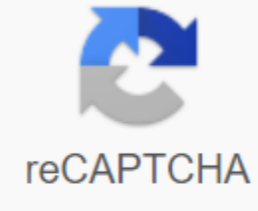




I'm not robot



Continue

## How to play ike super smash bros ultimate

IkeSuper Smash Bros Ultimate Ike is from the Fire Emblem Series and is ranked as a B Tier Pick (Good). This Ike How to Play guide details the Best Spirits to use and the highest stats. This character is in heavyweight and has Average Run Speed, Average Air Speed, Average Dash Speed. You unlock Ike by playing as Meta Knight in VS. Game Mode.Weight Air SpeedFall SpeedRun SpeedDash Speed Super Smash Blog EntryIke's side smash attack is very powerful, but keeps it open, so you have to read your opponent's movements carefully. You can choose between her Path of Radiance and Radiant Dawn costumes. The best character comparison for Ike in SSBU, Ike's most reliable counter options are Weak Against are Pichu and Young Link. However, Ike Strong Against King K. Rool, Jigglypuff, and Kirby.Here you can see the Best Ike Moves based on Frame Startup (How fast that step), these include Neutral, Dash, Tilt, Smash, Aerial and Special Move Attacks.Buy on AmazonRankedBoost may receive commission from Amazon purchases. You can learn more about Leveing Up your Amibos HERE. All Alternative Ike Costumes in SSBUIImages of all Alternate Costumes.This is the Ultimate Spirit and Best Support to use with Ike based on their movement and style of play. Best Ike SpiritsSpirit NameImprove sword and weapon attacks, all the power of special movements, and smash attacks become faster and more powerful. You can learn more about the Spirit HERE. You can Unlock Ike from playing VS. Match, Classic Mode, and Light World Game Mode In Super Smash Bros Ultimate.World of Light Unlock Method - Mysterious Dimension Cassic Mode Unlock Method (Dark World) - Unlocked by Small MacVS Mode Unlock Method - Play Meta KnightYou can learn more about the fastest way to unlock Ike HERE. Smash Ultimate already has many basic swords that use Fire Emblem characters. At least Ike can claim to be one of the early entrants in the Super Smash Bros series, making his franchise debut in Brawl. It's one of those little wrinkles that sets this pretty basic fighter apart from the much more colorful gods and monsters that populate the Ultimate Smash list. Smash Ultimate sports 74 different playable characters at launch – including every previous character from the super-franchise and a bunch of fresh faces. That doesn't even include DLC fighters, trophy assists, and more. There are so many that no one could possibly keep track of everything. That's why we've compiled a guide for each character. You can't say that Ike doesn't know his way around his big sword. Most of his movements involve slashing, pushing, and summoning a gout of fire with his sword. He also has a counter-measures that prevent the damage coming in and direct it back to his opponents. So there's a little bit of skill for this direct-up. According to Ike Ike officials Character Description... Ike's side smash attack is very powerful, but it keeps it open, so you have to read your opponent's movements carefully. You can choose between her Path of Radiance and Radiant Dawn costumes. Ike Moves Eruption (B) - Plunged his sword to the ground, triggering a fiery explosion. Suffered damage with his own hands when fully charged. Quick Draw (Side + B) - Lunges forward and slashes any enemy in its path. Charges may apply. Aether (Up + B) - Throws his sword up, jumps to grab it, and then swings it on the way down. Counter (Down + B) – Block and retaliate against attacks. The strength of the opponent's attack determines the strength of the counter. Great Aether (Final Smash) - Ike drops his enemies into the air and then attacks them repeatedly. Eventually, he slammed them to the ground with one powerful punch. The first attack has no range, but it can hit multiple opponents. Power & Weakness Strength We like Ike. Or rather, Smash Ultimate seems to like Ike. Fire Emblem children with large swords (uh, one of them anyway) can filter out a lot of damage and keep the ledge pretty well. Blow-for-blow trades with Ike usually end in his favor. If you're all about big, heavy sword swings, good news: so is Ike. The weakness of his recovery game is still lacking, however, thanks to the short vertical distance on his up-B. When Ike leaves the ground sturdy - or worse, when he is sent flying offstage - things get hairy. Best to stay on stage,. If you're on the air, try to keep Ike near the ledge. Ike Outfits Another Fire Emblem Character, a very slightly different set of costumes. At least two different costumes — from Fire Emblem: Path of Radiance and Fire Emblem: Radiant Dawn — are represented. They just don't look any different to each other. But there's something to be said for how striking his big cape looks. The colors are very colorful! And that's what we know most about Ike for now! Lovers of Fire Emblem characters who swing swords definitely have their trash options in Ultimate Smash. But maybe this blue-haired bad boy is the one for you? Take our tips to battle, try it, and find out for yourself! All our Ultimate Smash guides are created with the help of Eric Van Allen. In Super Smash Bros. This Ultimate Ike Guide, we will guide you on how you can play with Ike in Super Smash Bros. Ultimate. Ike will use his long Ragnell Sword to land powerful attacks from a distance. Overall, he is a heavyweight fighter and his attacks pack enough punch. We've curated the Super Smash Bros. Guide. Ultimate Ike is where we will guide you about You can play with Ike and also how to play against him. We will detail all its attacks including neutral attacks, special attacks, grounded attacks and more. With this guide, you'll get to know the power of Ike Ike Weakness. Super Smash Bros. Guide. Our Ultimate Ike details everything you need to know about Ike in Super Smash Bros. Ultimate. Ike's introduction was a heavyweight fighter so naturally he was slow to land his attack. He comes with his long range Ragnell Sword which is a powerful but slow weapon. Ike's attack is very strong but they suffer a long recovery time which is one of Ike's biggest weaknesses. You have to make sure that after starting the attack, you have to make sure that it lands on your enemy. If you make a space miscalculation while landing an attack or hitting an enemy, you will go in a very vulnerable position where you will be able to do nothing but sit there and watch your opponent's ground combo on your fighters. Ike is a simple fighter but time is very important to him and you want to make sure that you land your attack. Ike is not as nimble as using other swords in the game. Our attack has detailed Ike's movements below. Grounded Attacks We have detailed all the attacks Ike can do while he is on the ground below. Neutral attack combo Neutral Attack Ike has three punches. The first two blows will inflict 2.5 damage while the final attack delivers 5 damage while launching the enemy away from Ike. Ike will start this attack with a punch, follow up with a kick and then end the combo with a powerful sword attack. This will set the enemy back. This is a much faster attack and has a low recovery time as well. You can use attacks to land some quick attacks on your enemies. If someone misses an attack on you, this is the perfect way to land back some attacks on them. Ike's Dash Attack will give 14 damage to the enemy. It is a solid damage that handles dash attacks and also launches enemies into the air setting them up for advanced attacks. The damage of this attack is good but if you miss it, you will get some combos on yourself in no time because you can't fight anything until you get back to normal attitude. Ike's Ledge defensive attack will provide 10 damages while his wake attack will provide 7 damages. Tilts Ike can land three Tilt attacks. We've detailed it below. Side Tilt It delivers 13.5 damage. This is a powerful sword slash attack that will bring down the enemy and inflict some damage on them. This attack is great for counterattacking enemies who miss their attacks on you. If a person recovers, this is good against them as well because they will not be able to avoid his or her path. Up Tilt It gives 12 to the enemy. Ike would jump into the air and lift his sword over his head to knock down the enemy that came to him from the air. The attack can hit the enemy for his entire animation where he starts from behind and goes to the top and it is one of Ike's most powerful airstrikes. Down Tilt It delivers 8 damages. For this attack, Ike will bend bent over and use his sword to attack the enemy's feet with a quick sweep with his sword. It will launch it on top a bit and you will need a little time to bounce back which makes it difficult to follow up with an attack. Smash Attacks Ike has three Smash attacks detailed below. Side Smash It delivers 22 damages. This is a powerful slam attack because Ike will grab Ragnell in both hands, jump and then land the sword with a powerful punch in front of him crushing the enemy away from him. For this attack, you have to be on time and make sure that the enemy is right in front of Ike for maximum effectiveness. Up Smash It delivers 17 damages. This attack will take some time to land but once in the air, Ike will use his sword and land a powerful slash up to knock the enemy down with it. The attack will cover, front, up and behind Ike's side which makes it a powerful attack. If you miss this attack, be prepared to receive a few punches in return. Down Smash It delivers 16 damages. For this attack, Ike will crouch down and then land two powerful attacks with his sword in front. The first sweeping attack will be aimed forward while the second will be aimed backwards It is an excellent attack to clear the enemy around Ike. The attack on the back is also stronger than on the front. Grabs Ike's normal grab will give 1.6 damage to the enemy. Throwing them in front, up or down will give the enemy 7.5 damage while throwing them back will give 7 damage to the enemy. The speed of grabbing Ike is not very special because his right arm has a sword in it making Ike grab with his left arm. You can throw it away and land another combo after following it up. Air Strikes Below we have detailed all Ike airstrikes. This attack is limited to the air. This Neutral Air Strike delivers 7.5 damage. For this attack, Ike will jump in and perform a powerful sword attack by twisting it around himself. This is a great coverage attack and covers almost all directions around Ike. This is Ike's best airstrike in terms of speed and damage handled as well as the coverage in question. This attack sets the enemy up well to follow up combos. Forward Air Attack It delivers 11.5 damage. Ike will grab Ragnell with both hands, and perform a powerful sword slash in front of himself. The slash will damage from the top to the bottom of the bow. This is a great attack if you want to inflict some damage on the enemy above or in front of you. The enemy in the back was not hit by this attack. It also performs knockback on the enemy. Back Air Attack It delivers 14 damages. In the air, Ike will turn around and land a powerful sword attack on his back. The enemy hit by the sword will fall. This is Ike's fastest attack and does decent damage to the enemy as well. It doesn't have much range so you have to be close to the enemy to actually hit them they this attack. Up Air Attack It delivers 11 damages. Ike will cut the air over him with his sword which will launch all the enemies over Ike into the air even further. This attack is purely anti-air and inflicts damage on the enemy above Ike. The enemy in front or back is not damaged by this attack. This attack is great for launching enemies in the air above for a possible juggle combo. Down Air Attack It delivers 15 damages. With this attack, Ike will land on his enemies in one powerful sword smashed over their heads. This attack is not very fast but when Ike goes down, the enemy that comes his way will be knocked out with a meteor smash effect. This is a good attack if you want to keep the enemy off the edge or stop them recovering. Ike's Special Movement has four special attacks and we've detailed them below. Neutral Special Attack - This eruption delivers 10 malfunctions in normal mode and 35 damages when fully charged. Ike will slam his sword to the ground to create a huge shockwave coming out of the ground around him. Hold down the button to charge the attack and increase the damage the enemy is dealing with. As you charge more, an increase in strong shock wave pillars is made when you unleash an attack. If you increase the attack to full, the attack will also have a big knockback effect. This attack is excellent for preventing recovered enemies from returning to the edge and grabbing them. Side Special - Quick Draw It delivers 6 breakdowns in normal mode and 13 damages when fully charged. For this attack, Ike will charge the enemy in front and land a powerful sword slash attack on them. You can also use this attack as a recovery tool. The recovery time from this attack is much higher and you have to land on solid ground if you miss it. You can charge the attack at first to increase the damage the enemy is dealing with. Up Special – Aether It delivers 6, 1, 1, 3 and 6 damages. This attack consists of several punches and the final blow is powerful enough to launch the enemy in the air and away from the enemy. Ike will throw his sword into the rotating air and with it the enemy will be hit continuously with the sword. After some time, Ike will jump as well and grab the sword and bring the enemy to the ground in one powerful blow, this attack may look like a very effective attack but we recommend you do not reach this attack because the recovery time is long enough and if caught off guard, you will engage in some unfriendly combos. Down Special - Counter It inflicts 1.2x damage on enemies. For this attack, all the damage the enemy handled is based on the amount of damage the enemy will handle to you. will block enemy attacks and then send back damage in powerful movements that add extra damage to the attack as well. This means that the stronger the attack comes your way, the greater the amount of damage you send your enemy. Final Smash - Great Aether When you unleash Final Smash, Ike will launch enemies in the air where he will continue to hit them with different attacks. In the end, he will eventually slam the enemy to the ground with a mighty punch. At first, you have to approach the enemy because the range is not too high. For other characters, see Super Smash Bros Character Guide. Our ultimate. Read more about Super Smash Bros. Ultimate Guide. It concludes the Super Smash Bros. Guide. Our Ultimate Ike. If you want to add anything to this guide, feel free to use the comments section below. Following.

