

Alex Kidd: Enchanted Castle FAQ

by GavLuvsGA

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ALEX KIDD in THE ENCHANTED CASTLE FAQ for the Mega Drive

by GavLuvsGA

Final Version: 05 - 07 - 2002

I realise this is a very old game, and barely anyone is going to play it any more, but I thought I'd do a FAQ anyway, so here it is. And this really is the final version this time. I just discovered something I had to mention here or someone would complain.

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1 ITEMS

Most items can only be bought in games of Janken, against the Gorilla, but only if you have the right amount of Baums (found in chests, or by killing baddies).

CHESTS

Not something you need to buy, these contain Baums if gold; other chests will contain other items, sometimes a 1 up, but sometimes bombs, which will kill you if you touch them; some contain tokens. Janken games can be found in Levels 1, 2, 3, 7, 9 and 11.

Other items can be chosen from the item selection screen.

POWER BRACELET

Very useful; when you punch or jump you throw a crescent weapon, which remains until you lose a life.

SUKOPAKO MOTORCYCLE

Useful on flat terrain, this lets you ram into enemies, killing them instantly.

PEDICOPTER

Hold A or C to take off, and press B to fire. If you hit anything, you crash.

POGO STICK

Useful for getting items high up above you.

WIZARD'S CANE

Allows you to walk in air.

CAPE

Temporarily invincibility except to lava and falling ceilings.

TOKEN

Available both in Janken and Treasure Chests, these allow you to read an opponent's mind. Save for the bosses (you must use it before you reach the boss).

2 ENEMIES

ANT LIONS (SCORPION DESERT)

Only their pincers are visible - until you jump over their traps. They are easy to avoid, though.

BABOONS (HIHO FOREST)

Climb up and down trees and can catch you by surprise.

BEE BRUTES (HIHO FOREST)

Best avoided; flies around in the air, and gets in the way.

BLIMP (IN THE SKY)

Shoot it with your pedicopter, but avoid the bombs that come out.

CAR (ROOKIETOWN, TROPICS TOWN)

Drives back and forth and is not dangerous at all.

CHAMELEONS (SKY CASTLE)

They look like frogs, but the manual says chameleons; they stand still, but stick their tongue out a long way. Find its extent and wait just out of reach; just after it sticks it out, then in, go in for the kill; most can be avoided easily.

CRAZY CONDOR (PRAIRIE, ROCKY

MOUNTAIN)

Flies back and forth, but poses little threat.

DUNG BEETLES (PRAIRIE)

Push dung towards you, but are fairly simple to kill.

FIRE GHOST (SKY CASTLE)

Indestructible, but also small and easily jumped over.

HEDGEHOGS (PRAIRIE)

These walk on their hind legs!!! Don't attack them when curled up.

MANIC MONKEYS (HIHO FOREST)

Very annoying, as they tend to run up and down trees, as well as on the ground.

MICE (SKY CASTLE)

Very annoying as they will run along floors, walls and ceilings and will keep going. They will even chase you from room to room if you let them.

MUMMIES (SCORPION DESERT, PYRAMID)

Wander back and forth, but have no specific attack.

OCTOPUS (SPLASHY SEA)

Only one exists; attack it with a Power Bracelet. Start off on one side, and destroy a tentacle, then avoid the ink it spits. Do the same to the other tentacle.

PLANE (ROOKIE TOWN, TROPICS TOWN)

Slightly harder, as it flies around a lot.

PRAIRIE DOGS (PRAIRIE)

They pop up out of the ground, but will not kill you if you stand on their heads.

PUFFER FISH (SPLASHY SEA)

Best avoided unless you have the power bracelet.

ROBOTS (SKY CASTLE)

Zoom back and forth, but are easy to kill.

ROLLING STONES (ROCKY MOUNTAIN)

Not the pop group, real ones. They can be destroyed, but be careful.

SCORPION (SCORPION DESERT)

Small, and fairly easy to dispatch.

SUNFISH (SPLASHY SEA)

Very powerful; best avoided again. They take several hits to kill.

TOY SOLDIERS (SKY CASTLE)

Very easy to kill; only problem is they like to keep stopping and starting.

TURTLES (SPLASHY SEA)

Unpredictable, to say the least, they will occasionally fly up and down the screen, trying to catch you out.

WIZARDS (ROCKY MOUNTAIN)

Very frustrating, due to their habit of vanishing and appearing in random locations.

WOODCUTTER (HIHO FOREST)

A very annoying enemy; they will try and knock timer in your direction. Do not underestimate them, and avoid their axes.

3 WALKTHROUGH

Most levels can be traversed without a detailed guide; the exception is Sky Castle, for which I have explained every room and puzzle.

3.1 ROOKIETOWN

Plenty of Janken Houses here to get items; if you jump in the right place you will knock the floor away, revealing a large secret room; exit by jumping to find where the ceiling collapses.

3.2 PRAIRIE

Slightly harder, but a lot of blocks to kill enemies with. There is a secret room, accessed just after a section with a Condor guarding a treasure chest. Jump on the ground at the next area with blocks and you should find it. There is an extra life hidden; you need to get above the treasure chest that is buried in rock and jump on the floor, breaking it. Use the bones as platforms to help you escape.

3.3 SPLASHY SEA

A bracelet is recommended here, as you cannot attack the fish while swimming. Move up and down in the water, or press jump on the surface. Also jump up to get hidden treasures above. The most secret item, though, is hidden by the octopus. Kill it as described above and you will find a hidden Janken House, where you play for a Cape (you also get a bag of 100 Baums for killing the Octopus).

3.4 SCORPION DESERT

Fairly straightforward; most hidden items can be accessed using the pedicopter. Not much to say here.

3.5 PYRAMID

Make your way through, avoiding baddies. Make sure you get a token at some point as at the end you face the Queen of the Oasis. Select the token when you see her, before you talk to her. When you beat her once, she will insist on going again.

lady_phantom1@yahoo.com writes: "in the janken with the Queen of the Oasis you can always answer "No" if you defeat her in the first round. If you say "No" the weight will fall on her head and you win. So you don't have to play two rounds. :)"

Thanks for clearing that up; I was always afraid she'd kill me if I said no.

3.6 HIHO FOREST

This is one of the hardest levels in the game, as you are constantly being hounded by Woodcutters; there are treasures above you, but these involve navigating falling platforms. At the end you face the bear, but he's easier than the Queen.

3.7 TROPICS TOWN

Similar to Rookietown and no harder. Once again, a lot of Janken Houses await;

I have found no hidden rooms.

3.8 ROCKY MOUNTAIN (1)

A long level, with many hazards - mainly rocks and Wizards. Fairly nondescript otherwise; play Janken against the Wizard at the end; he only plays one game.

3.9 ROCKY MOUNTAIN (2)

A harder, vertical stage. There are plenty of hard jumps; make sure you get the Pedicopter in the Janken house at the start. The main problems are wizards and falling rocks. Fortunately, this stage has no boss.

3.10 IN THE SKY

I made a mistake before saying it was straightforward. I get through without dying the first time. This is actually the more infuriating level in the whole game. You must shoot the blimps and other enemies; the blimps drop bombs and if you take ONE hit, you will be knocked back to the start of the previous level again. Try and stay near the top for most of the level.

3.11 SKY CASTLE

The longest and hardest level, for which a detailed walkthrough is provided below. Similarities to Wario's castle in Super Mario Land 2 are evident here.

Enter the castle and go along, killing baddies. There are a few detours leading to treasures; go down, where a Chameleon is guarding a treasure chest (usually a 1 up or token). Take this if you like. Head right and then up, avoiding the chest in the room full of spiked chandeliers (I don't think you can get that), then bounce up the next shaft.

In the next room, run under the falling spikes and punch through the wall, entering a room with two mice running round platforms. Kill the first by waiting for it to get to the right of its platform, go to the underside and head left, then jump, hopefully killing it. Go up and past the water, getting the chest, which is either a 1 up, bombs or a token. Avoid the second mouse and head to the next room.

Here, take the top route, avoiding the spears.

In the next room, go to the switch, pressing B by it to make the chandelier fall. Use it as a platform to get up to the next room where you should kill or jump over the Toy Soldiers, but don't jump onto the black section as you will be bounced up to the spiky ceiling.

Next, get the chests if you wish, but don't touch the floor where the robot is. Go up to a higher point in the block pile and punch the ones under the fire spirit, then jump over the robot.

In the next room, simply run straight ahead, avoiding the spikes and hit the switch to stop the ceiling caving in, and go to the next room, where you must avoid mice and spikes; jump onto the first narrow pillar, and jump from pillar to pillar, watching where the mice are, then hit the switch.

After this room, you will be returned to this point when you die. The floor will collapse; try and stay on the right as you fall and land on a platform that falls away; if you are quick, you can head right to a room with some mice in. Open all chests except the different coloured one (it always has bombs in) and enter the Janken room for a Cape.

Head left and fall down into the water; swim right to the next room, kill the chameleon and enter a room full of bumpers. Continue on until you reach a room with a switch; hit it and jump on the chandelier as it falls and quickly jump to the higher platform; if you don't make it, go back and return to the room where it will be reset.

Head left and enter a room with blocks in a pattern like this:

A

B

C D

E

Jump up and hit the ones labelled A and B to move them over to positions where you can use them to get up to the next room, making sure you don't accidentally destroy them or you will have to leave the room and start again.

In the next room, use the black block to spring up, then get over the collapsing blocks quickly, avoiding the spikes. If you fall and don't die, go down and do the last room again.

In the next room, jump over the Fire Spirit and kill the Toy Soldiers. Be sure to get the box, as jumping onto it will lead to certain death on the spikes. In the next room, hit another switch to make a chandelier fall; go past it and down; ignore the chests as you can't get to them without being spiked to death.

In the next room, quickly hit the switch before the chandelier falls too far; it should be high enough so you can pass without being killed. If you think it is too low, return to the last room. In the next room there are a lot of springs; simply avoid flying into a Solidier and go into the room below; you should hold left to avoid hitting the mouse. Get past quickly and avoid getting the chest - it wastes time. Go through the next room, kill the robot and hit the switch opening the door below, before the mouse arrives; get the chest if you want.

You end up in a room full of chameleons; my advice would be - unless you're an expert - not to take any unnecessary risks here; simply head to the right of the room and jump, breaking the false floor.

Get the chests in the next room, using the false floor again and jump over the lava. Go underwater now and avoid the spikes, then kill all the toy soldiers.

You will end up in a room with a switch under a chandelier; this will raise the chandelier blocking you, but make the one above you fall (sounds like Only Fools and Horses...)

Take the top route, avoid the Fire Spirit and cross the spikes on the moving platform, taking out the chests if you're an expert, and head on to the room where the ceiling is falling; get through quick, then hurry through the next room, getting past the falling chandelier (try sliding by holding down) and punch through the wall quickly. Cross the lava and avoid the mice.

Once past this, go up and right; you will restart from here if you screw up

now. Go left and play Janken for either a Cape or Token. Go right, there are some hard to get bonuses to the right; then go up and left, into a room where you are trapped until you hit a switch. Kill the Soldiers, then go left, avoiding the Fire Spirits (be careful of the one that moves).

In the next room, hit the switch BEFORE the ceiling falls and kills you, then in the next, hit the left switch (the right will cause the spikes to fall).

If you have a token, put it on before leaving the room. In the next room you are faced with the six - armed Ashra (looking slightly different than he does on the package). You will play him twice; defeat him and he begins to throw arms at you.

lady_phantom1@yahoo.com writes: "I just managed to finish the game! When you meet the six-armed guy, make sure you wear the bracelet, stay low to the ground and keep firing at him. Eventually he gives up. It wasn't so hard. :)"

If you don't have a bracelet when you do the last level be sure to get the Cape (available in both the Janken houses) and simply put it on, approach Ashra and punch away.

S
P
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L
E
R

Ashra will run away and you will enter the next room to find Alex's father, only to find he's not a prisoner after all - and Ashra is his servant! You've completed the game.

4 GAME GENIE CODES

LEVEL SELECT: AFBT AACN, BPBT B74R, A3BT AA4T - Level 2
AKBT AACN, BPBT B74R, A3BT AA4T - Level 3
APBT AACN, BPBT B74R, A3BT AA4T - Level 4
AVBT AACN, BPBT B74R, A3BT AA4T - Level 5
AZBT AACN, BPBT B74R, A3BT AA4T - Level 6
A3BT AACN, BPBT B74R, A3BT AA4T - Level 7
A7BT AACN, BPBT B74R, A3BT AA4T - Level 8
BBBT AACN, BPBT B74R, A3BT AA4T - Level 9
BFBT AACN, BPBT B74R, A3BT AA4T - Level 10
BKBT AACN, BPBT B74R, A3BT AA4T - Level 11

LIVES: D3BA BC1E - Start with 1 life
EBBA BC1E - Start with 2 lives
EKBA BC1E Start with 3 lives
KKBA AG9E - Start wit 4 lives
PKBA A8SE - Start with 6 lives
PBBA A8SE - Start with 8 lives
N3BA A8SE - Start with 19 lives

CONTINUE: A3ST B65A - Need only 100 Baums to Continue (not 1000)
BBST B65A - Need only 500 Baums to Continue
GBST B65A - Need 3000 Baums to Continue
ABST B65A - Can always continue
CKST B65A - Continued disabled
AKST AA6A - Continue for free

BAUMS: AUNA B68T - Coin worth 50 Baums (rather than 10)

A4NA B68T - Coin worth 100 Baums
B4NA B68T - Gold coin worth 1000 Baums
ACNA - B68T - Gold coin worthless
ALPT - B67E - Bag of gold worth just 10 Baums
BCPT B67E - Bag of gold worth 500 Baums
B4BT 867E - Bag of gold worth 1000 Baums
ACPT B67E - Bag of gold worthless

EXTRA LIVES: HCRA BJXN - Get two lives for every 1 up
 HCRA BNXXN - Get three lives for every 1 up
 ALRA AA5N - Get nothing for any 1 up

JANKEN: AKGA B64E, AMBA B680, RFGA A6WC - All Janken games cost 10 Baums
 AVGA B64E, AXBA B680, RFGA A6WC - All Janken games cost 50 Baums
 A3GA B64E, A5BA B680, RFGA A6WC - All Janken games cost 100 Baums
 BBGA B64E, BDBA B680, RFGA A6WC - All Janken games cost 500 Baums
 B3GA B64E, B5BA B680, RFGA A6WC - All Janken games cost 1000 Baums
 ABGA B64E, ADBA B680, RFGA A6WC - All Janken games cost nothing
 RG4T A6TC, HC4T BAA2, WC4T AD24 - Always win at Janken

JUMPING: 9NDA B937: Jump higher
 9EDA B937: Jump MUCH higher

END OF FAQ; write to GavLuvsGA@aol.com if you are stuck, but PLEASE only write.
I do not have the time for IMs. Also, please refer to the game in the subject
heading or I am likely to delete your mail.

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