



Ike, The Humble Swordsman



Super Smash Brothers Brawl

Character Strategy Guide 27

By Daniel "Misfit119" Acaba

Son of the leader of the Greil Mercenaries Ike starts off his story as but a simple mercenary but grows to lead an entire rebel army. A blunt person, he is fairly outspoken and brash but is incredibly well meaning. Driven to do that which is good and just, he ends up overthrowing the unjust rulers of a nation and placing its proper queen on her throne.

Unsurprisingly Ike is a bruiser character, moving fairly slowly and being very powerful. He has some great range with almost all of his attacks, lending well to his great power, and he is very heavy and hard to get rid of. With a bevy of killer moves at his disposal he is a true powerhouse, able to over power even the likes of Ganondorf with relative ease.

Game Appearances

Fire Emblem: Radiant Dawn – Wii.....2007

Fire Emblem: Path of Radiance – GameCube.....2005

Ike'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.

Ground Attacks	Command	Dmg.	Description
Punch	Attack Button	4%	A left handed punch.
Combo and Hack	Attack x3	16%	Punch, kick forward and then hack down.
Forward Slash	Attack (while walking)	15%	Sweeping forward slash.
Running Slash	Attack (while running)	7%	Rush forward and slash at your opponent.
Uppercut Slash	Up + Attack	12%	Perform a rising uppercut with the sword.
Low Slash	Down + Attack	14%	Slash at foes legs sending them flying away.
Ledge Attack	Attack (while hanging)	8%	Chase away those pesky ledge guards.
Headbutts	Grab / Attack repeatedly to attack foes.	3%	Hold an opponent and headbutt them.
Axehandle Uppercut	Up + Grab	6%	Double handed uppercut a foe nearby.
Ground Stomp	Down + Grab	6%	Slam a foe to the ground and stomp on them.
Kick Away	Left or Right + Grab	6%	Kick an opponent away from yourself.

Airborne Attacks	Command	Dmg.	Description
Sword Arc	Attack	9%	Swing the sword around himself.
Upwards Slash	Up + Attack	14%	Slash above your head with a slow swipe.
Meteor Thrust	Down + Attack	16%	Thrust sword downward at foes.
Overhead Slash	Toward Opponent + Attack	13%	Heavy slash forward at opponent.
Backwards Swipe	Away from Opponent + Attack	14%	A quick backwards attack with your sword.

Smash Attacks	Command	Dmg.	Description
Upwards Smash	Up + Attack together	17-23%	Swing your sword upwards with good range.
Circular Slash	Down + Attack together	13-18%	Spin in a circle with your sword, damages all near.
Overhead Slash	Left or Right + Attack together - Chargeable	17-30%	A slow, but powerful, overhead slash.

Special Attacks	Command	Dmg.	Description
Eruption	Special Button	10-37%	Stab the ground and cause a flame eruption.
Aether	Up + Special	5-23%	Throw your sword up, follow it up and drop.
Counter	Down + Special	10%+	Reflect back damage at your foes.
Quick Draw	Left or Right + Special	9-16%	Lunge forward and quickly slash opponents.



Final Smash	Damage	Description
Great Aether	62%	Knock foes into the air, pummel them and then drive them downward. Knock back nearby foes.



Combat Strategies

Ike is a powerhouse, pure and simple. He might not have the raw damage output of Ganondorf but he makes up for it with great range and some powerful special moves. In the end he requires you to play him somewhat aggressively but not recklessly and to know when to properly use his moves. While you might be able to beat the computer with lots of button mashing his total lack of speed will be a liability against human opponents so you must be careful.

- While Ike has some great range almost none of his attacks have any range dependance. What this means is that you can use almost any attack from any range and not have to worry about it doing less damage or trying to time it so you hit foes with the tip of your sword like Marth. So when using Ike learn very quickly to use whatever move you feel suits the situation best and pay no heed as to what does more damage. It will add up anyways.

- Ike's throws are surprisingly weak, especially compared to most of his other attacks. However you may find yourself needing to use them if fighting an opponent who shields a lot. In this case simply jump into an opponent, grab them, use the Axehandle Uppercut up throw and then follow it up by using Aether. You should get a good 20% damage out of it and make them a bit more leery of hiding behind their shield.

- To make the most out of Ike's specials you will need to learn tricks to using them properly. They all have multiple uses, except Counter, and learning to use them for all their purposes is key to defeating even the most skilled of opponents. These will be listed in further depth below.

- Eruption is a powerful attack but it only has a very small radius of damage in front of Ike unless it is fully charged. When you do fully charge it, it will fire off on its own and send your foe flying while also doing 10% damage to Ike. This isn't ideal, releasing it just before max sends enemies flying almost as much without the damage to yourself so try to let go just before maxing it out. In addition you can begin charging it while in mid-air, something most enemies won't see coming.

- Aether is not only a good offensive tool but it is also one of the most powerful recovery techniques in the game. The insane amount of vertical height you can get with it makes it almost too easy to get back onto the stage. However since it lacks any sort of horizontal movement make sure that you use your aerial movement and double jump to get back next to the stage, as close as possible, before you perform Aether. If done right you will fly up and grab the ledge.

- Since Aether has no horizontal recovery you may find yourself in a situation where you wish to quickly get back onto the stage without risking falling to your death. In this situation you can use the Quick Draw to move horizontally rather quickly and hit anyone who gets in your path. While not as dramatically useful as Aether it will usually surprise those on the receiving end of it.

- With Ike as slow as he is it can sometimes be hard to escape an overly aggressive enemy. In these situations you will need to learn how to perform the Counter while under great duress. It can do a surprising amount of damage to those who dare strike you and it spares you that damage as well. Learn to master it when fighting speedsters and they will die rather quickly.

- Ike's side smash is insanely devastating. Even an uncharged Overhead Slash can eliminate opponents who have even 50% damage. It depends greatly on the heaviness of your opponent but even someone like Bowser or Ganondorf should be knocked off the stage easily at 65% damage before your hit.



=====

This FAQ may be not be reproduced under any circumstances except for personal, private use. It may not be placed on any web site or otherwise distributed publicly without advance written permission. Use of this guide on any other web site or as a part of any public display is strictly prohibited, and a violation of copyright.

This FAQ Copyright 2008 Games Radar

All trademarks and copyrights contained in this document are owned by their respective trademark and copyright holders.