

# Bubsy II FAQ

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BUBSY 2 FAQ

for the Genesis

by GavLuvsGA.

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Write to: GavLuvsGA@aol.com or XPhileScaper1121@aol.com with any suggestions or questions, but please read the FAQ first to see if your question is answered within. Also, please put "Bubsy 2" in the subject heading - that would help me a lot. And don't send IMs, or attachments.

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1 Items

Marbles

These are scattered around the level, and add to your points at the end. Get as many as possible if playing for points.

Trading Cards

Collecting these will allow you to buy items at the end of each level. You can buy:

Nerf Ballzooka Ammo (1 card each)

These allow you to fire at enemies (pressing C). Unless you're on a flying section (where you will have infinite ammo), you will turn all enemies or missiles you hit into trading cards

Smart Bomb (25 cards each)

Obliterates every bad guy and missile in sight, turning them into marbles

Black Hole (5 cards each)

Only use in emergencies; press C to get out the hole and C again to jump in. If you're flying Bubsy will look at the screen and smile when you use it

Diving Suit (10 cards each)

Allows you to access the Liquid Lunacy mini game. Put in on and fall into water to enter. Water can only be found in the Egyptian and Medieval stages. In the latter, look in the wells. In the former you can use either the pools of water or any urn that has water flowing into it

Extra life (25 cards each)

These can also be found in the levels; extra lives are in the form of T shirts, and can be worth one or two (look at the number)

Patch Up

Replenishes your energy. Three hits will kill you, though hitting anything sharp, falling in water without a diving suit and falling too far without gliding (using B) will kill you instantly. Also, fire (in Egypt) will kill you and so will the electric currents found in Space; these can only be turned off using switches. Oh, and falling off the screen kills you. Every time you die you will restart from the start of the level or the last exclamation mark you hit.

Bag of Marbles

Worth

Crate of Marbles

Worth

Super Marble

Only found in Liquid Lunacy

Continue

Represented by an arrow forming a circle, these allow you to continue when you lose all your lives.

Switches

Found on all the worlds except aerial, these will alter something. If a 2 appears they will stay the same when you return to the world or (in 2 player) when the other player starts. In Space they are used to turn electric currents on and off. In Egypt they are in the form of pictures of lions.

2 Baddies

Ace (Egypt, Music, Aerial, Mediaeval)

A flying penguin, who drops ice cubes. Flies erratically and can be a pain when you're flying.

Alien (Space)

Found in the flying sections of Space; shoot them down fast!

Billy the Kid (All worlds)

Walks around, jumping a lot. Not terribly dangerous.

Boz "The Gourmet" Buzzard (All worlds)

Flies along, and will drop Sid the Shrew on you. Boz has an infinite supply of shrews but if you kill him, he won't return.

Butterfly (All Worlds)

These travel in large groups and can be very irritating on the higher levels.

Crocodile (Egypt)

Appears out of carvings; so be careful.

Drum (Music)

Jumps around a lot. Dangerous on slopes.

Guitar (Music)

Fires missiles at you, but stays in one place.

Jellyfish (Egypt, Music, Medieval, Liquid Lunacy)

Doesn't harm you but is very annoying; likes to grab you and slow you down, until it vanishes.

Jimmy "Knuckles" Hog (All worlds)

A pig with karate skills.

Jumping Hog (All worlds)

Jumps around. Can be dangerous in enclosed spaces.

Kangaroo (All worlds)

Likes to jump around a lot. Very annoying when there is little room to manoeuvre.

Lambo (All worlds)

This sheep stands still but attacks you with its bleat (shown by soundwaves). The bleats can also be destroyed.

Pterodactyl (Egypt, Aerial)

It flies slowly across the screen. Only dangerous in enclosed spaces.

Sid "The Vicious" Shrew (All worlds)

Is dropped by Boz (see above). Just mentioning him so it's perfectly clear I know he exists.

Small Pig (Egypt, Music, Aerial)

Doesn't move anywhere; just sits in awkward positions. Rides some sort of flying contraption in Aerial and just gets in the way really.

Space Duck (Space, Aerial)

Flies across the screen fast.

Suited Pig (All worlds)

Roams around, sometimes on ceilings. The only problem is they hang around on

ceilings a lot.

Thing - a - ma - jig (Music, Medieval)

I don't actually know what it is meant to be - a blue thing with a crown. It jumps around a lot.

Trumpet (Music)

Fires out soundwaves like Lambo. Very easy to beat.

Tuba (Music)

Very slow moving; travels in groups.

Zombie (Egypt, Medieval)

Very dangerous in groups; fire energy beams that can fry you.

3 Mini Games

These can be found in all worlds except Space and Aerial.

Frogapult

Accessed through certain doors, you must fire frogs using a. Press up and down to aim further away. You get an extra life for every five hits.

Armadillo Drop

Control Arnold the Armadillo as he goes through the maze in the truck's engine. Collect marbles and extra lives. Land in the middle within the time limit for a bonus. However, do not land under a wheel or you lose the bonus. There are three exit tubes; use the middle one. The only exception is "Manifold Destiny" where there is only one exit. Also accessed through doors.

Liquid Lunacy

Get as many bubbles as you can, killing the jellyfish and avoiding the whirling dervish that chases you. Bounce on the fish and grab the Super Marble. You need the diving suit and a pool of water to access this one.

Select 1 or 2 player mini to play mini games only.

4 Brief Description of Worlds

Egypt

A series of mazes, including hazards such as waterfalls and fire pits (the latter are deadly). Switches are in the form of lion pictures. Plenty of opportunities to access liquid lunacy (if you have enough diving suits).

Space

Good fun, but does lack bonus stages. It has a lot of death traps in the form of electricity (switch this off and pass by to access hidden treasures), and also retracting spikes and anchors. One each stage you will come to a flying section, where you shoot aliens.

Music

Very fun indeed. Bounce on kettle drums and stand on notes. Watch out for pits of sharp symbols though - they're ... sharp. Warp doors are in the shape of mouths.

#### Aerial

This takes place in a plane. Probably the most annoying world as you also lose energy if you touch a wall.

#### Medieval

Very ... medieval. Not much to say, really. The pig statues can be used as springs; also look out for bonuses underground and in trees. Don't walk over a well unless you have a diving suit.

#### 5 Walkthrough

This walkthrough deals with routes to take when playing for time. If playing for points, take time to explore - but stay within the 15 minute time limit. When playing for time there is a 10 minute limit. If you play Grand Tour time limits are shorter and there are extra rooms that must be played.

Note also that as well as 1 and 2 player, there are friendly and feisty games. In friendly, one player plays and the other controls one of the Bubsy twins and helps by killing enemies and flicking useful switches. In feisty, drop bananas to make your opponent slip up and pull levers that do damage.

#### Floor One

##### West Wing

##### Egypt (King of De - Nile)

Time: 1:30 minutes (Floor One Only)

0:45 minutes (Grand Tour)

##### Floor One Only

Head right and enter the door on the right. Then, hit the restart point and head right. Go up when you have to and past the door, then immediately drop down and use the switch. The door will open, so head down and right and glide over the waterfall, heading right, avoiding the traps. After the next door, run right, jumping over the fire, to the end.

##### Grand Tour

Head right and glide towards the right hand door. Spring up to the right and go through the false floor to another door. Go through and in the next room drop down to the right and pull the switch, then head down and right. Glide over the waterfall and quickly head right to save time. Head across the bottomless pit and water trap and enter the door on the right. Head right and jump over the fire to the marble.

##### Space (Star Wreck)

Time: 3 minutes (Floor One Only)

1:25 minutes (Grand Tour)

Immediately glide to the right and you should reach a door with a restart point in front of it. Go in and get past the shooting section. As soon as you appear out of the door, enter it again to appear further on in the level. Now glide left, and you should land left of an electric trap. Jump over it and pull the switch to turn off the trap that blocks your way. Run along, killing the duck and avoiding the spikes. Hit the restart point and go down. Head right, avoiding anchors and spikes to the exit.

Music (Bach in Time)

Time: 2 minutes (Floor One Only)

0:45 minutes (Grand Tour)

This works for both worlds; head up and to the left quickly, then keep going left. As you go down the slope, jump on the musical notes until you see and up arrow. Go up and run up the green slope above you, then jump towards the right arrow. Run along the top of the level; when you see the next arrow, jump on it as you have an easier chance of avoiding the concertinas. Glide right until you reach the exit.

Aerial (The Hindenberger)

Time: 1:30 minutes (Floor One Only)

0:55 minutes (Grand Tour)

Really easy - keep heading right. There is an extra room in Grand Tour, but it is still clearable within the time limit.

Medieval (Hamalot)

Time: 0:40 minutes (Floor One only)

0:20 minutes (Grand Tour)

This is evil on Grand Tour, but the following strategy works on both. Before entering, make sure you have set the Smart Bomb selected. If you don't have any, find one in another level. Preferably two.

Now, run as fast as you can. When you see Boz and Sid (as you approach the first tree), press C to zap them or they'll waylay you. Run on, and ignore the up arrow - it is a red herring. Jump over the pit and use another smart bomb on the pigs on the other side, then run to the exit. This level is clearable in about 17 seconds.

East Wing

Egypt (Dark Side of the Tomb)

Time: 2:30 minutes

Run right and slide down the waterfall; activate the switch, then fall through the floor and bounce up again. Head down the gap to the left and go through the false wall. Activate the restart point, then go down again and glide to the right, finding another waterfall. If possible, jump across onto the second waterfall; otherwise, go right from the bottom (avoid the water) and kill baddies and hit the restart point. Beware of the pit and more water, then spring up using the spring and head up and right to the end.

Space (Star Boars)

Time: 2 minutes (Floor One Only)

2: 30 minutes (Grand Tour)

## Floor One Only

Really easy! Head right to the door with the restart point. Play the shooting section, then head down until you reach the exit.

## Grand Tour

Head right to the door with a restart point outside and enter; play the shooting section. When you exit, go back in the door and you'll find yourself in another area with a pig about to attack you. Re enter and do another shooting section. After this, head down and then to the right to exit.

## Music (C Sharp or B Flat)

Time: 2 minutes

## Floor One Only

Head right and throw the switch to the bottom right, then get the 1 up and enter the portal. Then, keep heading right and downward, following the signs. Really easy!

## Grand Tour

Head right and throw the switch to the bottom right, then get the 1 up and enter the portal. You will come to a restart point, so use it. Go right and pull another switch, then glide downwards, killing or avoiding the tubas. Enter the blue portal to the left of the trumpet spring and jumping hogs. Then, keep heading right and downward, following the signs.

## Aerial (Fleece Academy)

Time: 1:30 minutes (Floor One Only)

0:50 minutes (Grand Tour)

Keep heading right. Note that the first portal is best avoided as it will take you into the path of Sid and Boz.

## Medieval (My Penguin For A Horse)

Time: 3 minutes (Floor One Only)

0:40 minutes (Grand Tour)

Simply run along the bottom of the level; jump the well, and the big pit (watch out for the jellyfish), then watch out for some baddies on the ground. This is really easy!

## Boss Level (Aporklyps Now)

All boss levels are identical for both wings. If you played one floor only you will face Oinker here (see the end of the Walkthrough for how to beat him).

On Grand Tour you will face a Space Pig, Lambo, a Guitar, A Trumpet and a Zombie. Keep hitting them until they are dead. They appear from behind the windows that open and close.

## Floor Two

### West Wing

Egypt (Mummy Dearest)

Time: 1 minute (Floor Two Only)

1: 20 minutes (Grand Tour)

Floor Two Only

Enter the door and then glide right until you reach the down arrow, then glide down and to the left. You will go up a slope. Now, drop down the next hole and glide right, and land on the waterfall; you should land just right of the water trap. Land next to the door and go through. Head left and down the first shaft, then go right and glide until you see a down arrow; go down and head right, and then up. Hit the switch. Glide downwards and you should find an area with pigs and a switch press it and glide down. The exit is on your right.

Grand Tour

Enter the door and then glide right until you reach the down arrow, then glide down and to the left. You will go up a slope. Now, drop down the next hole and glide right, and land on the waterfall; you should land just right of the water trap. Land next to the door and go through. Go through the narrow passage, getting the 1 up by Lambo, and then killing the seahorse. Glide past the crocodiles and they will miss you completely, then kill the two sheep and watch out for two pterodactyls blocking your way. At the bottom walk through the false floor. A gang of butterflies will decide to get in the way, so use a smart bomb if possible, then bounce to the top of the shaft. Run right and glide until you see a down arrow; go down and head right, and then up. Hit the switch. Glide downwards and you should find an area with pigs and a switch press it and glide down. The exit is on your right.

Space (Cattlecar Piglattia)

Time: 1:30 minutes (Floor Two Only)

Keep heading right to the door with a restart point and go in to the shooting section. After that keep heading left and downwards until you reach the exit.

Music (Sax, Drums and Rock and Roll)

Time: 1:20 minutes (Floor Two Only)

Really easy! Go right and use the trampolines with the trumpets on. Go right using the notes and use the red trampoline, landing on the yellow platform with a restart point. Go right, crossing the notes. Kill the set of tubas that appears and land on the red platform with a jumping hog and restart point. Go right and cross another set of notes and stave, then kill a set of trumpets and reach a red platform. Jump right onto the stave (watch out for the drum), jump right, kill the guitar and then glide down to the exit.

Aerial (Swine Flew)

Time: 1:15 minutes (Floor Two Only)

0:45 minutes (Grand Tour)

This is annoying actually. Head right and kill a few pterodactyls and pigs. Pass the balloons and go down, then deal with a few penguins and flying squirrels. Pass by an airship (get the patch up if needed) and go down some more. Shoot three space pigs, then go down, and turn round. Watch for the flying sea horses. Go down as you pass the next airship and go through a room



with three butterflies and continue to the exit.

Medieval (Goat Of Arms)

Time: 2:30 minutes (Floor Two Only)

Another level where you just head right. Do a lot of gliding and take out the baddies. Start off in the branches, avoiding spears, then jump towards the buildings. You should head downwards and over a hill full of enemies. Run across some buildings. You should come to a pig statue at the end. Spring up to the exit, in a branch above.

East Wing

Egypt (The Lion, the Switch and the Hoardroom)

Time: 3:10 minutes (Floor Two Only)

3:15 minutes (Grand Tour)

Head right and drop down the first pit. Go down and right, finding a switch. Backtrack, and follow the top path, avoiding enemies, then head down the door. Hit the restart point, then keep going down until you hit the waterfall. Land to the right of it. Head right, and hit another switch, falling onto another restart point. Head left, going down the waterfall and landing in a room. Manoeuvre Bubsy over the vase to the right (this easiest done by gliding as soon as Bubsy begins to fall off the end of the waterfall). Head right, killing baddies and enter a door, finding another restart point. Go down by gliding; you will see a switch; hit it and it makes a down arrow appear. You must actually head to the right to exit the level.

Space (Mighty Morphin' Bobcat Dangers)

Time: 3 minutes (Floor Two Only)

1:05 minutes (Grand Tour)

A really evil level! Jump onto the Up arrow above you and keep heading up, until you reach the fourth platform with a building on, then go left and use the spring. You will pass a platform with marbles on, then reach a ledge with a goat and some spikes. Then head up and left; you'll see a left arrow, so run and glide left to the door (avoid the anchors), and pass through the shooting section, then go right fast, avoiding the spikes, to the end.

Music (Forget Do and Re, what About Me?)

Time: 2 minutes

Floor Two Only

Head right, and when you see the up arrow, go up using the spring and head right, past an arrow, to a restart point. Head right, killing tubas, then go down when you see the down arrow and enter the blue portal at the bottom. Go through to another restart point. Head right and follow the green platforms to the down arrow. Go down and left until you reach more green platforms, then head right again. Go up along the stave and jump over the notes to the yellow platform. The exit is to the right.

Grand Tour

Head right, and when you see the up arrow, go up using the spring and head right, past an arrow, to a restart point. Head right, killing tubas, then go

down when you see the down arrow and enter the blue portal at the bottom. You will go to the left. Activate the next restart point. Head left, jump over the sharps and then use the drum at the end to reach the next portal. Go through to another restart point. Head right and follow the green platforms to the down arrow. Go down and left until you reach more green platforms, then head right again. Go up along the stave and jump over the notes to the yellow platform. The exit is to the right.

Aerial (The Great Goatsey)

Time: 2: 30 minutes (Floor Two Only)

1:30 minutes (Grand Tour)

Head right until you enter the first portal. Then go up and left, then head left to the exit.

Medieval (Richard the Swinehearted)

Time: 3: 30 minutes (Floor Two Only)

1:45 minutes (Grand Tour)

Simply head right, really. Head along the ground, and when you reach the end of the screen use the windows in the castle to go up to the exit.

Boss Level (Pig Trouble in Little China)

Same as Floor One. If you played Floor Two only you face Oinker (see end of Walkthrough)

Floor Three

West Wing

Egyptian (I Sphinx Therefore I Ham)

Time: 1:45 minutes

Smart bombs are useful here; head right and up. Pass a chicane of baddies, and get to the switch. Only use it if you're doing two player feisty and want to mess up your opponent as it creates a wall of fire behind you, making the next door unreachable. Go through the door and get to the restart point. Glide to the right, then head left (still gliding past the waterfall, then quickly go right and go past a Jumping pig. The waterfall throws you onto a platform with a zombie. Jump down and go right. You should find a picture that makes a door appear. Go through the door and when you emerge, enter again to skip a large portion of the level. Go right and down (careful of the pig who appears from the ground and glide down again until you see some zombies and a left arrow; go left and down when you see a waterfall; glide left, then head left (don't use the spring). Drop down at the top of the slope and keep gliding right until you pass some sheep. Use the spring immediately to the right to reach a switch that makes a down arrow appear. Then head right and glide down the shaft and enter the door at the bottom to reach the exit.

Space (Plan Swine from Outer Space)

Time: 2 minutes

Really easy! Head up and right. If you see a pig above you, jump up onto the same level and head left; if this is too hard to understand, just go right until you see an arrow pointing left; you should still make it. Go left,

avoiding obstacles until you find the door and restart point, then play the shooting bit. When you exit, go left and you will find the level boundary. Now go down and the exit is below you.

Music (Suey Lewis and the Ewes)

Time: 2:15 minutes

From the start, head up and go along the blue platform. At the end of this you will reach a red platform; cross this and drop down to a pair of notes and a restart point. Then, head up using the drums and run along the highest blue platform and cross over to the set of red platforms. Cross some notes and continue along some more red platforms. Pass a restart point. Cross a pit of sharps and then some staves, making sure you end up on the blue platform with several kangaroos and sheep on to avoid hitting a dead end. Jump the gap to the red platforms. Be careful not to use the next spring as you'll hit a jellyfish. Hit the restart point and continue right, watching out for the concertinas. When you reach the two musical notes, go down and keep gliding left to the exit.

Aerial (A Fly in the Oinkment)

Time: 1:40 minutes

Fly to the right and down, passing through a room littered with enemies. Pass an airship and a balloon with a jumping and you will enter a portal just ahead of a restart point. When you come through the portal, go up and head left. Kill the piug and watch out for some shrews and vultures (about four in a row). When you reach the second airship, go down and turn round. The exit is in a room on the right.

Medieval (The Once and Future Bobcat)

Time: 1:15 minutes

This can be cleared in 14 seconds if you know how. Glide right and use the pig statue. Hold the direction pad hard right and then keep heading right past the baddies. Pass two sets of spears and several penguins, and then make a big jump. I've managed this a few times, but if that proves too hard, here is the normal route.

Take the route given, but then glide through the level if you miss the big jump; run along the tree branches, then glide off the end where you will find a big tree. Go to the ground and find the secret room in the tree (stand behind the tree and jump and you will reach the top). A kangaroo will attack you, so be quick to kill it. Run along to the left. A lot of smart bombs are useful here as enemies appear in dozens. The exit is on a bridge. Watch out for a very annoying goat and kangaroo.

East Wing

Egyptian (A Tomb With A View)

Time: 1:45 minutes

This level is EXACTLY the same as for the West Wing. See the walkthrough given there.

Space (Mars Needs Bobcats)

Time: 2 minutes

Very easy! Head right until you see the down arrow, then go down and right to the door to the shooting bit (it has a restart point by it). After the shooting section, run right to the exit.

Music (2 Live Shrew)

Time: 1:25 minutes

The hardest level in my opinion. Head right, killing baddies and use the first restart point. To the right is a stave with a portal above; it is a good idea to visit the frogapult mini game as you will exit with your life meter full again. Glide, killing all the baddies, and head right all the time until you come to two blue notes stack on top of each other; go up here and enter the green portal overhead, breaching a large part of the level. Now watch out for the jumping hog that hangs around the up arrow and go up, then left.

You now have two choices. Under you will be a yellow portal; go down and enter it, ending up in a room with two goats on your right (kill them and activate the switch, which creates a permanent short cut if you're on 2 player friendly). Go left and enter the green portal, finding a restart point. Go left, killing the baddies and reach the exit.

However, this route takes longer, so you could also glide off the blue platform and head for the green portal on the other side, that takes you straight to the restart point.

Aerial (Wild Boar Yonder)

Time: 1:15 minutes

Head right, into the portal. Keep heading right until you can't, then go left. Pass through a room full of baddies and then watch for a flying squirrel, then enter the next portal and you're practically there.

Medieval (Surely You Joust)

Time: 2 minutes

Head right, and down. You will come to a pig statue, so use it as a springboard. Now, run along the branch. It is possible to use one of the butterflies to bounce up onto the platform above at the end (the exit is right of here), but this is tricky. It is easier to head right, and use the next statue as a boost, then head left to the exit.

Boss Level (Oinker P. Hamm)

To fight Oinker, just keep bouncing on his head, avoiding the missiles he shoots as he moves across the screen. Try and stay above him. Eventually the head of his robot suit will come off; another few hits and you've won!

This is the end of the FAQ. Send any comments or questions to the address given above.