

Pinobee: Wings of Adventure FAQ/Walkthrough

by Dejaren

Updated on Sep 20, 2001

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*Pinobee: Wings of Adventure*
 \*--*(c)2001 Hudson Soft*--*/
      Property of Dejaren
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Welcome to my first FAQ. It is on Pinobee: Wings of Adventure, an awesome game for the Game Boy Advance. It has near Playstation-type graphics, but rudimentary sound. A pretty good game IMHO. You can use this FAQ, but only with my permission. My e-mail address is obwansam@earthlink.net. Now, on to the FAQ!

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*-----*
*Updates*
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-8/8/01 First put online.
v1.0

-8/9/01 Added a few levels and the updates section, not much.
v1.5 People, submit stuff to me! Please!

-8/11/01 Fixed some marginal and charecter problems. Added a
v2.0 few new levels and other stuff.

-8/12/01 Added some new levels and some more info on the endings.
v2.5 Also added a Cool Stuff and Credits section.

-9/20/01 Sorry about the lateness! I was really preoccupied with school.
Anyways, I put up a new section called the Hall of Sucking Losers. I
also put in a lot more levels.

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*-----*
*Controls*
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Control Pad - control Pinobee's movements.

- Up - Climb walls, hover (when on ground)
- Down - Crouch (when on ground), descend (when hovering), climb down walls
- Right - Move Pinobee right
- Left - Move Pinobee left
- Start - Starts game
Toggles Pause mode
- Select - Brings up the Delete Diary Screen (only when on Diary Screen)
- A Button - Starts game
Activates menu item
Jump
Flying Dash (when in air)
- B Button - Starts game
Cancel button
- L Button - No use.
- R Button - No use.

 Charecters

- Pinobee - The robot bee that Grandpa Bee invented. If he only had a heart...
- Grandpa Bee - The old yet brilliant inventor that invented Pinobee. He was kidnapped before he could finish Pinobee.
- Fairy - The fairy that brout Pinobee to life. She helps Pinobee, but she has a really short temper!
- Cricket - An insect that gives Pinobee advice on his adventure. He is very carless and gets captured very easily. Don't hurt him!

 Game Screen

There are several screens. I will be discussing them seperately.

Main Menu:

- Select Stage - Select a level to play.
- Check Items - Check and manage your Inventory Items.
- View Diary - View your diary and select a level.
- Trade Items - Trade items with another GBA.

Selecting a Level:

```

-----
|Diary __      __ Times |
|^                |
|  _____  |
|v                |
-----

```

- Diary __ - The file that you are playing on.
- __ Times - The total amount of times you have played the levels.
- ^ - The up arrow, changes the level you are playing on.
- v - The down arrow, changes the level you are playing on.
- _____ - The level name and it's number.

Diary Screen:

```

_____
|Diary      __ Times |*****|
-----Pinobee's Face
-----
| < _____ > |
|-----|
| ^ ----- |
| |May 8th-----Date

```

```

| | -----Diary Entry
| |I saw Cricket outside and| |
| v|_____||
|_____||

```

__ Times - The total amount of times you have played the levels.
 __ _____ - The level name and it's number.
 < - To move the entry back in time.
 > - To move the entry forward in time.
 ^ - To move the entry up.
 v - To move the entry down

Game Screen:

Top Left Corner - Shows current Energy Amount and max. capacity.
 Bottom Left Corner - Shows Pinobee's life meter.

Move List

On the Ground:

Jump - A Button
 Hover - Up*
 Walk - Left or Right
 Duck - Down

In Air:

Flying Dash - A Button + Control Pad
 Descend** - Down

Other:

Climb - next to a wall, Up or Down
 Push - next to a button, Left or Right

* Pinobee will also Hover after a Flying Dash if he has one or more Dashes left.
 ** If you are above an enemy, Pinobee's stinger will hurt them. This is called Attack.

Game Elements

Bouncy Mushrooms - Red or blue fungi. Jump on them to go higher than usual.
 Switches - Things with buttons. Push the button.
 Fans - Red or blue fans that can blow you away. Red is horizontal, blue is vertical.
 Cannons - Black cannons that you can jump in.
 Teleportation Chamber - Futuristic telepods. Go in them.
 Bubbles - Bubbles that repel you away from them. After you touch them, they pop.
 Blocks - Yellow blocks that you can walk on. Several types:
 Square - can only hop on the top.
 Curved - Blocks that you can jump on top from underneath.
 Safe - Blocks that you can walk on anytime.
 Unsafe - Blocks that are cracked at the bottom. Don't stay on too long!
 Breakable - Blocks that are hastily put together. Use a Dash to break.
 Yellow - These ones are still.
 Red - These move around.
 Bumpers - Same as Bubbles, but they won't pop.
 Item Capsule - Fruit with stuff inside!
 Puddles - Will rust Pinobee!

One-Way Doors - Doors that will shut after you pass through them.
 Spikes - Don't touch the spikes!
 Spiked Blocks - Red blocks with spikes. Again, don't touch the spikes!
 Rain - Same as Puddles. Has an effect on the Diary.
 Electro Zappers - Electric bug attracters; make sure they're off-screen!

 Items

There are two different types of Items: Action and Inventory. Action Items are items like Flowers, Health Bonuses (Batteries), Invincibility, and Shields.

Flowers - Give you more Energy. Found in the screen or in Item Capsules in groups of 10, 20, or 30. The Fairy gives you up to 80.
 Health Bonuses - Batteries that recharge his health. Comes in AA, C, and D cells.
 Invincibility - Protection with oomph! Comes in Red, Yellow, and blue, with Red the shortest lasting and blue the longest.
 Shields - Unlimited protection, but only protects you from one hit of damage.

Inventory items are things you stock up on. There are three colors: Pink, Blue, and Orange. There are 16 items of each color. Because you only have 25 spaces on your Inventory List, you can't have all 3 colors. 4 Clubs, Spades, Hearts, and Diamonds. Collect all 16 of one color to access the King and Queen Items. If you have all 18 of one color, you will get a special gift!

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|-----|
| Spade 1  | Spade 2  | Spade 3  | Spade 4  | Life Meter will increase.
|-----|
| Heart 1  | Heart 2  | Heart 3  | Heart 4  | You will take less damage.
|-----|
| Diamond 1| Diamond 2| Diamond 3| Diamond 4| You can carry more Energy
|          |          |          |          | Units.*
|-----|
| Clubs 1  | Clubs 2  | Clubs 3  | Clubs 4  | Energy will go down slower.***
|-----|
| Dash Power | Enemy's | Recognize | Flower's
| will be    | strength| Item       | energy value
| increased  | will    | Capsule    | will double.****
| by 1.     | decrease.^ | types.**
```

* This depends on the Item color; if Pink, it will go up by 200, if Blue/Orange, it will go up by 100.
 ** In other words, Item Capsule holding Inventory Items will turn gold.
 *** One energy unit will last longer by one second. Big deal.
 **** One Flower will become two! Won't have an effect from Flowers that came from the Fairy or an Item Capsule.
 ^ Only one Golden enemy per level.

 Diary

Every time you finish a new level, Pinobee writes in his diary. The Diary has a major effect on future levels. Whether or not you got hit by rain affects the diary, as well as popping a bubble with a seed in it, or pushing a button. Everything you do has an effect on future levels, and the endings themselves. Yup, that's right! Multiple endings! YAY!!! Now, the way the game judges how well you completed the level is a Pinobee Head at the top-right of the Diary Entry Screen. Pinobee has several faces:

Happy Face - Pinobee with a wide smile. You did very well!

Smiling Face - Pinobee with a normal smile. Nice, but it could have been better.

No Expression - Pinobee with no expression. You need to try a little harder.

Frowning Face - Pinobee frowning. Don't ignore/hurt everyone, take some time to help!

Glaring Face - Pinobee glaring. Boy, are you mean! Fairy won't like this...

The face also affects future levels. The Diary tells you what you missed, so that you can go back and perfect your work. Try for the best! BTW, don't sting Cricket, Fairy, or the bugs that you rescued. Trust me!

Walkthrough

The levels in Pinobee are platform-style, so it is actually a straitforward game. Heck, you don't even need a walkthrough it is so easy! In the levels, you will either need to:

- Talk to Fairy/Cricket
- Rescue some bugs (Grandpa Bee in 26 In The Tummy)
- Press a switch
- Burst a bubble with something inside of it (Seed/Grandpa's Shoe)
- Defeat a certian enemy
- Avoid getting hit by rain
- any, some, or all of the above

Also, there is a certain enemy called the Golden Enemy. If you do not find/defeat it, it will allow the monsters in the next level to become harder and better.

E-mail me to submit things to me; I will give you credit and a lot of it!

If you see a ! symbol by the level's name, it is a level with a switch or something else in it.

If you see a * symbol by the level's name, it means it is affected by a previous level of the game.

-1 Cozy Forest!

Move Pinobee right, either avoiding or Attacking the blue enemy. Fall off the cliff, and move right some more. When the Golden Enemy appears, attack it! Two hits will kill it. Keep moving right and up until you get to a golden gate. This is the End Gate, but don't go there yet!!! Now, get under the stone platform, and push A twice. Continue the process to get to the Red Mushroom. Bounce onto the Red Mushroom and Dash onto the stone platform. Jump to the left, but Dash again to get to the next platform. Repeat to get to the flower switch. Press it, and you can go to the End Gate.

-2 Cozy Forest

Jump onto the Mushroom to get on the ledge above, and then jump and Dash to get to the stone platform. Repeat the process, or just climb up the wall. Get the flowers, and then drop down below. Go right and defeat the Golden Enemy, and continue going right, ignoring the Mushroom. Go through the passable wall, and when the music changes, climb up and hop from platform to platform, not touching the water. Pop the bubble with the seed in it, and leave the secret area. Go back to where you beat up the Golden Enemy, and jump onto the Mushroom. Repeat to get to a bronze crystal; this is a Save Point. Climb up the wall and go right. When you get to Cricket, get close enough to him that he says Blah Blah over and over. Wain until he leaves, and then go right. Drop down, and hop from ledge to ledge to get to the End Gate.

-3 Cheerful Flower

Go right and up on the ledges, but ignore the bubbles. Continue going right until you get to the Fairy. She will give you an extra Dash! Continue going right. Dash over the pit and get on the leaf platform. Jump up and defeat the Golden Enemy. Go right, hopping from leaf to leaf to stone platform to the ledge. Or just climb the wall. Once on the ledge, go right over the fans, right some more, up on the leaves, and to the End Gate.

-4 Cheerful Flower!

Go right, but jump on the first bubble. When you get to the top, jump on the block. Get the Capsule/Flower, and then go right onto the stone platform. Drop down onto some fans, and continue going right. Use a Dash to get over the spikes. Jump onto the stone platform and use it as a stepping stone to get across the water. Keep on going right, past the Checkpoint. When you get to the piece of land before the pond, use 2 Dashes to go up, onto all the platforms. After a while, the Golden Enemy will appear. Destroy it, as usual. Go right, but don't go to the End Gate yet! Go up from leaf to leaf to block to block, and then jump up onto the bubble. Go left, go up onto the ledge, Dash over the pit, and go into the Teleportation Chamber. When you get out, go right and either Dash over the pit or use the stone platform, and fall down the next pit. You will encounter some Spiked Blocks and some Pirana-type plants. Destroy them both, and then go back up. Go right, over the pond, past the Teleportation Chamber, down and to the End Gate.

-5 Gloomy Road

There really isn't any main walkthrough here; just collect the flowers and get the Items.

About midway through the level, Fairy will be there. She will give you another Dash. After that, keep on going right. However, stay away from the Electro Zappers. Make sure that they are off-screen when they turn on, or you will be drawn to it and will get seriously hurt. Soon you will get to the End Gate, you know what to do.

-6 Gloomy Road!

Just go right, then up. Look for a switch in the 3rd sector of the level, and press it. Then go right and talk to Cricket. Just behind him is the end Gate, go on ahead when Cricket leaves.

-7 Gloomy Road

Your first boss! Don't get caught in the spider's web; it will hurt you a lot. When it drops bombs, hit them with a Dash. Try to hit the bombs toward the spider. Avoid the big spiked balls that come down. Hit the spider 3 times, and you are done.

-8 Underground Prison

-9 Underground Prison!

-10 Underground Prison*

-11 Windy Valley

-12 Windy Valley*

-13 Windy Valley

-14 Restless Village

-15 Restless Village

-16 Restless Village

The second boss fight. You have to fight a giant, shape-shifting Mosquito to win. Dash him 3 times in each form: a Mosquito, a pair of Scissors, and a Ninja Star. Out comes cricket, and you've won!

-17 Lazy Kingdom

-18 Lazy Kingdom

-19 Lazy Kingdom

-20 Robot Factory

-21 Robot Factory

-22 Robot Factory

-23 In the Tummy!

-24 In the Tummy

-25 In the Tummy

-26 In the Tummy

-27 The Last Enemy

The final boss...First, drag the four red balls into the center of the room, where you will find a machine. Be careful, though, as the Last Enemy will touch you and make all your balls come off (that doesn't sound right...). When you have done this, you will be powered up into Hyper Pinobee Mode! You have infinite dashes, and infinite health! Dash the last enemy and you've won! But what's this? It has another form? Oh no, if it touches you you're dead! Hurry up and attack first, and now you've won!

Endings

Best Ending - Grandpa Bee hugs Pinobee with tears in his eyes. Pinobee also cries for the first time in his life, and turns into a real bee!

Good Ending - Grandpa Bee sits on a log, and notices that Pinobee redecorated and beautified the Cozy Woods.

Umm... Ending - Grandpa Bee is frantic, but Pinobee calms him down. Grandpa Bee also gives Pinobee a piggy- (bee?) back ride

home.

Uh-Oh Ending - Pinobee goes back home w/o rescuing Grandpa Bee. However, he has changed...he has fangs!

Bad Ending - Pinobee is out on Gloomy Road, living alone and turning into a punk. I'd be afraid if I were you. Bee very afraid!

Worst Ending - The Fairy disassembles Pinobee, leaving no hope for those that are being tortured by the Last Enemy. This also includes Grandpa Bee.

To get the Happiest Ending, you must have all 27 Diary pages happy (Pinobee with a wide smile). To get the Good Ending, you must have at least 23 to 26 pages happy. To get the Umm... Ending, you must have 14 pages to 22 pages happy. To get the Uh-Oh Ending, you must have 13 to 22 pages glaring. To get the Bad Ending, you must have 23 to 26 Diary Pages glaring. To get the Worst Ending, you must have all 27 Diary pages glaring.

Cool Stuff

-In 26 In The Tummy, sting Grandpa Bee.

-In any level, get a glaring face. The credits will be slightly different depending on the level. (Try stinging Fairy in 5 Gloomy Road).

Credits

Here is where I post people here for helping me with my FAQ. Give me secrets, walkthroughs for certain levels, ASCII art, almost anything you give me will get you here! If you send me 15 things that I find useful, you will be a co-owner of this FAQ!

Nobody here yet.

Hall of Sucking Losers

This is the part where I put up the gaming scum of the Universe. Among those are CCCentral. "True to their name, they cheat to get codes from other people..." AstroBlue

>Subject: Your Pinobee Faq Sucks

>Date: Fri, 21 Sep 2001 03:02:41 EDT

>From: Markell041282@cs.com

>To: obwansam@earthlink.net

>You suck

I actually got this letter from someone and it actually said this. Markell041282, you had better be happy, because you will be the first person here (and stay here permanently) in the Hall of Sucking Losers.

CCCentral - I hate them. They actually steal, lie, and use alibies to steal your FAQs, codes, walkthroughs, ect. "One of the most popular game sites is

also run the most immor- ally." AstroBlue

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