

# Castle of Illusion Starring Mickey Mouse FAQ/Walkthrough

by Beautiful Affair

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## Version History

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### Version 1.00 | 16 January 2013

- The first, complete posted version of this FAQ/Walkthrough.

## Introduction

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Hello and welcome to my FAQ/Walkthrough for Castle of Illusion. This file contains a full, level-by-level walkthrough for both game modes (Practice and Normal) with strategies on battling the various bosses. Also included are lists to cover the items, secrets and basics of the game. Castle of Illusion is a Genesis game starring Mr. Disney himself, Mickey Mouse. It was released early on in the system's history in the early 90s, and is one of the more memorable, and enjoyable side-scroller games for the Genesis. In it, you play as Mickey as you journey through varying rooms of the Castle of Illusion in your plight to save Mickey's girlfriend, Minnie Mouse, from the clutches of the jealous witch, Mizrabel. The game is fun, with simple and easy to comprehend controls and gameplay, and is ideal for gamers of any age (although being 2 decades since its release I suppose this is one the older audience would now be familiar with). I, for one, would definitely urge old-school 2D action game fans to play this game!

## Story

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### Captured by Illusion!

It's a lovely day in Vera City. The sun is shining, the birds are singing, and the sweet fragrance of the flowers fills the air.

Mickey and Minnie are happily dancing in the meadow. But suddenly, thick, gray clouds cover the sun, and the birds fall silent.

"Don't worry, Minnie. It will clear up soon," says Mickey. But before he can say another word, lightning flashes across the sky.

Mickey quickly covers his ears and shuts his eyes. After a few seconds, he peeks to see if Minnie is all right.

"Oh no! She's gone!"

A musty odor overcomes the pleasant fragrance of flowers. Mickey glances up to see a witch on a broom hovering above him! It's Mizrabel, the evil witch who is jealous of Minnie's beauty! Her bony fingers clench Minnie's arm!

"This pretty thing is coming with me!" she shrieks. "Hee-hee-hee-hee-heeee!" And away she flies, with Minnie behind her, crying.

Mickey chases the fleeing witch through the forest and past towering mountains. Finally he reaches the Castle of Illusion, perched on a high, craggy cliff. At its gate, he meets an old man, bent over with age.

"Long ago, I was the king of this castle," says the old man. "But Mizrabel took it from me. You must rescue Minnie before it's too late! Mizrabel is going to take Minnie's beauty for herself. She'll make Minnie look mean and evil, just like her! You can defeat her only if you have the seven Gems of the Rainbow."

"Where are those gems?" asks Mickey.

"You'll find them in the castle," the old man replies, "but they are guarded by the Masters of Illusion. They have created strange worlds and bizarre creatures to keep you from reaching Minnie. You must be careful!"

Mickey thanks the man and hurries through the gate. In the castle, Mickey opens every door to every room. Each door leads to a different world of illusion.

Can Mickey find the seven Gems of the Rainbow in time to rescue Minnie? It's up to you! Wander through forests and ancient ruins. Splash into a cup of tea and leap across fluffy cupcakes! Knock down enchanted mushrooms, toy soldiers, and armored knights with Mickey's bounce attack.

Minnie needs your help! Hurry!

## Game Overview

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### Controls

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**Note:** These are based on the game's default control settings.

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<b>D-Pad</b>	<b>Down</b>	Move cursor down to another selection on the Options screen Make Mickey duck Perform bounce attack while in midair
	<b>Left/Right</b>	Make Mickey walk to the left or the right
	<b>Up</b>	Move cursor up to another selection on the Options screen
<b>Start</b>	Skip through cutscenes Go to the Options screen from the Title screen Begin the game from the Options screen Continue on from the Score screen Continue from the Continue Game screen Pause the game while playing; resume the game when paused	
<b>A</b>	Throw apples/marbles/candles	
<b>B</b>	Throw apples/marbles candles Change difficulty/sound test/control on the Options screen	
<b>C</b>	Jump (hold to gain height; press again in midair to perform bounce attack) Swim upwards when underwater Change difficulty/sound test/control on the Options screen	

## Basics

### Mickey's Moves

<b>Bounce Attack</b>	Press the jump button, and while in midair, press either the jump button again or Down on the D-Pad, and Mickey will perform a "cannonball" bounce attack, which will defeat enemies if you land on their heads from above with this move.
<b>Running down Slopes</b>	Mickey automatically runs down any 45-degree slanted surfaces. By holding the direction on the D-Pad in which Mickey is running, you can make him go faster.
<b>Long Jump</b>	While Mickey is running down a slope, press jump and hold the direction Mickey is running on the D-Pad, and he will perform a long jump to clear a huge distance.
<b>Swinging from Ropes</b>	When you see a rope or rope-like object (such as a vine or light switch), jump and touch the bottom of the rope to make Mickey clutch it, and he will swing from left to right on it. Press the jump button again to let go.

## Options

When you begin the game and are taken to the Title screen, press Start to be taken to the Options screen, where you can configure the game settings before you take on the game itself. Here are the features of the Options screen:

**DIFFICULTY:** This, obviously, is for the game's difficulty. You can choose from any of the three difficulty settings below:

- **PRACTICE:** You start with a full five power spheres in Mickey's life meter and play a dumbed-down version of the game, which is really to prepare you for the full game later, so ideal if you are new to this game. You play through 3 levels and have to find 3 of the Gems. If you lose all your lives (which I highly doubt you will), you get the chance to Continue four times.
- **NORMAL:** The game's average difficulty. You play the full game, starting with three power spheres in Mickey's life meter. You have to find 7 Gems, and have two Continues should you lose all your lives.
- **HARD:** A harder version of the full game. Like the Normal difficulty, you have to find 7 Gems, but you start with only two power spheres in the life meter and have no Continues, so should you lose all your lives, that's it; game over!

**SOUND TEST:** Listen to the game's various soundtracks.

**CONTROL:** This lets you change button configuration. The various control settings are:

A - SHOT B - SHOT C - JUMP, ATTACK	A - JUMP, ATTACK B - SHOT C - SHOT	A - SHOT B - JUMP, ATTACK C - SHOT
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Once you're satisfied with your settings, press Start and we're away!

## Game Screen

Mickey's status bar is shown at the bottom of the screen. Here's what the various meters mean:

**Power Gauge:** Shown in the bottom-left corner of the screen beneath the word "POWER". Mickey's power gauge has five spheres. You gain life by picking up Stars (adds a red sphere), and lose life by touching enemies or hazards (makes a red sphere turn blue). Should Mickey's power gauge be completely depleted, he loses a life.

**Tries:** The number of lives Mickey has with which to get through the game - shown next to the mouse ears icon and underneath the word "TRIES". You start the game with 3 lives, and should you lose them all, you get Game Over.

**Items:** The number of items (weapons) Mickey currently holds that he can throw at his enemies. This is shown to the right of a picture of an apple/marble/candle (depending on the level you are in), and underneath the word "ITEMS". You can bump this up by picking up single items, or a Bag of Items. Mickey can hold up to 30 items.

**Score:** Shown in the bottom-right corner of the screen, underneath the word "SCORE". Obviously your score; the amount of points you have accumulated in your current sitting of the game.

## Game Over/Continue

When Mickey loses all his lives, it is Game Over. You are taken to the Game Over screen, where you have the choice of continuing at the beginning of the level where Mickey lost his last life, or starting a new game. By pressing Left or Right on the D-Pad, you can make Mickey walk to the appropriate signpost.

**CONTINUE #:** Press Left to go to this sign, and you can continue your game from the beginning of the level where Mickey lost his last life (# denoting the amount of Continues you have). Remember, you can only choose this if you have Continues; if you have used up all your Continues or are playing on the Hard difficulty setting (in which case you get no Continues) it is Game Over. Better luck next time!

**NEW GAME:** Press Right to go to this sign, and you'll start all over again from the beginning of the game.

## Scoring

After beating a level, you are taken to the Score screen, where you can see the Hi-Score and current game score, as well as various bonus scores for completing the last level. Here's a quick rundown of the Score screen:

**HI-SCORE:** The highest score that has been achieved in your current sitting of Castle of Illusion (i.e. since you switched the system power on).

**SCORE:** The current score in the game you are playing right now.

**CLEAR BONUS:** A bonus given for finishing the level.

**TECHNICAL BONUS:** The number of power spheres Mickey has in his power gauge multiplied by 1000, so if you finish the level with 4 red spheres in the power gauge, that's  $4 \times 1000 = 4000$  points.

**SECRET BONUS:** The number of items Mickey has in his Items gauge multiplied by 1000, so if you finish the level with 20 items, that's  $20 \times 1000 = 20000$  points.

## Practice Walkthrough

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### Level 1 - The Enchanted Forest

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After Mickey enters the door, arrives in this area and you gain control, proceed to walk right and use your bounce attack to defeat the shrub enemy. A little further on, hop up to the ledge and keep walking right until you see a plateau; jump onto that. Jump to collect the five Apples hanging just above the trio of plateaus, and continue to advance right. You'll encounter a couple of mushroom enemies, which again are easily defeated with the use of Mickey's bounce attack. When you reach a gap, jump and grab the bottom of the swinging green vine, and as Mickey swings over to the right, collecting two Stars as he does so, press the jump button again to let go at the other side.

Keep walking right, fighting any shrubs, and past the patch of grass with a mushroom enemy patrolling it. Defeat another mushroom enemy, then climb up the ledges while collecting two Apples. To the right is a plant that spits bullets; either bounce attack it or throw an Apple at it to defeat it. (Note that Mickey won't be hurt by the plant's bullets if they hit him from below while he's in bounce attack position).

Drop down to the ground and advance right, fighting a trio of mushrooms. Further on, climb up the ledges, and on the top one, walk right to the very edge and jump off, grabbing the three Apples in the air as you fall. When you land on the ground, walk to the right to reach the Exit signpost, and the Red Gem will drop down for you to jump and claim, and you've finished the first level of Practice mode.

### Level 2 - Toyland

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Use a bounce attack to defeat the toy soldier enemy, and walk right, climbing up the steps. Grab the Bag of Items to get 10 Marbles with which to use to fight your enemies. As you go down the other side of the steps, look out for the toy plane that flies out of the window where the steps were; if you want, you can throw a Marble at it to take it out. As you walk on, fight another two toy soldiers, another toy plane that comes in from the right, and a third toy soldier. Go over the raised part of the ground and fight another toy soldier and plane, then you come to a pink ledge between the floor and ceiling. Jump onto this and pick up several Stars and Bags of Items. You can also throw Marbles at the yellow blocks on the right to destroy them and find another Star.

After getting all these goodies, go back left, drop back down to the floor, and walk to the right again, throwing Marbles at the toy soldiers you encounter as you walk through this passage. A little further on is a clown on a unicycle enemy; watch out for the balls it juggles (getting hit by one hurts Mickey), and also, when you defeat it with a bounce or Marble, the unicycle speeds up as it comes towards you, so jump quickly over it, or it'll hurt Mickey! Go past another raised part, then further on fight a couple of toy soldier enemies, then climb the ledges and fight another couple of these enemies.

After this comes another clown on a unicycle enemy; again watch out for the runaway unicycle when you take out the clown! Following this is a toy soldier, then grab the Marbles and jump onto the ledge to get Mouse Ears to give Mickey an extra life. From here, keep going right and defeat one more toy soldier, then climb the steps and you get to the Exit signpost. Grab the Orange Gem, and that's the second of the three Practice Mode levels beaten.

### Level 3 - The Storm

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Head right, and leap across the gap. Use your bounce attack to defeat the purple mushroom enemies, and look out for the bat that appears overhead. Keep going right and leap over a second gap, and defeat another couple of purple mushroom enemies. You will then come to a bridge, which is composed of several segments that fall into the water below as Mickey walks over it, so just walk over it without stopping until you reach the other side.

Defeat another pair of purple mushrooms, and head right, leaping over a gap that has a red skeleton fish leaping up from below in it. As you leap across, though, beware of two bat enemies that come in from either side. Jump over the next gap and defeat a purple mushroom, then you reach another of those crumbling bridges. This time, however, stay near the left side of the bridge and let it fall, taking you into the water below. Swim down and stay away from the gap. Let the red skeleton fish come towards you until there is space to swim past it and through the opening to the right. Now go near the gap below on the right, and it will suck Mickey in, and you'll end up being spat out at the other side, right at the Exit post. Now collect that Yellow Gem and you've completed Practice Mode!

# Normal Walkthrough

**Note:** This walkthrough was written based on the NORMAL difficulty setting.

## Level 1 - The Enchanted Forest

### Area 1

After the cutscene where Mickey speaks to the old man then enters the castle and the first door, you will gain control. Begin by walking right, and use Mickey's jumping bounce attack to defeat the walking shrub enemy. A little further on right, jump up to the next ledge and continue walking right. When you see a raised plateau, leap onto that, and jump to collect the five apples hanging above the ledges here, then drop back to the ground and carry on.

Next, fight a couple of walking mushroom enemies and another shrub with the use of Mickey's bounce attack. When you get to the end of the path you'll see a swinging vine - jump and grab the bottom of this and Mickey will swing over the gap, collecting two Stars to boost your power gauge, and on the other side, press the jump button again to let go, and resume walking to the right. You'll then reach a cluster of plateaus, with a red bullet-shooting plant on one of them. Use Mickey's bounce attack or throw an Apple at the plant to kill it. Also remember, the bullets this plant fires won't hurt Mickey if he lands on them from above while doing the bounce attack.

Jump over the little pit of grass and fight the mushroom creatures, then climb the ledges, collecting the Apples in the air as you do so. Defeat another plant on the top ledge here, then walk right and drop to the ground, heading right and using your bounce attack to defeat a trio of mushrooms. Next, climb the raising ledges and take out the plants with either bounce attacks or Apples. Walk to the end of the top ledge and jump right so you can collect the three Apples as you drop. From here, keep walking right until you reach the end of the screen, then you'll go to the next part of this area.

Defeat two shrubs at the beginning of this next part, then walk to the end of this raised ledge, and make two leaps over the pits, and you'll see another of those swinging green vines. Jump to clutch the bottom of this vine, and as Mickey swings over to the right, press the jump button and hold right, and Mickey will leap and grab the next vine trapeeze-style. Don't worry about the green moths, they won't hurt you while you're on the vines. Do this a couple more times, and on the fourth vine, you'll see a Mouse Ears pickup in a small alcove to the lower-right. To get it, let go of the vine when it is at about 5 O'Clock, and hold Right, and you'll land in that alcove to get the extra life.

Jump straight up a couple of times to land on the top log, then jump over the pit to the right, and you'll land on a slope. Hold Right as Mickey runs down it, and a giant apple comes down this slope after Mickey in an Indiana Jones- esque fashion. When you reach the bottom of the slope, you can hide in the little trench and let the giant apple roll overhead, or you can make a huge jump over it. Then from here, just keep walking right until you reach the Exit door, and walk into that to finish this area and move onto the next.

### Area 2

This level sees Mickey travel via jumping across floating green leaves. The general rule is that leaves pointing right are stationary. Leaves that point left will move along in one direction or another when Mickey jumps onto them. So with that in mind, let's start by walking to the end of this three-leaf platform, then jump onto the leaf to the lower-right, and it will carry you to the right. Drop onto the next leaf to the lower-right, then jump onto another mover leaf to the lower-right, letting it take Mickey across to the right.

Look out for a spider enemy that appears from above to the right, as you jump onto the next, stationary leaf to the lower-right. Jump onto the next leaf on the right, and it will take Mickey across. Wait for the second spider enemy to draw back up, then you can walk onto the next leaf, then jump onto the next leaf to the upper-right, and then the one right above this one, which will carry you to the left. Jump onto the leaf above where you are taken to and grab the Star above it, then leap onto the leaf to the right (when the nearby spider has moved up), which carries you right a ways. As you leap to the next leaf on the right you may see another spider; you can bounce attack it before landing on that leaf.

Jump onto the next leaf on the right, and it moves a little further over to the right. Drop onto the leaf platform to the lower-right, and bounce attack a spider enemies that drop down here, as well as a green moth enemy. From the end of this platform, jump right to land on a mover leaf. Don't bother going for the Star below, as it is more trouble than it's worth. From here, just make a huge leap over to the right, onto another mover leaf, and beware of a spider coming down from the leaf above where you are taken on. From here, jump onto the lower-right leaf, then to the leaf to the upper-right, where the exit door is, and you finish this area.

### Area 3

Climb the nearby tree by leaping up its branches, collecting the Apples along the way. From the top branch, jump right to land on the next ledge. Run down the little slope, and at the bottom, keep Right held and make a jump, so that Mickey makes the long jump to the right, grabbing two Apples and landing on a branch in the tree. Jump up and right onto the next branch, and to the right you'll see a floating ghost. Using your bounce attack, you can bounce off the ghost's head, and land on the branch on the right. To the upper right are more ghosts - again use bounce attacks on their heads to make your way up and right (keep the jump button held to gain more height and airtime with each bounce). Then land on the branch at the top of the tree to collect several goodies.

After getting all of these, you just just about see the head of a floating ghost to the lower-right. Jump down and make a bounce attack on it, landing on the branch to the right. Leap onto the next branch to the right, then make your way across to the right by bouncing on the heads of the ghosts, to get onto one of the branches in the next tree on the right. Then, make a leap over to the right to get into the opening into the cavern.

Go right and defeat some grey mushroom enemies, and collect the Bag of Items. Drop down, walk left a little and drop down again, and collect a second Bag of Items. Walk right and drop down the steps, then to the left are grey mushroom enemies standing on the ceiling and floor. As the gap is too small to use bounce attacks or walk through, throw Apples at these enemies to defeat them. After taking them all out, walk left and drop down the gap. Now walk right and drop down the steps to find the Exit door, then walk into it to finish the area.

### Area 4

This is the boss area, where you fight the first of the game's six bosses.

**- BOSS -**

**Description:** A section of a tree with an evil, mad face.

**Strategy:** When the boss battle starts, the log will drop out of the tree and roll towards Mickey. Stay at the left side of the screen, and jump over the log as it gets close to you. When the log hits the left side of the screen, it will roll back towards the tree. Follow it until you get to about halfway between the left side of the screen and the tree. When the log hits the tree, a few acorns will drop down from above. Stand somewhere where you won't be hit by a falling acorn, then throw an Apple at the log while it is upright. If you have no Apples, use a bounce attack (although it is easier and better to use weapons for this fight). The log will then repeat its attacking process, so follow this attacking pattern until you have hit the boss ten times, and it will be defeated, relinquishing the Red Gem.

After defeating the boss, the first of the seven gems, the Red Gem, will drop down for you to grab, and you have beaten the first level of the game.

## Level 2 - Toyland

### Area 1

Walk to the right, and as you go up the steps, you'll see the Exit door, however it is locked shut, so you have to climb up to find the Key in order to open it. So, jump up to the upper-left ledge and walk along that. Fight the toy soldier enemy you encounter, and start climbing up the staircase, fighting a second toy soldier as you make your way up. At the top step, make a leap over to the right, and onto the "?" boxes (these contain jack-in-the-box enemies; if they pop their heads out, use a bounce attack).

From there, leap to the staircase to the upper-right and fight a toy soldier as you continue to climb the steps. About halfway up, you'll see some floating pink blocks to the upper-left; you can jump along these to find a Star in the air above the third block. After getting it, head back to the staircase and continue going up it, fighting any more toy soldiers if you encounter them. At the very top of the staircase, jump up to the "?" boxes to the upper-left (again bouncing on the jack-in-the-boxes if they are popping out), and leap up to the next ledge, to the upper-left.

Climb up the steps, using your bounce attack to defeat any toy soldiers, and halfway up this staircase, you'll see floating blocks off to the upper-right. You can just about make a leap over and jump across them to find a Bag of Items in the air above the third block, however to get it you'll need to do a bounce attack on a nearby toy plane that appears nearby, and hold the jump button to get a good height on the bounce so that you can reach the Bag of Items. After getting it, return back to the staircase you were climbing before, continuing to climb it to the very top.

From there, jump onto a "?" box to the upper-right, then climb up the pink blocks to the upper-left. Keep climbing these blocks upwards to find a Bag of Items, and a Star above the very top block. When you get the Star, from the block that it is directly above, make a huge leap over to the right. You'll land on a staircase, which you can resume climbing, and fighting any toy soldiers that come down the staircase towards you. From the top, leap up and left onto the "?" blocks, then to the upper-left ledge. Use your bounce attack to defeat several toy soldiers coming down the stairs, then when you reach the very top, you will find the Key; grab it.

Suddenly, all the steps will turn into slopes, and now Mickey will start running rapidly down them; a trail of several White Gems will appear, so follow it as you run down the slopes and leap across the gaps, getting as many of these White Gems as you can. When you reach the bottom of the area, both the angle of the ground and the background music will return to normal. Simply head right to find the now-opened Exit door, and walk through it to advance on to the next area of the level.

### Area 2

Walk right all the way to the end, then jump onto the springboard so that you can reach the ledge above. Now, grab the Bag of Items and walk way left, throwing Marbles at the yellow blocks to make them disappear (and also finding a Star hidden inside one of them). Keep heading left, and when you see another springboard, jump onto this to spring up into the air and reach the next ledge. Jump over the raised part of the ground and advance right, fighting some toy soldiers coming down the stairs, which you then need to climb up. Now, make your way down by moving through the gaps between the sliding blocks, and keep away from the jack-in-the-box enemy that sticks its head out from a "?" box in the wall on the right.

Also, a little further down, you'll see some yellow blocks in the wall on the right. You can jump into this wall and throw Marbles at said yellow blocks to destroy them, and find a hidden Star. Collect this, then go back left and drop down to the ground. Go right and past the springboard, fighting a couple of toy soldier enemies. Go up the steps and you'll come to a pool of jelly. You need to cross this by jumping, as when Mickey steps into the jelly he'll quickly sink into it, and you need to repeatedly press the jump button to pull up out of it; otherwise if Mickey sinks too far into the jelly he'll lose a life. With that in mind, make your way across this jelly pool. Do this a few more times (keep an eye out for the jack-in-the-boxes in-between each jelly pool), and from the end jelly pool, make your way up with the help of the sliding, blue chequered boxes.

Collect the Bag of Items and walk left, throwing Marbles at the yellow blocks to clear a path, and continue walking left. On the way you'll encounter a clown on a unicycle enemy; beware that when you defeat this enemy the unicycle will then speed up in the direction it was moving and can hurt you, so if you throw a Marble or bounce attack the clown, be sure to stay clear of the runaway unicycle! Keep going left as far as you can, then jump onto the springboard to reach the next ledge above. Defeat the toy soldiers here, grab the Bag of Items and throw Marbles at the yellow blocks so that you can continue to make your way right.

Leap over the gap you come to and get another Bag of Items, throwing Marbles at the yellow blocks to clear the path, and claiming a Star that was hidden inside one of the blocks. Defeat a final jack-in-the-box enemy before reaching the Exit door.

### Area 3

Defeat the first two toy soldiers with the use of your bounce attack, then head on and collect the Bag of Items on the little raised ledge. As you walk on, a toy plane flies out for the window. You'll notice an Arrow pickup on the floor; grab it and this causes the screen to flip upside-down, and all on-screen enemies will plummet down and be defeated. Carry on walking right along the ceiling, and use the bounce attack to defeat a toy soldier and clown on a unicycle. Avoid a nearby plane as you go on right and take out another pair of toy soldiers, then you'll see another screen-flip Arrow; grab this to make the layout return to normal and defeat any on-screen enemies.

Carry on heading right, and at some point you'll encounter a horde of enemies but you can jump to grab another flipper Arrow to make the screen turn upside-down again, and defeat all these enemies. After doing this, carry on advancing right, then jump onto the pink ledge. Walk along it to get a couple of Bags of Items and a Star, and also throw Marbles at the yellow blocks to the right to destroy them and find a second, hidden Star. Grab it, then head back left and drop onto the ground, and carry on walking right.

As you walk through the passage, throw Marbles to defeat any toy soldiers that may approach. When you get into the open area, you'll notice a Star and a Marble very near the "ceiling"; however you can't reach them with an ordinary jump, so wait for an enemy to approach and use a bounce attack, holding the jump button so that you can reach these goodies, then grab the nearby Arrow to flip the screen back to normal and defeat any other enemies. Continue going right and past the

raised ledge, and further on is a ledge with an Arrow on it. Use a bounce attack on a toy soldier and make a high bounce to be able to get onto the ledge, and grab the Arrow to flip the screen and defeat any enemies.

Drop back down to the "ground" and keep walking right, fighting a few toy soldiers as you go up the ascending ledges. A little ways further is another Arrow item in the air; jump to grab it and flip the screen back to right side up. Keep walking right and underneath the pink ledge to get two Marbles, then go back, jump onto the ledge, and walk right and drop off the end. As you approach the end, use a bounce attack on a toy soldier to reach the Star on the ceiling. Climb the steps and fight a second toy soldier and grab a second Star on the ceiling, then walk to the Exit door on the right.

## Area 4

It is now time for a boss fight.

### - BOSS -

**Description:** An enemy with the body of a parcel, with spring shoes and blue boxing gloves.

**Strategy:** When the boss' body compiles itself, it will begin bouncing around after Mickey. Keep away from it, walking underneath it to get to the other side if you get cornered, but every time the boss lands, duck. At some point or another when the boss lands, it will stretch out a boxing glove to try and catch Mickey out, but it will miss as long as you're ducking. When the glove returns to the boss' body, its head will then retreat into its body, then some springs will drop out. Quickly jump onto the spring nearest the boss, and when its head is sticking out, use a bounce attack as you come down on the boss' head. After doing this, the boss will start bouncing around again and repeat this attacking process, so again, wait until it throws a punch, then use a springboard to get in the air and do a bounce attack on its head. Keep doing this until the boss is defeated, and you win this fight and the Orange Gem.

When the battle is won, you get the Orange Gem and you have beaten this level!

## Level 3 - The Storm

### Area 1

Walk right, and jump straight over the first gap. Use Mickey's bounce attack to defeat a few of the purple-coloured mushroom enemies here, and continue to advance right. Jump over a second gap, climb up the ledge and bounce attack to take out another couple of purple mushrooms. Next, you'll see a log bridge. The logs will plummet into the water below as Mickey walks over them, so as long as you walk over the bridge without stopping, you'll be fine. Once you get to the other side, fight another pair of purple mushrooms, and when you leap over the next gap, beware of bats that fly in from either side of the screen.

Jump over the next gap and fight a purple mushroom, then after this you reach another bridge with the sections that fall under Mickey's weight. However, this time, stand on the bridge and let it fall, taking you into the water below. Swim down a little, but stay away from the gap at the bottom (it has a suction that takes you back to the bridge). Wait to lure the red skeleton fish towards you, and when it's near enough, swim right to go to the area it was guarding. Swim right and then go down the next gap below, and the suction carries you all the way to the end of the level. Walk into the Exit door to finish this area.

### Area 2

As you head right, look out for a pair of bats that attack as you come to the waterfall. Climb up and left with the use of the stone platforms, then onto the upper-right ledge and carry on heading right. After going past a second waterfall, make your way down and right, using the stone platforms. Near the bottom, walk right a little to see a small, floating platform - jump onto that then jump onto the ledge above and walk right. Just to the left of the waterfall is another floating stone; jump onto this and then onto the ledge above.

From there, go right and jump over the gap, onto the platform between the waterfalls. Leap across a second gap, then get the Bag of Items sitting on the small platform to the right of the waterfall. Go right until you get to a small gap, and watch out for a stream of water that gushes down it. When it stops, jump over the gap (look out for a nearby bat that flies around here), then make a leap over a large gap hidden behind the next waterfall. From the small platform, make another leap to the right to land on the next platform.

Go down and right with the use of the small platforms behind the waterfall, and keep an eye out on the right for another stream of water that comes down from above. As you go down and right, the platforms become smaller, so take your time and be careful and precise with your jumps. Another stream appears at the bottom-right part where a slightly larger platform is, so when this is gone, start climbing the small stone segments up and left, and try to jump to grab the Star on one of the stepping stones. Continue to jump across these stepping stones as you make your way right, then there are some slightly bigger platforms, making the job a little bit easier, at least for the time being, because after that, they get smaller again. Still, just take your time and be careful with your jumps, and look out for any streams coming down. Eventually you'll get to the Exit door.

### Area 3

Go right, and use a bounce attack to defeat the black bat enemy. Jump onto the small platform, and wait for a moment and you'll notice that a strong stream of water appears below for a few seconds. Now remember, it's okay to touch only the *top* layer of this stream - if you are standing on the ground and the stream gets too high, it pushes Mickey back quite a way, as well as taking a sphere out of his life meter. So basically, when the water appears, get to high ground and wait for it to calm down before carrying on.

So, wait for the stream to calm down, and advance through the passage, jumping onto the next floating platform and waiting for the stream to come and go before you move on (also watch out for a nearby bat on the ceiling). You'll notice that there is a small, stepping stone you can stand on (just to the left of where the ceiling lowers). When the water has calmed down, drop onto the ground and advance right, getting a Bag of Items on the ground in the narrow passage, then when the area opens up again, jump onto the next stone platform so that you aren't caught by the stream.

To the right of the waterfall is a Star on a stepping stone, so get this and stay on that stepping stone until the stream has calmed down, before you drop down and continue heading on right. You should *just* be able to jump onto the next floating platform before the stream picks up again. Beware of bats around this area as you jump across the platforms making your way right, and just after this, jump onto the last ledge to reach the Exit door and finish this area of the level.

## Area 4

Time for a boss fight!

- BOSS -

**Description:** A reptile creature enemy that comes out of a totem pole-like stack of stone statues.

**Strategy:** After the stack of five statues has raised up from the ground, a frog enemy will drop down from the top statue. You need to hit this enemy on the head with a bounce attack; the only tricky part with this is that the boss tends to bounce around a lot, and at random points when it hits the ground, uses a shadow attack (its shadow swings around its body to try and hurt Mickey). If you can anticipate where it will go with its jumps, you should be able to catch it out with a bounce attack. When you do so, it will end up crashing into the bottom statue of the stack on the right. Then, another frog minion will leap down from above, and the process continues. Keep attacking this way until all the stone statues are cleared, and you win. Your reward for winning this boss battle is the Yellow Gem.

After you win this boss fight, the Yellow Gem drops down for you to grab and beat this level.

## Level 4 - The Library

### Area 1

Go right, jump onto the jar, and climb over the giant, green book. If you walk right without stopping, the walking "A" enemies will hopefully leap right over you. Jump onto the next jar, and use a bounce attack to defeat the caterpillar on the green book. From there, climb over the red books, and use a bounce attack to defeat another caterpillar on the blue book. Now head down and right, and jump into the milk bottle to reach a new area.

### Milk Bottle 1

Jump from the cake ledge you start on to the next one, and on the right you will see a smaller cake bobbing up and down in the milk. Jump onto this, onto the next cake on the right, then onto the bigger cake ledge to the right. Look out for the red fish leaping from the milk as you cross the next gap with the use of the bobbing cakes. You'll then get to a bridge composed of blue sweet wrappers; the sweets will fall under Mickey's weight so just quickly walk right to reach the other side.

Now, leap across some more cakes bobbing in the milk to get across the next gap, again avoiding the red fish leaping out of the milk to attack. Leap over to the next cake ledge, jump over a small gap, and you'll come to another sweet wrapper bridge. However, unlike the last one, the sweets don't fall, the entire bridge swings up and down as you cross it. Just beware of the fish leaping up from below as you do so.

At the other side of the bridge, leap across the next gap to come to a third sweet wrapper bridge. This is one where the sweets do fall, so again, just be quick in getting to the other side. After this, to the right are wafer platforms floating in a clockwise circular motion. Jump onto one of those platforms, and let it carry Mickey over to the right, and you can grab the three Apples floating as you do so. Leap over to the right, onto a second set of wafer platforms, grabbing another three Apples high up. Jump over onto a third set of wafers, getting another Apple, and then jump right onto one last ledge, where the Exit signpost is. The Green Gem drops down for you to collect, so that's four down and three to go!

### Area 2

You return back to the previous room, back at the milk bottle, which is now sealed. So, from here, head left, jump onto the jar, then onto the blue book to the upper-left, fighting the caterpillar enemy there. Climb onto the red books, then leap up to the ledge to the upper-right. Here, you'll see a swinging light switch. Jump and clutch the bottom of the switch. When it swings you over to the left, jump over to the next switch, and do again for a third light switch. While holding the switch you needn't worry about the planes (they'll be defeated if they touch Mickey as he swings). Let go of the third switch at the left side.

The floor starts sinking under Mickey's weight as you walk left, so be quick and don't stop. Also, look out for another toy plane hiding behind the jar when you jump onto it. Bounce attack the caterpillars on the books to defeat them, then jump up to the upper-right ledge. As you jump onto the jar and onto the books and walk right, look out for the blue books stuck to the ceiling above - they drop down to try and squash Mickey as he passes underneath them. You can drop into the small gap on the green book between the red books and duck. After the book drops and draws back up, you can climb back out and continue going right to the large, green book, then jump onto the ledge above.

Use your bounce attack to defeat the two caterpillar enemies here, and keep going left, defeating another pair of caterpillars. You'll then come to a cup of tea; jump into it to be taken to a side-area.

### Teacup 1

Swim between the first two sugar cubes, then wait for the next two to drop down, and quickly swim past them. Swim past another couple of sugar cubes, then collect the row of five White Gems for extra points. Swim past another moving sugar cube, and collect White Gems being guarded by another sugar cube by swimming to grab them when the sugar cube isn't near them. Now just swim right to the end of the screen to exit the teacup and return back to the main area.

### Area 3

The teacup is now sealed, and you can carry on through the study room. From the top of the teacup, jump onto the ledge to the right, then make a long jump to the ledge to the upper-left to grab the Bag of Items. Continue climbing up, using your bounce attack to defeat the caterpillars as you do so, and drop off the end of the top ledge, so that you can grab the Apples and Star. Now climb back up again, this time when you get to the top ledge and drop off, hold Right on the D-Pad to land on a ledge where a giant apple sits.

To the right is a swinging light switch; jump onto this and clutch it to swing over to the ledge to the right. Walk right and defeat the caterpillars, then leap right and over the gap. Keep going right without stopping and the red "A"s will hopefully jump over you, and you can get the Star. Now head back left and drop into the gap you jumped over just before, and head down and right, taking out any enemies, then enter the mousehole at the end. This takes you to a small room, where you can use a bounce attack on the "A"s to reach the top ledges and get two Stars and a Bag of Items. After collecting these goodies, go back into the mousehole to return back to the last part.

Now, backtrack all the way to the ledge with the giant red Apple, and run down the slope. At the foot of the slope is another cup of tea; jump into this to be taken to another swimming area.

## Teacup 2

Swim past several sugar cubes and collect some Apples floating in the tea. Keep an eye out for some that are near the bottom of the screen. After getting all the Apples, just keep swimming right to the end to leave the teacup and return back to the main area.

## Area 4

Now, walk right and past the three jars and the "A" enemy, then jump into the milk bottle.

## Milk Bottle 2

This is the boss area of the level.

- BOSS -

**Description:** A long-bodied red dragon that dwells in the milk bottle.

**Strategy:** There are three platforms in this boss area. I usually find that standing on the left one works best for me, but that's just a matter of personal preference. Anyway, the boss will emerge from the milk from any of the gaps around the platforms, and it has two attacks. The first is that it goes up high and bends its neck down. The second is that it raises up slightly, and then thrusts forward to catch you out, and this attack is a bit more tricky to anticipate and counter. Anyway, hitting the boss' head with an apple or bounce attack will make it flash and count as a hit, so just when the opportunity presents itself, get a hit in, and after hitting it so many times it is beaten, and you get the Blue Gem.

After winning this boss fight you get the Blue Gem, and beat the level!

## Level 5 - The Castle

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### Area 1

Walk right through the hall, jumping to collect the Candles (your weapon of choice in this level) on the pillars. Fight the knight with a bounce attack. Grab a third candle, then jump over the gap. Now walk right, without stopping so as not to be hit by some of the knight statues (you can see their eyes appear before they drop their swords down). Drop down the next gap, then head down and left, then climb the staircase to the left. At the top, walk left without stopping and you'll avoid being hit by the green blocks that drop down from the ceiling.

Go down the staircase on the left, past three more knight statues (one of which will attack). Above are five more green blocks on the ceiling, however this time only three (the very left, middle and very right) blocks fall down, and they drop down sooner. So, approach and let the first block fall down before you go underneath it, then as it draws up, walk underneath the second block from the right. The middle block drops down, and as that draws up, walk underneath it and underneath the second block to the left. The very left block drops down, and as it goes up, walk underneath and past that.

Now walk left without stopping to avoid another four dropping blocks, then walk up the steps, and drop down the gap and onto the green block. It will fall right down to the bottom (don't worry about all the knights, their attacks should miss). Now, walk right and you'll see a large, black cannonball rolling back and forth in the little trench. Get by this, and climb the ledges, defeating the knights when they aren't throwing clubs, then run down the slope to the right while collecting the Candles, and at the bottom of the slope, make a long jump to the right, collecting the Star, and clearing the pit of poisonous, purple water.

Drop down and go right, to find another large cannonball rolling along. There are some little trenches here; drop into one of the middle ones, duck, and wait for the cannonball to roll left over it. Then, climb out and head right and leap up to the next ledge. Jump and throw Candles at the knights in the alcoves in the wall, then climb up to the upper-left ledge with the use of the purple platforms. Go left and into the little niche to find six White Gems. Collect them all, then head right and jump over the gap. Drop down at the end and collect the four Candles in the air.

Now, jump across the poisonous water pits, avoiding the bubbles that leap up out of the liquid. Next, drop onto another purple platform, and as it sinks, look out for an opening to the left and jump into it before the purple platform falls into a pit of poisonous water. Head on left, and cross a large, poisonous water pit with the use of the purple platforms, but be quick, as they fall under Mickey's weight! Defeat two knights, then you have to cross another long poisonous water pit, but this time avoiding bubbles leaping up. When you reach the other side, head left over the skull bridge, and bounce attack the bats that appear. You'll then get to the Exit signpost, and the Indigo Gem appears in the pit to the left. Drop down and claim it.

### Area 2

You start by dropping into water. Swim down and through the gap, then go right and swim up to the top of the area, and swim right against the current. If you swim without stopping then the red skeleton fish won't catch you. Now swim into the middle passage and go right to claim a Bag of Items. Now swim into the top passage and go left, then swim down to the bottom passage and go right through it. Now swim up and right, to find the exit door to finish this ridiculously short area of the level.

### Area 3

Start by climbing over the steps, and jump onto the little gold platform going round the second wheel to the right. Beware of a black bat that appears to attack. Jump over onto the gold cog to the right. It will fall under Mickey's weight, so quickly jump onto the next cog to the upper-right, then jump onto the platform to the upper-right of this. From here, jump and climb up the three cogs to the upper-left, then get between the white ledges, which has two pressers in it. Walk underneath them when they are going up, repeat for a second set of pressers by walking underneath them while they are both up.

Now, climb up the rotating cogs and onto the top white ledge, going right to find two Stars. Now go back left and jump onto a small gold platform going round the wheel from the nearby rotating cog - more bats will appear here to try and catch you out, so just take care and your time. As the wheel takes you up, jump onto a rotating cog to the upper-left, then one above that to claim a Star. Now go back down and right onto that wheel again, and when it takes you to about the 1 O'Clock position, to the right you'll see a pendulum. Make a well-timed jump to land on the pendulum, then as it swings over to the right, jump over onto a stationary cog, right onto a second one, then onto safe ground to the right.



Jump onto the rotating cog, and from there, jump onto another stationary cog to the upper-left. Keep leaping across more cogs as you make your way up and left, then between two white platforms with pressers. As before, make your way underneath and past the pressers when they are raised. Jump onto the rotating cog to the left, and quickly jump onto the upper-right white ledge to get two Stars. Drop back onto the last rotating cog, and quickly jump onto the next rotating cog to the left, then onto the ledge to the upper-left.

Now, make your way up and right by jumping along on the rotating cogs, but beware of the bats that appear to try and catch you out. After the third cog, go past the pressers while they are raised, and leap right over to the next set of rotating cogs, then jump over to the ledge on the right and go through the door.

## Area 4

The last area of the Castle level, as you'd expect, is a boss battle, and the penultimate boss of the game.

### - BOSS -

**Description:** A fat, ugly ogre with a mallet.

**Strategy:** The boss will leap high up into the air towards you. Approach it, and when you get close enough, you'll see the boss change its expression. When it does, quickly jump into the air and perform a bounce attack on the boss' head when it swings its mallet. Keep getting near the boss and jumping to avoid the swing of the mallet and hit it with a bounce attack. The ogre's face turns a darker shade of red the more you hit it; eventually after enough hits you win, and get the Violet Gem - the seventh, and final Gem of the Rainbow.

When you win, you get the Violet Gem, and that's it, you've got all seven!

Now, Mickey returns to the main Castle and you'll see a cutscene in which he makes a rainbow bridge with the Gems that lead into the tower where Minnie is being held. You'll now have to fight one final boss battle against Mizrabel.

### - BOSS -

**Description:** It's Mizrabel, the evil witch who you saw kidnap Minnie in the opening sequence of the game.

**Strategy:** As soon as you get control of Mickey, climb up to the upper-left or upper-right platform. Mizrabel will change form and surround herself with spirits, which will protect her from any of your attacks for a few seconds, until she then scatters the spirits. Avoid them, then quickly get a bounce attack in on Mizrabel's head while she is vulnerable. She will then make various forms of herself appear at different parts of the room, then solidify herself in one of those locations, and repeat her spirit guard and scatter attack. Again, if you can be quick enough, get a bounce attack in on her when she scatters the spirits. After five hits, she will be defeated, and you win the game!

After you win, I won't spoil the ending, so enjoy it.

Congratulations upon completing Castle of Illusion!

## Bosses

### - The Enchanted Forest Boss -

**Description:** A section of a tree with an evil, mad face.

**Strategy:** When the boss battle starts, the log will drop out of the tree and roll towards Mickey. Stay at the left side of the screen, and jump over the log as it gets close to you. When the log hits the left side of the screen, it will roll back towards the tree. Follow it until you get to about halfway between the left side of the screen and the tree. When the log hits the tree, a few acorns will drop down from above. Stand somewhere where you won't be hit by a falling acorn, then throw an Apple at the log while it is upright. If you have no Apples, use a bounce attack (although it is easier and better to use weapons for this fight). The log will then repeat its attacking process, so follow this attacking pattern until you have hit the boss ten times, and it will be defeated, relinquishing the Red Gem.

### - Toyland Boss -

**Description:** An enemy with the body of a parcel, with spring shoes and blue boxing gloves.

**Strategy:** When the boss' body compiles itself, it will begin bouncing around after Mickey. Keep away from it, walking underneath it to get to the other side if you get cornered, but every time the boss lands, duck. At some point or another when the boss lands, it will stretch out a boxing glove to try and catch Mickey out, but it will miss as long as you're ducking. When the glove returns to the boss' body, its head will then retreat into its body, then some springs will drop out. Quickly jump onto the spring nearest the boss, and when its head is sticking out, use a bounce attack as you come down on the boss' head. After

doing this, the boss will start bouncing around again and repeat this attacking process, so again, wait until it throws a punch, then use a springboard to get in the air and do a bounce attack on its head. Keep doing this until the boss is defeated, and you win this fight and the Orange Gem.

#### - The Storm Boss -

**Description:** A reptile creature enemy that comes out of a totem pole-like stack of stone statues.

**Strategy:** After the stack of five statues has raised up from the ground, a frog enemy will drop down from the top statue. You need to hit this enemy on the head with a bounce attack; the only tricky part with this is that the boss tends to bounce around a lot, and at random points when it hits the ground, uses a shadow attack (its shadow swings around its body to try and hurt Mickey). If you can anticipate where it will go with its jumps, you should be able to catch it out with a bounce attack. When you do so, it will end up crashing into the bottom statue of the stack on the right. Then, another frog minion will leap down from above, and the process continues. Keep attacking this way until all the stone statues are cleared, and you win. Your reward for winning this boss battle is the Yellow Gem.

#### - The Library Boss -

**Description:** A long-bodied red dragon that dwells in the milk bottle.

**Strategy:** There are three platforms in this boss area. I usually find that standing on the left one works best for me, but that's just a matter of personal preference. Anyway, the boss will emerge from the milk from any of the gaps around the platforms, and it has two attacks. The first is that it goes up high and then bends its neck down. The second is that it raises up slightly, and then thrusts forward to catch you out, and this attack is a bit more tricky to anticipate and counter. Anyway, hitting the boss' head with an apple or bounce attack will make it flash and count as a hit, so just when the opportunity presents itself, get a hit in, and after hitting it so many times it is beaten, and you get the Blue Gem.

#### - The Castle Boss -

**Description:** A fat, ugly ogre with a mallet.

**Strategy:** The boss will leap high up into the air towards you. Approach it, and when you get close enough, you'll see the boss change its expression. When it does, quickly jump into the air and perform a bounce attack on the boss' head when it swings its mallet. Keep getting near the boss and jumping to avoid the swing of the mallet and hit it with a bounce attack. The ogre's face turns a darker shade of red the more you hit it; eventually after enough hits you win, and get the Violet Gem - the seventh, and final Gem of the Rainbow.

#### - Mizrabel -

**Description:** It's Mizrabel, the evil witch who you saw kidnap Minnie in the opening sequence of the game.

**Strategy:** As soon as you get control of Mickey, climb up to the upper-left or upper-right platform. Mizrabel will change form and surround herself with spirits, which will protect her from any of your attacks for a few seconds, until she then scatters the spirits. Avoid them, then quickly get a bounce attack in on Mizrabel's head while she is vulnerable. She will then make various forms of herself appear at different parts of the room, then solidify herself in one of those locations, and repeat her spirit guard and scatter attack. Again, if you can be quick enough, get a bounce attack in on her when she scatters the spirits. After five hits, she will be defeated, and you win the game!

## Items

<b>Apple/Marble/Candle</b>	These are the weapons Mickey uses to throw at his enemies to defeat them. Although they vary between levels, they all do the same thing. You can also throw these to uncover hidden areas behind walls. Apples are found in Levels 1 and 4, Marbles in Levels 2 and 3, and Candles in Level 5. When Mickey is holding 30 items, the maximum amount he can possibly hold, picking up another single item gives you 1000 points.
<b>Arrow</b>	Seen in Level 2, Area 3, grabbing these flips the screen upside-down, causing all on-screen enemies to fall to the floor/ceiling and be wiped out instantly.
<b>Bag of Items</b>	Pick one of these up to get 10 apples/marbles/candles at once. If Mickey is holding 21 or more items, picking one of these up will award you 1000 points.

<b>Gem</b>	The seven Gems of the Rainbow, found by clearing levels (or in the case of a couple, at mid-way points in levels). Once Mickey has collected them all, you can go to rescue Minnie.
<b>Key</b>	Get this in Level 2, Area 1 to open the Exit door.
<b>Mouse Ears</b>	Gives Mickey an extra life. There are also other ways to earn extra lives, such as earning 40000 points in your score, and subsequently every 50000 points that you score.
<b>Star</b>	Picking one of these up will add a red sphere to Mickey's power gauge. If Mickey's life meter is full, grabbing one of these gives you an extra 1000 points.
<b>White Gem</b>	Small, white diamonds that award you with 100 points.

## Cheats

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### Secrets

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#### Extra Life in Score Screen

After finishing a level and being taken to the Score screen, repeatedly tap the Start button while the scores are being tallied. You should hear a sound effect, and you will get an extra life. As far as I know, this cheat only works once.

## Credits

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#### Castle of Illusion instruction manual

- Where I obtained the game story and names of Mickey's Moves.

## Legal Disclaimer/Contacting Me

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### Legal Disclaimer

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### Contacting Me

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For questions, suggestions, comments or useful information pertaining to this file or any of my other video game-related literature, please email me at the address: [rjhgamefaqs\[at\]gmail.com](mailto:rjhgamefaqs[at]gmail.com). Please make sure that what you are contacting me regarding is not already contained within this FAQ. Please make sure to read the FAQ thoroughly to make sure any questions haven't already been answered. For quick navigation, press Ctrl + F on your keyboard and type in a keyword, this may help. Any useful information sent to me will be included in a future update, with full credit given.

Thank you for reading my FAQ, and please feel free to read any of my other video game-related literature, which can be found at:

<http://www.gamefaqs.com/users/RJHarrison>

This file is dedicated to the memory of four late GameFAQs users, each of whom passed away well before their time. Chris MacDonald (d. May 17, 2004), Elliot Long (d. August 27, 2004), Mitchell Lee Stuekerjuergen (d. January 4, 2006), and Steve McFadden (d. June 28, 2011). The latter was one of my closest and dearest friends whom I had met through GameFAQs, and was one of the most well-known and prolific contributors to the site. Steve was an inspiration to myself to take up video game writing and always took the time to speak to me online about gaming or other interests, as well as comment on my writing. Rest in Peace guys, you will all be dearly missed.

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