

# Super Smash Bros Melee Hyrule Temple Jump Guide

by WarriorofZarona

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Super Smash Brothers Melee  
Hyrule Temple Jump Guide Version 3.0  
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## 1. History

3/30/04 Version 3.0: Added a bunch of things, like the new jumps and different strategies for them! Check the Reverse Long Jump and the "Down Under" Jumps!

11/9/03 Version 2.5: Wow! Thanks to duran1, I have a Reverse Hyrule Temple Jump for Mewtwo! Check Mewtwo's section for details.

7/21/03 Version 2.4: Thanks to Link Strife Leonhart for yet another contribution.

6/10/03 Version 2.3: Thanks to qactuar, I now have a strategy for Falco! Thanks very much for this!

6/08/03 Version 2.2: Merely added another strategy for Captain Falcon. Nothing too special.

6/07/03 Version 2.1: This guide has recently been added to <https://www.neoseeker.com>. Also, more contributed strategies. Thanks for them, and keep them coming if you find more! \*points more towards the Falco section\*

6/05/03 Version 2.0: Thanks to The Amazing One, I now have a map of the Hyrule Temple Jump area! Kudos to him!

6/05/03 Version 1.8: I added a new feature for the character strategies: Contributed Strategies! Basically, these are the techniques used by other people other than this guide to make the jump. Also, polished the guide some more, fixing some typos, and taking out some unnecessary detail.

6/04/03 Version 1.5: Made a few important changes to the Ice Climbers after some more testing. Also, added two extra strategies for Zelda/Sheik.

6/03/03 Version 1.3: Merely polished more of the descriptions. Rumor has it that Falco CAN make the jump, but until I find an effective strategy, I'll leave him out of it for now.

6/02/03 Version 1.0: Just started the guide with all the characters ready. Will polish up the guide in the next update.

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## 2. What is this guide about?

This guide was created to help players jump the legendary leaps in the Hyrule Temple stage. There are three difficult jumps in the stage, aside from the short gap on the left side of the stage. This jump is pathetically easy, and needs not any strategies for it. Each character has their own way of making it, and it serves greatly as means of escape or a great route to use in a racing scenario. In any case, this





defined as A, B, C, etc. Also, each Strategy will come with the following a difficulty level of Easy/Medium/Hard.)

Contributed Strategy by (Contributor): Easy/Medium/Hard (These are strategies given by other people. Thanks in advance for these! Note that by contributing, I will have the right to edit and change it as I see fit to make it easier for the readers to understand. Feel free to send in your own strategies through e-mail or AIM, with the character's name, the difficulty of the strategy, the strategy itself, and the screen name you wish to be credited as.)

The notes and strategies are separated first by which jump its for, then by strategies by me and contributed straeties

Note for the Long Jump: Though it makes it easier for all the characters to hang onto the cliff before making the jump, some characters don't necessarily need to do so. However, it's a great means of escape if you find yourself cornered and hanging on that cliff. This guide will assume that the character is already hanging on the cliff. For best results, lightly tap Left+Down on the control stick for a softer, slower descent. For best results, hold left the entire time of the descent unless otherwise noted.

Some characters must NOT hang from the cliff to make the descent. If this is the case, a \*\*\* will be marked next to the strategy.

-----  
a. Bowser

<LONG JUMP>

Notes: Bowser is pretty heavy, but he falls surprisingly slow. He has one of the best horizontal recoveries in this game, and this helps him greatly with making the jump. His main asset to use is his Whirling Fortress.

Strategy: Easy

Simple enough. Fall down and make a double jump towards the platform halfway down. Travel the rest of the way with Whirling Fortress.

<No REVERSE LONG JUMP>

<No "DOWN UNDER" JUMP>  
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b. Captain Falcon

<LONG JUMP>

Notes: Captain Falcon is fast and has jumps with good horizontal force, but it really isn't enough to make a usual jump to make the platform. Unfortunately, he falls quickly as well, but he can make the jump just fine. His main assets here are his Falcon Kick and Falcon Dive.

Strategy: Easy

Fall down as usual, making your jump halfway through, then use Falcon

Dive. He should make it easily.

\*\*\*Strategy: Medium

Start with Capt. Falcon right on the edge of the cliff, facing to the left. Make a jump backwards and use the Falcon Kick at the peak of your jump. This enables him with a good horizontal start to fall down towards the platform. However, if the attack is used too late, you could fall to your doom. After recovering from the attack, immediately use your second jump towards the platform, followed by the Falcon Dive.

<No REVERSE LONG JUMP>

<No "DOWN UNDER" JUMP>

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c. Donkey Kong

Notes: Like Bowser, Donkey Kong has a great Horizontal Recovery that can certainly make the jump easy to do. His main asset here is his Spinning Punch.

Strategy: Easy

Simply fall down and make your second jump, then use your Spinning Punch to make it to the platform.

<No REVERSE LONG JUMP>

<No "DOWN UNDER" JUMP>

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d. Dr. Mario

Notes: Here is the first character that has one of the hardest jumps to make in the game. Unlike Mario, Dr. Mario's Cape can't help with Horizontal Recovery. If anything, it prevents it. His main asset to use here is his Super Jump Punch, his Doctor Tornado, and precise timing with the second jump.

Strategy: Hard

Fall down gently from the cliff, making sure that you press left as much as you can. Keep falling until you reach just about the edge of the bottom screen. Make your second jump, and continue to fall, then use your Super Jump Punch right when you reach the bottom edge again. If you're lucky, he'll JUST make the edge and hang on it. The trick here is to try to get as much air horizontally before using the Super Jump Punch. May take lots of practice, but it can be done.

Contributed Strategy by The Amazing One: Medium

Start your descent from the ledge. After reaching halfway down (look for the small pillar sticking out from under the stage. Make sure it's right above you) and use Doctor Tornado. Rapidly press B as fast as you can for a Helicopter Effect while pressing left at the same time. When recovering, utilize your midair jump followed by the Super Jump Punch. He should JUST make the ledge.

<No REVERSE LONG JUMP>

<No "DOWN UNDER" JUMP>

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e. Falco

Notes: Ahh, Falco. Simply one of the best characters to use in the game. Unfortunately, he's the ONLY character that can't make this jump at all without PRECISE, and I mean PRECISE, timing. His jumps steer towards more of a vertical than a horizontal angle, and his recovery moves aren't good enough to make it to the platform. However, it CAN be done. His main asset is that precise timing and his Fire Bird.

Contributed Strategy by qactuar: EXTREMELY Hard (Exact wording)

1. Start off by hanging off of the ledge, holding left.
2. Wait until you fall off, drift left, and time your double jump so that when you do it, you're lined up with approximately the middle of the gray pillar sticking out of the level (but preferably past it), and that you're about a body-length from hitting your head on it.
3. Now comes the hardest part. When you reach the peak of your double jump (Make sure you move left while doing it!), immediately start a Fire Bird, and try to aim so it doesn't fly straight left or at a 45 degree angle, but somewhere in between. To do this, hold the joystick in between the "corners" of the socket that signify left and upper-left, on the "flat" part, right in the middle.
4. After you do this, MAKE SURE YOU HOLD STRAIGHT LEFT EVEN WHILE THE MOVE IS EXECUTING (but not before it actually starts)! You DON'T want to do a successful Fire Bird, then plummet to your doom just because you were careless. He should just BARELY make the edge (he doesn't really even make the edge; the game "thinks he's close enough and puts him there).

Contributed Strategy by Tinister: Hard (Exact Wording)

Grab the edge, drop off holding left. When you're about under that piece of dark grey platform, do a down+B to the left, wait a teeny bit, then jump out of it and up+B ENE.

<No REVERSE LONG JUMP>

<No "DOWN UNDER" JUMP>

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f. Fox

Note: Fox falls quickly, but his jumps are more average and can certainly get you to the point of making it to the platform. His main asset here is his Fire Fox, which is an excellent recovery move for both Horizontal and Vertical recoveries. It moves far enough for Fox to make the jump.

Strategy: Easy

Simply fall gently and make your second jump, followed by a Fire Fox

with a straight trajectory to the left.

<No REVERSE LONG JUMP>

<No "DOWN UNDER" JUMP>

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#### g. Ganondorf

Notes: Ganondorf can make this jump easily. He falls slowly, giving him good lag time. His jumps don't go as far as Capt. Falcon's. His main assets here are Wizard's Foot and Dark Dive. His Wizard's Foot is shorter, but in this case, it's a lot better because you can use it twice here. His Dark Dive moves a bit more horizontally than Capt. Falcon's Falcon Dive.

\*\*\*Strategy: Medium

Follow Capt. Falcon's strategy, starting off from your Wizard's Foot. After recovering, make a second jump. At the peak of that jump, use ONE more Wizard's Foot. Jump out of that, then use a Dark Dive to make the platform.

<No REVERSE LONG JUMP>

<No "DOWN UNDER" JUMP>

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#### h. Ice Climbers

Note: Ice Climbers have a pretty good jump with great recovery tactics. The only problem here is that the CPU-controlled Nana may not head in the direction you want it to, especially if you start by hanging on the ledge. I suggest not hanging at all and start off by facing left, then jumping backwards, immediately holding left after you drop past the cliff. MAKE SURE NANA IS WITH YOU. The main assets here are Squall Hammer and Belay.

\*\*\*Strategy A: Easy

Can be done with Nana or alone. Simply fall down gently, use your second jump halfway down, and use Squall Hammer. Note that you need to rapidly press B to create a helicopter effect, enabling you smoothly sailing to the platform. Most of the time, you may end up hanging on the platform's ledge, letting Nana fall down to her doom.

\*\*\*Strategy B: Medium

Fall down accordingly and make your second jump just when you reach the bottom edge of the screen, then use Belay when you reach the bottom edge again. If you do things JUST right, you should land right on the edge of the platform, while Nana catches herself on the platform's ledge. Pretty nifty, eh?

<No REVERSE LONG JUMP>

<"DOWN UNDER" JUMP>



Contributed Strategies and Notes by Infohigh.

Notes: Yes, the Ice Climbers are also capable of making this jump; well, one of them, anyway. You will leave your devoted partner falling to their doom... but it's quite fun :) Your most important move here is Belay.

Strategy: Easy

Make sure your partner is ready to follow you as you jump off the left edge. You will want to jump backwards, and be far enough away from the edge that neither you nor your partner will grab back on (and make sure you do not get separated!). While you're falling down the mountain keep pushing forward to get as deep under the mountain as you can. Wait for the magnifying glasses to appear; you won't even be past the bottom tip of the rock yet, when you'll need to use your second jump. That will buy you some horizontal distance. You should be at about the middle of the rock, when you use Belay. The real trick here is to use it before your -partner- falls off the bottom of the screen; but you want to be as far to the right as possible, so that she can swing you onto the right side of the mountain. You will be able to grab onto the ledge, while your partner.. umm... yeah. Oops. :)

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i. Jigglypuff

Note: Easily one of the best characters to make the jump. She floats slowly, has multiple jumps, AND has her Pound attack for extra horizontal power. These are, of course, her main assets.

Strategy: Easy

Simply float down, making occasional (Not rapid) jumps towards the platform. If need be, use Pound for an easier travel.

\*\*\*Contributed Strategy by DIGIKID7DJ@aol.com: Easy

Go to the very edge of where you jump facing the opposite direction (the left) and jump backwards. Immediately after you jump start charging rollout. Count 1 second and release and you should either: A. go all the way to the bottom section, or B. Bounce off the bottom section and catch the edge of the platform.

<REVERSE LONG JUMP>

Note: Jigglypuff can make this jump easily and without any problems at all. Her uses of upward pounds and her floatiness, both her main assets here, can easily make it there. To use an upward pound, use pound and immediately tilt up on the control stick.

Strategy: Easy

Make your first jump to the right, then immediately use an upward pound. Continue back and forth up jumps and upward pounds until you make your fifth jump. From here, make an upward pound to the left. Now make a jump, and you should just make the edge. You can even airdodge upwards to add a seventh jump.

<"DOWN UNDER" JUMP>

Note: Jigglypuff, with the best recovery skills in the game, can also make it under the "Down Under" Jump. The same main assets are used here from the Reverse Long Jump.

Strategy: Easy

Fall off and make your descent until you get past the upside down peak of the land. Then begin the upward pound/jump combination and use your airdodge to make the platform.

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j. Kirby

Note: Another easy character to use, though he falls quicker than Jigglypuff does. His main assets here are his jumping ability and his Final Cutter.

Strategy: Easy

Use the same strategy with Kirby as you did with Jigglypuff, making occasional, not rapid, jumps towards the platform. Upon nearing it, feel free to use Final Cutter to make the edge.

<No REVERSE LONG JUMP>

<No "DOWN UNDER" JUMP>

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k. Link

Note: Link is fairly heavy and can't jump too far. However, he has an interesting strategy that can be used to make the jumps. His main assets here are his Spin Attack, Hookshot, and Bomb.

Strategy A: Medium

Before hanging onto the ledge, take out a bomb and hold onto it. Fall down gently and make your second jump, followed by a Spin Attack. After the attack, the bomb should explode, enabling you to make another Spin attack towards the platform. This takes some timing, since the bomb explodes at a given time.

Strategy B: Hard

This strategy is similar to Dr. Mario's. Jump down gently and make your second jump right at the edge of the bottom screen. After making it to the bottom edge of the screen again, use your Spin Attack. He should JUST make the edge.

Contributed Strategy by Link Strife Leonhart: Medium

Like normal hang off the edge of the platform, and lightly fall off. When Link falls towards to beginning of the pillar, use his second jump. He should almost hit the pillar. When his fall is near the small platform, air dodge to the left, and immediately use his hookshot (z button). When the hookshot hits the small platform, hit the z button again to jump up. now either you will make it, or you will have to

use his up-B to make it.

<No REVERSE LONG JUMP>

<No "DOWN UNDER" JUMP>

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#### l. Luigi

Note: Easily one of the best characters to use for the jump. You don't even need to hang on the ledge for him. His main asset is the powerful Rocket.

\*\*\*Strategy: Easy

Instead of hanging on the ledge, simply run off the ledge and press Left+B right away, getting Luigi ready for Rocket. Charge it fully if you wish for the best effect. If you're lucky, he'll blast off with a huge explosion, passing the small platform, and shooting you right into the bottom part of the stage itself.

\*\*\*Contributed Strategy by The Amazing One: Easy

Instead of simply running of the edge, you can start by climbing to the top platform on the stage. (There are two platforms on the right that are on top of the other.) Run off there and fully charge up Rocket. By the time you're ready, it should shoot right into the platform.

<No REVERSE LONG JUMP>

<No "DOWN UNDER" JUMP>

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#### m. Mario

Note: Mario is definitely easier to use than his counter-part. He has a better horizontal recovery, and I believe he descends slower than Doc does as well. His main assets are Cape, Mario Tornado, and Super Jump Punch.

Strategy A: Medium

Fall down gently, making sure you've pressed left. Use two Capes, with a one second lag time between each, then make your second jump. Use one more cape, then use your Super Jump Punch. Alternatively, you can fall down, jump halfway down, use two capes, then a Super Jump Punch. He should JUST make the edge.

Contributed Strategy by The Amazing One: Hard

Start your descent from the ledge. After reaching halfway down (look for the small pillar sticking out from under the stage. Make sure it's right above you) and use Mario Tornado. Rapidly press B as fast as you can for a Helicopter Effect while pressing left at the same time. When recovering, utilize your midair jump followed by the Super Jump Punch. He should JUST make the ledge.

<No REVERSE LONG JUMP>

<No "DOWN UNDER" JUMP>

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n. Marth

Note: Marth has great vertical recovery and an average horizontal one. He certainly floats down with grace from each of his jumps, making the leap to the platform a lot easier. His main assets are Dolphin Slash and Dancing Blade.

Strategy: Medium

Fall gently, with two Dancing Blade attacks, one second lag time between them. Follow with a second jump, use one more Dancing Blade, then a Dolphin Slash to finish it off. Should JUST make the edge.

<No REVERSE LONG JUMP>

<No "DOWN UNDER" JUMP>

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o. Mewtwo

Note: Another easy character to use here. You don't even need any of Mewtwo's Special attacks: the fact that Mewtwo floats around gives him high advantage. His main asset is teleport and his second jump.

Strategy: Easy

Fall down gently, then make a second jump halfway down. You'll most likely make it. If you wish, you can teleport to the ground of the long bottom portion of the stage.

<REVERSE LONG JUMP>

Notes: Mewtwo has a really difficult jump, and he can barely make it sometimes. But again, with timing and precision, he should be able to make it there to the edge. His main asset is his use of Back A, and his teleport.

Contributed Strategy by duran1: Hard

1. Be at the very edge of the platform, facing left. Rolling right on the platform will suffice.
2. Jump and drift right. Easy stuff.
3. A bit after you reached your peak, double-jump. Continue to drift towards the right.
4. When you are close to reaching the peak of the jump, do an Aerial Back A. Mewtwo, if done correctly, should float higher than normal while he is still doing the jump. MAKE SURE YOUR HEAD DOES NOT HIT THE CEILING. Continue drifting right.
5. When you are directly below the edge, teleport directly up. Mewtwo should snag the edge, or get a tinny bit above it.

Notes to make easier:

-Play around with your timing of the extended jump. Try doing it in

normal circumstances to practice. It's a very useful technique with Mewtwo.

-(Practice Mode)Place a Standing Computer on the upper portion. This may help you judge distances.

<"DOWN UNDER" JUMP>

Contributed "DOWN UNDER" JUMP Strategies and Notes by InfoHigh.

Notes: Mewtwo's second jump is amazing. With proper timing it should allow him to gracefully float upwards along the right side of the slope. Just like with the Hyrule Temple Long Jump, Mewtwo even has a Reverse Strategy for this jump!

Strategy A: Easy

Stand facing to the right at the bottom-left area of the map. (Just roll backwards to make sure you're at the very edge.) Jump backwards (left) off the edge, and make sure you still face right the whole time. Float down and lean to the right as much as possible without grabbing onto the starting ledge again. Once Mewtwo is past the bottom tip of the level (he should be in a magnifying glass for about half a second), use his 2nd jump to roll up along the right edge of the mountain. At the peak, use his B-up attack at an angle of 45 degrees to grab onto the GOAL platform.

If your second jump keeps him trapped on the left side of the mountain, you're not going low enough. You -have- to make sure he gets past the bottom tip, unnerving as it is. ;)

Strategy B: Medium

This time, start facing to the left. Softly jump off the edge, then lean right as you fall along the bottom-left side of the mountain. Just as you get past the bottom tip (you'll be in a magnifying glass), use Mewtwo's 2nd jump to get up along the right side of the mountain. Right when he's reaching the peak of his (backwards) 2nd jump, use his back-A midair attack; this should get him to jump a little higher than normal. (See Mewtwo's Reverse Strategy Guide for the Hyrule Temple Long Jump in this FAQ to get an explanation). After this, use his Teleport ability to land right in the centre of the platform (or just grab onto the edge if you didn't get high up enough).

Note: The above two techniques (preferably the latter) can both be performed from the very top-left area of the map also; above the little gazebo-arch. Just jump off that left edge, and float carefully to the right as much as possible down until you're in a magnifying glass below the bottom peak of the screen. It's a bit challenging but it could be used as a nice (tricky) escape during an intense battle. :)

Reverse Strategy: Hard

Mewtwo can do this jump backwards; from right-to-left. That is, from the platform at the bottom right of the screen, under the lowest mountain "peak", and back up to the wall on the left. To do this, stand on the platform at the bottom-right of the level, facing right (backwards), and gently jump down and go as left as possible. Soon you'll be in a magnifying glass and just clearing the lowest point of the mountain base. Use your 2nd jump as soon as you can clear it, quickly followed by your midair back-A attack to get that extra little distance (this is

necessary). At the very peak of this jump you should be directly below the vertical slope up to the ledge. Use Teleport straight up and you can just barely grab onto the edge and climb up. Neat!

-----  
p. Mr. Game and Watch

Note: He's a fairly decent character to use here. He falls down at an average rate, and his recovery isn't too bad at all. His main asset is trampoline.

Strategy: Medium

Fall down gently until you reach the edge of the bottom of the screen. Use your second jump here, then use Trampoline when you reach the bottom edge again. You should JUST make the ledge.

<No REVERSE LONG JUMP>

<No "DOWN UNDER" JUMP>

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q. Ness

Note: He has an interesting midair jump, but his recovery can be hard to control. His main asset here is PK Thunder.

Strategy: Medium

Simply fall down, making your second jump halfway down. Use PK Thunder and fly it around so it either hits Ness' back or his butt, depending on where you are. (In other words, aim straight to the left or diagonally up to the left.) The results can be uncontrollable if it connects incorrectly, but it's relatively easy with practice.

<No REVERSE LONG JUMP>

<No "DOWN UNDER" JUMP>

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r. Pichu

Note: Pichu has an excellent recovery move, but it lacks control of the landing after the second jolt of his Agility attack. This is, of course, his main asset, as with Skull Bash.

\*\*\*Strategy: Medium

Like Luigi, run off the edge and immediately charge up Skull Bash. Pichu's Skull Bash certainly travels farther than Pikachu's. Afterwards, use your second jump and Agility. Warning: Pichu can sometimes miss the platform and fall into the small gap past it. Be wary of this. Try not to fully charge Skull Bash, as it takes too long for it to do so.

\*\*\*Contributed Strategy by The Amazing One: Easy

Instead of simply running off the edge, you can start by climbing to the top platform on the stage. (There are two platforms on the right that are on top of the other.) Run off there and fully charge up Skull Bash. By the time you're ready, it should shoot right into the platform.

<No REVERSE LONG JUMP>

<"DOWN UNDER" JUMP>

Contributed Strategies and Notes by InfoHigh.

Notes: With Pichu you will have to decide for yourself when to let go of the Skull Bash. This attack can go much farther than Pikachu's, and it's a lot more fun. This is your best asset here along with Quick-Attack.

Strategy A: Medium

To begin, don't just jump off the left side of the screen. Instead, jump up to the soft (you can duck through it) cage-like platform area that's just above the starting place. Be at the left side of it against the wall, facing right. Tap down on the control stick to 'duck' through the platform, and immediately as you're passing through it start charging your Skull Bash. You should just barely bypass the wall. You need to release the risky Skull Bash at the right moment; if the other player(s) are all near the bottom of the map, then this is right about when Pichu gets entirely "swallowed" by the magnifying glass. Anyway, you should be horizontally level with the middle of the brownish dirt area of the bottom peak of the mountain you're trying to jump under... below the grassy area. This is when you let go. The skull bash should slide you under the bottom tip of the mountain, at which point you are still in a magnifying glass and you have a very short moment of time in which to act. Do your 2nd jump, up and forwards, and at its peak use quick attack. Like Pikachu, aim it up, and then left+up. With luck you'll just be able to grab onto the ledge. Be careful though, it's actually possible to overshoot this jump with Pichu and you'll be falling to your doom on the other side of the platform.

Strategy B: Hard

This is the same idea, except Pichu can make this jump from the very top-left of the level; on top of that Gazebo-like structure. Jump off that edge on the left, facing right, and quickly start charging Skull Bash. It still won't be able to charge up completely before you need to release it, and again your timing has to be perfect. You want to be at approximately the same height as before; except now Pichu has a lot more powere to propel him under the mountain. You should keenly slide under it. If you manage to pull this off without killing yourself, then fall to the right for a fraction of a second and then use your 2nd jump and Quick Attack. Again, use your quick-attack upwards first, and then angled towards the platform. Doing this the extra-long-jump way is difficult, but is megafun if you can pull it off. :)

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s. Pikachu

Note: His jumps fly farther than his little counter-part, and his

recovery is easier to control. His main asset is Quick Attack and Skull Bash.

\*\*\*Strategy: Easy

Simply follow the same strategy as Pichu's. The reason this is marked easier is because Pikachu's landing is a bit more controlled with Quick Attack, and you'll most likely reach just the edge or have made it right on top of the platform. Although his Skull Bash doesn't reach as far, it's still effective in getting you there. Unlike Pichu, feel free to charge it fully.

\*\*\*Contributed Strategy by The Amazing One: Easy

Instead of simply running of the edge, you can start by climbing to the top platform on the stage. (There are two platforms on the right that are on top of the other.) Run off there and fully charge up Skull Bash. By the time you're ready, it should give you enough horizontal distance for your second jump and/or Quick Attack.

<No REVERSE LONG JUMP>

<"DOWN UNDER" JUMP>

Contributed Strategies and Notes by InfoHigh

Notes: Pikachu's tricky, as your timing has to be just right. Pikachu's Skull Bash and Quick Attack are his main assets. Notice that Pikachu's skull bash can raise his height quite a bit during launch. For our purposes, this is bad since it makes it difficult to get underneath the mountain. ;)

Strategy: Medium

Start facing right, at the bottom-left of the screen. You want to jump off the left but stay close to the wall. As soon as Pikachu is about halfway past the starting ledge (or maybe a -little- bit higher than that), start charging Skull Bash. Let it finish automatically, and you will be propelled just under the lowest point of the mountain. You should be able to drift a fraction of a second more towards the right; this will ensure that your 2nd jump will be able to clear it. If you are able to do your 2nd jump past the cliff then you're rocking!! You don't have a lot of time, but at the peak of this jump do a quick Quick-Attack. The first quick-attack should be mostly vertical, and the following one should be angled up+right as necessary. Pikachu should be able to grab the edge of the platform after the second quick-attack jump.

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t. Peach

Note: Next to Mewtwo, Peach is one of the best characters to use for this jump. All her recovery moves are great for both Horizontal and Vertical recoveries, which can be used in two strategies here. Her main assets are the fact that she can float and her Peach Parasol.

Strategy A: Easy

Simply drop down, then use your second jump and hold the jump button.



Float her with ease towards the platform.

\*\*\*Strategy B: Easy

Want the slower, more relaxing approach? Use her Peach Parasol and simply float down to the platform.

<No REVERSE LONG JUMP>

-----  
u. Roy

Note: Roy falls a lot more quickly than Marth does, and he doesn't have much of a horizontal recover. But it can be done. His main assets are Double-edge Dance and Blazer.

Strategy: Medium

First, drop down gently, making 2 occasional Double-edge Dance attacks. Try to time your second jump halfway down, make one more Double-edge Dance, then use Blazer. Blazer, fortunately, has a better horizontal recovery than Marth's Dolphin Slash simply by holding left on the control stick. He should JUST make the edge.

<No REVERSE LONG JUMP>

<No "DOWN UNDER" JUMP>

-----  
v. Samus

Note: She falls down slowly, making for a good descent to the platform. Her main assets here are Screw Attack, Grappling Beam, and Bomb Jumps.

Strategy A: Easy

Fall down and make your second jump right at the edge of the bottom screen. Use screw attack, and you should make it.

Strategy B: Medium

Want a fancy looking recovery? Fall down and make your second jump halfway through. Upon approaching the platform, use two Bomb attacks to enable a Bomb Jump. Reach forward and use a grappling beam, and you're there! You can also use the Screw attack after the Bomb Jump instead.

<No REVERSE LONG JUMP>

<No "DOWN UNDER" JUMP>

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w. Yoshi

Note: Yoshi only has two jumps, but his second jump really makes that leap well. His main asset here is Yoshi's signature midair leap.

Strategy: Easy

Fall down until you reach near the bottom edge of the screen and use the second jump. You should reach it easily.

<No REVERSE LONG JUMP>

<No "DOWN UNDER" JUMP>

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x. Young Link

Note: Young Link certainly has a better hang-time in the air, especially since he's a lot lighter. His main asset is the Spin Attack and Bomb.

Strategy A: Easy

Unlike Link, Y. Link can easily make this jump by using his second jump halfway down and using his Spin attack. He should make it easily.

Strategy B: Medium

Like Link, pull out a Bomb before hanging on the ledge. Fall down, use your midair jump, followed by Spin Attack. When the bomb explodes, use another Spin attack to make it to the ledge.

<No REVERSE LONG JUMP>

<No "DOWN UNDER" JUMP>

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y. Zelda/Sheik

Note: Zelda certainly has a great recovery in this game and makes it easy to make the jump, plus the fact that she falls slowly.. Sheik takes a bit more practice, but it can be done. Zelda/Sheik is also the only character that has more than 2 strategies to make the jump. The main assets here are Zelda's Farore's Wind and Sheik's Vanish.

Strategy A: Medium

As Zelda, fall down gently and make your midair jump halfway through. Use Farore's Wind straight towards the platform. Warning: Zelda may miss the platform and fall through the gap between the platform and the bottom portion of the stage. Be careful when utilizing it.

Strategy B: Hard

As Sheik, fall down and jump right when you reach the bottom edge of the screen. At the peak of your second jump, use Vanish. She should JUST make the edge.

Strategy C: Medium

Start off with Zelda and hang on the ledge. Drop and make your second jump halfway down. After half a second after the peak of the second

jump, transform into Sheik. Immediately use Vanish and aim left. Zelda can fall slowly, giving you time for the transformation. Since Vanish makes Sheik elevate slightly, it gives you a great chance of making the jump.

#### Strategy D: Hard

Start off with Sheik and hang on the ledge. Drop and make your second jump halfway down. At the peak of your second jump, transform into Zelda. Immediately use Farore's Wind and aim left+up. Sheik DOES drop faster, but it's a fancy way of making the jump. Farore's Wind travels far, and aiming at the direction specified gives you the best chance of making the platform. Most likely, you'll make it just to be able to hang on the ledge.

<No REVERSE LONG JUMP>

<No "DOWN UNDER" JUMP>

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#### 5. Miscellaneous

I just basically made this guide for the fact that I was really bored and I wanted something new to do. As said before, you can certainly use this as a great escape tactic, or to use it in a racing route. In fact, I have a racing route that goes perfectly well with this jump, and it'll be included in the next update.

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#### 6. Credits

I want to thank my mom and dad for giving me life into this world. I also want to thank them for getting me a Gamecube so that I could PLAY Super Smash Brothers Melee, one of the best games ever. I want to thank the people in the SSBM message board in GameFAQs for tips on some of the characters to make the jump. Forgive me if I don't specify who. Those who contributed to the strategies and the map, I thank you as well.

And lastly, I want to thank you for reading this guide. I'm sure it was a bit of a hassle, but I hope that it was very helpful at some point.

If you have any suggestions/comments/flaming/strategies, e-mail me above or send me an instant message. Thanks for reading!

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