



The Ice Climbers,
Explorers
Extraordinaire



Super Smash Brothers Brawl

Character Strategy Guide 23

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While Nintendo showed that they were willing to go and bring mostly forgotten characters into Brawl with Ness, I highly doubt anyone saw the freaking Ice Climbers coming. Seeing as how their only real gaming appearance was in a game that was sixteen years old at the time of their debut in Melee it was a nice swerve throw at the mostly jaded video game fans. There were rumors that they wouldn't be in SSBB but those have been proven false, luckily.

The Ice Climbers really don't make a compelling case for using them, they are kind of floaty in their movements and not the strongest. In addition they are somewhat light and not very quick to compensate for that. However they more than make up for it with their two on one mentality which allows for some interesting combos. Just don't let one die or you will find yourself in a bind.

Game Appearances

Super Smash Bros. Melee - GameCube.....2001

Ice Climbers – NES.....1985

The Ice Climber's Moves

This is a comprehensive list of all the moves available to this character. They are broken up by the type of attack they are with the Smashes and Final Smash getting their own sections. A few notes before we begin:

- * Red Skills are range dependant – The closer you are, the more damage you do.
- * Blue Skills are range dependant – The farther away you are, the more damage you do.
- * Green Skills can be charged to do more damage.

NOTE: All damage is scaled for both Ice Climbers. You can halve it if there's only one present.

Ground Attacks	Command	Dmg.	Description
Hammer Attack	Attack Button	5%	Swing your hammer at your opponent.
Twin Strike	Attack x2	11%	Two swings of your giant hammers.
Hammer Twirl	Up + Attack	17%	Hold your hammer up and twirl it.
Leg Hammer	Down + Attack	11%	Crouch and hit your opponents legs.
Hammer Reach	Attack (while walking)	9-16%	A far reaching sideways strike.
Rushing Hammer	Attack (while running)	10%	Run forward and hit opponents.
Ledge Attack	Attack (while hanging)	8%	Chase away those pesky ledge guarders.
Hold and Pummel	Grab / Attack repeatedly to attack foes.	3%	Double team the held opponent.
Upwards Hammer Smash	Up + Grab	6%	Leap with a thrown enemy & knock 'em high.
Slam to Ground	Down + Grab	6%	Spin and slam an opponent to the ground.
Hammer Away	Left or Right + Grab	8%	Fling an enemy away from yourself.

Airborne Attacks	Command	Dmg.	Description
Hammer Spin	Attack	12%	Spin in the air with your hammer out.
Upwards Spiral	Up + Attack	12-15%	Twirl the hammer upwards as you descend.
Hammer Drop	Down + Attack	7-13%	Drop down with your hammer under you.
Forward Hammer Flip	Toward Opponent + Attack	12-19%	Flip forward and crack your enemy in the head.
Backwards Swing	Away from Opponent + Attack	19%	Swing your hammer backwards at opponents.

Smash Attacks	Command	Dmg.	Description
Upwards Mallet	Up + Attack together	20-28%	Swing the hammer above your head to juggle.
Hammer Sweep	Down + Attack together - Chargeable	18-53% (!)	Sweep in a circle, beating on foes nearby.
Hammer Slam	Left or Right + Attack together - Chargeable	21-32%	Slam your hammer down in front of you.

Special Attacks	Command	Dmg.	Description
Ice Shot	Special Button	2-6%	Hammer off one or two ice chunks at foes.
Belay	Up + Special	16%	Throw the CPU climber to act as a recovery move.
Blizzard	Down + Special	6-18%	Blast ice at foes to freeze them in place.
Squall Hammer	Left or Right + Special	4-23%	Spin like a top with the hammer extended.



Final Smash	Damage	Description
Iceberg	2-100%+	Summon a giant iceberg into the middle of the field that only you are immune to.



Combat Strategies

When using the Ice Climbers it is of the utmost importance that you either: a) keep them together at all times so as to take advantage of their power, or b) learn how to desynch them properly. Both of these are hard since the Ice Climbers aren't really all that friendly to newcomers but the b option is infinitely more difficult. As such I will spend most of this section discussing how to use them together but I will give some very, very basic information on desynching since I have not even mastered the fighting style yet.

- When moving around as the Climbers you will have noticed that they don't move the fastest. This is something you will have to get used to when playing as them. To move them around the stage you will have to resort to leaping, Belay and running around. Doing these will often leave you fairly open to reprisals so you will need to learn what to use when and what your opponent can do to counterattack you while you're doing the move.

- A good example is for when you are jumping. Since the Ice Climbers are kind of floaty while in mid-air you will need to do something to protect yourself. If you see an opponent coming at you for an aerial attack from the side you can either try to Belay and leap over them or just counterattack with a Squall Hammer to knock the opponent away. If they try approaching from below Belay will still help you escape but you can also Hammer Drop right onto an opponent.

- Belay is a somewhat peculiar, but incredibly useful, move. When you perform it the CPU Climber will get thrown upward and then promptly pull you upward with their rope. Should you hit the opponent with the Belay it ends the move and damages them which is bad if you're trying to recover back onto the stage. When using it as a recovery there are two ways to make it work: either throw Nana up at the platform and let her grab it for you, pulling you up, or time it so that her pulling you up via the rope lets you grab the ledge and you can then pull the both of you up. It sounds a lot more complex than it is, it's fairly simple and easy to do.

- The Ice Climbers possess one of the single most powerful attacks in the game when they're together, the Hammer Sweep. This down smash can do up to 53% damage if a fully charged pair of hits strikes your opponent. If you can get their damage percent high enough freeze them with a Blizzard, get in their face, charge up as much as possible and eliminate them easy as pie.

- While the Blizzard attack does freeze opponents, it doesn't do so for very long unless they are at high damage percents. However you can make it do twice the damage by performing a short hop and then doing the move at an opponent. While airborne Nana will do the move in the same direction as Popo, doubling the damage. If you're on the ground she simply does it to the other side, giving a wider area of protection. Also, if your enemy has a low damage percent then make sure to immediately perform a Hammer Slam (side smash) with an analog flick to get some good damage in.

- Now onto desynching. What this is, is a voluntary separation of the Ice Climbers. By doing this you will put space between the two of you, allowing you to perform moves separately and cover more area. With enough practice you can even have the two Climbers doing entirely different moves and make it rough for an opponent to even come near you. A guide devoted entirely to this fighting technique can be found here:

<http://www.smashboards.com/showthread.php?t=53912>

Any information I could give is well summed up there and better explained, with video aid.



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