

Super Smash Bros Melee Ice Climbers FAQ

by TChurch

Updated to v0.3 on Jan 17, 2002

ICE CLIMBERS FAQ
Super Smash Bros.: Melee

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Version: 0.3
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NOTE:

Any modes with a + are incomplete.
Any modes with a * are forthcoming.

1. Introduction

Welcome. This is only my second FAQ, so bear with me. If at any time, you feel that my FAQ sucks and should be taken off the site, you should email me with hate mail, flames, criticisms, and porn. Wait, scratch the hate mail and flames... ^_^ Seriously, any opinions on the FAQ are welcome, so please feel free to email me at tessera189@hotmail.com.

Why did I write this FAQ? Ever since I first played this game, I loved the Ice Climbers. Hell, I loved the little guys ever since I first heard of them appearing in SSB2. I have dug up all the info I can on them, and now I finally hold SSBM in my hands. What better tribute to their awesome greatness than to write a FAQ dedicated to them? Plus, they have cool coats. ^_^

I will try to make this FAQ as complete as possible, which means including

any and all strategies. If you have a strategy that you use with the Ice Climbers, or even against them, please feel free to fire an email off my way. My credits section is too empty... ^_^

2. Version History

0.3 - Thursday, January 17, 3:25 AM

Finished up Classic mode, and added a trick for Blizzard and the down throw submitted by Lupus. Thanks!

0.2 - Wednesday, January 16, 12:36 AM

Finally finished up Adventure. The movelist is done, and I think there's enough to be submitted. Most everything is new to the site, though...

0.15 - Monday, January 14, 6:56 PM

Got back from vacation and finished all my applications, so I'm starting work on this again. I'm going to finish Adventure, movelist, Classic, and some other stuff and eventually submit it to GameFAQs. Hopefully CJayC will accept it...

0.1 - Saturday, December 8, 3:35 AM

Finally got my copy of SSB:M, so I got right to work on this FAQ. Pretty much everything is new at this point, but the movelist is the bulk of it....

0.05 - Monday, November 26, 3:45 AM

Started writing this FAQ up in expectation of receiving my copy of SSBM. Formatted the FAQ, set up sections, and wrote up the introduction and a couple other things.

Future Updates: Classic Probably starting Stage Strategies next, although I'd love to get some multiplayer strats up too. After that, probably a mish-mash of random updates...

3. Playing Effectively with Ice Climbers

Some strategies to help you play effectively with Ice Climbers. How to take advantage of Nana's help, when to use which comeback move, things like that. This section is mostly designed for players just starting with Ice Climbers.

I'll have a lot more of this up within a day or two, I just need to get more experience in multiplayer.

Well, first of all, you need to remember something - there are two of you. This can be both good and bad, but you need to remember it. Also, it is to your benefit to keep Nana alive. If it costs you an extra 10% to get her out of trouble, do it - a dead Nana will hurt you a lot more in the long run. And do try to stay near her; almost all of your moves will do more damage, have more range, more duration, protect you more, or all of the above. And it really sucks to be caught without a triple jump just because you decided to take a field trip to the other side of the stage, so watch out for it.

If you can get two items, do. I'm thinking of having a list somewhere of all the best combos, but just mix and match. Two items is always, always better than one. This is one of the Ice Climbers' best features.

| with your hammer. If Nana is near you, |
| she will hit hers slightly delayed. If |
| you do it in the air, the icebergs will |
| be angled downwards. |

| Damage: 5% (decreases) |
| 12% (if hammer hits opponent) |

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() _____ ()

| Up + B - Belay |

| Your triple jump, you thrown Nana up, |
| and then launch yourself up after her. |
| You can get a LOT of height with this |
| jump. If Nana hits someone when thrown |
| upwards, she will do damage, but you |
| won't jump as high. |

| Damage: 16% (if Nana hits opponent) |

() ~~~~~ ()

() _____ ()

| Down + B - Blizzard |

| You spray out a spray of snow, much like |
| Bowser's Fire Breath. It doesn't do much |
| damage, but it can be useful in certain |
| situations. If Nana is with you, she |
| will spray snow out behind you, covering |
| your back. If you start it in the air, |
| however, you'll both breathe in the same |
| direction, doubling your damage-dealing |
| capabilities. For this reason, if you're |
| going to use this move, try to start it |
| while dropping down in the air. Also, if |
| you're close enough, this move can |
| freeze the opponent. |

| lupus57 has informed me that Blizzard |
| works well with the Down throw, if you |
| tell Nana to use Blizzard. Thanks! |

| Damage: 1% - 9% (depends on distance) |

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() _____ ()

| Forwards + B - Squall Hammer |

| One of Ice Climbers' best moves, you |
| spin around rapidly swinging your hammer |
| around you. You will also travel a |
| considerable horizontal distance. If |
| Nana is with you, you will travel |
| farther, spin faster, and do more damage. |

| Damage: 1% - 8% (1% - 2% per hit) |

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() _____ ()

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| _____ |
| A Moves |
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() _____ ()
| A |
| You swing your hammer at the opponent. |
| Hit A again and he will swing it back. |
| Nana will follow your lead, but she will |
| hit a split second after you do. |
| |
| Damage: 1% |
| 4% (on backswing) |
| |
| 3% (with Nana) |
| 7% (with Nana on backswing) |
| |
() _____ ()

() _____ ()
| Up+A |
| |
| You spin your hammer over your head for |
| a second. Hits two or three times, |
| depending on how you hit the opponent. |
| With Nana, it's the same, except there |
| are two hammers, so it does more damage. |
| Not bad, not good, except for racking up |
| some quick damage. SMASH Up+A is better |
| in almost all situations. |
| |
| Damage: 9% |
| 13% (with Nana) |
| |
() _____ ()

() _____ ()
| Down+A |
| |
| You crouch (from hitting down) then take |
| a swipe at the opponent's feet. Nana |
| swings along with you, but she extends |
| it just a little longer. |
| |
| Damage: 5% |
| 9% (with Nana) |
| |
() _____ ()

() _____ ()
| SMASH Forwards+A |
| |
| You swing the hammer over your head, |
| then slam it down onto the ground. When |
| you charge it, you hold it over your |
| head until you release it, then you slam |

| it down hard. This is going to be your |
| bread-and-butter, your meat-and-potatoes, |
| and it's probably your best move. Charge |
| it whenever you get a chance, use it to |
| edge guard, to annoy, whenever you want, |
| it's a great move no matter which way |
| you slice it. With Nana, this move gets |
| even better...learn to love it. |

| Damage: 14% |
| 17% (charged) |
| 22% (with Nana) |
| 36% (charged with Nana) |

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() _____ ()

| SMASH Up+A |

| You hold the hammer back over your |
| shoulder, then swing it around above |
| your head. When charged, you hold it |
| back until you release it. Wonderful, |
| wonderful, and wonderfuller for juggling. |
| Also, when someone stupid does their |
| triple jump above you, start charging |
| this one for when they land. Then, if |
| their damage isn't too high, repeat |
| quickly until they're finally hit away. |

| Damage: 11% |
| 13% (charged) |
| 21% (with Nana) |
| 25% (charged with Nana) |

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() _____ ()

| SMASH Down+A |

| You spin the hammer in a circle around |
| your feet. When charged, you crouch |
| until you release it, then spin. This |
| can be a great clearout move, and the |
| angle that it sends people out at makes |
| it great for getting them away from you. |

| Damage: 12% |
| 15% (charged) |
| 19% (with Nana) |
| 22% (charged with Nana) |

() ~~~~~ ()

() _____ ()

| Dashing A |

| For this one, you have to be running at |
| the person to execute it. You'll suddenly |
| spring forwards, knocking anyone in your |
| way almost straight up. This move is the |
| perfect starter for juggles, and you can |
| even just use it over and over again, as |
| soon as they drop back down. It's also |
| probably your best way of jumping into a |
| fray, because everyone will be sent up. |

| Damage: 9% |
| 16% (with Nana) |

() ~~~~~ ()

() _____ ()

Air A

| You spin forwards in the air, twirling |
| your hammer around you as you go. Hits a |
| couple times, although not with any real |
| damage. It can still be useful, though, |
| and 7% is better than nothing... |

| Damage: 7% |
| 15% (with Nana) |

() ~~~~~ ()

() _____ ()

Air Up+A

| You lunge upwards with the hammer and hit |
| anyone coming down. It's got pretty good |
| priority, although it's not the strongest |
| move, and I would usually recommend |
| others instead. It can be useful in a |
| pinch, though... |

| Damage: 9% |
| 17% (with Nana) |

() ~~~~~ ()

() _____ ()

Air Down+A

| You hold the hammer out below you, and |
| hit anyone who comes up towards you, or |
| is on the ground. If you tap Down+A, |
| you'll stop after falling a small |
| distance, but if you hold it, you'll |
| keep the hammer out until you hit the |
| ground. Great for getting out of |
| juggles, especially if you fast fall |
| while attacking. |

| Damage: 9% |
| 18% (with Nana) |

| |
() ~~~~~ ()

() _____ ()

| Air Forwards+A |
| |
| This is another of your best moves. It |
| hits almost straight down, so it makes a |
| great spike. Also, just come in over |
| someone on the ground, hit them into the |
| floor with this one, and then follow it |
| up with whatever you want. It's enough |
| to give you a foothold almost anywhere. |
| Use it well, and use it often. |

| Damage: 10% |
| 18% (with Nana) |

() ~~~~~ ()

() _____ ()

| Air Backwards+A |
| |
| You swing the hammer around behind you |
| once, ending up facing the same way that |
| you started. It looks a lot like the Air |
| A, but IMHO, this one is better. It will |
| knock them farther away if they're trying |
| to attack from behind, and its range is a |
| little better. You may not use this one |
| much, but when you do it's good. |

| Damage: 12% |
| 22% (with Nana) |

() ~~~~~ ()

=== _____ ===

| Throws |

==== ~~~~~ =====

NOTE:

For the Ice Climbers, the value of the throw is not in actually throwing your opponent. The throws aren't good enough for that, and they won't kill anyone until very high damage. There are two things you use throws for: to occupy an enemy, because they can't attack when you're holding them, and for the killer Smash-Throw combo. What this means is that although you're busy holding the guy, Nana is still running around. Yup, you guessed it. First, you grab the opponent. (That's the easy part) Now you just tell to charge up a nice little Forwards Smash, and let 'er rip. They won't be able to get away, because you're holding them in place. One warning, though; you have to give the forward command to Nana almost immediately after you do the grab, because otherwise you'll just do a forwards throw. If you can pull it off, though, it's a great move, and sure to annoy...

() _____ ()

| Forwards |

|
| You let go of the opponent for a second, |
| then smash them with your hammer. The |
| range isn't great, but that's not what |
| this is used for anyway. |

| Damage: 11% |

() _____ ()

() _____ ()
| Backwards |

| You throw the opponent backwards over |
| your head, and they take damage when |
| they hit the ground. The range seems |
| about the same... |

| Damage: 7% |

() _____ ()

() _____ ()
| Up |

| You throw them up just a little, then |
| hit them up with your hammer. It doesn't |
| go far enough to kill except at very, |
| very high percentages, but it could come |
| in handy every once in a while. It does |
| set up pretty well for a Smash UP+A |
| juggle, though... |

| Damage: 11% |

() _____ ()

() _____ ()
| Down |

| This one's pretty funny. You set down |
| your mallet, then spin the opponent |
| around before body slamming them. Then, |
| before your mallet can fall down, you |
| pick it up again. Crappy move to use, |
| funny move to watch. |

| lupus57 has informed me that Blizzard |
| works well with the Down throw, if you |
| tell Nana to use Blizzard. Thanks! |

| Damage: 5% |

() _____ ()

() _____ ()
| Attack |

| Sadly enough, sometimes your best bet is |
| just to bash them over the head, rather |

| than throwing them. It only takes two |
| hits to do as much damage as a down |
| throw. You may get the opportunity to add |
| one of these to the Smash-Throw combo, |
| though, so it's not a wasted move. |
| You'll headbutt them in the face, which |
| is kinda stupid, in my book. See that |
| huge hammer in your other hand? Then why |
| in God's name are you headbutting him? |
| Sheesh. ^_^ Also, if Nana's with you, |
| she'll be doing her normal A attack, so |
| the damage will be racking up twice as |
| fast. Go you. |
| |
| Damage: 3%, 2%, 2%...1% |
| |
() ()

6. Adventure Mode Tactics

This will effectively be a walkthrough for all of Adventure Mode with Ice Climbers. I'll try to have different strategies for the different difficulty levels, but the differences aren't THAT extreme...

NOTE: For now, these walkthroughs are going to apply mostly to the easier difficulties, and there may be major problems once you get above Normal. I'll have those up eventually, though...

Stage 1 - Mushroom Kingdom

Jump onto the block in front of you, then double or triple jump onto the tall rock. From here, jump to the row of blocks, jumping on the Koopas if you want, and then over the Goomba to the next little block. When you come to the big block formation, triple jump to the top. The little depression on the top is a likely spot to find trophies. Now jump up this hill onto the pipe. This part is actually one of the hardest sections (although it is still ridiculously easy) because it's possible to miss the platforms and fall into the water. I seriously doubt it'll happen, though. Anyway, just jump over the platforms and get onto the other side, where you'll face...

=====
Battle 1 - Yoshi Team
=====

This battle is pathetic, especially if you're on the lower levels. A simple Forwards+A Smash will kill them in one hit on Easy, and it's not that much harder in Normal. The only thing you really have to watch out for is an unlucky death by bomb or mine, and even that would be hard to pull off. Anyway, just knock all the Yoshis out, and continue on your merry way.

Here, I like to triple jump onto the blocks, and let Nana take the low road. She's not exactly going to die, and you won't have to worry about any more damage. You're pretty close to the end anyway. Just jump to the wooden platform and run to the goal. Now you get to fight...

=====

Final Battle - Mario & Peach

=====

This really isn't too hard either - after all, it's the first level. You can try to single out one of them early, or you can raise their damage together; it really won't matter. Just don't get caught by a bomb and Bullet Bill and you should be fine. Oh, and if you're below the edge trying to get back, you'll want to use Belay (Up+B), but if you're far out to the side, Squall Hammer (Forwards+B) might work better. You've got a better chance of saving Nana as well.

Oh, and on this level even more than most, the Forwards+A Smash is very good for edge guarding. Just charge it up as they're coming back, then as soon as they're in range, let 'er rip. When they try to come back, do it again, until their percentage is so high that they fly off.

One other thing; I hope I don't have to tell you this, but if a Bullet Bill (the big black thing) comes into the level, mosey on over to the other side before it kills you. You'll probably have already won before this, but just in case....

If you finish the side-scrolling part of the level in a time where the seconds digit is 2, (xx:x2.xx, i.e. 4:12.59) you will instead fight LUIGI!

=====

Final Battle - Luigi & Peach

=====

This is really much the same fight, and Luigi's new Rocket Headbutt isn't going to affect your strategy. Just pull the same tricks and you should be fine.

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SPECIAL BONUSES

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Goomba KO - 100

KO'd a Goomba.

Koopa KO - 200

KO'd a Koopa.

Paratroopa KO - 300

KO'd a Paratroopa.

Luigi KO - 20

Defeated Luigi in Adventure Mode

Stage 2 - Kongo Jungle

There's no side-scrolling part here, so you'll go right into...

=====

Battle 1 - DK Team

=====
It may be called a team, but there's really only two of them. Don't let them get you trapped between them, and you should be able to do fine. If you just keep them separated, you can take one out at your leisure while Nana (hopefully) covers your back. Then go after that annoying one that keeps bothering you... You can also jump down to the rock and try to keep 'em both off you...

=====
Final Battle - Giant DK
=====

This one is actually a lot easier than it looks. He may be big, but he's also slow, he's stupid - he's Donkey Kong. For me, what works best is just to abuse the charged Forwards+A smash on him until he dies. He usually dies sooner than you would expect, too....

+++++
SPECIAL BONUSES
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None.

Stage 3 - Underground Maze

Inspired by the caves of Zelda, this level can be more annoying than fun, at least IMHO. Never really difficult, but a pain in the ass. Anyway, from the beginning, you need to head right to the main chamber. You have three main choices here, but the easiest is to drop straight down, while holding left against the wall. (Make sure you don't lose Nana though.) You should avoid all of the ReDeads and make it into a passageway. There may be a Like Like here, so take it out before you pass by. After this is a cavern. It will either contain a Master Sword or the Triforce you need to finish the level. If it's the Triforce, just walk towards it to complete the level. If it's a Master Sword, you can walk towards it to initiate a battle with Link, or you can jump over it. Just jump up, and then jump again, and you should be able to make it across the chamber. Next is a room filled with lava. You can triple jump to a platform about two-thirds of the way across the lava, or you can jump all the way to the far side. Here there may also be a Like Like, so watch out. Jump up onto the platform I mentioned, and onto the one above it, and then the one above that, etc. At the top, you'll find another chamber. If there's the Triforce, go get it; if it's the Master Sword, it's a dead end, so there really no reason to fight Link here. Go all the way back to the main chamber. Head to the bottom right corner of this chamber, and enter the tunnel. Go to the end, and drop down carefully. You will probably land on a platform, so go ahead and fight Link. If you can avoid it by jumping to the right, do so. Now head up the hill on the right, killing or avoiding the ReDeads you meet along the way. At the end, jump up the platforms, dealing with the Octoroks as you see fit. Head left to another chamber; you know what to do. If you had to fight Link, continue to the left, until you get back to the main chamber. Here, you'll need to climb the main platforms. This will be a lot easier if you still have Nana, but if you don't, it's OK. Once you get to the top, it's more of the same, head to the right, clear out the halls, and one of these chambers will have the Triforce if you haven't gotten it already.

=====
Battle 1 - Link

=====
He's not very hard, but if you have to fight five of them in all, they can wear you down. Anyway, to take him down, you may just want to hit him once, then edge guard him. Yes, it's "cheap", but is he going to complain? What I would do is start off with a light Up+A (spinning hammer) to get some damage on, then quick smash Forwards+A. Whenever he tries to come back, figure out where he'll land, and direct a smash Forwards+A there. Charge it up and release it as soon as he gets back. Just keep doing this until his percentage is high enough to kill him.

=====
Final Battle - Zelda
=====

Now you get to fight the Hylian princess, on this wonderful level inspired by Zelda II. What an honor... ^_^ Anyway, on this one, you'll have a much easier time of it if you can keep her as Zelda. As Sheik, she'll be faster, and therefore get away more easily, and also do more damage with hit-and-run tactics. With Zelda, if you can keep her on the defensive, you can probably keep her from changing and she will be rendered relatively harmless. Pretty much, just keep up a constant offensive and follow her wherever she runs to, and just keep getting that percentage up. Once it's high enough, get her to an edge and guard, guard, guard! Charged Forwards+A smash works well...

+++++
SPECIAL BONUSES
+++++

ReDead KO - 300

KO'd a ReDead.

Like Like KO - 500

KO'd a Like Like.

Octorok KO - 150

KO'd an Octorok.

Link Master - 30000

Defeated all five Links in Adventure Mode.

Stage 4 - Brinstar

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Battle 1 - Samus
=====

This will be a little harder than previous battle, but not much. You can do a lot of damage with Air Forwards+A and Charged Up+A Smash. The charged Forwards+A smash won't work as well for edge guarding, because most of the time Samus will come up from underneath you with a screw attack. If you can dodge it, though, you'll have a free shot at her when she comes up. And as usual, hitting the acid probably won't kill her, so you should try to knock her off the sides or the top.

And now you get to try to escape the planet. This may seem obvious, but do NOT lose Nana. If you do, you have about zilch chance of getting out alive. Just double jump up the first platforms, until you get above the first energy floor thingy. You can either jump up to the right, get on the platform and jump to the left, or you can triple jump right up. It really doesn't matter. Here, the platforms will be much smaller, but you should still be able to make it up. If Nana falls off, though, she could die before you can drop down. Get up through here however you want, but for the very last yellow floor, you'll need your triple jump. Get through, and get onto the yellow platform. If you have time, check the sides for trophies.

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SPECIAL BONUSSES
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None.

Stage 5 - Green Greens

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Battle 1 - Kirby
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Don't make me laugh. This is possibly the easiest battle in the game. If you lost here, please tell me that your controller came unplugged, because otherwise that's just pathetic. OK, now that I have established how easy this is, I can tell you how to beat it. Attack. Doesn't matter what you do, he'll die eventually. It's fun to see if you can get him to blow himself up with a bomb, but hardly necessary... ^_^

=====
Final Battle - Kirby Team
=====

This isn't much harder. A charged Up+A smash may be your best bet, but almost anything will work. Smash Down+A works well if you're surrounded, and even an Air Down+A will take them out. If you get caught between rapid A punches, you may take some damage, but it shouldn't be enough to take you out. There's 15 of them total, but you probably won't even notice.

=====
Bonus Battle - Giant Kirby
=====

If you manage to beat all 15 members of the Kirby Team within 30 seconds (not as hard as it sounds) you will face Giant Kirby. The only real difference is that you've got a bigger target. Just smack him around a bit, then smash him off. He really isn't a danger to you at all. Just avoid getting hit by his Rock, which he rarely does anyway, and you've got an easy 10000 points.

++++
SPECIAL BONUSSES
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Giant Kirby KO - 10000

Defeated Giant Kirby in Adventure Mode.

Stage 6 - Corneria

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Battle 1 - Fox
=====

This shouldn't be too hard. Not really any danger from the Arwings yet, so you can concentrate on taking out Fox. I would start off with a Dashing A, then hit him with a charged Up+A smash when he comes down. If you can hit him with another, he'll almost certainly die. If he runs away, nail him with a few Ice Shots then go get him. The walls are pretty close on this level, so if you smash him off the side he should die.

=====
Final Battle - Fox
=====

This won't be very much harder. The Arwings are very active now, but they seem to hit Fox just as much as they hit you. If you can get some early damage on him (using the above strategy) if the Arwings do hit you, he should die while you just take the damage. Otherwise, just kill him normally.

=====
Final Battle - Falco
=====

No one seems to know exactly what triggers it, but after you've unlocked him, you have a chance of facing Falco in the second battle here. It's not really different, except that Falco is better in the air, so keep him on the ground. Not any harder than against Fox, really.

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SPECIAL BONUSES
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None.

Stage 7 - Pokemon Stadium

=====
Final Battle - Pokemon Team
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Initially, this match will just be against 12 Pichus. As you unlock them, though, Jigglypuffs and Pichus will join them. Since Jiggly and Pichu are easier to hit off, this makes this level even easier. If you're on a harder difficulty level, though this level is somehow transformed into the Pit of Despair. It's exponentially harder, or some mathematical stuff like that.

There's really two strategies here. Either you just go for the jugular and kill them all, or you can run around and throw the Pokeballs for the win. Personally, I switch back and forth. Sometimes, I'll just smash them all out as soon as they land, while other times, I'll run around and try to get all the Pokeballs. It really won't matter in the end. Just remember that when you throw a ball down at them, it won't open until it lands, so don't assume you're safe. And do watch out for the Electrodes? ^_^

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SPECIAL BONUSES

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None.

Stage 8 - F-Zero Grand Prix

First, you get to run through the entire level. Hurry, and you'll probably die if you're careless. But why bother? You've got all the time you need. As soon as you start, run to the right. You should be able to make it to the little overhang before the cars catch you. Take a breather here until they're all gone. Now run, and pass the first platform. Hop up onto the next one, and wait for the cars to come. You probably could make it to the next one in time, but why tempt fate? OK, where you stop here really depends on how far you make it. If you can make it to the hanging pink platforms, stay there, and you don't even have to worry about the cars. If you get stuck on the piece of asphalt right before them, though, just duck and wait for them to leave. If you're on the platforms, though, you can jump all the way onto the lip of the last piece of track without getting hit, if you're good. From here, just run all the way to the end and across the line. One thing to remember; if you can't make it to a platform, just wait, and right before the cars get to you, jump, jump, and triple jump. With Belay, you should be able to stay in the air long enough to miss them all.

=====

Final Battle - Captain Falcon

=====

The Captain likes to start things off with his Forwards+B, so be sure to avoid getting hit. Either jump out of the way, shield, or just attack preemptively. A Dashing A works wonders if followed by a smash Up+A, and if you can hit him off to the side, so much the better. He'll either fall below the track, or take some damage getting back on. Now just knock him around until you get an opportunity, then hit him off. He's pretty stupid, so you can probably get him to wait around on the bottom when the cars come...

+++++

SPECIAL BONUSES

+++++

None.

Stage 8 - F-Zero Grand Prix

First, you get to run through the entire level. Hurry, and you'll probably die if you're careless. But why bother? You've got all the time you need. As soon as you start, run to the right. You should be able to make it to the little overhang before the cars catch you. Take a breather here until they're all gone. Now run, and pass the first platform. Hop up onto the next one, and wait for the cars to come. You probably could make it to the next one in time, but why tempt fate? OK, where you stop here really depends on how far you make it. If you can make it to the hanging pink platforms, stay there, and you don't even have to worry about the cars. If you get stuck on the piece of asphalt right before them, though, just duck and wait for them to leave. If you're on the platforms, though, you can jump all the way onto the lip of the last piece of track without getting hit, if you're good. From here, just run all the way to the end and across the line. One thing to remember;

if you can't make it to a platform, just wait, and right before the cars get to you, jump, jump, and triple jump. With Belay, you should be able to stay in the air long enough to miss them all.

=====
Final Battle - Captain Falcon
=====

The Captain likes to start things off with his Forwards+B, so be sure to avoid getting hit. Either jump out of the way, shield, or just attack preemptively. A Dashing A works wonders if followed by a smash Up+A, and if you can hit him off to the side, so much the better. He'll either fall below the track, or take some damage getting back on. Now just knock him around until you get an opportunity, then hit him off. He's pretty stupid, so you can probably get him to wait around on the bottom when the cars come...

+++++
SPECIAL BONUSES
+++++

None.

Stage 9 - Onett

=====
Final Battle - Ness Team
=====

This can actually be pretty hard; you're up against Ness, there's three of them, and they're on their home turf. If you can get them to be hit by the cars, it will be a lot easier. Otherwise, you'll have to just fight a war of attrition. I find that I do best on the little awning on the right side of the left house, because only one or maybe two will attack me at a time. If they're to the right, charge up a Forwards+A smash, if they're on the house to the left, charge an Up+A smash. When they come in range, hit them. (obviously) Once you've taken out one or two of them, if your damage is low enough, just go and mop up the other one. They usually run to the right side, so but can just come up from beneath the wire with an Air Forwards+A, then try to smash them off. Or, you can stay where you are and wait for them to come to you. Beware, however, since they like to throw Mr. Saturns down at you, and they can get the damage up pretty fast...

+++++
SPECIAL BONUSES
+++++

None.

Stage 10 - Icicle Mountain

Well, isn't this fun. Finally, we're home - what a shame that the Ice Climbers' level sucks worse than a baby with too much salt in its diet. The only saving grace here is the off chance that you'll get to hear the theme from Balloon Fight. Still, you don't really have a choice, so get up those platforms. You have two choices here. Either you can take it slowly, and wait for the screen to scroll up on its own, or just keep jumping up above the screen. As soon as you land, the screen will scroll up to catch you, so you can move much

faster. I prefer this choice, but it's up to you. Just keep going until it starts scrolling super-fast, then go all-out. Just try to keep up, it shouldn't be too hard. Once you get up a ways, you get to face...

=====
Final Battle - Ice Climbers Team
=====

They're really not as hard as you'd expect, for Stage 10. Just smash them off either to the side or off the top of the screen, because the walls are very close on this level. You should never be in any real danger, even if you somehow lose Nana.

+++++++
SPECIAL BONUSES
+++++++

Topi KO - 200

KO'd a Topi.

Polar Bear KO - 800

KO'd a Polar Bear.

Stage 11 - Battlefield

=====
Battle 1 - Fighting Wireframe Team
=====

It's like the Polygon Team, only better! They're still real easy to beat, though. Almost any A move will knock them out, so just bust out some moves and watch 'em fly. One warning; you jump higher on this stage, but you also fall faster, so watch out. There's 30 of them, but they go by in a flash. Once you get to the last few, their intelligence level seems to rise, so you may have to actually go and hunt them down.

=====
Final Battle - Metal Mario
=====

He's not as hard as he was in the original, thankfully. On lower difficulties especially, you should be able to just do some early damage, then knock him out with a smashed Forwards+A and edge guard for the win. Otherwise, you can hold back, Ice Shot him up a bit first, then move for the kill.

=====
Final Battle - Metal Bros.
=====

If you've already unlocked Luigi, however, you'll fight both Metal Mario and his brother on this stage. It won't be much harder, though... Metal Luigi tends to Green Missile himself off if he gets overenthusiastic, and you can usually hit them both when you attack. If not, though, just go for one of them; pick that one off, then clean up the other.

+++++++

SPECIAL BONUSES

+++++

Quadruple KO - 8000

KO'd four enemies at once.

Quintuple KO - 15000

KO'd five enemies at once.

Metal Bros. KO - 8000

Defeated Metal Bros. in Adventure Mode.

Stage 12 - Final Destination

=====
Final Final Battle - Bowser
=====

This can be tough. He's big, he's heavy, and he doesn't get knocked off easily. Even when you hit him, he'll be back on his feet in no time. Depending on difficulty, you will probably need to get him well above 200% before you can take him down. Good items to use are Pokeballs, Bob-ombs, and Warp Stars. All do nice amounts of damage, and can also knock him away. Use anything you can get, though. Your best strategy throughout is a good offense; if you're constantly hitting him, he won't be able to hit you. Once you finally get him out, rejoice! You've beat Adventure Mode...or have you?

=====
Final Final Finale - Giga Bowser
=====

If you're playing on Normal difficulty or higher, haven't continued, and beat Bowser with over 1,000,000 points, his trophy will be struck by lightning to reveal...

Giga Bowser can best be described as Bowser, on every drug known to man. When you start, pause for a second and just look at what an incredible badass he is. Once you're ready, brace yourself and try to take this behemoth down. Even more than Bowser, you need to stay on the offense. If he hits you, be very careful, because he'll follow it up with a veritable barrage of attacks. (Yes, I like big words too... ^_^) Just shield or dodge and try to start hitting him again. He will certainly need to be above 200% before you can even think of knocking him out, and he'll probably need to be higher. Once he's finally high enough, just try to smash him out, it's really all you can do. And as usual, if you can get items, use them. Any of those I mentioned above, as well as Screw Attacks and Super Scopes, can rack up the damage quickly. And you need that. Hope you get lots of good items, and a hefty chunk of luck. If you can beat him, congratulations. You'll get the Giga Bowser trophy, as well as an immense feeling of accomplishment. Good job!

+++++
SPECIAL BONUSES
+++++

No-Miss Clear - 10000

Cleared without losing a single life.

Continuation - -20000

Cleared by continuing.

Speedster - 10000

Cleared all levels quickly.

Speed Demon - 20000

Cleared all levels very quickly.

Adventure Clear - 50000

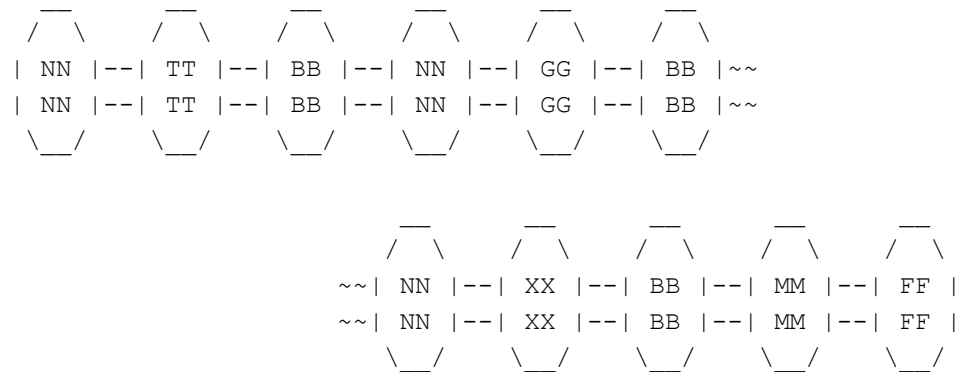
Cleared the Adventure mode.

Giga Bowser KO - 100000

Defeated Giga Bowser in Adventure mode.

7. Classic Mode Tactics

OK, this section is going to be done slightly differently. Since the battles are all random, I can't do much , or go into any real detail, except just to give you hints for each type of battle. They go in this order:



Key:

NN - A normal battle, just you against the computer.
NN

TT - A team battle, you get one ally, and you're against two opponents.
TT

GG - A Giant battle, it's you and two friends up against a giant foe...
GG

BB - A bonus stage, too easy. You get a walkthrough anyway, though...
BB

XX - I admit it, I can't think of a name for this one. You'll fight a series
XX of the same opponent, all slightly weaker than normal. They're called
a Team by the game, but we've already got a team battle. See, these

are the decisions that FAQ writers have to make every day... ^_^ If you can come up with a name for this type of battle (that doesn't conflict with the others) you've guaranteed yourself a spot in the credits, in wonderful big shiny lights...

MM - A metal foe appears...you got the brass to take 'em down?
MM

FF - The final battle...try not to be too...handy...?? *rim shot*
FF

NN - Normal Battle

These are going to seem almost like breathers, because they'll be easier than any of the other battles, probably. It's a 1-on-1, you've fought millions before, and I dare say you're pretty good at it by now. If you can't be a computer one-on-one, you're probably on the wrong difficulty level. Obviously the last one will be harder than the first battle, but if these are a challenge, you probably need to train a little more.

TT - Team Battle

These aren't much harder, it's you and a friend against the two computers. Personally, I think it's best just go in swinging and hope your ally gets some hits in, because their AI isn't good enough to rely on. If you leave them alone, they're bound to get themselves killed, and then you have no one to come in and save your ass later. Either way, though, this shouldn't be too hard unless you get unlucky. And if Luck won't be a Lady, what can you really do anyway? ^_^

GG - Giant Battle

You have two main strategies here. Either hang back and let your minions do the dirty work, or get right in there and bash 'em good. Or, you can try to mix these, hanging back until you see an opportunity to strike. Personally, I like to let my teammates limber them up a little first, then I'll move in with some serious damage. It is very hard NOT to hit with Air Forwards+A, so overuse it. You may have trouble with your smashes, because the giant character can wait out of your range and hit you even with a simple A attack. This leads me to my next point - don't assume things. Most characters can punch right through the middle of Peach's Castle, for instance, (the top part) and almost all will be able to hit you from below through platforms.

XX - Cookie Battle

OK, this should be pretty easy. If you get someone like Kirby or Jigglypuff, you shouldn't have any trouble at all. You can maybe even just take them all out with 5 Up+A Smashes... But if it's Link, DK, Bowser, Ganondorf, etc. you'll need to be more careful. Still, just knock them as far out as possible with smashes, and try not to take too much damage. You should be fine.

MM - Metal Battle

Ooh, this one can be tough. Your opponent is made of metal, and their mass is correspondingly increased, but they're not slow. On the contrary, as Winnie the Pooh put it, "they're quick, they're slick, they're insincere." The once saving grace you'll find is that they fall much faster than normal, so if you can hit them far out, you should be able to avoid their making it back on. Smashes, especially charged Forwards+A smashes, will work best here, but you may have to resort to other means of getting the damage high enough.

If they're a fast character, just try to keep them away from you as you slowly whittle away at their percentage. If they're slow, it's always fun to use your dash-juggle for a while. Just do whatever works, then smash them off.

BB - Bonus Stages

=====
Target Test
=====

OK, I admit it. I absolutely suck at the Target Test, especially for Ice Climbers. My best score is only 30.60 seconds, and that actually took some effort. Rather than corrupt your mind with my horrible strategy, I'd like to ask anyone who is good at Target Test to send in your strategies. Any strats that can result in times under 30" are good enough to be included. Please, I'll take any strategy that even sounds good. Just send it in... ^_^

</hopeless desperation>

=====
Snag Trophies
=====

Here, you just need to get the trophies that fall into the giant misshapen slinky cone in the center. Fortunately, you have at your disposal a great move for this...the Up+A Smash. Just face away from the center, right under the trophy, and wait for it to come to you. Depending on how far away you are, you could need to hit it again, but this is still a great move for this bonus stage.

=====
Race To The Finish
=====

Race! To! The! Finish! Easier said than done, I'm afraid. If you just want to get this stage over with as quickly as possible, you can just duck into the first door you see, but if you really want the points (and coins) you want to get as far as you can. From the start, run forwards. You'll see a cave of sorts overhead very quickly, but keep running. The next thing you'll see will be the other side of this cave, heading up to the next level. I personally prefer taking the second path through here, because I think it's quicker, but do what you wish. On the other side, just hold Down to fall through all of the ledges. At the bottom, head to the right again. You may need to wait for Nana to catch up, but don't wait too long. Double jump onto the ledge on the right, run forwards a bit and then jump back onto the ledge above you. Jump back up to the right and continue on your way. Right here, try to avoid falling into the pit, because you'll lose a lot of time trying to get out. (Trophies do like to hide there, though, so be on the lookout.) Here, you'll have three choices: the top path, the middle path, and the bottom path. The top and middle paths are laden with spikes and lava, which will knock you around and lose you serious time. The bottom one, however, is free from everything except a little bottomless pit. Just double jump from platform to platform, making sure to jump over the door in the middle, and then make it all the way to the other side. If you continue all the way to the final goal, you'll get 5 coins and 50000 points.

FF - Final Battle

Yes, once again, it's the...

MASTER HAND!!!

His health differs depending on which difficulty you are on, as follows:

Very Easy - 150 HP
Easy - 250 HP
Normal - 300 HP
Hard - 325 HP
Very Hard - 360 HP

Attacks that work well:

Air Forwards+A, Air A, Air Back+A, Up+A, (if the hand is low) Up+A Smash, (ditto) Forwards+B. (sometimes) Your best bet throughout is going to be your Air Forwards+A. You should be able to take of at least 15% per hit, and that stacks up pretty fast. Perhaps your most effective moves will be the aerial dodge, ground dodge, and the roll. You don't want to get hit by this guy, especially not on Hard or higher, so do your best to avoid his attacks. Just make sure he misses, and hit him a couple times every chance you get. If he does his laser attack, use your Squall Hammer to go through the top of him, then get underneath and keep using Air Forwards+A as long as you can. And if he somehow manages to grab Nana in his fist, take the opportunity to attack him unopposed. Pretty soon, you'll get him all the way down to OHP, when he will explode, and you will have completed Classic Mode! Congratulations...unless...

If you are on Normal difficulty or higher, have not continued, and got the Master Hand down to 150HP within 15 minutes of beginning*, you will face...

CRAZY HAND!!!

He will start out with full health, and although he may look a tempting target, I would recommend that you finish off Master Hand first. They have some team attacks that can kill you at very low percentages. Once you've got Master Hand gone, you're left with Crazy Hand, which isn't exactly an exciting proposition in my book. Pretty much, just play it safe, and stay back when he does his Crazy Tantrum thing or his bombs. His Spider Walk can just be jumped over, and he leaves himself open afterwards. It will be hard, but eventually you will beat him, and congratulations when you finally do. Yes, congratulations, for you have beat Classic Mode, and you are truly worthy of our praise. All hail. ^_^

*PLEASE NOTE: I am not entirely sure of these criteria for encountering Crazy Hand. There may be others, some of these may not apply, I really don't know. For me, I have successfully encountered both Crazy Hand and Giga Bowser as long as I beat Normal without continuing, but I have heard that other people have had problems. If you have more accurate data, or can disprove any of this, please email me at tessera189@hotmail.com...

8. Event Mode Tactics

Just thought I'd add this. This will have strategies for all of those Events in which you play as (or can play as) Ice Climbers. Won't be at the very top of my list, but it'll get up there someday.

9. Multiplayer Tactics

This is the section where I will cover...yup, you guessed it - multiplayer tactics. Strategies to use against those damn computers who just won't leave you alone, or your friends who can only be cheap. This is a constantly changing and growing section, so please send in your best strategies...

9.1 Multiplayer vs. CPU

Your best bet against the evil computers. What to do when 3 of them all team up on you, or when just going one-on-one...

9.2 Multiplayer vs. Human

Your friends constantly beating you in Melee? Do you feel that your lack of skill is a threat to your masculinity? Or do you just want to see some kick-ass strategies to make your friends look like the crying babies that they are. Either way, this is your one-stop shop for all your melee strategies...

10. Character Tactics

Here's [Ed. "Here will be..."] some tricks, nice and nasty, for beating your not-so-favorite opponents...use them wisely...

Dr. Mario:

Mario:

Luigi:

Bowser:

Peach:

Yoshi:

DK:

Captain Falcon:

Ganondorf:

Falco:

Fox:

Ness:

Ice Climbers:

Kirby:

Samus:

Zelda:

Link:

Young Link:

Pichu:

Pikachu:

Jigglypuff:

Mewtwo:

Mr. Game & Watch:

Marth:

Roy:

11. Stage Tactics/Tricks

All the little tricks that give Ice Climbers the advantage on some stages, while limiting their effectiveness on others. Make sure you take advantage of the stage before your opponent does...

12. Item Tactics

Strategies to effectively use each and every item in the game. Most are pretty simple, like the Party Ball, but some will serve you much better if you actually use a little strategy...

13. Miscellaneous

Like it says, it's miscellaneous. This is where I put everything that doesn't fit in to any of the other sections I already have....

+++++
++ COSTUMES ++
+++++

The default costume has you controlling Popo.

Popo - Blue hood/parka with white lining, wood-colored hammer ^_^, blue bindings on white cleated boots.

Nana - Pink hood/parka, pink bindings on white boots.

The next costume has you controlling Nana - yes, it's possible.

Nana - Red hood/parka, red bindings on grey boots.

Popo - White hood/parka, white bindings on white boots.

The next one has you controlling Nana again.

Nana - Orange hood/parka, red bindings on white boots.
Popo - Light blue parka, light blue bindings on white boots.

The last one has you on Popo again.

Popo - Green hood/parka, dark green bindings on white boots.
Nana - Yellow hood/parka, bright yellow bindings on white boots.

```
+++++  
++      TROPHIES      ++  
+++++
```

The Classic trophy is an 8-bit model of the characters from the NES/Famicom game Ice Climber, released in October of 1985...

"That's Popo in the blue and Nana in the pink. 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."

The Smash trophy is, as usual, a rendering of their SSBM model. It shows Popo in blue running in front, while Nana in pink jumps behind him.

"This unique twosome fights together as a team. Your score will not be affected if the computer-controlled character is KO'd, but a lone Ice Climber won't be able to use teamwork moves, which will make for a tough and frantic solo fight. The Ice Shot fires mini-glaciers out of their hammers, while Squall Hammer is at its strongest when Nana and Popo combine their strength.

B: Ice Shot
Smash B: Squall Hammer"

The All-Star trophy is another SSBM model, this time of the two Ice Climbers doing their Up+B move, Belay.

"The colors of the Ice Climbers' parkas denotes who's in the lead: Nana's in pink or orange, while Popo's in green or blue. Their hairstyles are also slightly different. Belay allows them to cover great vertical distances, but doesn't give foes the chance to target their landing. Blizzard is best used in close quarters; in the fray, Nana and Popo will sometimes freeze opponents.

Up & B: Belay
Down & B: Blizzard"

14. Disclaimer

Please don't steal my FAQ. I worked pretty hard on it, and I'd prefer it if it wasn't plagiarized. Thanks. ^_^

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If you see it anywhere else, please contact me.

Oh, and this FAQ is copyright (c) 2001 Tom Church

15. Credits

Thanks to:

Nintendo - If you haven't noticed, you're playing on their console...

HAL - Making this masterpiece of a game, of course...

Nintendo - They produced the game, and I figure we can never give them too much credit...

GameFAQs - Great site, and the message boards are great...

Jeff "CJayC" Veasey - Putting this FAQ up, hopefully...

Earthshaker - For allowing me to use his info about seeing Giga Bowser, and also for having a great Ice Climbers FAQ. ^_^

Lupus57 - For telling me that Blizzard could be used with the down throw.

Viewers Like You - Reading the FAQ, silly! Contributions accepted...

Any contributions, opinions, flames, questions should be sent to me at:

tesseract189@hotmail.com

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