



13. Tips and Tricks NOW WITH 3 TIPS!!!
14. Updates to Walkthrough NEW!!!
15. Legal/Contact

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## 2. Introduction

Welcome to my very 1st walkthrough on one of my favorite GBA games ever. I still have a few things I want to add to this walkthrough, but I wanted to make it available since I pretty much got it all in here. If you find any errors, or complicated instructions, please email me at njmmrm34@yahoo.com.

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## 3. Game Controls

Directional Pad - Moves your character

B - Shoot water gun

A - Use special weapon or eat something

R - Hold down and press B to shoot without changing direction you face; Open doors or do special skill; also move right in menus

L - Move left in menus

Select - View map

Start - View items, guns, and maps menus

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## 4. Characters

DJ - Great all around gun. DJ can climb up certain areas.

Jenny - Fast moving, shoots farther than other two, has least energy.

Chowder - Powerful shooter, but slow mover/shooter. Can move large objects

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## 5. Understanding Walkthrough

I use several abbreviations because I am lazy and I wanted to type the least amount possible. Here are the main ones:

SW = southwest

NW = northwest

NE = northeast

SE = southeast

x2 = twice

x3 = three times

I also use a few terms interchangeably so here are those:

up = north

left = west

right = east

down = south

To avoid being repetitive and stating the obvious, I will also assume that you will kill all enemies when you enter a room for the first time UNLESS I tell you to not kill them OR you are low on water with no bathroom close by to refill at. If I ever mention killing the enemies in my walkthrough it is just to reassure the reader that they are in the right room.

I will also assume that you will break all pots to get water, candy, and keys UNLESS I tell you not to.

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## 6. Walkthrough

### a. ENTERING THE MONSTER

There are several doors in this main room on the 1st floor. Break the pots and get some water and candy and then go to the door on the left. The door will close behind you. Go to the north part of the room and open the blue chest to obtain the WALKIE-TALKIE. After the talk with Skull, Chowder will drop a pot that will awaken the chairs in the room. Kill them with your water

gun (any character will do the job). Next go to the room to the left. You need a key to go up so keep going left to the next room. Get your 1st KEY in the chest in this room.

Now go back to the previous room and open the locked door and go up. Kill the new wooden floorboard enemies and continue north. Open the door to the left to enter your 1st bathroom. Skull will talk to you again and tell you to go find blueprints to the house. Save your game, open the chest in the room to get another KEY, and open the locked door. By the way, you cannot enter the eastern room because you don't have a flashlight yet, so don't bother trying.

The next room has 4 locked doors, one requiring a key. After killing the bees, go through the northern door, which will lock behind you after entering the new room. Go to the NW corner of the room and open the blue chest to obtain 1st FLOOR and BASEMENT BLUEPRINTS = MAPS Watch out for the chairs that wake up when you open the chest. Go to the left and enter that room. Step on the switch near the SW corner of the room and enter the door that opens.

Move the 1st and 3rd blue boxes down and the middle box to the right or left. If you go through the east door you will end up going back to the room with the 4 locked doors, so continue going south into that room instead. Pull or push the two grandfather clocks onto the switches to open the south door and go through the door. Enter the door on the right before going down the stairs. Go right one more time and open the tan chest to get your 1st CHOCOLATE BAR, very valuable in the game.

Now go back and go down the stairs, which lead to the basement. As soon as you go down the stairs, you are reminded that you don't have a flashlight. Open the chest to get another KEY and now go through that door on the right that I previously mentioned takes you back to the room with four locked doors (You will have to pull on the red switch in order to get the door to open). Open the locked door with the key you got in the basement and go right into the next room. Go through the door on the right and open the blue chest to get FLASHLIGHTS!

The lights will go out so equip the flashlight and turn it on. The door on the left has been locked so go through the door on the right. Go right again and then get to the SW corner of the room. Turn out the candles with your gun and enter the west door. Turn off the four candles in this room and go through the west door that is now open. You are now in that 1st room where if you tried to enter it earlier you were told you needed a flashlight. Go left two rooms so you can save again (and refill your guns) and then go back to the basement. You won't be able to enter the room with the fireplace but the top left locked door in the room with four locked doors will now be open so use it to get you back to the basement.

#### b. A WAY BLOCKED

Go right and then up. There is a blue chest, and a TV monster to the right, but there is no point going there yet without a key we will be getting later. Go up instead and to the right and save your game. Exit the bathroom and go to the left door. Have Jenny go through the open vent on the south wall. Open the chest to get a KEY. Go back to previous room and open door on east. Go through north door (watch out for lamp and TV monsters!) and have DJ climb the north wall. In the next room I recommend you use a flash to kill the enemies without getting hit. Go through right door (south door has been locked after battle), and then through south door. Pull on red switch and rejoin with Chowder and Jenny. Take them to back red switch room

and go south. Step on switch to open east door below. Go back north two times, move the bookcase with Chowder, and go north. Kill the 3 enemies and one will give you a KEY.

By the way, if at any point if you are running low on water, I recommend you go back to the bathroom to recharge.

Go back to the room where you first encountered the lamp monster (down twice, left, down). Go down the west wall and down to the door covered by wood. Shoot at the door until the wood panels fall off. Reach the south end of room and open blue chest in south room (contains peppermint candy). You need the sling shot to open the door behind the wooden panels so go back to the room with the 1st lamp enemy and open the door to the right with the key.

Go right a couple times then go north. The furnace is there but you cannot open it. After talking with skull, pick up the BRASS KEY and use it to get through west door. Go up to north door and go left and then through south door. Open chest on north wall (CHOCOLATE BAR) and then use Chowder to move grey block into hole by south door. Go through that door and you are now back in the room with all the bees. Use the brass key on the south door and save your game by going to east door. Walk along south wall and through south door and then right door. Beat the TV monster and go through brass door on south wall. Go right and then up the room to the brass key door on NW corner of room. Open blue chest and get 1st GUN UPGRADE for DJ.

Head back to 1st floor (right, left, up, left, down, and left). Go back to the room you started game from (after going up stairs go up x2, right x2, down x3, and right x2) and open steps on brass key door on north wall. Go up the stairs to 2nd floor.

Go around this room and through west door. Go into bathroom through south door and save and then head up stairs to 3rd floor.

### c. TOWARDS THE ATTIC

Don't bother killing the bees because they take forever and no reward is given. Go through brass key door and ???

Go through north door and up this long room and get the BLUEPRINTS to 3rd FLOOR and ATTIC out of blue chest. Now that the locked doors are opened, go through upper right door and get key out of chest. If you need some candy and water go through upper left door in previous room. If not, go through the lower left door in room with blue chest. Go left again and then shoot wall between the candles and it will open a door. Go right and get chocolate bar out of chest then head left to south door. Go through left door and then through east door in lower part of room (CANT use north door until you get sling shot).

Move the purple blocks in this order: top left block push left, top right block push up, bottom left block push down, and bottom right block push right. The south door is now open so go through it. Kill the enemies to open the east door. If you get seen by the window the enemies in the room to the right will be awakened. Beat the enemies if you woke them up and go through east door to be back at the room with 5 doors. Walk to the east wall and save your game by entering the lower right door. Go up to the top right door and open it with the key you got a while back ago. Go up the stairs to the 4th floor.

Use the brass key to open the south door. Go down the stairs and to the left. Go up the south step and move the bookcase with Chowder to get your

first soda (inside the chest). Go along the west wall and open the brass key door. Open the chest in this room to get a KEY. Chowder will be taken by something in the attic. Go to the east door in the previous room and open it with the key you just got. Shoot the crack in the NE corner of room to open a door (kill the bookcase to avoid getting hit a lot). Get to the SE corner of room and fall in the hole behind the 2 buckets.

You are now in a room with books flying at you. Pick up the canister next to you and throw it to crack it open and get another KEY. Push the purple block and go through north door (Shoot crack to open it). Save water and go through east door with as little water used possible (the chest behind TV monster has chocolate bar). Go up in next room to west door and open it with KEY. Go to SE corner and through south door. Move purple blocks in this order: top left block push up, top right block push right, bottom left block push left, and bottom right block push down. Go through west door and kill all the enemies to open north door. Go across room and through lower east door. Go through only other door (south) and open blue chest to get SLING SHOT for Jenny!

Shoot mirror to open NE north door. Shoot mirror next to west door and go to next room. Avoid the three monster doors on north wall and go through west door. Kill 4 lamps to open south door. Go left x3, up, down, and left. You are now back in the long room with a mirror next to the north door. Shoot it and go through door. Kill the 4 bees and one will leave a toy (TRICYCLE). Go through the door on east wall and then through left north door. Push two pots onto the switches to open west door. You have a few choices so don't break any pots until you decide which two to use for switches. I recommend to use the one in the middle of the room and 1 of the four near the north center part of room. Get Jenny's gun upgrade in the blue chest and kill all the enemies to open the door again.

Head back to the bathroom to save again (from room with 2 switches go down, left, down, right (2nd door), down, and right x4).

By the way, you can now go back to the basement to open up the SW corner of the map.

Get out of the bathroom and go through the NE door and up the stairs to the 4th floor. Go through only door in room and head towards door in the middle of the room that is locked. Notice the two mirrors next to the door. Get on the ledges in front of the mirrors and shoot them with Jenny's slingshot. If you are out of marbles you can go to 2 rooms to the right and in the room with all the holes inside the two buckets in the SE corner of the room, there are 2 marbles. Go through the door now and get up the stairs to the attic.

#### d. THE ATTIC

The 1st room in the attic is a good place to reload with candy, marbles, and the bathroom is to the right (go save before going through north door). There is a KEY in one of the pots near the north wall. Use it to open the door on the east. Break the two mirrors in this room and go through the east door, then north door, and east again. If you break all four mirrors in this room you can get the chocolate bar in the NE corner chest. Go through west door and then north door twice. You are now on the roof level.

There are a lot of monster doors in this room so look at your map to spot the real doors from the fakes. Open the chest near the west door (chocolate bar) and then go through it (you will have to kill the monster before being able to go through) and then move the brown statue on the bottom left closer

to the corner of the rug. Go through west door twice (Chowder is within our reach!) Move the 2 purple boxes onto the 2 switches near south door and go through door. Kill the 4 chairs to save Chowder. You will be using him to move a lot of things.

Move the bookcase blocking the north door in the previous room and go in. Kill east monster blocking door and enter the room with the elevator. The elevator needs a gear so go find it. Save in the east room Then go through south door (pull both switches fast) in elevator room. From the room with the fat lady in the middle of the room (notice how she rotated and is now facing north) go right twice and fall down to the attic floor. Go right, down, and then left and move the bookcase to access the blue chest, which has a water bottle. Fill it up in the bathroom and now you have a refill whenever you need it.

Now go north and move the bookcase blocking the NW hole. Have Jenny go through it and have her move west until she reaches 2nd crawl space and have her take it so she can get a KEY. Go back to the crawl space you passed up and go through it and head east, back to the boys. Now go 2 rooms left and open the brass key door. Pick up one of the pots in the SW corner of the next room and throw it at the switch in the NE. Go back a room and kill the door monster blocking the NW. Go through door and open chest to get a KEY. Go back to room with pots and open the west door with the key. Go south in the next room then west twice to save again. Go right and move 2 purples blocks onto switches near NE door to open it. Go up stairs in next room and head south. Get the GEAR from the blue chest in near the NE corner of the room. Go through south door that just opened up when you got the gear. Go south again (you will look to telescope) then go east then north. Save your game then open the north door with the KEY in one of the pots.

The fat woman, Nebby's wife, wants to fight you. Jenny and DJ work best because they can avoid the candles. Basically, just move around and shoot the candles. Once you turn them all off you can hit the fat woman. Hit her a few times and she will die, leaving you with a super peppermint candy, which gives you an additional energy circle for each kid.

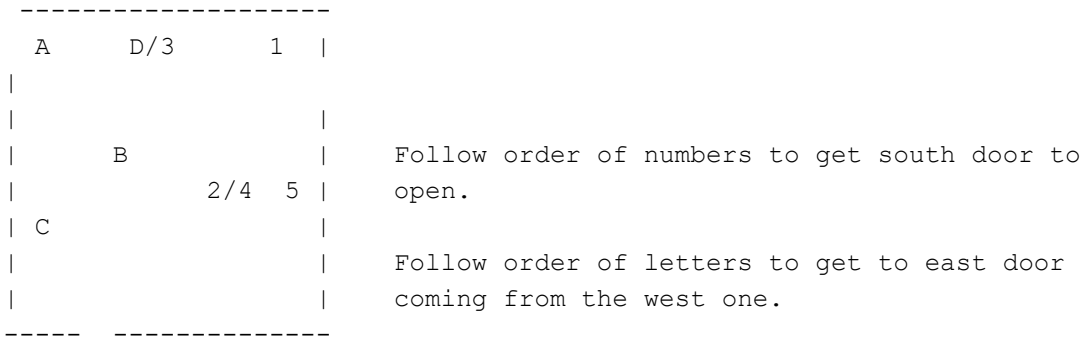
Go north and Jenny will put the gear in the elevator, you will find out that you can't get into furnace yet, and you need to go back to the 1st floor.

#### e. INTO THE LABYRINTH

Get back in the elevator and head to the 1st floor. Enter the left door to save and/or go to the right door. Go north and take the stairs to go to the 2nd floor. Walk down the east wall and have Chowder move the bookcase so you can go through the SE door. Break the brass pot to get a KEY. Have Chowder push the bookcase up so that you can use the key on the NE door in the previous room. Pay attention to the order of pots on the painting in this room: pot, brass pot, wooden pail. Get the 2nd FLOOR BLUEPRINTS from the blue chest behind the pink lamp. Head through NE door and then the SW door after killing the door monster(the other 2 are fakes). Turn off all the candles in this room and go through west doors three times. You are now beginning the labyrinth part of the 2nd floor.

Before we hit the labyrinth though, lets get a soda and kite. Go north and through the NE door to get the soda, then head back to previous room and through the NW door. Chowder needs to move 2 book cases and then DJ can go to next door. Take the NW door and kill the super candle to get a KITE toy. Open the south door with the brass key. Drop the purple box to the floor below and push the block onto the switch to open east door. Now the gang is back together. Head back to the room with the switches.

Move the 1st two switches to get to the west door. Now you will have to move the next switches correctly to access the doors. Follow the diagram below to move the switches in the right order:



Once you get it right you can go through the south door. Go west then north (watch out for the 3 bookcases).

Now you are in another labyrinth. You need to get to the SW corner of the room. Move the switch by you and then the one above that one. Head left, up, and right to move the next switch then head left, down and right through the bookcase you just opened. You can now open the chest for a soda. Then head south, then east to move the 1st switch you moved then head west to the SW door. Move the bookcase by the door to the left, then move the next bookcase to the right into the hole. Move the purple box south and move the bookcase to the left to expose a chest with a KEY. Go through the NW door and head to the NE door. You only have to move that 1st switch to get to the NE door.

Look back at the diagram above to get yourself to the east door (follow the letters this time NOT the numbers). Move the switch above you, and head through the next 4 east doors. You are now back in the farthest east of the 2nd floor. Head south and use DJ to climb down to move 2 purple boxes out of the way so Chowder can move the bookcases. Use the brass key to get into the west room. Get the chocolate bar in the chest in this room and head west again. Use DJ to get down to move that purple box. Now head back to the room where you used DJ and Chowder to open the brass key door. This time enter to NW door, shoot the curtain blocking the west door and move the bookcase so you can get the KEY in the chest. Now go right x2, north, and west and use the two keys you have now to open both south doors and move the grandfather clocks onto the switches to open the door below. Get to that room and down the stairs to be in the SE corner of the 1st floor.

Head to the NE door then the SE door. Turn off all the candles and head south then west. Remember the order of the pots? Push the brass pot to the middle, the wooden pail to the far right, and the blue pot to the left. Before you can get to the blue chest in the next room, a carpet monster takes it away. Open the yellow chest to get a soda and then go save (it has been a while since we had an opportunity to save). Head west and follow the carpet monster down the stairs to a new section of the basement. Keep following the carpet monster.

To defeat the carpet monster just do your best to predict what hole it will exit the room from. The holes change after each exit so guess correctly and shoot him the whole trip it takes to get to that hole. The only way you get hurt by this boss is if you fall into the holes so get off of it by dashing and you should have no trouble beating it.

Go west, open the chest and get CHOWDER'S BALLOONS. Now you can extinguish fireplaces to access no places in the house. Try the balloon out by going back to the room you fought the carpet boss and throwing a balloon at the fireplace. Once the fire is out, use Jenny to crawl behind the fireplace to get to a blue chest with JENNY'S GUN UPGRADE. Go west, then north, and use another balloon to extinguish this fireplace. Step on the switch to open east door, and introduce new enemy - a tougher floorboard monster. Take the stairs in the next room back up to the 1st floor. Go left a couple times so you can save then head right three times to get to a room with a fireplace. Extinguish it and have Jenny crawl behind it. Head to the east door. Beat the 2 lamps and bookcase to get a KEY. Go back to previous room and have Jenny crawl through hole near east door. Open the west door and rejoin the gang. Head back to previous room and use brass key to open east door. Open the blue chest to get a BRASS HEART TOKEN. Skull will tell you that there are 2 more pieces you must find and this level is over.

#### f. THE DROWNED ROOM

Before I get into this next level, lets go get some gun upgrades courtesy of Chowder's water balloons. Go back to the 2nd floor and get to the NW corner of map. Extinguish the fireplace in room next to NW corner room and fall in the hole behind the pink lamp in the NW room. Open the blue chest to get a GUN UPGRADE 2 for DJ. Now head back to the elevator and head to the roof. Get to W section of the map and enter the room with the fireplace we passed up on our way to fight Mrs. Nebbercracker (right after we got the gear). Extinguish the fireplace, step on the switch, and head to the south door. Fall in the hole and head right, then up to get Chowder's GUN UPGRADE. Kill the super chair hiding in the NW area of this room to get WENDY the WALRUS toy. Congrats the attic map has now been completely explored. Move the 3 purple blocks and go through east door. Go south then east to save, and then go down stairs to 4th floor.

Head right, up, extinguish fireplace and make Jenny crawl to hole. Kill the pink lamp in the middle and open blue chest to get 2nd WATER BOTTLE. Now head back to the elevator, on whatever floor you want.

Take the elevator to the 4th floor. We need to find a fuse for the machine in the 3rd basement. Go right then up to get map in the blue chest. Now go south and west a couple times and north and use DJ to climb the wall. Watch out for the window monsters that reach out and grab you if you get to close and stop in front of the window. Head west then south x2, hitting the switch with 1 of the 4 jars in the room. Rejoin the gang by going east then go west and north and move the bookcase to access new door. Go left then down (after turning out 4 candles), and save your game in the room west of the one you are in.

\*\*I didn't have my laptop while I played the last 10% so I wrote what I was doing on a piece of paper...I can barely make sense of my cliff notes.\*\*

Here is what I can make out. Hit the mirrors to open the south door. Turn out candles to keep going south. Shoot the cracked wall to go north and kill a blue chest but no prize. Had back down and shoot the other fake wall in the SE corner of room to head south. If I recall correctly from last summer, there is a toy in the room west of this one with the moving platforms. I kept falling trying to avoid the window hand monster. Go back up and right. Use the brass key to go north. Use Jenny to get KEY behind the crack in wall. Go to room with purple box and move it to block the moving block along east wall. Now you can pull the switch to get through east door.

Go back to room with elevator room on 4th floor. Head right use a key to keep



going right. Go up and avoid the flying pots then go right x2. Watch out for the falling floor sections and go south x2. Move the switch in the middle of the room up so it points north. Then go up and left, breaking the pots to get another KEY. Go right and down x2 and fill the bottles with water using Chowder's water balloons and move the bottles onto the switches. Head west and kill the enemies in this room to get another KEY. Go right and use key to open south door. Use another key to open south door. Shoot cracked wall to go west. Open blue ches to get SYRUP MEDICINE.

Now head back to the room with the heater outside of Mr. Nebbercracker's bedroom (right, up x5, left x2, down, left x2, and down). Throw some syrup medicine at the heater to cool it off and enter Mr. Nebbercracker's bedroom. Get the fuse and this level is over.

#### g. DEEP IN THE BOWLS

Take elevator to the 3rd basement. Head south then east to move switch, which will lead to Jenny falling into water. Go left x2 and move the block to get to the chest with a KEY. Now go right and take the left floating block to the NW door. Go north, move the switch to drain water, shoot cracked wall on west, and go west. Push concrete-looking block down to lower level and jump down. Push the block into the hole (kill the chair of course to make pushing the block possible) and open the blue chest to get CHOWDER'S 2ND GUN UPGRADE. Go south x2 and fill bottles again and move them onto switches. Head right x2, turn the water back on, and then go back to the room with the heater (left, NW left). Hit the heater with syrup and head west. Get on the moving platforms and go west again. Use the key to go north and there is Jenny. Now with Jenny, head down, right, down, and left and use Jenny to go through the crack on the west wall to get another KEY. Now right x4 and this time take the right floating platform to take the NE door. Go north then shoot the crack in the SE section of room to go east. Move the switch and go left then down the stairs and south and get the blue chest which has the 3RD BASEMENT MAP. Now go back up then through the south door near the SE corner of room. Now go right, down stairs and south. Get flashlight and beat the bees up before shooting at crack in SE corner of room. Go upper right, down, left, lower right, and pull the 3 switches fast (I pulled the left, center, then left again, and then right one).

Now go left, up, right, down, lower up. Use a key to go north, then right, down, key to go right and move switch to fill water. Get to the NE section of map and now get on the moving platforms to shoot the 2 mirrors looking the north door. Now go back to the switch to drain the water, and then back to the room with the 4 purple boxes and align them perfectly underneath the north door. Now go back to the switch to fill the water, and use the bridge you made to reach the NE room on the map to get JENNY'S 2ND GUN UPGRADE.

Now go down x3, left x2, down, left, and up to save. Exit the bathroom and shoot at the cracked west wall to see a brass key door. Go left and look at Mrs. Nebbercracker again! Head to the NW door and left x2, fighting a furnace monster. Go left, get on moving blocks to go down, then go left. Use key to go right, then up and left. Hit switch to get chest with KEY. Go right x3, use the key on SW door to go left, and use another key to go left again. Shoot cracked wall to go left and hit switch and then go back to Mrs. Nebbercracker's room to fight her again! She is a little faster but with your gun upgrades she should be no problem. When you beat her you will get another SUPER PEPPERMINT, which means more energy. Now go north and open blue chest to get 2ND BRASS HEART TOKEN. Go save now by going down x2 and right x2?

\*\*That concludes my translation of my chicken scratch cliff notes. Back to doing the walkthrough as I play the game.\*\*

Now we need to get Jenny's trash can so we can maneuver around the 2nd basement. From the save spot in the middle of the map of the 3rd basement, head right and up, and if the water is drained you can get the blue chest that has JENNY'S TRASH CAN. Now we can get to the last room on this floor, and all over the 2nd basement. Head to the NE corner of map. Use the trash can in the room north of where you fought Mrs. Nebbercracker and in the room left of the room with the purple box bridge you made. Open the north door with the brass key and beat the gold chest to get HEROIC WARRIOR TOY.

Now get back to elevator and get back to the attic/roof. With Jenny's trash can you can now access the SE section of the map to get another toy. Use the trash can in the long room with 3 windows that chase you. Get past them with the can on, kill the chair, and open the door with the brass key. Kill the golden chair and go north to get the PENGUIN TOY.

Now go back to the elevator and go to the 2nd basement. Go south x2 to get the map for this basement. Go back north x2, then right and down. Shoot the four mirrors, avoiding the hands and go south. Turn out all candles and go south. Take the SE door and push the block onto the middle hole and shoot the cracked wall to go east. Kill the 2 furnaces and get a KEY as a reward.

Go left x2, take the NE right door then up. Hit the heater with syrup to open right door. Crack the wall in the SE section of room and head right. Use Jenny's thrash can and then DJ to climb the wall. Avoid the moving hands and open the chest to get a 3rd WATER BOTTLE. Go back left then move the bookcase with Chowder to go north. Fill up 4 bottles and move them onto switches to go north. Crack all the pots to get energy, water, and a KEY. Go down x2, left, down, and left to be back in the room with 5 doors. Take the south door then go west x4 to end up in the SW corner of map. Hit the heater with syrup to open north door. Shoot the 3 mirrors to open west door. Break the bottles for a refill and a KEY.

Go back to the room with 5 doors and this time take the SW door. Make your way to the bathroom to save your game, using all 3 keys in the process. Use the brass key to open the gate. Not again...Mrs. Nebbercracker! She is even faster than the 2nd time you fought her. Move around and beat her like before. Get another SUPER PEPPERMINT to add more energy to your gang. Go up and get the 3RD BRASS HEART TOKEN in the blue chest.

Head left and use the flying pots to hit the 3 switches along south wall. Go left and kill the 2 furnaces to open the doors. Go left then down, shoot the cracked west wall to expose a closed door. Move the switch up to access the SW section of the map. Go left, down, right x2 (chocolate bar in chest in south of this room), up, left, north, and right. Open middle blue chest to get DJs 3RD GUN UPGRADE.

Now back track to the room with the switch. This time move the switch left then down to put it in south position. Go up, left x2 (there appears to be something behind the bookcase monster but I don't know how to revive him), NE right, move the blocks to fill 4 holes and then you can open chest for a KEY. Avoid the flying pots and open east door with key. Kill the 2 chairs and the golden bookcase to get a BASKETBALL TOY. Head east x3 to end up back at the elevator room. Take the elevator to the furnace, save your game, and begin the last level of the game by opening the furnace with the brass heart tokens.

#### h. THE HEART

Go down, left, (use the blocks to avoid getting burned) down, left, and get

the FURNACE MAP in the blue chest (shoot the red bricks to cool them off). Go up, right x3, avoid the flames and go through south door. The south door is locked so we are going to explore the NE section of map. Use Chowder to move the bookcase to access north door. Go left, down x2 and get the KEY in the chest. Now go north x2 (shoot the cracked wall). Move the switch (READ SECTION 14 OF WALKTHROUGH FOR NEW INFO ON THIS SWITCH) so it is pointing west. Go right x3, then use Jenny's trash can to keep from waking up the 3 chairs that are standing on 3 switches, and go through south door. Shoot the cracked east wall and go through. There are 9 switches in this room and only 4 coat hangers you can move onto the switches. Looking at the diagram below, move the coat hangers onto where you see the 0's:

```
0  x  x
x  0  0
x  0  x
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Once you place the coat hangers correctly the south door will open. In the next room use the blocks to protect and open the chest to get another KEY. Go up then left, and shoot the south cracked wall and go through. Get the chocolate bar in the chest and now go back to the room with the locked south door (up x2, left, down x2). Open the locked door and head south. Look at your map and notice that there is only one real door in this room. Kill the door monster blocking that door and go through. Go right to save and then go left x2, kill the furnace monster to open the doors and go west. Skull will tell you that you can't destroy the furnace without a destruction kit (aka TNT) so go find it.

Go west and meet Mr. Nebbercracker. He says he will help you in your dynamite search. Go west, climb the wall with DJ, and go west again. Go north to step on a switch behind the TV monster, then go back 2 rooms and take the north door this time. Go left x2 and avoid the fire to reach the south door. Get on the moving platforms and pick up a jar that you will throw at the switch to open the east door. Now that the gang is back together, go back 3 rooms. Kill the 2 lamps and bookcase and then shoot the cracked wall to go north. (READ SECTION 14 FOR INFO ON HOW TO MOVE BOOKCASE IN NW SECTION OF FURNACE) Take out the fast-moving blue candles and have Jenny go through west wall. Use the moving platforms to shoot the 6 mirrors and go north. Kill the golden furnace to get a RACE CAR TOY.

Return to the room with the 2 lamps and bookcase and go east then north. Climb the wall and in the next room avoid the flying pots and get the KEY. Now get all the way to the SE corner of the map and use the 2 keys you have now to open the 2 locked doors in that part of the map. Head up the stairs to the 1st basement.

Go left a couple times to get a soda can. Go back to the room with stairs and this time take the north door. Use DJ to go up the wall and then through the east wall. Go east again then north. Kill the 3 lamps and take the SW door. Cross the bridge and get the KEY inside the pot. Now backtrack to end up below the bridge so you can open that west door. Go west again and once you kill all the lamps the south door will open up. Cool off the 3 hot blocks and then pull the 2 switches so the east door opens. With the gang back together, go back to the room with 2 mirrors and a locked north door. Use Jenny to open the door make note of the painting above the door.

Move the two grandfather clocks like the painting shows (the 0's):

```
x  x  x
```

x 0

x 0 x

Head east and use the moving platforms to get to the 3 pots along the north wall. Get the KEY inside one of the pots and then take the NE door. Now use the key on the SW door. Take the NW door and step on the switch. Go back to the room with the grandfather clocks and move them like the painting states:

x 0 x

0 x

x x 0

Go through west door and then north with Jenny x2. Kill the bees then go behind the coat hanger on the NW corner to find a golden candle. Kill it to get ROVERS TOY. Go right, kill the 2 bookcases and there is another painting. Go south x2, then right, and step on switch. Go back to the grandfather clock room and put the clocks on the 0s like in the painting:

0 x x

x 0

0 0 x

Take the north door. Kill the 3 furnaces and go north. Open the blue chest to get the dynamite! Now go down, right, save again and head back to the furnace.

Your final battle will be tough but manageable. Here is what you need to do. If you were smart and you saved 3 chocolate bars and 1 soda pop, you can rush the pipes one one side of the room and drop dynamite behind the furnace. Immediately rush to the other side and do the same. Now shoot at the mouth of the furnace. The furnace has 3 attacks. One is it drops fireballs out of the sky onto you. Just run around the room and you should have no trouble avoiding them. Its 2nd attack is throwing fireballs directly at you. Standing in front of the mouth causes you damage even if a fireball does not hit you. The 3rd attack is opening its mouth up and sucking you in. That is when you want to shoot it in the mouth. After a few solid seconds of shooting it in the mouth it will die.

#### i. ESCAPE

Here is how you get to the stairs to the 1st basement: left x2, down, left x2, up, right x2, up, NE up, right, and up. Move the switch to open the red doors and go this way to get to the 1st floor stairs: down x2, left x2, down x3, and left. Now you need to get to the main entrance of the house so go: up x3, SE down, right, down x3, and right x2. Now shoot the yellow bag in the middle of the room and there it is THE END.

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#### 7. ITEMS LIST

- a. Walkie-talkie - 2nd room you enter in the beginning of the game inside a blue chest.
- b. Flashlights - 1st floor, obtain after getting the 1st key in basement
- c. Slingshot - 3rd floor, NE section, shortly after losing Chowder.
- d. Water Bottle - attic, NE section, shortly after getting Chowder back.
- e. Gear - roof NW corner room, access through attic 1st time around
- f. Balloons - basement middle section, obtain after boss battle

- g. Water Bottle #2 - 4th floor near center of map, behind fireplace
- h. Medicine Syrup - 4th floor near SE section of map, used to cool hot radiator locking door into Mr. Nebbercracker's room which holds the fuse.
- i. Fuse - 4th floor south of elevator room in Mr. Nebbercrackers bedroom.
- j. 1st Brass Heart Token -
- k. 2nd Brass Heart Token - 3rd basement room above Mrs. Nebbercracker room.
- m. 3rd Brass Heart Token - 2nd basement room above Mrs. Nebbercracker room.
- n. Water Bottle #3 - 2nd basement, NE section of room, use Jenny and DJ to get.
- o. Super Peppermints - Receive 1 after each battle with Mrs. Nebbercracker
- p. super slingshot - furnace, NW section of map, in blue chest behind bookcase monster that can be revived by stepping on switch behind a bookcase in room read section 14 for more details on this item
- q. super balloon - furnace NE section of map, you have to use the switches in this section of the room correctly to access the room with this upgrade read section 14 for more details on this item

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#### 8. ENEMIES LIST

- a. bees - easy to avoid and kill
- b. bees purple - move faster so a little tougher to kill
- c. floorboard - easy enemy. just unload on it for a bit until it dies
- d. floorboard tougher - found in basement, breathes out smoke, moves faster than weaker floorboard monster.
- e. chair - lunges at you when close
- f. chair dark brown - move faster and do more damage
- g. TV - it shoots electric waves at you. Simply shoot at it until you here it prepare to shoot at you and then get out of its way
- h. lamp - wait for it to get close and when it lunges at you shoot it like crazy
- i. pink lamp - take it out with jenny's slingshoot or if it is attacking you use your guns
- j. window hand - 1st seen on 4th floor. cant kill it so just avoid being grabbed
- k. floor hands - some move around others stand still. avoid them since you cant kill them
- m. floor hands suprise - some come out of nowhere and take you back to another room. you have to use Jennys trash can to avoid these enemies
- n. furnace - shoots fire out of mouth so shoot it and move before it hits you
- o. furnace orange -tougher furnace but same attack as easier one

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#### 9. TOYS LIST

- a. kite - 2nd floor, near switches room, kill golden candle
- b. tricycle - Read TOWARDS THE ATTIC to find it
- c. Wendy the Walrus - attic, same room as Chowder's gun upgrade, kill super chair to get it
- d. heroic toy - 3rd basement, NE section, can get after you have Jenny's trash can
- e. penguin - roof, SE section of map, use Jenny's trash can to get into room with this toy.
- f. basketball - 2nd basement, NW section, kill golden bookcase to get it back.
- g. race car - furnace floor, read THE HEART to find it
- h. rover's bone - 1st basement right section, NW of the map in that section.
- i. plush chicken - \* found on floor 1 east, behind fireplace, kill golden lamp to get this toy
- j. boomerang - \* 4th floor, SW section, past the room with the floating tiles = use trash can to get past window monsters
- k. red wagon - \* 1st basement, SW section, slingshot needed to access 2 rooms

\* info given my spence (thanks)

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## 10. GUN UPGRADES LIST

- a. DJ gun upgrade - basement, after getting brass key you can get this SE section of map
  - b. Jenny gun upgrade - basement, carpet boss room behind fireplace
  - c. DJ gun upgrade 2 - 1st floor NW corner, get by getting to NW corner of 2nd floor and falling through whole behind pink lamp
  - d. Chowder gun upgrade - attic SW section of map, same room as Wendy the
  - e. Jenny gun upgrade 2 - NE corner of 3rd basement, get after creating bridge with purple boxes.
  - f. Chowder gun upgrade 2 - 3rd basement NW section of map
  - g. DJ 3rd gun upgrade - 2nd basement NW section of map, after moving switch to north position you can access room with this upgrade.
- 

## 11. FIREPLACES

- a. 1st Floor - NW on map - Room with Blue chest with 1st floor and basement maps
  - b. Roof - W section on map - Room with
  - c. 2nd floor - NW on map - room with super candle that gives you kite toy.
  - d. 1st floor - SE corner of map - room you access from 2nd floor stairs.
  - e. basement - room you fought carpet monster -> blue chest with Jenny gun upgrade behind fireplace
  - f. basement - middle section -> switch allows you to get back back to 1st floor
  - g. 1st floor - NE section of map - room with 5-6 candles ->Jenny crawls behind it to get to 1st BROKEN HEART token.
  - h. 4th floor - near center of map, extinguish to get 2nd water bottle
- 

## 12. BOSSES LIST

- a. Mrs. Nebbercracker - attic
- b. Carpet Monster - basement middle section
- c. Mrs. Nebbercracker #2 - 3rd basement, faster than 1st but easy to beat
- d. Mrs. Nebbercracker #3 - 2nd basement, faster than 2nd but not too tough
- e. Furnace - furnace, tough fight but beatable if you have the energy and speed

TIP: Chowder being so slow makes him my least favorite character to fight bosses. I recommend you use DJ or Jenny, whichever has the best gun, but use Chowder to help you get used to the bosses movements.

TIP: Have as much chocolate or Soda before you fight bosses.

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## 13. TIPS AND TRICKS

- a. Use the Chocolate Bars BUT save the soda pop - You can only hold 4 items to refill your energy, and you need all the soda pop you can have to beat the furnace, so save all the pop you can but if you pick up a chocolate use it up as soon as possible to free up a spot for soda pop. By the way, if you already have 4 items saved the next one you collect WILL NOT be added to your items.
- b. Quick Refill - If ever you are low on energy go to where an elevator, stairs, and/or a bathroom. There are usually a lot of pots with candy near these 3 locations and if you go in the elevator to another floor and then come back, or if you take the stairs to another floor and then return immediately, the pots will once again reload with candy. You can do the same things with normal rooms but you have to go 2 rooms away from the room with the pots and that doesn't always work.
- c. Get Gun Upgrades ASAP - The easiest way to help you defeat enemies is to have the best guns possible so as soon as you can get an upgrade you should. In my walkthrough I tried doing this but I might have delayed getting an

upgrade here and there as soon as I might have been able to...let me know if I did so I can update this faq.

d. Once you pass the game for the 1st time, give it a shot again but make sure you use the ruby key given to you at the beginning to open the east door leading to the "Thou Art Dead" arcade game. Get a score of 50,000 or greater and you will get the best gun for DJ. Thanks MetroidXPS for this info.

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#### 14. Updates to Walkthrough (version 0.9 to 0.93)

There were a some toys and items I did not collect or was not able to collect when I was making my FAQ. This weekend I was able to get a couple more items.

Slingshot Upgrade - There is a bookcase in the NW section of the furnace that I was not able to bring to life to kill in order to get to the blue chest behind it. Well I found the switch that brings him back to life. It is behind the bookcase that is just left of the bookcase monster. Walk behind that bookcase and you should hear a click and then the bookcase monster will start attacking you. Kill him and inside the blue chest is the slingshot upgrade

Balloon Upgrade - In the NE section of the furnace there are 2 rooms I was not able to access but I figured it out. In the room with the switch, move the switch so it points west?. This locks the door to your right but if you go down then right and take the north door (where you shot the cracked wall) you will be in the room with 2 bookcases and a switch between them. If you have not already pressed this switch do it now and then go through the left door. There is a north door that is open now. Take it and go east a couple rooms to reach the blue chest holding the balloon upgrade.

??? Toy - Read above for the Balloon Upgrade and before you get to the balloon you will get this toy from a golden enemy.

version 0.93 to 0.94

Fixed mistake in 3rd basement directions going from Jenny's gun upgrade to the room where Ms. Nebbercracker's wife is located.

version 0.94 to 0.97

Added more toys to list. Some thanks to Spence.

I was wrong about the location of the camera upgrade! --> as mentioned in the toy list section, the boomerang is in the room west of the moving tile room in the SW part of the 4th floor. I still have no idea where I got the golden camera upgrade!?!

Added diagram to INTO THE LABYRINTH to explain the order of the switches.

Finished title

Added 2 tips to BOSSES LIST section.

Added 1 more tip to TIPS AND TRICKS section.

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#### 15. LEGAL INFORMATION/CONTACT

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Credit for the Information in this Guide goes mainly to myself and my own play experience, but also to:

GameFAQs Message Board members from last year's post.

Spence who gave me locations to some toys.

If you helped with my guide but don't see your name here, let me know! (You know who you are so please email me)

If you have any other questions (please make sure they aren't already answered in the rest of my guide), corrections, comments, complaints about accidental copyright infringement, or any suggestions at all for my FAQ, please don't hesitate to E-mail me at [njmrm34@yahoo.com](mailto:njmrm34@yahoo.com).

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