

POST-20XX

e. dennis frogman

1. The best character in Melee, Ice Climbers with wobbling, was banned in Michigan until The Big House 5 in 2015.
2. Writing can only describe a game; it cannot tell you how to play. If a book could tell you step-by-step how to win a game every single time, the game in question would ipso facto cease to exist.
3. This guide is intended to provide an Ice Climbers main with every tool imaginable to bring about the post-20XX world.
4. None of the following thoughts are my own. They have been compiled from Smashboards archives, video interviews, Reddit threads, Twitter feeds, and just about anything else that you can find with a Google search. I don't have specific citations or dates. My b.
5. Read the introduction first.

Table of Contents

[Table of Contents](#)

[Introduction](#)

[Fundamentals](#)

[Projectiles](#)

[Lasers](#)

[Falco](#)

[Fox](#)

[Blizzards](#)

[Ice Blocks](#)

[Wobbling](#)

[History](#)

[Mechanics](#)

[Psychology](#)

[Optimality](#)

[Down on Both Sticks](#)

[Crouch cancelling](#)

[Dsmash](#)

[ASDI Down](#)

[Movement](#)

[Action states](#)

[Shadowboxing](#)

[Stage control](#)

[Staggered aerials](#)

[Shield pressure](#)

[Desyncs](#)

[Fundamentals](#)

[Protect the Queen](#)

[Aerial-and-ground](#)

[Dashdance blizzard](#)

[Pivot](#)

[Platform drop](#)

[Roll/spotdodge](#)

[Reverse ftlt/jab](#)

[Hitstun/shieldstun](#)

[Belay OOS](#)

[Tech chasing](#)

[Intro](#)

[Data](#)

[Options](#)

[Supplementary material](#)

[Counterpicks and Multimaining](#)

[History](#)

[Ken and Isai](#)

[MLG Vegas 2006](#)

[Post-MLG](#)

[Gods](#)

[Post-5 Gods](#)

[Theory](#)

[Stages](#)

[Literature](#)

[Matchups](#)

[Space animals](#)

[Edgeguards/recovery](#)

[Fox](#)

[Stages](#)

[History/flavors](#)

[Shield pressure](#)

[Neutral/punish](#)

[Supplementary material](#)

[2012](#)

[2013](#)

[2014](#)

[2015](#)

[2016](#)

[Falco](#)

[Stages](#)

[History/flavors](#)

[Lasers vs desyncs](#)

[Shield pressure](#)

[Neutral/punish](#)

[Supplementary material](#)

[2012](#)

[2013](#)

[2014](#)

[2015](#)

[2016](#)

[Marth](#)

[Stages](#)

[Neutral/punish](#)

[Edgeguards/recovery](#)

[History/flavors](#)

[Supplementary material](#)

[2013](#)

[2014](#)

[2015](#)

[2016](#)

[Zelda/Sheik](#)

[Zelda](#)

[Neutral/punish](#)

[Edgeguards/recovery](#)

[Supplementary material](#)

[Sheik](#)

[Stages](#)

[Neutral/punish](#)

[Platform camping](#)

[Shield pressure](#)

[Edgeguards/recovery](#)

[History/flavors](#)

[Supplementary material](#)

[2013](#)

[2014](#)

[2015](#)

[2016](#)

[Jigglypuff](#)

[Stages](#)

[Mechanics](#)

[Neutral/punish](#)

[Edgeguards/recovery](#)

[History/flavors](#)

[Supplementary material](#)

[2012](#)

[2013](#)

[2014](#)

[2015](#)

[2016](#)

[Peach](#)

[Stages](#)

[History/flavors](#)

[Turnips/knitting](#)

[Spacing](#)

[Float cancel/f-air](#)

[Crouch cancel/d-smash](#)

[Neutral/punish](#)

[Edgeguards/recovery](#)

[Supplementary material](#)

[2013](#)

[2014](#)

[2015](#)

[2016](#)

[Captain Falcon](#)

[Stages](#)

[History/flavors](#)

[Neutral/punish](#)

[Edgeguards/recovery](#)

[Supplementary material](#)

[2004](#)

[2006](#)

[2011](#)

[2012](#)

[2013](#)

[2014](#)

[2015](#)

[2016](#)

[Ice Climbers](#)

[History/flavors](#)

[Mechanics](#)

[2v2](#)

[1v2](#)

[2v1](#)

[1v1](#)

[Neutral/punish](#)

[Edgeguards/recovery](#)

[Supplementary material](#)

[2013](#)

[2014](#)

[2015](#)

[2016](#)

[Yoshi](#)

[Stages](#)

[Neutral/punish](#)

[Edgeguards/recovery](#)

[History/flavors](#)

[Supplementary material](#)

[2011](#)

[2014](#)

[2015](#)

[2016](#)

[Samus](#)

[Stages](#)

[History/flavors](#)

[Neutral/punish](#)

[Edgeguards/recovery](#)

[Supplementary material](#)

[2012](#)

[2013](#)

[2014](#)

[2015](#)

[2016](#)

[Pikachu](#)

[Stages](#)

[History](#)

[Neutral/punish](#)

[Edgeguards/recovery](#)

[Supplementary material](#)

[2011](#)

[2013](#)

[2014](#)

[2015](#)

[2016](#)

[Luigi](#)

[Stages](#)

[History](#)

[Mechanics](#)

[Neutral/punish](#)

[Edgeguards/recovery](#)

[Supplementary material](#)

[2015](#)

[2016](#)

[Ganondorf](#)

[Stages](#)

[History/flavors](#)

[Neutral/punish](#)

[Edgeguards/recovery](#)

[Supplementary material](#)

[2011](#)

[2013](#)

[2014](#)

[2015](#)

[Young Link](#)

[Stages](#)

[Neutral/punish](#)
[Edgeguards/recovery](#)
[Supplementary material](#)
[2013](#)
[2014](#)
[2015](#)

[Ness](#)

[Stages](#)
[Mechanics](#)
[Neutral/punish](#)
[Edgeguards/recovery](#)
[Supplementary material](#)
[2015](#)
[2016](#)

[Mr. Game & Watch](#)

[Stages](#)
[Mechanics](#)
[Neutral/punish](#)
[Edgeguards/recovery](#)
[Supplementary material](#)
[2014](#)
[2015](#)
[2016](#)

[Donkey Kong](#)

[Stages](#)
[Neutral/punish](#)
[Edgeguards/recovery](#)
[Supplementary material](#)
[2007](#)
[2014](#)
[2016](#)

[Dr. Mario](#)

[Stages](#)
[History/flavors](#)
[Neutral/punish](#)
[Edgeguards/recovery](#)
[Supplementary material](#)
[2010](#)
[2013](#)
[2014](#)
[2015](#)
[2016](#)

[Mario](#)

[Stages](#)
[Neutral/punish](#)
[Edgeguards/recovery](#)
[Supplementary material](#)
[2013](#)
[2014](#)
[2015](#)
[2016](#)

[Roy](#)

[Stages](#)
[History](#)

[Neutral/punish](#)
[Edgeguards/recovery](#)
[Supplementary material](#)
[2015](#)
[2016](#)

[Link](#)

[Stages](#)
[Neutral/punish](#)
[Edgeguards/recovery](#)
[Supplementary material](#)
[2011](#)
[2014](#)
[2015](#)
[2016](#)

[Browser](#)

[Stages](#)
[Neutral/punish](#)
[Edgeguards/recovery](#)
[Supplementary material](#)
[2011](#)

[Mewtwo](#)

[Stages](#)
[History/flavors](#)
[Neutral/punish](#)
[Edgeguards/recovery](#)
[Supplementary material](#)
[2015](#)

[Pichu](#)

[Stages](#)
[Neutral/punish](#)
[Edgeguards/recovery](#)
[Supplementary material](#)
[2016](#)

[Kirby](#)

[Stages](#)
[History](#)
[Neutral/punish](#)
[Edgeguards/recovery](#)
[Supplementary material](#)
[2015](#)

[Doubles](#)

[History](#)
[Fundamentals](#)
[Mechanics](#)
[Partners](#)
[Jigglypuff](#)
[Fox](#)
[Falco](#)
[Sheik](#)
[Peach](#)
[Marth](#)
[Captain Falcon](#)
[Ice Climbers](#)

Opponents

[Fox/Fox](#)

[Fox/Falco](#)

[Fox/Captain Falcon](#)

[Fox/Peach](#)

[Fox/Jigglypuff](#)

[Fox/Marth/Sheik](#)

[Peach/Sheik](#)

[Falco/Falcon](#)

Introduction

PC Chris: "Fox and falco are obviously the best characters, just cuz they take a litte bit more effort to play doesent make marth and sheik better then them"

Squid: "I believe that the process of analysis and finding answers on your own is more important than being told the best options in different situations. With this in mind, a lot of this guide poses questions and tools for analysis rather than straight up giving answers. For example, instead of telling you how to beat a platform camping fox, I talk about what type of analysis I've had to go through to find answers to this play style."

Kahneman: "Acquiring expertise in chess is harder and slower than learning to read because there are many more letters in the 'alphabet' of chess and because the 'words' consist of many letters. After thousands of hours of practice, however, chess masters are able to read a chess situation at a glance. The few moves that come to their mind are almost always strong and sometimes creative. They can deal with a 'word' they have never encountered, and they can find a new way to interpret a familiar one."
(*Thinking, Fast and Slow* 239)

M2K: "There was one point in time that I thought [Sheik] was the best character in the game, but I found out that she had many limitations (such as recovery or lack of good approach) that the above characters do not have... Fox is better in teams than Falco and if you average teams with singles, then Fox is the best character... I believe Falco is the overall best in singles, despite the fact that Fox has a better matchup vs Peach due to easier kills and a more convenient full jump for that matchup, and kills Puff in the sky easier too (but Falco locks down Puff easier). I strongly believe Falco is better in singles overall, despite popular opinion."

KirbyKaze: "The MK ban reminds me of the (unofficial) wobbling ban to me, for some reason."

Hax: "the best characters at perfect, 1-frame reaction level play are obviously those with Shine because you literally can't stop them from walking up to you and Shining anything you do."

JazzDynamite: "I am of the opinion that the individual data points presented here are worth far more than the sum of their parts. I would go as far to say that averages, as a resource, are harmful to new players due to the finality associated with it. Unique insights offered by players such as Toph, Hugs, KK, etc. would get lost in the translation of averaging. I ultimately can't stop anyone who decides to do this, but I strongly advise against it. If you are new, you'd gain a lot more looking at each idea in their own context and ultimately forming your own opinion."

Lewis: "A player's ability to get on base -- especially when he got on base in unspectacular ways -- tended to be dramatically underpriced in relation to other abilities. Never mind fielding skills and foot speed. The ability to get on base -- to avoid making outs -- was underpriced compared to the ability to hit with power. The one attribute most critical to the success of a baseball team was an attribute they could afford to buy." (*Moneyball* 128-129)

Mango: "I'm old school, I still believe Sheik and Marth are the best... Everyone's all, Puff this, Puff that... In Norwalk, where me and Joey are from, Puff sucks... Joey is like, the destroyer of Puff... I think Sheik's the best... Her combos are so simple, like, on species it's dthrow, 40%, you dash attack.... Then you run forward, stop, wait for the tech, it's real easy to do... She's got the grab... She just kinda struggles against Puff, I dunno why... but she's got everyone else on lock."

Juggleguy: "[Wobbling] hypersimplifies character interactions to the point of detracting from traditional Melee depth mechanics such as stage positioning and DI. For example, when you get hit by Falco's

shine, you can DI in any number of ways and factor in your current stage position to mitigate the risk of getting death combo'd. But when you get grabbed by ICs, you get punished 0-death for one single mistake without any chance to interact defensively with DI or stage positioning in the midst of the combo. It takes away from what makes Melee so deep."

Lyotard: "Give the public free access to the memory and data banks. Language games would then be games of perfect information at any given moment. But they would also be non-zero-sum games, and by virtue of that fact discussion would never risk fixating in a position of minimax equilibrium because it had exhausted its stakes. For the stakes would be knowledge (or information, if you will), and the reserve of knowledge-language's reserve of possible utterances-is inexhaustible." (*Postmodern Condition* 67)

PPMD: "If you can pin your own character view on many players, you could perhaps pin nostalgia view on me. My list basically mirrors the 07/08 tier list (Fox/Marth tie for first, then Sheik then Falco). When I realized this independently last year as I came up with this list I was shocked but not necessarily upset. The era of Melee in which that list was invented was the most competitive era of Melee I feel. It would be interesting if we returned to that. Fox wasn't considered the best by many after Brawl came out and Melee wasn't doing well, for example. After Evo and Hax starting 20XX movement Fox was considered the best again and Marth was sorta second after I caught him up, just like in that time period."

Roderick: "I think if you took all of the information collected in the history of the world between the dawn of humanity, earlier than the Dead Sea Scrolls... back when dinosaurs put their tails in the mud, or whatever... all the sensible marks left by beings of whatever kind, I'm almost certain that in the last eight years in Washington there's more information piled in four buildings than the whole previous informational load of the history of the human species." (*Self Under Siege: The Masters of Suspicion*, 1993)

Umbreon: "All the theory of the neutral game does is describe what is happening in a common written language to be easily understood by many people. We all knew that running around Bowser lead to beating him but now we know why."

Mango: "I'll always feel like Marth is the best character in the game. A lot of people don't agree with me but when you're playing your best with him, you can't really touch him. He's got the range and the best grab in the game... the only character that has true auto death combos on Fox and Falco... Marth players are kinda slacking right now, I feel like he's very untapped. I feel like he's the best character at a level that hasn't really been dissected enough. I have fun playing with him because he's very different. What he adds to the game...no other character really adds to it."

Charlamagne: "Renting goons scares me, and I'mma tell you why... When you rent a goon, you have to know that that goon is only going to be as loyal to you as the money or opportunities that you give to him... [for these reasons,] I don't prefer goons."

KishPrime: "Ultimately, the terminology of attack, defense, and counterattack are pretty fluid and difficult to define in the middle of a flowing fight between players, and what we really care about is that there are a variety of interesting options available that constantly engage both players, and allow for decision-making, physical skill, and reaction time to come into play. Melee has these characteristics, and there are many options available even within the blanket categories of 'attack' and 'defense' that regularly become available and then disappear."

Saussure: "In language there are only differences. Even more important: a difference generally implies positive terms between which the difference is set up; but in language there are only differences without positive terms. Whether we take the signified or the signifier, language has neither ideas nor sounds that existed before the linguistic system, but only conceptual and phonic differences that have issued from the system. The idea or phonic substance that a sign contains is of less importance than the other signs that surround it... A linguistic system is a series of differences of sound combined with a series of differences

of ideas; but the pairing of a certain number of acoustical signs with as many cuts made from the mass thought engenders a system of values.” (*Course in General Linguistics* 122-123)

Bones: “Good luck trying to find truly ‘neutral’ positions. Just being a little closer to the edge than your opponent can have huge consequences in your decision making. Your best luck would be going off of the beginning of games where they have neutral spawning positions.”

Rorty: “Producing commensurability by finding material equivalences between sentences drawn from different language-games is only one technique among others for coping with our fellow humans. When it does not work, we fall back on whatever does work, for example, getting the hang of a new language-game, and possibly forgetting the old one. This is the same technique we use when nonhuman nature shows itself recalcitrant to being predicted in the vocabulary of traditional science.” (*Philosophy and the Mirror of Nature* 356)

M2K: “I’d probably **** everyone at this game if I could see it one frame at a time, just from good understanding of how long everything takes (Magus would **** everyone too) but this isn’t chess without a timer, this is 60fps smash.”

Schmidt and Hoppe: “Within three years, the number of World Series of Poker entrants rose tenfold, from 839 in 2003 to 8,773 in 2006, with each person willing to lay down a \$10,000 entry fee for the privilege... It was at this point where poker stardom took on the look of Creationism rather than Evolution. TV execs came looking for stars, and Phil Hellmuth, Johnny Chan, et al, were the big names of the day. They managed to be standing at the right place at the right time... These anointed ones made their bones at a period in poker that was much like golf in 1910, when you could win the U.S. Open shooting 20 over par while drunk on the back nine. Even so, poker books, DVDs and announcing gigs followed for these guys, all proffering instruction that might not have been that good in the first place and hasn’t really changed in seven years. Today they are offering commentary on a game that has moved on without them.” (*Don’t Listen to Phil Hellmuth* 2-3)

PPMD: “I don’t think it’s about reaction times always so much as it is knowing what to look to react to. If people are bad at offense and they approach in ways we’ve all seen before, then of course our reaction times will look good if/when we punish them. That doesn’t mean offense is bad, it just means approaches need to get more creative like in the past. Reaction times were also very good back in the day too, and as Taj noted in the SotG he could actually react to standing grabs in his reaction prime. I haven’t heard of that ability now, so do you think we are really becoming better at reacting or merely exploiting the game?”

Alex: “When we play melee we are forced to approximate exactly when in real time the transitional lines between frames occur. Because you are not capable of knowing *exactly* when the inputs... are read (because you don’t have an internal metronome so precise and more importantly you have no way of syncing your internal rhythm with that of your gamecube), slight lapses... are impossible to avoid with certainty... When theorycrafting please remember to consider these points and account for the inherent risk in frame perfect links. With practice the risk will be greatly reduced, but it will always be present in a 60fps environment.”

Kuhn: “Though the world does not change with a change of paradigm, the scientist afterward works in a different world... What occurs during a scientific revolution is not fully reducible to a reinterpretation of individual and stable data... Rather than being an interpreter, the scientist who embraces a new paradigm is like the man wearing inverted lenses. Confronting the same constellation of objects as before and knowing that he does so, he nevertheless finds them transformed through and through in many of their details.” (*The Structure of Scientific Revolutions* 121-122)

Umbreon: “Accept now that you will stop playing to win. Playing to win operates under the assumption that winning is your ultimate goal. Under the premise of drastic improvement, the best thing you can do is to play to learn. This means that you may intentionally forego tournament victories or money matches in

the name of long-term gain. This is a fantastic way to boost your performance and can sharply increase your rate of learning, which can be seen as a net gain over the short-term earnings. Playing to win is a secondary goal that you can forfeit. If you sincerely play to improve, your win ratio will speak for itself anyway.”

Armada: “Keep in mind throughout this guide that some things I say that are ‘wrong’ can be good if used wisely, and anything that’s ‘good’ can be bad if it’s predictable.”

Hungrybox: “No matter what, melee has evolved into a team effort for many top players and I would argue that all the major wins of 2015 were a result of team effort. Such as PP and cactuar leading into apex 2015 where he won; the swedes practicing, analyzing and theorizing together during the summer of smash; abu helping armada find the answer to ledge camping during Evo).”

W.T. Gallwey: “Within each player the kind of relationship that exists between Self 1 and Self 2 is the prime factor in determining one's ability to translate his knowledge of technique into effective action. In other words, the key to better tennis -- or better anything -- lies in improving the relationship between the conscious teller, Self 1, and the unconscious, automatic doer, Self 2.” (*Inner Game of Tennis* 24)

Liam_Butler: “... I feel like that people who are drawn to weird characters can relate, in some way. Not to promote stereotypes, but a lot about what kind of person you are is reflected in your play and who you play. Everyone is drawn to characters because, in one way or another, they represent them...”

Butler: “The parent is not only prohibited as an object of love, but is internalized as a *prohibiting* or withholding object of love. The prohibitive function of the ego ideal thus works to inhibit or, indeed, repress the expression of desire for that parent, but also founds an interior ‘space’ in which that love can be *preserved*.” (*Gender Trouble* 63)

Tafokints: “I feel like Ice Climbers have that Zangief effect where they’ll get Hadoukened and poked for a chunk of their life but eventually they will get in, and they will force a 50/50, and they will read you, and they will get a grab.”

Rorty: “I found comfort in those slow meanders and those stuttering embers [in the works of Swinburne and Landor]. I suspect that no comparable effect could have been produced by prose. Not just imagery, but also rhyme and rhythm were needed to do the job. In lines such as these, all three conspire to produce a degree of compression, and thus of impact, that only verse can achieve. Compared to the shaped charges contrived by versifiers, even the best prose is scattershot.” (*The Fire of Life*)

ESAM: “There are two characters in Melee that you typically have to play ‘differently’ against... [with] the first, Ice Climbers, it doesn’t matter how good your kit is versus Ice Climbers as a whole, if you get grabbed you’re going to die... so you always have to be weary about ICs grab and their setups into grab, and that’s pretty much going to be the matchup, who can avoid Ice Climbers stuff [as opposed to] this is my [character’s] kit and [it’s] good versus them... You can’t play your game, you have to play anti-their game.”

Tomber: “ICs is the most chaotic character in Melee and lots of stupid stuff happen all the time (both to you and your opponent). Use the chaos to your advantage.”

Selina Kyle: “There’s a storm coming, Mr. Wayne. You and your friends better batten down the hatches, because when it hits, you’re all gonna wonder how you ever thought you could live so large and leave so little for the rest of us.” (*The Dark Knight Rises*)

RiFF RAFF: “They see me rockin all this gucci, and these chains, they like ‘oh shit, RiFF, he just too ballin, he shoulda played for the Pistons.’ I mean, I coulda played for the Pistons... but don’t get it twisted.”

durrr: "Anyone who thinks they've gotten good enough, good enough that they've solved poker, they're getting ready for a big downswing."

Fundamentals

Projectiles

Lasers

Falco

- Squid: “**Both players make a decision right after a laser is fired...** It’s harder for your opponent to react if he didn’t expect a laser. This means lasering at off timings or from less obvious positions is great! (ex drop down turnaround laser from platforms tends to catch people off guard)... Practice enumerating options both players have, responses to those options, and responses to those responses.”
- Squid: “**Read an option** every time you fire a laser but try to **stay safe... Don’t read randomly, condition**, remember that your opponent is also reacting to your options while you do this! ex: Laser -> Laser might prompt them to dash attack next time. Next time do Laser -> Dair”
- Squid: “Make it unpredictable after which laser you’ll approach. You don’t want to get in the habit of always shooting 2 lasers then approaching or your opponent will punish every time.”
- Squid: “Read their dash away / wavedash back by taking space with an additional laser. Marth like to avoid approaches after lasers with Dash away -> pivot grab for example. **If he dashes and you simply do an approaching laser, you’ve gained space for free!**”
- Squid: “**Take note of how they punish (if they punish)** multiple lasers in a row. If they try to dash attack you between lasers for example, you can start to read it and do something like laser -> Dair in place.
- Squid: “If your opponent is **good at punishing approaches** but **bad at punishing repeated lasers**, there’s no need to take big risks on your approaches. Shoot lasers with deliberation and **see what it is your opponent is looking to punish.**”
- Squid: “**[At] higher levels every laser becomes a risk** and you cannot rely on the crutch of repeatedly shooting lasers to stay safe because of threats such as powershield -> wd -> grab or sh aerial”
- Phish: “Still, the matchup is **completely based around the laser**. The laser **prevents marth from dash dancing, interrupts his arc-based attacks**, give falco coverage as he moves through marth’s threat range to engage him in **close combat**, extends punishes to keep marth in the air, and in general is just a nuisance to deal with. A marth who doesn’t acknowledge this is the marth who loses... So, marth deals with it by either powershielding, wavedash in and out of shield, dashing under high lasers, or short hopping over low ones. He can stuff errant approaches and unsafe lasers with a variety of attacks, and his dash dance/wd back lets him punish aerial approaches that do not aim behind him.”
- Phish: “If you laser camp against a player like Armada or Duck, you’re going to get fucking destroyed. **Armada’s got a powershield consistency of over 50%** (which is insane), and even if Falcos start powershielding the lasers back (which would be even more insane), that really doesn’t accomplish all that much. **The reason high level players don’t just laser camp is that it’s really not an optimal way to play Falco.**”
- PPMD: “Lasers are good because they have low ending lag, travel quickly in a horizontal direction, and have the priority of specials. So basically, **as long as you can safely get through the slower startup of them you’ll be alright**. Falco is okay with weaknesses of lasers like opponents attacking from high up due to his Uilt/Bair and FH/DJ and platform game into Bair/Dair. This is because his moves are fast and fairly big and strong AND they can often lead into combos or pseudo combos.
- PPMD: “Since **lasers can dictate how opponents must act** and they(opponent) must **spend time dealing with lasers** or **acting with less space**(on platforms) to deal with them, lasers aid in **evening out Falco’s speed disadvantage**. This is crucial to know. If you can mitigate the speed disadvantage and work your jump advantage OR gain momentum speed advantages, then that is all you need to start up strong Falco combos.”

- PPMD: "I think the current totality of knowledge and execution favors Falco [against Marth] slightly. This is because I have **yet to see reliable counters to Falco's laser game**. I think **these counters(or mixups or partial mixups or whatever you wish to call them) exist** but they have **not been fully fleshed out**. Powershield is not reliable enough. People are not comfortable enough getting hit by lasers and then acting off of them. Marth imo has a platform game vs Falco but that is also woefully underdeveloped. It MAY be the case that Marth has flimsy guesses at best but that is not what I feel at the moment and at any rate **I do not think laser counters are known well by a single person**. For this reason, I have no trouble giving the advantage to Falco."
- Hax: "There's an argument for Marth being second... I'm starting to think that Falco is gimmicky in a lot of ways, just because, like, **in theory, a short hop laser never works**, because it gets powershielded and then they can't humanly react to the powershielded laser, but you were able to react to the laser being shot. So in theory, every time Falco shoots a laser, it's a gimmick... He might have a weaker neutral game than Marth at that point."

Fox

- Leffen: "I really want to develop my laser game. When I think about staying back and just lasering, it really seems that **on paper it isn't that good**. You're making yourself vulnerable for a tiny amounts of percent, while often risking getting 0 to deathed aaand you give up stage control... Yet, in practice, it works incredibly well. I have a couple of theories on why, and I'd like to hear your guys opinion. I try to liken its useage to **Ryus fireballs in SFIV**. One guideline you have in SFIV is to **not use his fireballs while a full screen away**, since that makes it very **easy to react to** the fact that he is shooting his projectile and they can then proceed to **take free space** from it. So what I've been thinking of using the same theory for Fox's lasers... **Your best range use lasers at is where they cannot really attack you without first having to gain space** (this range is different for every matchup obviously)... If they try to gain space on you, they're at risk of getting sh/fh naired, so if you predict when they try to move in on you, you get a free hit. If this fails and you laser as they move in on you, should still have enough space to put them in a mixup where you can try to counter their approach by for example using dash away dash back grab, utilt (against aerial approaches), cc, fh/sh bair or you could, alternatively, give up some space and set up to get back into the range where you want to be."
- Leffen: "I think that people also forget that **lasers unstale other moves**, so assuming that you hit someone after you laser, each laser hit does more than you'd think, especially when unstaling moves like bair, uair and usmash"

Blizzards

- Fly: "Blizzard has many hitboxes with low knockback, meaning that it holds people in place very well. Hence, if you land a blizzard with Nana, you can often follow it up with Popo. Blizzard can frequently lead to grab, usmash, uair, and dash attack, amongst other things. **Be aware that if the opponent CCs blizzard, s/he can likely escape the attempted follow-up, and s/he may also be able to SDI upwards and jump to escape.**"
- Fly: "A jumping blizzard with Nana is known as a **Nanapult** ("Nanapult occasionally refers to jumping forward and using blizzard with just Nana, but I use it to refer to any jump -> blizzard with just Nana). Nanapults are excellent in many match-ups for a variety of reasons. Due to blizzard's great coverage, a Nanapult from a jump straight up can be a great tool for **stopping approaches** that aren't from directly above. A Nanapult moving forward can also be a very good **approach option** for similar reasons, as blizzard's reach is comparable to the range of characters like Marth and Ganon, which hence makes this good for breaking through many defenses. Popo can also frequently combo off of Nanapults quite well."
- Fly: "It's worth distinguishing between **short hop** and **full hop Nanapults**. Short hop Nanapults can function as an extremely difficult to punish mid-range approach option. Full hop Nanapults can function as a longer range approach tool, although it's not as safe as short hop Nanapult in that Nana is more vulnerable from below, but it's still fairly uncommon for people to actually get under her and hit her, unless the other character is somebody like Fox or Falcon, against whom Nanapulting (and blizzard in general) should be used with great caution. Full hop Nanapults can

also serve as a means of **harassing characters camping the side platforms**; ideally you have Nana get pretty close to the platform, but not so close that she lands on it. This can provide an opportunity for **Popo** to get **under the platform**, provided you're against a character whom below directly is a good position against (i.e. almost everybody except sometimes Falcon and Ganon)."

- Fly: "**If Nana is doing blizzard and Popo is comfortably behind it, it's really hard for a lot of characters to find a meaningful approach opportunity**, since Popo is free to protect ICs from above and can also protect Nana right as her blizzard ends. Some characters are severely lacking in ways of getting around desynched projectile walls in general, like Luigi, who is essentially **forced to go airborne** if you just time **desynched ice blocks** and have **Nana blizzard whenever he comes close**. Kind of like the case with Nanapult, though, characters like **Fox** and **Falcon** tend to be very good at getting around at blizzard when used this way thanks to their **horizontal mobility** and **falling speed**."
- Fly: "I like to use Nana's blizzard a lot to prevent people from coming back onstage. If you have Nana blizzard such that the tip of it reaches about a character-width away from the edge, a lot of characters don't have a great way of getting around it. **Many need to resort to something punishable in other ways like a standard ledgejump, which Popo can generally punish on reaction.**"

Ice Blocks

- Exarch: "Have Nana use an ice block, and have Popo run after it, basically the same effect as missile canceling, this gives you the option to grab the opponent out of their shield, or meet them in the air with an attack of your choosing. Called the **Ice Block Chaser** in *DV*"
- Fly: "Be very cautious about when you let the ICs get very far from each other. It can be tempting to do something like shoot an ice block with Nana and chase after it with Popo, but be aware that you are putting a lot of distance between the ICs and are letting Nana's AI take over. This isn't bad per se if your approach works and you can get back in sync by the time the opponent is a threat again, but you are still **limiting yourself to a punish that only involves Popo**, and if your approach doesn't work out as planned, you've already done a lot of work for the opponent by putting the ICs far apart. More often than not, it's better to try to keep the ICs together than it is to let them get far apart."

Wobbling

History

- Chillin: “[MLG Vegas 2006] was when Chu had first [learned wobbling] too... We were all like, ‘oh my god Chu is gonna win this tournament, like, have you guys seen this broken technique called wobbling, like, this is over,’ but **I guess it wasn’t as broken as we initially thought**... Chu was wobbling a lot at that tournament, but he lost to Isai and then Azen, two Falcons.”
- Wobbles: “In the past, [Ice Climbers] didn’t have a large pool of players. Nobody felt the need to research the Ice Climbers as a salient threat, and that meant that **even a very modest pool of tricks was strange and impressive**. I still get explosive reactions for tricks that are ten years old... Once I first cracked top ten of a California tournament back in 2006 and **gained notoriety for using an infinite** is when I first established I was a threatening player. After that I won Evo South in 2007, got top 10 at Evo East that same year, and started consistently getting high placings. But since many of my big victories featured Wobbling, **most people kind of discredited them and forgot about them.**”
- Juggleguy: “I’ve banned wobbling at all my tourneys ever since I started TOing [up until TBH5]. It was standard to do so back then; for example, **four of the five biggest Melee tourneys in 2010 banned it**. There really wasn’t any new info that came out about wobbling to change my mind, so I stuck with it for a long time... Honestly, I would personally prefer if wobbling was banned everywhere, but I realize now that is a selfish stance to take as a prominent TO hosting bigger and bigger events.”

Mechanics

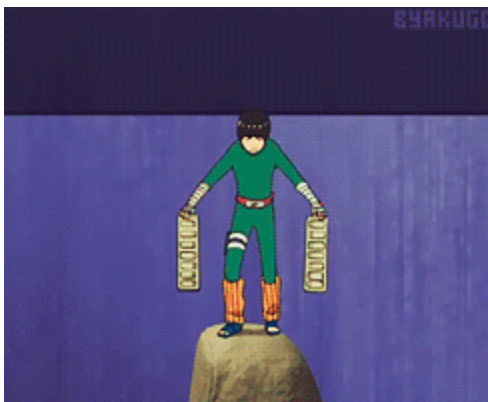
- Fly: “Wobbling works because of a peculiar property of being stunned in grabs. If a character is being grabbed and in stun and has mashed enough to escape, s/he will break out when s/he is no longer in stun from an attack. However, if you can perpetually keep the opponent stunned, s/he will never escape the grab. ICs have a few ways of doing precisely this. All of these start with a grab from Popo. The most common version is to have Popo do **headbutts** and have Nana do **ftilts** or **dtilts** evenly timed between them... There are also versions that have Nana do **blizzard** or **jabs** instead of tilts, but they are notably more difficult and hence generally worthless since the payoff is exactly same as the easier varieties. The easiest way of KOing an opponent out of a wobble is to dsmash with Popo right after Nana’s dtilt or ftilt connects; just hit down on the C-stick right as Nana’s tilt connects.”
- Nintendude: “In Melee, the way the grab release timer works is you press a certain number of inputs that gets your internal, I guess, grab counter down to zero, and at that point, if they drop the timing on the wobble, you automatically break out even if you’re not pressing any buttons anymore... **[So when you see Mango mash furiously at the beginning of a wobble, then stop after a bit, it’s not] frustration, but rather, [him doing] exactly what he should have done.**”
- Tomber: “With absolute frame perfect mashing, an immediate headbutt (12 frames to mash out) into wobble is escapable until they get to 61%+. To put that ridiculous mashing speed into perspective, it’s not possible to get even 2 grab attacks in until they are 251%+ (they break out before the 2nd one hits)... Now **against actual humans, I’d estimate that an immediate headbutt into wobble shouldn’t be mashable starting around 25%+** with the very very best players at mashing and them also having enough forewarning that they are going to get grabbed so that they are already at ‘top speed’ as the grab connects. Against normal people it would probably be more like 15%+ with full warning. **If they didn’t expect to get grabbed at the time or realize it a bit late and start mashing after the grab connects it would most likely work on anyone at or close to 0%+.**”
- Oddishguy: “...In most instances you can D-tilt instead of F-tilt. F-tilt comes out 2 frames faster, but that usually does not make or break a wobble initiation. I would recommend F-tilting though, as the **F-tilt wobble has more leniency on its timing in general and racks up damage faster**. The benefits of **D-tilt wobbling** are that it **unstales F-tilt**, can help you **time** opponents, and can be **used on edges without worry of Nana falling off**. It’s certainly beneficial, but for consistency

I'd recommend the F-tilt wobbling (maybe switch from F-tilts to D-tilts right before finishing a wobble to get F-tilt unstaled)."

Psychology

- Tomber: "One of the main complaints about wobbling is that it **stops all interaction** between the characters on the screen. Unlike chaingrabs and combos where you can DI most of the time to give yourself a better position, wobbling shuts down the other character completely, giving it no opportunity to move at all. However, **a lot of stuff is still happening**. [When I'm wobbling someone,] I'll notice **how the other player reacts to the situation**: Is he frustrated, mashing his controller as much as he can? Is he calm and focused on his DI because he knows that mashing buttons won't make a difference? Is he smiling, singing, clapping or tapping his controller out of time with the rhythm to make it harder for me to keep the beat? Or is he that guy that will sit completely still and then all of a sudden jump up and look right into your eyes (shout outs to Darrell)? **Also, if I'm playing against a fast faller I'll see if he presses L/R in his mashing, because if he does that, I know I can back-/down-throw him knowing that he will not be able to tech the ground...** I'll collect my thoughts: What have I been doing that worked out in the match so far? What should I be doing different? **If he has the momentum I'll hold him for at few more % to make him lose it so that we are back to even ground. And if I'm the one with the momentum I'll just KO him ASAP and keep going.**"
- Wobbles: "Not all mistakes are created equal. A Peach getting hit by a soft Sheik b-air while on a platform and taking needless damage is an error. Messing up a powershielded laser against Falco is another error. They cost you a bit of percent, but they generally aren't that big of a deal... On the other hand, missing a tech against a Pikachu on FD when you're playing as Fox is a HUGE mistake because he's going to CG you from zero to death. Letting Puff u-tilt you at 10 percent without CC'ing it is big mistake. Falco burning his double jump somewhere, then finding himself beneath the edge of the level is a massive mistake. These are the kinds of errors that will cost you an entire stock in the blink of an eye. So, to repeat: not all mistakes are equal... Look at this from two perspectives. First, as a player, your goal in a match is to **AVOID those critical mistakes**. Knowing the matchup that you're playing is pivotal for this reason, because it tells you what mistakes are huge, earth shattering, game costing errors, and which ones are not. And that will generally give you information about how you should be playing your matchup! You can also learn ways to reduce certain openings and minimize damage on you... Second, your OPPONENT will be making these mistakes as well. Knowing what they are and knowing how to capitalize efficiently can make you a nightmare to play against in those matchups, because it creates an **ever-present threat that any mistake can end the stock**. M2K's Marth against Fox or Falco, for instance, is one of the most shining examples of this. He practically earned a living by chain grabbing, comboing, and gimping species off the most innocuous of hits. Of course, this earned him a reputation for "playing gay," but when you get right down to it, every player wishes they could be as efficient at murdering Fox and Falco as M2K was. It meant that **every match against him was close, even if you were 3 stocks ahead, because you were always a few mistakes away from losing the game**. So not only is it a skill to see these mistakes and capitalize, but it's also a skill to convert smaller errors and openings into bigger ones with good resets and reads... **Remember, your job--and your opponent's!--is to turn every hit into a stock when possible. Likewise, you also must avoid letting little openings snowball into bigger ones, and learn how to read when your opponent is going for big punishes so you can dodge them...** One of the nice things about landing these critical hits is that they have a tendency to send the other guy on tilt. It gets him thinking that you got lucky, that the matchup is stupid or lame, and that can lead to hasty thinking that lets you exploit more of these nasty mistakes. And again, the flipside is to understand that **every matchup has these** and it's entirely possible you may fall victim to them, and shake it off when it happens."
- Wobbles: "I function best when I am having fun with no nerves whatsoever, and if I commit to wobbling beforehand, I end up focusing heavily on winning, which introduces stress and nerves, which hurts my focus and execution."

- Wobbles: “Originally, I just wanted to avoid wobbling so I could do crazier, sillier things with my character and have more fun. Now I am actively trying to avoid thinking about it because I want to attain the skills that other players have, and apply them to my character... One problem is that our infinite is just **too rewarding**. It skews your thoughts towards getting that next grab. Even if it doesn't, it can make you complacent, letting you ignore certain mistakes because you're still winning by a fair amount. It also causes you to avoid certain difficult situations, because they won't *lead* to grabs, so why bother? Especially when those positions are risky! However, this means we are ignoring facets of the game that *every other player has to master*. We aren't focusing on our defensive smash DI. We aren't focusing on the close-quarters scuffling that every Fox learns because he has a Falco for a training partner. We make lots of little technical mistakes, or simply fail to optimize them, because those don't necessarily pertain to our grab game, and then they cost us... **In short, we are falling behind. We are falling below. Other people are climbing up the other peaks, and we are idly shuffling around, trying to find the best spot on our hill to watch them.**”



Optimality

- PPMD: “Perfect play is not attainable. Practicing hard and becoming very optimal is. I do not define optimization in a traditional way though. I define optimization as **understanding the base correct decisions and then figuring out appropriateness with changing risk/reward that is specific to human exchanges**. In other words, optimization will not be perfect play but will strive to be the best humans can be.”
- Mango: “I feel like there's the **Swedish optimal** and the **American optimal**... I feel like their optimal is more optimal. I think in eSports in general, **the Europeans... have a better work ethic, and better training, like, they'll grind and grind**... [Armada] will do the same punish a quadrillion times in a row if he has to. If it's the best thing, he's gonna do it down to a science.”
- Armada: “What I think is the difference between me and Hax [in terms of our concepts of optimality]... Hax, like in terms of **punish** game, I feel like his optimal playstyle can sometimes be very very good, and a lot of people can learn from it, but **neutral, I don't think there truly is an optimal way of playing**, because neutral is more like rock-paper-scissor, and if you only go for rock, you're always going to lose if you're playing against someone who knows you're always going for rock. Neutral, I would say, is more like **you might pick this option slightly more often than this**... Like, I might retreat a little bit more in this situation, I might go in a little bit more in this situation, but **if you don't mix it up in neutral, then you're always going to lose**. So I feel like **with optimal, we also have to understand when you have to mix it up**.”
- Wobbles: “Your hill can be called a **local maximum**. It's the highest point in its immediate vicinity. Every change from your current location would be a downgrade. But if you ever want to climb the mountain, you will have to leave the hill, and you will have to go downward. If you want to go up, you have to go down... This is, funnily enough, a problem in machine learning. A program will learn how to do something, and improve its results, and then get **stuck doing something “optimal.”** Because **any immediate change will reduce its results**, it never changes, **repeating itself. However, it only found an “okay” strategy or idea and perfected it; it has**

to go in a much different direction to achieve truly great results. When you want a computer to do the learning for you, you need algorithms that don't get it caught up in local maxima."

- Wobbles: "I am also trying to avoid wobbling as much as possible. If I get a grab, I intentionally convert it into a different scenario. Originally this was just for funsies, but now I think that it is, in fact, the right thing to do if I want to improve. Mind you, there is no point in truly forsaking such a strong punish game. It kills people dead. As far as punishment strategies go, **it is pretty much the peak for my character, whenever it's available...** I would like to win! However, if I use it **every** time, particularly in tournaments and pressure situations, I'm depriving myself of the opportunity to train **other** skills in those situations... **Somewhere in here is a happy medium for pushing myself without sandbagging pointlessly and developing lazy habits with regards to my grab game. I'll let you know when I find it.**"
- Nintendude: "I don't really agree with [the conscious decision not to wobble], but it's also just the way I look at Melee. **A lot of Ice Climbers players, um... they actively try to find wobbles, and they think a lot about it,** because they think that's how they're gonna win... I think for players like that, what Wobbles says has a lot of value, because he's basically saying, **don't think about wobbling, just play the game, and try new things.** And I think that's already how I play the game... **I very rarely am actively trying to find that grab somewhere, I just try to play solid neutral and win neutral, and if it leads to a grab, then so be it...**"

Down on Both Sticks

Crouch cancelling

- Alex: “**Crouch Cancelling** is one of the stronger techniques in SSBM. By cutting KB by 1/3rd, CCing a move can frequently allow you to counterattack from a grounded position before your opponent can follow up. **With CCing, ‘Don’t Get Hit’ is incomplete. In the right situation, getting hit can have a massive reward.**”
- Alex: “The inherent weakness of CCing is that it requires you to crouch. Crouching is conspicuous. This makes CCing somewhat **telegraphed** and **easy to recognize** and **punish** with a **multi-hit move** or **grab**. Crouching also severely limits your mobility. You might recognize that **Dash Dance heavy characters CC with far less frequency than others. A Falcon player is less willing to surrender his capacity to dash back than a Sheik main.**”
- Wobbles: “[One of the things I’ve been working on is] **smarter CCing**... making it **intentional** so I don’t DI wrong, but implementing it **intelligently** to score **counter hits** and earn **respect for my space.**”

Dsmash

- Fly: “Dsmash is a favorite of many ICs. It comes out very quickly, has good knockback, decent reach, and doesn’t last particularly long. However, its hitbox is very low to the ground, so it will **miss many characters if they short hop**. For example, Falcon and Ganon can short hop over it and dair you if you try to approach with dsmash, whereas fsmash would hit them out of their short hop. It’s also important to keep in mind that while the move does come out quickly, it starts behind you and takes a bit of time to reach the front, so unless you’re facing backwards, the fact that it comes out on frame 6 can be a little misleading.”
- Fly: “**Don’t dsmash like an idiot**. Every ICs player ever goes through this. Dsmash is nice, being a 6 frame kill move with low endlag that can also start tech-chases against fastfallers at low percentages, but it is not the be-all and end-all of ICs. Even though it’s quick, a lot of characters do have quite a few ways of punishing it; it hits low to the ground, so characters with high short hops can get over it. It also doesn’t reach super far, so it’s not typically /too/ difficult to just stay out of the move’s range and punish it. **It sounds kind of obvious, but don’t try to use the move for everything**. Like, a local ICs player who’s been around for about a year will try to use dsmash as an anti-air even when the opponent is falling right on top of him. If you catch yourself doing stuff like that, force yourself to stop.”
- MacD: “I was playing PPMD at The Summit in friendlies, and he said to me, ‘**What are you doing? You defend yourself with attacks. That’s so weird.**’ My response was, ‘Really? I didn’t know that. No one has ever said that.’ It was something i never would have picked up on myself, either. I don’t have a thought-out gameplan. I can’t really give anyone an essay on how to play a matchup. I don’t know how to translate it to words in the way someone like PPMD, Tafokints, Kira, or Kirbykaze could. But it’s all up in my head.”
- Wobbles: “Playing stupid--or at least appearing to do so--makes people mad. It looks like you are messing with them and not taking them seriously, which--to a competitor--is often quite insulting. They wonder if you seriously think you can beat them with a single move. They wonder if you honestly think that they are *so bad* or *so stupid* to keep falling for it. When they *do* get hit--because, for instance, you know way more about d-tilt’s properties than they do--they go into confusion mode. Why aren’t they winning when they know what you’re going to do? Why aren’t they beating a player who is clearly not that great? ...They expect to beat a player who plays stupidly, and failing to match that expectation creates frustration, which leads to decreased performance and focus. Frustrated players will often try to bulldoze through things that irritate them... **Let’s assume your opponent maintains focus, comes up with a solution, and is able to counter your dumb strats. There is still an expectation that you only know how to use one strategy or move, or that you will pick it in eighty percent of instances.** This is where the enemy becomes **conditioned**, where they **continually set themselves up to counter your stupid strategy**. They do so **automatically**. They watch for it constantly, because that’s what they know to be looking for. And you start to see, “obviously I can’t use X here, he’s *obviously*

expecting it, so I should..." and bam, you are playing the game. You are **reading the position** and **picking strong options**, rather than **mixing up for the sake of doing so...** Sometimes the basic, simple play is best. Sometimes you just walk up and hit the other guy. Sometimes you do the same thing over and over again because he can't handle it. Rather than go out of your way to prove you've got an amazing repertoire of tricks, save them for when they're needed. If stupid play will win, be smart and play stupid."

ASDI Down

- Druggedfox: "So there are actually a million ways **ASDI (automatic smash DI) down** is useful, but I'm just going to talk about a specific situation. First, I'll just briefly say this can be performed either by holding down on the control stick or the c-stick (though the c-stick takes priority for ASDI, and allows you to DI normally with the control stick). Now, **if your opponent ASDIs down while they're in a grounded state (after a missed tech, for example) they can tech your attack sometimes**. Whether or not they can tech the attack depends on the attack, the opposing character, and the opposing character's percent damage. On the other hand, **if they teched recently (so they can't tech again) then ASDI down will simply ground them...** In case the implications of this aren't totally clear, I'll give an example. **If a falco misses a tech and you're waiting to react, then you see him start to roll it's pretty common for the sheik to dash attack. If falco is below 50 and ASDIs down and techs it, the sheik will get punished.** Knowing these numbers is pretty important for that reason. "
- Alex: "ASDI down results in a sort of **pseudo-CC**. At %s that do not trigger tumble, **landing will interrupt hitstun with a normal, 4f landing animation**. ASDI will move your model a small amount downward. Additionally, ASDI triggers a ground collision. In game, if you are hit with a low-mid KB move at low %s and then ASDI down then your character will go **straight from hitlag to 4f of landing lag**, leaving you with **frame advantage comparable to CCing**. This will work to great effect **up until the trajectory of f1 after hitlag exceeds the ASDI unit of distance at mid-high %s.**"
- Alex: "But the real beauty of ASDI lies in that **it can be buffered** and is **not recognizable to the opponent before-hand**. **ASDI does not require the precision of an SDI input**. You just need to be pressing a direction on **either stick** on the **last frame of hitlag**. It doesn't matter if you pressed down before or during hitlag. This means that you can habitually **press down during the startup and endlag of your moves** and simply **mash Z if you get hit out of them**. **Because you can buffer ASDI with the C stick, you can maintain your full mobility while preemptively buffering ASDI down just in case**. This is very easy and non-intrusive, especially if you claw. (Theoretically you could even plug your controller in with the C stick pressed up lol)."
- Alex: "Many players impulsively throw out a quick jab or tilt after making a lightly unsafe decision in an effort to beat out a potential whiff punish. This is highly effective but only to a point. **Habitual ASDI will net you at least a grab off of these counterpokes**, rendering them completely fraudulent."

Movement

Action states

- KirbyKaze: "Essentially, an **Action State** is any state wherein a character either: (a) has access to the majority of their tools, or (b) stands to gain access to the majority of their tools (attacks, movements, and so forth)."
- KirbyKaze: "There is *always* a transitional phase of **Stand** that rests between two connecting action states in a sequence (with the exceptions of **dash into turn-dash**, and **run into crouch**)."
- KirbyKaze: "You're probably noticing there's a lot of places where you can feasibly slot options you didn't consider before: this is part of how you establish threat with your movement and create opportunities to condition your opponent. By understanding all the opportunities you have where you can feasibly put an option, and utilizing that, you can send a number of signals to your opponent to force them to react to your movement openers. And you'll look very pretty while doing it."

Shadowboxing

- PPMD: "For anyone(Kage) training for/reading about being a fighter, you've become quite familiar with this term I'm sure. Essentially, shadowboxing is the process of "pretending" to fight an opponent on your own... Take a low-level CPU/controller plugged into another slot(with or without handicap). Get into various ranges vs this opponent and do different fakeouts and attack patterns vs them. For example, as Falco, running up with a laser from different spacings and doing a DD fakeout into a spaced immediate SH Dair might be one mixup you use. Next time, do a laser from a similar spacing into a grab or maybe jab into whatever. Notice the mixup between direct and indirect attacking which will surely make you harder to read. You can also change your spacing and timing of each of your attacks as well as move choices and whether you FF or not, for some things to change up that will really work on human opponents."
- PPMD: "A variation on shadowboxing that I have decided was worth mentioning is to single player glitch(ask if you don't know how to do this) so that you can pick a stage and it is just your character on the stage. That way, you are not tempted to combo after practicing in neutral position and getting the hit. Also, you learn how to maneuver around stages as well as you like and can practice any and all techniques as though a person were there. It feels more free-form for those people wanting to imagine an invisible opponent responding to their attacks or defenses."
- PPMD: "The better you can attempt to imagine how an opponent will respond to your move(ment)s, the better this exercise will be. Your understanding of how an opponent will respond can come from videos and your own experience, so this exercise is limited only by the motivation of the person practicing it(for the most part, it would obviously be better to play a human but this is the next-best thing)."
- PPMD: "Part of counterattacking comes from understanding hitboxes and how they work. Some moves get smaller hitboxes if they're out for longer(Fox Nair), some stay the same but arc, so they aren't as useful until even later than they come out(Marth/Ganon Fair). Learning hitboxes and how exactly the moves work for your character vs every other character can be a great asset when you really need that kill move or combo starter. You may need another player to test many of these moves with yours at different timings, but that can be done at a smashfest/before bracket if you can't get anyone to do that with you before then... The part you CAN test on your own is when you have a CPU that is set to a higher level and tries to attack you. Staying close to him but still avoiding the attack, you can chose many different hitboxes and angles to attack from once the opponent has initiated an action. WD'ing, DD'ing, jumping, shielding(sort of), spotdogging, rolling, airdodging...their are many ways to dodge attacks. The way you counter will be up to you."

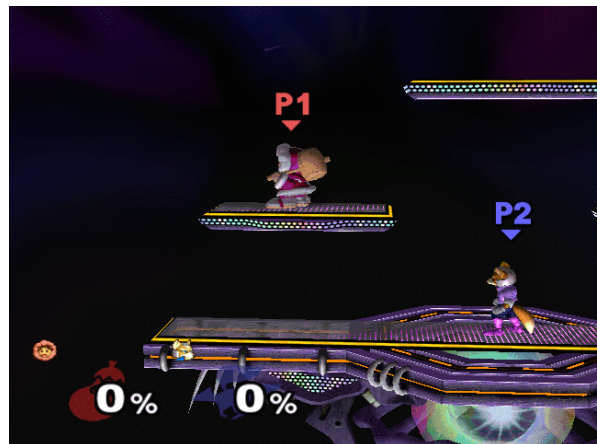
Stage control

- PPMD: "As you cannot zone too well in a locked up position, you must either decide on whether you want to play the opponent or focus on simply taking the stage back. If you want to play the opponent, then either work movement techniques that will make the opponent move forward and you can hit them/Bthrow reverse the situation on them, or cause them to be unsure of whether

you will attack or not and fall back. If you want to focus on taking stage back, then common answers for Falco can be found in movement to seem as though you will attack, running/WD'ing up and jumping or shielding or attacking(usually a crossup, but could also be a zoning move like Bair/uptilt/ftilt) to quickly take stage. Notice that you are not limited to even just offense or defense here, but also a position of baiting and waiting as long as you remain unpredictable with your fewer options. As your opponent adjusts to 1-2 options, then feign those and/or switch to others."

Staggered aerals

- Kyu Puff: "There has been some discussion in the general chat about "staggered aerals" (I chose this name arbitrarily because there was no easy way to describe it). They are performed by dashing in one direction, then dashing in the opposite direction and jumping. The result is that Nana lags behind you--more so than she normally would--creating a spatial separation between Popo and Nana. The degree of horizontal displacement can be controlled by varying the length of your dashes and the timing of your jump. The most obvious use for this technique is extending the horizontal range of your aerial hitboxes. The downside is that you also extend the horizontal range of your hurtboxes (i.e. you become a larger target) and it takes longer to perform than a standard aerial."
- Kyu Puff: "If you stagger a jumping Blizzard, facing towards the opponent, they might try to jump over you and counterattack. However, since Nana is lagging significantly behind Popo, they might only hit Popo, cancelling your Blizzard but falling right into Nana's. This can be useful at lower percents, when Popo won't be sent flying away, or if your opponent is approaching with weaker aerals. It's fundamentally the same as desynchronizing off single-hit projectiles, except it works against any hitbox as long as Nana is safely out of range."
- Kyu Puff: "[For a shield drop staggered aerial], simply stagger Popo and Nana before Shai dropping, and perform the aerial of your choice. U-air is cool because it pokes through in two distinct locations, covering most of the platform in hitboxes. D-air and n-air are also cool because they cover a large amount of space below the platform, and because when they're staggered, sometimes Nana's aerial will hit much later than Popo's, extending the hitstun and allowing you to land safely."



Shield pressure

- Fly: "Shield pressure is kind of odd, regardless of which way the opponent is facing. Since you're ICs, your opponent will probably be very grab-averse, so he won't be sitting in his shield often; if he does, just grab him. **In most cases, though, it's safe to assume that if your opponent does shield, he won't for a very long time.** That said, you'll typically want to figure out **how your opponent is going to get out of his shield** and **punish that** instead. **Rolls, spot-dodges, and jumps** are the standard ways your opponent will try to escape from his shield. The first two can be punished with the **grabs** and jumps can either be punished with **uairs**, although just leaving the opponent alone and waiting for a safer opportunity to land a hit is also fine in that case."
- Fly: "However, there are still times when it's good to briefly **wail on the opponent's shield**. For example, let's say your opponent **shields a fair**, but is **too far to reach with a standing grab** immediately afterwards. You could go for a **dash-> JC grab**, but that's actually pretty slow and probably won't work. You could also simply **wait for the opponent's response** and **punish on reaction**, but this can be risky, as characters with good OoS options might be able to hit you pretty quickly, or the opponent could just jump away. A really good option in this case is to **jab after the fair**; if the opponent **spot-dodges**, you can hit him afterwards with the **second jab, ftilt, or dtilt**. If he **rolls towards you**, you can **turn around and grab**; if he **rolls away**, you can chase after him with something like **wavedash -> ftilt**, or you can just not directly punish him and **reposition** yourself accordingly. **If he does keep shielding**, which is the one case where the aforementioned dash grab is a pretty good idea, then **the jab hits his shield** and he is in an awkward position; if his shield is weak, you might be able to poke him with a dtilt or angled down ftilt. He probably won't continue shielding this long, though; he's already been in his shield a while and the most standard jab follow-up for ICs is grab, so chances are he's going to do something like roll or spot-dodge, both of which are easy to wait for."
- Fly: "That said, you could also follow up the jab with **repeated jab-cancels**, a la Samus. ICs players tend not to do this pretty often, since **our grab is a much stronger mix-up than anything that a character like Samus has in this situation**, but it's still reasonably safe provided it's spaced well and it demands precision on the opponent's behalf to safely get away."
- Fly: "Another big time when you might want to continue pressuring a shield after hitting it is when you perform an aerial into a shield against a character with a pretty good, **fast OoS attack**. If you're potentially vulnerable to this attack, it's often a good idea to try to **throw out a jab as quickly as possible**; jab comes out a little faster than anything else that ICs can do on the ground does and hence is **more likely to beat the OoS attack**. If trying something like this sounds a little crazy, it's worth keeping in mind that since Nana acts six frames later than Popo and since the opponent needs to worry about her aerial as well, **ICs will actually have frame advantage more often than you might think**. If the opponent does get in the habit of **shield the jab and then punishing**, you can feel free to go for the **immediate grab after the aerial** instead."
- Fly: "If you only have Popo, the threat of a grab against a lot of characters is significantly diminished. You also don't have the additional pressure of slightly delayed Nana attacks; hence, Popo's ability to pressure a shield is significantly less than that of two ICs. Sopo shield pressure still works very much like pressure with two ICs, but it's a little weaker and you shouldn't expect to have many opportunities to hammer on a shield in the first place. If you do get a shot, you should still be fishing for a grab a lot of the time, though. Popo's grab game is still very good, although not quite as great as the Inuit pair's tricks."
- Kyu Puff: "[**Early b-air to dsmash desync**] is your bread and butter; often your opponent will try to **punish the b-air**, and instead jump right into the **d-smash**... While b-air's hitbox comes out on frame 8, it doesn't seem to hit behind you until frame 11. The window between b-air and d-smash could potentially be [up to] two frames smaller depending on how you time the b-air."
- Kyu Puff: "There are alternating windows of 6 frames and 7 frames between [**desync double**] **d-smashes**. Although the d-smashes are relatively **punishable**, the **ratio of out-of-stun to in-stun** is small, so your opponent might struggle timing anything properly. There will always be

13 dead frames total, but you can **alter the size of each window** to make it more difficult for your opponent to escape. These are easy to perform, and can wear a shield down quickly.”

- Kyu Puff: “[**Desync perfect b-air**] may or may not be humanly possible. It’s kind of like **multishining**, but likely much harder to learn because the inputs are so specific. This would be our most realistic shield break if we could master it.”
- Kyu Puff: “Besides being really aggressive and convincing them to shield more, you can try **look for their shielding habits**. Some people will shield after they whiff a move, after they get up from a tech, etc. Obviously there are situations when you just want to go for the grab, but sometimes you might be in a position where it's better to b-air/f-air. I can't really think of many off the top of my head, but I know I end up using b-air -> d-smash in a lot of matches.”
- Kyu Puff: “**Desynched f-tilts** have alternating windows of **5 and 6 dead frames** (the same as **synched jabs**, but probably a little better because they deal more shield damage).”
- Leffen: “IC's shield pressure is basically **catching their wd/jump oos** and **punishing holding shield + everything else with grab**.”
- Derf.MW “I think it should be noted, as leffen said, **what makes ICs terrifying on shields is that they can lock a person in shieldstun long enough to get a grab**. Because of this I'm a big fan of things like **solo-fair/AC bair->nana dsmash->popo grab**. The **dsmash** catches **jump OoS** incredibly well. **Spaced fair->jab** is also safe on shield.”

Desyncs

Fundamentals

- Fly: "Desynchronizing is essentially the act of controlling the ICs independently of each other. Unsurprisingly, there are many ways of getting the ICs out of sync with each other... Desynchronizing is most frequently used as a **defensive tool**. Controlling the ICs independently of each other allows you to **cover more potential approach options** the opponent has. Also, if you hit the opponent with one IC's attack, then the other IC will often be free to follow it up. A common downside is that, since you do generally want to keep the ICs together, you often have to firmly plant yourself in one position or move slowly to avoid getting separated."

Protect the Queen

- Fly: "Nana does a lousy job of protecting herself. As Popo, there is a variety of things you can do to help her get back to you. The most obvious and most common option is to hit the opponent away with Popo. If your opponent is too focused on KOing Nana, this should be easy. If competent, however, your opponent will consistently keep Popo in consideration whenever in danger and will actively try to bat you away or discourage you from rushing in. In this case, **simply being near the opponent can provide some assistance to Nana, since your presence will make the enemy more cautious about what s/he does to Nana**. However, it is still unlikely that Nana will make it back to you completely unaided, so you will usually want to do /something/ eventually. When choosing how to approach, it's good to keep in mind that your top priority is not to give your enemy the beating of a lifetime, but merely to **deter him/her**; hence, instead of prioritizing approach options that will have **heavy payoffs**, prioritize options that will simply **knock the opponent away**. Good examples of this include fsmash, ftilt, and bair, although other more peculiar options are occasionally good, such as blizzard, which can be decent since it's easy to land and will generally stun the opponent for a while."
- Fly: "It is worth noting that sometimes you will be able to land a decent combo with Sopo when Nana is away, and going for this can sometimes be a good idea even if it delays your reunion with Nana. Whether it's worth it ultimately depends on **whether you can get safely back in sync before the opponent is no longer incapacitated**."
- Fly: "An odd tool for saving Nana in certain circumstances is to simply **teleport her out of danger**. Provided that she's in a state in which she is able to do the **synced version of up-B or side-B** (for example, if she is standing, walking, or running, or if she is airborne and not in tumble or doing a move), doing either of those moves with Popo while sufficiently close to Nana will cause her to appear where Popo is. Up-B can save Nana from a farther distance than side-B can and it also provides some invulnerability frames for her whereas side-B does not, yet up-B takes much longer than side-B and still leaves the ICs separated. Up-B is primarily used for saving Nana when she is too far from the stage to recover with her double jump, but is not in tumble. It is worth noting that saving her this way isn't always worth it since the opponent can often easily knock her off-stage again before you're able to do anything about it, but if you think the opponent will mess this up or is not in a position to quickly KO her after return, then it is worth trying. Side-B is mainly used for very quickly getting her out of the way of an incoming attack on-stage."
- Fly: "**Sometimes I try to save Nana after she's knocked offstage, but that usually fails against good players, so I'd rather save her while she is still onstage**. That can be tricky and generally requires hitting the enemy that is in the process of shoving her to the side. Anything that might occupy the enemy long enough to get Nana to your side is fine; the priority is getting Nana back to you, not going ham on the enemy."
- Leffen: "My traditional thing is **when you have the lead, go for Nana** because it **lowers the variance** a lot, and **when you're behind you should go for Popo** because **high variance is actually what you need**... [in that case,] it's actually better to make the Ice Climbers go for those grabs and punish them really hard for it."
- PPMD: "I think if you just tighten up your strategy you should just pull the matchup toward your favor. Besides, **I think it's best to go for nana and switch hit popo to get the best of both worlds and reduce risk while maximizing reward**. If you want to switch hit popo more when

you're down then I think that's good. **To focus more on popo is more of a beatable strategy I believe.**"

- Kyu Puff: **"I think using Nana as bait is match-up dependent.** Against Falco I like to have Nana take every approaching laser so that I can dd and punish on reaction. It works especially well on FD where you have guaranteed solo popo combos, but there are plenty of other ways to capitalize on Falco. Whenever you successfully bait Sheik with Nana you get a free cg, usually to death. Against Fox and Ganon, on the other hand, I'm a little more hesitant to do this because they can kill Nana at almost any percent with no commitment... If Wobbles is confident he can punish Fox before Nana dies (they're in the center of the stage or something), and he's consistent in his techchases (he is), then it's definitely worth it. I tend to do more what joe described, using safe and compact moves creating a little ground fortress, and it's worked for me against pretty much every Fox I've played. All you really need is one hit against Fox; I feel safer committing to fewer approaches and landing that hit through patience."

Aerial-and-ground

- StabbyMcKniferson: "I recently found that if you have one IC in the air, and one on the ground, that you didn't have to have both climbers act in the same way. There are limitations to this, but my favorite use for this is you can **you can make Popo do an UpSmash, which links into a Nana DAir which can link into a grab. Popo and Nana receive the input to act on the same exact frame. They are being controlled by different analog sticks.**"
- StabbyMcKniferson: "In this way you can perform a lot of actions including **baiting an attack on a 'vulnerable' aerial Nana.** Who, when an opponent goes in for an attack, can airdodge down while Popo does an UpSmash. This may be one of the easier ones, where you only need to press R and smash on the same frame. Or, if you mess up your ice shot chain, and you can't jump without Nana double jumping, you can cover her descent with a combo blizzard/FSmash."

Control Stick	C Stick	A	B	Popo	Nana
Forward	Down	X	O	FSmash	DAir
Forward	Back	X	O	FSmash	BAir
Forward	Up	X	O	FSmash	UpAir
Up	Down	X	O	UpSmash	Dair
Neutral	Forward	O	X	FSmash	IceShot
Neutral	Down	O	X	DownSmash	IceShot
Neutral	Up	O	X	UpSmash	IceShot
Neutral	Back	O	X	Reverse FSmash	"Reverse Ice Shot"
Down	Up	O	X	UpSmash	Blizzard
Down	Down	O	X	DownSmash	Blizzard
Down	Forward	O	X	FSmash	Blizzard
Down	Neutral	R	X	Spotdodge	Blizzard
Any Direction	Any Direction	O	R	Any Smash via CStick	Air Dodge via Control Stick

Dashdance blizzard

- Fly: "This is an interesting desynch that exists because Nana can't pivot during a DD and Popo can't crouch during an initial dash. The most common way of doing this desynch is to quickly dash forward, backward, and forward again, and then quickly hit down-B. Popo will do nothing and Nana will blizzard. This is a very powerful desynch for a variety of reasons. For one thing,

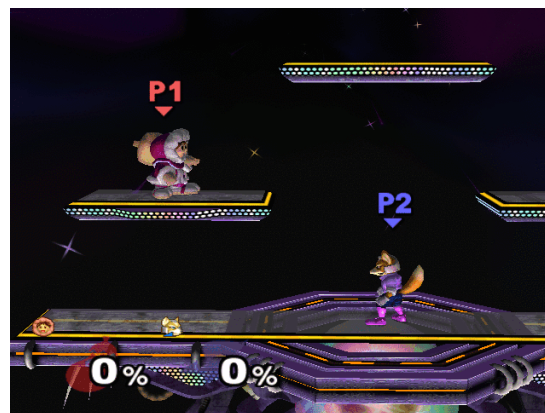
you can opt out of the start-up at any time: if you are doing a dashdance to start a blizzard and change your mind, you can shield, jump/wavedash/etc. to cancel the set-up and get back in sync. Another strength is that the desynch is very fast provide you DD quickly enough. There are few faster ways of getting a desynched blizzard out."

Pivot

- Arc: "[Marths] need to work on their punish game honestly, **learning how to pivot can help Marth kill his opponent so fast** he doesn't have to worry about them getting to too high of a percent. So pivoting for punishes is definitely something huge I think Marth players should definitely look into."

Platform drop

- Kyu Puff: "Platform drop, immediately jump, and waveland back onto the platform; Nana will drop down and only Popo will waveland. You can make it look almost as if you're desynching out of wavedash (e.g., Shai drop -> immediate waveland off the platform -> Popo f-air -> Nana f-smash/Blizzard)."



Roll/spotdodge

- Fly: "If you roll, spot dodge, or whiff a grab and hold down the input for some move, Nana will do it afterwards. The most common desynch of this form is roll -> blizzard, whose uses have been discussed before. Spot dodge blizzard is a little faster, but it requires staying in place for a while. Whiffed grab takes longer than a spot dodge and also doesn't provide any invulnerability frames, so it's worse on paper, but it's arguably less conspicuous than a spot dodge desynch, and it's also less well-known amongst Melee players at large than the spot dodge desynch is."

Reverse ftilt/jab

- Fly: "Wavedash, hold the direction opposite the way you're facing, and press A. If done quickly enough, Popo should ftilt and Nana will jab. Since jab doesn't last as long as ftilt, you can **have [Nana] do another move while Popo is stuck in the ftilt animation**. One common use of this is to get a Nana blizzard out quickly after a wavedash."
- Fly: "Ftilt is a good approach options since it comes out quickly and has decent reach. It is pretty safe since it comes out quickly and doesn't last long, but be aware that many characters can **short hop over it**. This can be remedied if you **angle the ftilt upward**, however. The biggest fault with the move is that it generally has a very low immediate payoff. It rarely KO's at anything less than very high percentages and it doesn't combo. However, even if the move doesn't directly lead to much, it is often very useful for shoving the opponent to a poor position... Jab is nice since it is fast and has very good follow-ups. Even if it doesn't always directly combo, it can often lead to a grab, ftilt, or dsmash/turn-around dsmash. It is extremely fast, which is a big plus, but it does have some noteworthy drawbacks. It loses to CC, which is sometimes a big deal depending on the match-up. **If you see that the opponent does like to CC a lot, then be very wary of**

using jab often. It also has a small hitbox and hence many characters can simply **hit you out of it with something more disjointed.**"

Hitstun/shieldstun

- Fly: "There is an occasionally true notion that hitting ICs or their shields induces more hitlag in the attacker than hitting a single target does. However, this isn't always the case, and knowing when it is and when it is not can be valuable. Conveniently, this is simple to understand. If you hit both ICs (or their shields) on the same frame, then you will experience normal hitlag. However, if you hit one target before the other, then you will experience more than the normal amount. Since Popo is frequently in front of Nana, this means **it is often the case that attacks started distantly will hit Popo and then Nana, meaning it's more dangerous than hitting a single target might be**, but attacks that become active on top of both ICs are quite normal. It is relatively unusual for ICs to exploit this advantage intentionally nowadays, but it is nonetheless something that could get you CC dsmashed or grabbed when you otherwise would be safe. This property being intentionally used is something you may need to worry about more as time goes on, as well."
- Fly: "A lot of the time when ICs are synced and have the same shield size, an enemy's attack will hit both ICs' shields at the same time. Popo and Nana hence exit shieldstun at the same time. Since Nana reads inputs 6 frames late, this means that **if I input a command within 6 frames of shieldstun ending, Popo will ignore it since he's still in shieldstun, but Nana will receive it after exiting shieldstun and hence act on it**. There are a lot of things you can do out of this, but the most useful one to me seems to be telling Nana to jump and blizzard while Popo continues shielding. Ice block instead of blizzard seems better in some circumstances, as well, like when you're confident the enemy will stay near the ground and not throw out a move that will clank with the ice block, or when you don't have a guaranteed punishment OoS and the enemy is outside of blizzard range. More explicitly, the main application I see of this is to **punish or reverse the pressure caused by high damage moves that ICs have a difficult time retaliating against out of shield**. For example, **Falcon kneeling a shield over and over can be punished with this**; it can also be used to retaliate **after Ganon fairs your shield**, which can be a pretty threatening situation, especially when you're cornered. You can even squeeze a blizzard between two Marth fairs, but the timing for that is pretty strict and much more difficult on your end than Marth's... In a lot of ways, this is like doing belay OoS -> blizzard after an attack hits your shield, but other than being more difficult than that, it's essentially strictly better. For one thing, doing belay OoS requires inputting the belay after Popo's shieldstun ends, meaning Nana isn't going to jump and start a blizzard (or whatever else you might want to do) at least 6 frames later. With this shieldstun desynch, you can have Nana jumping up to 6 frames before that. Aside from that, the solo belay animation is terribly laggy, and you generally can't expect to get any sort of punishment off of the blizzard (or ice block/etc). With the shieldstun desynch, you can have Popo act OoS as soon as you want him to."
- Fly: "The last thing I'll say about this is that the timing varies a ton depending on the move, and also a bit on the move's staleness. When a move hits your shield, you first go through **hitlag** (almost always just a function of **move damage**) and then go through **shieldstun** (purely a function of **move damage**), so the time you exit shieldstun tends to vary a lot depending on the **damage of the move hitting your shield**. This means that the 6 frame window in which you want to tell Nana to jump occurs in pretty different places depending on what hits your shield, so it's really hard to do this on a whim. I recommend **learning the timing for specific high-damage moves which are difficult to punish OoS**, such as the aforementioned knees and Ganon fairs. There are plenty of other examples across the cast."

Belay OOS

- Fly: "This is an odd desynch that works because Nana isn't able to take part in a synced up-B while in her shield. If you are shielding with ICs and quickly input up-B, then Popo will do a solo up-B on the ground and Nana will jump. Popo is stuck in the up-B animation and Nana is free to do anything she is able to in the air. By far the most common application of this is to have Nana blizzard immediately after jumping. This is the fastest way of getting a desynched blizzard out

when the ICs are shielding. It is a very nice defensive OoS option, but it is somewhat risky since Popo is incapacitated during most of it, which can also make it difficult for him to follow-up the blizzard. It's also noteworthy for being one of the only ways of desynch straight out of a shield; there does exist at least one other way (jump OoS and immediately side-B; only Popo will do it for reasons not unlike why this desynch works), but its applications are much more situational."

Tech chasing

Intro

- Hax: “you think... **‘there’s no way in hell I can lose to sopo’... but... you can’t think like that**”
- Alex: “I like 20GX not because they are optimizing falcon's punishes (that can be taken for granted) but because **at the very beginning Gravy looked at Captain Falcon's unique properties and rebuilt his whole gameplan/attitude from the ground up**. It's similar because the stuff that works still works but they make different decisions than Darkrain does because they've looked for situational and character-specific properties (ex: full analog control from any position via pivots) then started rebuilding everything from there. The result is a nuanced playstyle rich in tactics and strategies that *all* of the best falcon players are pulling from.”
- Fiction: “The more you repeat a certain way of thinking, the more optimized your brain becomes for thinking in that way. For instance, if someone wants to juggle several objects at once, they will begin by juggling just two or three objects. As their brain becomes used to tracking the motion and timing of objects which they have thrown into the air, they can add more and more objects into their calculations. Tech chasing is very similar. Every time you try to tech-chase someone you have to calculate your possible punishes using a mental structure you've created. If you look at tech chasing from a wrong perspective structurally, not only does it make getting better at tech chasing harder, but as the pattern becomes ingrained you may even fail to realize what you are doing wrong... The correct mental structure for reactive tech chasing is to **know exactly what you are going to do in every option before your opponent hits the ground.**”

Data

- Gravy: “A **PURELY MECHANICAL TECH CHASE** can be set up by using **aerials to cover tech in place**, and then using **dash JC grab to cover the rolls**. You will only be able to cover tech roll away if it's cut off by the ledge in this scenario. In order to make it airtight, you have to aim to hit the first frame of tech vulnerability as you're landing with the knee/bair/uair. I think that this is very difficult to do with knee, but it is still very worth going for, because frame perfect evasion from your opponent is also rare.”
- Gravy: “The second tech chase is the **PURE REACTION TECH CHASE**.. This will commonly be set up by just using **wavedash or DASH WAVEDASH after your throw**. You want to position, especially vs species, to be outside their shine range and still within your grab range. This means you are trying to **react to their trajectory** and **predict where they will land**.”
- Kyu Puff: “**Neutral tech is 26 frames, vulnerable on frame 21... Tech rolls are 40 frames, vulnerable on frame 21...** After d-throw f-air, provided they don't DI away, you can **dash with Popo, crouch -> d-smash on approximately frame 14**, and the d-smash will cover both the tech in place/no tech (back hitbox will come out on ~21) and one tech roll (the front hitbox ends on ~26). If they DI away, this can cover only the no tech/tech in place option.”
- Andrewajt62: “According to M2K... **always be ready to regrab**. If they **miss the tech** just press A to **jab reset**. If they are at low percents the jab reset will make them get up in place, and at higher percents they can roll away. Either way, just **react to what to what happens** after the jab reset and **regrab**.”
- Oddishguy: “Because of the nature of D-throw, if it ever gets to the point where ICs can reaction tech-chase, species will DI away tech away until they get themselves offstage. TBH that's pretty nice scenario even if we can't dropzone like CF and such.... Looking at the data **we actually have more/just as much time as CF and Sheik**, but the fact that we need to WD instead of just dash is going to be the limiting factor. WDing is pretty easy, but it's infinitely harder than just slamming the control stick in one direction...”

Options

- Wobbles: “I use whichever throw will put them **near the edge of the stage** and make tech-chasing easier.”
- Wobbles: “Also, I've been trying to work on my tech-chase game and see if I can't find the optimal place to go to cover all 3 techs so I can just **b-throw and d-throw people to death with SoPo**. Sometimes it feels like I'm genuinely reacting and locking them in, sometimes not. Right now I'm

practicing dashing to their landing spot and then bringing up my shield; if they tech in place, I grab from shield, if they go either left or right I WD out of shield to chase.”

- Wobbles: “Also trying to work **f-throw** into my SoPo tech-chasing game because it does **twice as much damage as b-throw and d-throw** and it's always easier to track people when you've got them near the edge, so if I can throw them to those zones on the level it would 1) make it easier to kill off d-smash 2) decrease tech-chase reps so I don't have to do them as long. But it's kinda tough, **if they DI away AND get the tech you often just can't catch them.**”
- Mango: “I think Sheik's tech chase baloney crap is worse than wobbling... because **at least with wobbling I'm dead...** If a Sheik tech chases me there's this random 2% chance I'm gonna get out... I'm not getting out... I just wanna get up and fight!”
- Toph: “There are a lot of things Sheik can do that people see that are really low effort high reward, and a lot of Sheiks will play that style... but then what you're not seeing is at the high level there are lots of ways you can screw [those things] up, and if you mess up a tech chase, for example, you can get wake-up shined and then you die. So I think **Sheiks remember all the times that they got wake-up shined because they were a little off, and people who fight Sheik remember all the times that Sheik did some lame thing that looked really easy.**”
- Shroomed: “This is from HTC Epengu... ‘Dajuan reaction tech chases twice and then always goes for a bad read.’ It's not a *bad* read, it's just a *wrong* read, okay, it doesn't mean it's bad... I'm still safe, fuck... **Stop acting like you're cool, [W33DL0RD], you come to my house, you put on fucking Yu-Gi-Oh...**”
- NMW: “Do you really think Gravy, Gahtzu, Wizzy, Druggedfox would be talking so much about reacting to no tech options if you could just jab reset [all the time]? **It's trivial for people to get out of Falcon's jab reset.** Westballz in particular is known to even **consistently SDI Fox's jab reset during Thunder's Combo.** He does this and often **gets a shine combo started** even at 0%...”
- Kyu Puff: “Uthrow is okay when your on FD against Fox and Falco, but I still find at most percentages I get more damage off a back throw or down throw tech chase. **I play my solo popo sort of like a janky falcon against fast fallers.** I do back throw to utils to regrabs, or downthrow to double wavedash if I think they will tech away to regrabs, or back throw jab reset regrab off the edge, into whatever. “
- Druggedfox: “There are no real tips besides **practice recognizing the animations.** You can learn to **crouch next to miss tech** instead, which is great if you can dash out of crouch and react to all the options. Otherwise just **stare at fox really hard** xD. Its tough, but possible (particularly when they land behind).”
- Druggedfox: “**It's possible and optimal to react to the getup options without jabbing.** **Jabbing is bad, but way way way easier** and vs fox specifically it's probably fine below a certain threshold. Players should absolutely practice setting up spacings where they can escape the tech chase.”
- M2K: “Tech chasing is **far more dangerous against Falco than Fox,** because of 2 reasons. One reason is that his **tech roll goes massively further than Fox's,** meaning that if Sheik down throws Falco, and is trying to react in a way that will cover all the options, and Falco tech rolls away, he can usually spot dodge, jab, or dash away before the Sheik can regrab or dash attack him. Combine this with reason 2, which is **tech in place + Shine...** You do not have to do this all the time (you can jab or buffer roll for example), but doing this about half the time is a very good mixup because it is **very easy to combo off of the shine.** Should you waveshine towards the enemy, you get a free huge combo (from jumping above them and Dairing at the last second before they escape the hitstun).”
- PPMD: “**I believe humans will not ALWAYS hit tech chases in tournament, but I do believe they can become pretty darn close with practice.** Of course, I actually also advocate learning **backup tech chasing strategies** like how to **manipulate tech patterns in order to get bigger rewards** in case you mess up more for whatever reason at a given event. I don't think people practice tech chasing enough yet to really talk about how good that is supposed to be though and I'm pretty sure we could see people doing it in a top 8 with solid proficiency at least once.”

- Tomber: “Also, as I've said before, I think you should use much more **up-throw** against Fox with you get a grab. It is a lot easier to follow up on compared to back-throw and down-throw as it can lead into some **nice platform tech chases**, and it deals **more damage** (around 3-4% more).”
- Oddishguy: “I've been trying something out, where I always WD. So to cover tech in place/no tech I would WD down/slightly backwards instead of just staying in place/turning around. This makes covering tech in place a bit harder, but it kind of makes the overall job easier. **No matter what the tech option is, my flowchart can be Throw -> small WD forward -> WD (unspecified direction) -> grab, dash grab, jab.**”
- KirbyKaze: “B-throw is good, but I think the classic D-throw is the best except when B-throw will **force them near an edge**, thus **limiting their tech options**. Or if it will lead to them being not on the stage, or if they can be comboed for survival DI against it (only applicable vs floaties).”

Supplementary material

- [Tech chasing like a man: complete breakdown by Gravy](#)
- [Sheik tech chasing notes by Andrewajt62](#)
- [Portrait in Smash: Tech Chasing! by Druggedfox](#)
- [Gravy explains how to tech chase optimally with Captain Falcon](#)
- [How to Techchase Fox, Falco, and Captain Falcon as Sheik - SSBM Tutorials](#)
- [TechChaseTrainer app](#)
- [SN3 Falcon RR: Wizzrobe vs S2J](#)
- [SN3 WSF: Hax vs Nintendude](#)
- [CEO 2015 WQF: Leffen vs Plup](#)
- [CEO 2015 LQF: Mango vs Plup](#)
- [EVO 2015: Leffen vs Druggedfox](#)
- [EVO 2015: Mango vs Druggedfox](#)
- [EVO 2015: Mango vs Plup](#)
- [HTC Throwdown: HMW vs Plup](#)
- [HTC Throwdown: Mango vs Druggedfox](#)
- [HTC Throwdown LQF: Colbol vs Druggedfox](#)
- [HTC Throwdown LSF: Silent Wolf vs Druggedfox](#)
- [NWMDZ WF: Silent Wolf vs Druggedfox](#)
- [NWMDZ GF: Silent Wolf vs Druggedfox](#)
- [SN4 LSF: Swedish Delight vs Westballz](#)
- [SN4 LF: Swedish Delight vs Hax](#)
- [Pound 2016: Laudandus vs Westballz](#)
- [Pound 2016 LSF: Mango vs Swedish Delight](#)
- [UCI 21 GF: Westballz vs Santiago](#)
- [SNS2 WSF: Swedish Delight vs Westballz](#)

Counterpicks and Multimaining

History

Ken and Isai

- Ken: "Apparently, a lot of people nowadays are using Marth, lots of Marths out there, and a lot of people are beginning to know how to deal with Marth... People keep on saying he's above Fox and all this stuff, but I still think Marth is not that good... **I still think that, uh, Fox and Sheik are a lot better than him, people just tend to go towards Marth...** I think Fox, it's a lot easier to play him in tournament, you get better kills and easier kills, the shine is probably, like, the best move in the game..."
- Wife: "If you somehow found a way to get the edge over [Ken's Marth and Isai's Falcon in doubles], they would play Marth-Sheik and that was just stupid. Isai's Sheik is dumb, it's just stupid, it's ridiculous, you feel that he's breaking the game and it's not even fun to play against."
- Chillin: "There was, like... a legend about Isai's Sheik, like, Isai plays Falcon, but if he really cared about winning, and he didn't sandbag, and he went all-out to win, he would play Sheik every game and he would never lose. That was what we had in our heads because that pretty much felt like the case **whenever we got the chance to play against Isai's Sheik**, which was pretty much only in doubles."
- PC Chris: "[At MLG Meadowlands 2006, Ken] started noticing **on certain stages that his Marth just couldn't even do it, he'd switch to Fox...** That's a whole new ball game, you know, now you're dealing with the fastest character, now he's running away..."
- Chillin: "PC was showing such a mastery of Falco vs Marth [that] **Ken felt like [Ira start Fox] was literally a better option than for him to go Marth.**"

MLG Vegas 2006

- Chillin: "One night, Azen and Chu were practicing and Azen just happened to pick Falcon against Chu's Ice Climbers at one point, and apparently they money matched for a dollar, and then Azen's Falcon happened to beat Chu's Ice Climbers, and Azen's like, 'whoa, this is weird, like, you know, Isai usually loses to you every time, so it's weird that I feel like Falcon actually has kind of a good matchup on Ice Climbers,' Chu's like 'whatever, whatever, double or nothing.' Azen wins again, Chu's like, 'nonono, fuck that, double or nothing.' This goes on... Apparently Chu ended up owing Azen, like, several hundred thousand dollars that night starting from a one dollar money match of Falcon vs. Ice Climbers, because **Falcon actually has a really good match on Ice Climbers, and I guess no one realized it at the time because Chu always beat Isai so soundly.** Chu still to this day owes Azen several hundred thousands of dollars [from those matches]."
- Chillin: "This was a crazy Grand Finals, **Fox vs Falco [then Fox vs Fox]**... already showing the direction the game was going... Anden made a prediction [at the beginning of the 2006 MLG season] that kind of came true, I just thought that he was being overdramatic and stuff, but he was like, 'man, Mew2king is changing the game, like, I feel like Fox is just going to be untouchable, like, **no one is going to have a reason to play anyone other than Fox**'... it's funny to see that it started coming to fruition pretty quickly..."

Post-MLG

- M2K: "**I am probably best with Marth (actually it's about the same I'm just known for Marth)** but that doesn't mean the character is better. There is people that my Marth has lost to then my Sheik 4 stocked the person the very next match w/ Sheik, and there's times my Fox has lost only for me to 3 stock the person w/ Sheik. Both of these happened 1-2 months ago... I main Marth (not really, it's more like I main the top 3, but I guess if it had to be one it would be Marth) because he's the **easiest to be consistent with.**"
- M2K: "Actually **when i mained sheik in 2009 i said 'i think sheik is the best and i'll prove it' then i 4 stocked both darkrain and pc chris with sheik.** You can look it up. I change opinions based off new (total of) information i have about something."

- M2K: “**My Fox/Marth/Sheik/Peach(vs ICs)/Puff(teams) all have some sort of purpose**, but I don't know when I would ever use other characters like falco/falcon. So because of that reason, I don't put any time into him. I still think he's by far the best character, just not for me.”

Gods

- Armada: “I do play much more Fox right now, and in a sense I consider myself a Fox main, but the Peach, I said from the start, it's going to be there... just less so... **I want both characters to be ready.**”
- Tafokints: “After losing at MLG, Hungrybox surprised everyone by bringing out “HFox” to compete with Armada's Young Link [at CEO 2014]. Many scoffed at this choice and thought Armada would run away with a free win. Although that did eventually happen, Hungrybox managed to defeat his Young Link with his Fox. **There was speculation on whether Hungrybox and Armada sets would delve into counter-pick character wars, but this was quickly shut down in Loser's as Armada dominated Hungrybox's Fox with Young Link and Peach, making his Fox counterpick useless.**”
- Hungrybox: “You guys act like I have time to develop a secondary LOL... Welcome to the real world where people work and go to school :/ I do have a number of characters in dabble in but Jigglypuff is the reason I had success in SSBM and I don't plan on switching. I took Mangos Fox to last game with Puff and I know the fox matchup well. It simply depends on how well we are playing and mainly how many rests and edgeguards I can land... **This is the big 5, people. A decent secondary won't do much for me at all except maybe against YL. But again Fox I will always play Jiggs.**”
- PPMD: “**I usually pick one when I'm feeling a certain way...** Falco, since he's always moving, he's always pushing buttons... I play him when I'm more hyped up and everything... but [at Apex 2015] I just kind of burnt out, [so then] I was playing slow, and Marth works for that, and that's what I was going on.”
- PPMD: “If you look at every top player, when they became a top player, they were one character. Mango was Puff, Hungrybox was Puff, Armada was Peach, I was Falco, and M2K was Fox, or you could argue he was Marth or whatever... **It was only after the point where we became top players that we kinda wanted to switch to different characters, and I almost wanna say that it's kinda like a social trend, maybe, instead of... a metagame trend...** Mango learned both species early because it wasn't cool to play Puff and he didn't want people to hate on him forever, so that was his thing... I picked up Marth because I wanted something to do while I was depressed and he was fun to learn and I liked talking to people about the theories, so that's what I did and it ended up panning out... uh, Armada hates Fox... It wasn't even necessarily like everyone explicitly planned to do that, that's just how it worked out. Even Leffen says once his Marth is good enough he'll probably use him as well, and I think Fox/Marth is the best dual combination if you're gonna do it...”

Post-5 Gods

- Axe: “I don't really have a choice, [Pikachu] is just my best character... **I don't spend that much time with [Pikachu] as it is**, and I'm already getting **better results than any other character that I spend more time in**, so why don't I just stop playing the other characters and put the time into Pikachu to actually win?”
- Wobbles: “I kept the ICs in my back pocket for some time. I didn't really explore the idea of using them until 2006, when I noticed that I seemed to win with them more than any other character I played. Other characters slowly faded from my tournament arsenal after that; **I'd occasionally try a different one as a counterpick or for 2v2, but ultimately I developed ICs the most.**”
- Wobbles: “I used [Fox] as a tournament main and alternate for years, my reasoning being “**if I can play Fox well, I will be able to play anybody**” because of the dexterity required to play him. Many people share this attitude. Some relish the challenge.”
- Mango: “Counterpick games are going to be nuts [in 2015]... I think actual 20XX is not all Fox, it's **dual maining and the counterpick war, that's truly 20XX...** You don't need to Fox ditto to beat Fox. You can go Falco... or Marth... y'know, don't be a sellout.”

- Mango: "I like using Falco against Marths, probably Leffen, and all the Marths are kind of slacking [and Obama banned Leffen from America]... **So for the time being, unless the Marths get better or I start struggling against Sheik then I'll bring Falco back**, but I actually love Marth vs Sheik, so I might actually start doing more [of that]... 'cause I'm sick and tired of being tech chased... I think Kevin will agree... I think Marth beats Sheik... Kevin, agree with me? Kevin?"
- Nintendude: "I'm thinking about a possible secondary for Hungrybox and specifically Hungrybox because his style is very difficult to deal with... I don't wanna say what character, I'll just say **it's not Fox**... I do wanna try to theorycraft it as best as possible with Ice Climbers and **try to find an answer to his camping strategy**, and then if I just can't find an answer, I'll try what I've been working on."
- Nintendude: "At MLG [New Orleans], [when M2K was confident as a result of winning game 1]... he used a different character every game, and I wasn't able to adapt. **I had to make adjustments each game and I wasn't able to do it in time**. But at GENESIS [3], when he just played straight Peach the whole time, not only did I win game 1... but going into the later games in the set, I had already kind of figured out what to do, so I just had to execute it."
- Ice: "[With] me not being warmed up in the matchup and not used to all the combo strings that are necessary to win, **I thought that the only way that I can win that set [against Leffen at BEAST 6] is to do something crazy, something that he wouldn't expect, so I just picked Marth and Sheik and tried to work myself out from there**... By going Marth and Sheik, I had more time to think, and that can be really good in a way... [however,] I will never do those experiments again, I think, because it's not worth it, and thinking about it in a long-term way, I would rather take the experience instead of the random win that I shouldn't get because I'm not really playing Marth or Sheik or Falcon..."

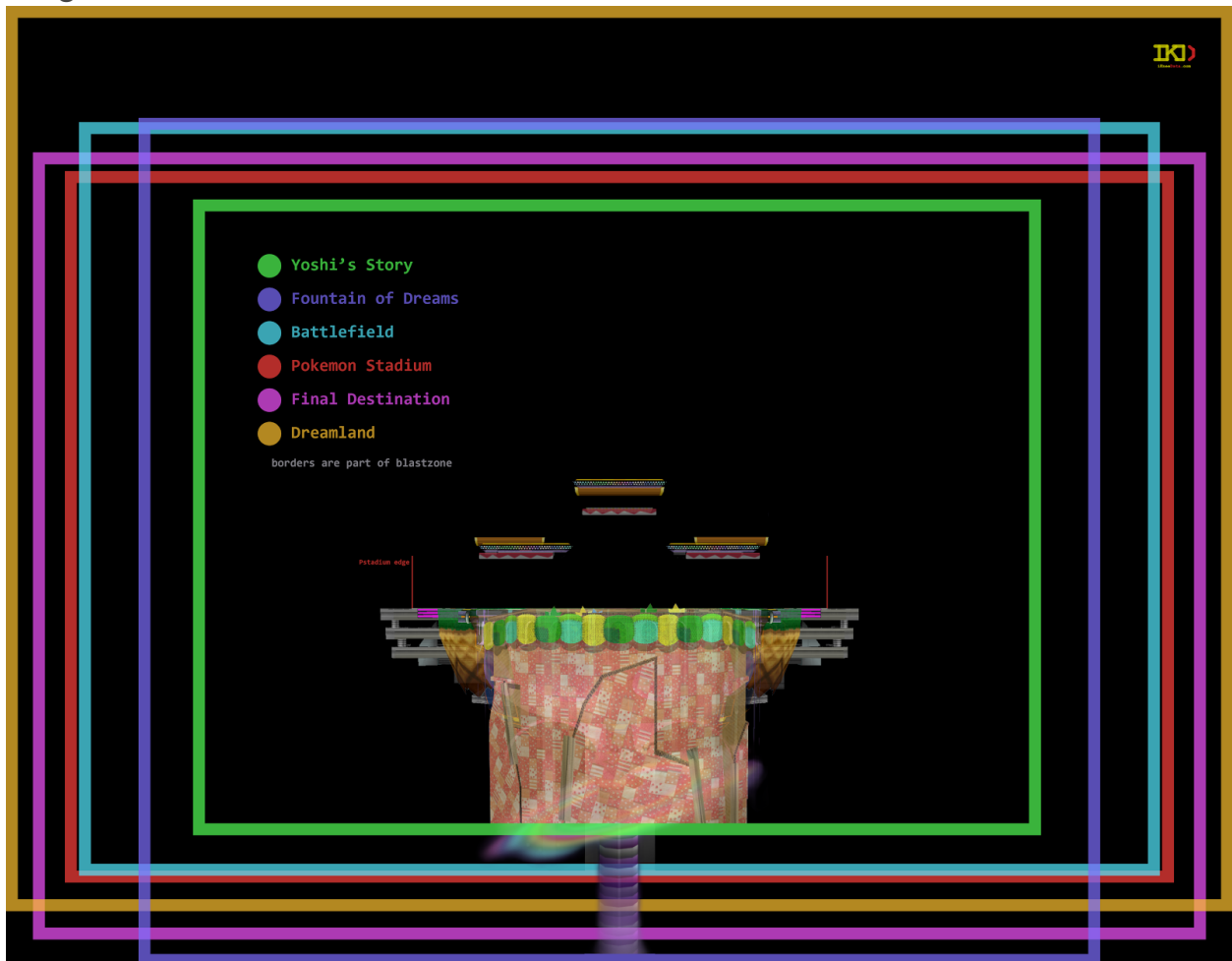
Theory

- Armada: "I don't really like [playing unfamiliar matchups] right now with Fox, but it's like... **I want to gain experience, but I don't want to risk lose the set**, because of course tournament experience is like, important, but... the biggest part of the matchup I'm going to learn in friendlies..."
- HMW: "Normally, you would think, [switch characters when you're getting fucked up] because you do better, but I taught myself 'no.' **If I'm switchin my character, I'm fuckin switchin on a W**, I don't give a fuck how many times I lose, I don't give a fuck about like, if they switch and they're not their main... At some point, you gotta stop dick measuring and start focusing and getting better."
- Tafokints: "**So if you really want consistent performances, you gotta have a solution to every character on every stage**, and that's the way that 2015 works. It might mean you get better at the matchup and you find little tools to deal with it or you find another character to deal with the counterpick situation... The players at the very top of League, they have to play six or seven champions very proficiently because they can get counterpicked, they can get banned, or they can get forced into matchups that are really unfavorable. So they're forced to learn as many heroes as they can, so these situations don't happen. In old-school Street Fighter 2... Turbo, we saw a lot of the old legends be able to pick up three to five characters really well, and if they ever played a 3-7 or 2-8 matchup, they would just pick another character they were really good at."
- Tafokints: "**Best of 5s show why you need a pocket secondary. It's too difficult to overcome a hard-counterpick situation and hope to win 3-1 in the other 4 games**. PPMD has Falco and Marth. Armada has Peach and Fox. Mango has Falco and Fox. Leffen, the only solo-mainer in the top 4, did not have to play against Mew2King on FD [at Apex 2015]... Armada's Peach lost to PPMD's Marth in Winner's Bracket because he simply **ran out of stages for that particular matchup** and ended up **counterpicking himself**. The remaining stages that Armada had were mostly small stages, unfit for pulling turnips safely."
- Fly: "Puff would be a really good choice if not for the counterpicks you can expect from various Peaches nowadays. For example, **if you have a Puff that can beat Armada's Peach, you'd have to cope with a Fox that beats Hbox**."

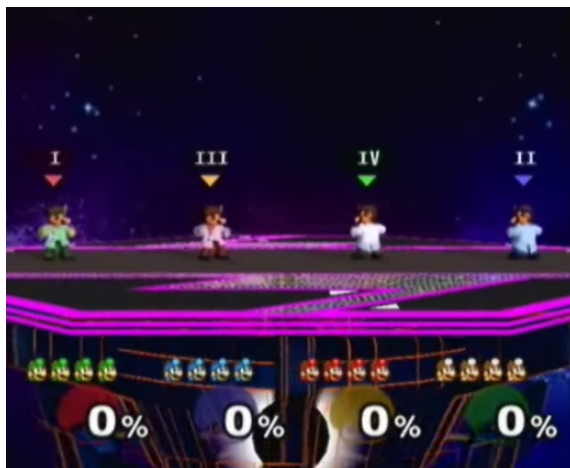
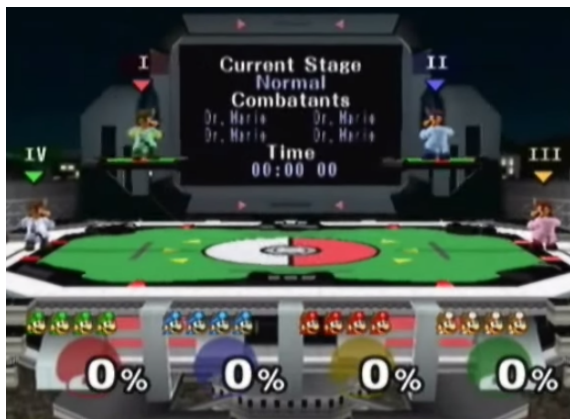
- Wobbles: “If you're going to have an anti-Peach character, you must train that character HEAVILY to beat Peach. I've mentioned it before somewhere else, but **your comfort in a matchup should weigh more than the matchup ratio when deciding who to play**. I have played too much ICs v Peach to know how to play against her with almost anybody else. I've got *some* experience using higher tier characters... but then, GO FIGURE, most Peaches know more about fighting Fox with Peach than I know about fighting Peach with my Fox. So while I'm second guessing myself and trying to construct a battle plan--and it's interfering with ACTUALLY PLAYING--the Peach is just doing her thing and getting ahead.”
- Duck: “The amount of time and work it takes to get even remotely decent with 1 character is pretty ridiculous. Being able to play at a high level with more than 1 character is a feat in and of itself. There's a reason it's so rare... I don't personally think [the pros of multimaining outweigh the cons]. **As everybody gets better at the game you're going to have to maintain and improve both of your characters, I just don't think that's reasonable... The way our counter picking system works also makes it so if you're playing against another person with multiple mains, you're going to have to play on a stage or in matchup you don't want anyways.** (See mango vs. armada where the stages were heavily influenced by the fact they both played 2 characters)”
- ANTi: “I try not to only use Mario [in Smash 4], because I feel like Mario isn't that strong of a character in singles. Because he is very **linear**, and if you just play keep away and keep him out the whole time, he struggles. So I try to pick up multiple characters, so I have a **whole arsenal of characters for counter-picking in every matchup.**”
- Hax: “**training two characters for the same amount of time yields different amounts of improvement, depending on the characters' potentials.** since the characters higher on the tier list generally have the most potential, this favors them... i suppose this is to say that **training yields exponential improvement rather than linear improvement...** i'll use the most extreme examples to illustrate the concept: fox and pichu. if both characters are trained for 6 months, fox, the character with the most potential in the game, will have improved more simply because the character has more options to work with. whereas **fox training may consist of developing new uses for shine (limitless), learning to use his obscene combo potential to its fullest, [insert aspect of fox with infinite potential here], pichu caps out pretty early.** after 6 months, the fox may have improved fivefold whereas the pichu may have only improved threefold as a result of it being **more difficult to develop new techniques with pichu (the ratios of improvement are meaningless/completely theoretical; they're meant to illustrate the concept).** this **widens matchup ratios** by catapulting characters like fox even further ahead of the cast.”
- PPMD: “Anyway, I don't think [Fox/Marth] is best for everyone or will be any type of standard any time soon, if ever... **The only reason the pairing works well now is because the stage list is so convenient for Marth. It used to just be way better for Fox.** If the stage list changes in other ways then what characters end up being more successful will also vary in some direction. It's worth noting **I haven't really seen that type of thing(optimal character choice outside of high tiers) affect tournament results much at all and it's mostly been about what works better for players.**”
- PPMD: “I don't know if we have to have multiple characters. I actually don't know if that's the right answer... If you're gonna do it... then you have to talk about the amount of time invested, because part of the interesting thing about playing two characters is when you learn the game a certain way, you have certain timings for the wavedash, certain timings for the jump, certain timings for the edgedash... **When you have that one thing for that one character and you port it over to another, you can use it as a contrast.** So... Marth's wavedash is faster than Falco's. So every wavedash I do I worry about maybe pushing a button too early... or too late... or something like that. So the way I can do it is I say I know the speed I do it as Falco, so I just do it a little bit faster than I would for Falco when I practice Marth. So if you're going to do it like that, you **contrast it with your existing knowledge...** [I think that's] how you want to learn like that. But that can be a problem, because if you're switching in tournament, or if you want to practice a lot for one matchup, you're playing this character a lot, and then, you know, the gears have to shift and you have to really make sure that knowledge comes over, and in intense moments

where everything is on the line and people are yelling... that's the moments where that kinda stuff can fall apart, and you don't want to be stuck there, you might be better off if you had just kept everything together. You don't want to be the guy that tournament winners instead of getting your ledgedash at the end or whatever it is... If you're gonna spend that time contrasting, that means you're just putting in way more time overall, not to mention the time you lose for either character because you're putting more time into the other one, so you have to put in a little more to keep them maintained and moving forward. So **there is a real tradeoff, I think, with having two characters, and I'm not sure having more than one is a decision everyone has to make... If you're good at using your time, maybe it is better. That's one of those things that I don't think is very solved right now and it'll be very interesting to see how it plays out.**"

Stages



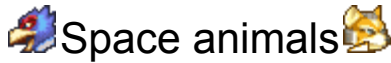
- M2K: "Poke stad: Fox best, Falco 2nd best. FD: Marth best, but Peach super destroys spaces there cuz of 25-110 CG DL64 - Puff, then Peach, then Falco/Sheik? YS - hard to say tbh. A lot of characters are good here. Battlefield - Armada's Peach Fountain - maybe sheik/marth/puff, but fox can up smash through the platforms safely here and that is really good."



Literature

1. [Don't Approach: Melee's flaw dissected](#) by Hax
2. [How Frames Work](#) by Alex Nesler
3. [List of common noob habits](#) by NMW "If your opponent isn't vying for top 100 in the world, he will have some of these habits, and even if he is top 100, he will probably have some of these"
4. [Ice Climbers general chat thread](#) by everyone
5. [Ice Climbers Hitboxes and Frame Data](#) by by Stratocaster, Standardtoaster, and SuperDoodleMan
6. [Varokaa Heikkoa Jäättä](#) by Fly Amanita
7. [Ice Climbers Matchup Guide](#) by Binx and a bunch of other people
8. [Behind Wobbling: All the Stuff You Don't See](#) by Tomber
9. [Lonely PEEF!'s Data Archive](#) by Peef
10. [Use Shield SDI To Get Synced Grabs](#) by Peef
11. [In-Depth Analysis of Nana's CPU Behavior](#) by BVB and Shockbound (thanks Shootypatootie!)
12. [Ice Climbers' Shield Pressure](#) by Kyu Puff
13. [Ice Climbers' Invincible Ledgesh Options](#) by Practical TAS
14. [Basic Desync Tutorial](#) by SSBM Tutorials
15. [Ice Climbers Misconceptions](#) by Fly Amanita
16. [A heartfelt message to Ice Climbers mains](#) by bomono3
17. [Local Maxima](#) by Wobbles
18. [One input, two actions. Sometimes you can make synced Ice Climbers act independently](#) by StabbyMcKniferson
19. [Applications of the Shield Stun Desync](#) by Kyu Puff
20. [Some Advanced Movement Options](#) by Kyu Puff
21. [Double Shielding: Which Climber Will Be Grabbed?](#) by Tapsody
22. [Notes on the tier list](#) by dennis frogman

Matchups



Edgeguards/recovery

- NMW: **"Ledge guarding is the key to beating Fox.** If you are letting him recover half the time, go to the lab and think about ways to cover different options. Also remember that **you do have to read Fox's recovery in many situations** and a lot of the time **you can't cover on pure reaction**--too often people think that going for reads is 'suboptimal' when in reality you have no choice... **Even Marth has a hard time ledge guarding people who can sweetspot side+b..."**
- Mango: "I have a theory that Fox and Falco, if they recover perfectly, you can't edgeguard them. You cannot edgeguard species when they're recovering right because they have so many options. Your goal is to **just kinda trick em for a second.**"
- Fly: **"[UpB OOS]** is a strong, albeit situational tool for edgeguarding. For example, let's say a Fox is below the stage and just started his up-B. You can **belay OoS and have Nana fastfall to the edge.** If the Fox tries to **sweetspot**, he dies. If he **overshoots a little**, **Popo** can grab him and Nana will probably get back on stage with a get-up attack, which puts you in a good position for the handoff. You can stop most other things he can do on reaction."
- Fly: "The belay OoS -> Nana aerial is really bad against many of the relevant recoveries since it both **leaves Popo vulnerable and does not occupy the edge.** [Having Nana charge a smash to cover an on-stage recovery option on reaction] is something I've never liked mostly since I only ever see it actually accomplish something against good players if they're using **a character with a very limited recovery to begin with. Nair is generally a better option for deep edgeguards than fair is** since it's active much **faster**, doesn't have a **risk of sending the opponent upwards**, and still typically nets a kill... I like the blizzard option coverage and use it often myself, and fair seems nice aside from being **vulnerable to wall-tech jump bair** and the like."
- Bomono: **"fox's side-b onto stage or ledge can be covered by using a dual ice block into a basic firefox edgeguard**, as the dual ice blocks cover **both common side-b options and any other side-b options can be covered on reaction.** the ice blocks are not meant to hit the fox, they are meant to **snuff a side-b** as the ice block is a active hitbox, and as a result fox would get hit by it durring his side-b if he does not space it perfectly."
- Bomono: "the **charged downsmash fair** combo is really only designed to cover a **space animal** who can **wall ride**, i would not recommend it for many other things. the fair is essentially covering most wallride options that are perfect while the downsmash is meant to be a on reaction thing."
- Bomono: **"the belay OOS is pretty much only used for covering a spacie who up-bs from above the ledge**, i cant see it being useful in any other case, popo can shield when nana is coming down with the upair that covers the ledge, therefore when you see the angle you can usually net a grab or a bair. what i like about the edgeguard is that it covers all options that a spacie has if they up-b above the ledge."
- Bomono: "i think you are right on the fair, but for coverign high optiosn the belay OOS covers a firefox from above the ledge if done correctly, its not too technically difficult also, **with the way everything falls into place you can react to the angle that the fox uses and punish accordingly.** the nana upair covers the option of going to the ledge and you can shield with popo if they go in, but jump OOS with popo can still cover the high angle. if they high angle and try to fadeback nana grabs the ledge at the same time that they would try and fadeback onto it, **basically the belay OOS forces the fox into a situation of having to recover high without a fadeback or recover straight towards popo.**"
- Bomono: "the ice blocks are not meant to hit the fox, they are meant to snuff a side-b as the ice block is a active hitbox, and as a result fox would get hit by it durring his side-b if he does not space it perfectly."

- Bomono: "EDIT: **the fair downsmash was designed to cover when a spacie is up-bing from a higher than normal close to the wall position, where grabing ledge is a tab bit risky** due to the firefox where the traditional grab ledge jump dair would not work."
- Bomono: "i have a better means of edgegaarding low, better than downsmash and it can lead into downsmash if the opponent has competent DI vs down smash to begin with. **a fast fall fair can reach miles below the standard downsmash...** if they DI the fair inwards (which they most likely will) you can land a downsmash on them, and if they DI the fair neutral or out you can jump out and bair or nair them, and possibly fair if you have the guts. i see this being very useful as a option coverage and due to the fact that you still have time to downsmash after the fair you can still catch very low recoveries if you are good. i'm still not sure if this can be teched as easy, but if it can you can act out of it fast enough to catch them teching (probably)"
- Bomono: "took me awhile to figure out that **you are suppoosed to get nana to grba the ledge before they even have the option to side-b directly onstage.** the only problem i see is that most people cant cover side-b on reaction and will most likely always do the bair to cover that option. making the WD onstage to get the punish on high side-b or up-b difficult."
- Bomono: "**WD back, hold shield, grab ledge, press down then jump and nana will grab ledge real quick and popo will be actionable and in invincibility frames.**"
- Oddishguy: "Use slip-hog (WD back in shield, let go of ledge as Popo quickly, Nana grabs it while you ledgedash back on or aerial as Popo). Here's an illustration of it being used to guard 3 different angles:"



- Hax: "mango was lying to you earlier. he said, 'spacies are un-edgeguard-able. you have to read them to edgeguard them.' that's a load of shit... so, you know, why not cover everything? **what i'm trying to prove here is you don't have to read shit...**"
- M2K: "You can more easily react to edge guarding Fox than Falco, because when you jump off the stage, you can visually see if Fox chooses to use an Illusion or a Firefox. With Falco, because **his phantasm (illusion) is a few frames faster**, you cannot simply jump off stage to react to both options; instead, you have to pick one option and cover that one, and you will be unable to cover the other option usually. Fox's illusion is slow enough that you can often react to both options in many situations. **(Falco's illusion also spikes you,** making it more threatening should you get hit by it)."
- Kyu Puff: "I would also remove the part about using desynched blizzard to edgeguard. **Even if the Fox doesn't sweetspot, it doesn't consistently lead into anything because they can SDI it and end up grabbing the ledge or something.**"
- Kyu Puff: "Edgeguarding Fox is actually really difficult in my opinion. Everything is situational, and **he has so many recover options that it's difficult to react 100% of the time.** With that said, there are a few things you can watch for. If he starts Firefox below the stage, you can cover the ledge with d-smash or f-smash. D-smash is faster which can make it easier to react to different Firefox angles, though it's not quite as disjointed. As Sopo, covering the ledge with a smash is more difficult because the hitbox isn't out for as long, which is why people sometimes rack up

damage with ledgehop d-air. To use d-air in this context, press down to ledge hop and fastfall, then double jump and immediately d-air as you drift back onto the stage. If timed correctly you can hit Fox out of his up+B and reset the situation."

- Kyu Puff: "**If Fox is offstage with his double jump intact, you'll need to watch for his side+B at various heights** (sweetspotting the ledge, straight into you, just clipping your head, or over you/onto the platform). You can cover the first two options (besides a perfectly sweetspotted side+B) with a well-timed d-smash. Unfortunately, he can space the side+B so that it goes over your d-smash but still hits you. I think some people have Nana Blizzard to make these options easier to cover--just keep in mind that Blizzard might provide inconsistent results, as the hitboxes are finicky and your opponent can SDI to change their position."
- Kyu Puff: "If he's **offstage with no double jump**, but he's **above the stage** (i.e. drifting from a top corner), it's easier to **react to his side+B options** because his vertical height is known well before the move begins."
- Kyu Puff: "If he starts a **Firefox above the stage**, he usually has at least two options (**sweetspot the ledge** or **go high**) and sometimes a third (**go straight at you**). I haven't found a good way to cover every option. You can grab the ledge, threatening the edgehog, and then ledgehop u-air (covers the horizontal Firefox) or get back on the stage so you can punish his landing (if he goes high). If the u-air connects you can usually follow up with a b-air to knock him back offstage. Alternatively, you can wavedash back to only cover the straight/high options, leaving the ledge wide open. If he opts to sweetspot the ledge, you may not have edgeguarded him, but you'll at least still have a positional advantage."

Fox

Stages

- Fly: "**I ban either BF or PS** depending on which I think the Fox will be better on. I take him to **FD or FoD** (former gives him **no platforms to work with**, the latter makes it harder for him to avoid you due to the **small stage size** and platform heights; the **high ceiling** helps as well)."
- Fly: "The extent to which ICs can rush down Fox varies a lot by stage and by the Fox player. **You more or less can't rush down platform-happy Foxes on Battlefield and Dreamland; even on stages like FoD and Yoshi's, catching them can be a pain.** You need to be really patient and cautiously look for openings. It's a lot easier to sneak in surprise approaches against Foxes that like to stay near the ground, though."
- Fly: "Oh yeah, Chok, I don't remember if I talked to you about this at GSG, but I kept seeing you strike to BF against Fox; although I have a hard time pinpointing why, I think that's his best neutral against ICs. I recommend striking to Yoshi's or FoD; **if, for whatever reason you're not comfortable with the amount pressure a Fox can apply on either of those stages, Dreamland can also work.**"
- Fly: "First of all, **always strike BF and Dreamland against platform-happy Foxes.** If Fox takes you to BF/Dreamland/DK64/etc., the best thing I can suggest is to **remain patient and look for just one habit that you can punish.** You might not know exactly how he is going to move around 90% of the time, but as long as you can **find one situation where you know what he'll do** and can punish him, and if you can force that situation to occur, then you should be able to deal a decent amount of damage in that situation because you are the ICs."
- CunningKitsune: "[Fox's] best option for a ban and stage strike against an IC's main, Final Destination gives the mountaineers all the room they need to abuse their wavedash and grab game free of the worry of platforms. Due to the horizontal length of FD, Fox also must land **more shines on average to get the secondary Climber off the stage** and set up for a gimp."
- CunningKitsune: "**The structure of Fountain crimps [Fox's] characteristic mobility** and allows the Climbers to control space more effectively. As well, the higher ceiling enhances their vertical survivability while the closer side blast zones augment their horizontal grab combo finishers. That said, **the smaller size of the stage itself makes it more likely that a shine will send one of the Climbers off-stage.**"
- CunningKitsune: "Story's **short length** raises the likelihood that an on-stage shine will send the Climbers off-stage, at the very least presenting a possible opportunity for a Nana gimp, and lets

[Fox] **hound them mercilessly during your re-spawn invincibility**. The **low ceiling** also augments [Fox's] vertical kills while the **platforms** improve [his] maneuverability and allow [him] to threaten the Climbers from **numerous angles of approach**."

- Tomber: "Against **Foxes who shine a lot** I think **bigger stages** like **Dream Land** and **FD** are the best given that **you should get a KO off every opening you get no matter how big the stage is...** You want **enough space to catch the shines with dash attack and WD jab/f-tilts**. This is harder than it sounds though, because WD is punishable for Fox in most cases. Nevertheless, I think you would have had a better chance against SFAT on Dream Land/FD than FoD because he plays the way he does. (**Against platform camping players stage like Yoshi's/FoD (and FD) are probably the best** as I think **ICs can win the platform-antiplatform game on these levels against Fox.**")

History/flavors

- CuningKitsune: "The **Evo 2013 grand finals** battle between Mango's Fox and Wobbles' Ice Climbers provides a definitive, high-level overview of the match-up. Mango utilizes the gamut of Fox's options, including platform play, late aerials, drillshines, and shine spikes. On the other hand, Wobbles makes use of the Climbers' devastating grab game (including his signature Wobbling in combination with jab resets) along with their down-smash and various desynch options. Notably, around 9:30, Mango grabs Popo while Nana is in the process of jumping back to the stage and forward-throws Popo into his partner; the resulting knockback catches Nana out of her double-jump and causes her to plummet helplessly to her doom. Take note also of Mango's inwards Smash DI on Wobbles' Blizzard edge-guard at 18:38, which allows Mango to grab the ledge with a Fire Fox. As well, at around the 24-minute mark, Mango successfully DI's out of a down-aerial grab combo."
- Fly: "[For an IC to beat Mango would require] **better CC punishes on his unique brand of aggressive nairs and better decisions about when to throw out moves as a counter-approach**. Possibly better **ice block** usage as well, not unlike some of what **Nintendude** does, but without the glaring holes he often leaves in his defense."
- Wobbles: "The strongest option [against Mango's pressure] is to do **varying degrees of shielding** so that **sometimes he will go in and do an aerial shine and he'll be pushed away so you can wavedash** and... get out of the pressure, and then **once he starts anticipating that...** you can start **rolling** through or... you can get him with things like **bair out of shield...** that sort of stuff works against species to throw them off."
- Nintendude: "My strategy [against Mango at TBH5] was to **not play too passively** and to **be really careful with when I tried to engage him...** I think a simple way to put my strategy is to **not get stuck in shield**, because I remembered **when Mango played Fly at Press Start and Fly was just stuck in shield the whole time and wasn't really able to do anything**."
- Nintendude: "It's tough, I mean, Fox wins that matchup, and when Mango's playing amazing I think only really Armada can deal with it... Typically, **if I'm being run over I just try to find a good read to knock him down...** like a well-placed fsmash or something, and **if I can just get one of those, it slows him down and makes him be like 'oh, okay, I gotta slow down and respect this...'**"
- Nintendude: "**I don't feel like [Mango and Hax] play the matchup particularly well, like, specifically**, it's more just, like... Mango played his absolute best [at GENESIS 3]... and I think almost anyone that isn't top 3 in the world would meet the same fate as I did regardless of the matchup. And the Hax set... **If you're playing against a TAS Fox, you're gonna lose, doesn't matter who you are, what character you're playing, you're just gonna lose. So I wouldn't attribute it to a matchup thing, just that my opponents are playing particularly good**."
- Professor Pro: "**Everyone's scared of Ice Climbers**, that's the biggest problem... They play so defensive, which is understandable... The thing I think that people need to do is grind out friendlies against this character, because otherwise in tournament what you end up doing is playing defensive because you're scared..."
- Tomber: "How you should play the MU depends completely on how the Fox plays the MU. The if Fox player **camp platforms** a lot then you need to **trick him to jump into your hit boxes**

(mainly uair) - perhaps throw a **waveland on platform** -> **grab** into the mix if the Fox respects your uair too much and **shields on a platform** from time to time. Again, don't try to catch the Fox recklessly. Bait him into spots where you can hit him. Empty short or full jumps are great for baiting the Fox to move around without you have to commit hard."

Shield pressure

- Mango: **"If I hit their shield, that's it...** You know what happens if my shield gets hit, how much I can do? If you hit ICs shield, and you're drilling a lot, chances are it's gonna hit Nana, and once Nana gets hit away by shine, his life is in shambles... The not-so-good characters, when you give them too much respect, that's when you let them play their game. But I'm Fox, I'm gonna play my game. I'm just gonna rush you down, take your shield, what are you gonna do? A lot of people try to play slow, y'know, shoot some lasers, but no, I wanna get in their face, what are they gonna do?"
- NMW: "[It's] not really [realistic to **shield SDI a shine after an aerial**, but] if anything, it's more realistic to **SSDI the aerial and not get hit by the shine**. This would probably be just as useful anyway since no species would anticipate it and would almost certainly shine off muscle memory. If you [have] decent SDI and you are playing a not so great specie and they **dair** you, **they are never ready for SDI and always shine**. Since SSDI isn't standard at all, this is extremely likely to work on high level players."
- Fly: "It depends on how they like to shine. If they do a lot of **running shines**, I either **shield the shine and look for holes in the subsequent pressure**, or I try to **stuff the running shine with an ftilt**. If they **drill -> shine**, I might do a **short wavedash back** and try to punish them a bit after they land or I might just **stuff the approach with something like nair**. If they try to **drop on me from above**, I either try to **get out of the way and punish them when they land** (assuming they're doing something like dair -> shine and not just shine -> double jump) or I try to **intercept then with uair**, sometimes done in a full jump, sometimes autocanceled in a short hop. It boils down to protecting yourself well and in a way that potentially might get good rewards if you succeed."
- Fly: **"Against aggressive species, wavedash back is indeed a pretty good way of relieving pressure**, but unless they're landing right in front of you after the wavedash back (which is more commonly the case after a short wavedash), it can be tough to actually get a punishment that way. Keep in mind that you're generally **more disjointed than Fox** and can beat a lot of his approaches with stuff like **bair, ftilt**, and **uair**. You still need to be cautious about not throwing out those too often since they're frequently punishable on whiff, though."
- Wobbles: "Well, **jumping into drills and smash DI'ing away works for Peach because it puts her out of shine range** and gives her a free d-smash. ICs are not so good with that though because they're **too wide to avoid the shine**. Eskimo baby fat is good against the cold, not so much against Fox... Dunno if jumping into shines will work, but the ICs do have a 4 frame jump so that's good. **If Fox drills your shield and you buffer the jump, I'm pretty confident that you will leave the ground before the shine comes out...** I remember SuperDoodleMan telling me that **Fox can always beat a perfect shieldgrab with a perfect shine**. Because he can shine on frame 7, if his last drill connects the same frame he hits the ground, his invincibility + hitbox will trump the 7 frame grabs unless the spacing is screwed up. But since the jump is only 4 frames... hopefully this is a doable, implementable technique."
- Tomber: **"I find myself shield a lot against shine pressure because I know I (/Nana) will probably get punished hard if I try to roll/WD away**. Sometimes I get a free punish because the Fox messes up his pressure or I get a shine read, other times I just get hit because my shield gets poked through. It kind of sucks that it has to be like this, but **IC just doesn't have solid answer to shine pressure because even though you might be able to WD/roll away with Popo, Nana might still be catch by a shine which is what the Fox player wants**. Against SFAT you lose Nana a lot because you try to move out of shield. Here I would probably just stay in my shield and hope for the best until I've figured out his shine pattern. The way he double shine can often be shield grabbed if you just stay in you shield (like, in the beginning of the second game you might have gotten a free punish if you had just stayed in your shield and hadn't

tried to jump out of it). Also, **once the Fox realizes that his shine pressure isn't completely safe he starts to give you more space, camp platforms and stuff like that.**"

- Tomber: **"At higher level of play, people start to abuse ICs limited OoS options by using a lot of shine or shine->aerial, pressuring them to roll as shield grab is now a much more risky move.** At this point the match up is pretty much a **glass cannon vs. glass cannon** match up where both characters can get a KO off a single hit (shine or grab). **While ICs might be able to to get the hardest punishes, Fox can throw out attacks at lower risk than Falco and ICs."**

Neutral/punish

- Phish: "Fox is a unilaterally better character, in terms of frame data and mathematics, than every other member of the cast. If competitive Melee was a room full of 26 supercomputers playing a billion tournaments optimally with every character, Fox would win every time... But people are not computers. **Fox players have habits, and habits can be exploited.** Melee is *not* a game of statistics and mathematics. Melee is not poker. It's not chess. It cannot be solved. This is a sport, it is a battle of wits, of mental acuity and fortitude, and ability of execution."
- Wobbles: "The deadliest thing about this matchup is the shine. As Binx mentioned already, your six frame delay makes it very difficult to keep Nana safe from his faster moves. The shine, being the fastest move in the game, is vicious in that it sends you far and splits you up. I have also been legitimately combo'd by a **shine off the stage into a second shine that killed me.** It is his best move, and you should expect him to abuse it accordingly."
- Wobbles: "If the Fox is **shffl'ing aeriels**, you have a few options for stopping him in his tracks. One is **dash dancing into grabs**; even though it splits Nana up, you have decent combo options off up-throw, and it's still possible tech-chase with down-throw and back-throw. If he is at a high percent, you can wait for Nana to return before using a finisher combo. The other strong defense against his SHFFL offensive is **retreating wavedashes into jabs**. They come out quickly, and do very well to interrupt his n-air and d-air. Jabbing won't beat a shine, but it's faster and safer than a smash. It can lead into grabs and smashes, and you should use them frequently."
- Wobbles: "The next option Fox will probably use are **full jumped aeriels**. These are almost universally stoppable with **up-air**, which combos well. **Dash dancing into grab** works a lot here as well, simply because if he's throwing out an aerial, he pretty much **has to land within a set area**; that lets you **space** and **predict** much more easily. The basic mindgame here is this: **will Fox attack, or will he double jump?** And **once he's double jumped**, you ask yourself: **will he retreat, or fall down and attack now?** He can further confuse his intentions with **jump-canceled shines**. It's basic, but this simple guessing game is at the heart of almost every smash situation... With that said, your goal when he full jumps is either to 1) **do nothing** and let him mess around in the air however he wants, or 2) **intercept with up-air**s. Up-air leads to more up-air, sometimes grabs, sometimes back-air. When he's landing, you want to connect with grabs, or you can try and time a dash attack to punish his lag. Dash attacks lead into either more dash attacks, grabs, or smashes."
- Wobbles: "**His forward-smash can only be shield grabbed or punished from shield if he hits with the very start of it, deep against your shield.** His **down-smash** is much more punishable, however. He can connect with grabs and up-throw up-air from a shine if he's fast enough; **be ready to DI when you get shined.**"
- Wobbles: "**His back-air is insanely difficult to punish** because of its range. It has the **most landing lag of his aeriels apart from f-air**, however, so your best option is probably **spacing a forward-smash** against it. I believe you can grab if you anticipate the b-air and **wavedash grab** with really good timing; just remember that b-air has a lot of range and priority."
- Kyu Puff: **"If you DI shines away, the stun ends before Fox can hit you again,** so if he tries to follow it up you can punish him. **If you're close to the edge of the stage, you can grab the ledge either if you crouch cancel the shine or fastfall right as you tumble off the stage.** The latter can be pretty dangerous, though, because if you miss the timing you're in a terrible position."
- Kyu Puff: "[Suppose] Fox is laser camping near the ledge. You don't want to **approach directly**, because if you make the wrong decision you might get juke'd and sent flying off the stage. Instead

you can use a **staggered sh b-air** to **send Nana into his space**. Popo stays up to ~2 character lengths closer to center stage, which means that even if Nana gets hit, Popo will be out of range, giving you an opportunity to retaliate.”

- Fly: “**Wavedash back -> jab against a nair or dair requires a very specific wavedash spacing**, and jab doesn't reliably lead to anything, although it's still good and has its place in the match-up. I'd rather skip the middle man and go for something **more substantial than a jab** from the get-go. Relevant to facing backwards, you can dash back, short hop, and bair; if you pull in so that you don't lose a bunch of space during the short hop, this can be pretty good, and there isn't much to lose if you already have control of center stage, so it's okay then.”
- Fly: “Fairly stupid match-up since Fox is much more mobile than ICs in general and can **kill Nana reliably off of many different sorts of low risk approaches**. Fox can whiff punish most things ICs would do to try to stop an approach, which can call for **more movement-based defense**, but Fox can still be picky about **when he goes in** and he's able to harshly punish a retreat with running shine if he does accurately call that. ICs do generally combo Fox pretty well and they have ways of somewhat reliably comboing into grabs, so they do at least have that going for them; they also generally outrange Fox. They can also **CC punish early nairs pretty well** (something I could have made much better use of against Mango's particular brand of aggressive nairs, which I did punish better at a subsequent Mayhem), but **running shine** and **dair** are good alternatives (and generally better to begin with regardless).”
- Fly: “Another option that is good if you only have Popo and have at least as many stocks as your opponent is to **run off and short hop nair**; if the nair connects, you can follow it up with more aerials for a suicide gimp.”
- Fly: “**[Against running shines,] Ftilt is the easiest and most reliable response you have**. Fsmash and bair can also be good.”
- Fly: “The only way you can really **approach Fox when facing forward** is by catching him off-guard. **Ftilt** is my favorite move for serving this purpose, but is not the only thing that will work, and sometimes other things are better depending on what the Fox likes to do. I generally prefer to **get close to the Fox, bait a response, see what he likes to do and punish that instead**, but **against patient players, rushing in at a weird time is sometimes is a good idea**.”
- Fly: “A lot of Foxes most definitely do not **use fthrow the way Prof does**; he consistently and intentionally **fthrows Popo in a way that hits Nana offstage** and then lets him shine spike her, which is not something I see from anybody aside from Prof.”
- Fly: “It's not that uniformly applicable, although it happened pretty often in the first game. It's only really a threat **when Popo gets grabbed and Nana isn't able to shield**, which typically isn't all that often. If my memory of how the two Prof vs Nintendude sets went is accurate, I wouldn't do so many blizzards in neutral, and when I would blizzard, I wouldn't leave myself completely vulnerable from above like Nintendude usually does.”
- Professor Pro: “There's this fthrow thing I do, and it's broken, it's OP... If they're standing right next to each other [with their shields up], if the main one is in front... and **you grab the main one, the computer will drop her shield automatically, and then you can fthrow and it does that thing where it sends the other Ice Climber flying**... BUT, if you grabbed the wrong one and you realize you grabbed the wrong one, you can **dthrow immediately** and then **shine**, and then the main one can't grab you [and the computer will always miss the tech]...”
- Professor Pro: “There's little moments where Ice Climbers are standing right next to each other but they're not synced up, and **everyone is scared to go in on them**, because they think they're together... **You have to realize when they're desynced, and even when they're like that, you can go in on them**.”
- Tomber: “Be patient. **You don't really want to approach Fox unless you get a read on the Fox player's movement**. It's really hard to hit a good Fox player who knows how he should keep his space against ICs. It's possible for Ice Climbers to beat Fox because we can punish harder than Fox when we get an opening, but it's much easier for the Fox to get openings on his own which is the main reason why I'd say the MU is in Fox's favor. The ICs player has to understand how the Fox player moves and then stop him. **You shouldn't try to catch Fox directly (unless he's in some sort of lag) because that's just what the Fox player wants you to do**.”

- Tomber: “If he wants to fight you on the ground then you have a few options. 1) You can **approach** with moves like **WD to jab, f-tilt** and perhaps **grab if you overshooting the WD (aim behind him)**. These approaches are countered by **full jumping** so you want to throw some **WD to u-tilt** or **uair** into the mix as well if he tries to jump over you. 2) You can bait the Fox to approach you and punish his approaches with **WD/run back to grab/smash/SH-fair/SH-bair**. Fox is most likely going to approach with **shine, SH Nair** or **SH dair**, so these are the moves you want to out space. This way of fighting Fox is probably the most solid. Just make sure you don’t give up too much space when you wavedash back, because ICs can’t really do anything once they are catch at the edge as are have a hard time regaining stage control. 3) You can use a lot of **blizzard** and **ice block** desyncs and punish with WD to grab if they get hit. This is kind of hard, as you still want to trick the Fox and not just randomly throw out blizzard and ice blocks. Try to catch the Fox off guard.”
- Tomber: “Besides jabs and turn around grabs, which for me are the main tools against Fox, you can try to out-space Fox’s aerals with a **retreating f-air**. Just make sure that you don’t do it too often because it is possible for Fox to punish the move if he sees it coming/ baits it... Btw, it is possible to dash dance into grabs without splitting up with Nana if you press the shield-button before your grab. I’ve done this a lot lately and it’s pretty much a KO if you get the grab because you can start wobbling right away.”

Supplementary material

2012

- [Apex 2012: Chu Dat vs SFAT](#)
- [Zenith 2012: Jman vs Chu Dat](#)
- [TBH2 Pools: Nintendude vs Kels](#)
- [TBH2 Pools: Unknown522 vs Trail](#)
- [TBH2: Fly Amanita vs Unknown522](#)
- [TBH2 LSF: Fly Amanita vs SFAT](#)
- [NEC13: Nintendude vs RaynEX](#)

2013

- [KoC3: Silent Wolf vs Wobbles](#)
- [KoC3: Silent Wolf vs Fly Amanita](#)
- [Xanadu Emerald: Cyrain vs Nintendude](#)
- [Xanadu Emerald: Chillin vs Nintendude](#)
- [Xanadu Pearl: Nintendude vs PBnJ](#)
- [Xanadu Pearl LQF: Chillin vs Nintendude](#)
- [EVO 2013 Pools: Choknater vs L](#)
- [EVO 2013 WQF: Wobbles vs Mango](#)
- [EVO 2013 GF: Wobbles vs Mango](#)
- [Bar Wars: Redd vs Nintendude](#)
- [TBH3 Pools: SFAT vs Nintendude](#)

2014

- [TNE WSF: SFAT vs Fly Amanita](#)
- [TFP6 LQF: Milkman vs Chu Dat](#)
- [TFP6 LF: Chillin vs Chu Dat](#)
- [TFP6 GF: Cyrain vs Chu Dat](#)
- [ECE LQF: Redd vs Nintendude](#)
- [ECE LF: Milkman vs Nintendude](#)
- [CW6 WQF: Hax vs Nintendude](#)
- [CW6 LOF: Milkman vs Nintendude](#)
- [CW6 LQF: Chillin vs Nintendude](#)
- [CW6 LSF: Cyrain vs Nintendude](#)
- [CW6 LF: Hax vs Nintendude](#)
- [RoM7: Nintendude vs Mango](#)
- [SoCal Arcadian GF: Rockleeland vs Lil Fumi](#)

- [SKTAR 3: Hax vs Nintendude](#)
- [SKTAR 3: Hax vs Chu Dat](#)
- [Mayhem July 2014: Zero vs Fly Amanita](#)
- [Mayhem July 2014: Lucky vs Fly Amanita](#)
- [EVO 2014: Swiftbass vs Chu Dat](#)
- [EVO 2014: Hax vs Nintendude](#)
- [EVO 2014 LSF: Chillin vs Fly Amanita](#)
- [Zenith 2014: Cactuar vs Fly Amanita](#)
- [DYFWI WSF: Hax vs Fly Amanita](#)
- [DYFWI LQF: SFAT vs Fly Amanita](#)
- [SoD: Alpha Dash vs Professor Pro](#)
- [SSS29 LQF: Lucky vs Fly Amanita](#)
- [SSW LQF: Fiction vs Fly Amanita](#)

2015

- [Mayhem Jan 2015 LF: Fiction vs Fly Amanita](#)
- [Apex 2015 WQF: Nintendude vs Mango](#)
- [SN3 WSF: Hax vs Nintendude](#)
- [SSS33: Kira vs Rockleeland](#)
- [DIME13 GF: Wobbles vs Lucky](#)
- [Aftershock LF: Wobbles vs Redd](#)
- [S@X Monthly WF: Chillin vs Nintendude](#)
- [NeoNebulous 7 WSF: Dizzkidboogie vs Leffen](#)
- [Press Start Pools: Leffen vs Fly Amanita](#)
- [Press Start GF: Fly Amanita vs Mango \(2\)](#)
- [Avalon 9 WSF: Nintendude vs Professor Pro](#)
- [INY: Leffen vs Fly Amanita](#)
- [Mayhem Feb 2015 WSF: Fly Amanita vs Lucky](#)
- [Mayhem Feb 2015 WF: Fly Amanita vs Westballz](#)
- [Mayhem June 2015 WSF: Fly Amanita vs Mango](#)
- [Mayhem June 2015 LQF: Fly Amanita vs Westballz](#)
- [Mayhem Aug 2015: Fly Amanita vs Lucky](#)
- [Paragon LA: Nintendude vs Professor Pro](#)
- [STR2015: Nintendude vs Colbol](#)
- [TO11: Fly Amanita vs Professor Pro](#)
- [TO11: Wobbles vs Javi](#)
- [S@X 111 WF: Chillin vs Nintendude](#)
- [S@X 111 GF: Chillin vs Nintendude \(2\)](#)
- [EVO 2015 LQF: Chu Dat vs Mango](#)
- [SSC: MikeHaze vs Nintendude](#)
- [SSC WQF: Nintendude vs Leffen](#)
- [MNM48 GF: Mojo vs Wobbles](#)
- [TBH5: Fly Amanita vs DJ Nintendo](#)
- [TBH5: Nintendude vs Mango](#)
- [DGW WF: Ice vs Daumling](#)
- [BUST3: Slox vs Kyu Puff](#)

2016

- [NP28 GF: Dizzkidboogie vs Hax \(2\)](#)
- [GENESIS 3: Dizzkidboogie vs Fiction](#)
- [GENESIS 3: Nintendude vs Mango](#)
- [Forte 3 WF: SFAT vs Wobbles](#)
- [BEAST 6: Wobbles vs Professor Pro](#)
- [BEAST 6: Wobbles vs Westballz](#)
- [NG+41 WSF: Crush vs InfiniteNumbers](#)

- [NG+43 LSF: Crush vs Dizzkidboogie](#)
- [SXSW Five Gods Pools: Lucky vs Wobbles](#)
- [SXSW Five Gods: Silent Wolf vs Wobbles](#)
- [SXSW Five Gods LSF: Mango vs Wobbles](#)
- [S@X 137 WQF: Milkman vs Chu Dat](#)
- [S@X 137 LF: Milkman vs Chu Dat](#)
- [Rubicon 9 LQF: Kels vs Trail](#)
- [Pound 2016: InfiniteNumbers vs Alex19](#)
- [Pound 2016: InfiniteNumbers vs DJ Nintendo](#)
- [Pound 2016: InfiniteNumbers vs MikeHaze](#)
- [Pound 2016: Hax vs Chu Dat](#)
- [Pound 2016 LOF: InfiniteNumbers vs Colbol](#)
- [Pound 2016 WQF: Hax vs Nintendude](#)
- [TCU 2016 WSF: Leffen vs Fork](#)
- [EGLX 2016 LOF: Mango vs Fork](#)
- [GF3 WF: Dizzkidboogie vs Professor Pro](#)
- [GF3 GF: Dizzkidboogie vs Professor Pro](#)
- [SSS44 WSF: Fly Amanita vs Westballz](#)
- [MADD City WQF: Sharkz vs Milkman](#)
- [DreamHack Summer 2016 WQF: Daumling vs Professor Pro](#)
- [LTC4: Mango vs Wobbles](#)
- [CEO 2016 LDOF: Dizzkidboogie vs Lucky](#)
- [WITW17 GF: Uncle Mojo vs Tapsody](#)
- [EVO 2016: Chu Dat vs SFAT](#)
- [EVO 2016: Wobbles vs Javi](#)

Falco

Stages

- PPMD: **"On Yoshis, he can shine them off of the top** as well as attack from platforms and attack them from anywhere(they can't avoid quick platform attacks basically)."
- PPMD: **"On FD, Falco loses the ability to avoid being cornered so easily and can't shine off the top.** Still, I haven't seen a very reliable answer to lasers at a safe range yet so I don't necessarily feel FD is a huge advantage for ICs but it probably evens the matchup out more."
- PPMD: "Since **platforms end up helping Falco far far more overall** then he gets to enjoy attacking and defending from them on other levels while **ICs risk a terrible fate by challenging platform play.** I'd imagine **platforms play a solid part in the matchup ratio.** This is part of why **FoD** is pretty solid for ICs. **Small central platform** and yet the side platforms are not only **small but low so they could disrupt Falco's lasers or at least keep him from effectively escaping.** The top platform is also about as low as the YS top one but it's not as long so it's not a great escape and easier to pick off by ICs then. Falco CAN approach on top of lower platforms and still hit the ICs or their shields, but that small help isn't nearly as good as what ICs get overall on any platform height imo."
- Bones: "As far as FD specifically is concerned, I don't think it's really that bad [for Falco], you just have to play differently. PP has actually gone to FD vs. ICs in the past (vs. Fly at Evo is the most recent iirc). **You just have to be more aware of getting trapped by the ledge because you don't have any platforms to retreat to. On the other hand, neither do ICs so once you get them in the air with shine/utilt, you can do some major damage keeping them in juggles and/or pushing them off stage.**"
- Fly: **"ban Yoshi's if he's aggressive and doesn't platform camp a lot; ban Battlefield or Dreamland if he does.** Take him to FD, FoD, or PS. Maybe Dreamland if he's aggressively oriented."
- Army: "I personally like **FD** but you have to learn how to deal with lasers first, so its debatable. **If the player doesn't camp, I enjoy dream land...** Try to **avoid yoshi's** due to falco being able to shine shine nana off the top super free."

- Squid: "It's really hard for them to just get a **raw grab in neutral** when you're **lasering** a lot. This is why I think **FD** is actually really good for Falco."
- Tomber: likes Final Destination, Dream Land, Fountain of Dreams, Pokemon Stadium, dislikes Yoshi's Story and Battlefield
- Tomber: "**Falco's platform game is really solid against ICs, probably better than Fox's.** Once Falco has ICs on a platform, there isn't really a lot ICs can do, which is one of the reasons why I think **Falco can do better than Fox on BF/YS while Fox does better on PS/FD/DL.** At least in PAL."

History/flavors

- PPMD: "**People think Falco will 'get worse' because he hasn't had much solid rep lately. Falco's fine lol. SDI is a pain but you can use it against people.** Besides, SDI should affect them some as well. Falco recovers pretty well at low percent/close the stage actually. Better than Fox I'd say. **PS you can jump over lasers, change timing and spacing** for them so the opponent doesn't have a good reference point to set up a PS and even if they do it isn't guaranteed to work. Plus you can just **PS it back or take the hit yourself then hit them**, and more! Now, maybe in this current meta Falco is lower, but I don't think it has to be that way."
- Bad Melee: "So **when a Ganondorf main complains to me about dying everytime they leave the stage I don't feel bad because fuck Ganon**, but I at least empathize to a certain extent. But then you have Falco mains who are leaving their character because they can't shine into auto-kills anymore and it just makes me want to punch them in their stupid Falco main faces. They say Falco can't keep up with the meta and it's like, well no shit he can't. He probably can't keep up cause the biggest development Falco has received over the past 2 years from you guys is Westballz's epileptic fit shield pressure. Every other high-tier has had their play optimized in some way, shape, or form lately, be it Sheik's reaction techchases, Fox's doing the Armada shine, 20GX techchasing with Falcon, whatever, but Falcos keep doing more of the same and get frustrated when it doesn't work."



Lasers vs desyncs

- Nintendude: "**I also noticed that I tend to get lasered when attempting to wavedash out of the shield while near Falco**, and the Falco can capitalize on that since he's close by."
- Fly: "The way powershielding works is basically that you need to shield when an attack is inside of the area that your shield covers, but not yet hitting you. **The space between the ICs' normal shield and their hurtboxes isn't that large, so powershielding can be difficult with them...** That there are two ICs doesn't make it much easier to powershield with one of them since the 6 frame gap between their actions is quite large. You'd need to shield significantly early to powershield something with Nana, and if you try to powershield with Popo and mess up, chances are Nana won't shield in time."
- Fly: "It also doesn't help Falco's case that **ICs are more capable of using Falco's lasers against him than just about any other character in the game.** Even if it's not easy for ICs to PS lasers, they can use lasers as a means of reversing pressure by **having one IC take the laser and the other IC do something through it.** Dash SH blizzard is the most common and one of the most practical and dangerous of such responses to lasers, since instead of letting the Falco establish control with a laser, he suddenly is faced with an approaching Nana blizzard and a free-to-act Popo."
- Fly: "While you make good use of **wavedashing into lasers and having Nana fsmash**, [Wobbles], you can also do **move forward -> pretty much any ground move or ice block**, as well. I personally like **walk/wavedash -> ice block**, as it sends a projectile towards Falco and also immediately desynchs you. **Ftilt** is a good substitute for fsmash for the times when fsmash might be a little too slow or when you want to commit to something less laggy than fsmash. I also

like **having Nana run forward and dash attack after Popo takes a laser**; it reaches decently far and can combo into a grab. **Choknater's blizzard trick...** is pretty good; I no longer agree with my old complaint that you get punish hard for doing it if you guess incorrectly, because you can just **short hop forward and blizzard on reaction to a laser**. **No guessing is necessary**, although blizzard does admittedly come out a bit later this way than it does otherwise."

- Squid: "Lasers are REALLY good. **If you laser at a safe distance (like a bit further than their WD -> Dsmash range) then there's so little they can do**. Lasers **mess up their desynch**, if they try to wd forward -> Fsmash with only Nana or something you can **react** and combo them. If they try to preemptively Fsmash to read your approach you can just approach afterwards. Any hit should split them up and **Falco is really good at messing up Nana** (shine -> up b off the top or simple Bair edge guards!) You can very often **full hop to safety** if you're cornered just don't approach from above obviously because **thier Utilt and Uair beats Falco's Dair**."
- Squid: "Lasers are still good if you understand that **they interrupt their actions but are beatable by things like wd forward -> Fsmash** since the laser might hit only one of them. The thing is that **Icies don't have a quick way to threaten the space right front of them and wd in -> smash attack is very committal and slow**. So if you frustrate the Icies a bit and start to **read their wd in with a Dair you convert into a punish**, and it should only take 1 hit to kill Nana. Either combo into shine -> up b off the top or just combo her offstage and Bair / Dair her double jump."
- Squid: "On the ground Lasers are amazing. Those annoying **blizzard / ice block walls? Laser twice** and suddenly icies aren't perfectly synched up or desynched up or whatever. If you **laser and dash dance** at a safe spacing, **wd in Dsmash is the only real threat** they have in front of them and **lasers can stuff it from pretty far** and **Dair can just outright win**. If they wanna **beat Dair with like, wd in Fsmash** they have to **space it SO precisely...**"
- Squid: "At first you **establish control** with a lot of lasres and then **you don't even need to laser that much**, you just need to have them **WANT to wd in** as soon as possibly because they want to stop you from lasering and then **Dair in place** or **approaching spaced Dair (so you land out of grab range)** is amazing. If you laser and they get spooked and **shield**, then **approaching late dair** is amazing. **Sh, late Dair, shine, early retreating Nair** and now their **shield is tiny** and you can probably **shield poke Nana** cause she's dumb."
- Army: "The lasers vs desyncs thing is definitely interesting. To elaborate on it, if the IC's have any **preemptive desync** out, you can **interrupt** it with lasers. What the IC's can do is have Popo tank the laser and use the **hitlag+hitstun** to **input something with nana**. The options are **all forms of blizzard depending on what you think Falco will do** after the laser (standing, FH, nanapult), **WD in with both climbers and tank the laser with popo and D-smash/F-smash with nana** only while still having WD momentum to try and beat a **second laser** or **dair in place**, or just **desync ice block with nana** to interrupt the lasering which is the most reliable way, you just don't get much off of it. In practice, Falco has a much easier time because **if the IC's uses the wrong laser desync then they will continue to get locked down** since another laser with usually interrupt the first desync. **If the desync is mistimed the IC's will be forced to powershield** (with IC's you have to dash shield stop powershield otherwise nana will get hit by the powershielded laser) and if you miss and get stuck in shield it's obviously a bad spot."
- Army: "I've pretty much stopped trying to blizzard off of lasers and have had much more success with **desync iceblocks** to just make the lasers stop and get back to neutral... You really need to be at a certain distance for [the ice blocks] to be good. If you're at the right distance then the first laser will hit popo, the nana ice block will come out and will hit as Falco is coming down from a second laser. Falco can mix up the laser timings, but **if the IC's notices that they're waiting for the iceblock and SH'ing over it** they can **dash attack** after the desync iceblock or something and it becomes a little RPS situation."
- Army: "A lot of times in matches, Falco will be **lasering far enough away that the IC's can't really threaten an effective desync** off of it, or they likely flubbed the desync and as a result they get lasered into oblivion lol. Fly also likes to do a **synced SH forward blizzard** into a laser so that popo gets hit and nana's blizzard still comes through, but I've preferred to do the same

thing but with a **WD smash attack**... Obviously at the end of the day no matter what IC's really do, Falco is in a favorable position while lasering the ice climbers."

Shield pressure

- Squid: "A big problem when you don't know the matchup is **getting shield grabbed**. A crucial thing to know to avoid this is understanding that **you get double hitlag if you hit the shields one after the other but you only get hitlag once if you hit both shields at once**. So a **super late aerial** or even just **empty land -> shine** tends to be really good and **stuff often shield pokes Nana** which leads to easy giant combos."
- Squid: "So mixing up between **late aerals, shines, Ftilts at max range**, and **early Dair ONLY as a read to wd in** makes the neutral game make a little more sense."
- Kyu Puff: "**Mix up your fullshield with lightshielding and tilting to avoid getting shieldstabbed**. Lightshielding induces more shield stun, but allows you to slide further away and covers more of your body, so it's a trade off. You generally won't be able to grab if you lightshield."
- Kyu Puff: "**Stop sitting in your shield and giving him opportunities to pressure you**. If it looks like he's about to come in with an aerial, try to move out of the way or intercept him with your own hitboxes before he can hit you. If you let him hit your shield over and over, it'll get worn down quickly and make it really easy for him to poke you with shine."
- Kyu Puff: "If he does an **aerial too early**, you can **shieldgrab** or use an **escape option before the shine**. If he does an **aerial late**, you should **wait for the shine**. Sometimes you'll be able to roll/jump after the d-air, but shine will hit you before you can escape. Getting hit by shine is pretty much the worst outcome, so don't let it happen."
- Kyu Puff: "If the Falco always does **one shine followed by another aerial**, you can usually **wavedash away after the shine**. If he mixes up with **double-** or **multi-shines**, you need to be more careful, because jumping or rolling at the wrong time will get you or Nana hit. In the latter case, you can try **waiting it out** and see if he messes up or uses an unsafe option. **After a certain point they'll usually push you far enough away that they have to wavedash or jump to reset their spacing, which gives you an opportunity to escape. Using some degree of lightshielding can accelerate this process.**"
- Kyu Puff: "**If they space poorly, you can actually just grab them. Grab outranges shine, so if their shine isn't overlapping your hurtbox, you can grab it.** Sometimes you can accomplish this by shield Dling their first aerial to put you out of shine range."

Neutral/punish

- Fly: "Things that Falco does have going for him include one of the easiest match-ups in the game against Popo (**laser -> ftilt** alone can be nightmarish to deal with), good shield pressure since **ICs' OoS options are somewhat lacking** for the most part, **good responses to CCing**, decent evasive potential, and **combos that are at least good in terms of keeping ICs separated and doing damage, although not very specifically tailored for killing Nana unless the ceiling is low**. His grab game is also pretty good against ICs and is one of the means he has of setting up possible Nana gimps."
- Fly: "ICs are short, and if Falco dairs (with the strong hitbox, which I'll assume throughout this post) both of them at the same time, ICs typically don't get that much of an advantage. I generally observed around 5 frames, which is only enough time to **jab**, which is often unsafe against **ASDI down -> shine**. However, **if Falco hits both ICs at different times, he can experience substantially more hitlag, which can yield a much bigger advantage**... Considering that ICs already have pretty good options for beating a lot of dairs, it's worth looking at how this compares to the alternatives. **Utilt is fast, and gets a good reward if you can connect with the last hit, but it's becoming less relevant** in the ICs metagame as people get better at **SDling out of it**, and it also is somewhat limited in that you need to commit to a position on the ground to do it, and you can't do it OoS. **AC uair** is nice, and perfectly done only comes out a frame later than utilt does, but can still be somewhat difficult to do on reaction, partially since you rise a bit off the ground, meaning Falco will reach you a tiny bit faster than if you stayed on the ground. **Usmash is great if it hits at low percentages**, and will often lead to a grab or at a least good combo, but **it's not active that long, takes a while to come out, and is quite punishable afterwards**... The

big downsides to jumping into a dair like this are that you take damage and that it doesn't work past a certain point. It looked like it worked up to 37% when I was testing it yesterday. Another downside is that it's unsafe if Falco chooses to nair or bair. However, it can get you a grab, which kills more reliably than the alternatives, so I think it's an option worth having in mind."

- Fly: **"Just because Falco isn't shooting lasers or approaching you doesn't mean you need to approach him.** It's fine to just sit back and wait. Even if you're not accomplishing anything directly by doing that, approaching less often makes it harder for the opponent to recognize when you do go in."
- Squid: **"Falco absolutely demolishes sopo.** Might be Sopo's worst matchup tbh. It's like a worst Luigi with no aeriels. **Laser jab, laser tilt, laser laser, everything** really stops sopo in his tracks and edge guarding is easier than any other high tier."
- Squid: "The biggest mistake I see people do is to be **too scared to be on the same horizontal plane as Icies.** A lot of Falcos **full hop a lot to platforms** to avoid being grabbable and stuff. The thing to remember is that **Icies Uair, Utillt and Usmash can all beat Falcos Dair,** so they can actually **shark around poking at you on platforms** and when you do decide to **approach from a platform,** it's not that safe they can beat out Dair and potentially convert."
- Wobbles: "Regarding Falcos: **don't be too afraid to roll.** Avoid using jabs because lots of players have realized how godlike **CC'ing (+SDI?)** is. Umm... I actually don't really understand fighting Falco. I think I beat PP because he was a bit off and I had infinites. **Just make sure you hit him like a truck so you can force him to respect you, and that will give you breathing room.**"
- PPMD: **"Get close to them. They cannot hit you or WD. You space Nair/Dair/Bair and do lasers. They have to roll/WD backward and then you watch out for the desync.** Getting to this position involves not laser camping, but you can platform camp/use vertical play to do it. If you stay grounded just watch out for WD smashes or WD shield or desync blizzards mainly."
- PPMD: **"Nair'ing nana across the level is cool.** Honestly **once you get a shine you just beat up nana and then popo often has to drift in so you utillt into shine/bair him away then go back to hitting nana.** you also have lasers so getting them separated then waiting for nana to jump while hitting popo away isn't too tough. also **taking damage for killing nana is okay** so don't worry about that too much."
- PPMD: "ICs you need to have a **good shield game. Take lasers and desync blizzard or ice block.** Also have **good WD back Dsmash or blizzard or grab counters** ready for Falco's hard approaches."
- PPMD: "My reasoning for Falco winning is that **ICs do not seem to have a reliable answer to laser or spaced pressure,** but they can often get **desynced off of lasers or dodges to ordinary Falco pressure like spaced Bair** and set up a **surprise grab conversion attempt.** ICs of course can wobble Falco and I tested out the Dthrow Dair to setup the wobble on Falco with Dizzkid and it seems it's a DI mixup. The usual good down and away DI is still hard to time correctly when Falco may also have to be mashing for a wobble."
- Nintendude: **"If you corner Falco, I think he can just attempt to approach you in which case you just gotta get out of the way or shield,** as you can't outprioritize his approach without a well-placed Smash, which a good Falco wouldn't really just run into. Ice Climbers just seem too sluggish to do all these things well. They have good ground mobility, but that's about it as far as speed goes."
- Nintendude: "I personally don't think that ICs have the edge in the Falco matchup. I think at most it's dead even, but then again I've always had trouble with Falcos no matter what character I'm using. It just seems like **you have to stay near Falco** or else he starts **sitting there spamming,** and if you get near him he will just start swarming you and you get **locked into your shield** without any good means of escaping unharmed. He also seems to **outprioritize everything** you throw at him and a smart Falco isn't really gonna get grabbed unless he times the shine wrong after an aerial."
- Nintendude: "I still seem to get gridlocked by Falco so much. What do you do against a Falco who's smart with his offense? **A Falco that doesn't bother to full jump his aeriels doesn't seem to ever be vulnerable, especially when he runs away when he lost his lock on your shield.** I've heard over and over, and know for myself, that patience is key in Smash, but I have a

hard time understanding how to be patient vs. Falco. It seems to be something like **pretending to put pressure on him so he tries to attack your shield and eventually screws up somewhere**, because if you get too far away from you he just sits there and spams. The problem is that it just seems like putting yourself into a bad position, as any approach attempt gets killed by a laser or outprioritized.”

- Nintendude: “**Projectiles mess with his rhythm and stop him from laser camping as effectively**. A lot of time if you ice block or blizzard, only Popo gets hit by the laser so the projectiles still comes out and gives you space. **Falco gets wrecked outside of the neutral game and ICs uair is one of the few moves that can challenge his Dair.**”

Supplementary material

2012

- [KoC: Westballz vs Fly Amanita](#)
- [Apex 2012: Dr. Peepee vs Wobbles](#)
- [Zenith 2012 LF: Dr. Peepee vs Chu Dat](#)

2013

- [EVO 2013 Pools: Fly Amanita vs StriCNYN3](#)
- [EVO 2013 WSF: Dr. Peepee vs Wobbles](#)
- [TBH3 LQF: Dr. Peepee vs Nintendude](#)

2014

- [TNE WF: Westballz vs Fly Amanita](#)
- [PH2: Westballz vs Fly Amanita](#)
- [KoC4: Fly Amanita vs Larry Lurr](#)
- [EVO 2014: Nintendude vs Zanguzen](#)
- [EVO 2014 LSF: PPMD vs Fly Amanita](#)
- [Zenith 2014: Fly Amanita vs Zhu](#)
- [LTC2 LF: Wobbles vs Westballz](#)
- [TBH4 Pools: Nintendude vs Zhu](#)

2015

- [Mayhem Jan 2015 LQF: Fly Amanita vs Larry Lurr](#)
- [BMR: Porkchops vs Dizzkidboogie](#)
- [MTS: Kyu Puff vs Squid](#)
- [S@X 136 GF: Nintendude vs Hat](#)
- [S@X 137 LQF: Chu Dat vs Mike Melee](#)
- [MoM54 GF: Zanguzen vs Frycook \(2\)](#)
- [MoM55 WSF: Zanguzen vs Frycook](#)
- [EVO 2015: Chu Dat vs Westballz](#)
- [SSC: Sharkz vs Axe](#)
- [PAX Prime: Nintendude vs Westballz](#)
- [PAX Prime: Nintendude vs Zhu](#)
- [Paragon LA: Nintendude vs Westballz](#)
- [Forte 3 WF: Wobbles vs Westballz](#)
- [Forte 3 GF: Wobbles vs Westballz](#)

2016

- [GENESIS 3 Pools: Nintendude vs Frootloop](#)
- [GENESIS 3: Rockleeland vs Zanguzen](#)
- [GENESIS 3: Nintendude vs Westballz](#)
- [DIME19 WF: Albert vs Bananas](#)
- [DIME19 GF: Albert vs Bananas](#)
- [CFLS 63: Rula vs Drunksloth](#)
- [SSS43: Squid vs Army](#)
- [SSS46: Army vs SK92](#)
- [HYES! WSF: Fly Amanita vs Squid](#)
- [Quickly 5: Squid vs Army](#)

- [WITW14: Tapsody vs SJKE](#)
- [EVO 2016: Nintendude vs Westballz](#)



Marth

Stages

- Fly: "varies a lot by the Marth player. **I usually ban FoD or Battlefield; catching Marth on the side platforms of Battlefield can be risky and difficult.** On **FoD**, it can be really hard to get down against him and he actually makes good use of the **side platform heights** there (as well as the fact that the platforms aren't right over the edge, so he has space to retreat to if he's playing around there). Banning Yoshi's is okay against some Marths that like to make **tipper fsmash** reads, although I think it's fine for ICs for the most part and **I generally end up there on game 1.** Take him to **Dreamland** if you can since that stage just uniformly works against him. **FD** is also pretty good and **PS** can work fine as well. "
- Fly: "**Platforms shouldn't be helping him much; ICs shouldn't be spacing themselves so that he can come down and hit them in such a way in the first place.** For example, if Marth is on the left side of Battlefield and I'm not in a position to be pressuring him, I'll generally camp just below the leftmost side of the right platform; it's hard for Marth to actually get much use out of the platforms in this case."
- Nintendude: "**Marth has an edge on YS and maybe a very slight edge on BF.** **FD** only makes a difference because it removes the struggle of getting down from platforms. I guess it makes **projectiles slightly more effective** but **platforms don't really help him get around them anyway.** However, **DL is arguably even worse for Marth because he's really bad at killing ICs there and ICs can outmaneuver him on those platforms.**"
- Kyu Puff: "**Dreamland** might be better against Marth because **the high platforms give you somewhere safe to recover (on FD it's f-smash galore)** so he has a difficult time killing you. **Pokemon Stadium** is an option for the opposite reason -- the close walls and ceiling are helpful if wobbling is banned, but **the stage is still big enough that it limits his ability to wall you/control space/force you into corners.**"
- Dizzkidboogie: "**Even FD**, which is considered a great ICs stage (Fly Amanita is great here), can still be solidly in Marth's favor because of **how large the offstage area is** and its **lack of platforms** allowing you to **juggle Sopo or SoNa (lol) forever** once one of the ICs are dead."
- Tomber: likes Pokemon Stadium, Final Destination, Dream Land, dislikes Yoshi's Story, Fountain of Dreams, Battlefield

Neutral/punish

- Fly: "**The way I play against Marth honestly owes more to Brawl ICs than to Melee ICs, which does indeed mean throwing out a load of blizzards.** Marth can tipper you through it, but the spacing is really precise and if you know the Marth can pull it off, you can just feign a blizzard desynch and then roll through the fsmash and grab/dsmash him."
- Fly: "**The classical counter to dtilt is fair.** This is nice in that it will very cleanly hit Marth if your read is good, and you can get a mileage off of it if you connect. It's not nice in that Marth can punish you pretty hard if he reads it. The second option is to just **not let Marth be in a position to use dtilt in the first place**, which is a natural consequence of **good camping.** More specifically, **desynched ice blocks** (mainly **those shot by Nana**) inhibit Marth's ability to approach on the ground. Unless the Marth is brain-dead, the ice blocks probably won't hit him, but they will **prevent him from doing stuff like just walking up and using dtilt.** This approach opens up another can of worms, as Marth has ways around this sort of camping and ICs have counters to those counters, and so on, and sometimes in the course of this mess Marth will find opportunities to use dtilt anyways."
- Fly: "**I don't find [Marth's] fair very threatening. It's easy to avoid and it really doesn't do much to stop proficient camping,** unless ICs are at the edge, but that's not saying much since almost everything Marth has that won't get him grabbed is good against ICs by the edge."
- Fly: "**I take note of how I can get in on the Marth and then try to grab him or put him above me.** Common things that work against Marths include **SH fair over his dtilts, short hop Nanapults,** and chasing him out of a **dash backwards** with something like a **dsmash, ftilt,** or **fsmash.** **Most Marths will do things unsafe on shield** that you can punish with something like

wavedash OoS -> grab, but **you can't rely on that against ones that understand the match-up** very often."

- Fly: **"It's hard to accomplish a lot with dash forward against Marth unless you plan on following it up with a SH fair over one of his dtilts.** It's easier to approach him with a **wavedash** or a **Nana blizzard**. I recommend being fairly passive against Marth since he's very good at shutting down ICs' approach options, but **sporadically going in is good as long as you're not predictable about it.**"
- Fly: "Lots of Marth's stuff is hard for ICs to punish. They have limited responses to **spaced dtilts** and **well-spaced fairs**, although they can still do things about those. You can beat most ICs by just **playing safe** and **stuffing their ground-based approaches with tipped dtilts**. Big things to avoid are **moves unsafe against CC** and **moves unsafe against shields**. These include **close range side-B** (**spaced side-B is okay** and works against a lot of ICs, but is meh against ones that **CC it, shield, and then wait**), **close range fairs that aren't done extremely late**, and essentially **any fsmashes in neutral**. I recommend not fsmashing at all unless ICs aren't on the ground or are in a really bad position where they can't just shield it, because **any non-tipped fsmash is very easy for ICs to punish harshly out of shield.**"
- Fly: "Here's a funny thought I had today. **People tend to be really bad at teching double fairs for some reason.** I bet you could have **only Popo L-cancel the fair** and then have **Popo jab reset**, then **fair again such that only Popo L-cancels, jab reset, etc.** This is easy to escape from, but a **single iteration of this followed by a grab** could do a lot of damage. I don't know if Popo could fair quickly enough after the jab for this to work, though."
- Wobbles: "First off, **the f-air is punishable as long as it barely misses you.** You can slip in with **dash attacks** and **grabs**, or if you're really sneaky, **wave-smashes**. Another trick is to use **long wavedashes into shield to try and make him land a deep hit on your shield**. This reduces hit stun and almost guarantees a shield-grab."
- Wobbles: "His f-smash is really good. The answer is do your best to shield it, then wavedash from your shield to punish. **Any Marth that uses the f-smash too much will lose to you purely from grabs.**"
- Bomono: "**dtilt clank with marth's dtilt gives you a 2 to 3 frame advantage if you hit with popo, if you hit with nana and both climbers swing you get a 15 frame disadvantage.** if both climbers hit you get a 1 frame advantage. if nana ice blocks and marth clanks with the projectile you have 4-5 frames of advantage on marth using popo as marth is in the rebound animation."
- Bomono: "i think i'm in the minority when i say that **i think the marth dtilt clank is a bad option.** it requires **amazing spacing**, is not safe vs **WD forward dtilt**, does not cover **WD back dtilt**, has a **difficult timing**, is **not safe on shield**, requires a **hard read** on their movement, and even then if you manage to land the clank you need a **frame perfect input to get to marth** and **you cant even crouch cancel the jabs marth might do if you miss the frame advantage timing.** i feel like its way too dangerous to do and is straight up bad IMO. **if you are gonna make a commitment to a read like that you might as well just wd forward into dash back dash forward boost grab so nana doesn't fly off, into a wobble,** i just don't see the point. the boost grab is roughly the same amount of frames of commitment and has a much higher reward. hell even dash attack seems like a better option, atleast then if they WD forward and dtilt they miss... if you still wanna crouch cancel and punish then i recommend holding the analog stick down and away at a specific angle where it does jab but your still crouch and doing that crouch cancel into jab if you have time to WD in and downtilt you have time to wd in and jab."
- Bomono: "**dash forward synced nair** vs marth leads into **nana desynch jab** into **popo grab** vs marth. or just **popo nana synced grab**, around **10-40%**"
- Bomono: "using **fair in neutral** uses up **36 frames total** to execute and has a **after attack punish window of 4 frames** when nana is present. this move can be **punished on a read on the windup** by a opponent."
- Nintendude: "**Marth hates projectile camping and has no good way around it.** He can't kill Nana swiftly without endangering himself in the process. I've always loved this matchup as ICs... just watch me vs. PewPewU or JesiahTEG to just see the effectiveness of projectiles in action

(though the Jesiah stuff is getting kind of old). I beat MT pretty solidly at Apex 2014 too, and all I really did was shoot stuff at him until he made a mistake."

- Nintendude: "To approach Marth, there are two things you can do. The first is **sneak your way in and just outspeed him** (example: **wavedash jab**). The second is to **make him whiff and punish that**. Good movement is good for both of these strategies."
- Nintendude: "If Marth is **d-tilting** just **shoot ice blocks** at him. Projectiles are key in this matchup for flustering Marth since **he has no good answer to them**."
- Nintendude: "Against Marth, if he's spamming then **shoot stuff at him and shield a lot**. If he **f-smashes your shield and he didn't tipper you** then it's a **free grab or smash**. If he tippers you then it's just a reset most of the time. Use **blizzard** to make sure you don't get **cornered at the edge**."
- Dizzkidboogie: "Honestly, after playing it more and playing the local ICs at my university (Bluntmaster), I think Marth pretty solidly wins the matchup about 60-40. It requires a lot of patience and understanding that **he doesn't have to commit to an approach**, while the ICs **practically have to risk either getting dtilted on the ground or fair'd in the air...**"
- Tomber: "**Ice blocks and blizzard wall** work fairly good against Marth as he has a hard time approaching from above. If you **hard read a d-tilt** then you can **sh fair over it** for some great damage. It's a little risky as it's easily countered by moves like **f-smash**, but **once you get one punish this way he'll be a little more careful with his d-tilts** and think one more time before using them which is good. Otherwise you can **jump OoS -> ice blocks** to get around the d-tilt, rank up some nice damage, and get a better position. Nintendude's recent set against PPU is a good example of how well this can work. **F-smash** is countered by **roll** or **shield -> WD grab/smash/stuff**, and **CC grab/smash** is great for **punishing fair**."
- Tomber: "Try to **SH Fair over the D-tilt** if he does it a lot. Then, **when he starts to mix it up with fair/f-smash, roll behind him. Marth is probably the high tier that has the hardest time punishing rolls unless he gets the read**. Also, try to **tilt you shield down** when you're shielding a d-tilt. Tilting your shield is very good against Marth in general. Tilt it **down** when you're **on a platform** to avoid getting hit by the tip of **u-tilt/u-air/ f-smash**. Tilt it slightly **up and forward** if you think he is going to **f-smash/fair** when you stand on the ground ect."
- Leffen: "**Sometimes... It's good to be above [for Marth]** because if Ice Climbers commit to **u-air** and you get below them, you get a huge punish, but the u-air can also lead to big damage, and it's one of **solo Popo's** biggest [damage dealers]."
- Leffen: "In the end... it doesn't even matter if Ice Climbers can get one good read, and if you keep **[f-air d-tilting]** at the same pace, Ice Climbers are just going to **roll [or shield]** until Marth gets pushed out and then they're gonna try for their opportunity, which will likely be a **way bigger punish than Marth will get from just f-air d-tilt**. It's really important to **back off** sometimes, you know, **switch up the timing of when you d-tilt...** If you **d-tilt once** and you do it **again**, then they're **out of d-tilt range basically**, now there's a **mixup** in neutral. But if you **d-tilt once**, and then **make them wait** sometimes, like, **how are they going to leave shield?** Because if you don't hit them, you can eventually get a **shield break**, a **shield poke**, so you can mixup by just doing a d-tilt and then [dashing away]..."

Edgeguards/recovery

- Fly: "**Ledgehop nair** is for edgeguarding Marth, not recovering against him. It works **if the Marth up-Bs early after seeing you grab the edge**, but fails if the Marth just **stalls** until he can **sweetspot**."
- Fly: "**Rising invulnerable nairs** are good against Marths that aren't familiar with it, and sometimes works against those who are anyways. It's mainly useful against Marth's that **up-B onstage in response to the opponent grabbing the edge**. You can also use high invulnerable ledgehop nairs to **intercept Marths that are recovering high** pretty well. **Ice blocks** tend to be pretty good against recovering Marths, too. They can cut his double jump short and otherwise interfere with his recovery. **Ledgedrop bair** is good for **intercepting Marth out of his side-B when he's recovering low**. If you're onstage, you can run or short hop off and nair Marth out of his side-B, but if he reads this, you can get screwed over."

- Bomono: “wavedash back while holding shield to the ledge and when you grab ledge press down and go low then dair while rising, if done right you will do a **rising invincible dair** while nana gets up from the ledge. another way is to [**desync into charged nana fsmash and grab ledge with popo**], but when you grab ledge **hold it** and **if marth goes high just jump up and downsmash with nana.**”
- Peef: “**Lightsheild hog works 100% of the time with IC.** you have to hold down and back at just the right angle and let go at the right time. They have never gotten to the edge first in my experience. They either get the sweetspot, push me away, or the trick works... It is particularly good because **nana will sit there grabbing and her hitlag gives you more time to get back onstage and whack Marth.**”
- Andrewajt62: “It’s actually a pretty good edgeguard against marth to just **desync iceblocks** and **have popo grab the ledge...**”
- Mew2king: “just thought of a way to edge guard ICs, jump off stage towards them, then when you get to bair-tipper-range, double jump away from them(towards the stage) with **tipper Bair**(that hopefully hits, otherwise no big deal), then **Fair before landing**, and then **react to where they are from their forward B** if those 2 aerials miss (which already there is a good chance of one of them hitting). **Counter** could be good too.”

History/flavors

- Tomber: “Overall try to recognize patterns is the Marth’s play style and choose your counter. Most players have a plan in mind before going against ICs. For Marth mains this could be stuff like **d-tilt/fair spam**, lots of **throws/f-smashes** etc. Try to figure out their game plan as fast as possible.”
- Mew2king: “[Use] **retreating aerial** (with **waveland mixups**) w/ marth to fight on stage”
- Wobbles: “**Taj wins with superior spacing and timing** (ground based he uses **d-tilt** and then **rising** and **retreating f-air** to cover an escape), and he **smash DI’s out of blizzard stuff**. That’s the most basic element of his anti IC game.”
- Santiago: “Dash dancing sounds simple but knowing when and how to use it effectively is not. Look at players such as ppmd, he really understands how to use it. Do not just blindly copy what the top players do without getting an idea as to why they are doing it. **We all see bad marth players dash dance a ton and they have no idea what the hell they are doing. They get no results from it.**”
- Fly: “There are a lot of different approaches to [Marth’s] neutral game that work. When I play Marth against ICs, I play a very **dtilt-heavy** game in which I stick **near the ground** a vast majority of the time. Dtilt is difficult for ICs to punish and they frequently need to use something like **fair** or **blizzard** to handle it. Other than that, I’ve played Marths that stick to **side platforms** a lot and **descend with fairs** occasionally, which can be difficult to deal with since ICs aren’t great at approaching platforms, especially if they’re not already below them. My main advice would be to lean towards the safer side of things and don’t throw out stuff that’s unsafe on shield unless you’re very sure it will work.”
- Fly: “As for Marth, it depends on what he likes to do. **A lot of Marth struggle at handling short hop Nanapult approaches** since blizzard rivals everything he has in terms of range, so that’s a common option although it requires a bit of set-up. **If the Marth dtilts a lot, SH fair over that is good.** If he likes to **short hop a lot** with **fairs** and whatnot, **blizzard** again is good; you can also **catch Marth out of a short hop with an fsmash**. If he likes to **dash-dance** a lot, catching him out of a **backwards run** with something like a **grab, ftilt, fsmash, or dsmash** can be good.”
- Fly: “Against Marths that make themselves **really hard to get in on**, I like to set up **desynched projectile walls**. Have Popo shoot a lot of ice blocks and have Nana blizzard if Marth comes close or shoot ice blocks otherwise. You can also use **Nana’s blizzard as an approach option** by telling her to **jump forward and blizzard** (either short hop or full hop is fine depending on the circumstances). I generally like this take on the match-up since **instead having to weave around Marth’s generally superior range, you get to make heavy use of a move (blizzard) that has range comparable to Marth’s options and turn the tables a bit.**”

- Fly: “Marth has a variety of different ways of using **fair** that can be a nuisance. For **double fairs**, if he doesn't start retreating very quickly after hitting you with the first one, you can often **wavedash OoS under him and dsmash**. If he does start retreating, you can either **roll** or **wavedash backwards**. He can catch this if he doesn't start pulling back after the first fair, but then you can do stuff like the dsmash thing I just mentioned... For **the fairs where he just floats and does a descending one**, you can either just **not challenge** the fair or you can try to **hit him with dash attack or fsmash before the fair comes out**.”
- Fly: “In general, **blizzards tend to work very well against fair-happy Marths**; just try to get out of his face and get into a good position for camping. Marth needs to commit to risky approaches to beat blizzard, and if he starts doing that, you can generally find ways of grabbing him or knocking him upwards out of his approaches.”

Supplementary material

2013

- [DIME1: Admiral vs GlibbyGlobby](#)
- [KoC2 LSF: PewPewU vs Wobbles](#)
- [KoC3: Ken vs Fly Amanita](#)
- [TBH3: Nintendude vs PewPewU](#)
- [LanHammer 2013 WSF: PewPewU vs Fly Amanita](#)
- [LanHammer 2013 LF: PewPewU vs Fly Amanita](#)

2014

- [Shuffle V LSF: Nintendude vs the Moon](#)
- [CW6 Pools: Nintendude vs Dr. Peepee](#)
- [CW6 GF: Nintendude vs Dr. Peepee](#)
- [Zenith 2014: Fly Amanita vs the Moon](#)
- [CEO 2014 Pools: Chu Dat vs Arc](#)
- [AB5 WF: Wobbles vs Arc](#)
- [Forte 2 WQF: Wobbles vs Arc](#)

2015

- [Apex 2015: CIZ vs Chu Dat](#)
- [Cusettown Beatdown GF: JesiahTEG vs Andrewajit62](#)
- [Collision 12: Admiral vs the Moon](#)
- [NeoNebulous 7 LSF: Dizzkidboogie vs the Moon](#)
- [Press Start Pools: Jago vs Ken](#)
- [EVO 2015 Pools: Admiral vs Falcomist](#)
- [NP2 WF: Dizzkidboogie vs the Moon](#)
- [NP2 GF: Dizzkidboogie vs the Moon](#)
- [S@X WF: Nintendude vs the Moon](#)
- [S@X GF: Nintendude vs the Moon \(2\)](#)
- [S@X 131 WQF: Nintendude vs Zain](#)
- [Heir 2: Daumling vs Reaper](#)
- [PAX Prime: Rudolph vs Nintendude](#)
- [MNM60 GF: Wobbles vs Tai](#)
- [MNM66 WF: Wobbles vs Arc](#)
- [MNM66 GF: Wobbles vs Arc](#)
- [S@X 140 WF: Nintendude vs Smash G0d](#)
- [S@X 142 GF: Nintendude vs G\\$](#)
- [NG+18 WQF: BVB vs the Moon](#)
- [NG+20 WQF: Kyu Puff vs the Moon](#)
- [NG+22 WQF: BVB vs the Moon](#)
- [LTC3 Pools: Wobbles vs Kohai](#)
- [DreamHack London 2015: Beat vs Alpha Dash](#)
- [Forte 3: Wobbles vs .jpg](#)

2016

- [PAX Arena: Wobbles vs Shroomed](#)
- [SSS43: Army vs Ken](#)
- [Runback 2016 LQF: Dizzkidboogie vs Tai](#)
- [Foundry 91 LF: Nintendude vs Shroomed](#)
- [Foundry 91 GF: Dizzkidboogie vs Shroomed](#)
- [Foundry 92 GF: Nintendude vs Shroomed](#)
- [CEO 2016 LQF: Chu Dat vs Shroomed](#)
- [Foundry 93 WF: Dizzkidboogie vs PewPewU](#)
- [Foundry 93 LSF: Nintendude vs Shroomed](#)
- [Foundry 93 LF: Nintendude vs PewPewU](#)
- [Foundry 93 GF: Dizzkidboogie vs PewPewU](#)
- [WTFox 2 LOF: Dizzkidboogie vs the Moon](#)



Zelda

Neutral/punish

- Fly: "My general approach to the match-up is to **spend most of the time retreating or constructing a projectile wall that's hard for her to get around**, with **intermittent approaches** mixed in here and there. I think Grim's suggestion of **shielding a lot** probably has some merit since **Zelda doesn't exactly have great shield pressure** and since **her grab is terrible**, but it's **really hard to punish Zelda OoS**, especially if you're **light-shielding**, which you probably want to be doing a lot since **you don't want Zelda to poke you**. The upside is **the less time you spend challenging Zelda, the easier it should be to catch her off-guard**."
- Fly: "I think Zelda is awful against ICs. It's a match-up that Zelda players do tend to do well in, but I think that has more to do with ICs players not playing the match-up well. **ICs just wall her out very harshly, and as long as they're careful to not let Zelda trade a kick with a blizzard, it's difficult for Zelda to start much**."
- Fly: "I don't like approaching Zelda very much and usually just camp with **ice blocks and blizzard** a lot. If you can get her **directly above you**, then that is good for you. IIRC, **Up-B doesn't have much lag if she angles it downward from above and lands directly on the stage**."
- Delphiki: "**Camp. Zelda has very few options. The only time she has a better position than ICs is when she is in the air and not above you**. Watch out for **multiple or delayed kicks** - just because she hasn't yet, doesn't mean she won't. In fact, **never attack an airborne Zelda from the sides or from above**. Odds are you'll be sorry."
- Delphiki: "**She has good range, but most of her attacks are easily punishable by WD out of shield**. Also, her grab is very bad, so **shielding is usually a good choice until she gets really close**, in which case you could either **evade** or try to **surprise her with an aerial**. Spam Ice Blocks, **if she uses Nayru's Love you can get a grab**."
- Delphiki: "**Stay back and force her to come to you**. Playing offensively against a good Zelda is a recipe for pain. Use Ice Blocks and your WD distance to keep her away until she does something dumb."
- Peef: "People are questioning the viability here, but I know that **intentionally not hitting an L cancel is a legitimate way to avoid shield grabs with Zelda's fair and bair in Melee**."
- Derf.MW: "**It's often very hard to know when you can land hits in the mu**, because **her bair is like frame 3 or 4 or something** and she has **stupid aerial mobility that is really weird like puff**, but her **low kicks** are super effective against ICs. Generally, I try to **bait the doublejump kick**, because it puts her in a worse position and **without her double jump she can't doublejump kick again lmao... usually you just get her to go high and get under with usmash/uair or something**."
- Derf. MW: "**I try to avoid playing on the lower platforms too much**, because I find it difficult and too risky against zelda, but **the top platform is a cool place**. A lot of zelda's, especially the lake, will just **uair at it**, but uair has like **years of cooldown**, so you can **shielddrop punish it** really easily. If you get hit with it, it isn't too big a deal, because it is not as scary as it looks. Lots of blizzards and nanapults (**have to be careful with you nanapult positions though, because zelda can rising kick and get under it and hit nana sometimes**) **Shield stun desyncs** are also amazing if she kicks your shield. **DI her dthrow behind her, she can't follow up if you do that. If you DI in, you gon get kicked**."
- Nintendude: "Zelda is an easy matchup imo. Just **don't get kicked. It's easy to see kicks coming from a mile away and if you stay out of her short-hop kick range you'll rarely get hit by it**. Zelda has **no reliable answer to blizzard** so use it to **push her towards the edge**, where she has no really strong options as long as you are mindful of short-hop kick range. A lot of Zeldas **jump while drifting back**, which makes her seem like a sitting duck, but then she **double jumps and kicks while landing**. It's easy to fall for so be mindful of it. Basically, **use projectiles and stay out of kick range** and you'll win. Zelda is a one trick pony and her one trick isn't that hard to get around. If you are losing then you are probably being impatient."

- Nintendude: “I really do not think Zelda vs. ICs is around even. Zelda is not good enough to force ICs into tight situations and they can apply a lot of pressure with their usual tactics. **Against the kick simply lightshield and create a neutral position again - problem solved.** Eventually ICs can take advantage of a tiny opening with their ground speed and get something started by getting underneath her, and Zelda doesn't really have any answers to that except try to kick near the ground or smash. **If shielded, kick and f-smash reset the position and d-smash gets her punished. Wavedash to jab can outspeed these options and lead to a grab** which means significant damage... The match plays similarly to Ganon vs. ICs except Zelda can't take advantage of her shield pressure, has much worse range, and is overall slower and more limited.”
- Kyu Puff: “The thing about ICs vs Zelda is that its really not safe for either character to approach the other, Zelda can out range all your approaches so you have to be sneaky, this match up is VERY similar to the marth match up, the main differences are that Zelda doesn't have as much ground or air speed and this is what does her in. You basically have 2 options to open up damage, you either **desynch iceblock** and **force her to approach from the air**, or you can **platform camp** and pick careful times to **drop through with back and down airs**, the first option is safer but not always reliable.”
- The Lake: “Ice's cant camp you with those silly little blocks (unless your on a ridic stage like corneria or somthing) but **zelda cant exactly camp kicks either cause ic's mobility allows them to sneak under her attacks pretty well just from shielding or bating with wave dashes...** Zeldas **down smash** is good at keep them at bay if your empty short hopping and not being a predictable heel flicking *****. **Falling nayrus love, dins fire, falling nair** are "nice" ways to seperate nana but the truth is the effectiveness can only go so far. Zeldas problem is sure she can 'seperate' but you need to be able to follow up on the seperation in order to make it worth doing... Like you know how you 'shouldnt' grab an ice cause the theory states you can only grab one so the other can just pulverize you? Zeldas kinda like that...all the time. **She can target nana but then popo gets all jacked** and slugs ya a hammer slammer. Falcon can like pick up nana (with a knee of course) and keep this up without popo being a problem at all... Its a mobility issue at this point.”
- Tomber: “**Don't approach Zelda from the side too much. You don't want/need to challenge her strongest moves (fair/bair).** Camp platforms, shoot ice at her, make blizzard walls, and **abuse the fact the she doesn't really have any good hit boxes above and below her.** She's really slow and you don't really have to approach her at any time, so you can get away with playing really defensive/campy. Make her approach you and punish hard when she whiffs any move. Use ICs' great ground speed, projectiles, and fast/high jumps (combined with platforms) to regain stage control. Zelda can't really do anything if you avoid running/WDing into her moves.”
- Tomber: “**Against Zelda I like to be very close at her so she cannot hit with her sweetspot. Her out-of-shield game is really bad** and if you can keep up the pressure, there is not much she can do.”
- CriticalRibbon: “Zelda has f-air and b-air, which due to its speed will often catch Nana unless you shield preemptively. Zelda has horrible horizontal mobility, can't force you to approach, and it's easy to shut down all of her approach options. **Rolling away from a spaced Zelda f-air on shield is really safe, and lets you set up a nanapult, which Zelda really has no way of dealing with.**”

Edgeguards/recovery

- Nintendude: “**Against her recovery just up-B oos Nana to the edge.** Unless she's coming from high up it completely eliminates all of her options lol.”

Supplementary material

- [TBH Pools: Trail vs the Lake](#)
- [FPIV Pools: The Lake vs Nintendude](#)
- [SSC Pools: Dizzkidboogie vs Upke](#)
- [KotB MM: Dizzkidboogie vs the Lake](#)

Sheik

Stages

- Tomber: likes everything but Battlefield
- Fly: "**Ban FoD or Battlefield**. I usually ban FoD, but it works well against some Sheiks that use platforms a lot since it's **harder for her to hide on the low platforms**. Take her to **FD or PS** since **denying her a top platform is helpful**."
- Fly: "**Dreamland** is good against Sheik since it's **hard for her to corner you**. It's really hard for Sheik to deal with smart, defensive play, so the more room for you, the better, at least most of the time. **Small stages still aren't necessarily bad**, although I avoid **FoD** against Sheik since I think it's her best neutral against ICs; the **platform heights** work better for her than they do for you..."
- Fly: "I used to always **CP Stadium** since it's really **wide**; the transformations are weird, but you can just wait for them to end, as Sheik can't approach you any better than you can approach her then."
- Laudandus: "[Sheik] can **no impact land** on **Yoshi's** or **neutral Pokemon** with **short hop**. On **Pokemon**, you can condition people because **if you do a rising aerial you don't land on the platform**, so if they don't know how it works they won't be ready for whether you'll land on the platform ready to shield drop or land on the stage ready to grab. You can do similar tricks on **Yoshi's** by jumping at various levels of being-on-the-side slope." **he conditioned him**

Neutral/punish

- Fly: "**ICs can invalidate a lot of Sheik's ground game since they can CC -> dash grab most ftilts and dtilts**. Sheik's **dsmash** is punishable **OoS** with a **WD grab**, and **Sheik's dthrow itself can be reliably shield-grabbed with whichever IC she didn't grab**. She's also not amazing at killing Nana quickly, although she can do it pretty easily whenever she manages to get Nana near an edge, and once Nana is dead, she needs to respect Popo a little since **he has a good CG on her; not getting grabbed by Popo is pretty simple, though**."
- Fly: "Sheik is still pretty good at making herself difficult for ICs to hit. **Approaching Sheik on a platform is dangerous for ICs**, especially if the Sheik is adequate at **shield-dropping**. Sheik can play an effective ground-centered game against ICs, too, which revolves mostly around **spaced bairs** and **fairs** with occasional **ftilts/dtilts/jabs**/etc when they're safe or likely to have a good reward."
- Fly: "The near-ground game mostly revolves around **well-spaced, late aerals**. **Ftilt, dtilt, and jab** are fine if **ICs are shielding**. Be cautious about using those otherwise, although **ftilt is still okay if you have a read that ICs won't CC it. Even if the ICs do CC it, you can sometimes jab before they grab you**."
- Fly: "In the case of Sheik, **it's easiest to hit Sheik out of the air**. Sheiks familiar with ICs won't throw out a lot of ground moves except for **dsmash when they have you cornered**, so you can focus on **getting under with something like usmash, utilt, or (perhaps best) SH uair**. In the case that the Sheik is throwing out ground moves, you can just **CC most of those and dash grab** to punish them."
- Fly: "**Sheik's spaced aerals are good, but easy to deal with unless you're near an edge; just roll backwards and blizzard**. It's really hard for her to punish that if you do it after she leaves the ground. Needles aren't easy to punish, but they tend not to lead to much on ICs and they don't do a lot of damage unless charged, so I don't worry about them very much."
- Fly: "**If the Sheik is good and if you're not good at judging if you have a decent shot at landing a grab after she hits your shield with an aerial, it doesn't hurt to just assume you can't get one. ICs have better ways of landing grabs on Sheik anyways...** If she's pressuring you with **ground moves, shield less, wavedash forward less, and crouch a lot. Most of Sheik's ground game is unsafe against CC and will lead to her getting grabbed, unless you're at a high percentage**."
- Fly: "**I love Sheiks that dsmash** since you can **shield it and wavedash OoS -> grab her afterwards**. **Utilt** is definitely really good against Sheik, but **our dsmash is mediocre against her** since she can evade it really easy. Yes, **fsmash is good when used sparingly**. I agree with

Chok that **Sheik's jab can be more annoying than her ftilt**, but it rarely leads to much unless **you don't CC it.**"

- Fly: **"Most Sheiks give a pretty bad portrait of the match-up by making pointless horrible decisions, like dsmashing a shield when it won't push ICs offstage, deciding to ftilt when ICs are walking at them, doing sloppy aerals that can be shield-grabbed or whiff punished, having very telegraphed and generally bad platform movement, or playing lazily against Popo and getting grabbed for it."**
- Tafokints: **"I don't like playing against ICs because I'm forced to play very methodically and campy to win. I have a hard time waiting longer than 2 seconds, standing still."**
- Laudandus: **"I think I understand the matchup better than [KK], honestly - bair is not great because fair outranges the IC's almost as badly and bair is far more vulnerable to WD in CC -> wobble. It also is much less useful to bair an IC's on a platform than one underneath... I'm also never leaving the top platform again for any reason."**
- Kira: **"I usually start by the basic sh fair/ftilt spacings, but he'll either wd under my jump and uptilt or he'll CC my tilts and grab me. Sure the easy answer is to 'switch up,' except I can out-predict him 5 times but if he gets me just ONCE i die immediately so it's a pretty tough matchup."**
- Laudandus: **"[ICs] can't threaten above and in front of them really at all, which lets Sheik control that area completely with fair. Most of Sheik's ground game and walling tools work extremely well on them - their movement is wavedash-based and gets stuffed pretty neatly by jab, their shield sucks so even grounded needles will often damage them, and they need an extremely preemptive usmash to get Sheik to stop jumping. [A] Sheik who hits their shield with fair can start pressuring with ftilt and jab and dtilt, all of which are pretty safe and separate out Nana pretty easily."**
- Laudandus: **"Sheik's fragile in the matchup, but I don't feel any more fragile really than against a Sheik or Falcon or Fox or Peach who knows the matchup; Icies can't kill off stray hits unless Sheik DI's them into grab, and she can DI most things pretty well to evade much more damage, since she generally gets in the air and the ices really can't anti air her at all without a bunch of setup time. Even the Sopo chaingrab doesn't set up for a wobble -that- well, since they can't wobble out of DI away and I find that if I DI away 3 or so times the ensuing conditioning generally makes the IC's whiff a grab on DI in after that. If she gets close to a side platform Sheik can also DI up onto it, which is part of why I think stages with low side platforms (FoD, Yoshi's) are pretty good for her. Druggedfox also says that he does anti-Sheik-chaingrab in DI around 40 and they always miss the regrab, and Dizz concurs that dfox does this, but I don't know how to do that DI so I have to rely on my dumb conditioning strat."**
- Laudandus: **"I think Sheik's really good once she gets them separated. If she launches either one of them, her juggles are really good and they have extremely weak interrupts for being juggled, so she can keep one or both in the air. If both are separated, SH no fast fall -> react if Popo comes in nair Nana back the other way if he doesn't is crazy strong, and a jab after the nair generally covers his approach so she can continue walling him or just run after Nana and kill her really fast, since fair sends at a low angle."**
- Laudandus: **"Sheik whoops Sopo. Even though he gets a lot off of grab, Sheik jab stuffs almost everything he can do out of wavedash in so he really shouldn't be able to get grabs."**
- Nintendude: **"Useful trick most of you probably know about: If Sheik grabs you, have Nana shield and then shieldgrab Sheik with Nana after she throws Popo. It's pretty reliable because down-throw doesn't push her away."**
- Nintendude: **"ICs just need to get under her with utilt, uair, or up-smash and she's toast. Sheik needs to really mix up her attack pattern to stop ICs from sliding under her. Her platform camping game vs them is weak since she can only attack from it with really specific angles that are easy to avoid. She loses the camping attrition war since she can get chaingrabbed even by Sopo. Fair camping isn't a threat since she lacks a good mixup to go alongside it. ICs can just Bair out of shield or reset to neutral. She can't fair to grab either, since Sheik's grab is one of the least safe in the game against ICs since even nana can shieldgrab her after she throws the other climber."**

- Smash G0d: "I think **Sheiks have the right idea, but executing will be difficult**. It'll come down to extremely good **platform movement, shield drops**, and, most importantly, **aerial spacing** (always **max-range Bairs/Fairs**)... I'd advise against [Sheik's] **Fair jab** due to the threat of **CC grab**. If ICs are on the ground, I will pretty much go for **ALL needles when possible**, and **max spaced Bairs** if they try to threaten my space. It's true that ICs can amp up their platform game with **multi-platform desync coverage**, but **I think Sheik will just be able to run away**."
- Plank: "IC have lots on sheik. **IC are great from below people and sheik is bad from above people**. sheiks **bad short hop** and **poor mobility** makes it hard to approach safely. **one grab from IC with 2 = death. 1 grab with 1 IC=0-50 or so CG into a guaranteed smash no matter what**."
- Druggedfox: "**I think I need to go for way more grabs**, but that requires me to know when it is relatively safe to do so (based on **separating them, or even when they are together if I know I will grab popo I can backthrow him**). **Needles causing a damage desync between them means that stray hits often cause some separation**, but I'm currently pretty bad at recognizing and taking advantage of it. Currently I recognize it, but I still run away after I hit them LOL. I only do this because I'm confident in outplaying them in neutral again, but if I want to truly be good at the matchup then I need to milk every opportunity I get. Against the styles of ICs I have fought so far, **I think sheik can win a stock vs. ICs in 2-3 interactions** (which is pretty contrary to the typical view on the matchup). **One strong outplay near a platform** can get you around 24 damage if you manage to string together 2 aerals (I've found success with **aerial'ing them out of the air** and combo'ing into a **rising aerial**, which puts me safely **back on the platform**). Between getting this damage and then any damage desyncing you get from needles, the next hit you get should be sufficient to separate nana and win the stock from there, or one more interaction at worst."
- Druggedfox: "I've had several ICs mains claim that the chaingrab goes on very long, but around the early 40s I've had success jumping out by DI'ing up and in (to get the maximum height). If I get grabbed at low % I just try to **mash out, DI away vs the chaingrab (to make sure nana gets desynced and I won't get wobbled, and SDI up on nana's dair (then DJ out)** as my defensive options. I'm still pretty bad at it, but I'm definitely much better than I used to be. Both nintendude and dizz seemed to go for dthrow upsmash kills even at %s where it wouldn't kill if I correctly survival DI'd, but I kept DI'ing to survive fsmash/dsmash."
- KirbyKaze: "Ice Climbers are rough but doable. Ice Climbers are in general a very polarizing character. **If you are capable of avoiding their grabs and subsequent punishments then you tend to be fine against them. I think Sheik is capable of doing this**; players like Okami have taken sets from players like Fly before."
- KirbyKaze: "**Jump back and Fair, run around on platforms, do needles**."
- KirbyKaze: "All it seems you can do is **do things that don't involve you being directly underneath them, or that be punished by grab or Shield --> something --> grab**."
- KirbyKaze: "I feel the fact that **they force Sheik to grind hits on their shield as opposed to just grabbing them and making their head(s) explode** is somewhat of an advantage. This is compounded by Sheik's nature as a character with **relatively weak moves**. **Fair** has nice trajectory, sure, but **it's actually fairly average knockback and doesn't induce tumble for a while**."
- Tomber: "**Sheik struggles against ICs' CC game**. Most of Sheik's attacks are **easily CC'ed at low%**. This is usually not that big of a deal against most characters because **Sheik can use her grab to rank up % in order to 'unlock' her other moves**. However, **this isn't really possible against ICs because grabbing ICs in general is rather risky**; If you by accident grab Nana then Popo can punish your throw which can result in Sheik losing a stock because of... ICs' really strong grab punish game against Sheik. Sopo can down-throw CG Sheik to around 60 % without much trouble on every stage but FoD (because of randomly low platforms), and **if the ICs players has both climbers then a grab should always result in a KO with wobbling no matter how the Sheik DIs the down-throw**."
- Tomber: "**Be very careful when you wave dash towards her**. Sheik has the tools to easily hit you out of your wave dash while you're still in 'landing' lag. You might like to use more **short hop**

aerials like bair/uair to approach. My favorite way of approaching in this matchup is **running SH AC Uair into her when she is about to short jump** (which Sheik players do all the time at low percent to rank up damage with fair/bair. They don't want to **dash attach / use tilts** when you can **CC** those). Sh uair hits hard and is a great combo starter. It can take some time to learn to do it properly, though. Also, learn to chain grab Sheik if you don't do that already. Be patient and see which way the Sheik player DI to. You should be able to get the regrab without guessing after some time... But yeah, most importantly, **don't WD into 'em fairs and bairs. Run in as she is about to jump. And shield needles."**

Platform camping

- Fly: "Regarding **Sheik camping on big stages**, it's not that hard to deal with since **Sheik really doesn't pose much of a threat when she camps**. She can throw **needles, bair, fair**, etc, but **she can't catch you off-guard with a sudden approach the way a fastfaller can**. If Sheik wants to stick to platforms, let her; **in the long run, that will usually work out better for you than it will for her as long as you don't get antsy and leave the ground often."**
- Kira: "I used to platform camp a lot but on smaller stages [Fly's] really good at **taking the platforms away** from you, forcing you back on the ground. this makes it problematic because **ICs WD is quick and tricky and it's kinda tough to space against it without platforms."**
- Laudandus: "I think **camping platforms** is the best way to deal with icies **before ftilt comes online (~30%)** but icies are so bad at getting Sheik down from platforms (**shield drop fair whoopsu**) that she largely should be able to get her needles, and again throwing them at icies shield works pretty often."
- Wobbles: "**The reason people lose to ICs is not because they don't camp hard enough... Camping excessively makes people lose to the Ice Climbers, it doesn't help them win.** Because if you poke somebody, and then you run... and then you flub your poke, and then you get hit... [and keep repeating this]... You have the same amount of damage, but they only have to get a grab one time... Nana lives forever [when you camp, as well]... then if Popo takes damage, Nana becomes more aggressive... so **you just end up with a harder opponent the longer you run away."**
- Kyu Puff: "**Sheik's platform camping isn't bad against ICs, it's just not better than it is against any other character.** ICs' u-air is amazing at controlling people above them, and they can cover the lower platforms easily with sh u-air and their fluid ground movement. **Platform camping just reduces the probability that she'll get grabbed, so a platform camping Sheik might seem like she is doing better than one that isn't, but really she's just slowing down the match."**
- Tomber: "**I think the platform-antiplatform game is in the climbers favor in the long run because they can punish harder than Sheik when they get an opening.** I don't think Sheik can win the MU by platform-camping all the time, but it's a really good way for the Sheik to **get some early % before trying to KO Nana.** Bait the ICs to **jump after you** and **punish with bair/fair**; use **SH needles** to rank up %; **drop through the platform to fair/bair to stop ICs from wave dashing under you."**

Shield pressure

- M2K: "a cool trick against sheik and characters that **Jab right when they land** is to just **mash crouch cancel grab** (well **shield grab, by holding R and mashing A while holding downwards**). You can successfully shield grab sometimes if they mess up, but also if they jab right when they land, you're still mashing crouch cancel grab so you can still grab them."
- Kyu Puff: "Sheik's **late-as-possible f-air** (either auto-cancelled or I-cancelled) has a **1 frame disadvantage on shield**. Sheik's **tilts** come out on **frame 5**, so she only beats you by 1 frame there, and **in practice it's easier to mash the A button than it is to perfectly time an aerial tilt string on ICs' shield."**
- Kyu Puff: "However, Sheik's **jab** comes out on **frame 2**, so **perfect f-air -> jab** is **4 frames faster than your grab**, which gives her considerable leeway (**she can time the f-air earlier and still beat jab**). You can beat this by **shieldgrabbing the jab**, or **holding down** (I know **ASDI is at least effective against her second jab**). She can also **dash away, jump, or roll before you**

grab. Alternatively, she can **space f-air outside of shieldgrab range**, in which case **you're **** out of luck.**"

- Kyu Puff: "Generally, if the Sheik is experienced, it's not an advantageous position for you [to have your shield f-aired by them]. It's useful to test her by **shielding a few f-airs, and either holding shield, rolling, or wavedashing away to see what option she chooses**. If Sheik gets too comfortable f-ailing your shield, you can mix it up with an anticipatory **short wd back**; with good timing you can punish the whiffed f-air with a **dash attack** or **grab**."
- Kyu Puff: "**Spaced f-air on shield is one of those things you need to acknowledge as safe**. You can still try to **anticipate what she'll do afterwards**, you just can't punish the f-air itself. For example, if she **jumps again** you can **wavedash back** and either set up a **Blizzard** or try to **punish her landing**. If she **tilts** you can try **rolling behind her**, if she **dashes back** you can **roll or wavedash away to reset to neutral**, etc. But it's a mix-up--**none of these options are entirely safe or foolproof.**"
- Druggedfox: "For example, most of the good sheiks in the current meta do a sequence along the lines of **fair-->dash back-->dash back in-->grab** (hypothetically, you may have **missed a shield grab trying to punish her fair**). I've seen a lot of players do things like a **delayed shield grab** to beat the sheik **dashing back in**, which is fine, but by employing the **WD OoS** at an **optimized timing** to account for her best options (**dash back** being probably her safest one) **you're already gone by the time she dashes back towards you!**"
- Laudandus: "My next step in the matchup is to incorporate more **nair** in addition to **fair**, I think - I am not sure whether **super-delayed nair** is safe on the front of IC's shield, but it probably is and if it is that's very useful and should prevent most wobbles."
- Fly: "As for defensive options, if Sheik is pressuring your shield with lots of aers, **roll back -> blizzard** or **WD OoS back -> DD blizzard** are both good. Blizzard in general is good for creating breathing room against Sheik if you feel pressured. **If you're confident she's going to jump or if you feel like playing riskily, you can wavedash at her with utilt or usmash.**"

Edgeguards/recovery

- Fly: "There are lots of little nuances depending on **where Sheik starts the up-B**. Something that might help you is to just **stand up from the edge instead of rolling** from the edge. Timing the stand up animation right should often prevent her from **grabbing the edge** if she goes for that and still give you **enough time to react** to any other options she goes for. It's more complicated if she's **close enough to throw out an aerial** to protect herself or is able to **grab the edge with up-B before the poof**; **her aers lose to your fsmash** since it's more disjointed than her fair/bair. In this sort of situation, it's not really bad to just **let her grab the edge** and try to prevent her return since it's not terribly easy for Sheik to get back onstage against ICs. Things are also a bit more complicated if there's a **floating platform she can reach** instead of just the main stage. I usually just **bair her off again** for the sake of keeping her by the side and racking up more damage, but you can also sometimes **waveland on the platform** and **dsmash** or even waveland on and **grab** if Nana is in a position to help, but that's not usually the case."
- Bomono: "**desynch into nana charged fsmash** and wait until you see shiek start up-b when you see her start it time your **wavedash back** as such that you are **within 10 frames of when she will grab ledge or land**. this makes shiek **eat a charged fsmash or lose to grab ledge.**"
- Kyu Puff: "**If Sheik is close enough to grab the ledge before the poof**, or even if she can make it back with her **double jump**, I usually try to **waveland fastfall onto the ledge** at the last possible second. If she **up+Bs** you can **stand up before you get hit**; if she **double jump f-air/u-aers**, you can **ledgehop n-air with invincibility** and send her back off the stage without a double jump."
- Druggedfox: "**Switching to zelda and recovering to top platform** is very good vs them... I'm surprised people don't do this more, but hopefully now they will!"

History/flavors

- Druggedfox: "I don't think I've discovered anything in particular about the matchup, but my shield drop game is by far the best (when my controller cooperates) in melee right now except for maybe plup (no clue who is better at using it in general). **Having a good shield drop game**

makes my platform play vs ICs 100x more effective than most people's, so all I've honestly improved at is killing nana and not making stupid mistakes in micro interactions."

- Kira: "i think it's in ICs favor. i can hit Fly 20x in a row but his one grab erases all the work i just did. if you beat him in tourney i'll reconsider... i feel like i could win in 80% of the situations but **one bad tech or one mis-spaced attack and i lose the stock**. sure people have been saying this all the time but this really feels like an uphill battle. **if fly CCs one tilt, or gets under my sh fair or knocks me to the ground at all i'm in a very bad place to get grabbed**- basically if he hits me i'm at risk of getting grabbed."
- Laudandus: "**I learned a lot about the IC's matchup in between losing to Chu 4 times**. If you watch the winners' set and the losers' set, I did a lot better in the losers than winners, and lost the losers set at Evo because of a mistake near the end (**I didn't have good control of shield drops at the time, so I mindlessly shield drop baired a lot, and one of those got me wobbled**). I was a lot better when I played Nintendude, and I think the result mirrored my improvement rather than me being unable to beat Chu in general."
- Laudandus: "Icies have some counterplay, but as long as Sheik is good about killing Nana when they're separated and avoiding raw grabs in neutral / scrambles, **Icies end up having to rely on a lot of extreme callouts in neutral that lead to either not that much or mixups that CAN lead to grab**, so I think Sheik is pretty favored."
- Wobbles: "It's one of those things where there's a **skill curve** to it, and when you're **executing well** on that skill curve, you're way up there, you learn it, you know what to do, you know Nana's AI, you know not to, like, tilt badly, then suddenly you can zone Ice Climbers, you can keep em out, Sheik's actually pretty good at gimping and killing Nana, and then suddenly you can chaingrab Sopo. But the downside is, **you pay so big for messing up to a level that Sheiks just aren't used to**, and it's for doing **normal Sheik things**, then they die. That's why it feels so bad..."

Supplementary material

2013

- [BR6: Sung vs Admiral](#)

2014

- [EVO 2014 Pools: Ice vs Fly Amanita](#)
- [SSW Pools: Fly Amanita vs Kira](#)
- [BAM3: Laudandus vs Dizzkidboogie](#)

2015

- [Apex 2015: Kirbykaze vs Nintendude](#)
- [ZS2: Captain Faceroll vs Kyu Puff](#)
- [MTS: Sherigami vs Kyu Puff](#)
- [GF2 GF: Dizzkidboogie vs KirbyKaze](#)
- [S@X 131 GF: Nintendude vs Plank](#)
- [MNM40: Wobbles vs JF](#)
- [MVG Sandstorm: Kira vs Wobbles](#)
- [INY Pools: Delphiki vs Kira](#)
- [INY: Fly Amanita vs KirbyKaze](#)
- [Foundry 48 WQF: Laudandus vs Dizzkidboogie](#)
- [Foundry 48 LSF: Laudandus vs Dizzkidboogie](#)
- [Press Start Pools: Fly Amanita vs Kira](#)
- [NCR 2015 Pools: Choknater vs Atrioc](#)
- [DreamHack London 2015: Amsah vs Alpha Dash](#)
- [SSC Pools: Reno vs Nintendude](#)
- [EVO 2015: Chu Dat vs Laudandus](#)
- [MLG New Orleans 2015: Druggedfox vs Nintendude](#)

2016

- [Forte 3: Wobbles vs Aza](#)
- [Foundry 94 WQF: Choknater vs Gar](#)

- [SXSW Five Gods Pools: Shroomed vs Wobbles](#)
- [Pound 2016 LOF: Laudandus vs Nintendude](#)
- [SSS44 LSF: Fly Amanita vs Captain Faceroll](#)
- [MNM84 WF: Hamyojo vs Wobbles](#)
- [MNM88: Hamyojo vs Bananas](#)



Jigglypuff

Stages

- Tomber: likes Pokemon Stadium, Yoshi's Story, Fountain of Dreams, dislikes Dream Land, Battlefield, Final Destination
- Fly: "Take her to **PS** if it's not banned since the **horizontal space** it offers you is very helpful against her, as well as the **low ceiling**. **FD** can work as well. **Yoshi's** can probably work, too, but **you need to engage Puff a lot more there** than you do on most other stages. I usually ban **Dreamland** since I dislike the longevity boost that it offers Puff, but I think you can make a case for **FoD** as well since the **strange platforms that usually benefit ICs don't really affect Puff very much**, plus the blastzones are pretty good for her. I don't know what I think about Battlefield right now."

Mechanics

- Bomono: "**when jigglypuff is grounded, the amount of time it takes for her to get a aerial out is at least 11 frames. when she lands on the ground that is at least 4 frames of being unmovable**, so if jiggs empty lands, the next frame she can do a aerial would be roughly **15 frames later**. if she l cancels her landing that means that if it is anything besides dair that she has a total of 10 landlag frames + the 11 frames it takes to get airborne, so **it takes a grand total of 21 frames for jiggs to get another aerial out if she lands while doing a aerial. 21 frames**. if she just lands with a move she has a total of 14 frames before she can put out any hitbox that is not rest, and **just about every hitbox that she can put out can be crouch canceled**. she basically has **grab** and **uptilt/jab** if she goes for the uptilt or the grab it takes **18 frames** until a attack can be put out. that is literally within reaction time if she empty lands into a grounded move than the best she can do framewise is **9 frames before jab comes out** and **12 for uptilt/grab**. **her wavedash takes 15 frames before she is actionable. 15, motherfucking frames. literally within reaction time. the fastest thing she can get out of a WD is a jab at frame 20 of the wavedash**, if she goes for a wd grab/uptilt that is **23 frames for the hitbox to appear. well within reaction times. even with a reaction time of 16 frames that means you have 7 frames of leniency to stop jiggs. just fuck her up**. her bair has **19 frames of normal vulnerability**, but the fastest attack she can put out while in the air out of a bair is **jump around dair 5 frames later**, meaning you have **23 frames to react to a jump dair from jigs**, nair is 24 frames... and **bair into bair is a abysmal 27 frames until the hitbox is active again**. turnarouhnd fair is 25 frames to react. **her fastest non grab or rest option out of shield is 10 frames**. and thats dair, nair is 11 frames. fair is 12 frames."

Neutral/punish

- Fly: "My general rule of thumb against is Puff is **try really hard not to get rested and don't run into bairs**. For example, if you're considering approaching or throwing out some attack that could be punished with something like utilt or a weird rest out of nowhere, I would advise simply not going for that and **waiting for a better opening**. Even if you don't think that's likely to happen, the risk vs. reward will rarely favor you... The bair remark sounds obvious, but it's worth keeping in mind. Kind of **like how Ganon gets a lot of hits by coaxing people into approaching him, lots of Puff's bairs will be aimed to stop you from getting in, so use caution when approaching**. In the case where Puff is **actively approaching you with bairs**, getting a **blizzard** out is a good idea. Even if the sort of continuous desynching that works against a lot of characters isn't always reliable against Puff, **lots of isolated Nana blizzards still tend to work well since they cleanly out-range anything Puff has and generally aren't easy to punish**."
- Fly: "ICs usually punish **missed rest** with **backwards-facing usmash** (or **wobbling assuming both ICs are there and Puff is over 20% or so**). Or you can be fancy and **have Nana charge a smash, have Popo grab during the smash's hitlag, and then transition into wobble**, which is actually probably better than a lot of simpler wobbling set-ups, go figure."
- Fly: "The topic of punishing missed rests came up a while ago; I bet that the best way of punishing rest when wobbling is legal would be to **have Nana ftitl via some desynch, have**

Popo grab before the tilt connects, and go straight into a wobble from there. I think that Puff would only be able to escape if she could break out before the first tilt connects, but that should happen almost instantly."

- Fly: **"Ice blocks really don't do much to Puff most of the time. Her default behavior gets around them quite effortlessly and furthermore, she can just nair straight through them to approach you.** I never used to care for **blizzard** against Puff, but I think it's situationally okay. It is one of the things you have that will **straight up beat bair** and **it's not easy for Puff to punish something like roll back -> blizzard**, so it's a nice way of getting away from pressure and is sometimes okay for creating openings. It's just difficult and risky to commit to a long continuous desynch against her."
- Fly: "What I do when a Puff hits my shield really depends a lot on what the Puff likes to do after landing and where I am on the stage. A lot of the time, I'll just **wavedash away or in place**, unless this puts me pretty close to the edge. If you're facing Puff and pretty close to her, you can try **wavedashing towards her and jabbing** -> whatever. Dsmash/fsmash also work sometimes, but should be used sparingly in this context... This really isn't the best time to be attacking Puff, though, which is why **most of the time I just retreat a bit or stay in place and try to keep my shield strong. There are better times to hit Puff with random crap than when she's pressuring your shield.**"
- Mango: "This match is filled with all kinds of crazy stuff.. **The way i fight a good ics.. is well most of u will probably go eh.. but my thing is to rest nana .. To make the fight even right?** But there's not a lot of positives or negatives here either tho"
- Mango: **"U know how ic players think there cool because they wavedash all over the place... POUND!!!** they'll run into because they wavedashing all over the place.. If u take them 2 fd.. which is supposed to be a good level for ics..**ROLLOUT!!!** Do this often.. Either it hits nana.. Or Popo.. Its a win win..And like i said.. Rest nana.. sounds dumb.. Just do it.. lol .. 1on1.. Some ics Rely on there Nana So yea.. {no offense to no one} spamming fsmash rapes"
- Alex: **"camp the top platform like a bitch, pound the shit out of their shield, kill nana, time popo out lol...** if you grab popo then nana goes into lv 1 cpu mode immediately, meaning that you can upthrow pop and WoP or rest her for free. However, if you grab nana then pop is free to up/dsmash you. If unsure, fthrow will hit them both."
- Peef: "Vs Puffs that don't know the MU, it is just about the easiest thing I can imagine. But when they know it, they know that it's okay to get hit by bliz a little bit and just SDI up and ****. **They shouldn't be afraid of getting hit out of wall of pain, because although it is tough to get away, it is easy to get away and up**, putting them in a position that makes puff extremely difficult to touch. It is too high for a nair, fsmash or utilt, but too low for an uair. No time to space something more precisely either because that nair>rest or bair just smacked your face and you are either dead or separated."
- Peef: **"The rollout thing should never work if IC mains think about it...** This might be confusing to a non-IC player, but if they were returning to the ground, they could cover themselves by doing a falling fair>late lcancel>popo jab>nana blizzard... This works because when you input a very late lcancel, it only works for popo. Then he can jab, to cover nana, and by the time the jab hitbox is over, nana's blizzard will be out and then they can do a continuous icewall (nana blizzard>popo iceblock) which results in constant hitboxes with no gaps."
- Phish: "Puff already requires patience to play, but her neutral doesn't need to change as much to do it. **She still gets to do Puff stuff in the matchup**, and doesn't have to learn how to play an entirely new strategy just for one character. She can space and wall out the ICs, they have a difficult time getting grabs, and can separate and kill them fairly easy."
- Wobbles: **"[I don't desync against Puff because] Nana needs to be able to shield, period.** Apart from the occasional **blizzard**--I only use it **if Puff short hops a lot**--I need Nana with me and ready to guard against gimmicky rests."
- Wobbles: "Yeah I concluded that I need to stop attacking when I play Jigglypuff. **Get a percent lead and feel out the rhythm before ever trying to invade and never get impatient.**"
- Crimson Kid: "Even though I have yet to lose to a puff in tournament, I always find every one of my wins close. The only reason I seem to be winning is because **every single puff player**

doesn't have any/much iccie experience and even so, I still find myself with close games with every single one. I just think its hard to get in on puff. Any rest done to nana is in puffs favor because **sopo has no combo punish on rest alone.**"

- Nintendude: "Puff/ICs is slightly in ICs fafvor imo, because **if you don't fall for basic Jiggs stuff the punishment game is really skewed in ICs favor.**"
- Mah0ne: "I find with puff that sh bair doesn't seem to good, i **feel like if you bair their shield(s) and land they are fast enough to wd oos towards you and punish...**"

Edgeguards/recovery

- Bomono: "**use ice blocks, its about all you have.** try and catch the jumps she does with them and when she reaches the ledge [wavedash back while holding shield to the ledge and when you grab ledge press down and go low then dair or bair while rising, if done right you will do a **rising invincible dair or bair** while nana gets up from the ledge.]"

History/flavors

- Laudandus: "The Puff meta is interesting because **they don't theorycraft with each other and a bunch of Puffs are different.** Basically there are **New England ledge camping puffs** (this idea probably came from **M2K** - it was definitely around before Hbox was doing it), **California King/Mango/Bluefoxtt "cool combo" puffs**, **Hbox / Hbox Jr's (Prince Abu, 4%), Sheridan, and Tekk...** Because so many of the top 10-skill-level puff players explicitly don't want to be like Hbox, the **King/Mango** line of puffs has almost as much influence in terms of mid-high-level puff play; they certainly have **more influence on Sheridan/Tekk than Hbox does**, although **low-level puff players are often Hbox jr.**"
- Leffen: "**Mangos problem was NOT that he was too aggressive - hungrybox plays just as, if not more 'aggressive.'** Hungrybox was MUCH better than mango at putting out the **perfectly spaced bairs that totally locks down Peach** and he could actually **deal with the turnips** (which isn't hard)... **Mango just spaced badly (VERY VERY badly lol), spam'd nair too much, didnt know how to handle peach's fair/turnip** and thats the only reason it was close"
- Tekk: "**the Mangopuff type of play is all about getting in your opponent's face and mind**, so it means a lot of aggression and risky plays. Hbox' puff is more of a patient and meticulous kind, he takes his time to **figure out how you play and when you approach**, and **adapts** his strategy accordingly... To be honest I don't know much about Prince Abu and Soft's puffs, but they seem to be a **middleway** between the two styles ; though I don't think either has really found his 'definitive' style yet."
- Tekk: "**Light fair is a really good approach for puff at mid% that's never used:** it lasts super long and gives enough stun at mid% to combo into another fair or even rest in certain situations. **Ftilt** has a niche use to it ; **GREAT hitbox** for shieldstabs, just the little hit you need on the ledge to begin an edgeguard, comes out fast... I think ftilt might be usable in some particular situations. Apart from that to be more general, puff's **edgecancel** game could go wayyyy further. **Dair edgecancel** into destruction will be a thing. Also there so many rests that haven't happened yet, and setups to create.."
- Tekk: "I don't think I'm 'more interesting' than Hbox, but it's pretty obvious I have a more explosive playstyle. His playstyle is way safer and prone to success, and mine is more surprising/entertaining, because **I play to get the rest in ways I've invented.**"

Supplementary material

2012

- [Apex 2012: Darc vs Wobbles](#)
- [Apex 2012: Wobbles vs Hungrybox](#)
- [Zenith 2012: Chu Dat vs Hungrybox](#)
- [TBH2 LF: Fly Amanita vs Hungrybox](#)

2013

- [EVO 2013 WF: Wobbles vs Hungrybox](#)
- [TBH3: Nintendude vs Hungrybox](#)

2014

- [FP4 WQF: Dizzkidboogie vs Hungrybox](#)
- [FP4 LQF: Dizzkidboogie vs Prince Abu](#)
- [PH2 LF: Fly Amanita vs Hungrybox](#)
- [BEAST4 Pools: Tekk vs Daumling](#)

2015

- [Apex 2015: Chu Dat vs Hungrybox](#)
- [Apex 2015: Fly Amanita vs Hungrybox](#)
- [Apex 2015: Nintendude vs Hungrybox](#)
- [ARG 8 WF: Dizzkidboogie vs 4%](#)
- [ARG 8 GF: Dizzkidboogie vs 4%](#)
- [PGH NEOH WSF: 4% vs Genghis Connor](#)
- [Press Start Pools: Fly Amanita vs Hungrybox](#)
- [FC Return WQF: Nintendude vs Hungrybox](#)
- [MLG New Orleans 2015: Nintendude vs Prince Abu](#)
- [NWMDZ: Big D vs Vino](#)
- [S@X WSF: Aglet vs Nintendude](#)

2016

- [GENESIS 3: Nintendude vs Hungrybox](#)
- [SXSW Five Gods Pools: Wobbles vs Hungrybox](#)
- [Pound 2016 WQF: Hungrybox vs InfiniteNumbers](#)
- [MNM83 WSF: Bluezaft vs Bananas](#)
- [MNM83 WF: Bluezaft vs Wobbles](#)
- [MNM83 LF: Bluezaft vs Bananas](#)
- [MNM83 GF: Bluezaft vs Wobbles](#)
- [CEO 2016: Nintendude vs Hungrybox](#)
- [Foundry 94 WF: Nintendude vs Dr. Z](#)
- [Foundry 94 GF: Nintendude vs Dr. Z](#)



Stages

- Dizzkidboogie: "I think the FC Fair punish is the biggest part of the metagame with the Peach matchup, so **I like big stages that allow me to get a read on their movements and habits** (I usually **strike to BF and/or FD, counterpick to BF, PS, or FD** depending on how aggressive they are, and **ban FoD or DL** depending on how aggressive they are)."
- Tomber: "Yeah, I think **platforms are really important against Peach** as it's pretty much **the only part of the stage where you can feel safe**, and with **shield dropping** and such you can still approach with **falling aerals** when you get chance. This is one of the reasons why I think **FD is the absolute worst stage a ICs player can pick against Peach**. **Every time you find yourself with Peach floating above you, you're losing the match up as this is a really bad position for ICs**. You have to get Peach **down on the ground** yourself before you really can fight her, which is why I think Wobbles aggressive style works so well against Peach. **ICs wins the MU on the ground (if you can space around her Down-smash), Peach wins once she's floating besides you.**"
- Tomber: "Actually, **stages with platforms are more likely what make the match up winnable for ICs**. **Peach should CP to FD while ICs should ban it...** FD doesn't benefit ICs against Peach in any way. They are very good at controlling the ground, sure, but that doesn't matter much against Peach as **she can float camp ICs really well and doesn't want to be on the ground anyway**. Furthermore, Peach can kill Nana off a single fair on flat stages because Nana can't tech the ground. Fair->fair->fair->edge guard kills Nana easily even at 0% and there isn't much the ICs player can do about it. **Platforms makes this harder to do and easier for the ICs player to stop if Nana lands on at platform as Peach now has to go to the platform herself where she doesn't want to be...** The real reason why platforms benefits ICs though is that **they make ICs able to rank up damage and pressure Peach once they control the center of the stage**. If Peach floats near the edge, ICs can use the platform to shoot Ice Blocks at her at very low risk. ICs can also use the platforms to escape when catch at the edge. And attack Peach through them. Most of ICs' attacks launches Peach into the air. If she lands of a platform it is easy to follow up... A lot of inexperienced ICs player like to strike to FD against Peach though because it's a great stage for them against nearly every other character. Peach players who doesn't know the match up tend to ban it for the same reasons. **YS, BF and PS are probably the best stages for ICs against Peach. Personally, I like PS the best.**"
- Tomber: "However, it also depends on the Peach players' style. **If Peach digs a lot for turnips, uses down-smash all the time, or generally just happen to be on the ground most of the time then FD can work for ICs too.**"
- Tomber: "**Take her to stages with platforms**. Don't go to FD as this probably is Peach's best stage in the match up. Against float camping Peach players **try to force them to the end of the stage and then shoot Ice Blocks at her using the platforms**. This works well on stages like BF, PS, and YS and there isn't much Peach can do."

History/flavors

- HMW: "**When he goes down and nairs you and then keeps his double jump, that was nonexistent before [GENESIS 1 and 2]... Like, we didn't even know you could do that**. Most Peaches would just try to wait by the ledge and hit you off again."
- Phil: "There were a lot of **fast Peaches** [before Armada], but the **punish-heavy Peaches** hadn't really been implemented."
- DoH: "Yeah Peach wrecks them and splits them up easily, but they are **fast and disjointed**, which are two things Peach really hates. They also move off of platforms much better than she does, and with Peach's limited mobility they can kill you off of a grab."
- DoH: "**I think Climbers are like Samus; Peach can mow over them, but they can **** you up if you're not careful**. [Wobbles'] SoPo game is really annoying, since **he nearly triples in speed without Nana, and they're better at utilizing platforms than Peach is.**"

- Wobbles: “There were all these people that played Peach and were like, ‘We can’t win with this character,’ and Armada said, ‘**Okay, there are Peaches who are good at killing Marth, Peaches who are good at killing Sheik, and Peaches who are good at killing Fox, I’m just going to get good at all three and I’ll win!**’ And he did.”
- Wobbles: “**Suffice to say f-air spam is NOT unbeatable...** the problem is that **Armada is incredibly good at reading movement and spacing his aerals, and having good unpredictable movement is one of the keys of playing ICs against everybody, especially Peach.**”
- Armada: “I play the MU with 95% FC fair and no ICs have so far been giving me a reason to change my approach to the MU... ICs is a complicated char so I wont say for sure that more stuff is not left to be explored. But **FC fair is basically 95% of the MU from Peachs side.**”
- Nintendude: “**Armada is a huge obstacle, however, I honestly don’t think Armada is that good at the matchup either. It’s just that because he’s Armada, he just wins anyway. I took a game off Armada without wobbling him once.** I might have done grab up smash but he was already at kill percent. I feel, though, with the skill gap between me and Armada, if he just plays the matchup right, that shouldn’t be happening. So I think that **Armada is very beatable for the Ice Climbers. It’s possible.** It’s just that there isn’t that many Ice Climbers players, so there’s not as many chances. Just going objectively, the top Ice Climbers players’ skill is just not as good as the Big Six.”
- PPMD: “**Wobbles has always felt confident in ICs-Peach and I’d like to see the character pushed farther** before giving up on the matchup honestly.”

Turnips/knitting

- Vestboy_Myst: “The goal of knitting, despite the name, is not to find stichface. **If you find winky, the most common +EV turnip, its time to stop knitting immediately.** Even if you have plenty of time before the opponent spawns, your search is over. Start focusing on your stage positioning for the incoming invincible foe.”
- Vestboy_Myst: “**Every single risky pull is giving free % to [Peach’s] opponent in a gamble to complete the FULL 29 frames (if interrupted on 28 or earlier, the turnip disappears)...** This is a core principle to peach play that you end up breaking when first playing a new opponent, since there are many matchup/stage combinations where you need to test pulling in uncertain situations. This sense comes through trial and error and playing on the edge of your opponent's reach in neutral. Ideally you'll slowly learn which opportunities are barely safe (can buffer spotdodge/shield to avoid punish) or read openings specific to your opponent, thereby minimizing your number of -EV pulls each game. If you're unsure that its safe, don't pull!”
- Vestboy_Myst: “**Whenever you have spare time (especially in the mus that utilize fsmash), cycle through fsmash until you get the frying pan.** The game doesn't actually cycle through the three in order, it randomly chooses **one of the remaining two weapons to use each time.** In other words, you will **never get two of the same weapon in a row.** Now that you've used pan, either the club or racket will come out on your next fsmash, which both have slightly better range and (arguably) KB trajectory (frame data for all three is the same). **The first fsmash of every stock is picked from the three randomly, so this effect does not persist through death.**”
- Vestboy_Myst: “**One fsmash takes about as much time as a pull>qdrop or pull>throw,** so you count it as one of your 'pull' attempts before starting to knit. Keep track of the last fsmash used, get good at reacting to them, and don't forget that the anti-pan effect goes away when you die.”
- Dizzkidboogie: “OH YEAH, Derf.MW reminded me; **catch Peach's turnips a lot!** Ice Climbers are really good at doing “**the Armada**” (**Hold a stitch face and attack without throwing it for a while!**) You can **ice block from a distance,** and **squall when up close** (desynching a blizzard with the backup while threatening to throw the turnip/shooting an aerial iceblock with the main climber is great too!) I LOVE doing turnip combos, and hitting Peach with her own stitch and then regrabbing it REALLY gets in their head!”
- Wobbles: “**Watch for turnip pulls. If you can get at a certain distance and predict when the pull will happen, you can punish with a grab.** That right there should be a whole stock, since Peaches like to **stay at the edge** to pull turnips.”

- Wobbles: “On the subject of turnips, you can **wavedash d-smash through turnips; you will get hit but Nana will go through**. When you're close to Peach and she's holding a turnip she may try to stop you, and wavedashing into the smash will often connect and knock her away while she doesn't DI.”
- Wobbles: “**Catch turnips. They completely change the dynamic of Peach's approach against you**. If you have them you can just use them to screw up Peach's float and make her land awkwardly, or hand it off to Nana (jump in the air and hit Z to hand it off) for a wavedashing approach. It also makes it easier to stop her turnip approaches if you can catch them consistently.”
- Fly: “**Catching a turnip and immediately dropping it** is pretty good. If Nana is doing something, it's straightforward enough, but it can be a little troublesome if the ICs are synced since you might accidentally nair with Nana, which puts you in a pretty ugly position. However, **if you drop the turnip within 6 frames of catching it with Popo, Nana will just catch it and drop it on her own**, keeping the ICs synced, so you can waveland (or something else) out of the short hop. Another goofy option is to catch the turnip and immediately do squall hammer before Nana can nair, which will make the ICs do the synced version which you might be able to hit her a few times with.”
- Fly: “**Regarding turnips, you don't need to just catch or shield them. You can jump to a platform, wavedash backwards to avoid it** (requires forfeiting space, but being able to forfeit space is one of the luxuries of having it in the first place), or just jump straight up and then use **squall hammer** to get away. Also, it's not like catching turnips is a bad option; it's a little strange since if Popo throws it, Nana will usually catch it, but if you want to toss it right back at Peach, you can do something like catch with Popo, jump and press Z (which makes Popo drop it and Nana catch it) and then have Nana throw it towards Peach. I'd still prefer to just dodge the turnip unless I'm Sopo, though.”
- Tomber: “Keep in mind that Armada has played against Smasher89 a lot. This might have made him realize that **ICs can work around turnips very well... Against Sopo turnips can be really good, however**, and you can see him getting them at this point in my matches...”
- Tomber: “**I'm not sure that Peach using more [turnips] is better in this match up. You have to be grounded as Peach to get a turnip, which you don't really want to be against ICs**. Yes, he can get one after he has knocked you away, but at this point there is better things to do like killing Nana...”

Spacing

- MacD: “Peach can always **half-commit against Ice Climbers**, whereas other characters **either commit or they don't**, so like... she can kind of just **float there and wait**, she can wait for you to finish doing whatever buttons you're pushing, and **if she can get in, she will, and if not, she can run away**.”
- Fly: “**Peach is amazing at occupying spaces that ICs aren't good at dealing with**, she is possibly the **hardest character to get meaningful grabs on in the game**, close quarters situations tend to drastically favor except in a select few situations where she's really close to the ground since **it's much easier for her to land a stray hit which will let her kill Nana than it is for ICs to do something that will lead to a grab**, and **she kills Nana more easily than any other character in the game**. Outside of the specific context of wobbling, ICs' punish game is relatively lackluster on Peach, too, aside from some okay vertical juggles and good vertical KO potential via usmash, which is still extremely dangerous to use.”
- Fly: “The idea behind that is that **synced side-B is a move that can quickly challenge Peach in a place that ICs otherwise have a hard time challenging**. The traditional approach to dealing with high floats like that is with a **full jump aerial**, but I'd frequently get hit by a **fadeaway fair** that way, whereas with synced side-B, I can pull back pretty safely if I see the Peach retreating in anticipation of it. It also does pretty good damage.”
- Wobbles: “When she lands on the top **platforms**, your **u-air** and **f-air**s are **completely safe pokes**... She is unable to hit you with d-smash if you do this. On Yoshi's and FoD, your u-smash

also has a good chance to beat/clink with her d-smash on the smaller platforms. **Don't jump into her, just smash at her. If it's a clink, you're no worse off."**

- Tomber: "Good Peach players might try to **float in a hight just above the top hit box of ICs' up-smash/f-smash** so that you can't wave dash under her and smash her out of her float. If this is the case then try **wave dash -> SH Uair under her**. Uair reaches a little higher then any of ICs' smashes and can lead into a rather good combo."

Float cancel/f-air

- HMW: "**Yo I think Mew2king works for the forward-air trucking company**"
- Armada: "**Fair is the key to beat IC if you hit Nana/pobo once Nana is dead**. Just give nana another fair and then one more. Its really easy to avoid grabs with FC fair... Also turnips is good when you have separate them (with a d-smash for axample). If you have one of them one right side and the other one at your left side turnip is really good to stop Pobo to coming too you too fast."
- Smasher89: "Something I would like you all to notice is **how much AR is using float**. That should be exploitable since it takes time and setup for getting a position where he can try spacing for that fair."
- Tomber: "When I play against Armada he usually goes for a **jab, down-smash** or a **roll/spotdodge** if he whiffs a fair really close to me (otherwise he will just **jump up again and start to float** if I'm not in a position to punish him). Each of these moves can be punished, but **you can't cover them all at the same time with ICs.**"
- Tomber: "**Don't let Nana get hit by Fair**. Nana can't tech and a good Peach player will KO Nana easily once she's knocked into the ground. This can be very hard to play around however and is really the main reason why this match up is very hard for ICs (Peach's down smash is really overrated in this match up)."
- Tomber: "**ICs can pretty much punish every of Peach's moves but fair with wobbling if you get the read**. However, **Peach doesn't need to do anything besides FC fair**. It works at any %, is safe on shield, can be used to split up ICs, and it can be used to KO Nana at very low risk. The best way to beat Peach's FC fair with others characters is usually **dash dancing into punish (grab)** or **wave dash back into punish**. ICs can do this as well, but because **Nana can't dash dance** and her **wave dash is delayed**, she usually gets hit by the fair even though your spacing with Popo is on point and you get the punish (grab). In most MUs this can work out for ICs because Nana will usually get back to Popo fastly if hit at lower % so that you can get a big punish. However, because **the fair knocks Nana into the ground at every %** (and because **Nana doesn't tech**) she won't be back in time to help Popo. This means that **you'll have to punish with Sopo everytime you punish the fair which at best is around 30% damage on Peach**. You'll have to do this many times just in order to get a single stock, and **Peach just needs to land a single fair to KO Nana.**"
- Dizzkidboogie: "In general, I like to play the Peach matchup more slowly, fighting a spacing war against her float. I've been studying the matchup a lot, and have found that Peach really only has one option; **Float Cancelled Forward Air** (Armada says that the matchup will always favor Peach until we can find an answer to it). Without that move, she's a sitting duck (especially if you can get your wobble setups down!). Because of that, **Peach players play REALLY defensively around their fair...** [and typically follow it up] with either a **down smash** or a **ground level float** (with a few variations). **You can punish the float by just grabbing right away! I LOVE when Peaches down smash after their FC Fair; it's so easy to punish with a grab in its wind down!** The grab timing is tight, but once you're used to it, you can get it every time... **The smartest thing for a Peach to do after a FC Fair is either to jab->jump, or just jump**. In that case, you can hit them with **bair, squall, or nair** (in that order of effectiveness)."
- Derf.MW: "Just wanted to add to this point: **Peach's fc fair is almost never actually +4 against ICs because of the way she has to fair their shield. For it to be +4 she has to fair as late as possible, which isn't super safe for her to go for most of the time**, so, iirc, in general when peach fairs ICs shield it's only like **+1 or +2**, which is still really bad, but not as bad as +4."

Crouch cancel/d-smash

- Urahara: "It doesn't have to be the same number each time. What's crucial is the maximum number of attacks. When a battle is intense, the enemy will always use the maximum number of attacks. If you can figure out what that maximum number is, that will be your chance. **The most important thing is the last of his repeated attacks, the moment before the repetitive attacks start again. At that moment, your opponent will be completely open...**" (*Bleach*)
- Bomono: "**Dsmash is never safe on shield unless it shield pokes...** she has a -22 on ICs shield when she downsmashes, as a result of this ics can wavedash (14 frames before actionable meaning 8 frames of advantage out of the WD) into grab (6 frames before hit meaning that peach is still inactionable if you did this frame perfect, but you have a 4 frame leniency vs peaches fastest option which would be jab.) so you can pretty much always punish peaches downsmash on shield as ICs with a grab. not bad for ICs. now **occasionally peach can land a 3 hit dsmash on shield what this means is the leniency to grab peach out of dsmash is changed from 4 to frame perfect (assuming peach jabs)** but this is still more than doable for the ICs player given the circumstance that if they land **one shield DI** out they can improve the leniency greatly and guarantee that the 3 hit will never happen, you can also jab into grab if you prefer to do that vs peach, its not guaranteed as nana may be flown off in the other direction but it makes the frame leniency from frame perfect to a 3 frame leniency on the player tilt and dsmash also have a 2 frame leniency vs a 3 hit dmsash. **so the flowchart for when peach dsmashes on shield goes like this. IF the ICs stayed together and its a 3 hit dmsash you wd out into jab then grab, if its a 2 hit you wd in and grab. if ICs are separated and its a 3 hit dsmash then you WD in and dsmash, if its a 2 hit you can wd in and dsmash, wd in and grab or wd in and jab or wd in and dair if you really want to be 'that guy.'**"
- Wobbles: "**Don't use your jab. She'll crouch cancel it. Every time.** At later percents (probably 90+) you can f-tilt and her CCs will slam her into the ground... You are allowed to jab her when she's holding a turnip. Just be careful that she doesn't throw it and force you to catch it, letting her CC d-smash anyhow... **Your best aerial for preventing CC d-smash is f-air.** Once she gets past around **20 percent** (assuming you still have Nana with you), **CC'ing it will ground her.**"
- Derf.MW: "**peach's FC fair -> dsmash is 100% safe on your shield.** if she connects fair, **keep your shield up** because that dsmash is unavoidable. you can't buffer a roll out of it either. the best thing is to **wait for the dsmash to end and then try to punish.** be careful with wd OoS, because a lot of peach's will be looking for that."
- Dizzkidboogie: "Also, try to get REALLY familiar with **the spacing required to encourage Peach to dsmash, but not let the dsmash hit you.** It's really easy to punish, even if the first hit of it hits your shield, and **Peaches LOVE to dsmash, so you can bait them into doing it a lot when it's not actually safe.**"

Neutral/punish

- Fly: "It's a hard match-up, but I'm optimistic that it's doable. The standard advice I hear a lot is to **not be afraid to challenge her in the air** with stuff like **backwards facing wavedash -> full hop bair**, and at least sometimes, this can be really good. I personally don't like relying on it since Peach can generally **fade backwards** and **fair** you out of that, and **a single fair from Peach will frequently lead to a dead Nana.** Nowadays, I opt for weirder ways of challenging her in the air, like **synced squall hammer** and sometimes **Nanapults**. I also think there is a lot of merit to just being patient and **sitting back with projectiles** if she's trying to bait out an approach. The thing that's scary about that is that it gives her access to **turnips**, but you can at least wavedash backwards in response to that, frequently. "
- Fly: "And it's not really hard to punish dair at all. It's really easy to outrange it horizontally, so if **she does dair and doesn't immediately hit your shield, you can just punish her more or less however you want to.** If she does **hit your shield** and **keeps floating**, just **nair OoS** right as the move finishes. **I suppose you can't reliably punish FC dair -> dsmash if done well, but that's not likely to shield poke as long as you either light-shield or angle your shield downward**, so it's not much of a problem."

- Fly: "On a more basic note, don't run into dsmashes. The move is annoying, but it's not actually that big of an issue in the match-up as the level of play on the ICs' part gets better. For example, **it's unsafe on shield. If you shield a dsmash with both ICs, you get a guaranteed WD OoS -> grab, which should generally lead to a wobble.**"
- Fly: "Catching a turnip doesn't give Peach a guaranteed follow-up; it's also worth noting that if Nana isn't around and Peach is floating sufficiently low, **Popo can just toss the turnip back at Peach and combo that into a grab.** Turnips are still really good, though."
- Wobbles: "Bait using **de-synced charge smashes**. Charge u-smashes and f-smashes with Nana and you can encourage Peach to attack with a foolish aerial in an attempt to punish, letting you intercept with n-air and u-air; she also may just float away complacently and not notice you leaping in with aeriels. This trick works against a lot of people, actually."
- Wobbles: "**Her jab may be her most difficult to beat attack.** It's too fast to punish on whiff and she'd have to be dumb as hell to let you walk up and f-smash her through it. Fortunately, there's a very useful de-sync for setting up Nana's blizzard, which will give you the chance to storm in with a grab, f-air, or smash."
- Bomono: "though i think the **nanapult in neutral** could be very useful. especially vs peach, if she gets hit by it she is put into a position where she either falls and lands leading to a potential for a punish, or she double jumps, which is very slow and possible to punish on reaction, it commands a bit of respect in the area in front of you."
- Liam_Butler: "Alright, so basically, **there is a flowchart of options ICs have in any option. There are dead ends that lead to ICs being put in unwinnable situations.** I basically do everything in my power to avoid being in unwinnable situations against Peach. I'm always moving, always ready to call out a mistake, always trying to stay close to Peach, but not close enough where any of her options will work. A lot of her things I know how to counter, and the things I can't counter I try to not to be put in a situation where Peach gets to do those things. Peach also has weakness that can be exploited, so I just try my best to exploit them."
- Nintendude: "btw, I actually feel that Peach isn't THAT hard. At least for me, most of the time I get hit it's because I got impatient or tried to punish something I couldn't punish. **Synched squall is good for getting out of corners and getting her out of the air sometimes.** She dies pretty fast from surprise smashes and **since most Peaches use more d-smash than usual vs. ICs, it makes it easier than usual to get grabs as long as your wd out of shield is on point.** You just have to try to **hold the center of the stage as much as you can,** because **Peach doesn't pose a threat if you can just roll or wd away** when you aren't in a position to combat her approaches."
- Nintendude: "In order to do very well, even if you have all the knowledge of the match up, you need to still execute very precisely. **The chances you get to punish Peach without trading, or eating down-smashes, are very thin. If you are slightly off in your execution, things go down very fast.**"
- Nintendude: "Peach is a very winnable matchup and **a lot of things she does are very punishable, just the timings on it are really tight.** Because it's Peach, if you miss a timing very slightly you get messed up for it."
- Dizzkidboogie: "I think **desynched projectiles** are only good if the Peach is **wary to approach.** If they're **aggressive,** they can **get in there** and **separate you with ease.** I played a bunch with Armada, and he **SEVERELY punished every desynch that wasn't super safe,** so use them wisely!"
- Armada: "Almost impossible to grab Peach... Nana is hella easy to gimp... **IC is like one of the worst char to camp her out**"
- Tomber: "...**Playing defensively against Peach is a losing battle because you'll have to win way more spacing wars than the Peach in order to take a stock.** However, playing offensively isn't much better because **you can't approach Peach while she's floating at certain height.** It's possible for the Peach player to stop **any attempt at wave dashing in** on your part with FC fair. Sure you can get some damage with some well timed aeriels, but once again you'll have to do this many times in order to take 1 stock. Peach needs just one read on your approach to KO

Nana off a fair. Ice block and blizzard desyncs don't work either because Peach can just float over them and punish with fair."

- Tomber: "**If the Peach player likes to do other stuff than FC fair then the MU becomes very winnable.** Peach mains who are not familiar with the MU and therefore try to play it like any other MU are beatable because it's possible to punish hard, and luckily only a few Peach players know the MU. Armada and M2K are to this day the only players I have watched playing the MU right. I really can't see Wobbles beat these guys in a set even though it might be one of his best MUs. It really is the closest you get to a[n un]winnable MU among the high/top tier characters. **Without her fair I think the MU would be in ICs' favour,** but with it the ICs has to be a much better player in order to win if the Peach player plays the MU right."
- Tomber: "Alright. Sure, you can **fight Peach while she's floating** and hit her with stuff like full jump aerial. This isn't too hard and I do it quite often against Peach to get in some damage, even against Armada when I get a read. However, the problem is that the punish game is so much in Peach's favor that this is a **losing battle for the ICs player in the long run.** If two players who are more or less even in skill lvl fight each other in this match up then the ICs player needs to win **way more spacing wars than the Peach player to win a stock** (given that the Peach player's punish game has reached a certain lvl). **ICs has to commit hard to the approach each time they decide to fight Peach in the air. If the Peach players reacts correctly or get a read on one of these approaches and punish with fair then Nana should be out. The Peach player doesn't need to commit as hard** when she goes in with fair or tries to intercept an incoming approach because FC fair has so little lag. Sure, **once she whiffs her aerial and she's on the ground you should be able to punish her, but once again you have to know Peach's next move.**"
- Tomber: "And **nair** works out really well against Peach too. However, I feel that every time I get a nair I could have used **uair or bair instead** which would have resulted in more damage. Nair often **covers more options**, though, so it's still a pretty good move to use against her."

Edgeguards/recovery

- Wobbles: "**Go crazy when edgeguarding her.** If she's floating low and keeping you from edgehogging, just leap off the level with a **fast-falling forward-air**. If you spike her, her vertical sucks and gets her killed. If you don't, she'll eat some extra damage and you can still recover with twin-squall hammer."
- Bomono: "if peach is recovering low just **blizzard ice block desynch at a semi safe distance** until she **grabs ledge**, when she grabs ledge just repeat this, **she has no good ledge options that you cant react to with one of the two climbers and she cant get over the blizzard wall**, she is basically screwed no matter what she does."
- Dizzkidboogie: "**You can mix up your squall recovery in ways to help you survive against a peach, even if you're way out there (e.g. go high 3 times, then go low and they miss you).** The conditioning aspect is surprisingly powerful; take advantage of it!"
- Leffen: "I'm the best in the world at this matchup, and I know that if Peaches knew how to do this... **the matchup would be completely different once they're by the edge...** If you do this **[ledge drop > double jump > float for 1f > land]** perfectly, there's only one frame you can be punished for before you can shield... **Roll** is one of the better [things to do out of this], **jab** is really good, just 2 frames... Once they start **respecting that** or **trying to punish that**, you [can mixup with **invincible nair, FC fair that slips off the edge to ledgegrab, upair to ledge regrab, air dodge, ledgedrop to AC (weak) bair,** etc.]"
- Practical_TAS: "There's a simpler option that I've occasionally seen Armada use: **fall from ledge then airdodge up and in at a 45 degree angle.** As with many of Peach's ledge options, this also has only a **few frames of vulnerability**; it also doesn't require float... The main issue is that we've never discovered a **truly invincible way for Peach to get back from the ledge**, so none of the difficult options are worth practicing solely as a way to get back on stage when there's a simpler option that has the same weakness. Though something like what Leffen was doing makes for an interesting mixup thanks to the speed at which Peach can move and the fact that he **doesn't have to commit as hard as an immediate airdodge.**"

Supplementary material

2013

- [Forte Pools: Admiral vs Baka4moe](#)
- [KoC3: Fly Amanita vs Mew2king](#)
- [KoC3 GF: Fly Amanita vs Mew2king](#)

2014

- [FP4 LQF: Nintendude vs VaNz](#)
- [EVO 2014 Pools: Fly Amanita vs Armada](#)
- [EVO 2014 WSF: Fly Amanita vs Armada](#)
- [S@X WSF: Azen vs Nintendude](#)
- [SSS24 WF: Fly Amanita vs MacD](#)
- [TBH4 Pools: Alpha Dash vs MacD](#)
- [SSW: Fly Amanita vs Connor](#)
- [S@X WF: DoH vs Nintendude](#)
- [S@X GF: DoH vs Nintendude](#)

2015

- [BUST2 LSF: Vwins vs Dizzkidboogie](#)
- [MVG Sandstorm: Armada vs Wobbles](#)
- [INY: MacD vs Fly Amanita](#)
- [LTC3 WF: Wobbles vs Mew2king](#)
- [Game Over 13 WF: Mafia vs Dizzkidboogie](#)
- [PrEVO 2015 GF: Nintendude vs DoH](#)
- [FC Return: Nintendude vs MacD](#)
- [PAX Prime: Nintendude vs Bladewise](#)
- [SSC: Nintendude vs MacD](#)
- [SSS33: MacD vs Rockleeland](#)
- [IaB18 GF: Wobbles vs Mew2king](#)
- [TBH5: Fly Amanita vs Darkatma](#)
- [TBH5: Nintendude vs Bladewise](#)
- [Foundry 54 LQF: Dizzkidboogie vs Azusa](#)
- [NG+13 LSF: Kyu Puff vs Mafia](#)
- [FPS: Mew2king vs Drunksloth](#)
- [Forte 3: Mouf vs Wobbles](#)
- [BUST3 LF: Dizzkidboogie vs Swedish Delight](#)

2016

- [GENESIS 3: Nintendude vs Austintacious](#)
- [GENESIS 3: Nintendude vs Mew2king](#)
- [TLOC 1K: Mouf vs Bananas](#)
- [SXSW Five Gods: Wobbles vs MacD](#)
- [SXSW Five Gods WQF: Wobbles vs Armada](#)
- [Pound 2016: InfiniteNumbers vs MacD](#)
- [NG+ 45 GF: InfiniteNumbers vs Mafia](#)
- [New England Invitational: InfiniteNumbers vs Mafia](#)
- [MOAL 102: Mafia vs Dizzkidboogie](#)
- [MOAL 102 LF: Mafia vs Dizzkidboogie](#)
- [Foundry 92 WF: Nintendude vs Kalamazhu](#)
- [CEO 2016 Pools: Baka4moe vs Wobbles](#)



Captain Falcon

Stages

- Derf.MW: "I'm a huge fan of the **yoshi's** counterpick in this mu. **Falcon loses space, and the platforms work much better for ICs.** You die a little faster, but that's alright because you gain way more out of the stage."
- Derf.MW: "I really like **yoshi's** and **FoD.** The **sides are close,** so nana dies pretty fast, but **falcon has no room to run.** On the low platforms of FoD, you have to watch for low shield drop uairs, but you can shield grab those, so I approach with a dd desync usmash a lot in this position and shield with popo... Most falcons will insta ban either FoD, but sometimes they ban FD so you get to take them there. There are still top platforms on the small stages, but they are a lot more manageable."
- Derf.MW: "As far as stages go, **I really really dislike giving falcon either a top platform or space, because if he has room and he gets solid hit, you're probably dead.** Also if he has a top platform you're gonna play an 8 minute match. So by default I try to **avoid BF and Dreamland.** I'm not huuuge on fd or stadium, but they don't have a top platform. I'd go stadium over fd though because I like the side platforms, but if you lose the lead you can't do **** during the transformations if he's positioned well."
- Kyu Puff: "Falcon needs space to move around; basically what happens is **he gets stuck trying to be aggressive, and it becomes really easy to outspace him and punish knees. ICs kill ridiculously low on [YS].**"
- Kyu Puff: "**I don't like playing him on big stages because it's really hard to come back once you're at a disadvantage. He has no problem not approaching you the rest of the game,** so either you have to find some way to bait him off the platforms, or actually try to hit him (which usually doesn't work for me). On smaller stages I feel like you can pressure the platforms while staying relatively safe, and the one-hit encounters tend to work in your favor more than in his."
- Scar: "Of the neutrals, **stadium is great [for Falcon] b/c the sides are very small,** dthrow knee vs peach at the edge will kill at like 50%. **FD is usually not great b/c Falcon's recovery is better with more options,** and landing on a platform is a very much-needed option. Fountain is horrible, YS depends on the other character (and is always electrifying), Battlefield is Jiano's usual counterpick, idk why but I don't like it b/c it gimps your dj, other than that it's great. And DL64 is great vs marth, and good in general."
- S2J: "**[Battlefield is] Falcon's best overall stage.** Falcon does not get screwed over by any matchup on this stage. The spacing is simply perfect for **escaping pressure/ not getting abusively camped.** Also, the nature of the edges make **some recovery options very one-dimensional,** especially the species."
- Tomber: likes Fountain of Dreams, Pokemon Stadium, Yoshi's Story, dislikes Battlefield, Dream Land 64, Final Destination

History/flavors

- Chillin: "He beat him badly. Like, let's be clear, guys, **Chu dominated Isai in both sets in winners and losers [at TG6], 2-0 both times, and it was just, like, unheard of...** Chu had just started using Ice Climbers, um, he used them at Game Over against me briefly, but, like, Game Over was one of the first tournaments he used Ice Climbers at at all, and this was only like six months after Game Over, and Chu already had probably the best Ice Climbers that we had ever seen."
- Chillin: "One night, Azen and Chu were practicing and Azen just happened to pick Falcon against Chu's Ice Climbers at one point, and apparently they money matched for a dollar, and then Azen's Falcon happened to beat Chu's Ice Climbers, and Azen's like, '**whoa, this is weird, like, you know, Isai usually loses to you every time, so it's weird that I feel like Falcon actually has kind of a good matchup on Ice Climbers,**' Chu's like 'whatever, whatever, double or nothing.' Azen wins again, Chu's like, 'nonono, fuck that, double or nothing.' This goes on... Apparently Chu ended up owing Azen, like, several hundred thousands of dollars that night starting from a one dollar money match of Falcon vs. Ice Climbers, because **Falcon actually has**

a really good match on Ice Climbers, and I guess no one realized it at the time because Chu always beat Isai so soundly. Chu still to this day owes Azen several hundred thousands of dollars [from those matches].”

- Chillin: “Isai had never taken a game off of Chu as far as I know in tournament before, but he went into the MLG Las Vegas championships thread on Smashboards and posted, ‘i’m gonna beat daniel,’ just out of the blue for no reason, and he always referred to people by their first names, too, which was why that was extra funny, but he 3-0ed Chu... This was when Chu had first [learned wobbling] too... **We were all like, ‘oh my god Chu is gonna win this tournament, like, have you guys seen this broken technique called wobbling, like, this is over,’ but I guess it wasn’t as broken as we initially thought... Chu was wobbling a lot [at MLG Vegas 2006], but he lost to Isai and then Azen, two Falcons.**”
- Peef: “The entire IC metagame vs Falcon changed from **‘work out of shield’** after that time. Before that time period, **Chu just [beat] the heck out of every Falcon because Falcon gets chaingrabbed so he didnt even worry about it.** But things changed and falcon has to do alot alot right. **ICs are constantly focused on intercepting falcons approaches, and if you get caught you die.** Uair, wd tilt, nair and dash attack all combo into deathgrabs and are quicker than everything falcon has besides nair which can be shieldgrabbed if even slightly misplaced. Bair and Fsmash are also hella good for catching Falcon out of his jumps and approaches, and they put falcon in terrible positions. The latest thing in the IC metagame is **Shield SDling Falcons raptor boost to shieldgrab it.** It really isnt stupidly hard, and you can look forward to the new school IC mains doing it alot.”
- Fly: **“Hax has a really odd approach to fighting ICs. He doesn't apply much pressure on large stages, so I don't find playing him as stressful as playing most other great Falcons... When I played him on Dreamland, there were at least a couple minute-long periods where we didn't hit each other.** The first was at the start of the round, and the second was about 3 or 4 minutes in when I had a 40% lead and didn't want to approach, during which time I was shffl'ing nairs under the left platform while he was shffl'ing nairs on the right platform. Good times.”
- Mango: “I don't like the way he does the matchup, if I'm being honest... I think Wizzy's trying to play the matchup too lame. **Just hit his shield, don't be scared... Just knee! Get in there... Hit their shield, they can't do anything.**”
- S2J: “Against good players, **you can't be predictable, especially with Falcon, since he doesn't have any broken moves that always win a situation.** You gotta like, change it up, and **sometimes the second best option is better...** Even though Wizzy's... you know, Wizzy's considered #1, but **even he has moments where he's not mixing it up enough.**”
- NMW: “Falcon ‘beats’ Luigi, ICs, and lots of other characters, but you can't flowchart or camp out the neutral in any meaningful way, and punish games are mutually brutal. In situations like these, I don't know why anyone cares to argue about who wins the matchup since **you have to play the player and not the matchup, and you can lose due to getting read 4 times in the neutral...** The conventional wisdom for matchups is often **pretty misleading**--if you were to believe what you read on here, you'd think that spamming dtilt as Marth would autowin against ICs, that Falcon could dash dance for 2 minutes until Marth whiffs and then autocombo him off a grab, that Falcos could win 80% of games by full hopping and using dair on the top platform, and so on.”

Neutral/punish

- Fly: **“Falcon has a lot of really safe pressure on ICs' shields. You can just space knees over and over and it's hard for them to cope with that.** Be wary of them hitting you out of your short hop, though. Dair is also really good against ICs since it outranges their uair and can hit them through low platforms. I think Falcon wins and it's also a match-up that ICs players tend to be bad at.”
- Fly: **“Projectile walls are ridiculously dangerous against Falcon.** I advise against them unless you have reason to believe the Falcon is bad at getting around them, which, to be fair, will usually be the case since most Falcons are bad.”
- Fly: “Regarding Falcon, his crazy **horizontal aerial mobility** renders ice blocks extremely unsafe. Blizzard is still okay, but his overall speed lets him still get around it quite easily. It doesn't help

that he can just wait for blizzard to end, since anything Popo can throw out to continue the desynch is fairly unsafe against him.”

- Wobbles: “First off, let's establish that this matchup is 95% about **movement** and **commitment**. Falcon can pressure you hard from the majority of spacing positions because he has a speed advantage, high shield-stun aerals so **you can't shield grab him unless he screws up big time, a short hop that goes over a lot of your best stuff**, and an amazing grab game against ICs! Lots of IC and CF players don't know that **his throws have hitboxes and invincibility frames** that wreck the ICs anti-grab game. Meanwhile, ICs must commit heavily to all their actions in advance. **Even a simple wavedash has a large commitment to it, because of the distance you travel and the landfall special lag**. This means that you have to be VERY cautious about where you maintain your distance and what you do to maintain that distance... It's also worth mentioning that, **because Melee is such a fast paced game, and Falcon is one of its fastest characters, these zones shift CONSTANTLY**. Your distance will fluctuate dramatically over the course of a few seconds. Controlling these zones (particularly with ICs, particularly against Falcon) is anything but an exact science.”
- Wobbles: “I'm of the opinion that **against Falcon you should, 95% of the time, be facing backwards. Good Falcons don't get shieldgrabbed** so that's not really an issue, your **b-air out of shield works 100% of the time against his forward+b**, and since your **D-smash starts behind you** that's faster as well.”
- Wobbles: “For me, the single most important part of playing ICs has become their movement. Your job is never to wavedash or dash the distance they expect, and never at a time they expect. Stutter your movement by braking with your shield, then wavedashing out of it at weird times. Don't be afraid to sit in your shield doing nothing in the middle of the level; it confuses people. It says to them, “I am defensive right now,” even though your wavedash quickly makes you offensive. It lets you roll away if you don't like the other guy's spacing or options too, which means de-sync'ed blizzard which, for a moment, walls off Falcon's (and most other characters') approach.”
- Wobbles: “The benefits of **rolling away a lot** are pretty vast. As long as the other guy isn't too close, it's completely safe. Because it is punishable under certain circumstances, particularly for characters with good ground speed, it **taunts them** into saying, ‘**you should have seen this coming, come and get me.**’ Then you don't roll, you **n-air out of shield, or you wavedash forward into a smash, or you bait them into running straight at you and grab blindly.**”
- Wobbles: “**If you want to beat characters with better spacing, speed, and control, you have to get them to forget for a moment where you *are* by conditioning them into thinking they know where you *will be.*** Those kind of assumptions absolutely murder one's attention and reflexes--it's a very large part of my game and it's a big reason why so many of my KOs are poorly DI'ed smashes at low percent.”
- Tuesday: “If the Falcon is quick to raptor boost (they often are, since it's commonly known as being very effective in this mu) you can **tilt your shield forward and shield grab it**. I've gotten a lot of good conversions off of it. Problem is you have to have a LOT of practice to do it reactively, since it's a very quick and subtle move. **Too slow and you get kneed trying to grab. Too hard and you dodge roll, which often times catches you in the raptor boost anyway, resulting in knees.**”
- Peef: “The key is to not let Falcon onto your shield. He is RARELY going to do something to get shieldgrabbed. What you need to be doing is seeing how he sets up those knees, and hitting him as the knee starts to come out. It has a 16 frame startup or something. Basically every move that the ICs has is good for stuffing his approaches and catching him out of stuff. You need to get him first without approaching, somehow.”
- Peef: “This is PEEF demonstrating the relative ease of shieldgrabbing Falcon's SideB if you Shield SDI right as he uppercuts. **Shield SDI is accomplished like normal SDI. As your shield is being hit, tap your control stick towards him. This will cause a mini-teleport that negates the shield knockback.** Wait a tick, then grab =D.”



- Derf.MW: “In my experience, the matchup is basically just **one player gets a lead and then camps the **** out of the other one, because both characters stuff the other one's approaches pretty well**. Against most falcon's in our region, I've been super successful just blizzard walling. Falcon is fast enough to deal with this, but his aerals are not that fast, so you can often bait an approach and then punish it. **Knee->gentleman is safe on shield**. You can shield grab raptorboost if you shield asdi into falcon. A lot of falcon players will throw it out a lot because it used to be a thing that destroyed ICs. **Ice block** is good for catching falcon out of his **dash away**. **utilt** is great for stuffing his approaches if you know he's going to overshoot, especially with dair. if falcon approaches with **knee a lot in between blizzard**, I like **walk back->ftilt and bair**. fsmash works too, but I don't like committing too much. I really love baiting dd->grab or raptor boost and then doing **Pivot bairs** against him in neutral. Faking approaches against him in general is pretty cool since he's almost always going to dash away or jump to a platform and try to punish whatever you do, so this let's you take back a ton of stage. Pretty much **you just keep resetting the situation until falcon messes up then you grab him. You have to be really patient though.**”
- Derf.MW: “**Reaction tech chasing** falcon is kinda hard since his tech rolls cover a lot of distance, but it's definitely doable and it works better than **gimmicky cgs.**”
- Kyu Puff: “**Falcon is easier to techchase [than space animals], but you can also d-throw chaingrab him on reaction**, so I don't know if one option is necessarily better than the other.”
- Kyu Puff: “**When he knees your shield just get away from him as quickly as possible. Knee on shield doesn't guarantee him anything as long as it doesn't poke** because you shielded late or something. If he tries to raptor boost and you don't shield grab, you get a free stock.”
- Nintendude: “ICs are fine vs falcon because **Falcon's moves, particularly his knee, have significant start-up time**. It's easy to **dash-A him during the startup of his moves** and once you land that move that's half his stock gone. That said though sometimes Falcon goes nuts and it's admittedly hard to regain momentum when that happens.”
- Nintendude: “The key to the Falcon matchup is being aware of **how far he can reach with his approaches** and then **reacting** to them with **wavedashes** and **dash dances** so he whiffs and gets punished. **If you recognize that you mispositioned yourself, shield and then wait for an opening to wavedash away**. It's usually not worth directly trying to punish Falcon oos unless you see something obvious. Projectiles are good in moderation. I also like Bair a lot in this matchup.”
- Scar: “Kneeing their shield is a pretty good idea because the hitstun is too much for them to shieldgrab, do this to apply pressure. Try to **land behind them** with all of your aerals. Be very safe with grabs. I always just dair Nana over and over, if I hit her I dair her back down, then dair her back up, then knee and edgeguard her.” (find scars quote about pretending the ground is lava as falcon)
- Gravy: “Today I learned that if you DI away from IC dthrow as falcon, there's still a two frame window to get **chaingrabbed by sopo**. This chaingrab, if hit, means you're like 90% more likely to get wobbled. The good news [for Falcon] is, the reaction window for IC is about 12 frames... I could be wrong about optimal DI, but I think chaingrab is possible no matter what. **IC dthrow kb**”

angle in masterhand is 80... I figure full away is the best bet, although a small angle up or down might be better, I'm ignorant to exactly how optimal DI works. To the original point, Dizzkid does this chaingrab and that's one of the reasons I get wrecked by him, **conditioned to think I can DI away...** In reality, you have to mix up your DI and face the truth, you might get chaingrabbed into mega wobble 420 no scope punish... You only have to mix up DI vs dizzkid though, the other IC's can't do the chaingrab. New wobblemasters are always showin up tho"

- Tomber: "The most common raptorboost counter is **shield facing away -> bair**. You can use stuff like **shield DI to get a shield grab**, or even use **up-tilt** to cancel the side-b and afterwards be in grab range, but those two can be tricky to pull off."
- Tomber: "I like to use **single ice blocks against Falcon to get him into the air**. The most common way to punish ice blocks and blizzard with falcon is jumping over and stomp or knee. Both of these moves are rather slow and can be interrupted by faster moves like ICs' nair, bair, dair or uair before their hitboxes come out. One of Falcon's weaknesses in this match up is that his best moves against ICs are slow and the ICs have some pretty fast aerals... But yeah, making desynch walls against Falcon is in general a high risk/high reward option that becomes less viable the more experienced the Falcon player is."

Edgeguards/recovery

- Choknater: "FYI, Silentspectre tends to recover very high when I play him, as high as he can possibly use up-B. It makes it difficult to predict where to smash him. **He may go behind you, or do hard backwards DI and go back to the ledge while you tried to follow him toward mid-stage**. Either that, or he **sweetspots the ledge and attempts to wall-tech**. Falcon's recovery SHOULD be predictable, but be very weary as to where he's DI-ing during his comeback."
- Bomono: "just downsmash, or if you want to get a bit crazy **desynch into charged downsmash and grab ledge when he up-bs**."
- Wobbles: "For Falcon I like getting out there and **beating him up if he's anywhere above the edge, particularly on non-FD levels**. Just **leap out and n-air**, force him farther out and then do like you said with holding the edge and waiting."
- Derf.MW: "When falcon it trapped on the ledge, I just sit back a little further and blizzard. He can stall invincibly with **hax dashes**, but his aerals don't have a whole bunch of range in front of him from the ledge, so you can just **keep him there**."
- Peef: "ICs have super-solid edgeguards on Falcon. Smashes work, but the best thing to do is just **hold the ledge, and wait for him to come up**. Just stand up> bair or grab (if you have nana). If nana gets man-hugged, popo can bair or stand up>fsmash. Out of the grab, you just charge fsmash>uthrow to reverse it, and repeat. Its alot like edgeguarding sheik really."
- Kyu Puff: "He also shouldn't be able to recover against you; it's easy to cover all of his options. If you stand facing away away from the ledge, you can **edgehog/d-smash on reaction**. If he techs the first d-smash you have another guaranteed d-smash... If he recovers up and over there is room for error, but b-air still beats his recovery."
- Scar: "**Walljumping over and over on YS is not that useful as anything but a recovery mindgame**. I most frequently use it to stall for the cloud, which has almost always been successful. You can get about 4-5 walljumps before using your double jump, and then 2-3 more on average after that if you really want to."
- KirbyKaze: "Part of the point I am trying to make is that Falcon's recovery can be largely treated as Sheik's, so long as you are aware of when he can and cannot ledgencancel his Up+B."

Supplementary material

2004

- [TG6: Isai vs Chu Dat](#)

2006

- MLG Orlando 2006 GF: Azen vs Chu Dat ([1.1](#), [1.2](#), [1.3](#) / [2.1](#), [2.2](#), [2.3](#), [2.4](#), [2.5](#))
- MLG Vegas 2006: Azen vs Chu Dat ([1](#), [2](#), [3](#), [4](#))

2011

- [Zenith 2011: Hax vs Chu Dat](#)
- [GENESIS 2: Wobbles vs SilentSpectre](#)
- [GENESIS 2: Hax vs Fly Amanita](#)

2012

- [NYTE WSF: Wobbles vs S2J](#)
- [TBH2: Scar vs Trail](#)
- [TBH2: Mango vs Nintendude](#)
- [TBH2: Mango vs Trail](#)

2013

- [KoC2: Scar vs Fly Amanita](#)
- [KoC2: Westballz vs Wobbles](#)
- [KoC2 WSF: Mango vs Fly Amanita](#)
- [KoC2 GF: Mango vs Wobbles](#)
- [NCR 2013 LQF: Mango vs Fly Amanita](#)
- [EVO 2013 Pools: Scar vs Tomber](#)
- [EVO 2013 Pools: Wobbles vs Wizzrobe](#)
- [EVO 2013: Wobbles vs Lord](#)
- [TBH3 Pools: Hax vs Nintendude](#)
- [KoC3 LQF: Westballz vs Fly Amanita](#)

2014

- [MUST1 WSF: Tomber vs Rocky](#)
- [MUST1 LF: Tomber vs Rocky](#)
- [SCR 2014: Scar vs Fly Amanita](#)
- [TNE: Hax vs Fly Amanita](#)
- [DYFWI: Fly Amanita vs Lord](#)
- [Nebulous 24: Admiral vs Slox](#)
- [SSS22 WQF: Fly Amanita vs S2J](#)
- [SSS24 LF: Fly Amanita vs S2J](#)
- [SSS28 WSF: Fly Amanita vs S2J](#)
- [Zenith 2014: Gahtzu vs Nintendude](#)

2015

- [S@X GF: Nintendude vs Druggedfox](#)
- [Apex 2015: Wobbles vs S2J](#)
- [SN3: Slox vs Dizzkidboogie](#)
- [SN3: Nintendude vs Wizzrobe](#)
- [SN3: Frycook vs S2J](#)
- [SN3 WF: Nintendude vs S2J](#)
- [Mayhem June 15 WQ: S2J vs Fly Amanita](#)
- [BMR: Druggedfox vs Dizzkidboogie](#)
- [BMR: Gahtzu vs Nintendude](#)
- [INY: Druggedfox vs Boback](#)
- [EVO 2015 Pools: Fly Amanita vs W33dl0rd840](#)
- [SSC Pools: Wizzrobe vs Dizzkidboogie](#)
- [Avalon 9 LQF: Nintendude vs Jeapie](#)
- [Paragon LA: Nintendude vs S2J](#)
- [TBH5: Nintendude vs S2J](#)
- [MNM58 WF: Wobbles vs Darkrain](#)
- [MNM58 GF: Wobbles vs Darkrain](#)
- [DreamHack London 2015: Baxon vs Alpha Dash](#)
- [BUST3 LQF: Dizzkidboogie vs Captain Smuckers](#)

2016

- [CFLS 62: Drunksloth vs Gahtzu](#)
- [PAX Arena: Wobbles vs S2J](#)
- [BG2 Pools: Tuesday vs TSC](#)
- [TLOC 1K WSE: Wizzrobe vs Bananas](#)
- [TCU2016 LSE: n0ne vs Fork](#)
- [SXSW Five Gods Pools: Nintendude vs S2J](#)
- [Summit 2: Wobbles vs S2J](#)
- [S@X 143 WSE: Nintendude vs n0ne](#)
- [Pound 2016 Crews: Team Ice Climbers vs Team Captain Falcon](#)
- [SSS43: Army vs S2J](#)
- [CFLS 72 WF: Drunksloth vs Gravy](#)
- [Runback 2016 LE: Dizzkidboogie vs S2J](#)
- [DreamHack Austin 2016 LQE: Wizzrobe vs Nintendude](#)
- [SSS45: Nintendude vs S2J](#)
- [LTC4: Wobbles vs Wizzrobe](#)
- [DreamHack Summer 2016: Fuzzyness vs Daumling](#)
- [CEO 2016: Wobbles vs S2J](#)
- [CEO 2016: Dizzkidboogie vs S2J](#)
- [CEO 2016: Dizzkidboogie vs Wizzrobe](#)



Ice Climbers

History/flavors

- Fly: **"Wobbles has really confusing, spastic movement and very confident (if at times strange) reads. Chu is very patient and good at catching people off-guard** or baiting them into reckless behavior. Most of my career, I was good at **[systematically] 'shutting down' a lot of opponents** (quotes because my methods weren't foolproof and I eventually had to rely on them less); I still can do that, but **I feel like a much more well-rounded player nowadays. Tomber is extremely good at creating and capitalizing on off-kilter wobbling opportunities.** I could go on a bit more, but won't for the time being, at least."
- Fly: "I wobbled a lot when I started playing ICs. Then wobbling became banned regularly for quite a while in Socal and I became accustomed to playing without it. By the time it started to regularly become legal again, I was kind of sloppy at it and on average gained more out of other CGs, so I did those. **I did recently become adequate at wobbling again and have thus been using it more lately.**"
- Fly: "Wobbling is by far the best option ICs have out of a grab, yet it is also poorly understood by many, and this sometimes inhibits players' abilities to counteract it. While it is easy to do once it is initiated, there is subtlety in judging how to start it under various circumstances, and sometimes Popo must wait briefly before doing the first headbutt. **Some ICs players, predominantly the MD/VA ones, often wait long before starting the infinite in the interest making the initiation consistent and easy. However, whether this delay is essential to make the wobble work or whether it is chosen in the interest of making it easy, it has a huge drawback: people can press buttons.** Players who recognize that not every wobble can or will start exceptionally quickly often mash furiously the instant they realize they will be grabbed, and it requires very good wobble set-ups for the ICs player to handle that."
- Wobbles: **"Chu Dat was the premier IC player for a long time. His game sense, intuitiveness, and consistency were absolutely absurd. He used outdated techniques and made lots of inefficient choices, and for some reason, he stayed near the top of the game until he faded out of the scene from inactivity.** And this was a big slap to me, because I *didn't* seem to have that crazy knack he did. I tried to optimize everything, and discover all the nuances of the character. We'd have conversations about the Ice Climbers, and he would sometimes just stare at me like I was speaking Swahili. It hit me that **he knew less about the character than I did, and that he was still 100x better than me with them.** It took me a long, long time (and inactivity on his part) before my general skills and basic abilities in the game were on par with his, and my character specialization could take me over the top. And I was *still* missing certain abilities that he had! I could punish way harder, and I knew more tricks. But when it came to his insights, his spacing, and his consistency, I still feel like I don't quite match him in those regards. And I kept playing for years after he quit."
- Nintendude: "I think **I have the best use of projectiles, and my grab setups** are getting up there too (though **Wobbles still is the best in that category**). I think **Chu's best attributes are attrition and teams play, and Fly is the best at reading people's movement.**"
- Nintendude: "I tend to focus more on **reading movements and catching people in their movement to find opportunities.** More recently I've **gotten better at finding grabs than the other Ice Climbers and converting off them more efficiently.** More emphasis on the first one, though. I was watching Tafo's analyst desk and he was even pointing out that I was reading movement really well."
- Nintendude: "[ICs] take a lot of time to learn, and also **just as species have a lot of 'tech skill idiots,' a lot of newer ICs are 'wobbling idiots'** (I don't mean that as an insult). **The top ICs players besides Dizz all learned the character during the Wobbling-banned era,** so we all learned how to win without it. When new players ask me for ICs tips I always tell them to first learn the character without wobbling."
- Nintendude: "Dizzkid is really good.. I think he's the **most disciplined Ice Climbers player by far** right now. Disciplined as in his ability to literally, like **never overextend ever,** which is one of

those important things in teams, to never overextend... Dizzkid's also one of the best people... at just converting random opportunities into big hits."

- Leffen: "Back in the Brood War days, people thought that, 'oh, **ZvZ is a random matchup**, it's a coinflip'... [Jaedong] took the ZvZ matchup from being considered to be **random** to having... a **90% win rate**... He doesn't speak any English but the translator said... '**to play ZvZ you need a certain kind of confidence. I think I have that confidence.**' It's the exact same [for Fox dittos]... You *need* to be able to, last game, from the ledge ledgedash up invincible shine..."
- Leffen: "After [watching that Jaedong interview], **I realized I can't back down from the Fox ditto... If I'm more confident, and I believe that I can be more determined and more confident than anyone else, then I should be able to win this consistently.**"

Mechanics

2v2

- Nintendude: "ICs dittos are a really fun and interesting matchup, and you can break it down into parts. The first part is the **2v2**, where the objective is to **separate them and kill Nana without losing your own Nana**. The best way to do this is grab and **back-throw** since it has a huge hitbox that separates them really well. If you grab Popo, back-throw hits Nana away and then you can get a free smash on her while Popo is in hitstun. If you grab Nana, it's still safe usually but you have to be really careful when trying to extend your punish."
- Nintendude: "The main strategy in the 2v2 is to isolate and kill the opposing Nana. The best way to do this is to find an opportunity to run in and b-throw[, which] has a large **deadweight hitbox** that **splits the Ice Climbers** in different directions while also **protecting yourself** from the other Popo. The process is to get a b-throw on Popo, d-smash Nana away, and kill Nana while walling out Popo. My favorite trick for walling out Popo is to desync Nana into a blizzard, leaving Popo free to get Nana offstage and edgeguard her, but it really just requires **aptitude for teams play**, as the 2v2 is like playing a regular teams match, but with simplified decisionmaking."
- Nintendude: "You have to be careful, though, because you will often **grab Nana instead of Popo**, or even **grab both Ice Climbers** at the same time. When this happens, you have to pay close attention to Popo so that you don't leave yourself open as you try to get rid of Nana."
- Kyu Puff: "Your grab game is devastating if you manage to grab the other Popo. Nana automatically throws away whoever she grabs, leaving the other IC at your disposal. **If you wobble Popo, Nana will simply run repeatedly into your headbutt or f-tilt.**"
- Kyu Puff: "Otherwise, **blizzard and smash once Nana comes**. D-throw u-smash, or u-throw f-smash, to send Popo away and buy time to kill Nana (a smash knocks her far enough offstage that she usually can't recover). Alternatively, **charge a smash and wait until Nana approaches.**"
- Kyu Puff: "**F-air is a good counter to wd d-smash approaches** (what most IC players will use)."
- Wobbles: "The ditto is kinda like playing a 2v2, really, because you do a lot of target switching, you do a lot of bait, and funnily enough, **this is one of the matchups where the ICs get grabbed more than any other matchup, because their b-throw has a dead weight, it splits them up**. So even if you're Sopo, you can start a good train on Nana just by getting the b-throw and you start d-smashing. **You start doing some fancy target switches, make Popo respect you, and then you can kill Nana for free.**"
- Wobbles: "I usually try to decide how aggressive they are so I can tailor myself accordingly, and I enjoy creating a lot of **fake threat towards Nana** so I can psyche out the Popo and hit him. Not sure how to break it down without writing an entire guide."
- Wobbles: "Vice versa, you have to be very good at **exerting mental pressure with just Popo** if you want to stop them from just steamrolling your Nana. **Very aggressive-seeming movements** can often get them to throw moves at you instead of her when you're split, so obviously baiting those is how you will keep her alive even when you shouldn't."
- Wobbles: "Well, **it's not so much about going for the Nana kill instantly (unless you have it guaranteed obviously) as it is about walling off Popo as best you can from her**. He wants to get in and save her, so you can exploit that."

- Fly: "I don't think dsmash is all that great in the ditto. It's good in close range, but **ICs don't tend to spend a lot of time next to each other**, and when they are near each other, **grabs are typically way better.**"
- Fly: "Grabs are very important and are the probably the most significant way of separating the other ICs, mainly via bthrow. **Not something you can throw out all the time due to small hitboxes, but it's at the very least a much better neutral option than dsmash is.**"
- Fly: "I sometimes use **shield-stun desynchs against the other ICs' projectiles**. They're also probably good against **dsmash.**"
- Fly: "Since ICs suck at protecting themselves below and are really good at protecting themselves from above, it's definitely good to **keep the other ICs above you**. Since you both probably like being glued to the ground, I'm not sure how often you can take advantage of this, though. **Usmash/utilt are really hard to land in ICs dittos** and I don't think **uthrow** is as good as **bthrow** most of the time."
- Choknater: "[the 2v2] is really hard and very random. it feels even more offensive than a falco ditto where **you have terrible defensive options but excellent offensive options and whoever gets the first hit wins**. but unlike a falco ditto, **it doesnt usually result in death (well maybe for nana) but instead it usually ends up with a very advantageous position of 2v1 or 2 together vs 2 separated...** i just kinda imagine it like a falco ditto... u gotta set some sort of pace with ice blocks, and it can be kinda random who gets the momentum first but it's possible to outplay the other ic with ice blocks. then gotta find a way to get in, i like **wd grab, wd jab, wd dsmash, dash attack, or sh fair**. u can also get in sneakily by using **nana blizz, popo squall, nana smash** (i like **usmash** because when at least one of the opponent's ic's are falling down, it gives you a lot of time to position yourself. usmash is also more accurate than other smash attacks after a solo squall) but this is really random and risky."

1v2

- Fly: "**Even with just Popo, it isn't very hard at all to KO the other Nana. All you really need to do is bthrow the other Popo or separate them via other means and then do whatever you want to Nana**; her bad DI coupled with Sopo's strong smashes means she dies very quickly..."
- Choknater: "this is obviously extremely difficult but there are ways to get in. basically **all of ic's approaches make them a little bit vulnerable, so it's best for 2 ic's to play more defensively like with blizzblocks**. sopo can shoot his own ice blocks but obviously since 2 ic's can shoot more projectiles the sopo has to approach. i'm not really sure HOW popo can do this, i usually just play intuitively until i find openings..."
- Wobbles: "You can't go above them... you land, you get grabbed, **that desync wall is really tough for Popo to deal with.**"
- Nintendude: "**1v2, the objective is still to get a back-throw to separate them and then kill Nana. It's just super hard to find a way in if the opponent is properly walling you out.**"
- Nintendude: "As solo Popo, the best way to play the 1v2 is to look for a **hole in the wall** and come down with a **spaced f-air**, or run in and **grab b-throw**. Doing this is hard, though, because you really need to outsmart your opponent, and the slightest misstep will get you grabbed and wobbled."

2v1

- Choknater: "just blizzblock camp sopo, or desynch blocks if he decides to wd/dash dance a lot. the advantage is HUGE and **u USUALLY dont wanna risk your advantageous position with bad approaches**, but if u can find good ways to approach him then by all means. the best strategy is to try to force him above you (not very hard if u keep using ice blocks) then keep him up there with dash attacks/uair/usmash, and also punish some landings with grab."
- Nintendude: "When Nana is gone and you are playing a **2v1**, I just set up a **projectile wall which Popo isn't really able to beat**. ICs vs. Popo is probably one of the worst matchups in the game. **You can just take away his space until he's forced to commit to an unsafe option.**"
- Nintendude: "Turns out that Popo and Nana together is one of Popo's worst matchups, because he has no good answer to projectile walls. You can usually spam **alternating blizzards and ice**

blocks to take away his space and force him **into the air**, where you intercept him with **u-air**, or force him to **roll** which you react to with a **grab**."

1v1

- Binx: "In [the 1v1] part of the match up movement is opening up much more for both characters dsmash from a single climber has a much shorter hit box since Nana isn't there to repeat it and thus is much easier to punish via shielding into stuff or by timing your fairs. **U-throw becomes a very strong throw option at 30-40% since ICs uair completely destroys all other aerals from above that ICs have access to. Dthrow solo chain grabs** open up and nair becomes a decent combo ender. **The climber who reaches this state with low percent have a large advantage due to the crouch cancel option eliminating jabs as a safe option.**"
- Choknater: "i think everyone's sopo has a different flavor but in the end they are all the same. popo's strength is in his **mobility**, so in order to keep the matchup from being too erratic, popo should really be patient and pay attention to the other sopo while also focusing on moving in an unpredictable way. **assuming both sopo players are equally good at zoning and positioning, i feel like the most patient sopo will always win.**"
- Fly: "Maybe if you get the other ICs separated, you can **uthrow or dthrow -> usmash** or something to send the other Popo **upwards** and harass him from below... **It's probably easier to take advantage of this aerial disparity in Sopo dittos.**"
- Wobbles: "SoPo on SoPo is the best because it's the most mobile."
- Nintendude: "I don't have any particular strategies for 1v1 except try to outplay my opponent."
- Nintendude: "Popo dittos are really straightforward, and in my opinion, it's like fighting a **much worse Luigi. D-throws** lead into juggles with **dash attack** or **u-air** and Popo has a really hard time getting down to the ground."

Neutral/punish

- Nintendude: "I don't like d-smashing in ICs dittos. I like **f-tilt, fair, and b-throw** instead. **D-smash spammers are really easy to beat.**"
- Fly: "Dsmash is good in the ditto in that you have to **respect it as a CC option when the opponent is at a low percentage**. Other than that, it's frequently the best thing you can hit an **isolated Nana** with, but not always. Dsmashing out of the blue in neutral, as is the case in most match-ups, is pretty bad unless you have some explicit reason to believe it will work."
- Wobbles: "Yeah, generally I prefer **tilts and grabs** to **d-smashes**, unless my goal is to **prevent re-sync with Nana.**"
- Wobbles: "For dittos, **read movement**. That's mostly it. **Spend all of the fight judging the timing of their WD approaches and seeing if they attack or shield when they do it**; if they attack, dodge and punish or interrupt it. If they shield, grab. Mix up the spacing on your WD so that sometimes you're going farther than normal and you can catch them as they retreat... Movement reading pretty much makes you good at this game, honestly. Try watching players and see if you can guess when they're going to attack or approach or go for fake-outs and see if you can't spot the little differences in movement. They're kind of like tells in poker, I guess."

Edgeguards/recovery

- Bomono: "if they **side-b** wait til near the end of the animation and punish, there is a **30 frame or so window where they have no hitbox and cant land**. if they **belay** just **fair popo out of it**, or if you cant just **grab ledge**. you know how weak belay is if you main ICs"
- Bomono: **blizzard desync + popo grab ledge invincible bair**
- Wobbles: "Edgeguarding is easy mode if you have both of them. **De-sync Nana into charged up-smash, and get ready to wavedash after Popo if he makes it over or he goes to the edge**. If he lands on Nana, he'll die because their charged up-smash is ridiculously strong. If he goes farther in, you grab him. If he goes out, you edgehog. If there's a platform he can go to, you can intercept by b-airing or u-airing."
- Fly: "If you're edgeguarding Sopo, and he's recovering high, I think its best to **let him land and then grab him**, unless you're also Sopo, in which case **bair/dsmash/something else** is probably better. If Sopo isn't recovery particularly high, the fair meteor spike would probably KO him; he

almost definitely already used his double jump and his up+B isn't going to save him if you fair him out of a solo squall.”

Supplementary material

2013

- [KoC2 LQF: Fly Amanita vs Wobbles](#)

2014

- [EVO 2014 Pools: Nintendude vs Fly Amanita](#)
- [Bar Wars 2 WSF: Nintendude vs Chu Dat](#)
- [DYFWI Pools: Fly Amanita vs Delphiki](#)
- [BS23: Dizzkidboogie vs Frycook](#)
- [TMG EC: Dizzkidboogie vs Frycook](#)

2015

- [S@X 111 WSF: Nintendude vs Chu Dat](#)
- [S@X 111 LF: Nintendude vs Chu Dat](#)
- [ZS2: Jago vs Kyu Puff](#)
- [BMR: Nintendude vs Dizzkidboogie](#)
- [NP2 Pools: Dizzkidboogie vs Kyu Puff](#)
- [NP3 WQF: Dizzkidboogie vs Frycook](#)
- [GF2 LSF: Dizzkidboogie vs Frycook](#)
- [ARG8 WSF: DerfMW vs Dizzkidboogie](#)
- [MOAL72 WF: Dizzkidboogie vs Genghis Connor](#)
- [Unity: Snover vs CrimsonKid](#)
- [NG+19: Kyu Puff vs BVB](#)
- [Smash Madness X LQF: Corn vs Frycook](#)
- [Avalon M-II: Alpha Dash vs Daumling](#)
- [FPS: Enigma vs Drunksloth](#)

2016

- [TCU 2016: Vanitas vs Fork](#)
- [Smashing Scots WF: Dizzkidboogie vs Genghis Connor](#)
- [MNM82: Wobbles vs Bananas](#)
- [MNM83 WSF: Tuesday vs Bananas](#)
- [Foundry 91 WF: Dizzkidboogie vs Nintendude](#)
- [LTC4: Tapsody vs Wobbles](#)
- [Foundry 94 WSF: Nintendude vs Choknater](#)



Stages

- Fly: "I don't mind YS at all, either. **I'd avoid DL or possibly BF against Yoshi, if anything.**"
- Derf.MW: "I will also gladly take yoshi's to story. **He can egg to cover the stage and he combos on the platforms and every yoshi has tricks but ICs are still broken there.** I do prefer FoD sometimes, but I've never had a problem on yoshi's once you get used to yoshi's options on the stage."

Neutral/punish

- Binx: "**DJC nairs, fairs, uairs** will immediately separate you and they are so fast that you have to be really aware to be able to counter them. His fsmash (like Falcons) jerks back before hitting you and has mega range, so it's pretty safe. Dsmash is fast. And we all know what fast dsmashes do to IC's. Yoshi's sliding light shield after rolling can easily get him away from your smashes. Wanna grab him? His dsmash out of shield comes out almost immediately."
- Fly: "Regarding Yoshi's double jump, it has subtractive knockback armor, so **anything with non-set knockback should break it eventually.** There is some value of knockback c such that, if Yoshi gets hit during his double jump by a move that deals knockback k, the knockback he receives is $\max\{0, k-c\}$. I don't remember what c is, so I'm not sure when you can start expecting certain moves to break his double jump. It does make sense that bair would break it reasonably early since it's a strong move, though."
- Fly: "**Yoshi can parry the frame immediately after egg lay**, leaving no window for a grab (or anything else) to actually hit him right after the move finishes. The best you can probably do is make a good read on what he does after egg lay and punish that... He's only vulnerable right at the start of the animation. He's invincible as soon the victim disappears and remains invincible until the move ends."
- Gimme: "Yoshi has the **ganon effect against ICs, he kills the second climber super easily** but **his advantage diminishes by a good amount when its vs Sopo.** Along with the **cg** he has on yoshi, sopo's movement is freed up when not having to worry about the nana anymore. **Ics d smash beats yoshis d smash from both sides or at least clanks with it.** the only real advantages yoshi has his **nana kill power**, his ability to **cc most things** and his **neutral b** being able to trap nana from a good 3 or 4 seconds."
- Derf.MW: "I've noticed **I definitely prefer being synced in neutral most of the time against yoshi.** However its useful to use **nana's blizzard to bait yoshi into using his double jump to go through it and hit nana**, then **upsmashing** to pop him up above you without a jump."
- Derf.MW: "By the ledge is kind of scary because **egg lay will kill nana at very low percent**, but **yoshi is cornering himself and blizzard forces him to the ledge**, where desynced climbers can make egg stalling very dangerous. If nana isn't spaced correctly with blizzard/ice block he can neutral b from the edge and kill her, but if you react properly you can make that cost him his stock by edge hogging it."
- Peef: "ICs vs yoshi isn't that bad for yoshi. **Dsmash and fair** are good somehow. It's not GOOD for yoshi either. **Double bair knocks you out of your double jump.**"
- Smasher89: "He has a **good fair(one of like 2 approaching moves)** that definitely should be respected (but can be **intercepted with uptilt**, which is also great against yoshis doublejump), and a really good **dsmash**, something that has IASA frames (or similar) out of rolls. **If hes lost his doublejump he is kinda out of options**, attacking him from below in that situation works like attacking marth in the same situation, pressures the character heavily."

Edgeguards/recovery

- Gimme: "**if hes eggstalling let him. no point in pressuring imo.** if you want to pressure though just threaten with a dsmash chances are they are gonna mess up at least once and you can weave in and out with your wavedash..."
- Gimme: "**blizzarding at the edge** worked to wear down yoshi's armor on his recovery and having **both climbers to bair** him usually killed him. it isnt like the falcon MU when edgeguarding is

super important. you can **treat it like samus** when you just **put yourself in a good position on stage** and **wait** for them to land.”

History/flavors

- Phish: “His double jump armor alone turns the neutral game completely on its head. **You know how Peach can get a lead and then rely on trades to win games? Yoshi can do that too, except he suffers no hitstun for those trades, which means instead of trading single hits, he can tank a hit and trade with a combo.** Hugely beneficial.”
- Leffen: “It’s kind of obvious that **[aMSa] plays expecting people not to know the matchup.** And there’s nothing wrong with that, but it’s going to be really rough for him to run into me just because... I know what Yoshi wants to do [from playing him in the past].”
- NMW: “I think aMSa uses **most of Yoshi's possible tricks.** I don't think there's a ton left to explore as far as tactics go. But **it's still pretty unclear how legit Yoshi's neutral game is because the way he's been played relies on a lot of gimmicks,** and most of the matches that the public has seen are **top players with bad matchup knowledge playing against him.**”

Supplementary material

2011

- [ViA WSE: Smasher89 vs Leffen](#)

2014

- [Apex 2014 Pools: aMSa vs Chu Dat](#)
- [Apex 2014 Pools: aMSa vs Fly Amanita](#)
- [MUST1 LSF: Tomber vs VJ](#)
- [S@X WQF: Peanutphobia vs Nintendude](#)

2015

- [MOAL 72: Genghis Connor vs Kofi](#)

2016

- [Avalon M-II: Mindtrick vs Alpha Dash](#)
- [MNM70 LF: Wobbles vs Hamyojo](#)
- [NorCal Arcadian 2016 WSE: Dewky vs Kimimaru](#)
- [S@X 142 WQF: Peanutphobia vs Nintendude](#)



Stages

- Tomber: likes Final Destination, Pokemon Stadium, Yoshi's Story, dislikes Battlefield, Dream Land 64, Fountain of Dreams

History/flavors

- Duck: **"Going to be stuck in a car for the next 8 hours with 3 people telling me samus is the 5th best character in the game"**
- KJH: **"okay so after 2 hours of discussing this we've decided samus is 7th or 6th"**
- Prince Abu: **"lol you privileged samus mains have no idea what its like to main a true low tier"**
- Duck: **"[Plup] has a completely different playstyle from me and hugs. His platform game is leagues better than ours and his missile game/tech skill is better. He was also the first one to do reaction based punishes with samus. In terms of major style differences i'm more grounded than the other two and I think i'm better at edge guarding, hugs's neutral game is the best out of us 3."**
- Duck: **"The way [Plup] uses dashdancing and shield dropping with Samus and everything... I'm pretty stationary overall. I pretty much just like to walk or move and then call someone out really hard for doing something. Plup kind of just makes stuff happen."**
- Hugs: **"Duck is, um, he's focused on reaction-based and optimized gameplay, I'm focused moreso on neutral-based, feel-type gameplay, and, uh, Plup is, just, super-technical, quick, and overwhelming gameplay, so he's very aggressive, very fast, and very technical..."**
- Hugs: **"Samus is not the type of character that you can play to the book. There is no book on Samus because the book does not work. You need to apply your own style... Whether or not you consider Duck or Plup a conditioner, they kind of are, and a lot of the way Samus has to play this game is more abstract than Fox, right, like, there is a definite punish for Fox, and there isn't one for Samus, so people have gotten creative with Samus... I laugh at the idea when someone says, 'oh, I have a lot of Samus experience, I should be able to deal with Hugs, or with Duck, or with Plup,' but you constantly see players from that Samus's region getting fucked up by the other Samus..."**
- Hugs: **"It's not a coincidence that every single Samus is so different... But that could also be our fault, maybe once we start optimizing, things will become standardized, but for now... we all are doing our own thing, and playing the game our own way, because we've had to. There's never been a clear answer with Samus and we've all come up with it on our own."**
- Hugs: **"I've argued with Duck about aerial interrupt grab for so long, and he's so stubborn, he says 'that's the stupidest thing, I don't believe in it,' and I always have to ask him, 'what the fuck is the difference between this and a regular standing grab. There's no difference... it's just another mixup.'"**



Duck's_ego @Ducks_ego · 12 Oct 2015

Me ruling the midwest lmao. Bow down to your fucking king



Neutral/punish

- Fly: **"Shoot a lot of ice blocks against Samus and try to make sure that she doesn't dsmash Nana or hit her with a missile. Good shielding largely prevents both. Full shielding is**

generally nicer when it's an option, but sometimes a **light shield** will be necessary to protect Nana. Overall, just **be patient** against Samus and don't try to rush in too often."

- Fly: "I usually try to stay **pretty close to Samus, but not too close** since she has a lot of annoying tools like **ftilt, jab-cancel, and up-B** when close or in point-blank range. When she's sort of far away/medium range, **intercept missiles with ice blocks**; just **don't do this too much when she has a charge shot.**"
- Fly: "**Most of the grabs I get on Samus, are from shielding her dsmash and wavedashing in afterwards.** Since the dthrow animation takes a long time on her, Nana can almost fully charge a usmash before releasing it, so dthrow -> usmash can KO at surprisingly early percentages."
- Fly: "**People like to talk about missiles as if they're a big issue, but they're usually fairly trivial to deal with.** ICs can easily stop them with **SH nair, ice blocks** (sometimes dangerous against land-canceled missiles), and **usually light-shield** them. They can be a problem when ICs are **separated**, though. **Samus in general has a kind of hard time addressing ICs' shields.** **Ftilt and utilt are typically safe on shield**, some aerals (most notably **dair**) are, **jabs** sometimes are. **Dsmash and fsmash are typically unsafe** and punishable with infinites. Samus can get a good reward off grabs sometimes, but those are also punishable with infinites. To Samus' credit, she can make herself pretty tough to hit. Things like the aforementioned **ftilt** have few good counters (AD through -> grab, **bair OoS** if facing backwards, **DD blizzard which also beats basically every other ground-based approach, but needs to be used with caution since using it requires being ready to defend Nana from missiles**, although that is also typically easy). Samus' **up-B** can be a decent means of **dodging grabs, shield-poking ICs**, and starting punishments that potentially end with a dead Nana."
- Fly: "Also be aware that **if you full-shield her dsmash, you get a guaranteed WD OoS -> grab.** Bad Samuses look for dsmash a lot, and generally won't do anything that really discourages you from shielding anyways, so it shouldn't be tough to deal with."
- Fly: "**I'm confident in mid-range projectile battles against Samus.** As Tomber notes, ice blocks are a good response to missiles and **even when she gets a couple out in a row (e.g. landing missile -> ground missile), you can just light-shield and be totally safe.** Assuming good play on both sides, projectile wars pretty much amount to stalemates, but **I like awkward stalemates with ICs since they let you be picky about when you approach.**"
- Choknater: "Unlike Fox and Falcon, Samus doesn't need to aggressively approach to launch IC's. Rather, **her missile game can force IC's to approach.** The best moves to try to bait them into are dsmash, dtilt, and utilt. Samus is great at pressuring their landing and has an easy time killing Nana. The dsmash near the ledge that launches us off to the side is the most dangerous thing Samus can do to IC's, so standing near the ledge shooting missiles is actually a decent strategy because IC's need to really commit to approaching and put themselves at risk to be dsmashed. **IC's are strong at fighting crouch cancels because their main attacking moves are smashes and grabs**, so don't rely on cc."
- Tafokints: "The hard counter to shield is grab, but samus's grab sucks, so **they really have to work hard to beat shield in neutral.**"
- Wobbles: "Here's the shortened explanation for the tl;dr'ers. **Doing a 3D makes your downsmash last longer and more likely to hit Samus' dodge**, which a lot of Samus players like to use."
- Wobbles: "Samus' f-tilt is an incredibly potent move, and is one of the most annoying things to fight. I think I have a solution for beating it though, and it's a particularly vicious one at that. Of course, it only works at low percents because what you're doing is **CC'ing the f-tilt into a grab.** If you do that successfully, you just might get a stock out of a CC'ed move..."
- Wobbles: "**Be careful about light shielding on platforms**; when you're knocked off, you hit the ground in free fall, which can leave you open to tech chases and fast attacks."
- Wobbles: "Against characters that outrange IC's, I'm a big fan of using **jumping blizzards** to build percent and then force them to approach where you can use your **advantageous shield game**; **this doesn't really work against Samus unless she's in the air--which she rarely is--because she can CC into d-smash and d-tilt.** In fact, she can do that to almost all of your

moves. **F-air** is the best option against this, but you have to watch out for **up-tilt**, since THAT outranges you as well."

- Wobbles: "**Short hop f-air is a really good move, but only for defeating her d-smash.** It will hop over the tip, and if you're DI'ing in afterwards you can fast fall it and shield; if you slam her into the ground, you can tech chase, and if you pop her up you can wavedash out and chase with up-air."
- Wobbles: "**You're at your strongest against Samus when she's above you.** If she's on a platform, abuse your up-air because it's your safest move. Also note that with a full jumped up-air, you can hit through the platforms of Yoshi's Story, Dreamland, FoD, and Pokemon Stadium's Grass and Water formations. I don't know if it works on Battlefield though, and I don't have a memory card right now so I can't check"



- Corigames: "Bombs in general are good against grounded players/characters, but particularly so against ICs. Projectiles are hard to deal with since Nana has a hunger for pain and bombs can cause accidental desynchs or halt approaches. On top of that, if I drop a bomb and get grabbed, it could break me out of a potential wobble. I also bounce off of them if close the bomb when they hit it, getting me safe from grabs. So, **spamming bombs and maneuvering around in bomb jumps** feels like the right thing to do in the MU, imo."

- Duck: "**Can people just kill Nana first? Please**"

- Dizzkidboogie: "Nintendude says, 'oh, Ice

Climbers beat Samus,' I'm just like 'I don't see it,' it's just so hard... So basically, **Samus shoots missiles, I shoot ice blocks, and kinda nothing really happens from that, so someone has to grab center stage, and then someone's gonna go above them.**"

- Nintendude: "I really like this matchup now (I used to hate it) and think it's somewhat easy for ICs. The main reason is that the punish game is really skewed in ICs favor. **They can pile on massive damage by winning the neutral game once while if Samus wins the neutral game, you get like f-tilted LOL.**"
- Nintendude: "General game plan is **spam shield** and **shoot ice blocks**. Take away her space until she feels like she has to commit to something, and then just like.... **shield and read her movement**. Shield is OP vs. Samus because her grab sucks. Samus players love to do spot-dodge -> down-smash shenanigans and if you just shield it you can get a free grab and kill."
- Nintendude: "I think that Samus kind of loses to shields, to be honest... You can frustrate her with projectiles, and then **a lot of things she does are risky because they get shielded and she gets wobbled for it.**"
- Nintendude: "I actually think that, like, Sopo is almost a bad matchup for Samus... I'm not gonna say it's bad, but **Samus has no efficient way to kill Popo and once Popo gets in he can actually do a lot of damage**, keep Samus up in the air with uairs... Yeah, I think [deceptive] is a good way to put it."
- M2K: "**Most samus's do not grab a lot so vs those types of samus's you can sit in shield until samus does a laggy move** (like a smash attack on your shield or anything that lags). Or you can just **hard-read the habits** (like if she misses a grab then you can destroy her for it). vs samus that do not know about that, Block -> wavedash out of shield -> grab can be really good."
- Tomber: "**Use lots of ice blocks. Make Samus approach you.** Ice blocks and f-tilt can be used to counter missiles (Plup likes to use a lot of those in this MU IIRC). Try to protect Nana from the missiles. Punish d-tilt and d-smash with WD OoS->wobbling. Dash attack, bair and uair are good moves to rank up damage. Be aware of Samus' CC."

- Tomber: **“Throw ice blocks at her and poke to her with uair when she jumps over your ice. If she doesn't jump, it's a potential grab.** Samus hits ICs really hard, but you don't have to play high-risk IMO.”
- Tomber: “I really don't think it's that bad. ICs can shoot through Samus missiles (one block hits the missiles, one goes for Samus) and destroy the missiles in other ways too which helps a lot. Also, **Samus can (ground)cancel her missiles into other moves which IC can't.** I'd say this makes it even more risky to stay close to Samus compared to shooting things at her from a distance.”

Edgeguards/recovery

- Bomono: “respect it, **you can fuck them over at the ledge easier than you can fuck them up offstage, with less risk involved.**”
- Fly: **“When edgeguarding her, I usually don't try anything risky. I mostly try to hit her with synched ice blocks to just add damage, hit bombs, and sometimes hit her out of her grapple beam recovery.** When Samus is on the edge, I still spend a lot of time harassing her with ice blocks to try get her back to come back on the stage, but every now and then I'll randomly wavedash towards the edge and fsmash. Be really careful if she has a charge shot when she's on the edge, though, since ledgehop -> charge shot beats any of this stuff.”
- Fly: **“If you're close to Samus when she's on the edge, she'll probably try to hit you with ledgehop fair.** Hugo likes to up-B after this, which I just wait for; other Samus players might do different things, but if you can get her to ledgehop fair your shield and you can guess what she'll do next, you can probably **grab her.**”
- Crush: “Imo **even some of the best samus' have bad habits coming off the ledge...** Ik she doesnt have great options but I see them get upsmashed [by Fox] too much”

Supplementary material

2012

- [RoM5: Nintendude vs DJ Nintendo](#)

2013

- [Gamecenter 6: Tomber vs Darrell](#)
- [KoC3: Fly Amanita vs Sung](#)

2014

- [RoM7 Pools: Nintendude vs Darrell](#)

2015

- [Rubicon 3: Duck vs Trail](#)
- [ZS2: Anto vs Kyu Puff](#)
- [CEO 2015 Pools: Plup vs Chu Dat](#)
- [INY: Darrell vs Fly Amanita](#)
- [S@X 119 WQF: Oro vs Chu Dat](#)
- [SSS28: Fly Amanita vs Hugs](#)
- [SSS33 LQF: Hugs vs Rockleeland](#)
- [Press Start: Fly Amanita vs Corigames](#)
- [Mayhem Feb 2015 WQ: Fly Amanita vs Hugs](#)
- [S@X 137 LQF: Hugs vs Nintendude](#)
- [S@X 137 LSF: Hugs vs Chu Dat](#)
- [S@X 139 WQF: Crimson Kid vs Guac](#)
- [EVO 2015: Hugs vs Chu Dat](#)
- [SSC Pools: Minty vs Sharkz](#)
- [TBH5: Duck vs Fork](#)

2016

- [SXSW Five Gods: Nintendude vs Plup](#)
- [SXSW Five Gods: Wobbles vs Plup](#)
- [SN4: Minty vs Dizzkidboogie](#)
- [Pound 2016 WDOF: Nintendude vs Plup](#)

- [Pound 2016 Grudge Match: Hugs vs Chu Dat](#)
- [FPV1 LQF: Hugs vs Dizzkidboogie](#)
- [FPV1 LF: Duck vs Dizzkidboogie](#)
- [SSS44 LF: Fly Amanita vs Hugs](#)
- [DreamHack Austin 2016 LOF: Nintendude vs Duck](#)
- [LTC4 LQF: Wobbles vs ESAM](#)

Pikachu

Stages

- Bonkcushy: "I elect to platform camp this matchup and plan for ~7 minute games, approaching at random times to make it so it's hard to understand when / why I'm going in. **[Pikachu has] to ban FD and FoD**, Yoshi's and Neutral Pokemon are hard to camp on but at least you can do it on those stages."

History

- Mango: "Yeah, dude, SFat's the Axe slayer... Pikachu, **I think he just treats Pikachu like it's Doc... it kinda does the same thing...**"
- Mango: "I call Pikachu, like, a **poorman's Fox**... [he] pretty much does everything Fox does, but way worse."
- Axe: "Pikachu is the quick killer. He has the strongest up-smash in the game and can kill people at very low percentages using tail spikes. Those strengths sound **similar to Fox**, but Pikachu can take a lot more risks because he has one of the best recoveries in the game and, in general, he's harder to combo than Fox is."

Neutral/punish

- Fly: "**Pikachu... lacks good responses to CCing** against one of the best CC -> punish characters in the game. He isn't great at chasing down **quick WD retreats** against one of the best characters at that sort of thing. His **full jump approach options** aren't great against a character that can **shut down ground approaches with blizzard** (although I have doubts about how much doing that actually accomplishes, either). In my experience, ICs can mostly win by **walking forwards and wavedashing backwards** and either **CC punishing Pika's approaches** or just **hitting him out of them** with your superior range... Pika is also one of the characters susceptible to dthrow CG -> wobble, which makes setting up the infinite practical in situations it isn't against many other characters."
- Fly: "The biggest things I see that Pikachu has in his favor are that he can **separate** ICs pretty well with **bthrow** (something he can get away with a lot against ICs that **unwisely shield camp** rather than using **movement-based defense**), and he can kill Nana, Popo, or both exceptionally easily with **uair** (fairly typical of Pikachu match-ups, but still a factor working well for him). Having an incredibly potent **vertical kill move** against a **0.1 gravity character** doesn't hurt, either."
- Axe: "I agree that **if you ever have the opportunity to get rid of Nana, go for it, even if Popo gets a free punish**. There's not too much he can do to you alone, so I'll usually go straight for the kill on Nana even if it puts me in a horrible position because I know the punish won't be all that bad (unless you're at a very high % where a smash attack will kill you, then don't go for it unless you are ahead in stocks imo)."
- Axe: "Spacing though... **It's extremely hard to space moves with Pikachu against IC's. With Fair, they can just CC grab it**. It's a lot better in brawl because he can SH auto cancel a Fair, but in Melee he has to L cancel it if he short hops, which they can just CC grab. With Nair, I know you have to be careful to start it kinda late, because if you start it early, you'll hit both shields very early which provides enough stun for Popo to just grab you out of the air in the middle of your Nair."
- Axe: "I feel like really **the only 'safe' spacing move is [Pikachu's] Dtilt**, but you really can't do anything against IC's out of it because you'll be at risk of getting grabbed =(Sometimes I just poke with spaced WD dtilts which is good, but... it isn't enough to win the matches lol."
- Axe: "**Dsmash is soooooooo good but only if they do not shield it**. That's the scariest thing about using Dsmash against them. But it's a very good reward if you land it. I see this as a high risk high reward kind of thing."
- Axe: "Dkuo, I really like what you said about **bthrow -> jolt** to kill Nana. I never even thought of that lol. I'm gonna try that. I'm imagining that if you bthrow and full jump reverse jolt immediately, it'll hit her right as she uses her double jump and she'll just fall."

- DJ Nintendo: “I don't even think its that hard of a matchup for Pikachu. Many players just suck at the ICs matchup in general. **Many players also suck at killing Nana. Once you learn to kill her quickly, its doneskiies lebronskies.**”
- N64: “The main difficulty in approaching ICs is their **wavedash distance**. They can use it to very quickly change their spacing with [Pikachu] and **make [Pikachu's] approach under or overshoot drastically**. If you overshoot, keep dashing away and set up your next approach. If you undershoot, watch out for the coming punish, and try to do what you can to avoid it. One way to get around this, though risky, is to do super deep shffl nairs. Start your shorthop close enough to the ICs that even if they wavedash away they'll still get hit near the end. This does mean that you'll end up initially dashing very close to them and they can move forward and intercept you, but if they aren't watching for it you can get in pretty quick (and they could think you're dashing in for a grab, which wavedash back would avoid).”

Edgeguards/recovery

- Fly: “Under the right circumstances, ICs can punish Pikachu's deceptively bad recovery (**more people need to realize how easy it is to force him onstage and punish his landing across match-ups**) with a wobble.”
- Bomono: “[**wavedash back while holding shield to the ledge and when you grab ledge press down and go low then**] **just waveland on stage and punish wherever he goes**. mind you this edgaurd is probably not worth it vs pikachu just due to how much thigns can go in a flash, only reccomended if you have upmost confidence in yourself.”
- Axe: “I usually go for the **tailspike** on nana after I **bthrow**, but sometimes I gotta **wait on stage for a while (waiting for her double jump)**, and that **leaves me kinda vulnerable if popo is still on stage and sometimes I end up missing the tailspike**. Still works pretty well but sometimes it doesn't work, and I would like another alternative.”
- N64: “**Landing on stage is terrifying against ICs**. They can cover so much distance with their wavedash/waveland onstage that your survival options are pretty much limited to either the ledge or a platform. If you can keep both options open, though, you're pretty safe. **ICs will at most get like a uair on you if they ledgehog->waveland onstage as you go to a platform**. If you are able to **get the ledge instead, wavelanding on and jumping towards the center of the stage** is pretty safe, but just **jump recovering from the ledge** is easier and also pretty safe.”
- N64: “**Ftilt is really strong against solo Popo**. If both ICs are offstage, though, things get a little more difficult. Their overB gets considerable height, so it's a little harder to follow. It does mean you can potentially **uair spike them out of the end of it**, though. They also get upB as an option, which makes Nana a practically unbeatable hitbox. Just try to **follow Popo and spike him / knock him away**, then kill Nana before he can get back. Ftilt is still strong, though, so don't worry about following ICs offstage too much.”

Supplementary material

2011

- [Zenith 2011: Axe vs Chu Dat](#)

2013

- [TBH3: Pikachad vs Nintendude](#)

2014

- [Zenith 2014 LQF: Nintendude vs Axe](#)
- [Forte 2 WSF: Axe vs Wobbles](#)

2015

- [L13 WF: Tuesday vs Bloke Cinco](#)
- [L13 GF: Tuesday vs Bloke Cinco](#)
- [NG+17: Bonkcushy vs BVB](#)

2016

- [EVO 2016: Infinite Numbers vs Axe](#)

Luigi Stages

- Fly: "I like **FD** a lot against Luigi since it heavily **cuts down his approach options**."
- Fly: "I don't think **Yoshi's** is that bad against Luigi, although it is **harder to camp him there** than it is on other neutrals."
- Wobbles: "My problem [with **YS**] is he can: 1) **Cover the entire level in one wavedash**, making it really hard to zone him... 2) **Push you off easily** with his aerials and smashes... 3) Get assistance from the cloud to **reduce potential recovery gimps**... And add that to the advantages he already has in the matchup, it's rough."
- Dizzkidboogie: "The fact that I wobble and the fact that I approach the Luigi matchup with a bunch of desyncs means that Luigi kind of has to approach from the air... so [Ka-Master] started **platform camping** a lot [in Runback 2016 LSF]... He didn't really do it much on game 1, which was on Dream Land, and then **he beat me using that on Yoshi's**, and I feel like I was figuring it out, but didn't figure it out soon enough... [Game 3,] **FD, no platforms, so that wasn't an issue**... [Game 4,] **Battlefield, he got me again**, [then in game 5 on] **Stadium there's no top platform, so it kinda wasn't a thing**."

History

- Hax: "the way this game has played out, with **good movement** and **good 'hustle moves'** (**quick, strong hitboxes to win the neutral game**) coming out on top, there's no question that [Luigi] has emerged as the best and only viable mario bro"

Mechanics

- Personofblah: "tl;dr **Luigi gets a charge whenever his down-b ends on the ground (whether the animation ends or it gets interrupted), and his charge does not go away until the animation is over.**"

Neutral/punish

- Fly: "It boils down to **ice block & blizzard walls when he's on the ground**, trying to **stay below him whenever he's airborne or on the top platform**, and **retreating a lot** (either to **whiff punish** or set up a **desynch**) when he's **on the ground** and you don't have a desynch set up, although you can also mix in stuff like **dash attacks** if you think he's going to **overshoot an approach** in anticipation of that."
- Fly: "**Blizzard doesn't clank with tornado, or anything else for that matter. If Luigi tornados into it, he gets hit.** Blizzard is not easily punishable with wavedash -> dsmash; an ice block with Popo near the end of Nana's blizzard stuffs that very easily. Tornado does clank with ice blocks, but that still shouldn't let him get in much; if it's Nana's ice block he's clanking with, Popo can either shoot another ice block or grab depending on where Luigi is. If it's Popo's ice block, Nana can blizzard before Luigi can act again unless the ice block was badly timed."
- Fly: "**Luigi is an extremely ground-based character and ICs have some of the best anti-ground-approach projectiles in the game.** Something as simple as a **single ice block** can stop an approach, and **Nana's blizzard** is a wall he has incredibly limited responses to. He frequently needs to go **airborne** to get around it, but **his horizontal air mobility is awful**, and he's going above a character with a **quick and disjointed uair**. If ICs play the match-up pretty well, I think there are only a few situations in which Luigi is particularly threatening. **When he's at a really low percentage, a lot of ICs' uairs are unsafe on hit, so fighting him when he's airborne near 0% isn't trivial.** Even with ICs' uair, **Luigi's dair is large and threatening and needs to be respected**, although it's not active very long."
- Fly: "Oddly enough, Luigi's respawn invincibility is extremely scary for ICs. **A single grab from an invincible Luigi should lead to a dead Nana**, and a lot of the ways ICs would try to avoid a grab would give Luigi an opportunity to kill Nana with something like fair anyways. In my experience, the way this MU goes against a good Luigi (really just Eddy in my experience) is that ICs take a stock easily enough, Luigi respawns, kills Nana, and then beats Popo easily enough, and so on. If ICs do genuinely lack good responses to Luigi's respawn invincibility (the main thing

I'm studying in the MU nowadays), then I could see it being better for Luigi than what I currently put. If not, then I don't see much reason for Luigi to win unless the ICs make unforced errors."

- Fly: "I think the ICs vs. Luigi match-up boils down to **knowing how to stop Luigi's approaches and get him above ICs. Dash attack** is often good for **intercepting ftilt and dsmash approaches. Blizzard stops all of his ground approaches** and frequently beats **short hop aerials**, also. **Retreating fair** is occasionally good for combating his aerials since it has good range and can also do silly things like **hit Luigi's hand when he tries to fair you**. Bair in general is good against him since it comes out quickly, has little lag, and has range comparable to Luigi's... Aside from dash attack, dthrow -> usmash and even uthrow are decent options for getting Luigi above ICs. Being above ICs is bad for Luigi since he's really floaty and has a hard time getting around ICs uair and, to a lesser extent, utilt."
- Fly: "**You really shouldn't be shielding a lot against Luigi**. Granted, there are times when you don't have any better options, but you should be frequently **protecting yourself via other means**, like blizzard. I do think that ICs can often **escape Luigi's shield pressure by doing simple things like rolling and wavedashing OoS**; ICs just need to have a **large light-shield** so they **slide farther** than usual, which makes it harder for Luigi to maintain a lot of pressure with aerials due to his limited horizontal mobility in the air. **Shield DI** can also help... Also, I disagree with the notion that ICs have to approach Luigi eventually. **ICs are much better at camping Luigi than vice versa.**"
- Fly: "**Luigi has no good way around blizzard except for approaching from above at 0%** since he can punish full jump uair on hit at that percentage with nair (and even then it's a sketchy approach since Luigi is awful in the air). **Past around 10%, though, that's no longer an option** and he has to do stuff like **dive straight into the blizzard and SDI away** in the hopes that the ICs over-commit."
- Fly: "Don't rely on your shield very much against Luigi, because his shield pressure against ICs is extremely good. **Bair and fair are generally really solid since they have similar range as his aerials and are disjointed**. The occasional **dash attack** is good since it puts him in a bad position. Generally speaking, getting Luigi above you is really good."
- Choknater: "**ice blocks tap luigi**, and just getting one good smash attack puts u in a **** position. being below him is good, edgeguarding him is awesome. when both chars are on the ground, it can be difficult to fight luigi but **blizzards and blocks really help a ton against his superior wavedash**"
- Wobbles: "I haven't lost to Luigi in a long while. I've played several and I find that, for the same reasons I'm good against Samus (predicting timing) I can often **intercept his wavedashes** and I just generally outplay the Luigi. **He's considered to be good against ICs, which may be true because of how safe he is on their shield...** Honestly it comes down a lot to **timing wars** and experience killing Nana."
- Wobbles: "Luigi is incredibly hard to defeat whenever he is short hopping. If he decides to short hop the entire match, this makes him very hard to fight. He gets **two aerials per short hop**, you get NO shield game against him, and his smashes are almost impossible to punish. He's also ridiculously difficult to grab, meaning you will have a rough time getting your KO'ing smashes."
- Peef: "Don't approach very much, when you do make it quick. **Nair** works well. Don't try to combo too much because **his nair breaks everything mad good. Keep him in the air with uair**, its very very tough for him to get down. Fsmash his upb recovery and hope you hit, otherwise he makes it back. Don't let him get all up on your shield, **double aerials devastate and can't be directly punished.**"
- M2K: "Luigi's wavedash allows him to move across stages very quickly in a way that you often cannot react to it if he does it properly. Abate will do things such as **dash away from you, wavedash at you, and then grab you into a down throw**, and before you know it, you are already thrown, without any DI (directional influence), and then he combos you hard off of that."
- Dizzkidboogie: "The thing with Luigi is that **his moves close to the ground really beat us up**, so we have to put out ice blocks and blizzards to stop them from doing that."
- Umbreon: "a smart IC player would know that their shield when combined with their low traction won't help fight luigi's air game at all, and would thus **stop trying to shield-[grab] him**. If chu

really wanted to beat a luigi player, I would imagine he'd be **better off evading air attacks than blocking them** and trying to abuse the range of ICs **fair** and **bair** on luigi's low air mobility."

- Nintendude: "I don't think it's really that bad because Luigi has a hard time getting around the projectile walls and **as long as you're just careful about not overextending and not trying to punish things that aren't punishable then it's a little hard for Luigi to open up Ice Climbers.**"
- Nintendude: "In addition to using your projectiles, **up-tilt** is decent against Luigi. It seems to be one of the faster and safer ways to approach him if you **read his short-hop**. WD under him and up-tilt and it'll stop anything he tries to do."
- Kyu Puff: "My problem with Luigi is that he's like Jiggs but takes longer to kill. You have to play REALLY REALLY patient because aside from infinities you'll only be landing **one or two hits at a time.**"
- KirbyKaze: "Luigi MU is mostly won by **keeping control of the ground with obstacles**. And **never let him down when you launch him**. If you try to attack him recklessly then you're playing into his hands. On this one, you just want to stay in the driver's seat whenever possible. It's a luxury that ICs don't usually have... I think you want to keep your Nana to yourself for the most part because without her you lose control of the ground. I don't really like Nanapult."

Edgeguards/recovery

- Dewky @Norcal Arcadian: iceblocks from ledge to beat charged tornado, time it so that popo has enough time to grab the ledge for wait+sweetspot upb and nana fsmash for immediate upb
- Bomono: "go out there and fuck him up, **side-b is shit on luigi and bair outspacs fair and some other options luigi has**. plus **side-b to the stage with ICs synched** is so busted."

Supplementary material

2015

- [Apex 2015: Blea Gelo vs Wobbles](#)
- [S@X WSF: Vist vs Nintendude](#)
- [KotB MM: Vudujin vs Dizzkidboogie](#)
- [FPV: Abate vs Dizzkidboogie](#)
- [DIME13 WQF: Wobbles vs BestFriendJohn](#)
- [EVO 2015: Eddy Mexico vs Dizzkidboogie](#)
- [Paragon LA: Nintendude vs Blea Gelo](#)
- [TBH5: Nintendude vs Blea Gelo](#)
- [MNM29: Thoraxe vs Tuesday](#)
- [NWMDZ: Big D vs Ka-Master](#)

2016

- [NorCal Arcadian 2016 GF: Dewky vs Boulevard](#)
- [PGH NEOH Invitational: Abate vs Genghis Connor](#)
- [BEAST6: Abate vs Wobbles](#)
- [BBtW: Genghis Connor vs Vudujin](#)
- [BG2 Pools: Gimme vs BestFriendJohn](#)
- [FPVI: Abate vs Fork](#)
- [FPVI LOF: Abate vs Dizzkidboogie](#)
- [Runback 2016 LSF: Ka-Master vs Dizzkidboogie](#)



Ganondorf

Stages

- Fly: "Regarding stages, I think your best CP options are **FD** and **Stadium**. Both of these are good because you have a lot of horizontal space and you can kill him off the top pretty well. I think Ganon's best stages against ICs, in no particular order, are Brinstar, DK64, **Yoshi's**, and **Dreamland**. Yoshi's is annoying because it's really **hard to not be near an edge at any given time**. Dreamland is hard because **Ganon lives forever there, but he can still kill you and Nana quite well.**"
- Nintendude: "I tried playing on Yoshi's round 1 [against Kage] (which was a mistake I think, due to **lack of room**) for low % kills. Then I tried the opposite round 2 by going Dreamland. I felt more comfortable there but, **as expected, Ganon lives forever if you can't find reliable ways to smash or grab him.**"

Game 1 on Battlefield. Ganon vs Peach. Peach flubs a FC nair and gets shield grabbed. The Ganon pummels the Peach once then downthrows and bairs the Peach. They then reset to neutral.

Hard cut to commentators

Commentator #1 has soiled himself. The level of **DISRESPECT** displayed by that downthrow made him shit himself. He has a very visible erection. Commentator #2 is experiencing cataplexy and is drooling. A third commentator shows up to finish casting the match. "This match is the opposite of that song by Aretha Franklin!" he says. Moments later the Ganon fairs and jabs the Peach's shield and then after the Peach buffers a roll out they reset back to neutral again.

Hard cut to new commentator

New commentator is inconsolable. He attempts to shake sense back into commentators #1 and #2 as he explains between sobs that nothing will ever match the **DISRESPECT** he just encountered. The 3 commentators then pass around Jonestown-style Kool-Aid as they decide their lives have peaked and nothing else will ever be worth experiencing again, comparatively.

The Ganon then proceeds to get double 3 stocked

property of
bad melee
pls no sue :(

History/flavors

- Chillin: "Even now I think, but **back in the day especially, the Ganondorf vs Ice Climbers matchup was really bad for Ice Climbers**. Ganon was considered to destroy Ice Climbers back in the day, so that's probably why Chu had such a hard time against Captain Jack [at TG6]."
- Eikermann: "[Ganon] won't get any love until he undergoes an optimization movement similar to what the Falcons have been doing in 20GX. The problem here though is that 1. **Getting the most out of Ganondorf's unused useful technical options is more technically demanding than**

falcon, 2. There are significantly (stress on this) less good ganondorfs than falcons and 3. significantly less Ganondorfs actually moving forward the metagame for him.”

- Eikermann: “Playing Ganondorf has practically turned into a meme now because of this **culture around ‘disrespect’** that Bizzarro has created, and it's quite pitiful tbh. My character isn't going to improve this way. It does nothing at all to advance Ganondorf's metagame. In fact, it only hurts it.”
- Eikermann: “the better ICs are seen as, the more people that are likely to pick up **ganondorf as a secondary**, so i'm all for wobbling being legal tbh.”

Neutral/punish

- Bad Melee: “When I get hit by a Ganon fair even after seeing the **218 frames of wind-up**, even after hearing the **TWUP**, and even after watching him **stay in jumpsquat long enough to take a shit on Battlefield**, I can't help but feel like I've wasted my life by playing this game.”
- Fly: “I blizzard a lot against Ganon. One stupid gimmick that has worked pretty well in my experience is to **get close and shield the fair, then immediately belay OoS -> blizzard... edit: I no longer agree with this post.**”
- Fly: “More so than almost any other match-up, **you can't afford to let Ganon push you to the edge on his own terms**, as I'm sure you've noticed. At least one IC will die if a really good Ganon is pressuring you when you're by the edge. That said, you need to try really hard to **control the center**. This doesn't necessarily mean occupying the **very center** of the stage; **I don't like occupying that position on stages like BF and Yoshi's since I don't think it's very hard for Ganon to get around blizzard via platforms when you're there.** I really like being near the **inner edges** of the **outer platforms**. When there, you can blizzard camp fairly safely. Ganon can hit you through the blizzard a number of ways, but you can beat all of those with a well-timed **usmash/uair/utilt/etc.** Also, should you need to retreat to the edge, you can, in which case you should try to immediately **get a blizzard up as soon as possible** afterwards, as it will grant you some breathing room, and from there, immediately try to get away from the edge again since **you never want to be there for an extended period of time.**”
- Fly: “Ganon can be hard for ICs if he **sits on platforms a lot** and **spaces fairs and bairs**. It's really easy for him to convert isolated hits into Nana kills and it's hard for ICs to land good hits on him. Like with Falcon, dair is good against them. Things to be careful about include **Nana's blizzard** (just try to avoid it) and **Popo punishing whiffed fairs with stuff like dash-dance -> dash attack.**”
- Fly: “Don't approach him that much to begin with. **Ganon is lousy at getting in on his own terms on account of his mobility being awful outside of burst movement in the form of wavelands.** On the occasion in which you do want to challenge a stomp, do it carefully. **Ganon's dair cleanly beats your uair**, so if you want to use uair, you either need to **do it before dair comes out (very dangerous)** or **after it's no longer active** (often difficult if he does it right above a platform). It's generally easier to **hit him from the side with bair** and then try to **maintain a positional advantage from there** instead.”
- Fly: “Approaching Ganon is hard. **Fair, fsmash, utilt**, and on some occasions **dash attack** and **nair** can work. I think it's better to **camp Ganon** and **approach sparingly**... Blizzard is a good tool for keeping Ganon at bay and combating his shield pressure. It rarely leads to much, but it makes it harder for him to pressure you and gives you more time to sit around not doing much, which I think is important since not having to approach often lets you be more unpredictable in when you choose to approach... More specifically, belay OoS -> blizzard after he fairs your shield can give you some breathing room. Dash dance -> blizzard is really fast and can be set-up often since Ganon isn't the fastest character out there... Grabbing Ganon is hard and something you shouldn't be trying to do a lot. Sometimes you'll be able to combo into grabs, but it's easier to get grabs by taking note of when he likes to roll and shield.”
- Fly: “ICs' good tools in this match-up are **dash attack, fair, bair, nair**, and **grab**. Grab is only reliable **when you think Ganon is going to shield**. Nair is good if you're pretty **close to Ganon**, **but think he's going to shffl something so you can't grab him**. Fair is good if **Ganon is sort of far from you** and **you think he wants to fair you or something, but you think you can fair**

him first. Dash attack is okay for **punishing whiffed attacks**, although not totally reliable. Bair can be used sort of like a faster fair that covers a bit less space, but it requires **facing away from Ganon, which I think is unsafe.**"

- Choknater: "ganon can be blizzblocked as well, but it's a little harder. basically you gotta **shield/light shield often** and **discipline yourself into not rolling**. he's good at forcing us to the edge, but it's not like we don't have ways to approach. waveshield is a good way to maintain position, and **dash attacking is a legitimate approach since he has to jump in order to attack us**. if you notice that the ganon has a habit of **double jumping** (which they tend to do a lot so that they can better fast fall their aerial) you should be able to find time to **wd under him and either uair/utilt/usmash, or punish whatever aerial he does.**"
- Tuesday: "**Ganon's side b is slow enough that you can just WD oos and grab him iirc.** Someone can correct this if I'm wrong, but I believe that's why Ganon players never even try it on ICs. Too risky." **no shield DI necessary**
- Wobbles: "Be patient. Believe it or not, **Ganon is actually terrified of you.** A whiffed L-cancel means dying, a predicted roll means dying, getting crossed up when you aerial can mean getting grabbed and dying. So even though he can punch your face off without a lot of trouble, he is highly unlikely to get in your grill; this gives you room to learn his patterns and condition him as much as possible."
- Wobbles: "Read his movement. **Ganon is heavily reliant on things like wavelands, double jump, and fast-fall fake outs to lure players into his range.**"
- Wobbles: "**Don't rely on d-smash. Use f-smash more often,** because if he happens to short hop an aerial it gives you a MUCH larger chance of hitting. If he fast-falls while getting hit, it utterly ruins his day."
- Wobbles: "**Mix up your wavedash spacing as much as possible.** He NEEDS to get complacent and fall into range of your movement and attacks without realizing it. **If he looks like he's going to b-air, it's very possible that you can actually slide UNDER him, avoid the move, and grab on landing;** however, you cannot allow him to actually perceive this sort of thing is going to happen to him."
- Wobbles: "The advice I got from RockCrock about ICs vs. Ganon was '**you down-smash too much, and I jump over it.**' I extrapolated that into '**stop throwing out hits just because you want them to connect, and pay more attention to where Ganon is moving.**' **That's actually why I use otherwise dumb **** like wavedash -> up-smash as an approach.** I figure Ganon wants to jump and it'll do hefty damage and take away some of his control. The only way for him to avoid that is by retreating with his aerial and that means that if he connects, I suffer less."
- Nintendude: "I feel like **his moves suffocate me by pushing me to the edge of the stage, and once there Nana usually ends up dying.** I can't figure out how to gain space vs. Ganon due to his **jab** and **d-tilt** and I also can't seem to **get enough breathing room to use blizzard or ice blocks safely.** Once I retreat I'm being chased with an **unpunishable Fair**, so it feels like **retreating and trying to reset the position is just automatically losing space.**"
- Tomber: "It can be hard if you don't know the match up. Both characters can punish the other really hard. **If the Ganon player reads your wave dashes forward he can take your stock quite fast.**"
- KirbyKaze: "The easiest and most common way ANY character loses to Ganon is by **getting above him too much.**"
- KirbyKaze: "The general rule with Ganon for pretty much every character, I find, is that **if Ganon touches your shield, you angle it up and wait, unless he failed spacing immensely. You cannot work in between spaced Fair Jabs or spaced Bairs.** It just doesn't work. If the Ganon spaced horrendously, then you can. With Ice Climbers I'd think that because of their low traction he wouldn't even need to space decently to push you far enough to keep you out with that crap. If Ganon spaces perfectly on my shield when I'm Sheik I tend to just move back and wait. I don't really see how that wouldn't work for Ice Climbers, especially because their traction seems to ruin their chance of directly counterattacking... Whatever you do, **do your absolute best to avoid rolling into him. Just don't do it. That's the biggest thing they're waiting for** (general advice, not really Ice Climber specific)."

- KirbyKaze: "Why are you feeling so pressured or forced to retreat? Particularly when you have the defense setup done? Like, **once you have the blizzard active and a free climber handy (since presumably you're being pushed there over the course of the stock, not just at once) is there really much motivation to retreat further? Even vs Ganon IMO there isn't** - once you're under the plat, the plat's roof constricts approach angles enough so that you can funnel their approach options and look for a way to counterattack. **The goal of the blizzard defense IMO should be to convert the opponent's offense into advantage, and facilitate a counterattack by creating a dead zone for them. It's not strictly keep out.** And at that point I think the blizzard functionally becomes more of a disjointed sex kick / poke since there's only a few ways to deal with it and there are counters within Popo's option pool."
- Kage: "i dont know what ICs can do vs Ganon but I think it's Ganon >> ICs.. **it's just so easy to get out of grabs and with every single move, you can easily split up Popo and Nana.**"
- Cemo: "a good thing to remember about ganon is that **his aerals come out pretty slowly, if he's jumping around willy nilly you should be punishing that.** this is scary though. try to bait out the wizards foot, ganon will try to hit you with it when he reads a wavedash forward or something. **ganons just love making hard reads because it is manly and makes you feel good.**"

Edgeguards/recovery

- Fly: "**You shouldn't be afraid of jumping out and throwing out a nair or bair to hit Ganon if you think he's going to wizard foot after double jumping.** At really high percentages, you could just **grab the edge, force him to recover on stage, and then KO him with a bair or dsmash** or something like that. The awkward thing that could happen here is that he might hit Nana with up-B, but if that happens, you should still be able to **bair him afterwards on reaction.**"
- Kyu Puff: "...I'm pretty sure the best way to edgeguard him is either **d-smash** or **b-air off the stage**... Oh right, **having Nana edgehog works well against [Ganon]**... Ganon's up+B stuns you so this probably doesn't work, and in that case b-air off stage or edgehog -> grab would be better."
- Wobbles: "Edgeguarding Ganon is deceptively difficult for ICs because Nana ruins your normal strategy. I wanted to start trying my **up+b cancels right before Ganon can himself up+b, to keep Nana out of range of his grab**, but I didn't realize this until the middle of my match vs. lori and I couldn't exactly stop to experiment."
- Smasher89: "Edgeguard with **bair when they 'should' get the ledge**, it suprisingly hits even though it seems like the attack is perfectly sweetspotted, this puts Ganondorf in a very bad position where he probably has only 2 options, **up-b early or a litte later.**"

Supplementary material

2011

- [CoA2 LSF: Nintendude vs Linguini](#)
- Zenith 2011: Chu Dat vs Kage the Warrior ([1](#), [2](#), [3](#))

2013

- [TBH3: Kage the Warrior vs Trail](#)

2014

- [KoC4: Fly Amanita vs Bizarro Flame](#)
- [SSS24: Brandandorf vs Fly Amanita](#)

2015

- [S@X 131 WSE: Nintendude vs Junebug](#)
- [BUST2 WSE: Dizzkidboogie vs Kage the Warrior](#)
- [EGL: N0ne vs Dizzkidboogie](#)
- [NG+14: Tian vs Kyu Puff](#)
- [Mayhem Aug 2015: Fly Amanita vs Bizarro Flame](#)
- [Paragon LA: Drunksloth vs Bizarro Flame](#)
- [GOML 2015 Pools: Coastward vs Vanitas](#)



Young Link

Stages

- CunningKitsune: "[On Yoshi's Story], both the Shy Guys and cloud platform can aid your recovery by occasionally **interfering with projectiles fired at you off-stage** and providing another landing spot, respectively."
- CunningKitsune: "**Dream Land** combines a **large stage** with **platforms** and a **high ceiling**, an ideal setting for Young Link to poke at you with his projectiles while enhancing his vertical survivability. He also has the **additional recovery option of latching onto the underside of the stage with his Hookshot**... Although not as desirable a stage as Dream Land, **Fountain** nevertheless provides **platforms**, a **high ceiling**, and an **underside that can be grappled onto with the Hookshot**."
- Laijin: "**All I gotta do is make sure we never play on Final D and I'm fine. Every other stage will give an advantage to YL. Why? Because YL has superior platform game.** YS, BF and FoD are all in YL's favor. The only stage I need to worry about your mobility on is FD and that's only ground mobility. If you're hopping around platforms you are a sitting duck to YL. I don't need to worry about screwing up my spacing because why would I go in if you have not gotten hit by a bomb? I can play extremely safe if need be."

Neutral/punish

- Fly: "Be very wary of **bomb -> dair**. **YL is scary whenever he has a bomb in his hand and you're at kill percentages** because of it. Other than that, his **nair** is strangely annoying and **hard to fight against OoS**, but keep in mind that **you generally outrange that move**, so if he's throwing it around a lot, you can just tilt, fsmash, bair, etc. Wobbles is the only ICs player whom I think is really good at the match-up and he plays it pretty aggressively; I'd watch videos of him against Axe's YL."
- Peef: "The fact of the matter is that **Ylink dies so fast** (Charged Fsmash dthrow from just about anywhere at 70), **he can't lock ics down on shield**, and **his projectile game is not too difficult to deal with. It can all be wavedash>cced**. I do this against link alot now, and taking 5-10% each approach is no big deal whenever one successful approach means between 50% and Death vs ylink. **There is no way that ylink can consistently shut down the ICs WD, bair, and uair with projectiles without catching the strap**."
- Laijin: "**Ice Climbers are fairly difficult to kill since they are one of those characters you don't want to get close to(for fear of being grabbed to death)**. If your able to get rid of Nana, killing Popo should be no problem. Just simply down up air or down air him if he is in the air. If not, down smash should suffice. I suggest not spamming down smash too much since it can be easily shield grabbable if Nana is still there..and you really dont want to get grabbed by ICs, once again. If Nana has not died yet and they are at high enough to be killing, try forcing them in the air with your projectiles. Just **throw projectiles at them and try to force them to attempt to jump over them. Once in the air, it is almost impossible for them to defend against your attack. So quickly run and go for a up air or down air if you can land one**."
- Laijin: "**There is no catching Young Link on the platforms**. He has way more air mobility than ICies. The only way to catch him is to get him to land in front of you on the ground and try and catch him in a grab combo."
- Laijin: "**Shield camping doesn't really work against Young Link at all. Young Link is capable of regrabbing the bomb off your shield and throwing it right back at you**, making it impossible for you to sit in your shield all day. Most characters outside of Marth and a couple of others can't really punish it."

Edgeguards/recovery

- Laijin: "**With Nana, d-tilt spike is almost impossible**. I suggest **sitting back** and reading which way they are going to land on the stage, since one of them wont grab the ledge(since its impossible). Once they land, go for a d-smash. If you catch them in the air, a d-air should be able to work since they will be suffering from lag due to their up-b."

- Laijin: "Without Nana is fairly simple since Popo is limited to only his forward B recovery. He most likely won't go for the ledge since he can't out of his forward B. So you have plenty of options. You can stun him with him a projectile then land a n-air or d-air. d-tilt spike is possible, but I don't suggest it. You can read where he will land on the stage and d-smash him."

Supplementary material

2013

- [Shape II: Derf vs Ders](#)

2014

- [EVO 2014: Chu Dat vs Axe](#)

2015

- [NeoNebulous 6: Dizzkidboogie vs G\\$](#)
- [Press Start WF: Fly Amanita vs Axe](#)
- [LTC3 WQF: Wobbles vs Axe](#)
- [MNM57: Wobbles vs Lunchables](#)
- [MNM74: Bananas vs Lunchables](#)
- [MSC Weekly WSE: Gimme vs SparkingZero](#)



Ness

Stages

- CunningKitsune: "An interesting stage in this match-up, the **Shy Guys on Story can at times interfere with Ness's recovery by absorbing his PK Thunder**; this will cause him to plummet in lag to his death unless he is saved by the cloud, which itself can interfere with his recovery in other ways."
- Battlefield makes his recovery harder, Final Destination and Pokemon Stadium neuter PK Fire

Mechanics

- Reik: "The easiest way to set the YYG hitbox is to **hit the enemy with only the first hitbox of Ness' U-smash, charge it a little, and then release it slightly after Ness flashes yellow ONCE.** (The enemy will be knocked up and away a decent distance)... The hitbox itself appears on the ground at Ness' feet just as the U-smash animation ends. If the backswing of the U-smash hits anything, the YYG hitbox will not be set."
- Reik: "Only A-button attacks, grabs, and PKTM can recall or 'trigger' the hitbox. Only the original owner of the hitbox can recall it. When recalled, the hitbox takes on all characteristics of the attack used to recall it. The hitbox also elongates to form a line between itself and Ness. This has been dubbed the 'Deathline.' Anything in the path of the Deathline will be hit (unless the attack used was a grab... then only the enemy closest to Ness will be grabbed). The elongation occurs for the first frame only, then the hitbox returns to normal size and attaches to Ness for the rest of its duration."
- Reik: "If the recalled hitbox is U-air, D-air, or PKTM... contact with the ground at ANY time while the hitbox is out (it doesn't have to be during the Deathline frame) will extend the duration of the hitbox. For example: You can stick Ness' D-air to his body and hit someone just by walking into them. These are called the 'Jackets.'"
- Reik: "The very next hitbox used after a Jacket hits a certain player will NOT hit that player. This is called a "Ghost Hit." For example: If F-air is the next attack used after hitting with the Spike Jacket, the first of the 5 sparks will not affect the opponent."
- Reik: "If a Jacket hits 12 other targets it refreshes and can hit a target it has already hit once again. While Ness is on the ground, Jackets have priority like regular attacks. An attack of equal or greater priority will take away the Jacket's ability to do damage to the player who 'broke' the Jacket. (You will know when this has happened because Ness will flinch) In the case of projectiles, the Jacket will no longer block that type of projectile, and you will still be able to hit the opponent. A projectile can still 'break' a Jacket if Ness is in the air, but he will not flinch."
- Reik: "**The Thunder Jacket has greater priority than the others and has the biggest hitbox. Even so, the top half of Ness' head is not covered by it.** Facing away from the opponent and crouching will almost completely protect you, though."
- Reik: "In order to hit someone with a Deathline you'd have to U-smash them (which is difficult in itself) and then run behind them without attacking to make sure they're in the path of the hitbox. The Thunder Jacket, while incredibly powerful, takes very long to equip and can still be disarmed by shielding."

Neutral/punish

- Simna ibn Sind: "Not only can u PK Fire at ICs but you can also **start the fire on their ICE.**"
- Delphiki: "**If you Pk Fire them Popo can DI out of it, but Nana won't. This will force Popo to save Nana. Take advantage of this.**"
- JimJamFlimFlam: "It's pretty tough, but [being competitive with Ness is] mostly about being very careful with spacing. I usually try to dash dance and bait out an aerial from them, and then use a **f-air** to win the interaction. Its hitbox often lets you strike them first. Hopefully you can combo from there. Or if they aren't being careful with their dash dancing, Ness' dash attack is disjointed and extends pretty far. You have to be really careful about coming in and hitting their shield, so you often have to be tricky and try to make them overextend."

- Nessbounder: "Once separated, the Ice climbers are a piece of cake, and Ness just happens to be very good at taking them apart. This lies with his **fakeouts**. The Ice Climbers really don't have ANY spamable projectiles and they lack any good attacks with range. Your **Aero Fake** from above and **PK Fire fake** do an excellent job of breaking the ice."
- Nessbounder: "**Ness has the mobility and tricks to separate the Ice Climbers with relative ease**. The Ice Climber's main weakness is that stupid CPU, which allows you to beat it around like a hackysack and rarely attacks on its own, ESPECIALLY in the air. Some things you should be wary of when they're together: never attack the IC's obviously from above. Their Belay attack has ultimate priority and your attack will lose. Also, if you see the Ice climbers sidestep when they're not even within attacking range, you know they're going to do the ice trap technique (sidestep/roll to blizzard or ice shot) and are planning to grab you. Take this time to either get away from them or attack them from above. The human player may jump into the air and try to disrupt you with his Uair, but you can probably triangle jump behind them both, grab the CPU, throw it against him and go for an offensive. Imagination is the key to beating the Ice Climbers...that and picking on the CPU."

Edgeguards/recovery

- edgeguard him like a space animal? idk

Supplementary material

2015

- [Apex 2015 Pools: JJFF vs Chu Dat](#)
- [WTFox MM: JJFF vs Home](#)
- [BF Pools: JJFF vs Jackie Tran](#)
- [MoM54 GF: Zanguzen vs Frycook \(1\)](#)
- [SmashLoft Weekly 128 WQF: Cemo vs Vrud](#)

2016

Mr. Game & Watch

Stages

- CunningKitsune: “[YS’s] shallow depth forces the G&W player to be still more precise with his or her up-B recovery; due to the move’s significant vertical recovery component in combination with the threat of losing a stock as a result of dropping too low in an effort to sweet-spot, this stage can present problems for your opponent’s return game.”
- Battlefield makes his sweetspotting harder

Mechanics

- Qerb: “G&W’s u-air, b-air, and n-air are not L-Cancellable, but they can be edge-cancelled.”
- Qerb: “the judgement hammer is purely random. but there are some tricks that g&w players keep in mind. Such as, **the first time you use the judgement hammer, it will not be a 1 or 2**, so that increases your chances of getting a 9 slightly. also, **you cant get the same number twice in a row (within the same stock)**. that’s why you’ll see gw’s resetting **their judgement hammer after getting a 9** to give themselves a chance of getting another 9 if they decide to use it again on that same stock.”

Neutral/punish

- M2K: “[G&W has] the worst shield in the game, a **2 frame up B OOS (one frame up B but 2 frames if OOS)** but that’s all he has. **Fair is extremely good** and his planking can be decent if you don’t wavedash out of shield to punish it.”
- Qerb: “i definitely think that there is such thing as a technical g&w but most of it lies in just his **movement game**. Also just being unpredictable and spontaneous, reading techs, and being able to combo, since he definitely has the ability to combo. Not combo as efficiently as say falco/sheik / falcon, but he can combo fairly well.”
- GimR: “G&W’s **UpTilt** might be the best antiair in Melee. It’s disjointed and has **0 frames of cool down** meaning it’s impossible to punish from above.”
- KirbyKaze: “Ice Climbers can actually be trolled by aeriels and stuff. We kill Nana well and if we can land a **d-tilt**, our **nair / bair** can probably split them (admittedly not as well as a Fox shine or something but it can suffice sometimes).”
- CriticalRibbon: “**Reading G&W’s landings is super easy** and getting him to jump in the first place is easy because you can control the ground better than he can with projectiles. G&W’s d-tilt will mess you up if you approach carelessly however.”

Edgeguards/recovery

Supplementary material

2014

- [TTT4: Frycook vs Qerb](#)
- [BS12: Dizzkidboogie vs Qerb](#)
- [TTT6: Frycook vs Qerb](#)
- [TMG EC: Dizzkidboogie vs Qerb](#)
- [TMG EC LF: Dizzkidboogie vs Qerb](#)
- [SM5 LQF: Frycook vs Qerb](#)
- [RG9 WF: Dizzkidboogie vs Qerb](#)
- [RG9 GF: Dizzkidboogie vs Qerb](#)

2015

- [CFLS 39: Drunksloth vs Kuya](#)
- [CFLS 60: Drunksloth vs Mr. Lz](#)
- [RGGF LSF: Dizzkidboogie vs Qerb](#)
- [Collision XII: Admiral vs Qerb](#)
- [Smash Madness WQF: Corn vs Qerb](#)

2016

- [MNM81: Bananas vs Dakpo](#)



Stages

- CuningKitsune: "While this stage is also advantageous to you thanks to its low ceiling, **Pokemon Stadium's transformations can split you two apart long enough for your opponent to charge his Giant Punch fully prior to the next tussle.**"

Neutral/punish

- Fly: **"I like to SDI the uairs upwards.** I recommend using both of the joysticks and eighth-circle motions to get multiple upwards SDI inputs in. Quite a few characters can break out of uair strings very quickly this way. I'm not sure how true that is for fast-fallers, though; it might sometimes be better for them to SDI hard to one side to make it trickier for the DK to follow it up."
- Choknater: "the greatest problem with DK is his **giant punch** IMO, the invincibility makes every approach a gamble, and it's difficult to punish. other than that, **you can pretty much blizzard ice block camp him safely. this provokes him to full hop,** which makes it easy to read his jumps and uair. plus he's generally a **slow character apart from bair,** and can't really combo off his faster moves (jab/tilts) so you should be pretty safe being aggressive if he's facing towards you."
- Chandy: "The Ice Climbers match-up most likely isn't as bad as Sheik or Falco, but it's soooooo not fun. **Ice Climbers are pretty floaty and can dair out of most juggles,** which means you won't get to do any dank gfy combos on them, and you also **can't start grab combos when both climbers are around** because the other one will just hit you if you try anything. **DK doesn't have any good separators** aside from MAYBE down-B, which is such a terrible option in general that it's not even worth it. DK is easy to grab because of his size and weight so you'll be getting wobbled a lot. Your strategy consists mostly of spacing bairs on their shield, slow sequential edgeguards, and camping the top platform to charge Giant Punch."
- Nintendude: "ICs definitely have an advantage over DK... **DK gets really shut down by desynched Ice Shots and Blizzards and wavedash to jab.** In the air he has **no answer to Uair whatsoever.** He's ridiculously easy to grab out of blizzard and jab and **as long as you aren't stupid and wavedash into a bair or a Giant Punch he isn't gonna do much to you.** He's also the perfect weight to get combo'd by **dash-A into Uairs and Bairs,** which can easily be a 50%+ combo."
- Nintendude: "When I said that DK is easily grabbed out of blizzard and jab, what I really meant is that he's particularly susceptible to those moves because **he's huge, gets owned in close quarters, and is bad at punishing them (blizzard in particular).** Blizzard is extremely safe because his only way to do anything about it is either run away or jump over it, but if he jumps over it he eats Uair and starts getting owned. He can try to Giant Punch as it ends but that requires a very precise spacing that's easy to react to - basically if DK doesn't retreat you can just approach him with Popo through the Blizzard. DK's best way to get around that is Bair which you can just shield/roll away from (he also has to be careful not to get poked in the foot by the Blizzard), and if he does that, he failed to punish the Blizzard. There's obviously more to it than that and there's a lot of mixups on both sides but the bottom line is that DK has a hard time dealing with this move."
- Phish-It: "I feel like Ice Climbers are worse [for DK than Sheik], but they are often overlooked because of how rare they are. **As lackluster Dk's approach options are in general, they are mitigated even further when he loses his ability to dash dance grab,** and has **very few moves to safe hit their shield with.** Likewise, DK isn't a character that can punish people for missing grabs very well, so **grabbing vs him is generally low risk high reward,** and when getting grabbed by ice climbers it's potentially a stock so the reward factor is even more significant."
- CriticalRibbon: "**DK's only good tool in this matchup is b-air.** Let's him approach decently well, but can be shut down completely by ice blocks, blizzards, and having his landing read. **Every other aerial approach loses to ICs disjoints** or is **painfully easily to read the landing (f-air),** and DK can't approach a good ICs player on the ground. Pretty sure **Popo can solo chaingrab DK for a decent percent range.**"

Edgeguards/recovery

- Mojo Monkey: "[DKs Up B] is actually his fastest move and also grants him generous **invincibility on the first hitbox**. Up-B is an incredibly versatile and can be used to escape pressure, counter approaches, break out of aerial combos, set up for edgeguards, and more."

Supplementary material

2007

- MLG Long Island 2007: Chu Dat vs Bum ([1](#), [2](#), [3](#), [4](#))

2014

- [NS14 LQF: Dizzkidboogie vs Green Ranger](#)
- [MOAL26 LF: Dizzkidboogie vs Green Ranger](#)

2016

- [NP28 WSF: Dizzkidboogie vs Green Ranger](#)



Dr. Mario

Stages

- Choknater: "Doc mains can all sweetspot very well, so I'd suggest **Battlefield** or **Pokemon Stadium** as counter-stages. **FoD** is decent also because your fsmash and usmash can cover the two lower platforms. Plus the closer walls make it easier to kill him horizontally."

History/flavors

- Hax: "extremely overrated and not viable anymore, Doc has **no range** and **nothing OP** about **him** and is complete garbage vs literally almost every one of the top 10 characters"
- Laudandus: "**Shroomed** gave it a good shot but there was **tons of stuff he wasn't doing with Doc** - I talk to a few more 'optimal' Doc players with much weaker fundamentals than Shroomed and consensus is he would have been amazing had he learned and executed the **optimal chain throw / whatever else combos** (I don't know a ton about Doc's punish game)."

Neutral/punish

- Fly: "**I don't think pills are much of a problem in this match-up. They're slow and can be dealt with easily on reaction.** For example, you can **shoot ice blocks through them**; you can **light-shield them**; if you have a lot of space, you can **wavedash back**; you can **jab/ftilt them**; my favorite response is to **short hop blizzard into them like we do against Falco's lasers**. It doesn't usually lead to much directly, but it still is really good for alleviating pressure and it does put you in a really good position if the blizzard does actually hit Doc."
- Fly: "I second the notion that **ice blocks are really good against Doc. Retreating is also really good since he isn't fast on the ground.** The last time I played HMW, he had a hard time punishing backwards wavedashes even when he read them, which was kind of funny. Sporadic dash attacks also seem great for stopping Doc's approaches, since they cut through Doc's moves nicely and put him in a bad position."
- Fly: "Blizzard isn't totally useless. There are always ways to sneak it in here or there, although I agree that **ICs can't rely on it all that much against him.** My favorite time to use blizzard against Doc is **when he is pressuring me with pills, but I don't want to retreat**; just short hop blizzard toward him or walk forward and have Nana blizzard when Popo is in hitstun from the pill; the blizzard usually won't connect, but it does give you some breathing room for a second and it can lead to a short combo if Doc does fall into it."
- Fly: "**I always camp Doc and it works fine for me.** Pills aren't very hard to deal with, since you can just hit them, shield them, or ice block through them. Doc isn't fast enough on the ground to be very good at catching ICs, so he often needs to approach them in a risky way, which is always nice for us, seeing as a simple dash attack or blizzard can put him in a really bad position."
- Choknater: "**Pill spams are a-ok with IC's.** If he's on **platforms**, weave your way under him and try to **uair**. If he's spamming them **[on or low to the ground]**, weave your way through them and **fsmash**. You can even try **WDing toward him and smashing, because Popo will take the hit and Nana will continue sliding for the smash... Attack his pills if you can.** If you like aeriels and you are very accurate with them, cancel his pills with your uair and bair. Fsmashes and jabs are fine too. This will help you break through them. IC's WD under the pill gives you enough speed to catch up to him if he attempts to camp/spam. Ice blocks will also help against campers."
- Army: "Doc can actually mix up **SDI blizzard away -> up b cancel on popo running in, and SDI away -> buffer defensive option** since they will be **waiting out** the up b attempt, granted the IC's can still hard read which option you choose. He can also **SDI up and jump like every other floaty** but it still puts him in a bad spot."
- Army: "[One good thing Doc has] imo is a good projectile to help navigate through neutral, **pills are underrated.** He can use them to **take space, get them off the ground** to prevent getting CC'ed, **in shield**, to see what **movement options** they use to avoid the pill, or **throwing out moves to clank** with it, **all data that he can use to win neutral in the future.**"
- Wobbles: "The matchup... is traditionally good for Doc because downsmash on shield is a very difficult punish. It has like a **one or two frame punish to get wavedash out of shield grabbed,**

but if you get it, it's a wobble... When I played Shroomed and finally started beating him, he would downsmash my shield, I would wavedash out of shield wobble, and he would die for a downsmash."

- Dogysamich: "So you want to stay away, stay on platforms, pill, etc etc. **You really don't want to be next them unless you're drivin.** Even without the grabs, they have a lot of things they can do to you. **Jab** mixups, (fairly) safe **smashes**, **disjointed tilts**, it's a lot more of the hit-it-and-quit-it theory."
- Dogysamich: "When you have to move away from them (which you will have to and some point and time, melee goes on too long), think of jumping first. **They really can't do too much to a jumping target aside from tag on some damage and wait for them to come back down.** If you're above like, 90% or so, you don't want to eat a b.air (or double b.air) cause that's you off the stage, but you still want them to consider you jumping away from them."
- Dogysamich: "Reaching at them is really a no-no, too. Like, if you're trying to stop them from running in, you're perfectly fine. You better make sure they're not going to stop and f.smash, first. Not only does it beat your range free, but it's pretty much safe (if there's 2 of them)."
- Dogysamich: "Obviously attacking IC shields involves hitting 2 shields. Main thing you need to look for is the **light-full shield** (Nana Light shields, popo does an almost-full shield, as Nana can't Analog adjust). Timing an L cancel offa this is crazy, but just know it's a lot later than you think it is. **YOU HAVE TO AVOID HITTING THIS HIGH, THOUGH**, or else you run the risk of getting shieldgrabbed by default."

Edgeguards/recovery

- Choknater: "Doc is too good at edgeguarding. No matte what, it'll always be hard, so here are some tips: His main tools are his **dsmash** and **bair**. **Since ICs can't sweetspot, he doesn't really have much use for the cape, since it's hard to cape the squall.** If you try to **hit him with the squall**, he can easily **CC dsmash** it. Your best bet is to try to get over him by **recovering high with the squall** or by using **up-B (Nana will probably die**, so all you can do is pray.) Also be aware, if you're on a platform, he can fair you to your doom... be careful up there."
- Dogysamich: "Their edgeguard on the other hand? Is pretty tricky. **If you get off the stage, you're theoretically fucked, and it just depends on if the IC player actually knows HOW to do it.** First and foremost, you're going to be allowed to come a LONG way before you have to contend with anything. ICs edgeguard on stage, unless it's a solo. Even if it is a solo, he's probably stayin on stage cause their recovery isn't good at all by themselves. That being said, you're got a long way to go before you even SEE signs of a fight."
- Dogysamich: "When you get in close, you're going to make the same rough choice you always do. **SS the ledge or land on stage.** Shooting them off with pills really isn't going to do anything seeing as... they're two of them. You can do it to try it to keep them from the ledge, but you're going to do either or. **If you can catch them BOTH with an up+b, you're in the clear. If not, you want that ledge.**"

Supplementary material

2010

- [Apex 2010: Wobbles vs Ranmaru](#)

2013

- [Hey16 GF: Tomber vs Eagle](#)
- [KoC2: Shroomed vs Wobbles](#)
- [EVO 2013: Shroomed vs Wobbles](#)
- [KOC3 LF: Shroomed vs Fly Amanita](#)

2014

- [PH2: Fly Amanita vs Hungrybox](#)
- [BS27: Dizzkidboogie vs Kevorkian](#)
- [Nebs 24: Admiral vs Kevorkian](#)

2015

- [Foundry 54 WQF: Dizzkidboogie vs Shroomed](#)

2016

- [NP10 Pools: Dizzkidboogie vs Yedi](#)
- [GENESIS 3: Nintendude vs Shroomed](#)
- [BEAST6: Midgeet vs Wobbles](#)
- [MM6 Pools: BVB vs Kunai](#)



Stages

- CunningKitsune: "Dream Land does lengthen your foe's vertical lifespan, but you gain more than enough room to maneuver around Mario and control the stage. **The poor plumber simply cannot reliably cover the high central platform on reaction alone...**"

Neutral/punish

- Choknater: "Mario has a decent matchup vs IC's. **Fair** and **fsmash** have good range, and **dsmash pushes our shields**. His **short hop** in general is fast and can cover some horizontal distance, so do basic shield pressure once you're in our face and we can't do too much to respond. Mario has a bit of a speed advantage in the mid/close range. Your frames are a little better than ours, and you can follow up many things into the jab combo to make yourself safe. [Mario] can **whiff punish with fsmash**. Just don't get shield grabbed."
- Binx: "Shield often. **Most of Mario's attacks will push you out of shield grab range but this will keep nana from taking too much damage, thus making her harder to kill**, with nana you have the advantage in pretty much every area of this fight, but once she does you have only one way to recover and it is worsened, your grabs become weak and your aeriels and smashes start to do half damage. Even solo Mario hardly has the advantage from what I can tell."
- Binx: "Use **desynch blizzards** on aggressive players, it does a free ~8% and usually gets you into an easy grab situation which is another ~20%... Use **ice blocks** well. The first person to use their projectile is usually placed in a worse situation. Mario can jump over your iceblocks and shoot off a fireball that you have to block thus putting you in a small ammount of shield stun and giving up ground, however this means you were far away from eachother anyways so as long s your not crouding the ledge your probably okay. When mario shoots his you can just short hop yours and his fireball will cancel out with one and the other iceblock will go after Mario."
- Wobbles: "When Mario short hops with his f-air, it creates massive shield pressure; spaced well, it creates this obnoxious wall that can be incredibly difficult to play through. However, you have a very simple answer for hitting him out of his short hop, and that's **up-angled f-tilt. Wavedash in** with it and you'll interrupt the windup of his f-air; you can probably **tilt him on reflex**, in fact."
- M2K: "It is hard to rank Mario exactly, since he is so similar to Dr. Mario, however, due to a far worse Bair and Cape (super sheet; which does not go as high or low vertically which is very important, but goes better horizontally), his edge guarding becomes drastically worse. One of his best moves, down smash, is also solidly weaker than Dr. Mario's down smash. Fireballs are also a lot worse than Pills/Megavitamins are. He can chain grab for longer %s however, and he does have a cape for better recovery (although Dr. Mario's horizontal aerial moving distance is a bit greater)."
- Malfunction: "IC's aerial game outranges ours. Their bair has more range, along with their uair if you decide to come down. The Italien's approaches are also completely stuffed by blizzard if you come in with a SH anything. Fortunately for us the IC's have a laggy WD and are relatively floaty, making them slow in the air. Theres also two of them, so twice the Chris Breezys to throw on their ***. **Their WD has 14 frames of lag (most frames in the cast I think, but I'm not sure) so abuse that if you see movement patterns.**"
- Malfunction: "**Dsmash. Use it. Abuse it.** You're gonna serve those punk ass climbers with your fresh moves. There's also not much they can do about it aside from jumping over it and fairing. Careful to not get this shielded often either, because it can once again get you faired."

Edgeguards/recovery

- CunningKitsune: "**To get around [fireballs from a recovering Mario], you can set yourself up by the ledge in a light shield just as you would for the "Marth killer"**"; from this position, Mario's incoming Fireball will knock you onto the ledge, giving you the invincibility frames to counter Mario's next Fireball or up-B. Keep in mind that this trick is meant for when Mario is recovering high relative to the stage and is attempting to defend himself and keep the edge clear

with his Fireballs; if you try this against a low recovery, his up-B's numerous hitboxes will knock you out of the shield and then hit you afterwards."

Supplementary material

2013

- [SSS 8 Pools: A Rookie vs Fly Amanita](#)

2014

- [DGS WQF: SchlimmShady vs Daumling](#)

2015

- [NeoNebs 4 Pools: Andrewajit62 vs DJ Nintendo](#)
- [SMS9 WF: A Rookie vs Wreck](#)
- [TO11 Pools: DP's Mario vs Wobbles](#)
- [DGW: SchlimmShady vs Daumling](#)

2016

- [SSS 45: Nintendude vs KoopaTroopa895](#)

Roy Stages

- CunningKitsune: “[FoD’s] platforms afford Roy some movement options without compromising his game plan in any appreciable fashion. As well, Fountain’s higher ceiling reduces the viability of your vertical kills while the closer side blast zones augment his forward–smash finishes.”

History

- Bad Melee: “Just look at this face. This dude isn’t fucking around. He doesn’t care that he can fair someone at 400% and send them nowhere. He throws his whole frail little dumb body into his F-Smash. He shouts like an asshole when recovers on stage, because he truly believes that he’ll make it back. He spins his sword when he taunts in a way that says ‘come fucking get me bro.’ He fights on defiantly in the face of Sakurai who crippled him. Provided he is skilled enough, Roy fights as if he could beat any fox. **We are Roy, and he is us, and it is for this reason that Roy is our boy...** The only difference is that *we can become better*. The potential not to be a shitty loser lies dormant inside of us, unlike Roy who is forever bound to his worthless hex values.”



Neutral/punish

- Fly: “**Roy has limited responses to CCing and in general is really bad at getting in on the ICs. Popo can also CG him to death without Nana** and can even platform camp him even though that’s not something that ICs generally do. I can’t say I’ve played a good Roy in forever, but it’s been extremely easy for me whenever it did come up and I haven’t had any reason to feel differently about the match-up in the past several years.”
- Sethlon: “Screw that matchup Imao! Melee Roy vs ICs was a nightmare. **Fly Amanita 3 stocked my Roy at Genesis 1 with like 90% SoPo**”
- Sethlon: “A little lag reduction on aerials/tilts would probably help a lot, but **Roy’s biggest problem [in Melee] IMO is how little damage his aerials do in an aerial based game**. Having to play defensive and rely on grounded attacks/movement only goes so far, and the alternative is to flick people with weak attacks that you’ll need to land twice or even three times as often as your opponent’s attacks to do the same total damage. Just as bad is the fact that damage of an attack is directly tied into the formula for knockback and therefore hitstun, and so very rarely does Roy actually leave himself in an advantageous position for hitting an opponent with aerials. Its not a rare thing to have to space a fair so that you can get away from an opponent ASAP afterwards, since they’ll be out of hitstun before you’re out of the endlag on fair.”
- M2K: “Very bad combo weight and gets chain grabbed or death comboed by many characters. Otherwise **he’s still Marth just with worse moves but he’s not THAT bad due to being so similar to Marth.**”

Edgeguards/recovery

- Bomono: “you can’t do this to a poor low tier you sadist.”

Supplementary material

2015

- [MNM59: Wobbles vs Lunchables](#)

2016

- [Smash Arena - Melee Vol 13 Pools: Vanitas vs Iced](#)
- [Warwick RR: Sanjeev the Spy vs Kirby](#)
- [House of Paign 10: Fluid vs LSDX](#)



Link Stages

- CunninKitsune: "[FoD's] walls below the ledge offer Link more targets for his Hookshot recovery should he not be in a position to sweet-spot... Link players will likely take you to Yoshi's Story should you ban Fountain, which provides a similar structural advantage for his Hookshot recovery but comes with the relative caveat of a far lower ceiling. Note, however, that your opponent can also make use of this fact and Story's closer side blast zones to score earlier kills."
- Skler: "Controversial way to beat the ICs: Run away on platforms while throwing things at them and time them out/win because you have good aeriels. They have very bad maneuverability in the air, along with a weak air game (except uair and bair). You should be able to do this on Battlefield and DL64, and most ICs will not strike Battlefield. It's pretty much a free win if you're really willing to buckle down and do it. You can kinda do it on FoD as well. They can't hit you on the top platform if you jump when they do, and they have a hard time dealing with you holding a bomb on it."

Neutral/punish

- Fly: "Link doesn't have a great approach, so you can afford to play pretty passively. Try not to rush him down too much, because Link is also pretty good at dealing with the ICs' approaches."
- Binx: "To me its all about avoiding the projectiles and forcing guessing games on him. Link's punish game isnt that good so you can just avoid projectiles until you are in a position to do a wavedash approach or a grab jab grab or something like that. Also all of his aeriels are dash dance grabbable I believe if you space well unless he does them retreating. Similar to marth if you corner him you can hit him when he tries to jump over you as long as you dont give him time to dair."
- Binx: "Be aggressive with your shield, waveshield into him to throw off his spacing and I cancels, it can force bombs to explode on him, and he really doesn't have any good ways to punish it. Mix this up with wavemash and grabs and Link is in a losing situation most of the time, when he guesses correct he only gets minimal damage, when he guesses wrong he gets destroyed."
- Choknater: "just stay close, and get grabs. he has a pretty good keep away, so make an effort to not get too hasty and block/avoid all his projectiles. your shield is really good in this matchup cuz link's shield pressure is not very good, and his already terrible grab is even worse vs ic's... yeah, just make an effort to shield all his projectiles. he can't do much to ic's shield... then when you see an opening wd in"
- Choknater: "Link has this funny looking approach where he can full hop nair on top of shields, use the really late hitbox, and then double jump. J666 did this to me and it proved to be somewhat hard to deal with, because it allowed him some opportunities to pull bombs or bait my uairs. Otherwise Link should just try to keep throwing projectiles until he can get close and pressure with fairs and jabs."
- Peef: "Link does well, as Kyu said, because of his... hitboxes. He can totally **lock down ICs on shield with Fair, jab, dsmash, and first hit of fsmash.**"
- Kyu Puff: "Link, a mediocre version of Ganon, is a defensive wall. **No matter how slow and completely lacking of potential he is, he has a lot of priority and range, and you put yourself at risk by being on the blind aggressive.** Watch out for defensive tools -- **n-air, u-tilt, f-air, jab, d-smash** -- while keeping in mind that he has a significant range advantage on you. You want to get close enough to Link to stop his projectile spam, but play a patient punishing game, abusing his inability to do anything when you don't approach."
- Kyu Puff: "**The hitbox of his u-tilt extends far behind him**, so be aware of it while he's facing away. It hits you out many approaches if you misspace your wavedash, and afterward he can combo Nana (who won't DI out of it) with additional u-tilts, u-air, and d-air. It will be tough to save her considering the priority of his u-tilt and your position after being hit. According to Wobbles you can CC the u-tilt and punish."
- Kyu Puff: "**Link's n-air has the best priority from above you, and he loves to fulljump n-air.** Link mains also love to platform camp, and there are plenty of uses for u-tilt and u-smash

(although u-smash is situational as always, it can get you some surprise kills from under the platforms on YS). If Link uses **fj n-air** to **double jump on your shield** make use of **u-air** and **b-air oos**."

Edgeguards/recovery

- Kyu Puff: "Link lives a long time with DI and besides **shooting ice blocks**, ICs can't really edgeguard him."
- Kyu Puff: "I try to be **reactive** when edgeguarding Link. **Unless you perfectly time invincibility frames, edgehogging typically doesn't work**. If you wait away from the ledge to see if he sweetspots or not, you can try to **edgehog him if he sweetspots** or **wd d-smash if he misses**."
- Kyu Puff: "When you're off the stage he'll hit you out of side+B with his n-air and up+B; **recovering onto platforms** is usually safer although a **sweetspot from below with SoPo** might throw him off."

Supplementary material

2011

- [GOH: 69% vs Choknater](#)

2014

- [FP4 Pools: Dizzkidboogie vs Stro](#)
- [Mass Madness 13a: Admiral vs BVB](#)
- [BS12: InternetExplorer vs Dizzkidboogie](#)
- [BS23: InternetExplorer vs Dizzkidboogie](#)

2015

- [STR2015 Pools: Dizzkidboogie vs Christian](#)
- [HFLAN Pools: Alphadash vs Aether](#)
- [AYAFaC3 Pools: Skeith vs Bean](#)
- [SOT3 Pools: Fork vs 4serial](#)

2016

- [PGH NEOH Invitational: Genghis Connor vs Stro](#)



Bowser

Stages

- Kalimari: **"everyone thinks yoshi's is this stage that automatically gives bowser this huge advantage. i mean sure some things become easier like movement and kill potential but... it's a double edged sword.** I lost track of how many times i went yoshi's and got locked down, HARD... but i mean yeah **battlefield is pretty much the go to stage [for bowser] imo.** dreamland is coo, so is fountain. just **avoid fd and stadium"**
- DJ Nintendo: **"I wouldn't go to Yoshi's Story anyway. Its not a good stage for Bowser and I don't like it."**
- CuningKitsune: **"[PS's] low ceiling and structures that allow you additional recovery options prove irksome for Bowser players... [DL64]'s size does extend Bowser's vertical lifespan, but it also allows you to run circles around your opponent** and pelt him with Blaster fire until you choose to strike from any number of angles... **[On FD], Bowser is robbed of any potential platform options** and will struggle to land safely once you lift him into the air around center stage."

Neutral/punish

- Gimpyfish: **"dash grab + bthrow pretty much owns nana's face off** because shes dead in like half a hit from bowser, but they have chain w/o that, just play a solid platform game and avoid getting grabbed, and in the case of ice climbers, thats a perfectly reasonable thing to do, they have pretty poor arials and a pretty predictable approach, just dont get caught off guard by desync stuffs."
- Gimpyfish: **"ftilt a lot. he cant punish your fair if you space it correctly,** one mistake is basically a loss of a stock, but nana is so so so so SO easy to gimp! use the grab range and do instant back throw, regardless of who you grab they are now seperated and nana can be killed quickly."
- Gimpyfish: **"actually klaw instant fthrow** is great vs iceys because the fthrow has a massive hitbox on it, you can basically throw both of them with it"
- DJ Nintendo: **"D-smash** is also good to use against Ice Climbers. I say this because in many situations (for example, **FD**) Ice Climbers' players like to **roll behind for a grab** or **rush through with their quick wavedashing for a grab**. So timed right and with a good mind game, D-smash will come in handy. At certain percentages, you can follow up the D-smash with another mind game that will let you land another move or even a nice quick kill on the Ice Climbers' player."
- Tomber: **"I feel I should just camp Bowser with blizzard and ice shots.** Push him to the edge and then **hit him with uair if he tries to jump over** or **grab him, if he tries to roll away**. Try not to hit his shield with smashes/aerials. Go for a lot of grabs. That's pretty much the match up for me."

Edgeguards/recovery

Supplementary material

2011

- [VMM13: LeoFTW vs Jyphlosion](#)



Stages

- CunningKitsune: "A unique feature of this match-up is **Mewtwo's pull-through glitch on Battlefield**. From the edge, if Mewtwo lands a Confusion (his side-B), his victim may be pulled straight through Battlefield's lower platform and end up beneath the stage. Although this is not the most common of occurrences, knowing this in the first place will prevent you from losing stocks in the most ridiculous of fashions to a move which you did not even understand. Your opponent may opt to counterpick you to this stage as a result of this rather obscure maneuver."

History/flavors

- Laudandus: "I played Taj's Mewtwo for a while and **contemplated counterpicking him against IC's at one point**. He's an interesting character because he has a large move zoning game (rare in low tiers) and simultaneously a good wavedash-based movement game and teleport is interesting... He really sucks though. **People don't even really bother CC'ing against him, and that really shuts him down hard**. Wavedash-based movement is ultimately worse than dash dancing, and **Mewtwo can't really dash dance at all because when he turns around a gigantic hurtbox protrudes from his ass**. **Low-tier projectiles (pills, fireballs, etc) all become worse and worse the more people are used to them**, and shadow balls are definitely no exception. His movement is alright, but it's not as amazing as it would have to be for him to be a 'hidden potential' character."
- Laudandus: "A lot of [Zoma's] openings in the one game I watched came from **DJC uair (looks laggy) -> dtilt approach -> reddit combo**, and while his reddit combos are ultra sick and I think DJC is cool too I would be surprised if that kind of tactic was really effective vs upper tier players. **It's not as weird and doesn't force as strange responses as parry / DJ armor.**"

Neutral/punish

- M2K: "Mewtwo gets camped really hard, but has a good edge guard ability with **Back air**. His back throw can also lead to Up throw combos, up throw kill, back throw to edge guard, or back throw kills. However all you have to do is camp him and stay center stage and he cannot do anything. Good players will combo him very hard because he is light weight but also large and you can even hit his tail."
- Fly: "Pretty easy in my experience. I just **sit behind blizzard a lot**. I can't say I'm an expert on it, though."
- Wobbles: "Poor Mewtwo... You need to be careful of **n-air clipping through your shield and him grabbing you**. **B-throw and d-throw have crazy dead-weight hitboxes, so Nana can't punish if you get grabbed**. Sometimes she ruins u-throw, sometimes she gets hit, sometimes she stands still and gapes... **short hop f-air is the best thing to approach with**. Also applies to Marths who d-tilt after f-air. Auto CC into d-smash or jab-grab."
- Taj: "**Shadow Ball itself is huge. You usually want a fully charged one, which is easy to get since you can force IC's to play defensive and wait for you to make mistakes for their grab opportunities**. Throw your fully charged shadow balls and baby shadow balls in ways that **force the shields up**. Fully charged shadow balls can hit Nana, or force both of their shields to get very low, which is the perfect opportunity for you to slide in with spaced down tilts. Grab attacks to stop Nana from hitting you out of your grabs, then quick back throws to split them up, then mess up and get rid of Nana while keeping Popo from trying to take her back and you just take control of that stock until you get the one on one where you have the advantage as a character simply because Popo doesn't have much by himself to get around Mewtwo's range."
- Taj: "All of Mewtwo's attacks just open up when there's only one of them, so just out play the solo ice climber, getting the **up throw KO which I believe is 110% on FD with DI at the start of the throw**. Could be lower, but I don't feel like checking it right now."
- Taj: "Mewtwo's speed and priority are actually decent in this match up, especially against the slidey IC's that can't really punish you easily out of their shield. **Down tilt is a great wall for the IC's to try and break**, coupled with **shadow ball spam** and **neutral air to beat their aerial**

game. Keep the spacing game going and the IC player will have to find new ways to get around your walls by desyncs, crouch cancels, and basically just counters to your over telegraphed attacks by using their higher priority Smashes.”

- Taj: “Wavedash down smash will often be their bread and butter if you let it mess you up, so try to anticipate it and find ways to punish it by splitting them up, and **force them to use it as a solo IC so it is much easier to punish and deter them from using their dangerous and high reward smashes to create a sense of helplessness.**”

Edgeguards/recovery

- Taj: “What’s good is that you don’t need to telegraph the grabs for the KO since you can also **edgeguard a single IC very easily** with ledge hog, back throws, and back airs which will lead to your up throw anyway if you play it correctly.”
- CuningKitsune: “On the topic of Mewtwo’s recovery, it is interesting to note that **Mewtwo players will intentionally choose not to use a tag in-game (similar to Sheik players)** as it would give away the position of their air-dodge and, more importantly, their up-B recovery.”

Supplementary material

2015

- [Style Points 9: Emukiller vs Corn](#)
- [WPI Polytech Skill 1 LSF: bonfire10 vs Damp](#)



Stages

- Proxibomb: "Ice Climbers will be the hardest match up for Pichu, play on Dreamland, if you can't, you will have to depend on your skills and separation of the Ice Climbers with any other stage. Don't choose Yoshi's Story, you'll either have no room to fight them, or you will get wobbled. Final Destination is your other main stage if you cannot make it to Dream Land."

Neutral/punish

- Fly: "My best guess would be to **do things that are safe against CC and try to bthrow a lot**. I'd think **Pichu would be okay at gimping Nana** by shoving her offstage with nair strings then hitting with her essentially anything right after she double jumps."
- M2K: "His **Nair strings alone (which only have 6 frames landing lag which is the smallest in the game) is his staple bread and butter** and once you hit one you can continue a string of hits... He can also up throw up smash or up throw chain grab fast fallers. Pretty much to use Pichu, you use Nair in various ways for the most part. His forward roll and shield are both top tier. I think Pichu is underrated, even though maneuvering around and Nairing is his main thing it can be very effective in many situations just from that one move."
- Derf.MW: "With Pichu i d-smash (i think it should work with pika too, but i've never play ICs with pika yet) then when they are separate nana will make a b-line for popo (just run straight towards him) so Charge up an f-smash or something and she'll go right into it. You could probably try approaching with a nair or a fair or something... **Dair would probably separate them. if you grab one I usually f-throw and hope that I hit the other or I'll b-throw to space myself out from the other IC. To kill them I'd probably try to gimp, maybe camp near the edge a bit.**"
- Derf.MW: "lol with Pichu if I'm facing ICs I **stay on the platforms then Agility somewhere** whenever they try to get me or something."
- Proxibomb: "Ice Climber's Smash moves will easily push you away from them, regardless of percentage. That means, if you are hit directly by both Ice Climbers with a Forward Smash, you have an easy chance of escaping. You'll have to once again depend on crouch cancelling for this, you may also Smash DI their Forward Smash, and Up Smash - very easily. Tilts and grabs won't sit too well with Ice Climbers, so you might want to stock some percentage from them by using your **Nair and Bair, which both push the Ice Climbers back, but can easily be Di'd.**"

Edgeguards/recovery

- T0mmy: "Any time the Ice Climbers get knocked back they have a good chance at recovering. You must go for a KO off the side of the screen more often than not. At lower damages expect to keep hitting them back time and time again. F-smash when you can, they've got a good edge-grab, so make it count."

Supplementary material

2016

- [Warwick RR: Murtag vs Kirby](#)



Stages

- CunninKitsune: "With its very low ceiling, [YS] can quickly spell trouble for Kirby. Keep in mind that you should be more wary than usual of playing around the edge due to **Kirby's suicide tactics; this concept is still more important on this stage owing to its smaller size.**"

History

- Duck: "Kirby's only low tier because of how he was implemented. **He was ported almost directly from 64 but the corresponding physics and engine changes didn't do good things to him.** You see this in brawl as well where falcon is almost a direct port from melee."
- Phish: "Everyone around here thinks Kirby is a fucking joke character; meanwhile everyone in MN is terrified of him. **Kirby's not a joke to us. He's a fucking nightmare.**"

Neutral/punish

- C.Rabbit: "I think **Kirby's biggest weakness is his punish game.** If you are Fox and get grabbed on Marth on FD, it's very scary. Kirby has very strong raw moves like falling u-air, b-air, f-air, d-smash, hammer but nothing really sets up for something guaranteed. This doesn't mean Kirby can't 0 death. Everything is just a lot more situational. Kirby has some great gimping potential but his punish game is quite a mystery still for most of the world. I'm still working on developing it. It's very similar to how Falcon punishes, except it's much more read heavy."
- Fly: "I would probably **shield-camp a lot and occasionally approach with fsmash or jab -> dsmash/grab.** I'd **roll back -> blizzard** if I ever feel a lot of pressure on my shield, although I don't think Kirby is capable of applying all that much pressure."
- Triple R: "His ground game is where he shines most. He has a good wavedash to help him stay slippery. The ground is also where he has some pretty good frame data. Both utilt and dtilt are frame 4, which is pretty good. Ftilt is a pretty underrated move too. Comes out pretty quick and has decent reach. Wavedash out of shield to ftilt/dtilt has become a staple of my game when playing careful. Dtilt helps you space against grounded opponents while crouching at the same time."
- Triple R: "Why is Kirby soooo slow!? His run speed is okay at best, and his aerial mobility is pretty laughable to be honest. Kirby is a sitting duck if he finds himself above his opponent... Fastest [aerial] he has is bair at frame 6. Which actually isn't too bad, but there's characters out there with 3 and 4 frame aerals. After bair the next fastest thing is 10 frames. That's getting kinda slow. Also, let's just not talk about his frame 18 dair."
- Triple R: "His **lack of good grab game.** Which is slightly sad considering he has an **INSANE grab range for his size.** Sure you can get grabs, but what are you going to do with it? Fthrow and bthrow are worthless at low percents since the opponent can mash out. Dthrow leads to a tech chase situation where they get away with minimal damage. You can combo after uthrow, but only if the opponent DIs in. Kirby would honestly be a bigger threat if he combo throws into an utilt or something somehow."
- Bones: "**Roll towards/past you into utilt is an approach Kirby does.** Dtilt is a good zoning tool, but I'm not sure it's something ICs should be afraid of if you're timing your WDs properly. He can edgeguard well with dair of you go low or uair if you go high."
- KirbyKaze: "**[Kirby's] D-tilt can be sort of annoying because it pushes them away.** And he can jump around on platforms and Bair them if they try to chase him stupidly but otherwise no. **He still gets ***** because he sucks at splitting them and killing them and ICs have more range.**"

Edgeguards/recovery

- C.Rabbit: "Kirby's d-tilt hits so low off the ledge it makes it 3-4 times harder to tech than a Fox-down smash edgeguard... **A KO is guaranteed if you can clip your opponents with a bair [as Kirby]. It's very puff-esque.**"
- Fly: "I wouldn't usually edgeguard very aggressively since **I see no need to do anything risky against Kirby when he's already in a bad position when off-stage or on the edge.**"

- Triple R: "**Dtilt kills a lot of characters' recoveries.** It may not kill outright, but it puts the opponent in such a bad position that a kill is likely to follow."
- Bones: "Your best way of edgeguarding might be to **jump out and intercept his jumps with bair** since hitting him out of his up-B with a smash sounds annoying."

Supplementary material

2015

- [RTB9: Firewater vs Alui](#)
- [UoMM3: Triple R vs Dembo](#)
- [S@R: Triple R vs Loring](#)

Doubles

History

- Blur: "Well... Grands wasn't as close, though they were still good games... but in Winner's Finals [of WTFox 2 doubles], it actually looked like **SFAT and Dizzkid could beat Armada and Mew2king**, and when you write that out on paper, it sounds stupid... but it was happening, and there's a point in my life where I thought it was going to happen."

Fundamentals

- NMW: "Singles is about playing safe, being calculated until you get an opening, and then pushing your advantage as far as you can. In a sense, you could say the same is true for teams. But a more sensible description of teams is that it's a race to take your opponent's stocks as fast as possible. Thus, **while singles at its core is about taking every hit as far as you can go, teams is about using your time to its maximum potential**. In singles, time is not an important resource. You play the game at whatever pace feels appropriate. In teams, you must be as brutal as possible as fast as possible."
- NMW: "The system is skewed dramatically from singles. If you are playing against a Marth, Falco, or Sheik in singles, it's not common to lose your stock before being able to regain positioning after overextending yourself. **These characters do not have the benefit of being able to do their protracted followups in teams. In singles, laggy finishing moves are high risk, high reward. In teams, they are low risk, high reward**. Throw out your finishing moves much more liberally. Watch how many rests HungryBox throws out when teaming with Plup. Whiffed rest is no big deal, hit rest is a kill. Even if you do get hit off stage, most easily ledge guardable characters in singles can make it back to the stage with a good partner."
- NMW: "**Double team the fastfaller. Falco, Fox, then Falcon**, should be the preference, should there be more than one fastfaller on the team."
- NMW: "When facing double floaties, do a bunch of bairs or other safe moves when standing in the center of the stage and also from the top platform. Playing against double floaties is all about **controlling center stage**."
- NMW: "Team knockdown coverage [is] not universally agreed upon, but the norm is usually that **the person who does not get the knockdown does a strong move to cover the tech roll into them, and the person who gets the knockdown covers the other options**. On **platforms**, you should cover all the options with your teammate every time. **Whoever is closer to the center of the stage should cover the inward option, and whoever can get to the outside faster should cover that one**. If you are going for reads in this situation, you are doing it wrong."
- NMW: "When you can 2v1 ledge guard, **the person closer to the ledge should grab it, and the person on the stage should cover on stage recoveries**. If you have time to choose, let the person with the **stronger finishing move** cover on the on stage recovery."
- NMW: "Whenever you have time to, **check the whole stage** to assess where you should position yourself. **Don't tunnel vision as soon as you land a hit**--you might want to help your teammate or double team the other guy."
- NMW: "**Don't waste time going for positional followups, like trying to shark someone's landing or waiting for a Peach to stop floating off stage**. Even tech chases often waste too much time. Use your time efficiently. Don't just ledge hog when you hit a Sheik or Marth offstage--manage the on stage situation, then get back to the ledge as late as possible."
- NMW: "**Don't go offstage to ledge guard in situations where you can get punished for doing so**. For most characters, if you have to up+b, a Fox can shine you, or you might even just get ledgehogged. **Team ledge guard** and take stocks cleanly instead of **allowing trade situations to arise**."

- Alex: "Teams is really really cool because there's so much **active problem solving**. Little situations can make big differences and well executed, holistic goals can dominate... One of the biggest differences between teams and singles is that advantages are temporary. **Everything that you do is on a timer i.e. what can you get away with before you need to split your attention?** You rarely have the luxury of stretching an edgeguard out over 10 seconds. That's way too long to assume their partner won't interrupt you. But **with good positioning you can frequently get away with whatever you want in small intervals.**"
- KirbyKaze: "In his article on the subject, Mow explains that a good way to learn about positional advantage in teams is to understand the opponent's roles. He suggests labeling opponents as **aggressor** and **supporter** based on what characters they are playing (ex. **Fox & Falcon** are often aggressors, **Sheik & Peach** are often supporters) and also taking into consideration **how those characters' pilots play the character** (eg. Falcon and Fox are both commonly aggressors, but when a Falcon's on a Fox team, the Falcon is often the supporter due to Fox having more effective close up tools and due to Falcon's ability to cherry-pick opponents at low percent with his high impact KO moves if an opening for one is created by his teammate)."

Mechanics

- Fly: "ICs in doubles play a very opportunistic role. More often than less, it's a good idea to camp until you see an opening; **ICs still punish as hard as ever, but they're bad at creating openings in doubles, so you typically need to wait for a chance to do something.** An exception to this is when the round devolves into two distinct 1v1s, in which case it's fine to play like you usually do. But yeah, just play a little more conservatively in the hectic scenarios and you'll probably do fine."
- Fly: "ICs are really good in doubles with some teammates and really bad with others. I think they generally need a teammate who can **fend for him/herself decently well** and also **help the ICs whenever they're getting edgeguarded or otherwise overwhelmed.**"
- Delphiki: "**Grabs are hindered, but not completely lost.** You may have to end your grabs early but you will still get much more damage than playing another character. Also, this creates a trap for the other enemy: 'I'd better help him out or he'll die' then BAM! N-F-Smash. Hell if you get lucky you can even continue your CG... Desynchs are also limited, but as long as Nana stays close you shouldn't have much of a problem. However you should remember to resync before moving long distances... Also desynced Ice Blocks/Nanapults can be a huge hazard if your opponents stay near each other. All in all, it is an effective choice, and is made even better with a partner who plays YOUR ICs a lot. They will know your habits best."
- Derf.MW: "they ain't dat bad. they just need to have the right partners. **They really need the ground, so if they have a partner who can play well on platforms in neutral that's ideal.** They also benefit from the "bully" strategy (walling people out while one partner craps on one of the opponents)... The ICs are both good at being a wall and solo-comboing things (they are really better at it than team comboing in a lot of cases)"
- Derf.MW: "ICs are a very solid aggressor and control the ground very well... So in neutral your partner basically just plays on platforms... then **you go around and do some ****, and then when you're out of neutral, your partner walls while you combo the hell out of the other opponent...** ICs are also really good at **walling** while their partner is **edgeguarding/recovering...** it's also cool because in teams, if you lose nana, sopo is still really solid... you do have to know how to use sopo to do well in doubles though... It also really helps if both you and your partner have good teammate awareness."
- Derf.MW: "I think ICs do fine in doubles, but it puts a lot of weight on their partner understanding how to team with ICs. Usually I like to control the ground and let my partner play on platforms, but that can be hard for some characters to handle. I think the biggest struggle ICs have in doubles is in neutral (which is not the same as singles neutral). **Once the IC team gets in or splits the opposing team up, it's a lot easier. ICs can switch targets very quickly, cover stage very fast, defensive wall very well during edgeguard/ bully type situations, and can kill or incapacitate one opponent while their partner walls out the other.**"

- Tomber: “Also, while it might be hard to play ICs efficiently in teams, teaming with ICs can be much harder. The player teaming with ICs kind of need to be at least just as good as the ICs player in order for the team to work. Both players also need to have a good understanding of teams play. Otherwise you'll just see a ICs player wave-smashing everyone on the stage while his teammate just tries to not get hit by the smashes... So, yeah, **talk with your teammate before playing**. Tell him to **finish your opponents off every time you hit them off stage with a smash while you take care of the other player/control the center**. Tell him that **you are going to stay a bit away from the battle while you wait for some safe hits** (that is, if you're going to play this way). And lastly, tell him **not to get to you if you happen to get a grab**. Experienced ICs players can do more damage to a grabbed opponent than a teammate who tries to help you out. If you get a grab your teammate should focus on keeping the there player away.”

Partners



Jigglypuff

- NMW: “**Puff... presses down+b and kills people**. Good at **zoning**, great at **avoiding 1v2s**. Can go deep off stage and get back, which is invaluable for getting safe ledge guards and for saving teammates with pound, uair, and dair. Synergizes well with characters who are **good at getting grabs** because **grab+rest** is amazing. Also synergizes well with characters who can **avoid getting wrecked in 1v2s**, which are sure to come up because of how often she gets hit away and has to slowly come back to the stage.”
- Wobbles: “I don't like IC's + Puff, because even though it seems alright with a gameplan of **Puff taking the skies while ICs take the ground and just crap hitboxes everywhere together**, they suffer a MASSIVE weakness because **ICs aren't actually that great at getting grabs against experienced foes**, which ends up eliminating one of Puffs biggest 2v2 strengths (the grab-rest). Then again I did enjoy a few teams friendlies teaming with HBox so maybe I just need more Puff duo experience to judge it.”
- Derf.MW: “This is also a surprisingly fun and effective team. **Puff walls like a monster and that allows you to pressure as hard as you want**. the only downside is that **you almost always have to be the aggressor**.”
- Alex: “**Rest shit**. There are no meaningful consequences. None.”
- Mew2king: “Teams is a completely different story however. **She is probably the best character in teams (unless Fox is better which is very debatable and I still think Puff is better honestly)...** In teams, Jigglypuff can constantly take risks for a rest, and if she succeeds it is an instant kill. If she misses, there is a high chance she will either not be punished (her teammate can jab her) or her punishment will be very minor, because of all the other chaos and distractions in teams. Rest is far easier to hit in teams as well. Besides just Rest however, **you do not need to save Jigglypuff in teams because her recovery is so good**. However, by using Jigglypuff's aerals or pound, she can still **save you in teams quite easily**. She can also jump off the stage to do edge guard ‘risks’, and if she ends up missing, it does not matter because she still has 4 more jumps and an air dodge to get back on stage with.”
- Hax: “**Fox and Falco are the only characters that can deal with Jigglypuff in teams**. she has an incredible advantage over Samus/Peach/C.Falcon/Marth and a solid one over Sheik.”



Fox

- Wobbles: “...It's Fox. Covers the hard killing power that you need in-case people are DI'ing your random smashes. Can shine people down and just keep you safe while you CG. If you set up an edgeguard, he's fast enough to switch targets, go for shine-spikes or b-air stuff, and then YOU can create walls with blizzard and u-air to stop the other guy from running through you and interrupting. **He also has big ways to capitalize when you're being abused by ICs biggest doubles nightmares -- Falcon, Peach, Samus, Ganon**. You can be his stock tank, with good DI, and he has the mobility to handle 2v1s during your sometimes lengthy and arduous recovery sessions. ICs don't save him very well though, unless you can get in position to blizzard.”

- Fly: "ICs are at their best in doubles when they **play a passive, opportunistic style** (see Chu above all others), and **Fox is a character who is very capable of handling himself well while ICs wait for opportunities to do something.**"
- NMW: "[Fox is] the **best carry** [and] **the only character that can really approach safely in teams.** If Fox is the best and most challenging character in singles, it's pretty safe to say he's the best and even more challenging in teams. If you are a new Fox trying to play carry in teams, you are going to have to spend a long time trying to learn to space yourself safely. You can die in the blink of an eye, but he can bully people like no other. Shine gimps are crazy in teams, especially considering how undisciplined many people are about going off stage. His crazy speed and shinegrab make him amazing at getting grabs, which synergizes well with characters like Puff and Falcon who can get devastating punishes off of them. Fox's versatility is unmatched, so you can even play a supporting role, using just shine, bair, utilts, and occasional nairs. Also pretty good at saving partners with his up+b and dtilt."
- Tomber: "I've had the most succes teaming with Fox. **ICs kind of needs to team with a character that can take on the 2v1 situation at times, because it takes so long for ICs to get back on stage once knocked off.** ICs also needs a lot of space compered to other characters to work well in teams, which is why you might want to stay a bit away from the other players waiting for a opportunity to get some safe hits while your teammate is fighting. Kind of the same way as M2K plays in teams. Fox also has a great **off stage** and **platform/air game** for teams which is something **ground-controlling character like ICs** really needs. In singles ICs can just go to the edge and wait in order to edge guard an opponent you have just knocked off stage. However, in teams this is pretty risky as ICs in general is very vulnerable at the edge and your opponent's teammate might approach you while you're waiting at the edge. Teaming with a character that can control the edge at low risk while you control the center stage after one of you have knocked an opponent off is therefore pretty good."



Falco

- NMW: "[Falco is] a super underrated support. **The skills that Falco players rely on to win singles do not help them in teams. His lasers are as good in teams as in singles, but for completely different reasons. He cannot control the neutral the same way he does in singles. But his lasers allow him to disrupt team combos, mess up ledge guards, and give your partner more chances to recover with their up+b.** His shine is amazing both for team combos and for going deep to save teammates off stage. **If you want to play Falco in teams, watch how European players or Zanguzen play him.** Make yourself hard to hit by using his amazing bair and utilts. Falco is great in teams if you can play disciplined enough not to ever put yourself in bad situations. Falco is the only character who you can't ditch to go 2v1 his opponent. **A Falco spamming lasers from across the stage is one of the most annoying things in doubles.** Having access to having a spike that's super easy to land is also an amazing boon--people are MUCH more likely just to have continuous survival DI in teams because they know their teammates can help them."
- Derf.MW: "Falco is one of my favorite partners for the ICs. **he's good at being able to play on platforms while you control the ground** and he is one of the characters that can really assist the ICs... **both characters are also very good at walling and can work well with the "bully" style play** (one player walls on an opponent while the other shuts their teammate out)... In the 2 on 1 situation they are also very strong (usually it doesn't matter when you have nana, since you can wobble, but with sopo its amazing) the ICs are great at hitting things up, and falco hits them down really well (to simplify it) the way their moves hit people work very well together. hey cover ground well and really do a good job of covering each others weaknesses in doubles."
- Derf.MW: "**pretty much the same as fox, but lasers allow him to wall many characters even more effectively.** Lasers on platforms often force your opponents to challenge you on the ground, which does not often work well."
- Tomber: "I've teamed a lot with Falco too and honestly I don't like it. He **lacks KO power** and is **really vulnerable off stage** compered to Fox, Sheik, and Peach. He isn't really that great in the 2v1 situation either. And if you by accident hit Falco with like a d-smash, he might have a really

hard time recovering. With all that said then Falco isn't a bad teammate for ICs. It's just hard to make the team work."



Sheik

- NMW: "[Sheik is] good at **zoning**, good at helping your teammate with needles and uair, wide variety of move choices for **team combos**, and **controls the ledge** like no other. Amazing gimp capability and great at wrapping up ledge guards without needing a partner to help her. She and Falcon both lose their tech chasing game but make up for it with their other strengths."
- Wobbles: "Not only did I forget Sheik is a character, I have almost zero experience teaming with her. From a theory-craft perspective, I like the fact that **she doesn't have a lot of hard hits that she'll 'accidentally' murder you with**. In the ICs/Sheik matchup she depends a lot on hitting you with f-air after you've doublejumped to secure her KOs, and if you're off the level and she does that to you, you know it's okay to break your teammate's kneecaps"
- Derf.MW: "**probably one of the best characters for walling and controlling platforms via needles**. In this team, **you will usually have to act as the aggressor** however, unless you play an overly defensive team"
- Nintendude: "Sheik does a really good job at **keeping ICs' teams horrors at bay** (Ganon, Falcon, Samus, Peach). She's also good against the Mario Bros, and while I don't have much experience playing vs. them teams, I can imagine Luigi being really annoying otherwise."



Peach

- NMW: "[Peach is] amazing at zoning, can quickly turn situations around with a dsmash, great at saving your partner, great at ledge guarding. Can float off stage to avoid 1v2 situations. Really bad vertical mobility can make it difficult for her to help teammates get out of team combos, as these are often done by carrying people up platforms. Recovery is also quite slow. **A good stock tank. Whereas Falcon is good at running across the stage and getting a 2v1, Peach is good at keeping someone walled out while their partner is getting destroyed.**"
- Wobbles: "**Hell I'm surprised me and DoH could ever make Peach + IC's work as long as it did**. Part of our success rode on the fact that there are a few certain characters we just chew right through in doubles, such as Falcon and Falco, along with the fact that we also play characters who just hit naturally hard."
- Derf.MW: "This team is good if the peach plays correctly. This means **she has to float above the ICs level and downsmash only on platforms** (a loose downsmash from her separates you and messes just about everything up). Her **walling** ability is good and she does a good job keeping your opponents separated."



Marth

- Wobbles: "Marth has the capacity to wall people off, gimp hard, get tippers, and you can actually help him recover because his low up+b, when angled properly, will not kill ice-blocks, so he can do all the aiming. **He dominates air-space enough with his sword that he can focus high**, and he's got light hits that are easy to connect with to **disrupt combos on you**."
- Derf.MW: "This team is very odd because its one where **marth MUST play on the platforms**. Often times, **you end up trying to control the same space**. And that is no good. But if marth plays quickly on those platforms and effectively acts as a wall, it works."



Captain Falcon

- NMW: "Falcon... can approach and play the front line if necessary. He's no Fox, but should you partner with a character that is known to be bad at approaching, you will probably want to be aggressor, or at least have a 50/50 partnership, where you alternate playing front lines. SilentSpectre and Darkrain are an example of a team that did an amazing job at both being equally proactive when teaming. Lovage and S2J have also shown that having both players be aggressive can be extremely potent. Falcon does not have to deal with the painful juggles or eternal hopeless attempts to recover in teams. On top of losing these weaknesses, his greatest strengths are having access to such **strong punishes**, and **having the speed to get across the**

stage and place them anywhere. Falcon can run across a stage to get a lethal 2v1 better than any other character. It's almost kind of unfair--**the best strategy for him is what a dumb 13 year old would do--run around a lot and throw out lots of knees."**

- Wobbles: "Falcon's alright but **he ends up on the ground in your area of control too much.** You end up having to exercise **LOTS of restraint to avoid wrecking him,** and his speed+hitboxes+your rotundity = easy for him to hit you, as well. And this leaves you very susceptible to teams that involve Fox. Which is lots of teams."
- Derf.MW: "This is one of my favorite teams. **Both of you can go deep as hell, falcon often likes to act as the primary aggressor.** He is very fast on the platforms and has no projectile to interrupt your synchronization."



Ice Climbers

- Derf.MW: "IC dittos are hilarious. I've actually been relatively successful with that team. It's not actually good, but **if you establish an aggressor and whatnot, you can do jank things, especially if you just keep walling.** Only works on **big stages** though... I liked the way chu and nintendude tried to keep control of center stage, but there are a lot of things they could have done a little better. The way double ICs works most effectively is **when one IC goes in, the other walls the other opponent out.** It's what it looked like they were going for by **controlling center stage,** but it's kind of hard to do when there is a **spacey** on screen, so a lot of the time you have to just **go in on the spacey really hard** and **wall out the other opponent** if they are a character that doesn't handle the ICs projectile walls as well... It also really helps to have an **IC comfortable playing on platforms** (which a lot of people aren't). This lets double ICs control a lot more vertical space since they can cover the holes in the other's projectile walls a lot better with proper positioning and stuff..."

Opponents



Fox/Fox



Fox/Falco

- NMW: "This is probably the only team where Falco can really thrive. His strengths are amazing for complementing Fox. **Let the Fox do the approaching, and should the Fox hit someone toward the Falco, the Falco can probably get a big combo started.** The team combos are great, and Falco makes it a giant pain in the ass to ledge guard Fox. The goal here is to make sure the Falco is comfortable and can maintain his stocks while making sure the Fox has enough offensive presence to gain advantages when possible."



Fox/Captain Falcon

- NMW: "This team is fast. They pack a punch. Between shine, Fox's usmash, and knee, you have most of the best killing moves in the game on the fastest characters in the game. Use your mobility to your advantage. **Take to the top platform when you are feeling scared.** Grab combos are brutal. Ledge guards should generally end in one hit, with one of the attacks mentioned above as the coup de grace. You can choose to go to Yoshi's to smother opponents and get lightning fast kills, or you can go to Dreamland and abuse your mobility. This team is really versatile. If you play against double species, I would recommend the Falcon does not approach much. Against some characters, like Peach or Marth, Falcon approaching is not bad, but against double species, you really want to take advantage of his knee and his speed, not relying on his neutral game."



Fox/Peach

- NMW: "In the past, lots of people have said it's the best team. **Fox is the best carry and Peach is an amazing support.** Play to their strengths and it should be straight forward. **Zone, ledge guard, and save your teammate with Peach.** Hold the team positioning to let your Fox flourish. Peach's dsmash is also great for creating chaos when people get an opening on the Fox. **When**

people think they can hit a Fox, they often try to push it really hard, which can result in them getting bad DI on a dsmash, or jumping into it on a platform. Peach's dsmash is also an amazing tool when people are playing around at the ledge. It can stage spike people, let your partner tech, or even hit him back toward center stage."



Fox/Jigglypuff

- NMW: "Similar to Fox/Peach, but with a little bit **more kill power**. Puff can go **deeper off stage** because instead of having float, she has a crap ton of jumps. **Grab+rest** is ridiculously good, and considering Fox's speed and shinegrab, he is as good at getting grabs as anyone else in the game. People also love to hold shields in teams because it's pretty safe. Getting a grab is usually not that threatening. **If the Fox and the Puff are fast and on the same page, shielding can lead to a kill super fast**. Rest is also amazing for punishing rolls, and Fox is the best character at pressuring people into rolls. People spam rolls in teams because they are often pretty safe, but rest makes them completely unsafe. This also means that, in the conventional team spacing where the carry is in front and the support behind, tech rolling into the stage means rolling into a rest."
- Alex: "I think the simplest way to think about puff fox is that they're both **ridiculous killing machines** so you have to use each other to **blow shit up** but they're also **fragile** so you have to constantly take care of each other. Assuming you are watchful and keep your options open every time someone tries to kill one of you they're leaving themselves open to a quick gimp/grab/upsmash/rest/etc from the other."
- Alex: "[Fox/Puff] should constantly look for means by which you **eject the situationally less mobile and double-team the now-helpless teammate**... By extension, engineering situations or methods (be they character specific or otherwise) that allow **extra seconds left alone with their partner** is incredibly effective. As of now the optimal gameplan is to stagger punishes to better achieve this."
- Alex: "Fox can and should switch targets a LOT. Because puff's mobility is limited, there are times where he has to pull himself out of a potentially bad situation before it gets bad and fall back to where she can help him. This defensive movement can instantly be turned into an offensive advantage should he catch someone between him and puff for a quick 2v1 rally/kill (Lucky in particular is really good at that)... Puff can and should go on a killing rampage. In teams she's even more polarized than she is in singles. She can slow the game down and keep fox safe to keep being fox and she can use fox to fish for devastating rests/edgeguards."



Fox/Marth/Sheik

- NMW: "Decent teams that should be played similarly to Fox/Peach. **The support zones out one player**. Marth and Sheik both offer great **control of the ledge**, and they can get quick **gimps**. Between **Sheik's deep ledge guards** and **Marth's dair**, they can quickly devastate people near the ledge. If you want to learn to play these compositions, watch **NorCal teams**."



Peach/Sheik

- NMW: "Probably **the best team without a Fox**. This team wants to **stick together**. They are **hard as hell to approach**. If you are a fastfaller and you lose the neutral, you are likely to eat ~80% within seconds. **It's nightmarish to get sandwiched by these two. They can breakdance all over you by hitting down on both sticks**. They make it incredibly hard to save your teammate because their **off stage presence** is so strong. They are both good at buying time to **not get wrecked in the 1v2**, which is a situation that is bound to come up since they are not the most mobile characters, and their recoveries can take a while. If you are an aspiring fastfallers player, Peach/Sheik is the team that's most likely to lead to some trauma."
- Tafokints: "I think the cool thing [in WTFox 2 Winners' Finals], and this is what kind of made it work out, is **how far apart** Armada and Mew2king were playing... so if Dizzkid ever got a grab, it was a lot more lethal in particular against that team because **they didn't have a Fox or Falcon to break it up**, and if SFAT's going to town on Mew2king's Sheik and just edgeguarding him, wash rinse repeat, **Armada can literally get zero-to-dead off of one grab**."



Falco/Falcon

- NMW: "Not the best team, but they do have a bunch of small tricks that give them good synergy. **Falco's shine can lead into Falcon's ridiculous punishes.** Lasers and shine are amazing for **saving Falcon.** They both have great vertical mobility to **combo on platforms** (though often Falco can just do his singles combos since no one can catch him up there). **Falco lacks strong finishers**, so teaming with Falcon helps compensate for that. **Shine-->grab** is a pretty free kill setup in a 2v1 because you either get a shine, a grab, or a roll. Falcon can cover the roll with a knee and react to the other two contingencies with a knee as well."