

Super Smash Bros Melee Ice Climbers Character FAQ

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//////////////////// The Ice Climbers FAQ //////////////////////

Super Smash Brothers: Melee
The Ice Climbers Character FAQ
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@@@@@@@@@@@@@@@@ I. Intro @@@@@@@@@@@@@@@@@@

First appearing in a classic NES game which just happened to be the first video game I ever played, I waited over 15 years for this terrific twosome to appear again, and it was well worth the wait. The Ice Climbers Popo and Nana have re-emerged on the gaming scene as the MOST POWERFUL character in the history of Smash Bros! While I'm currently enamored with Pichu, The Ice Climbers always have and always will hold a special place in my heart. I intend for this to be the most comprehensive strategy guide ever made for this dynamic duo who prove that no one character can stand up to two.

When you play as The Ice Climbers, you take control of either Popo or Nana, depending on which costume you choose. The other Ice Climber will follow at your side and mimic your attacks for major damage as long as it lives. If separated, your teammate will become controlled by the CPU and will try to fight its way back to you. If your Teammate dies, it does not count as a death against you and you can still go on fighting by yourself. However, should you die before your teammate you'll both disappear and spawn back onto the level together.

While The Ice Climbers are together, they are unquestionably the strongest force in Super Smash: Bros. Melee. Their attacks are INCREDIBLY POWERFUL. With Smash Attacks stronger than Gannondorf, Donkey Kong, and even Bowser, no one can go blow-for-blow with The Ice Climbers. With awesome power, fantastic jumping ability, fast speed, and amazing recovery skills, The Ice Climbers are so spectacular that

once you've mastered them you'll never want to play as anyone else. Even if your teammate dies, your remaining Ice Climber is very powerful and you can rack up the kills by yourself.

The Ice Climbers are already unlocked when you begin playing Super Smash Bros: Melee, so you can begin playing as them right off the bat. They have their own stage, Icicle Mountain, which is the first-ever vertical-scrolling level. When playing a multi-player match on the Icicle Mountain level, you can hear a remixed version of their music from the NES game by holding down L&R on the controller while the level is loading! It's by far my favorite music track in the game.

Aside from being the only Team Character in the game, The Ice Climbers have three other unique qualities. The first is that they never slip or slide due their snowshoes-this means they have an advantage over everyone else when fighting on the UFO, the Ice, Oil, or any other slippery substance. Their second special property is pretty unfair-if your shield breaks and your partner's doesn't-don't worry! Let your opponent come close, then order your partner to attack with a smash attack! You still have control of your partner, so they can protect you and do damage to the opponent at the same time. It's a sneaky move, but a distinct advantage you have for playing as The Ice Climbers. Their final special property is the coolest-because there are two Ice Climbers, EACH can hold an item. I've had situations before where both Ice Climbers have gotten the SuperScope at the same time, and it is WILD! Their double-item carrying ability should definitely be taken advantage of whenever possible.

Trophy Bio: "That's Popo in the blue and Nana in the pink. This unique twosome fights together as a team. These two stars of the game Ice Climber have scaled many an icy summit in their mountaineering careers. Back in their glory days, they chased eggplants, cucumbers, and other vegetables that inexplicably fell from frosty summits where a condor reigned supreme. They're rarely seen apart."

Costumes: There are four different costume sets for The Ice Climbers. The set you choose determines which Ice Climbers you control. The default is to have a blue Popo assisted by a pink Nana. The other choices are to have a green Popo assisted by a yellow Nana, a red Nana assisted by a light-grey Popo, or an orange Nana assisted by a sky blue Popo.

First Appearance: Ice Climber-October 1985

@@@@@@@@@@@@ II. Teamwork Moves (Popo and Nana combined!) @@@@@@@@@@@@@@

Basic Attacks:

A: Dual Hammer Tap 4%

Up+A: Dual Spinning Hammer 6-18%

Forward+A: Dual Hammer Swipe 15%

Down+A: Dual Hammer Sweep 9%

As a team, The Ice Climbers have great basic attacks-however, their smash attacks are so much stronger and more powerful that they are always preferable to basic attacks. If necessary use the Dual Hammer Swipe from time to time, but otherwise it's just not worth it to bother with basic attacks.

Smash Attacks:

Smash Attacks--Not Charged:

Hold Forward+A: Dual Hammer Pound 18%

Hold Down+A: Dual Smash Hammer Sweep 16%

Hold Up+A: Dual Overhead Hammer Strike 15%

Smash Attacks--Fully Charged:

Forward+A: Dual Hammer Pound 36%

Down+A: Dual Smash Hammer Sweep 31%

Up+A: Dual Overhead Hammer Strike 28%

Having the STRONGEST smash attacks in the game and having them be QUICK the way The Ice Climbers do them means that The Ice Climbers should ALWAYS be using their smash attacks. Chase the enemy down, corner them, and obliterate them.

The Dual Hammer Pound is the strongest Smash Attack in the game, and will kill ANYTHING in 2-3 hits. It's fast to charge, gets good range, and is difficult to jump over. This should be your main attack when you have the enemy cornered OR they're big and slow like Bowser and Gannondorf. Pound your opponent into the ground relentlessly until they die.

The Dual Smash Hammer Sweep is also insanely powerful. It's quick to execute and has a wide radius, so this is extremely useful when multiple opponents surround The Ice Climbers. Not only will this clear any foolish challengers away, but it'll likely kill some in the process as well.

The Dual Overhead Hammer Strike is The Ice Climbers' least powerful smash attack-but you'd never know it. Because most levels are wider than they are tall, it may be easier to kill opponents with this than with any other smash attack. Set your opponent up for this attack using an up-throw or a running attack, and then knock them into the stratosphere. When combating Peach, Kirby, or Jigglypuff this is the most useful and deadly move in the world.

B Attacks:

B: Dual Ice Shot 10-26%

Up+B: Belay 16%

Forward+B: Dual Squall Hammer 1-19%

Down+B: Dual Blizzard 1-13%

The Ice Climbers actually have decent special attacks-but other than the Dual Ice Shot, never attack anyone with them. The Dual Ice Shot is the only projectile The Ice Climbers have, but it's a doozy! Shoot them at your opponents from across the screen and they'll do a good 10% damage-do it when you're directly next to your opponent's and it's an amazing 26%! Almost as strong as a charged smash attack and MUCH faster to execute, the Dual Ice Shot is a great resource that should be taken full advantage of as often as possible.

The Belay is the bane of newbie Ice Climbers users' existence. It is meant as the main recovery move, but it's only possible to do it while both Ice Climbers are alive and very close to each other. When it works, it shoots your lead Ice Climber an INCREDIBLE distance across the screen, farther than any other recovery move by far. When it doesn't work-you die a horrible death. The only advice I can give is to put in a lot of practice with The Ice Climbers so you know EXACTLY when they are or are not close enough to do the Belay. On a minor note, the

Belay can also be used to cause a decent 16% damage to opponents, and to shoot The Ice Climbers onto a high platform during a match. If you ever want to escape from the middle of a brawl quickly, this is the way to do it and do some damage in the process.

The Blizzard is really not good in a fray, and is only fun to use for the novelty value. Both Ice Climbers will stand back-to-back and spray freezing ice over their opponents. This will do minor damage and possibly freeze the enemy. Unfortunately, the move is fairly weak and leaves The Ice Climbers vulnerable to attack-a much better way to keep opponents away is with the Dual Hammer Sweep.

Finally, we have the Hammer Squall-quite possibly the most useful useless move to ever exist. Let me explain: the Hammer Squall is pathetic as an attack. It does little damage, it stuns The Ice Climbers, and if they happen to get knocked off the edge or fly off the edge while doing the move, it's automatic death. So as an attacking move, this should never, EVER be used. That's how it's useless. On the other hand, the major beef most people have with The Ice Climbers that makes people say they're balanced with everyone else is that when Nana dies, they have no recovery move. Those people are wrong. The Hammer Squall is an alternative way of returning, and is EXTREMELY good. If it's possible, The Ice Climbers go almost AS FAR when they do the Hammer Squall as they do when they use the Belay. When The Ice Climbers get knocked in a bad place like under a platform in the Great Bay, use the Hammer Squall to fly back onto the level and wreak more havoc on your opponents.

Running Attack:

Run+A: Dual Running Hammer Strike 17%

This is a GREAT and damaging move. It does as much damage as a non-charged smash attack, and sends the opponent directly into the air for an upward thrust smash or an aerial attack. This is the best way to set up a combo with The Ice Climbers, and it's almost impossible for your opponents to counter the running charge of The Ice Climbers. Use this move and use it often-it's the best way to get The Ice Climbers to hussle AND set your opponent up for major damage.

Throws:

Z+Forward: 11%

Z+Back: 7%

Z+Up: 11%

Z+Down: 6%

The Ice Climbers have poor throws, but that's really their only weakness offensively. The sad part is that this is their "weak link" and it's STILL better than anyone else's grab. Why? Because only one Ice Climbers grabs the opponent, and the other is still free to attack. What does that mean? If you guessed "You tell the other to use a smash attack!" you're correct. It's an astonishingly cheap move, but if you feel like driving your opponents mad, this is a good way to do it.

Aerial Attacks:

A: Dual Twirling Attack 15%

Up+A: Dual Hammer Upthrust 17%

Down+A: Dual Hammer Anvil 18%

Forward+A: Dual Air Hammer Pound 20%

Back+A: Dual Backwards Hammer Strike 22%

Finally, we have the aerial attacks-and even in the air, The Ice

Climbers still dominate. All of their aerial attacks are extremely damaging and get good range-factor this in with the extraordinarily high jumping skills and speed that The Ice Climbers have, and you have one of the best aerial characters in the game. The Dual Hammer Upthrust is particularly useful when used in conjunction with the running hammer strike-this is the easiest way to kill pesky Kirbys. Aerial attacks are fun and easy to do with The Ice Climbers, so use them whenever you need to chase down and kill an opponent. Whether it's on the ground or in the air, The Ice Climbers still dominate.

Taunts:

Left+D-Pad: Popo and Nana turn away from the camera and raise their hammers in the air pointing to their left and yell "Yup!"

Right+D-Pad: Popo and Nana turn toward the camera and raise their hammers in the air pointing to their left and yell "Yup!"

It's short and sweet, but it's also adorable. I tend to do the taunt after every kill, and when you're getting more kills than everyone else combined, your opponents will truly cringe every time they hear "YUP!"

@@@@@@@@@@ III. Individual Moves (Popo or Nana fly solo!) @@@@@@@@@@@@

Basic Attacks:

A: Hammer Tap 2%

Up+A: Spinning Hammer 3-11%

Forward+A: Hammer Swipe 5%

Down+A: Hammer Sweep 4%

Individually, the basic attacks are of course even weaker than before. When you're on the run and trying to stay alive as an individual without your partner, you want *nothing* to do with these weak attacks. Avoid them like the plague.

Smash Attacks:

Smash Attacks--Not Charged:

Forward+A: Hammer Pound 14%

Down+A: Smash Hammer Sweep 12%

Up+A: Overhead Hammer Strike 11%

Smash Attacks--Fully Charged:

Hold Forward+A: 18%

Hold Down+A: 16%

Hold Up+A: 15%

Though not NEARLY as strong without your partner, the solo smash attacks are NOT to be laughed at! They're still very powerful and capable of KOing damaged opponents! Use these to take out damaged opponents, then jump away and be evasive to stay alive.

B Attacks:

B: Ice Shot 4-13%

Up+B: Belay 0%

Foward+B: Hammer Squall 2-11%

Down+B: Blizzard 9%

Do not, under any circumstances, ever Ever EVER use the Belay when your partner is dead!!!!!! I cannot stress this enough! Once your partner is

dead, with will send you up such a miniscule amount into the air that it's the same as throwing yourself on a Bob-Omb.

However, all hope is not lost! In fact, it's FAR from lost! Even without the Belay, your remaining Ice Climber still has the most useful useless move in the world-the Hammer Squall-and at this point it's the best friend you've got! You can traverse HUGE distances with this, and you're sure to throw your opponents into a fit of swearing when they smash you out of the arena by yourself and you keep on twirling back! The Hammer Squall is such a great move that in order to kill an individual Ice Climber it's almost totally necessary to blast them so hard that they'd CAN'T come back. Get used to using this move-it's an individual Ice Climber's best friend.

The Ice Shot is still a good, if not weak, projectile. Use it away from the fray to annoy your opponents. The Blizzard is almost totally useless now-you can use it for edge-guarding if you're really desperate, but it's otherwise pretty pathetic.

Running Attack:

Run+A: 9%

The running attack is almost as good as it was before-use it to sweep overconfident opponents off their feet and send them flying with the smash or aerial hammer upthrust.

Throws:

Z+Forward: 11%

Z+Back: 7%

Z+Up: 9%

Z+Down: 6%

Throws are even more dangerous and weak now-you don't ever want to be close enough to an opponent to be grabbing them.

Aerial Attacks:

A: Twirling Attack 8%

Up+A: Hammer Upthrust 9%

Down+A: Hammer Anvil 9%

Forward+A: Air Hammer Pound 11%

Back+A: Backwards Hammer Strike 12%

Air attacks are still fast, still powerful, and still worth doing. However, instead of chasing opponents down with them, now you want to use them to knock your opponents away when they're tracking YOU down. As the old saying goes-the best aerial offense is a good aerial defense.

Taunts:

Left+D-Pad: Popo or Nana turn away from the camera and raise their hammer in the air pointing to their left and yell "Yup!"

Right+D-Pad: Popo or Nana turn toward the camera and raise their hammer in the air pointing to their left and yell "Yup!"

The taunt is as cute and worthwhile as ever. Use it after the Hammer Squall to drive your opponents insane with rage that your lone Ice Climber won't die.

@@@@@@@@@@@@@@@@ III. Homerun Contest @@@@@@@@@@@@@@@@@

If anyone can whack one straight out of the ballpark other than Yoshi, it's The Ice Climbers. If you're careful, they can do TREMENDOUS damage to the Sandbag in less than 10 seconds. Their smashes are too strong and knock the bag off the platform, so don't even attempt to use those. The winning strategy for The Ice Climbers is simple, but difficult to execute because you have to do it EXTREMELY quickly.

The moment the time starts, walk straight up to the bag and STOP. Do NOT hold forward on the control stick and hit "B" to do the Dual Ice Shot. This is an instant 25% damage to the bag. Run to where the bag lands and STOP. Do the Dual Ice Shot the same as before. Run to the spot the bag lands and STOP. Do the Dual Ice Shot one more time, being careful not to hold forward on the control stick-doing that will make the bag fall out of the ring. Then, as quickly as the bag lands grab it and throw it into the air. The camera will zoom out to show the bag flying up, but do NOT watch it. The moment you throw the sandbag into the air, you need to RUN back to the other side of the platform, grab the Homerun Bat, and RUN back. If you've done everything quickly, you'll have JUST enough time to charge up a Tee-Out Smash Attack with the Bat. This is a VERY complicated strategy and requires precision, so it may take several tries to pull it off. However, once you do it correctly you'll do over 110% damage to the Sandbag and score a distance of over 1150+ feet!!! Unless you happen to be Yoshi, it's impossible to top that.

@@@@@@@@@@@@@@@@ IV. 15-Minute Melee @@@@@@@@@@@@@@@@@

Not every character can beat the 15-minute Melee, but The Ice Climbers are up to the task! With the exception of the Ice Shot, Blizzard and Hammer Squall attacks, almost everything The Ice Climbers have will KO the Wire Frame Team in one hit. And I mean EVERYTHING! Air attacks, smash attacks, the running attack, heck, even the BELAY! The WFT is just not prepared to deal with The Ice Climbers.

While The Ice Climbers have overall superiority on their hands, the WFT has something just as good-infinite members. No matter how many you destroy, more will just keep on coming-and that's just the way The Ice Climbers like it. The easiest way to destroy the WFT is to stay on the bottom floor and just smash attack them into oblivion. If you're feeling comfortable with The Ice Climbers, use some running attacks or aerial attacks to move around. Also, grab any items you come across. Allowing both Ice Climbers to have items is DEVASTATING to the WFT. If they get a pair of Screw items, the fight is over and the WFT is doomed.

A few cautions: as always in the 15-minute Melee-BEWARE ITEMS!!! Never, ever attack an item capsule! Never go anywhere *near* a mine, bomb, or Party Ball! It may seem like a good idea, but the WFT has infinite numbers and they're more than willing to sacrifice themselves to blow you up and do major damage! Never, ever use the Hammer Squall to attack the WFT for ANY reason! If you get carried away or pushed off the side, The Ice Climbers are dead. Period. The Ice Climbers are always best off sticking to the bottom floor and doing their Smash attacks and running attack. Avoid dangerous items at all costs and play carefully, and this contest is easily within The Ice Climbers' reach.

@@@@@@@@@@@@@@@@ V. 100-Man Melee @@@@@@@@@@@@@@@@@

Compared to the 15-Minute Melee, this challenge is a joke. Popo and Nana absolutely dominate this match, and should never be in ANY danger of dying. The same rules as above apply, only now since you only need to kill 100 WFT Members, you can be a bit more reckless. Chase them down and kill them with running attacks and aerial attacks, take out bunches at a time with the smash attacks, and even use the Belay to pick off WFT Members on the top platform if you want. This challenge is a piece of cake, and once you're used to destroying the WFT Members you can do this in well under 3 minutes-that's faster than DK can do it the cheap way! Not bad for a pair of characters who were stuck in Video Game Limbo for 15 years.

@@@@@@@@@@@@@@@@ VI. Stock Battle Strategy @@@@@@@@@@@@@@@@@

While the Ice Climbers have fantastic recovery moves, they're also quite light. If they jump into the middle of the fray in a stock battle they'll undoubtedly score TONS of kills-but they'll also take heavy damage and die. This is one situation where a high kill total isn't the best way to win.

For the Ice Climbers, the best way to win a Stock Battle is to stand away from everyone else, and let THEM come to you. Lead them in by shooting Dual Ice Shots at them to get their attention. There's little to nothing that can drop in and dominate against a pair of prepared Ice Climbers, so you should be able to rack up some kills AND stay alive this way.

Once your partner has died, switch to OBNOXIOUS ANNOYER mode and be evasive. Run, jump, and hide for as long as possible. When your opponent knocks you out, use the Hammer Squall strategy to keep on coming back. And of course, don't forget to taunt after returning. It may not be the bravest strategy for a pair of powerhouses like The Ice Climbers, but it is the best one.

@@@@@@@@@@@@@@@@ VII. Time Battle Strategy @@@@@@@@@@@@@@@@@

Now this is a TOTALLY different story. In a time-battle, The Ice Climbers can finally take their place as ALL-OUT OFFENSIVE CHAMPIONS. While The Ice Climbers are together, you can beat the living crap out of stuff to kill it by yourself, or just jump into the middle of a fight and steal a kill with 1-2 hits. The Ice Climbers are so incredibly powerful that if they just run after the person with the highest damage the whole match and kill them like there's no tomorrow, they can rack up well over a dozen kills in 5 minutes. Use the Smash Attacks and the Air Attacks to snowplow (pun intended) ANYTHING in your path!

Once your partner dies keep right on attacking-you're still strong enough to get kills by yourself, and if you do die, you'll just respawn into the level with your partner and you can begin jacking up your score again. There's absolutely NOTHING that can beat a pair of well-played Ice Climbers in a Time Battle.

@@@@@@@@@@@@@@@@ VIII. Target Test Guide @@@@@@@@@@@@@@@@@

Coming Soon.

@@@@@@@@@@@@@@@@ IX. The Legal Stuff @@@@@@@@@@@@@@@@@@

This is my FAQ, and I worked super-hard on it. Don't take this FAQ and copy it in any which way without my consent. Just send me a quick E-Mail at DabidAndDon@aol.com stating where you wish to use it to get my consent. If you reproduce it, you must not change it in any way and you must give me full credit. I'm very excited to have made this FAQ for my childhood heroes (the devastating dynamic duo), so I will almost *definitely* give you consent to use the FAQ--I just want to know where it's going and who it's helping. YUP!

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