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The guide is complete! File size is around 61kb.

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- GameSpot - <http://www.gamespot.com>
- IGN - <http://www.ign.com>
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Hello and welcome to my FAQ for Daze Before Christmas. This is a game a lot of people won't have heard of, as it wasn't released in the US. However, if you found your way here, I suppose you need some help!

I'm writing this because there isn't a guide up (at least there isn't for the Genesis) and I've got nothing else to do. That, and the fact I didn't realise there was a SNES guide already up before I started writing. Otherwise I probably wouldn't have bothered. Anyway, I have bothered, so get reading!

Just to the right of this there is a thin wall of ice. Melt this and walk into the reindeer here. You need to find two of these in this level.

Head back over to the left. Jump onto the lower platform and from here you can reach the larger platform on the left. Go along here and take out the Penguin and the White Bird. At the end you will find a Hat inside a Present. Now jump onto the cloud just to the left.

From here you can reach a higher platform on the left. Jump along the clouds below this and you will reach solid ground. A Present containing a Hat will be here. Just to the left is the second reindeer, behind a wall of ice. If you died and lost the Fire Power-Up, you will have to go back and find it, so that you can melt the ice.

Head back over to the right, over the clouds and platforms until you reach a place where there are two small platforms in front of you, one below and one above. Get onto the lower platform and drop onto the cloud below this. Wait for the cloud to disappear and drop onto another cloud. From here you can reach the ground.

Down here, take out the nearby enemies. There is a red Present here. There is a Penguin inside. Just to the left is a cup of Coffee. There is really no point in using it, so head to the right. Use the cloud to get onto the higher ledge. Up here there is a red Present. Ignore it, there's only a Bomb inside.

At the edge of this ledge, follow the platforms and clouds downwards. Watch out for the spikes below the last cloud. Inside the nearby Present you will find a Bell. Carry on to the left and let the clouds disappear. You will land next to some spikes. Jump onto the cloud far over to the left. Jump to the next cloud and finally back to solid ground.

Just to the left is a red Present with an Elf inside. Use the small platform to get to the higher ground. Take out the Penguins up here, then drop down to the left. In a golden Present here there is an Elf. Fall onto the cloud to the left, then drop to the solid ground.

Take a long jump over the large spike pit here. Watch out for the Penguin when you land. Also on this platform is a Present, containing a Hat. At the end of this platform, follow the step of clouds downwards. On a small ledge in the side of the cliff is a Present. In here is a Bell.

Drop onto the clouds below. Underneath these is a Penguin. Jump on his head and land on the ledge. Jump onto the cloud over the spike pit, then onto the platform on the right. The Present on this platform has a Penguin in it. Take a giant leap over the next spike pit and deal with the White Bird on the other side.

Head to the right and jump over the small patch of spikes. Behind these is a Penguin. Take him out and press on to the right. There are a few more Penguins to contend with over here. Inside the red Present is an Elf.

As you approach the end of this platform, you will see three icicles over head. As you move beneath one, it will loosen and fall to earth. Make sure you move back out of the way.

Once you have moved past the icicles, take a running jump over the next spike pit. Now, use the small platform to get on top of the cliff here. At the top, walk to the right and you will find the Exit Star.

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To the right is a Helicopter hovering over the next platform. Jump up and shoot magic at it. Once it is knocked out, jump onto that platform. Follow the platforms along taking out another Helicopter along the way.

Once you reach a larger platform, take out the Jack-in-a-Box here. Carry on to the right and deal with another Helicopter. Now, head back to the left and drop off of then end of the cliff. To the left there is another Helicopter as well as a red Present. Inside the Present is an Elf.

Now, head over to the right and take out the Jack-in-a-Box. Get on the conveyor belt and go through the present wrapping machine. On the other side, Santa will break out of the present. Take out the nearby Helicopter then jump down to the platform on the right.

Destroy the Jack-in-a-Box here. Head to the right and jump onto the next conveyor. Go through the present wrapper (or jump over it) and knock out the Helicopter on the other side.

Jump onto the next platform. On here is another Jack-in-a-Box. Behind this is a Hat. Grab it and drop to the lower floor. Down here is a Jack. Take him out then jump onto the higher ground. Take out the next Jack up here, then jump onto the next platform.

On here there is a golden Present. This contains a Bell. At the end of this platform is a flying carpet. Stand on this and it will take you over a long gap and drop you off at the next platform.

There is a red Present with a Hat inside here. Jump onto the higher ground and knock out the Jack. Over to the right is a Helicopter. Destroy this and drop to the lower ground. There is (yet) another Jack to deal with, before using the flying carpet at the end of the platform.

Jump off once you reach the next platform. On here is a Present containing an Elf. Press on and you will see a Helicopter. Take it out, then jump across the small platform and you will find a Bell. Advance to the right and take out the next couple of Jacks.

Get on the flying carpet and it will take you upwards. Get off at the top, destroy the Jack here, then jump on the next flying carpet. The carpet will reach another platform. Stay on the carpet and it will pass right over the platform and on to the next. On here you will find the Exit Star.

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Head to the right, taking out Penguins as you go. You will reach a bridge with a Present in front of it. Inside you will find a Hat. Go over the bridge and take out the Snowmen on the other side.

After the Snowmen, you will reach a cliff. Wait for the moving platform to come into view, then jump onto it. This platform will take you across the crevasse. As it goes, a Trout will continually leap out of the water and

attack you. Jump as much as possible to avoid it. Get off on the other side and move on.

Jump up and shoot magic at the Snowman, which is halfway up the hill. Press on and jump on the head of the next Snowman. Go down the hill and open the Present at the bottom. In here you will find an Extra Life.

Move over the bridge and open the Present on the other side. Inside this Present is a Bell. Head to the right, knock out the Snowman and wait at the end of the cliff. Wait for the moving platform and avoid the Trout as it takes you to the other side.

Here, you will find a Fire Power-Up. This will come in handy probably. Head up the hill and you will meet the Evil Snowman. In front of the Snowman, there is a cloud moving up and down. Jump on it and stand on its right hand side.

As the cloud moves upwards, the Snowman will throw a huge snowball. As soon as he has done this, jump up and shoot fire magic at his face. This pretty much covers all you need to do. Repeat this until you have hit him eight times. He will explode and leave you a load of blue Presents. Collect them up, grab the Hat to the right and then exit the level.

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This is a mini-game. You will get one of these each time that you defeat a boss. They're not really all the important to the plot but it's been thrown in here anyway. Basically, you get to do Santa's proper job- dropping presents down chimneys.

The presents that you drop are the ones that you have been collecting from defeated enemies. Make sure that you only drop the presents down the chimneys with smoke coming out of them.

It's not all fun and games though, you need to watch out for the Helicopters that hurl themselves at you. Also, watch out for the large hot air balloons with Union Jacks on them. They may move slow, but they can catch you out.

When Santa has had enough, you will exit this level and you will get a level password for the next level.

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GENESIS PASSWORD - G8WTK3A
SNES PASSWORD - TNFRN

Grab the Coffee on the right.

Take out the Mouse and the Spider, then jump over the gap. Knock out the Mouse here and open the Present. Inside you will find a Hat. Head on to the right, take out the Spider, then jump onto the stairs.

Press on to the right and you will see a red Present seemingly sat on the water. However, it is actually sat on a platform just above the water level. Open it up and you will find an Elf.

Walk over to the right and go up the stairs. At the top you will find a Bell. At the end of this platform you will see a narrow board moving in and out of the wall. Wait until it appears, then jump onto it. From here jump to the right and you will see a Spider.

Now, you will notice the water level rising. It will continue to do so for the duration of the level, so you need to be quick. Run to the right and take out any Spiders that you meet. Watch out for the Mouse and watch out for the Electro inside the Present. Now go up the stairs and jump over the gap at the top.

Advance to the right and knock out the Mouse. At the end of this platform you will see another narrow board. Jump on it and it will take you to two more boards. One will disappear into the wall and the other will move to the right again. Jump straight onto the second board and it will take you to a brick platform.

Kill the Spider on here, wait for the board on the right to come out of the wall, then jump to it. To the right, take out the Mouse and open the golden Present. Inside you will find an Extra Life.

Get on the board next to you and it will move to a platform that moves up and down. Get on this, before it moves down too far, jump onto the next platform. As this moves, kill the Mouse on the stone platform, before jumping onto it yourself.

Go to the right and take out the Spider. Don't open the red Present, as there is a Bomb in it. Grab the Exit Star here.



You will start on a conveyor belt, so if you are lazy just let it take you to the end. Wait for a love heart platform to appear, then jump on it. This will take you up to a higher conveyor. Go along this one but watch out for the Worm. At the end, wait for the next love heart platform.

Jump off so that you land on the Rat's head. Don't open the nearby Present—there's a Bomb inside. Go to the right and open the Present here to free an Elf. Now, use the heart platform and jump to the right straight away. Don't ride the heart upwards, you don't really need to go up there (you'll only find a Worm). Anyway, on the correctly platform grab a Coffee and destroy the Brick Monster.

Now, jump on the heart and from here you can reach another heart. From this one, leap to the right and land on a conveyor. Try and land on the enemy's head. On here is a Bell. Ring it then follow the conveyor along. Take out any enemies, including those on the platform above.

At the end of the conveyor, jump on the heart. Jump to the right and take out the Rat. Follow these conveyors along (and upwards) until you reach the next heart. Jump along the two hearts and knock out the Worm and the Rat which are waiting for you on the conveyor.

Follow the conveyors along and at the end of the second, jump onto a heart. At the top of its travel, leap onto the next conveyor. Go along it, then get on the heart and wait until it moves as far down as it can. Now, jump to the right and follow this conveyor. At the end a Boxing Glove will knock you back. Jump over this and you will find a Bell.

Open the Present on the right to find an Extra Life. Let the heart take you upwards. Get onto the narrow conveyor and then onto the next heart. From here get onto another heart and then onto the conveyor on the right. Take out the Worm on here.

Drop to the lower conveyor and knock out another Worm. Jump along the hearts on the right, which will be moving up and down. You will reach a platform with a Present on it. The Present will reveal a Hat. Just to the right is the Exit Star.



Open the Present on the right to find an Elf. Carry on and take out the Blob. On the lower platform is a Tank. Drop on top of it to take it out. On an even lower level there is another Tank.

Don't open the Present down here, it contains a Bomb. Jump up and shoot magic at the next Tank. Further to the right, you will find a Rock Monster. You can't kill this bad boy, but just stand in front of it and let it jump over your head.

Open the Presents nearby. One has a Jack inside, the other has a Hat. Now, jump up and knock out the Tank. Just to the right is a cup of Coffee. Go down the steps and destroy the Tank at the bottom.

On the next ledge on the right is a Bell. Ring this then take out the Tank above. Carry on up the steps, ignore the red Present, then go down the next set of steps.

Jump onto the small platform. On the next one is a Rock Monster. Jump and land next to it. It will jump right over your head and off into the abyss. Take out the Blob on the right. Also on this platform is a Jack which can be found in a Present.

On the next platform, jump onto the cloud. This will cause the Rock Monster to jump over your head. Jump over the obstacle and onto the edge of the next platform. Another Rock Monster will jump over you.

Go to the end of this platform, but watch out for the leg at the very edge. If you get too close, it will kick you backwards. Jump over this and onto the next platform. Take out the Tank and watch out for the Rock Monster.

Use the cloud to get over the obstacle. Let the cloud on the other side disappear and you will find a Bell. Jump back on the cloud and follow the clouds along, over the two obstacles.

Ignore the nearby Present, it contains a Bomb. Jump on the head of the Blob on the right. Watch out for the Rock Monster and jump over the leg at the end of the platform.

Here you will find a Bell. Move and knock out any Rats that you meet until you reach a two Presents. Inside the red one is a hat. Inside the gold one is an Elf.

Move on and watch out for the hole in the next platform. At the end of the platform is a pipe. Stand in it and press the up button. You will move up through the pipe and emerge somewhere high above.

Kill the Electro in front of you. Carry on forward, jump over the next gap and take out the next Electro. Leap over the next gap and you will be faced with a larger gap.

Use the ropes hanging above the gap to get to the other side. Drop to the ground and take out the Rat. Press on but ignore the Presents. Keep moving to the left, jumping over gaps and taking out any enemies.

You will reach another pipe. Go through it and ring the Bell. The Present on the left holds a Hat. Now, go to the pipe and press up. You will move up through the pipe.

When you emerge there are a number of Electros and Crazy Cars. Take them all out and head over to the left. In a gold Present you will find a Hat. Go back over to the right and you will see a chain hanging above a large gap. Jump onto the chain and press up. The chain will retract and you will move upwards.

Just to the right is a cup of Coffee. Grab it and drop off of the edge of the platform. You will land on a cloud. Let the cloud disappear and you will land on another. Keep doing this until you hit the ground.

To the right is a Bell. From here jump over the gap and go up the nearby pipe. As soon as you emerge, press up again and move up another floor. Up here, go over to the right and ring the Bell.

Just to the right, you will find a chain. Grab it and press the down button. The chain will release and you will move downwards. As soon as you see the spikes below, jump onto the platform on the right.

From here, use the wires to get across the next spike pit. On the other side grab the chain and move upwards. Get onto the platform on the left. Jump over the spikes and the gap then take out the Electro. On a platform, just to the left is an Exit Star.



Go to the right and knock out the Electro. Leave the Present, it contains a Bomb. Jump onto the conveyor and take out the enemies on here. As you reach the present wrapper, jump on top of it and open the golden Present. It contains a Hat. Ignore the red one, it holds an Electro.

Drop back onto the conveyor and at the end jump over the Boxing Glove. Deal with the nearby Electro and grab the Hat that is in the gold Present. Jump across to the next platform and knock out the foes here. Get onto the next conveyor belt.

Kill the nearby Electros and make your way along the short conveyors. At the end of the third conveyor, open the Present to free an Elf. Proceed to the right and ring the Bell. Follow the conveyors upwards and ignore the red

at the top. Avoid the Ghost Mouse and open the Present. Inside is an Elf.

Go to the left and deal with the Rat. Keep moving to the left and avoid the Ghost Mouse. Open the gold Present and release an Elf. Climb the rope on the left and at the top you will find an Extra Life. Slide down the rope and drop to the floor. Go to the left to find a Hat.

Walk over to the right and take out the Spider. Avoid the Ghost Mouse, then leave the red Present. The Present contains a Rat. Move on and hit the switch above a trap door. This will open the door up. Go inside.

You have finally made it to the Louse The Mouse boss. Move off of the stack of barrel and jump onto the conveyor belt. Above the conveyor, there is a 10t weight moving around. If you hit the switch beneath it, the weight will drop. This will come in handy for you fight with Louse.

Go to the end of the conveyor and you will find Louse. Jump back on the conveyor. If Louse gets too close to you, he will hit you with a baseball bat. Quickly get onto the conveyor and move up the platforms where the switch is.

Wait for Louse to pass beneath the weight, then hit the switch. The weight will drop onto Louse, causing him damage. After being hit, you would think this would cause him damage. But it doesn't. It merely stuns him for a brief moment, so hit him with your magic whilst he is stunned. Louse will leave the conveyor to the right after bring hit, returning to his original position. Go and provoke him again and repeat the attack.

After you have hit him 5 times, he will admit defeat and explode into a stack of Presents. Grab them and head over to the right where you will find the Exit Star.

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See 5f Over England. The enemies to avoid this time are Kites and Rockets.

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GENESIS PASSWORD - KW3TKH4
SNES PASSWORD - SNJLB

Knock out the nearby Penguin and press on to the right. Ignore the Present, it contains a Bomb. Basically keep walking to the right and taking out any enemies that you meet. This has got to be one of the laziest level designs in the whole history of gaming. And I'm talking less imaginative than Pong.

Anyway, after you have ploughed your way through the enemies, you will reach a large abyss. Drop into it to end the level.

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Open the Present on the right to free an Elf. Jump to the cloud and wait for it to disappear. Drop to the next cloud and then to the floor. Take out the Penguin down here. Head over to the right, jump over the spike pit. Knock out any birds that come on the attack. Leave the red Present, it contains a Bomb. Eventually you will find a Fire Power-Up.

Head back over to the left, past the clouds at the beginning. Jump onto the platform on the left and from here go onto the cloud. The cloud will rise up and take you to a couple of Presents. Leave the red one, but you will find a Hat in the gold one.

Drop down to the left and take out the Penguin. Go down the steps to the right and open the two Presents. You will find an Elf and a Hat. Knock out the Penguin on the right and carry on down the steps. At the bottom jump over the gap using the cloud if need be. Burn the ice wall on the other side to find a reindeer. Walk into it and it will disappear.

Drop down past the cloud. Follow the cloud down to the right until you find a Penguin on a platform. Take it out and open the Present. Inside you will find an Extra Life.

Follow the clouds downwards until you reach the ground. Kill the Penguin. Head over to the left and you will find a few enemies and an Elf. Once you are done over there (in fact you don't even need to go if you don't want) head back over to the right and you will find the Exit Star.

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	5u) B u s y B a s e m e n t		

Take out the Rat in front of you. Use the sliding board to get over the gap. On the other side, kill the Spider and press on to the right. Deal with the next Spider and another Rat. Head down the stairs and you will meet some more Spiders at the bottom.

Climb the next staircase and knock out the Rat at the top. Continue onwards until you reach a path splits into two- top and bottom. Go along the bottom path and you will find a Bell. Come back over to the right and you will see a series of sliding boards moving in and out of the wall. Follow the path of boards until you reach a golden Present. Open it to find a Hat.

Drop to the ground and head up the stairs. At the top is a red Present containing a Bomb. Press on and take out a few more Spiders. You will reach another red Present, this one holding an Electro so you can leave this if you wish. The present after this withholds a Jack.

Jump onto the sliding board and from here you can reach another board. Now, jump onto the narrow platform with a Present on it. The Present contains a Hat. Leap across the gap and take out the Rat on the other side.

Just to the right there are 3 sliding boards arranged vertically. On the top one is a Present that is holding a Hat. Further to the right, ignore the Electro below and take the higher path. On here is a Present with a Bomb inside.

Carry on and take out the Spider at the end of this platform. When you reach the gap, jump over it and ring the Bell. Now drop into the gap. As soon as you land, water will begin to rise from the bottom of the screen, so you need to be quick. Open the golden Present on the left. Inside you will find a Hat.

Quickly run to the right and hammer the button to fire the magic. This should deal with any Rats that you meet. When the passage opens up, you will find the Exit Star.

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          5v) S a n t a ' s H o u s e

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Take out the Crazy Car and head to the right. Go up the stairs and open the Present at the top. Inside is a Hat. Climb the candycane to the left and at the top knock out the Plane.

Go to the right and jump to the small platform nearby. Grab hold of the chain that is swinging from the clock. Use it to reach the platform to the right. Destroy the Crazy Car on here, then slide down the candycane.

Kill the Crazy Car here and walk to the right. When you reach the wall you will be able to see the Exit Star. Unfortunately, you can't reach it yet, so instead jump in the nearby basket.

Press up and the basket will move up. There are various different floors that you can get off at here, but I would just go all the way to the top. Up here grab the Coffee and ring the Bell. Go to the right and take out the Crazy Car. There is a golden Present near here. If you need health, wait for the Anti-Claus to wear off then open the Present.

Slide down the candycane and ignore the nearby Presents, they all contains enemies. Head over to the left and go up the stairs. At the top, ignore the Present as there is a Jack inside. Take out the various enemies here and go to the left.

At the end of the platform slide down the candycane. At the bottom, take out the Roller Skate and open the Present (inside is an Elf). Just to the right is a pit with holly in the bottom. Grab hold of the swinging chain to get over the pit.

On the other side go down the stairs and jump over the small patch of holly. Go down the stairs and deal with the Roller Skate. Go along this floor and hit the Plane at the end.

Jump onto the candycane, but watch out, it moves downwards. If you let it move Santa down, he will drop off into the holly pit. Make sure you press up whilst you jump along the series of candycanes.

On the last candycane, slide to the bottom and open the Present on the left. Inside is an Elf. Take out the Crazy Cars to the right. Press on to the right and climb the candycane. On the right is another candycane- slide down it.

At the bottom take out the Crazy Car. Go to the left and slide down the candycane. At the bottom, go to the right and open the Present. Inside is a Hat. Walk over to the left and use the swinging chain to get over the holly

