anyone who earns its trust (like say, by sharing your sandwich with it) will have made a powerful friend. By default they walk around on all four limbs, but their vehicular form is versatile, able to climb up walls, skim the surface of water, and even glide. The above image is

their combat form, dubbed "Ultimate Mode", and they can channel their electrical prowess into devastating tail attacks while using their rear legs/thrusters to maintain a height advantage over enemies.

Gameplay-wise, Miraidon is very much a superpowered legendary far too OP to allow in standard competitive matches. It's got high special attack and speed to annihilate anything in its way, and if something does land a hit, it has good durability too. Its ability, Hadron Engine, both creates electric terrain as it enters play and provides a further special attack buff when inside electric terrain. It also has a signature attack, Electro Drift, which inflicts more damage than usual when landing a super effective hit. That also has a unique twist of being a special attack that is considered to make contact with enemies, a usually minor effect that can result in niche interactions.

When I was little I wanted a pet iguana. After skipping the entirety of Pokemon gen 8, having a motorbike iguana cover legend that's also a central character from the get-go is what ultimately convinced me to give Violet a chance. Luckily I managed to get one of the blessed copies that doesn't glitch out or crash every 10 minutes, so I could ride around with Miraidon to my heart's content.

STATS

Walk = 1.05 (Decent, just under Banjo)

Initial Dash = 2.05 (Good, between Fox and Falco)

Dash = 1.7 (Decent, just under Lucario)

Short Hop = 15 (Moderate, same as Ryu)

Full Hop = 35.5 (Good, Same as Pikachu)

Air Jump = 49 (Very high, a bit shorter than Falco's, it's also the slow "floaty" kind of midair jump like Yoshi)

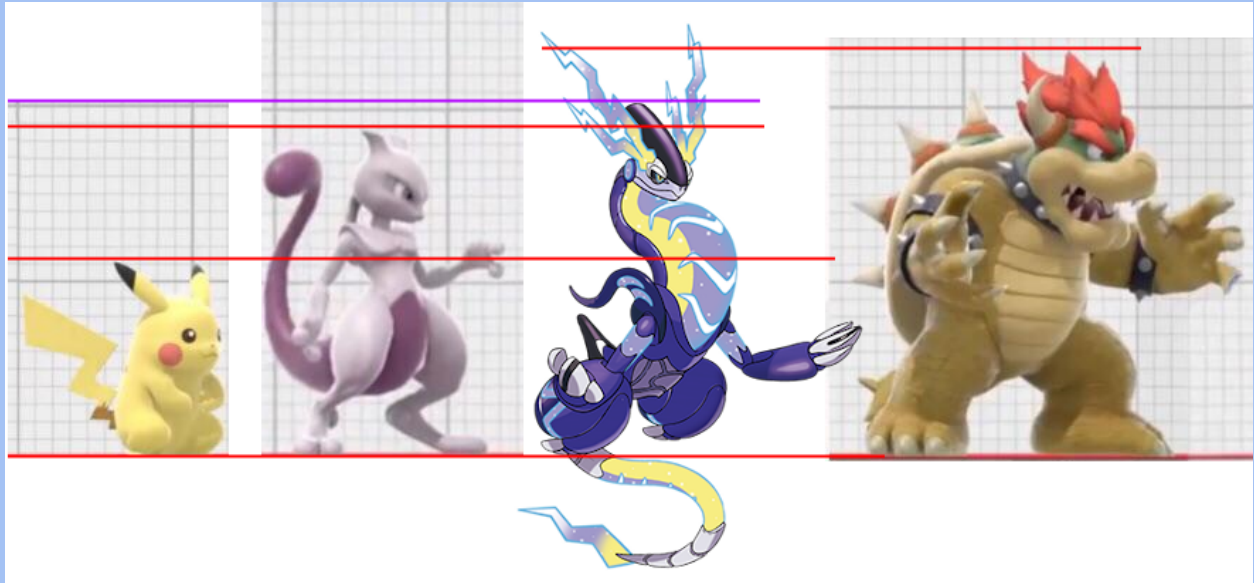
Air Accel = .097 (Good, just under Yoshi)

Air Speed = 1.155 (Good, shared with several members of the Ultimate cast)

Fall Speed = 1.3 (Floaty, same as Isabelle)

Weight = 100 (Middleweight, same as Mii Swordfighter)

Size:



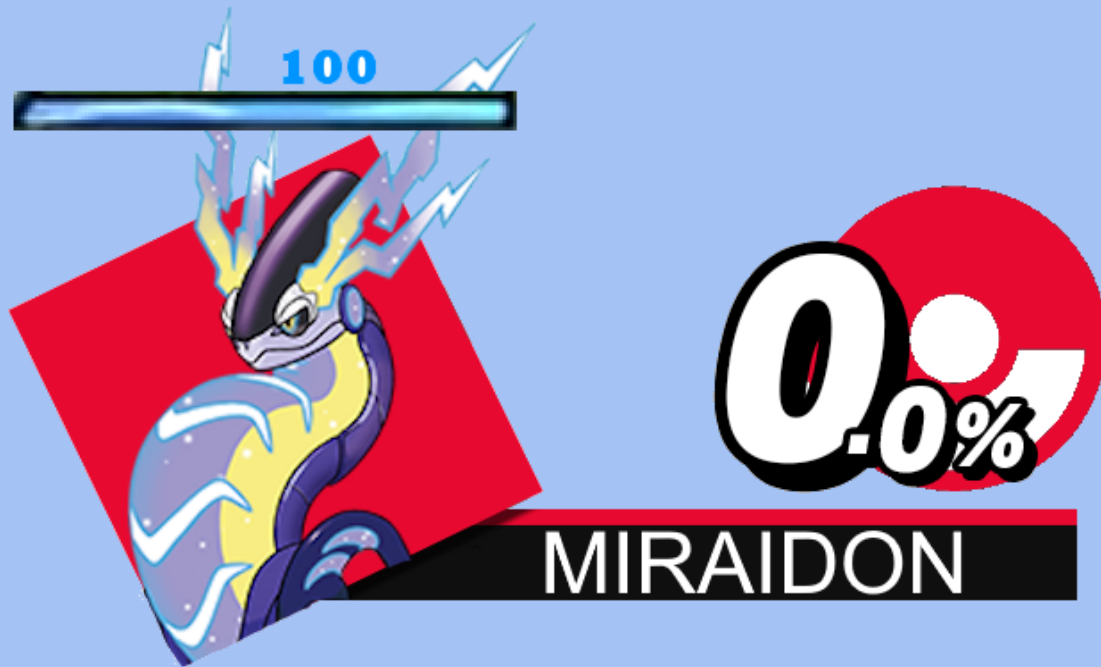
Among the taller and wider characters, its antenna and tail thankfully don't have hurtboxes, and it would be facing sideways in gameplay so its arms wouldn't be sticking out as far. Its tail is normally raised in gameplay, but the ability to lower it to such an extent does come into play for a few attacks, ohoho! **Its tail will have a hurtbox during attacks**, except for the tip

Miraidon is fairly nimble for a big Smasher, especially when airborne. Like with Mewtwo, this comes at the cost of having less weight than canon would suggest. The shocking dragon makes it to the high-end of middleweight regardless, but this is only because of a few other restrictions on its awesome power...

KO% thresholds are based on striking Mario from the center of Final Destination

Distance units refer to the small squares in the training stage. 10 units = 1 medium square

HADRON ENGINE



As with so many MYMsets, Miraidon's got its own personal HUD element. In this case, it's a meter that turns blue as it's filled. That IS its Hadron Engine meter from Pokemon Unite, but it works a bit differently here. You fill it up by quite literally charging certain attacks (if only there were 3 universal inputs in Smash Bros I could use for this), and little static sparks appear around both Miraidon and the meter as its engine is charged up. The number above the meter is its charged percentage, naturally capping at 100.



When Miraidon's engine charge reaches 100%, it'll take on a blue glow like in the above image, and its very presence makes the air around itself crackle with electricity. Even the charge meter starts to glow! Supercharged Miraidon has a bit of a power boost: Unless otherwise stated, its attacks deal an extra **2%** and KO 10% sooner. Certainly helpful, but the REAL reason you've spent all this time charging up is for the other thing Hadron Engine is known for: Electric terrain!

When Hadron Engine is active, whenever an **electric** attack strikes terrain, the very ground itself is electrified. This creates a shockwave that immediately covers the terrain across half a BFP, extends 3 units into the air, and inflicts **2%** with a 40-frame paralyzer effect! On pass-through platforms, this shockwave extends both above and below, turning what should be cover into a larger hazard. After the initial shock fizzles, there is still a faint yellow aura of static in the area, lasting for 10 seconds. Miraidon's attacks inflict an extra second of hitsun, or 3 frames of shieldstun, to anyone caught within the area, with damaged characters receiving the x-ray appearance of Pikachu's 64 electricity. This makes things easy for the violet legend to tack on another hit, and when it can't combo it still makes things that much more difficult for opponents to defend themselves or, Arceus forbid, amount a counter offense.

So, how long does one get to rampage as a cyborg jet engine iguana? There's no time limit to the effect, you're not limited to 5 turns. Instead, the charge drops as Miraidon attacks and is attacked. Most attacks remove 10% from the Hadron's charge on use, and you'll lose 5% whenever you're hit. This is on a per-hit basis, so beware multi-hitting attacks. Of course, if you leverage this power wisely, chances are you won't have to worry about that. Getting KO'd with the Engine disabled won't cost any charge, but losing a stock while supercharged costs 30%.

Like Joker/Arsene, you can't recharge the engine until your current one runs out, so make it count.

One last note: The engine won't activate until after you complete the attack that brought it to full charge. Trust me, you want this timing to be a thing.

SPECIALS



Neutral Special Lightning Laser

This attack is from the Trading Card Game, dealing damage while chipping away at a secondary target. In Smash Bros, this takes the form of a rebounding projectile like ROB's Robo Beam. Miraidon releases **3 intertwining bolts of lightning** from its mouth, 1 yellow and 2 blue. This can be angled 45 degrees up or down, and will ricochet up to 2 times off terrain. It has 24 frames of startup and 25 frames of end lag.

On a hit, this deals **9%** and some vertical knockback, not enough to KO until 260%, but just enough to not insta-gib recoveries. The laser will also incur a special kind of rebound when contacting a player or summon, directly angled towards the nearest enemy within 10 units, or terrain if noone else is in range. This helps you spread damage around against multiple assailants, just like in the TCG! Against a lone enemy this is still relevant thanks to Hadron Engine: The laser will just rebound straight into the ground they're standing upon (slightly angled to not double-up on laser hits), forcing them to eat the terrain shock. For the record, the hadron shockwaves extend equally in both direction from the laser's point of impact.

After non-terrain contact, the blue bolts disappear from the laser, causing any subsequent hits to deal just **5%**. With Hadron Engine active, the laser won't lose power on hit, but use of this attack costs 20% Hadron charge; At 10% charge the post-hit bolt goes back to weakening. Considering you can bank it off several platforms and light up half the stage with electric terrain, I think it's a fair price. Overall, this is a versatile attack. By default it can be used as a poke or funky trickshot zoning tool, and with Hadron Engine it can handily begin pressure sequences.

Side Special Dragon Breath

Miraidon exhales a **stream of sunset-colored ionized gas**. This beautiful display of dragon power lasts for 30 frames, dealing **multiple hits of .5%/3 frames** while pushing enemies away, and a final hit that knocks enemies away with minor med-angle knockback. You can angle the stream 25 degrees vertically during the startup, and it will travel through enemies but not terrain. It's got 18 frames of startup and 20 frames of end lag. It has .65x the reach of Bowser's firebreath, and after use takes 20 seconds to recharge. You can tell it's fully refreshed with subtle wisps of magenta air emitting from Miraidon's nose and mouth, literal dragon breath. You can even see this indicator on the cover legend's HUD portrait.

When the attack is used at full power, a **cloud of gas** lingers at the end point. It's formed where the breath first reached, in cases of moving platforms or aerial usage, but it won't become active until the breath phase ends. This cloud is the size of Electrode and will emit electric pulses every 2.5 seconds. Each pulse deals **2%** and a flinch, as well as destroying enemy projectiles, and the cloud lasts for 10 seconds, allowing for 4 pulses in all. These aren't strong enough to electrify terrain, and don't gain any stun buffs from terrain, but the static particles act like a field of it, granting Miraidon's other attacks extra stun to enemies within.

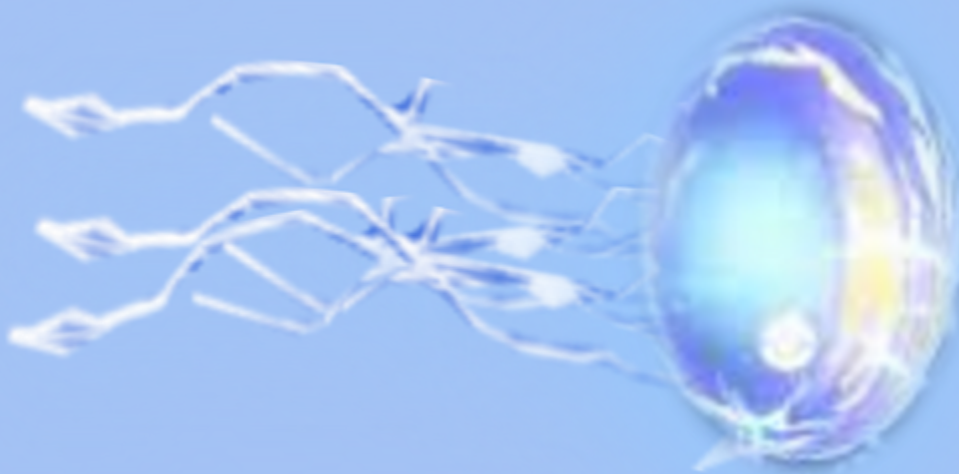
While supercharged, **each breath hit deals an extra .25% damage, totaling 2.5%** extra if you land the whole thing. A cloud pulse receives a **1%** boost. They seem small, but the damage potential has technically been increased to 1.5x its base value. Less subtly, recharging speed is doubled, taking 10 seconds to go from 0 to full.

The breath portion of the attack is great for gaining some breathing room (ha!), and the static cloud is useful for both offense and defense. It enables novice Miraidon players to play around with Hadron's bonus stun even if they're having trouble actually charging their engine. Experts will appreciate having some way to access/threaten their training mode Hadron strings at any point in the match. Every other character will be happy this deceptively powerful attack is gated behind a recharge.

Up Special



Electro Drift



Pic by TransparentJiggly64 of deviantart

With 6 frames of startup, Miraidon quickly rises into the air as high as Mario's Super Jump Punch. Upon reaching max height, it curls up into a spinning wheel while falling. You have full horizontal air control and access to fast-falling during this time, and by holding down can pass-through platforms. Miraidon deals **4%** and minor low-angle knockback to anyone in its way. Upon reaching the ground, the violet paradox proceeds to roll along at .8x the speed of Sonic's Spindash, a zigzagging blue lightning effect trailing behind it. This continues for up to 3 seconds, pressing shield, or jumping. When the rolling concludes, Miraidon unfurls over 25 frames, retaining some momentum in the process. You can turn around while rolling, requiring 16 frames to do so. Miraidon deals **4%** and a pop-up to anyone it rolls through, and the first thing struck is in for a nasty part 2:



The blue lightning streak "detaches" from Miraidon and now marks the ground beneath the enemy. 2 seconds later, **a thick bolt of lightning** (colored blue) surges from the marked area, traveling 17 units high, and inflicting 12% with med-angle knockback that KOs at 160%! The contact hit won't actually combo into the bolt, but it does force them to commit to a defensive option. You can press attack/special while rolling to immediately mark the ground you're on, helpful in cases where your target flees to the air, or if you want to disengage and have the mark protect you while unfurling. There is a 10-frame control lockout when manually placing the mark, and in the air you'll need terrain within a 7-unit radius. If the rolling is shielded, Miraidon can pass through enemies, and the ground is still marked, but the rolling hit deals little shieldstun, so anyone with a brain cell is going to easily evade the bolt.

While falling, Miraidon's gyroscopic motions rev up its Hadron Engine. You gain 2% charge every 10 frames, or 12% a second. The greater height you fall from, the more Hadron charge acquired, but this also gives enemies more time to get into position to challenge you. With Hadron Engine enabled, Miraidon has armor vs projectiles while rolling, but it costs Hadron proportional to the strength of the projectile endured. Falco's lasers cost 5% a pop, but something like a fully charged Shadow Ball will require 25% to power through, and without the full cost covered you'll receive proportional knockback. Without absorbing any projectile hits, this only costs the standard 10% on use, and Hadron Engine won't shut down until after the attack's completion. Feel free to roll up, roll out, and place that lightning strike where it will cause the most destruction.

Miraidon's signature move is a wild card technique in Smash Bros. It offers recovery, a mobility tool, and zoning rolled (ha!) into one. It's also one way to charge Hadron Engine, giving this a lot

of variable utility depending on the situation. Just don't think you can spam it like a certain blue hedgehog.



Down Special : Power Gem **Draco Meteor**

Fellow Violet enjoyers should recognize Power Gem as one the attacks our legendary friend utilized in the final battle of its game. Miraidon raises an arm and conjures 5 glowing, floating gemstones. 4 of the stones closely orbit around the 5th, and they enter this formation right above Miraidon's head (in the air the location is locked-in upon use). The gems remain in place while Miraidon's free to move again, and this entire process takes 30 frames to complete. Attempting to use this with gems in play will result in Miraidon futilely trying to summon more, slightly tilting its head to the side in vexation.

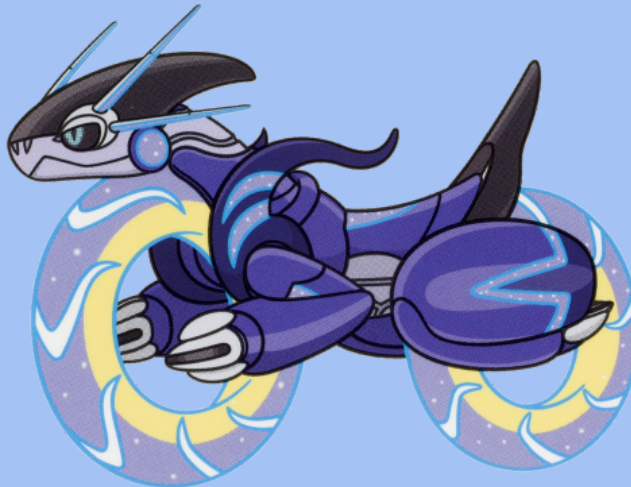
Over the next 5 seconds, the gems rotate faster and faster, until eventually firing a violet (ha!) beam 60 degrees down, piercing through enemies and blocked by terrain. It lasts for .5 seconds (30 frames), dealing **up to 5 hits of 1.5% (total 7.5%)**. The final hit deals vertical knockback that won't star KO until 300%, but it does have a touch of base knockback to pop low-percent enemies into the air. Opponents can stop this beam from firing by destroying the gem formation, but it has 13 HP, so a couple of hits are most likely required. This attack is valuable as a set-up zoning tool. You have your own laser security beam to corral enemies or cover Miraidon during some other attack. There will surely be times when the delayed beam can be combo'd into or even out of. With Hadron Engine, **each hit deals .25% extra damage, for a final total of 8.75%**. Speaking of Hadron Engine...

This is where we get to the "Draco Meteor" portion of this input. If you hold the button while supercharged, Miraidon spreads its arms and once again summons 5 gemstones, but now they combine into a Kirby-sized **boulder of purple draconic might!** Miraidon roars and the meteor plummets at the same angle as the Power Gem beam, and on hit it deals **22%** with a spike! There's 18 frames of end lag, but it doesn't mean much when even a shielded impact inflicts a ton of shieldstun, shield damage, and pushback. It can't even be easily dodged, as the impact explosion is twice the size of the meteor itself and lingers for a brief moment, requiring tight timing to dodge through. Like in the Pokemon games themselves, this is a dragon-type nuke button.

The best way for enemies to challenge this attack is, funny enough, to attack through it! Hitting the meteor will cause it to fracture into a cluster of heated debris that deals the same damage, but no hitstun or knockback. This enables characters offstage to recover despite the big spiking projectile, but they've still got to take some damage to get back to the stage. The other drawback to this awesome attack is that it costs 50% Hadron charge to use. Attempting to use it beneath 50% will result in 1 less gem being added to the mix for each 10% lost. This both shrinks the meteor and lowers its damage by 3.25% for each missing gemstone, and the

knockback is reduced from a true spike to a weakening meteor effect. At 10% charge, the sole dragon-infused gem deals 9%; not bad, but a far cry from its full glory.

Shield Special : Drive Mode



Using this “extra” input will have Miraidon convert to its Drive Mode over 20 frames! Alright folks, it's time for a grand adventure in the world of Poke- oh right, we're still in Smash Bros, guess we better find some combat uses for this. To start with, Miraidon can remain in this form as long as it wants (press shield to change back over 15 frames), and can move around and even jump while in it. Its movement properties are affected in the following ways:

- Ground speed increased to 1.95 (A bit over Mario). This is the only speed available in this form
- Short Hop reduced to 12 (Bit less than Ganondorf)
- Full Hop increased to 41 (Bit less than Diddy Kong)
- Fall Speed increased to 1.8 (Same as Wolf)
- Midair jump reduced to 0? Instead, Miraidon activates its antenna gliders, falling very slowly at .75, even less than Jigglypuff. This can be maintained for up to 5 seconds or changing back into Ultimate Mode. This will not count against Miraidon's standard midair jump usage.
- A wall-cling and wall jump are now available
- Miraidon can “drive” over water, with the same options it would have when traveling over solid ground. It still has a drown timer and can still be spiked into water to its demise.



The midair "jump" glide in action

Pressing attack on the ground will have Miraidon boost forwards 1/3 a BFP, delivering a headbutt for 6% and high-angle knockback that KO's at 210%. This has just 6 frames of startup, and 26 frames of end lag, but if shielded makes Miraidon recoil for 35 frames. If you land a clean hit this is jump-cancelable. Attacking in the air will have Miraidon transform back to its Ultimate Mode and perform the designated aerial attack, but the transformation adds 9 extra frames of startup, the animation adjusted so the relevant body parts revert first. Depending on the enemy's damage and the existence of electric terrain, this can either combo off the headbutt or at least force them into a defensive position. Pressing special will result in a shot of **Lightning Laser**, and it can be performed without transforming or even canceling a glide, but without Hadron Engine it is always in a post-hit weakened state.

In a 1v1 this form is primarily used to mess with rival zoners, using the altered physics to vary approaches while you needle them with Lightning Laser. Against close-range enemies, you should only consider this if you have prior setup, where you can use the movement differences to throw someone off and try to get into a favorable position for the change back. This is why it's on an extra input, this IS a non-combat form afterall.

In a team fight, this has one last helpful effect: teammates can ride atop Miraidon! It works like the Gogoat Pokeball, allowing your ally to attack from Miraidon's back, and even if friendly fire is enabled a rider can't damage their mecha dragon mount. If Miraidon jumps its rider will have a slightly altered idle animation to show them holding onto Miraidon's shoulders/handlebars, allowing them to use their ground jumps off the lizard bike. It appears my original statement was correct; Miraidon's Drive Mode is for bringing friends along for a grand adventure.

STANDARDS

Jab



Dragon Combo

Miraidon puts its pointy bits to use, delivering 2 alternate claw swipes followed by a metallic bite. Its claws deal **1.75% each**, then the bite deals **4%**, for a grand **total of 7.5%**, and med-angle knockback that KO's at 240%. Hey, this is a special attacker we're talking about. The initial swipe has 5 frames of startup and 18 frames of end lag, but the final bite has 30 frames of end lag. The claw attacks don't gain extra hitstun from electric terrain, no jab locking for you. On the bright side, Miraidon's arms do have decent reach on par with the other big Smashers, so this is still a pocket option for harassing close-range combatants who get reckless.

With a revved-up Hadron Engine, this attack gains the power of the dragon type. The claw swipes each release a **hot blue streak from its fingertips**, granting a tiny bit of range and disjoint. As for the bite ender, it's now a very disjointed **blue energy burst released from Miraidon's mouth** that deals **7%**. This jab string now deals a **total of 14.5%**, and the ending burst brings the KO threshold to...wait for it...95%! Did I mention this version has much more shield push and stun than the standard bite, keeping it frame neutral while giving Miraidon some space?

This is a fricken amazing attack when powered up, but there are a couple of reasons not to spam it. First, since its buffs are through draconic means, it can't be used to generate electric terrain. The other consideration is the attack's Hadron cost. The claw swipes each use 5% charge, and the burst finisher costs the standard 10%, so the whole string costs 20% Hadron. If you run out mid-string it immediately reverts to the regular version, losing the chance to score KO's with a jab, and bringing the final hit back to unsafe grounds.

Forward Tilt



Tailslam Coil

Miraidon swivels towards the camera while lashing out with its tail, reviving the motion of Mewtwo's original FTilt. This has substantial reach, but most of its tail deals just **4%**, with med-angle knockback that KO's at 300%. On the other hand, the **tip of its tail** inflicts **14%** with low-angle knockback, KO'ing at 135%, and giving you some extra breathing room at any percent. This has 9 frames of startup and 22 frames of end lag, with the tip inflicting extra shieldstun to make it not particularly frame-minus.

Is this a more extreme version of a Marth tipper attack, with its essentially useless sourspot and amazing sweetspot? Or is it a less extreme Ridley Skewer, a precision tail attack with enough speed and safety to use without hard reads? Either way it's a dominant mid-range attack provided you can maintain the proper spacing. You can't angle it, which prevents it from electrifying flat terrain, but if you're besides any sort of elevation this can deliver a nasty shock to anyone who thought they had the high ground.

For all tail attacks, the tip is the only part to trigger electric effects, and the rest of the appendage doesn't gain any hitstun from electric terrain. Tail tippers also incur a lot of hitstop and a nice crunchy sound effect. You're both slicing and shocking your target, after all.

Up Tilt **Booster Claw**

With 7 frames of startup, Miraidon swings one of its arms up while using jet propulsion to rise its height upwards. If this were a digimon moveset, at this point you'd hear "Claw Uppercut!" This deals **8%** and vertical knockback, star KOing at 240%. This has 22 frames of end lag, all hang-time, and ends in an air state, but fast out-of-shield options can still punish it at point-blank range. And it should be noted that Miraidon has trouble hitting enemies directly above it, considering it can't reach its arms over its head. On the bright side, the first few active frames involve the violet legend's arm held near the ground, making this hard if not impossible to low-profile. Scoop someone out of electric terrain and you've got an easy combo opportunity at most percents.

With Hadron Engine, Miraidon's entire arm is alight with **blue flames**, making it intangible through most of the animation, including 18 of the ending frames. These flames even linger through the area the attack covered during its ascent. The damage is buffed to **11%**, and the lingering flames deal **6%** with minor set knockback on a high angle. The little flame wall makes this extremely safe from the front, but Miraidon's head is as vulnerable as ever.

Down Tilt : Low-Power Pounce



Miraidon's crouch lowers its front to the floor and unfolds its back legs, looking similar to its low-power mode, but retaining the stylish energy dewlap and electrified tail tip. It can "crawl" in this quadruped stance, and its lowered hurtbox could be used to evade some attacks coming from above. Idling in a crouched state will have Miraidon stretch itself out like a cat.

Miraidon's DTilt takes this cat-like posture a step further, as it pounces forwards 10 units. This starts in 10 frames and ends in 23. Its arms are the entirety of the hitbox, dealing **5%** and set knockback on a flat angle. Specifically, hitting early will send enemies far enough to be just inside FTilt's tipper zone, with a late hit dealing the same knockback but consequently sending them further away from the dragon kitty. Note that this knockback will never result in a tumble or knockdown situation, the opponent is left standing or in an air state once hitstun wears off.

Speaking of hitstun, this is frame-neutral off an early hit, though Miraidon usually has the advantage overall thanks to its FTilt. Later hits will grant a touch of raw frame advantage, not enough to combo into anything without electric terrain in play. When there IS electric terrain involved, then this becomes a very silly combo tool. Set knockback means it will always combo into the same stuff, which can be a Lightning Laser for a free terrain shock into another DTilt, into ANOTHER Lightning Laser...eats up hadron meter for not-quite-insane damage, but carries playmates across whatever platform this started on. When hadron runs out, hits off remaining ET can simply combo into that FTilt this attack oh-so-conveniently positions them for.

Despite looking like it's trying to hop into your arms for a hug, Miraidon is actually grab-immune during the pounce. While Miraidon remains close to the ground throughout the attack, it still has enough momentum to carry itself over edges. In that case, it will descend slightly faster than normal, keeping its claws extended for 13 frames, then go through 12 frames of end lag, ending in an air state if possible. These 2 quirks are the main utility of the input without hadron shenanigans; It gives the big-bodied Miraidon a bit more defense up close, and a situational means of attacking from higher elevation.

Dash Attack Techno Turbo

Miraidon leans forwards, placing itself in the perfect position for its dash attack, taken from the TCG. It channels an **electrical current between its hands**, stretching its arms so the current is under its face. This 6 frames of startup, then after another 6 frames, its thrusters ignite, pushing Miraidon forwards. It travels 1/3 of a BFP, then has 20 frames of "end" lag, though the current remains for 5 of those frames before fizzling out. The current deals a flinching hit of **3%** when it first forms or at the end, then another of **7%** and med-angle knockback when Miraidon boosts, KOing at 160%.

You can hold the button to charge up Miraidon's thrusters, maintaining the weak current hitbox as you do so. After 30 frames, they emit blue sparks, and on release you travel an entire BFP. The bigger dash also nets more damage, at **9%** with a KO threshold of 135%, but the end lag is also increased to 30 frames as the thrusters wind down. There is no in-between charge, but you could release early to feint a charged dash. Both versions will pass through shields, but the standard version will stop at the end of platforms while the charged version will keep going.

Once the thrusters reach full charge, keep holding that button to charge Hadron Engine! You'll gain 1.5% every 5 frames, or 18% a second, and this can be held indefinitely. Of course, we can assume the other player(s) in a match will not just sit there and let you rev up. Try to have a dragon cloud or rock laser primed to cover your endpoint when you release. Like with FTilt, this can't actually shock the ground beneath you, but feel free to launch yourself off a platform and tag another along the way.

One last note: The charged version has a hitbox on its thrusters on release. They deal **5%** and med-angle, minor set knockback. This can make things a bit trickier to interrupt the attack from behind, but it's not something to rely on. These hitboxes mainly exist for parity with another attack coming up soon.

AERIALS



Neutral Air **Mirror Coat**

I could have sworn Mirror Coat was a psychic attack. With 10 frames of startup, Miraidon releases a **swirling wind of draconic energy** around its body, holding its tail against its back so the wind fully envelops it. This lingers for 17 frames, dealing **7%** with med-angle knockback that won't KO until 235%. Afterwards there's 24 frames of end lag, auto-canceling after frame 16. Treat it like any other lingering AoE NAir.

During the startup, you can see Miraidon's **draconic air coat the surface of its body**, and for that moment it looks like the reflective surface of a mirror. Should a projectile make contact during this time, it is reflected with a 1.6x multiplier and the wind heats up when the main hitbox comes out, buffing the damage to **12%**. This extra dragon intensity also dispels any further projectiles that enter Miraidon's personal space. There is a catch: Miraidon still receives half the damage of the projectile it reflected. This variant of the attack is handy in a projectile war with other reflectors, or to defend against characters who approach in conjunction with projectiles. Just remember that shielding and evasion are still options before tanking unnecessary damage.

With Hadron Engine, the main hitbox is always enhanced and the reflection is buffed to a mighty game-literal 2x multiplier. You are NOT camping Miraidon when it gets Hadron going. Just remember, Miraidon players, that this can't generate electric terrain.



Forward Air **Claw Circuitry**

Our mecha dragon friend holds out its arms and channels an **electric current between its hands**. A spherical spark 1/3 the size of Kirby can be seen within this current. This has just 6 frames of startup. A hit deals **8%** and some med-angle knockback that KOs at 185%. This lasts for 16 frames, then has 27 frames of end lag. It's a favorable out-of-shield option, but I'll warn you that Miraidon's head isn't exactly covered by the spark, so be wary of foes coming from above.

If you hold the attack button, Miraidon maintains the current, but a hit deals too much base knockback to strike someone repeatedly. This is helpful for when you just really want to shove a hitbox to your front, or to rise into a platform with a midair jump to shock it. The true value of this effect is if you keep it going for 30 frames, at which point the **spark** increases in size to 2/3 of a Kirby, and its damage/KO threshold become **12/165%** respectively. You can hold onto this

big hitbox as well, and I'd advise you do; At this point, Hadron Engine starts to charge up, at 1.5% for every 10 frames, or 9% a second.

When the charged version ends, whether by manual release or landing, the **spark fingers** in the air for 20 frames. This can be helpful to block a projectile or ward someone off during your end/landing lag, or even combo off it as a meaty hit. With Hadron Engine, the spark immediately forms at charged size. Its held position means it's too high to shock terrain by landing with it, but you can inflict multiple shocks to a platform over its duration, requiring 20 frames between shocks on the same platform.

Back Air Jet Shocker

With 6 frames of startup Miraidon flares out its **thrusters**, pushing itself forwards a short distance, and dealing **3%** with minor, low-angle set knockback. It has 24 frames of end lag, and almost no landing lag at any point. On the downside, the thruster bursts aren't very long, this is no ROB BAir. And of course, the thrusters' location on Miraidon's body means it's only covering the lowest part of its backside. Throughout the end lag, Miraidon looks over its shoulder, a subtle indicator for the next phase of the attack

If you press the button again, Miraidon follows up with a downwards swing of its tail. This has 9 frames of startup and the **tip** deals **13%** with a meteor effect. The rest of its tail deals **4%** and minor low-angle knockback. I recommend the tipper hitbox. This properly covers a large area behind the violet legend. And yes, the initial tiny booster hit can combo into the tail smack. For **16%**. You also have the entire end lag of the boost to transition to the tail dunk, letting you counter overzealous wiff punishers. This isn't as crazy as it appears. You need to land a short hitbox at the start to even have a chance at the extra damage, and nothing's stopping an enemy from using DI to evade your tipper.

Most of the time, your focus should be on the tail. You've got at minimum 16 frames before that hitbox is in play, but since you can alter the timing, it's not horrible if you can make your target shield the tipper. The end lag is reset upon using the tail but it's still 24 frames, and there still isn't much in the way of landing lag. You may even want to intentionally use this close to the ground so your tail hits said ground. The thruster push even helps keep enemies from closing in in the meantime.

With Hadron Engine active, the **thrusters flare blue with dragon energy**, increasing their size to a bit smaller than ROB's, and increasing the damage to **7%**. The knockback is unchanged, so a point-blank hit can still combo into the tail, for a combined (buffed) **total of 22%**! Even if they DI successfully, there's still the chance of catching them with a terrain shockwave from the tail! The

catch is each part of the attack costs 10% charge, but even if you used up your last bit of Hadron juice with the thrusters, I think you'll be ok with dealing 20%.

Up Air Thunder Flip

With 14 frames of startup, Miraidon performs a backflip while lashing out with its tail. This is similar to fellow legendary Mewtwo's UAir, but in Miraidon's case it also has a weaker hitbox during the back-end of the flip as its tail lowers. For the main upper hit, a **tipper** strike deals **13%** and vertical knockback, star KOing at 150%, otherwise it deals a flimsy **4%** hit with weak outwards knockback. Because Miraidon's tail is so long, you could possibly challenge enemies on a platform with the tipper using just a short-hop.

On the backswing, the **tipper** deals **10%** with med-angle knockback that KO's at 190%, and the rest deals a pitiful **2%** with a weak pop-up. The move concludes with 24 frames of end lag, but it auto-cancels at any point once the flip is complete. This is important because Miraidon's tail still has a hitbox a bit lower than its body at the last few active frames, and the tip even flicks down. See where I'm going with this? If you said "Auto-cancelled landing paralyzer combos", you win a cookie! Even without Hadron Engine, you could combo into BAir or NAir depending on the circumstance.

Down Air Aerial Tails Coil

Miraidon pulls back its tail before stabbing forwards underneath itself, aimed downwards on a 35 degree angle. The **tip** deals **15%** and high-angle knockback that KO's at 120%, and the rest deals **5%** and a med-angle popup. The tip also deals bonus shieldstun and damage. It has 15 frames of startup and 25 frames of end lag, auto-canceling starting frame 20.

While this technically hits beneath Miraidon, the angle of the tail strike, and its resulting sweetspot location, means you're aiming for those further way to your front. It makes for a scary mid-range "poke", like a heavy version of FTilt. A short-hopped usage isn't quite low enough to shock terrain while rising, but this can be a good thing. The tip of Miraidon's tail won't pierce terrain, instead rebound off slightly like Min-min's arms (or should I say, ARMS). If it rebounds, the tipper's damage is reduced to a mere **12%**, and it loses the bonus shield effects. Of course, getting the tip to rebound is also how to induce a shock on terrain, so there's a trade-off at play. A short-hopped DAir will allow for the full-strength tipper and auto-cancel, and upon landing you can threaten FTilt. If your opponent keeps shielding in anticipation, time to get back in the air! The high angle of a tipper's knockback means you can possibly combo off hits from electric terrain, because 15% simply isn't enough.

THROWS

Grab and Pummel

Miraidon's arms aren't built for grappling, having 8 frames of startup, but decent range as it tries to clutch its opponent with both hands. The grab itself doesn't cost any Hadron to attempt, and if an enemy escapes from your grab in electric terrain, they receive an extra 3 frames of stun. There may be situations where you don't actually throw with Hadron enabled?

The pummel shocks the enemy for **2%/20** frames, allowing you to tack on some damage when you do grab someone. Hadron Engine will indeed buff a pummel to **4%**, but it costs 5% charge each use.

Forward Throw : Charge Claw

Electricity pulses through Miraidon's arms before it shoots its enemy away with a jolt from its claws. By default this deals **6.5%** and KO's at 210%, with a medium knockback angle. However, holding forwards will charge up the throw as the impulses build up. It takes 30 frames to reach max charge, at which point the throw deals **10%** and KO's at 175%. If you continue to hold forwards you'll gain 2% Hadron charge every 5 frames, for 24% a second.

This throw's got several things going for it, but enemies can break out of the throw while Miraidon charges, and in these cases Miraidon recovers a few frames after them. Where this throw really shines is when you're about to enter Hadron mode and the throwee is at higher percents. Charge up, send 'em flying offstage, then use your supercharged state to finish 'em off.



Back Throw **Draco Toss**

Miraidon turns around with its foe while tossing them away, similar to ROB's BThrow. This deals just **5%** and low-angle knockback that KO's at 280%. It sure can be used to throw someone backwards, alright.

With Hadron Engine, the toss has minor set knockback so the legendary Pokemon can catch 'em (all) with a **dragon energy burst from its mouth**. This deals **7%**, bringing the damage to **12%** (the initial toss does not receive a damage buff), and low-angle knockback that KO's at 130%. This makes Miraidon very scary to try pressuring if its back is to the edge, and that burst will even damage other players.

Up Throw Thunder Shock

Miraidon tosses its enemy straight up, placing them right above its head, before letting loose with a **shock from its antenna** as a general hitbox. This inflicts **6.5%**, and won't KO until 200%. This is a fairly niche throw, mainly used if there's a Dragon Breath cloud or Power Gem above you to attempt a combo. While this can shock terrain and thereby enable a paralyzer combo, it would need to be an abnormally low platform to do so.

Down Throw Parabolic Charge

This is an actual attack from the games that deals electric damage while healing the user. Not sure how that works, but the violet paradox is one of the few Pokemon that can learn it, so we'll roll with it. Miraidon lifts the enemy off the ground, while **electric surges** run through the enemy and into its arms. This deals **4%** and heals Miraidon for 2.5%, and then Miraidon slams its enemy into the ground for another **4%** and med-angle knockback that KOs at 210%. With Hadron Engine only the slam gets a damage boost, but the heal increases to 4%. In Scarlet/Violet this heal is much stronger, allowing Miraidon to drain-tank through raid bosses, but I don't think we need to give it that much sustain in a fighting game.

You've surely noticed the electric symbol by now. When Miraidon slams the enemy while supercharged, this is the center point for the terrain shock, and of course the player who was just slammed is left paralyzed right in front of the turbo dragon! Re-grab lockout is still in place, but anything done to them is receiving that big hitstun increase. Jab and UTilt are both reliable choices to start with. This is the go-to throw in Hadron Engine, but I will say that even while supercharged, grabs are not something Miraidon is going to go for that often. If you want a grappling buffed dragon, wait for someone to make a moveset for the other Gen 9 cover legend.

SMASHES

Miraidon's smashes take less time to charge, at 35 frames, but they don't get as much of a boost at full charge. This is still a boon for our motorbike dragon, as holding a fully charged smash turns the charging flash blue, and the "overcharge" is converted to power for the Hadron Engine! You gain 3% Hadron for every 5 frames the charge is held, or 36% a second.



Up Smash **Dragon Pulse**

Miraidon lifts its chin and opens its mouth wide, gathering blue-violet energy within. Then it unleashes a **beam of raw draconic power**, traveling up to 23 units angled 30 degrees up. This is blocked by platforms, and enemies had better seek protection or air dodge through it, or they take **12-14%**, and get KO'd at 105-95%. This has 24 frames of startup, but acceptable end lag at 20 frames. In fact, if you're in a situation where this is shielded, it's frame neutral! This display of power is great at range but isn't too hot if someone is already in your face, as they could interrupt you, pass overhead, or air dodge to the ground to punish.

With Hadron Engine, the damage is increased to **14-16%**, and the KO threshold to 95-85%. The uncharged damage matches the regular charged damage! That's not all; The beam almost looks unstable as it erupts from Miraidon's mouth, and upon hitting terrain the result is a **blue fiery dragon-type shockwave**. It covers the same space as the electric shocks you've been reading about, but rather than a paralyzer, the initial terrain flare deals half the damage and knockback of the main pulse. Afterwards, the affected area is alight with **blue flames** for the next 10 seconds.

This deals passive damage of **1% every 10 frames, or 6% a second**. Yes, it can deal **60%** if you somehow keep someone within it the entire time, no you are not ever pulling that off in a real match. Only one fire patch may be present at a time, with a new one's creation immediately terminating the previous. You basically get to declare one section of the stage the no-fun zone, but in exchange this costs 20% Hadron per use; With just 10% Hadron, you'll get the immediate draconic ignition, but no lingering flames.

Down Smash



Draconic Thunderstorm

Miraidon swivels one of its **legs/thrusters** around before boosting with them. The opposing thrusters result in Miraidon spinning around, and it extends its tail and **arms** during this time for a whirling lariat of mechanical dragon limbs. This has not one, not two, but FOUR possible hitboxes:

- Miraidon's arms deal **12-18%** and high-angle knockback, star KOing at 130-120%
- Most of Miraidon's tail deals **7%** and an extended flinch, with none of that increasing with charge. Luckily for the cover legend, it's actually hard for this to be the hit, as the arms will count where their ranges overlap. Just mind that deadzone between Miraidon's claw tips and...
- The **tail tipper**, on a smash input. Hoo boy. Connecting with this results in **18-24%**, and med-angle knockback that KO's at 90-80%! This is the furthest placement of Miraidon's tail tip, by the way. Even UAir still has the tail curl up a smidge while violet boi is flipping around.
- The thrusters enabling this whole thing have their own hitbox of **11-16%** and low-angle knockback, KOing at 140-125%. It's doubtful these will land much, but they could hit someone trying to come at Miraidon from below. Would be funny if someone tried to recover and THIS was the part of the spinning robo dragon that edge-guarded them.

It would be prudent to focus on the claws or tipper hitboxes, all things considered. This has 13 frames of startup, lasts for 18 frames as Miraidon completes 2 full rotations, then has 29 frames of end lag. It has its archetypal DSmash uses of crowd control and punishing roll spammers, but that tipper makes this extra scary even when facing down someone at mid-range, or when someone is trying to recover. Imagine Miraidon successfully connects with a landing, retreating DAir when Hadron Engine is active, thus triggering the paralyzer stun while moving the bike iguana into position to connect with this tipper, and that's now got extra hitstun from the electric terrain...

I'm sure this whole time you've been eyeing that dragon-type label in the move's name. Maybe even eyeing the move name itself. For USmash, we turned a platform into a field of fire, this time Miraidon itself becomes the **death zone**. Miraidon's arms and boosters both power up in a manner you've seen before, but this mixture of draconic jets and energized claws combine to create a swirling vortex of blue-hot air around Miraidon, punctuated by lightning streaks from its Hadron aura!

After you've changed your pants, get ready for the actual gameplay effects. For the size of this zone, imagine a box that encapsulates Miraidon's arms and thrusters, then enlarge it just enough that it covers the dragon's head and reaches the ground vertically, and just before its tail tip horizontally. This uber-worthy storm overrides all the non-tipper hitboxes, dealing **20-25%**,

and med-angle knockback that KOs at 75-60%! This storm also destroys all projectiles that enter it, and those lightning effects aren't just for show either, this is a ground input that can consistently create electric terrain, centered on Miraidon.

After changing your pants yet again, there IS something keeping this in check. It costs 30% Hadron to wield, and with insufficient charge there's not even a weakened storm. Try to show a teensy bit of restraint.

Forward Smash



Photon Blaster

Another attack from the TCG, this one is, quite simply, a big projectile like Megaman's FSmash, released from motorbike dragon's mouth. It's a bit slower to come out (22 frames vs Megaman's 19), and the projectile speed is a bit slower, but the size is comparable and even uncharged will travel a decent distance, lasting for 170 frames (nearly 3 seconds). It deals 11.5-14.5% and med-angle knockback that KO's at 130-120%. There's 35 frames of lag after firing. Miraidon will lean forwards as it fires so the attack can't be so easily crouched under. And this one's an electric yellow rather than a mega buster blue.

That's fair and all for a projectile FSMash, but Photon Blaster in the TCG is a Hyper Beam sort of attack that even locks Miraidon from attacking next turn, surely we can make this baby stronger! If you fire this off while Hadron Engine is active, The projectile takes on a bright sheen. As the empowered Photon Blaster goes along, electricity arcs out and zaps the nearest thing within 15 units. Standing on the lower platforms of Battlefield will allow it to zap the lower and top platforms with some room to tag someone on the floor if they're tall enough! It will prioritize terrain that isn't electrified, then the nearest player who hasn't yet been zapped, inflicting 4.5% and some minor hitstun. An arc comes out every 17 frames and will not strike the same player twice in a row, giving arc victims a brief window to dodge or shield the next one.

These arcs deal little shieldstun, but any stun at all makes it harder to evade the main blast heading your way. Arcs are considered projectiles, but reflecting them won't send 'em back to Miraidon, even if it's in range; instead, it will immediately chain from the reflecting fighter to a new target, using the reflector as the center point for its range. In theory you could have a bunch of reflectors come out and send a single arc across Bridge of Eldin. If Villager or Isabelle pockets the main projectile, it will be released in an unbuffed form. They don't have internal nuclear power after all!

While this is undeniably an awesome projectile anyone will need to respect, there's a hitch; using it costs Miraidon ALL of its Hadron Engine charge. To keep players from just throwing this out at the last instant of Hadron mode, every 10% Hadron charge loss results in 1 less arc released. Wait until 10% Hadron and you're getting 1 zap on nearby terrain; still helpful, but not terrifying like a Miraidon who just immediately blows their Hadron charge on this thing. Parting shot, all-in haymaker, or somewhere in between, this is an attack both Miraidon and its foes must keep in mind whenever Hadron Engine is revved up.

STRATEGY GUIDE

General

Befitting its high special attack, Miraidon is a zoner, though it's less through projectile bombardment and more about tactical set-ups combined with sweetspotted tail lashes to dominate the neutral game. With good general mobility you can consistently go for options like FTilt, DAir, and UAir. Combine these with Dragon Breath clouds or Power Gem and you can cover your blindspots or press an advantageous position. Rounding out your kit are FAir, Jab, and UTilt for when things get up close and personal, and Lightning Laser for further ranged assaults. Whether you need to pursue the enemy or let them attempt an approach depends on the matchup. On the ground, Miraidon wants to prevent enemies from getting up close and above it, with a powerful cone of area control to its front. When airborne, Miraidon adds a semi-circle of tail tippers above and behind it, and in any case, the right setup can always provide it with an advantage.

The promised land for Miraidon is getting that Hadron Engine to 100%. Electro Drift and FAir are the more reliable tools, while smashes and dash-A are more situational to safely charge. You can usually expect to enter Hadron mode once or twice a stock, but by the time you're supercharged your enemy(ies) should be softened up and you can be more aggressive for the finishing blow. While **electric** attacks are the go-to in this state for generating electric terrain, Miraidon's **dragon** attacks receive more powerful individual buffs, making them extra scary once the stage has been made into your personal hazard. Or just unga bunga with a Draco Meteor followed by a 50% Photon Blaster, your call.

The violet paradox is pretty large for a middleweight, taking a couple extra hits from losing exchanges while being raw KO'd sooner than a heavyweight of that stature. Luckily, Miraidon's midair jump, air control, and Electro Drift combine for fine recovery potential. For edgeguarding you can prod with projectiles, but they deal vertical knockback, no cheap gimps allowed. With Hadron Engine you can hurl Draco Meteors to force an enemy into "tanking" the blow, if you're willing to pay the Hadron cost.

Advanced

The 5% marks during Hadron Engine count in your favor. For example, at 45% you still get to use a full-power Draco Meteor. Enemies need to hit you twice to take one of your extra-cost attacks down a notch.

It's harder to shock the floor of a stage than platforms. Your means for tagging the floor all have their own commitments. However, this means enemies are more likely to cede platforms and airspace to you, granting you the high ground. Good thing you've got several downwards angle techniques in your toolkit.

Your fastest out-of-shield options are Electro Drift at 6 frames, and FAir and BAir at 9(6+3). FAir is a defensive wall, BAir can be used to escape shield crossups, and Electro Drift is Electro Drift.

UAir and BAir create a bit of a mix-up when passing over enemies. An opponent will naturally want to strike you out of UAir, but if you're low enough for it to auto-cancel, you're probably low enough to tag them with the BAir thrusters. If they wait to shield or dodge BAir, you get to make them deal with the downswing of UAir and auto-cancel to safety. You can also use these two on a reverse-aerial-rush, closing in with UAir, or faking out with BAir's propulsion.

Dragon Breath makes for a silly way to close a match. Chase an enemy deep offstage and use its pushback to shut down their recovery. This isn't recommended early game or from a stock deficit, as you're giving up the cloud hazard and the recharge time to pull this off.

Savvy opponents may try to bait an FTilt by rushing just past sweetspot range, then shield your pathetic sourspot. If they get too comfortable with this tactic, call their bluff and use your decent ground speed to land a dashing grab. Speaking of sourspots, those low KB hits could be what you need to keep someone in range of a Power Gem about to fire, or a Dragon Breath pulse! No hitbox is truly worthless when you have set-up zoning on your side!

1v1

Miraidon tends to match well against other zoners. Dragon Breath clouds and NAir can disrupt enemy projectiles, and the paradox has enough mobility to approach if needed. Big heavyweights are more evenly matched than you might think. They can use their armor and limb intangibility to trade favorably with Miraidon's tail attacks, and their weight advantage means they ultimately win a DPS race and can weather the storm of Hadron Engine. Miraidon's rough MUs tend to be smaller characters with high mobility, such as Sonic or Pichu. These matches require the violet legend to be more defensive and judicious of when to commit to a set-up or tail strike.

Free-For-All

It's going to be highly variable for how often you get to wield Hadron Engine, but thankfully the violet legend is capable of scoring KOs regardless. Its tail allows for a pretty safe way to stick a hitbox into enemy groups, and when Hadron is finally charged you can just dunk a meteor into the crowd. NAir makes for a great crowd-control attack and can even be used to prevent projectile snipes from enemies.

Teams

Miraidon's a pretty helpful teammate. This is where Drive Mode's usefulness is obvious. Ferry less mobile teammates around, assist in recovering, or even go for double-team combos using the headbutt's jump cancels! While electric terrain won't buff the stun of your partner's attacks,

Dragon Breath clouds and charged FAir sparks can still provide tools for a friend to play with. Skilled Miraidon players will be banking Lightning Lasers just right to rebound them past teammates and into enemies. Bad Miraidon players will spend the whole match hiding in the corner charging up, only to hit their own allies with a 100% Photon Blaster.

Capture the Flag

The future paradox is flexible in its CtF role. It can go for the obvious defensive setups, but its mobility tools and Drive Mode's team-vehicle perks allow it to assist in offensive pushes. The "setup" phase at the start of a match allows Miraidon to pre-charge Hadron Engine, then unload on the first enemy to cross its path. For maximum lols, try firing Photon Blaster in the transition between camera zones. Someday a platform fighter dev will read my sets and be inspired to make this an official game mode!

FINAL SMASH



TERA BLAST

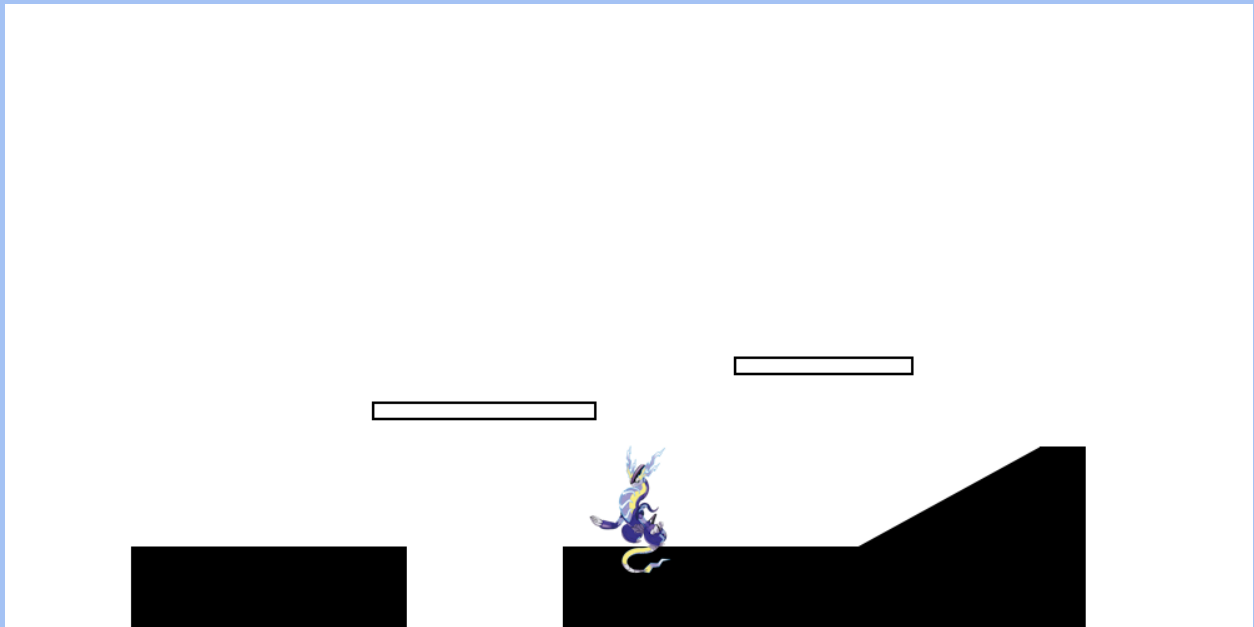
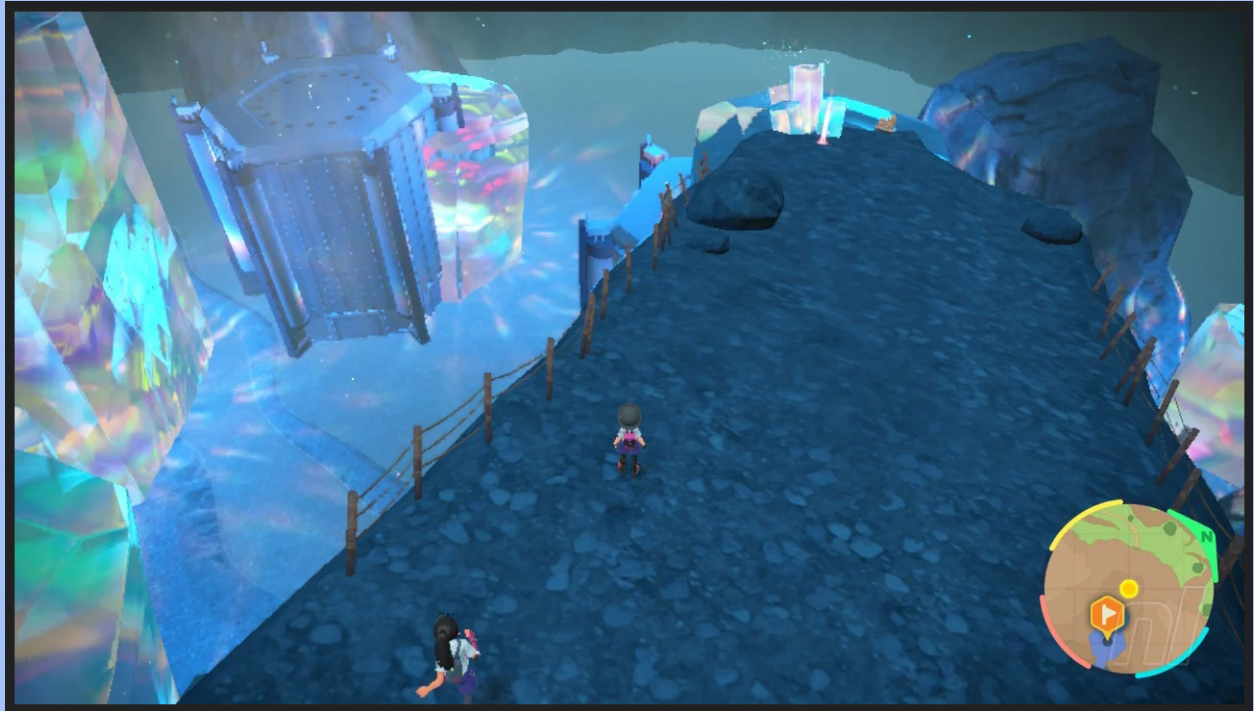


It seems charging your smash meter has also granted Miraidon the ability to terrastalize! During the startup animation it briefly becomes encased in blue crystals before emerging with its **dragon tera type**. Miraidon promptly channels its 2x dragon STAB into a **mighty stream of blue flames**, covering an area close to resident dragon AT, Tiki. This can be angled 40 degrees vertically prior to firing, and it lasts for 3 seconds. Anyone caught in the (tera) blast receives **multiple hits adding up to 40%**, launching victims for low-angle knockback that KOs at 65%. The drawback to this attack is that it's not quite as thick as other beam-type final smashes, enabling savvy foes to air-dodge through if you don't place it just right.

If Miraidon has a charged Hadron Engine when using this, the **draconic inferno** is twice as thick. You're welcome!

STAGE

AREA ZERO



Miraidon's home and where Gen 9's story reaches its climax. In Smash Bros the stage focuses on the lower levels of Area Zero, a cavern full of tera crystals. This layout feels like it was tailor-made for Miraidon. The ramp allows FTilt and DashA to generate electric terrain, or have a

Power Gem fire from up top. You can fire an upwards Lightning Laser into the left platform to ricochet into the lower floor, and that's almost all gonna be electrified.

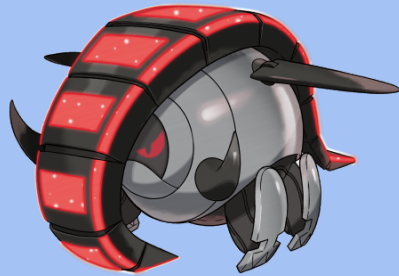
Occasionally, a Paradox Pokeball may spawn. Give it a toss, and you'll have a new reality-questioning friend for a bit:



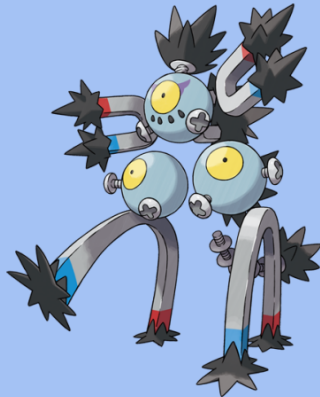
Iron Hands will slowly make its way across the stage, using Arm Thrust to shove enemies away for 8% and weak flat knockback. Even shielded, this pushes foes back a fair amount, making the cyborg sumo great for both clearing a path and assisting a literal offensive push.



Iron Jugulis flies around while performing Tri Attack, a 3-way projectile spreadshot. The little heads release simple energy pellets that deal 3% and a flinch, but the center head will release a larger elemental shot that is randomly fire, ice, or thunder, dealing 6% along with their respective status ailment. Next to Miraidon, this is my favorite Paradox Pokemon.



Iron Treads will let out a cry before curling up for Steel Roller. It will travel back and forth across the stage, ramming straight through anything in its way for 12% and decent knockback. Put Miraidon and Sonic on a team, summon Iron Treads, then get an Assist Trophy and call Dillon. Though if I had things my way, Dillon would be promoted from AT to PC.



Sandy Shocks runs to the center of the stage, then sends electric bolts to the two platforms. This creates an electric shock along both platforms that deals 3% and minor knockback, and the paradox magnet pulls the platforms together right above it. After a while, it electrifies the platforms once more and returns them to their original locations.



Brute Bonnet slowly walks around, occasionally releasing a cloud of rage powder. This will buff the damage of anyone who passes through, but their defenses drop in turn.



Slither Wing roars, rears back, and performs First Impression in the form of a mighty ram. The first time it attacks, a strong windy aura encircles the bug/fighting type, and it deals 16% with strong knockback on hit. Slither Wing will perform 3 rams in total, with the 2nd and 3rd dealing 9% and moderate knockback.

Should a playable version of these Paradox Pokémon be in the match, they will not appear from a Paradox Ball. If all 6 are in the match, Paradox Balls won't spawn at all. As a Paradox Pokémon enjoyer, I am in favor of MYM making it impossible for my own stage mechanic to occur.

Music:

[Area Zero Wild Battle](#)

[Southern Province](#)

[Vs Arven](#)

[Team Star Boss](#)

[Vs Penny](#)

[Scarlet/Violet Final Boss](#)

1V3 MODE

Time to discover why Miraidon is considered one of the most powerful legendaries in competitive play! No, this will not be a regular thing in my MYMsets, but c'mon, if Fang can have one of these, a deliberately OP Pokemon certainly can.

BOSS BUFFS

- Weight increased to 120, turning Miraidon into a superheavy
- DI increases by 1.3 x after each hit received in a combo. After 5 hits, Miraidon's jets start to emit blue flames, and it can cancel hitstun into a directional air-dash, like a dodge without the invincibility. There are no limits to how often this can occur.
- Midair jump is regained after taking damage.
- Most attacks have a 5% damage buff and KO 10% sooner. Minor hits like tail sourspots and multi-hits gain .5%. This stacks with Hadron Engine.
- Minor hits gain the stun buffs of electric terrain
- Electric terrain is generated on the nearest viable location every 5 seconds. There's no paralyzing shockwave to accompany this, but the timing works out so Miraidon's got 2 electrified zones at minimum a few seconds into the match.
- Hadron Engine charges twice as fast
- Any attack costing 10% or more Hadron charge has their cost halved. Yes, this means you can fire a fully powered Photon Blaster for 50%.
- Receiving damage only costs Hadron on a per-attack basis, rather than a per-hit
- Miraidon can now enter a glide, wall cling, and wall jump like from Drive Mode. In fact, there is no Drive Mode in 1v3! Shield Special now has Miraidon simply lower its head and boost forwards for a headbutt that functions like its bike form's.
- When releasing a charged FAir, the spark shoots forwards like a projectile
- When using Dash Attack, UTilt or USmash, Miraidon's antenna surge out, giving them hitboxes like in its UThrow.

BOSS SPECIALS

Boss Neutral Special : Lightningstorm Laser

The laser can ricochet up to 4 times, allowing it to rebound off 2 platforms and still chain through all 3 enemies. It does not weaken after striking someone.

Boss Side Special : Deep Dragonbreath

When not fully charged, you can input and hold the button for Miraidon to visibly inhale more deeply, doubling the charge speed, and you can cancel out of the charge at any point, even feinting the startup animation at full charge.

Boss Up Special : Super Effective Electro Drift

With a tap of the special button, Miraidon can short-hop into its rolling state. Either way, the startup is now grab-immune, and the moment Miraidon curls up you can activate the lightning strike. While you can still place 1 lightning mark manually, hitting an enemy will automatically trigger another mark. Turnaround time has been reduced to 10 frames, and unfurling time has been reduced to 15 frames.

Boss Down Special : Power Gem System / Draco Meteor Storm

Power Gem receives a rather simple buff: multiple sets of them can be active at once. On the other hand, Draco Meteor now has each individual gem become infused with Miraidon's atom-smashing biology, creating up to 5 meteors that are thrown in a tight spread! As Hadron lowers below the attack's cost (25% in 1v3), less Meteors are sent hurtling towards your enemies, but at 5% you're still getting 1 full-power meteor. Just a small upgrade from the regular moveset, really.

EXTRAS

Entrance: Miraidon glides down in drive mode before promptly shifting to Ultimate Mode

Side Taunt: Miraidon looks at one of its hands, channels some electricity along its claws, and gives a determined nod.

Up Taunt: Miraidon emits a hiss while its eyes glow an angry red. Use this during Hadron Engine for maximum fear installation.

Down Taunt: A graceful twirl in the air with its tail flowing around. It looks similar to the first bit of its in-game Electro Drift animation.

Victory 1:



The camera zooms in towards Miraidon from behind, who looks over its shoulder for the freeze-frame

Victory 2: Miraidon rushes around the screen in drive mode before skidding to a stop for the freeze-frame. Afterwards, it'll unfold its legs. On a team, one of its teammates will be riding atop its back and perform a taunt for the freeze-frame.

Victory 3: The camera is zoomed in to a BLT sandwich, then Miraidon (in low-power mode) abruptly scoops it up into its mouth and gulps it down in a few bites. The freeze-frame occurs just as Miraidon is licking its lips with a happy n_n expression in its eyes. Afterwards, the camera zooms out and Miraidon adopts a sitting posture, looking intently into the camera. C'mon players, start the next match, Miraidon's had a snack and is ready to play some more!

Victory with Pikachu: Miraidon's Victory 2 animation plays, but Pikachu will be explicitly riding atop the iguana bike while wearing a biker jacket and sunglasses. After coming to a stop, Pikachu lifts its glasses for a moment and utters "Chu..." before the freeze-frame.

Victory with Pichu: Miraidon and Pichu are standing beside each other. The mecha dragon charges up a bit of electricity around itself, then nods to Pichu. The lightning mouse charges up next, only to release a large lightning blast like in Electro Drift, startling Miraidon as the freeze-frame occurs.

Victory vs Huff 'n Puff: The cloud boss angrily releases a lightning bolt at the violet paradox, who catches it between its claws. Miraidon channels the offending electricity into a large spark like its charged FAir, then unleashes a much stronger bolt at the cloud, breaking him into a bunch of scared Ruff Puffs in time for the freeze-frame. Afterwards, Huff 'n Puff's stats box displays those Ruff Puffs flying around in a panic.

Lose vs Black Alice: Alice is cheerily dancing around, but as the camera pans over we see Miraidon curl up and attempt to perform Electro Drift! Just before the rolling electric dragon reaches Alice, she snaps her fingers, and in a flash of light Miraidon has been changed into a modern-day Cyclizar. Cyclizar unfurls and falls on its face, and Alice chuckles before a tentacle emerges from beneath her dress. She swats away Cyclizar as the screen-freezes, and if you wait a few seconds, you'll see Cyclizar fall into the background and land on its head in a cartoonish fashion.

Audience Chant: For the Future! For the Future!

Boxing Ring Title: Iron Serpent

Kirby Hat: Kirby's upper half is covered in a Miraidon mask, complete with pixelated eyes. They're still a higher resolution than Kirby's Dreamland. The pink puffball should feel right at home with Lightning Laser; The laser ability of Kirby's Adventure is what inspired the ricochet effect in the first place!

Alt:



Celebrate Pokemon Day with this tuxedo alt from Pokemon Unite.

FROM THE DRAGON'S LAIR

51 movesets! Didn't have the chance to celebrate the 50-set milestone with Hinyari, so I guess we'll do it here! Now I can have an entire top 50, with 2 Omega Riddleys, 2 Spadefoxes, and 0 MYM3 Fulgores.

The moment that allowed me to seriously consider making this into a fully realized moveset was figuring out **Hadron Engine**. My initial thought, and I'm sure this would be everyone's, was to generate Electric Terrain after certain attacks, and give our bike iguana a buff within it. This would very quickly turn a mobile hovering dragon into an immobile camper who rarely leaves the ground. At some point, I thought of reversing Hadron's mechanics, so first you gain a buff and then get to create electric terrain, and the rest started falling into place.

Drive Mode was perhaps the hardest mechanic to implement. It's too important to the character to exclude, but I didn't want Miraidon constantly shifting to its non-combat form in the middle of a literal fighting game. Even something like a dash animation felt too prominent. I settled on DTilt since I was already making its crouch into a quadruped stance, so that completes the transformation without competing for a more "important" input. The altered movement physics, jump-cancel headbutt, and team vehicle perks allow it to have some niche use-cases.

(And now after revisions it's a flat-out extra Shield Special input, hoo boy)

On the flipside, **Electro Drift** was one of the first things I figured out despite the complex nature of its final implementation. The animation in Violet has Miraidon rise up before curling up, so I could use an Up-Special recovery component as the rev-up time while saving the other special inputs for more explicit zoning tools for the zoner. The lightning strike is both a way to emphasize the "special" Pokemon stat of this attack and to differentiate it from Spindash. And the Hadron charging provides some direct incentive to try the technique without making Miraidon's gameplay revolve around constantly rolling around, again unlike Spindash.

This is certainly a more complex moveset than Fang, hence the extended revision period. It's honestly pushing up against the limit of what I would even play myself. Still, it is nice knowing I can still do a moveset like this when the character calls for it.



Pic by Hyrika (Twitter)

Updates

March 1, 2024

- Drive Mode now accessed through a Shield Special input
- Drive Mode now functions on water
- NEW Down Tilt!
- Added credit for ending image
- Added tux alt
- Edited Dragon's Lair entry