

Disney's Aladdin FAQ/Walkthrough

by arminjewell

Updated to v1.1 on Jun 28, 2004

This walkthrough was originally written for Disney's Aladdin on the GENESIS, but the walkthrough is still applicable to the SNES version of the game.

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(Thanks to scurty for this ASCII)

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Complete Comprehensive FAQ/Walkthrough for Aladdin
Game: Aladdin
Platform: Genesis
Genre: Action
Creator: Disney
Developer: Capcom
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TABLE OF CONTENTS - SHORT VERSION

- 1.0 Version History
- 2.0 Copyright Information
- 3.0 Introduction
- 4.0 Contact Information
- 5.0 Controls
- 6.0 Story
- 7.0 Items
- 8.0 Enemies
- 9.0 Bosses
- 10.0 Main Level Walkthrough
- 11.0 Cheats
- 12.0 Credits

TABLE OF CONTENTS - LONG VERSION

- 1.0 Version History


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Advanced Controls  
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These controls are done by pressing more than one button or are not laid out specifically.

Down + B - A crouching sword poke. It is very useful against several enemies.

Up + B - Slashes upwards to his left and right. Not very useful in my opinion because his normal sword slash reaches higher up.

Up + (A + B + C) - Quadruple slash, a very nice technique if you are surrounded.

High Jump - This is a jump that is used mainly to get items. It is used when jumping onto a bouncing object, like a spring or something. When you are in the air about to land on it, press and hold the jump button before you land on the spring and you will jump up higher.

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6.0 Story
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(Credit goes to the official manual for this)

Look for adventure, and you'll find Aladdin. He's always where the action is, leaping across rooftops and running through the hustle and bustle of Agrabah. The streets are chock - full of knife jugglers, snake charmers, basket thieves and, oh yes, a sultan - size squad of Palace Guards, part of Royal Deceiver... er, make that Advisor... Jafar's ever - present troops.

There's trouble afoot in the Sultan's palace, with Princess Jasmine trapped in the middle. Greedy Jafar is about to pull some very evil tricks out of his turban. And Aladdin's about to be caught up in a high - speed chase full of magic, action and untold hazards. Only the quickest of street rats will be able to escape them!

It's no ordinary escapade that Aladdin's about to face. He's got to fight through Agrabah, escape the Sultan's dungeon, survive the fiery Cave of Wonders, and snatch the Genie's lamp and battle Jafar in his own secret sanctum. Aladdin's got a few streetwise tricks of his own, plus a shining scimitar to make sure he trades slash for slash. And maybe...just maybe... he'll get a wish or two. But even for the world's smartest street rat, there's danger ahead!

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7.0 Items
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There are many items in the game, and they all have a special purpose. I will give you an explanation of each. They are in alphabetical order.

Abu Token

These appear in three levels in the game to take you to a bonus round where you become Abu. There are only two different types of bonus rounds, and they are not easy. These are usually hard to get and out of place, and look in the walkthrough for their location.

Apples

These are your basic projectile weapons. I personally don't know how an apple is so useful in this game; it is the only way to kill Jafar, which is amazing. Keep getting these and they are useful for many bosses and for general enemies in the game. There is a maximum of 99.

Apple Slices

These only appear in the Rug Ride, and they are apple slices that appear throughout the entire level. I don't know why there would be apple slices at a time like that, but whatever works. Four of those apple slices will gain you one apple.

Black Lamp

These only appear in the beginning of the game, and a couple times right at the end, because they are so cheap. The black lamp is basically a bomb, which once you touch it will eliminate all enemies in the screen at the time.

Blue Vase

A blue vase is the same thing as a checkpoint, and these are very important. When you die, whatever checkpoint you last activated is where you will start from when you start again.

Extra Life

These are usually very tough to get and are way out of the way of everything. They are extra lives of course, but they are still tough to get. Once you run out of extra lives, it is a game over unless you have a wish. These not only can be found in the levels, but also can be purchased from the peddler for 5 rubies.

Flute

These are located in Agrabah Rooftops, and they are Flutes that you get so that a rope will appear out of a basket to take you to the next part of the level. The snake might bite you also, so watch out.

Rubies

This is your basic money source in this game. They are usually out of the way and not too easy to get, but not too bad nonetheless. You can use these when you want to purchase something from the peddler who appears in various levels. Here are his prices.

Extra Life - 5 Rubies

Wish - 10 Rubies

I will get into both of those later, but that is what these are used for. They appear in practically every level.

Genie Heart

This is your only way to restore your health. The amount of health gained back is always set, but it isn't the same for each heart. The only pattern I've seen is that the harder to get the heart is the more health is gotten from it. Other than that there aren't any indicators.

/KNIFE GUARD (8.3)\

Location: Agrabah Market, The Desert, Agrabah Rooftops, Sultan's Dungeon,
Sultan's Palace and Jafar's Palace

Health: One Slash, One/Two Apples

Strategies: This guard has several ways to beat him. He throws knives at you in general, but many times throughout the game he won't even see you. He will either be stuffing his face or waddling. In those cases just slash him up, otherwise there is another good way to beat him. Once he throws knives at you slash from a distance. If you are the right distance away, you can bounce one of his knives off your sword and kill him.

/KNIFE JUGGLER (8.4)\

Location: Agrabah Market, The Desert, Agrabah Rooftops, and Sultan's Dungeon

Health: One Slash, Two Apples

Strategies: This guy is used very well by the creators of this game. He is located in spots that are highly useful for them to hurt you, mostly in unsuspecting places or easy places to get thrown at. The best way is to be aware of him as soon as you see him, then you can deal with him. You can pretty much deal with him in the same way as the knife guard, he has the same attack.

/APPLE THIEF (8.5)\

Location: Agrabah Market and Agrabah Rooftops

Health: One Slash

Strategies: This guy is very easy, and the only way you will get apples stolen by him is if you don't pay attention and totally miss that he is there. Otherwise, you can just slash him as soon as you see him, you can't hurt him when he isn't moving.

/POT DROPPER (8.6)\

Location: Agrabah Market and Agrabah Rooftops

Health: One Slash

Strategies: These guys are actually killable, but usually it's against your best interest to do so. Usually you can just time it right and run right past the pot that they drop, instead of waiting and killing them. If you are really intent on it however, you can jump right next to the window they come out from and slash them. Also, make sure you jump on the side that they don't drop the pot, because otherwise you will get a big pot right in the face.

/SNAKE (8.7)\

Location: The Desert

Health: One Slash, Two Apples

Strategies: This enemy is one of the more annoying ones. It likes to just slither around; it has no attacks, but is very tough to kill. The easiest way is to move up inch-by-inch and duck slash him, otherwise he will hit you and it gets very annoying. If you really feel like it though, apples are a good way to beat him because he is so annoying to kill with a sword.

/FLYING IAGO (8.8)\

Location: The Desert, Agrabah Rooftops, Sultan's Palace, and Jafar's Palace

Health: One Slash

Strategies: These aren't really an enemy in my eyes, more like an obstacle. Iago will fly around usually in places where you can hang and where a magic carpet will take you. He doesn't try to hit you, he just flies back and forth in the same direction, making him really easy to kill. Just slash him when he gets close.

/BITING SNAKE (8.9)\

Location: Agrabah Rooftops

Health: One Slash

Strategies: These enemies aren't really a factor in your journey. They seldom appear next to the flying ropes, and they rarely if ever hit you. If you are intent on killing them, however, the easiest way is to jump over them when they jump out to hit you and then slash them on the other side when it comes out.

/ANNOYING BAT (8.10)\

Location: Sultan's Dungeon, Cave of Wonders, and The Escape

Health: One Slash

Strategies: These are definitely the most annoying enemy in the entire game. There are several situations in which you will find them. The first one is when they are straight above you. The best way is not to hold Up and Slash, but to just hold slash and move backwards a tiny bit, so they will go right into your sword. If you stay under them, you can use Up and Slash.

Another situation is where they are at the same level as you. The best way is to charge on them if you can see them and hit them right away. If not, you just have to guess as to where he will circle around you. Do your best and slash him when you can.

The final situation is the most common as well. This is when the bat is above you and out in front of you. This is the hardest because you don't know where they are going to fly. The easiest way to kill them is to stand still and slash in the direction they are on of you. You should kill them easily that way.

/KAMIZAKE SKELETON (8.11)\

Location: Sultan's Dungeon

Health: One Slash

Strategies: These guys are only in the Dungeons, and thankfully too. Their only attack is to kill themselves, and the explosion scatters their bones. If a bone hits you it hurts you. Luckily they aren't that hard to dodge and you can slash them away with your sword. The trick to beating these guys is to anticipate them. As soon as you see one, do your best to kill it. If you can't kill it in time, RUN away so you don't get hit.

/APPLE-THROWING SHIVA (8.12)\

Location: Cave of Wonders and Jafar's Palace

Health: One Slash

Strategies: These are not very hard, but again the game puts them in places that are tough to kill them. The trick to killing these guys is that you can only hit them once you are facing away from them. Tricky you say? Not too much, as they can apparently see only out of one side, usually the side that you are coming from. Run past them and then stand right on them. Face the way you came and slash it to kill them.

/GHOSTS WITH TURBANS (8.13)\

Location: Cave of Wonders and Jafar's Palace

Health: One Slash

Strategies: These are very easily beaten, they are always drawn right to you and they do not have any attacks, but they hurt you when you touch them. They are kind of annoying, but funny looking with their turbans. Anyway, just slash them when you see them, the key is to recognize them and wait for them to come to you.

Strategies: Here is practically another mini-boss, as it takes very few hits to kill it. The only thing it does besides attack you is teleport. I decided not to include this as an attack because technically it can't hurt you, but it can be regarded as an attack. However, the monkey is not smart enough to change it up at all, he just teleports back and forth.

The main way to kill him is to follow him around, and slash him. Where you stand is very important. If you are right on top of him, you might not even get a hit in while he does. Stand as far away as you think you can without getting hit, and slash him up to kill him.

/IAGO (9.4)\

Location: Sultan's Palace

Health: 11 Apples

Attacks: Summon Ghost - This is sadly Iago's only "attack." He doesn't really summon the ghosts but the ghosts happen to appear when you attack him. Again, the way to kill the ghosts is just to slash in place and they will come to you so you can slash them up.

Barrel Roll - This doesn't really apply to your fight with Iago, but it is there so I must mention it. On the ground floor of this place, which you never need to be on, barrels will be rolling in steady intervals, so really all you do is jump over them to get to the top level.

Strategies: This boss isn't that hard if you know what you are doing. In fact, a good thing to do is to try and save your apples for Jafar because you will need several for him.

Anyway, to kill Iago, the best way is to make sure you get to the top level right to the right of Iago. Here, you can just jump and throw an apple right at Iago, then land and start slashing as a Ghost will appear. Once you slash him, jump and throw another apple. Repeat the process until he is dead.

/JAFAR (9.5)\

Location: Jafar's Palace

Health: 21 Apples

Attacks: First Form: Staff Vacuum - During his first form this is all he does. He uses his staff's magical powers to suck you in, this is an attempt to make you touch him and therefore hurt yourself. Try your very best not to get hurt by this, as you need to save all of your health for the second form. To dodge it, just run the opposite way and it will eventually stop.

Second Form: Flame Wave - During his second form he will constantly be shooting these out, and this is pretty much his only real attack. Seeing as it is a good attack, it is something to worry about. Whatever side of Jafar you end up on, he will spit flame waves at you in a constant interval until you hit him. To dodge it, all you can do is jump at the right time.

Strategies: First Form: The first form comes upon you very fast and isn't much fun to do. It is very, very easy to get careless and not try to hurt him without him hurting you. The best way to hurt him is to throw apples at him when you are NOT getting sucked in. This way it is safe, and you

When you get to the edge you will see a Genie Token sitting on a very small platform. Very small platforms mean they will fall right after you land on them so jump onto the platform and quickly jump off to the other side. You need some momentum on this jump to do it right. You should land by a rope going up with 4 apples on the left of it. Grab some easy apples and climb back up. Jump from the rope and slash in the air so you land next to the guard swinging. Beat the guard and move on.

Run and jump to get the apples and both times you do it you should miss the pot droppers barely, but it is on purpose. When you get to the last pot dropper wait before going because a knife guard will waddle along so that you can hit him very easily. Then continue on and jump down collecting all the apples in the straight line and fall down to the bottom. There you will find many goodies, a Genie Token, a Ruby, and a blue heart giving you full life. In case you are ever wondering, you will never get hurt no matter how far down you fall. Also, after getting the initial goodies, go all the way to the right for two more Rubies.

From there head up the stairs to the left but be aware. There is a knife juggler that is ready to hit you with his knives. Wait or keep on slashing and moving forward so his knives don't hit you. Once you get close enough you can hit the black lamp and be rid of him. Continue on, and you will reach your first continuation point.

-----CHECKPOINT-----

From the checkpoint you won't be able to see him but a staff guard is hiding behind the pillar, so swing while you are jumping down so you don't get hurt. From there you can jump and slide down on the pole getting some apples along with it. Continue and you will find a huge pit of coals for you to jump over. Get the apples and you will land in the last part of the coals, but if you keep moving it won't hurt you. Again, avoid the dumb guard and keep moving.

Move on and slash up the knife guard, then the sword guard. Keep moving and you will go inbetween three pot droppers, one to the left and two to the right, so keep moving and you will avoid them. Ahead there is another sword guard along with more apples. Keep moving and up the steps to get to a knife guard. Slash your way up to him to avoid his knives.

Once he is gone, climb up the rope, and jump up to the pole. Climb along it getting all of the apples, and you will come upon a knife juggler right in your landing spot. Jump down and slash at the same time to hope for no damage to you. Either you will end up slashing him or you will bounce one of his knives back at him.

Once he is gone, you will be in another spot where you have to jump quickly. In this situation, you have two tiny platforms which you quickly have to jump onto the first one, jump right away onto the second, and again right away onto the platform. When doing this, if you jump full, you will miss it, so you must make sure you land on it before you try and jump again.

Once you jump to the first one, getting the apple, jump across to the second one, getting the Genie token and the other apple, and across to the platform. Start swinging as a knife guard while appear and waddle up towards you. Then jump up to get the three apples and you will land next to a sword guard, so defeat him as well. Continue on and you will get to the next checkpoint.

-----CHECKPOINT-----

From the checkpoint, jump up and get the six apples that are in the area. The window right after the six apples houses a pot dropper so watch out. Also there will be a knife guard there as well after a couple windows. The best thing to do is to go underneath the pot dropper then start swinging so you can hit the knife guard's knife back at him to kill him. Get the floating heart for some health and move on.

Keep moving forward and you will see a black lamp. If you move all the way forward on the current platform, you can kill up to two guys if you do it right. But most of the time you will only kill the knife guard waiting there. Continue on getting the apples in the air and kill the apple thief. Continue and you will fight a staff guard.

In the next part you will see a rope. Climbing up the rope you will see some jewels on the left, so jump down and get those, and try to time it so you don't get hit by the knife juggler. This part can get kind of frustrating, to get to the knife juggler and kill him. After you get the jewels, go back up the rope and begin.

Start by going far up enough where the knives will start to hit you, but have your sword slashing so it won't. Once you feel brave enough, move up a little bit at a time, stopping after each time to slash away some of the knives. Once you are far up enough on the rope, you can jump over, and you will probably get hit once, but you can manage. Start slashing and charging to kill him and get the Genie Token.

From that platform, jump to the rope, then over to the other side. From here if you look, you will see three apples in a bunch and a platform on the other side of the screen. You can jump to that platform if you really hold down the jump button and jump at the best time. There you will find a knife juggler, so kill him, but you will also find a Genie Token, two rubies, and a full health heart.

From there, jump down to get the apples and kill the knife guard. Get the supposedly hidden Genie Token behind the wall, and then move forward enough so you can slash up the knife guard sitting there. From here move until you get to some spring jumps. Jump on them to get a nice spring up. No matter what you do you will go the same height. By now you should have seen the Abu token floating in midair, so jump on the springs and on the second one, spring left to get the token. Go back up onto the springs and spring off to the right. You will then get to another checkpoint.

-----CHECKPOINT-----

From the checkpoint, continue on and you will get to your first seller. If you need anything pick it up, but I usually don't since it is the first level. Remember the numbers are rubies, and you can purchase them by standing next to the item and pressing up. Anyway, continue on from the seller and you will get to a spring jump, so spring up and to the right over the wall.

You will either land on the wall or right onto the pole, either way get on the pole and hang from it. Get close enough to the sword guard where you can slash him, then you can drop down. Charge the knife guard that is stuffing his face and you can kill him before he throws his knife, and run ahead to complete the

level.

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-- 10.1.1 Abu in Agrabah I --  
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Here is the first of three mini-levels in which you are Abu. Here you are just in a common area in the market, and it will warn you to watch out Abu! So, the only real strategy is to follow where the jewels drop, because that is where nothing else will hit you. I will give you a step-by-step sequence though, to help you out, and BTW the droppings in this level are the pots.

At the very beginning there are just two random pot drops, you can almost just stay in the middle. From there, the pots will start dropping from left to right, so move all the way right. As soon as that is done, move all the way back left, as they will come back the same way.

Now the jewels start. A jewel will fall in the middle, go and get it and you will avoid the next set of droppings. For the next jewel, it is kind of deceiving. If you stand right where you got the jewel you will get hit, so once you get the jewel, move ever so slightly to the right and you will dodge it. It is also the same thing for the next one. This time, move a little bit to the right to dodge the end one that would normally hit you.

Now, a final jewel will drop down in the middle, and the pots will drop around you but also, after the first wave comes, two pots will drop in the middle. So as soon as you get the jewel, the first wave drops, head left to avoid the pots. From here on out you are on your own. The pots will randomly drop for a time.

Once you wait it out long enough, a knife guard will appear and you will have to be ready for that and kill him. As soon as a whole bunch drop at once, head right so you can be ready to slash him. For some reason, you cannot hit the knife back at him, so only slashing him will count.

Once he is dead, another one will appear out of the right side of the level, and now barrels will start rolling along the ground. As you should probably guess, the barrels will end the level rather quickly. So time it right, and kill the guard while avoiding the barrels.

Now just barrels will come. First one from the right, then one from the left. By now, you should be able to get the extra life. Anyway, then another one from the left and then quickly two will come from the right. Now three will come from the left, and four will come from the right. To get over the four, you must have a running start and jump right to get over them all. I would recommend it also for the three, but it isn't necessary.

This will continue to increase by one barrel until you get to seven barrels and they will continue to come from opposite directions. Once you jump over the seventh one, go right away back to the middle. Now barrels will come from both sides, and if you stand in the middle you can make one jump to avoid both of them. This will happen five times.

After five times of increasingly quick alternating barrels, you will get four from the left side in a row, followed by a quick two in a row. Now the hardest part is that the barrels are now going to be thrown at you from one side of the screen. It will start out from the right, and the best way to dodge it is to wait for it to die down a little, so stay to the left side and jump over it as it calms down. As soon as you jump overhead to the other side to get ready for the next one.

This will happen five times, so jump over it five times. After the fifth time, Abu will talk and a bunch of pots will drop from left to the right, so right after you dodge the last pot, head all the way to the right, and dodge the pots. Abu will start to dance, and you should guess that it means that you have completed the first Abu stage! Congratulations.

If you can wait it out, you will have completed the mission once you get the extra life. My only tip is to only move when you have to move. One good strategy is to sit on one of the sides until you get it.

--= 10.2 The Desert =--

A whole new world! (anyone get the joke?) From where you start, head forward until you see the snake, then head all the way back to the left, and you will find an extra life token. From there continue on to the actual level. Head forward past the palm tree and you will see a snake slithering around. The way to hit him without getting hurt is to stand on the highest part of the sand, and crouch and slash, eventually you will hit him.

From there jump over the first spike, and then jump over the second one as well. From there you will see a camel, so jump on it so you can kill the knife guard. Then jump off and continue to see a staff guard for you to dispose of. Another camel will come up eventually and jump on it once again to defeat, this time, a sword guard.

Go forward a little ways to see a knife guard that you can charge, and a snake that you can crouch and hit until it finally dies. Head past the pretty oasis and be prepared to kill a knife guard, so start swinging. After you kill him, continue and you will reach another snake.

The snake was in front of some steps to a platform and if you move close enough you can see the knife guard eating constantly. You can have fun and throw apples, or you can just skip it and charge him as usual. Head up the platform until you see another, which you are supposed to jump to but a guy is in the way. Stand on the edge and knock his knives back at him until he dies.

From there continue on and jump over the next space and get to the other side. A note on this, the sideways blocks will crumble and fall if you stand on them, so don't stand too long. Once you are on the other side, jump down and kill the guard. Head back left and you will get your first checkpoint.

-----CHECKPOINT-----

From the checkpoint, head as far right as possible, jumping up to where the backbone is. Jump on top of the backbone, and then jump from tree to tree. This takes a bit of practice, and since the game got a little realistic on you, it will be tough. The palm leaves are oily, so you can't stand on them too long or you will slip all the way off. Jump from tree to tree until you get to the last one. Jump up enough times so you are comfortable with getting up to the vine hanging above. Jump up to the vine to get out of that part.

From the vine, go right and you will land on a platform. Look over the edge and you will see two apples leading into a sword guard. The best tactic for me is to jump over the apples and land behind the guard to get a quick kill in.

You can then jump for one of the apples, but one is sadly going to be left behind.

Anyway, drop down after you kill the sword guard and continue right through the tunnel. Going through, you will get a Genie Token, a Blue Heart, and a Ruby. Right on the other side is a sword guard for you to take care of, so do that. Head all the way right to get to some steps to jump up on.

Jump all the way up to see your next challenge. First of all, jump and get the ruby and climb back up. Then, jump right on top of the black lamp, if you don't, then the sword guy will get a hit on you before he dies. Another way is to jump short, then stab the lamp with your sword so you won't get hit by him.

Move on and jump up the two palm trees and eventually plan to jump right, but there is a knife guard waiting. Either stay up on the second tree and knock back his knives, or jump, get hurt once and then kill him. Either way, continue on and get the free ruby. From the sand dune with the ruby, jump onto the vine with spikes over it, and continue forward. You will get your first encounter with Iago, but just flying at this time. Knock him with your sword and move on.

Drop down to the right and then drop down again to the bottom. You will land on a vine, or should land to the right of the vine, and pick up the Genie Token. Continue on and head up to the knife guard and slash him from underneath the pillar. Then, take care of the sword guard who is slashing you. Jump up the four steps to get the first half of the scarab.

From there head back right. Stay on the sand and you can pass through where you couldn't before. Pass by some pillars, kill the snake until you get to another step with a black lamp and a knife guard above it. You know what to do. You should also see a cave with the scarab in it, but that will come a little bit later.

Hit the black lamp, then start climbing up the steps. Pick up the ruby on the way and once you get close to the top, you will see a sword guard. While he is still saying come on, jump and slash him. You will probably fall, but you won't get hurt. Jump back up, jump over to where the guard was, then off to the right. Get the Genie Token as you jump down and you will land right next to the final checkpoint.

-----CHECKPOINT-----

Once you get the checkpoint, head left through the wall seemingly into the cave to get the scarab. Now you sent both halves of the scarabs together in a final place nearby. Continue right from the cave, and up the slope, but beware there is a guard sitting there waiting for you, a knife guard to be exact. Dispose of him and continue on.

From the guard, you will see a snake slithering between some spikes. The only way I have found to do this without getting hurt is to throw apples at it, but if you can afford to get hurt, then jump on the snake and attack it right away so you only get hit once. From there, tenderly jump over both sets of spikes and continue.

You will see that Abu has...taken care of...the last guard, so jump up the rock structure, get the Genie Token that is hidden before the final jump up, and then you can jump up and get the scarab. Congratulations, level 2 is finally completed.

-- 10.3 Agrabah Rooftops --

This level is a long level, so get ready for some formidable opponents, as well as two bosses before you can complete the level. Hope you have your sword slash ready and here we go.

From the start go forward and slash up the staff guard, then the knife juggler, and then the knife guard. Here you will see a spring jump, so use that to jump up to the left and get to the first flute. Jump down and continue until you see your first biting snake, and you can pretty much just avoid him, and jump on to the rope sitting there, and you will get carried up.

From the rope, jump on to the platform and smash the pot sitting there open with your sword, and you will get a Ruby. Continue on, and you will see it's the return of the pot droppers. Avoid it and drop down using the pole. Kill the apple thief and grab the second flute.

Here head right and kill the knife guard waddling along. Jump onto the first rope and start slashing right away. Right as soon as you can jump off, because a sword fight here with the sword guard will never kill him, so get hurt and kill him. Jump up and over to get the third flute, and jump up from the divider to get the Ruby. Jump all the down again.

Here, take the second rope. Here again you can't win here, so just jump and slash the sword guard to defeat him. Oh and by the way make sure you pick up the next magical flute, it should be your fourth one by now. Jump down, get on the third rope, and jump onto the piece of wood. Head forward, collect the genie token, and kill the sword guard.

From the guard, move forward and drop down while slashing, so you can get the staff guard unnoticed. Move forward and jump down. Avoid the pot dropper while jumping up, and go to the next biting snake. Again avoid it and just jump on the rope.

When you get to the top, you will get an apple with a full health heart. Slash the pot again to get another ruby. From here you have a predicament. You can either jump up on the rope, and go up and jump left and completely ignore the knife juggler, or you can kill him and get a Genie Token. Either way, move on to the left on the rooftop.

On the rooftop, dispose of the sword guard, then continue forward and kill the knife guard however you please. Before you slide down on the rope, jump up and break the pot sitting on the suspended log, and jump up again to get the ruby. Then jump onto the rope and slide down it. When you land, move around so you activate the black lamp and the knife guard sitting there doesn't hurt you.

From here drop down and slash up the waddling knife guard. Jump onto the first rope, and go to the top. Jump to the right to get the ruby. Then go onto the second rope and jump left to get a checkpoint.

-----CHECKPOINT-----

From the checkpoint, jump up and get the flute and drop down and move right away. The game is programmed where you will land on the knife guard, making

you lose a lot of health. Move and kill it. Then jump down and kill the other knife guard to get the Genie Token. Then use the flying rope to get to the hanging rope. Jump over the spokes onto the second rope, then jump onto the platform.

Once you are on the platform, you can kill the sword guard. Then go over and bust open the pot for another ruby. Jump onto the long pole and slide down it, and get ready to slash as soon as you land so you can kill the knife juggler. Make sure to get the Genie Token as well for your work. Then, use the spring jumps to get back up to the flying rope.

From the rope, if you time it exactly right before the flight of it ends, you can jump right and get the extra life sitting there. If not, it's not that big of a deal. Jump up onto the wood platform and jump to the side of the guard above you to slash him. Continue up and do the same thing for the knife juggler. On the final jump, jump up onto the spring jump so it will launch you into the clothesline. If you do a super jump, you can also get the Abu Token sitting high above the last jump over the clothesline.

From the clothesline, move right, drop down and get the pot for another ruby. Move right and you will see another ruby in midair. Jump to get that, then you will land on a wooden platform. From there, jump to the next platform to get the next checkpoint.

-----CHECKPOINT-----

From the checkpoint, drop down to kill the guard. Head left for the extra life, and then continue on left. You can completely ignore the next guard, jump up on the clothesline and move across to the other side and use the flying rope. Jump and get the blue heart for some health, then jump down to kill both the sword and knife guard, picking up the ruby along the way.

Head back to the rope, and jump to the top level of the roof, and then jump onto the clothesline. Here you will find Iago waiting for you to slash him again. Head down to the small clothesline and kill the knife guard so you can get the ruby. You can then move forward and get the checkpoint.

-----CHECKPOINT-----

The reason for the checkpoint so quick is that there is a mini-boss coming up right now, and it's Gazeem. Jump over the wall and get the ruby next the pot and continue right. You will then get some boss music and he will appear. The easiest way to beat him is to hit him once, then he will retreat. Then go back and slash him up and he won't even move, and you will have won. Take the Scarab piece and move on.

Once you kill him, move all the way left again and you will see the rope isn't working. So now, head back to where Gazeem was and a flute will appear. Tricky, tricky. Anyway, jump onto the rope and onto the wooden platform. From the roof, jump down to the next platform and now get ready for Rahoul, your first real boss.

This guy really isn't that hard, as long as you know what to do. Make sure you are on the closest platform to him and closest to the edge as possible. Jump up and throw an apple at him. He will then respond with throwing a barrel at you. Jump over that and hit him with another apple. He will continue this

pattern until he dies, so just keep doing that and he will perish. Level complete! By the way, if you got the Abu token, the bonus round is exactly the same as the first one.

== 10.4 Sultan's Dungeon ==

From the start, get the four apples sitting there, and then move forward. When you get to the next four apples start slashing. On the open pipe you will see an annoying bat, and they are very annoying. So eventually they will run into your sword so that you kill them. Then get the apples and move on.

At the next point, there are two spikes that come out. Time it right so you go through, then start slashing your sword to get rid of the next bat sitting there. Next time it right so you can pass by the swinging balls, and then kill the sword guard. Again move forward, kill the annoying bat, and then you will have to climb.

To climb the moving bricks, you must time it exactly right. When you jump onto the first brick, you need to jump as soon as that one goes in and the brick above you comes out. It will take some practice to get used to it, but once you do it will be easy. Jump up to the second brick, then jump to the ledge with the Kamikaze Skeleton, and slash him before he explodes. Then use the other random brick to jump up and get the Genie Token.

After you get the Token, jump to the bottom, climb up the three bricks and to the side, and climb up the wooden planks. From there, jump up to the metal platform and go all the way against it to the left. You will then see the Kamikaze Skeleton, and if you stay there, he will explode. As soon as he explodes get out of the way so you don't get hit by the bones that fly. Once that's done, jump on the brick, wait for the spikes to go back in and as soon as they do jump up to the ledge so you don't fall down.

Once you get up to the ledge, time your jumps right, and get the apples along the way and jump up to the next ledge. By now you might be kind of hurt, but have no fear! Right up on the ledge is your very first checkpoint.

-----CHECKPOINT-----

From the checkpoint, look up and you will see a Kamikaze Skeleton. It should explode and the bones will stay on the level that the skeleton was on. Then you can continue on, get the three apples, then get the three apples by jumping down again. Here you will have to dodge single swinging balls, and then you can jump down. Do the same thing on the next part and continue on.

When you get to a ledge with spikes blocking the way, jump up to the chain hanging there, and you can jump around the spikes. Once you land, quickly go and slash up the skeleton so it doesn't hurt you. Once you do that, you can continue on. Jump to the bottom ledge, and kill the sword guard and quickly move forward to kill the skeleton. Once you do that, you can jump up on to the brick and on to the ledge to get your next checkpoint.

-----CHECKPOINT-----

From the checkpoint, head left and get the Genie Token. Then, jump up onto the bricks one by one until you get to the top. The top, beware, has a bat waiting for you, so keep slashing at the top. It is very difficult at this point not to get hit, so if you are low on health, take it easy, and fall if you have to so that you can save a life. Be wary and take it slow and you should be able to do it without getting hurt.

Once you kill both of them, jump on the ledge. This next part has many, many annoying bats, so be careful and aware of the bats. Going down only leads to a dead end with a sword guard and four apples, so just head up. When you jump to the platform, be aware of the bat on the same platform. Climb up the chain, and jump to the next platform.

On the next platform on the left, a bat will attack you so be ready for that. Next, jump up to the final ledge, and move forward. Jump down right away and you will first and foremost get your next checkpoint.

-----CHECKPOINT-----

Lots of checkpoints for a tough level, thankfully. When you get the checkpoint, kill the bat that will circle around you, then get the well-deserved health heart sitting there. Then jump up and get the ruby, but beware of the sword guard, so as soon as you get the ruby, slash up the guard. If you want to, you can climb up the multi-brick thing, but it will only lead to apples.

From the sword guard, jump up and get the six apples in the air, and then you will get to a Kamikaze Skeleton sitting there along with a sword guard above him. I think its easier to let the skeleton do his dirty work, and its pretty easy to dodge them since most are already blocked. Then, jump up and hit the sword guard, jump down and get the Genie Token, and get the annoying sword guard sitting there. By the way, make sure you grab the ruby as well as the apples.

From the sword guard, move forward to the next brick challenge. Here you must jump up on the brick and quickly jump across before the spike shows up. It must be before because the brick will go back in before you can jump if you try to wait. So jump over and get the ruby and you will end up on a checkpoint.

-----CHECKPOINT-----

From the checkpoint, jump up the seven-brick complex, getting the Genie Token, and jump on the ledge. Get the ruby and apple in the air, then get the ruby along with about 7 or 8 other apples and you will land next to a Kamikaze Skeleton, which you should slash promptly.

From the skeleton, drop down and get the apples, and on the bottom floor kill the other skeleton. Also by the skeleton is an annoying bat, which you should kill. From there jump right over the ledge and you will land on yet another checkpoint.

-----CHECKPOINT-----

From the checkpoint, jump down and wait for the spikes to go in. You whsould see on the other side a staff guard sitting there waiting for you. So when you travel through the spike area, start slashing so you kill the guard. If you need to, you can jump up and get the health icon as well, that is on the left side of the spikes.

From the other side of the spikes jump down and you will once again be on the complete bottom floor of the level. Kill the sword guard and then head left to get some easy apples. Then head back all the way right to get some more easy apples. Then you will begin you're a big ascent to the getting close to the finish.

When jumping up, just get into a rhythm and stay with it. This next part could mess up your rhythm and if you think you can't do it, just continue on. After five bricks you can jump onto a ledge to take a break, and jump while slashing to kill the staff guard and get the four apples. Continue on from there to ascending.

A couple more bricks up and you will get to the chain, which you can climb. Jump to the right on the metal platform and kill the sword guard. Jump to the left and quickly slash and kill the Kamikaze Skeleton. Then, jump onto the next chain and climb up so you can jump on to the little two-brick combo. Jump onto the wooden platform and you will get 4 rubies! A little reward for all the climbing... anyway, jump onto the next small chain, and time your jump and jump right off afterwards to get another checkpoint.

-----CHECKPOINT-----

This is probably the most unnecessary checkpoint ever, but it doesn't matter. From the checkpoint, jump up and kill the sword guard, get the single apple floating in midair, and move forward into the finish. Congratulations on completing a very frustrating level! Level Complete!

-- 10.5 Cave of Wonders --

Welcome to my second favorite level in the game. This place is full of fun new enemies and lots of cool things to do, as well as in Abu bonus round, and to top it off, a very exciting boss. Here we go!

From the start, jump onto the rising platform, and kill the bat that will attack you. Then, jump onto the stalagmites and move right, and kill the second bat that is waiting for you there. When you are directly above a statue with a gem, drop down and slash it to get your first statue. Jump back left and back up to the stalagmites and all the way to the right this time.

You will land next to some water, so jump onto the platform and get the blue heart along with it, and then quickly jump off to the other side, as the platform will sink. Move forward and you will find your first Apple-Throwing Shiva. The only way you can hit her or when she won't be a statue is when you aren't looking at it, so basically go up to it and stand right on it and walk back and forth slashing and she will die.

From the Shiva, jump and get the ruby in the air, and go onto the rising platform. You will reach another platform and many, many bats will be released. You can't kill them now, so just wait. Get onto the second rising

platform, jump up to the treasure and finally onto the stalagmites, getting the ruby along the way. Go along the stalagmites, killing all three bats that are in the way, and then you can jump off.

When you jump off, the platform will crumble after a while, so what you want to do is jump on it and then quickly jump left again to the rope hanging there. From the rope, jump left to the ledge with the nice, shiny checkpoint, along with the nice blue heart along with it obviously.

-----CHECKPOINT-----

From the checkpoint, jump left onto the crumbling platform, then quickly jump left again, not necessarily to the platform, but to the ground. Once you are on the ground, go onto the rising platform and jump right off of it, kill the bat, and get the goodies there which include another blue heart and some apples.

Jump back down from there, and get back on the rising platform again. This time, jump left to get on the stalagmites. If there is a bat there, you need to waste a jump by just jumping and slashing the bat in the way. Then jump back up and get on the stalagmites. Here, get the two hearts and the ruby, and then jump to the rope.

From the rope, climb up to the next platform, kill the Shiva, and get the ruby in the air. From there, jump back on the rope and go across to the other side. By now you should have been hearing the big crashes or at least seeing the screen vibrate from them. That is what is next, so get ready for that. Anyway, climb up the platform you are on and you will get yet another blue heart. Also, a Ghost will visit you for the first time, so just slash it.

Jump to the other side where the puny rocks are falling, and climb all the way up avoiding the rocks as well as possible, to get the Abu token. Then, jump onto the rope and get the Genie Token hidden on the left side of the rope. Jump down from the rope to the right side and kill the Ghost. Then jump over and get the ruby along with it.

From that platform, jump down as far right as possible to avoid the spikes. Kill the Ghosts and then get the heart. Climb up the rope and jump to kill the bat right on the right at the top of the rope. Also, to kill the Shiva without having to get hurt a lot, jump up there as soon as possible so you don't get hit often. Go to the top of the rope and jump left to the stalagmites to get another health if you need it. Finally, jump from the rope right and kill the second Shiva.

From the Shiva, jump to the first Ruby, but make sure you are slashing so you can kill some of the bats that fly away. From there, jump to the other ruby and kill the other bat. Jump down and slash the second statue on your list. Keep going and you will get to your next checkpoint.

-----CHECKPOINT-----

From the checkpoint, jump across to the rope and head right to get a blue heart. Then, climb up the rope, and kill the two bats that will be unleashed upon you. Then, jump left to the next rope and climb up that. Use the previous strategies to kill the Shiva, then climb up to the top of the rope. Jump and slash and you will hit your third statue, and you will most likely

fall down again.

Once you get to the bottom, climb up the rope once more. Except when you get to the top of this one, you can jump to the right to the now opened area. You will get two hearts and you will now start on a boss fight! The easiest way to kill this boss is to move around with him. He isn't that sly of a teleporter, so just go to where he would be going and hit him then. Stay a little bit away from him so that it is easier to hit him without him hitting you. Hit him 7 times and he will be done for.

Once you finish the boss, jump onto the magic carpet. If you don't see it, move back and forth on the boss level, and eventually it will show up. On your magic carpet ride you will get a Genie Token, and you will land next to three hearts and your next checkpoint.

-----CHECKPOINT-----

This checkpoint is a highly needed one, because the next section is very easy to mess up, so be careful and make every jump count. When you jump across, you don't have to jump right away. Center yourself and then you can jump to the next one. The second and third jumps are pretty far jumps, but they are manageable.

Once you cross this jumping section you will get to a steep incline. Right above the first sliding platform is a secret to some goodies. It will look like you are going through the wall. Falling down you will get a Ruby and land next to a Genie Token. Get the blue heart as well, and then jump onto the hidden rising platform. It is right to the left of the rope. Jump on it and you will get an Extra Life if you jump. Climb up the rope and jump left at the top and then go up the rising platform to get the heart. Then from the rising platform, jump all the way right, and you will appear out on the other side.

Once you are finished with all of the goodies, climb up the incline left this way. Jump on the rising platform to jump up, and then climb all the way up, get the nice shiny lamp, and your done! Level Complete!

== 10.5.1 Abu in the Cave ==
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Here is the second of the two bonus levels, and although it looks very intimidating, it really isn't that hard. Of course the margin of error is a little bit slimmer, but you can manage. Again I will give you a full walkthrough of it. The best strategy again is to just go where the gems are.

From the start, it will say Watch Out Abu! Once again, so once again watch out. When the first gem drops go to it and follow that direction into the cave, to avoid the first set of rock droppings. Go quickly to the right to get the second gem, and make sure you are all the way to the right. Then go back again to get the third gem, and you will avoid all the rocks there as well if you stay on the left side.

As soon as this is over, jump up onto the moving platform and onto one of the side parts. A huge rock will come through the bottom and if you need to avoid it. After that, bats will come at you. The best way to kill them is to stand in one place and slash away, and they will hit your blade, all three of them. After you do that, once again jump on the rising platform right away to avoid another huge rock.

Once you avoid that rock, you will get attack by four more bats. Once you finish attacking them a ruby will drop to your left, follow that ruby all the way to the left to avoid the big rock drop. Then you will have finished the very short and easy bonus level.

-- 10.6 The Escape --

This is the second most annoying level in the game. The jumps and everything have to be timed perfectly, and if you don't do that you die. It is frustrating, but not that long of a level so that's a good thing. Anyway, here we go.

From the start head down the incline and get a good jump on to the sinking platform and then onto the rising incline. Jump up and you will see a huge hole in the ceiling. That is your cue to know that a huge boulder will come out of there. Run forward and keep running, and jump off the edge to land on the platform with the heart, hopefully getting the Genie Token on the way. You can go back and get anything you missed from the tunnel or after it.

From the platform with the heart, jump right, right onto the rising incline. Go forward, and all the way down to the bottom of the decline. You can only jump to the one on the bottom, you cannot make it to the one on top. From there, jump right twice onto the platforms and try to avoid the rocks.

On the last platform before the incline, don't jump to the incline, jump upward to the platform in the air and you will hang on to the stalagmites on the bottom of the platform. Climb up and jump left to get two hearts. Jump back right and then take a nice big jump from there to the incline.

When you get in the tunnel, you will start the most annoying part of the level. You will go through a series of boulders going after you, which will eventually fall and you have to jump over them. Once you do that twice and are on the third boulder, the jump out of the tunnels is very, very difficult. You must wait as long as you can in your running, you need to even go down a little bit right to the edge, to get the jump. It will take some practice, but keep at it and eventually it will work.

If you got the jump, congratulations. Moving on, jump right twice and try to avoid the rocks, and make a big jump right to get to the platform. Get the heart and then jump and aim for the ruby and land on the next incline. Get the heart also and then move on.

When you get into the tunnels, head to the lower fork, kill the bat, and you will come upon a series of sinking platforms. Again, like the Cave of Wonders, take your time and center yourself after each jump. On the second and third, jump, wait a second for the lava burst to go away before jumping. You will get really close to getting in the lava, but you won't, so just move on, and after 5 jumps you are done with that part.

From the incline that you jump off onto, climb into the tunnels, kill the bat, and make your final run for it. At the jumping spot jump as far as you can picking up the rubies, only to fall in the lava. Wait, a carpet comes and saves you! Now you have finished this level.

This is the most annoying level. If you don't know where you are going or how you can do it, it gets very frustrating. The basic idea is that you are on the carpet, and you have to dodge rocks that are everywhere. Eventually it will go faster and faster until then end. I will give you a list, courtesy of Wlau's information.

```
=====
| Direction          |          Item          |
=====
| Up                 |          1 Up         |
+-----+
| Down               | Genie Token, 1 Up (after rck) |
+-----+
| Down               |          None         |
+-----+
| Down               |          None         |
+-----+
| Up                 |          Gem          |
+-----+
| Down               |          None         |
+-----+
| Up/Down            |          Genie Token  |
+-----+
| Up                 |          1 Up         |
+-----+
| Up/Down            |          None         |
+-----+
| Down               |          None         |
+-----+
| Up                 |          1 Up         |
+-----+
| Up/Down            |          None         |
+-----+
| Down               |          Gem (after rck) |
+-----+
| Up/Down            |          None         |
+-----+
| Up                 |          1 Up (after) |
+-----+
| Up                 |          None         |
+-----+
| Down               |          Gem          |
+-----+
| Up                 |          Gem (up)     |
+-----+
| Up/Down            |          Genie Token (down) |
+-----+
| Down               |          Gem          |
+-----+
| Down               |          None         |
+-----+
| Up/Down            |          None         |
+-----+
| Down               |          1 Up         |
+-----+
| Up/Down            |          None         |
=====
```

Up	1 Up
Down	None
Up	Genie Token
Down	1 Up
Down	1 Up

Once you pass through all of the rocks and avoid them all, you will complete the level. Congratulations!

== 10.8 Inside the Lamp ==

This is my favorite level in the game. Not only do I love the catchy tune in the background, but also the level itself is just fun. It isn't too hard, but does challenge you because it is a later level. There are actually only three more levels (not including the Iago level) including this one, so we are getting close.

BTW, for this level, there are some basic things you should know. One thing is that the blue magic trail that you walk on you can sink through, but you can also use to jump up. You can't just stand on it. Without further ado, here we go.

From the start, head right along the blue magic trail and sink down when it does to get a ruby. Then jump back up to the beginning of the level, and use the Genie head to jump up to the cushions. Then jump onto the balloon rope and go along it. Jump onto the floating hand and then time your jump onto the moving hand of the moon.

From the moving hand, jump when you get to the top of the circle to get on the floating hand. Then jump from there up so you get stuck in the blue trail. Head right through the blue trail, then follow the arrows down to the cushion to collect yourself. Then, you can head right and when you see an arrow up, right to the left of it is a Geniehead, so jump on it.

Keep bouncing up and down on the head and you will eventually see Genie hands floating down. When you can, jump to one of them and climb your way up by jumping up them. Jump up and go the resting point, then jump across to the balloon rope. Jump all the way right to the vertical blue trail and follow it from the top to get a ruby. Go all the way down and you will land on a cushion with an arrow pointing angled right and up.

Here is kind of an annoying part. You have to jump from balloon to balloon all the way across the pit. It is really easy to miss the balloon and then you have to start over. It is very frustrating so just be patient and it will eventually work. Once you land you will get a well-deserved checkpoint.

-----CHECKPOINT-----

From the checkpoint, jump to the next cushion, and you can use the fingers to

jump all the way up. From there slide down the blue trail and this time there is no cushion to land on. Keep following the trail to a Genie head, so jump on all three to land on a cushion.

From the cushion, jump to the right using any of the Genie heads as long as you feel you can get across to the next one, and eventually you will make it over to the next cushion. Surprisingly, here is another very quick checkpoint.

-----CHECKPOINT-----

From the checkpoint, jump into the blue, get the ruby and follow it down to the hand. From the floating hand jump right getting the ruby and make it onto the gold clamp. From the clamp, jump onto the hand, and jump onto the two fingers to go onto the balloon rope. Climb it and jump onto the revolving hand around the moon. Remember that you cannot jump very far from the rope, so make sure you can make it.

From the revolving hand, jump right onto the hand. Then keep jumping down onto the smaller and smaller hands. Make sure you can make it to these hands and that you are securely on top of the hands. Keep jumping on the hands, follow them up and then follow the blue trail. Follow the blue trail until you get to yet another cushion, one of the last as a matter of fact.

From the cushion, make two nice long forward jumps to get to the two hands, and then jump up to the two fingers and land on the small hand. This shouldn't be too hard to land it, it pretty much does the work for you. Next, keep jumping from hand to hand, and when you get to the really tiny hand, you can't do much else but make your best educated guess. If you land it great, if not, try again.

From the tiny hand jump onto the two fingers. It will flick you forward to column B, and you shouldn't have too much trouble landing it, just make sure you don't over shoot it. Once you are there, jump onto the tongue and exit the level. Congratulations, level complete!

-- 10.9 Sultan's Palace --

Welcome to the second to last level in the game. This is really very straightforward and has no shortcuts or secrets at all. One thing to mention is that if you fall in the water you will lose a life, so be cautious. Here we go!

From the start, head left and jump onto the bird. Jump onto the platform and when you jump on the second bird you should see a knife guard. When you land on the bird, slash right away to knock back his knife and hence kill him. Move along and when you get to a double bird jump, you will see a sword guard. Make sure you land on the second one, then do a duck slash to kill him.

From the platform with the sword guard, keep jumping along until you get to two platform side by side. When you are on one, a sword guard will be on the other. Get as close to the edge as possible and duck slash to kill him. Keep jumping, and from the sword guard platform to the next might be Iago, so be aware of him. Keep moving along, kill the last sword guard, jump onto the pebbles, and jump to kill the knife guard. Then jump onto the magic carpet.

When you are on a magic carpet from now on, the rule of thumb is to keep on slashing. In this case especially, you will go really fast by Iago, so keep slashing and you won't get hurt. You will get dropped off shortly after, and you will see some spikes. Jump over them and slash so you kill the knife guard.

Hop onto the gold platform then onto the gold rope and climb up. Jump to the other rope and you can now climb all the way up. When you jump up to the floor, slash right away to kill the sword guard. From the floor level, head left to kill the knife guard and get your first checkpoint.

-----CHECKPOINT-----

From the checkpoint, hop on the second carpet. This one is quite a bit longer, and if you keep slashing you will rack up three Iago kills, and you will get dropped off an edge where you will get a Genie Token, a Ruby, and a sword guard. As soon as you land start attacking so you don't get hit too much.

From there, go forward to kill both the knife and staff guard charging you. Then you can use the bomb to kill both the sword and knife guard, and move on to kill two more knife guards and a staff guard until you get to another carpet. From the carpet, start slashing again, and you will end up killing all of the rest of the knife guard stationed up high as well as some Iagos.

You will end up on a small platform surrounded by two knife guards. Hit knives back at both of them, and here is a decision. You can head right to get a heart and genie token if you need them, but you will fall and need to take the carpet again. Anyway, in the end head left, kill the last knife guard and jump up to the ceiling where you can climb. Climb right, killing both Iagos, and jump down to get a checkpoint.

-----CHECKPOINT-----

From the checkpoint, head forward and kill one of each kind of guard, and then jump up underneath Abu's cage to free him., while killing the knife guard of course. Head forward, deal with the peddler if necessary, and climb down the rope. Jump over the pit to get the ruby, and then go down the pit to get your heart and a Genie Token. Hit the knives back at the knife guard, and head right to complete the level, but wait...

You will get no breaks and head right into Jafar's Quarters. Head forward killing both the barrels and the ghosts (with turbans!) and head up to the top level. From there, throw apples at Iago while you slash at the ghosts and he will eventually perish. Level Complete...finally...!

-- 10.10 Jafar's Palace --

Welcome to the last level of the game! It isn't very long but it is very tough and it houses the final boss of the entire game! Good luck and here we go!

From the start, I would recommend jumping to the upper level for a couple reasons. Number one you get to avoid the flame waves, and secondly you get to avoid a sword guard. Anyway, jump up, and jump along, killing both Shivas and

getting the two rubies. Jump down and kill the knife guard as well as the sword guard, avoiding the flames of course, and finally kill the Shiva.

From the Shiva, jump right and kill both knife guards, and take two giant leaps right to get to your designated area. You will land next to a sword guard, so take him out. Again I would recommend jumping to the upper level to avoid many guys. Jump across and you will avoid a guard of each kind, kill the Shivas and jump down. Jump and get the ruby and then stay all the way to the right on your jump.

When you land jump over the spikes and time it so you don't hit the ball and jump down again, and this time jump all the way left. Do this twice more and then you will land next to a sword guard which you should kill. If you jump right over the spikes you can get some health which you may need dearly.

Anyway, head back left and kill the knife guard. Then jump across each platform avoiding the chain ball and you will get to a three chain ball sequence. Time it right and go through but beware right on the other side is a knife guard, a staff guard, and Iago. Kill all of them, then move on to the left.

When you get to the next three chain ball sequence this time the knife guard is right after it on a ledge, so kill it and stop right away. Then move forward through many chain ball sequences. The trick here is that usually the chain ball is swinging on one side of the platform, and you can safely stand on the other, making this very easy. Eventually you will get to a checkpoint and a magic carpet as well.

-----CHECKPOINT-----

From the checkpoint hop onto the magic carpet. When you are traveling up you can jump off at any part including to get a health or to the peddler. Anyhow, you will be let off right by a knife guard and a sword guard will join you. Kill them both, get the ruby and move on. Slash the first Shiva and then jump over and slash the second. Kill the staff guard that also appears.

Take care of another two Shiva combination and then kill Iago floating over the next spikes. Jump and slash so you kill the knife guard sitting there, and then continue to kill a Shiva, another knife guard and another Iago. Jump over the spikes and continue. Kill the Shiva, jump over and kill the next Shiva. Then kill the Iago and jump over the spikes once again. Jump over the last three sets of spikes until you get to a golden rope.

Jump and climb down the golden rope. When you get to the bottom slash up the knife guard. Climb up the second rope if you need health, then continue and kill both sword guards waiving aimlessly at you. At that same column, you can jump up the column and you will eventually get to another health. Jump down and kill the Iago, and move left until you get to a checkpoint, the final one.

-----CHECKPOINT-----

From the checkpoint, stay on the top once again, and then hop on the magic carpet. Keep slashing on the carpet to kill all of those Iagos and you will eventually be dropped right next to...Jafar! Here you will start your final battle with him. For his first form, throw apples at him enough times to show his second form, a snake. From there, keep throwing apples at him and avoiding

ZLWB-YAWE
BGWB-YACN

Start at Sultan's Palace:
Z4WB-YAWE
BLWB-YACN

Start at Jafar's Quarters:
0LWB-YAWE
BWWB-YACN

Start at Jafar's Palace:
04WB-YAWE
BRWB-YACN

Start with 5 gems:
G0XB-ZAMG

Start with 10 gems:
GCXB-ZCMG

Start with 20 gems:
GCXB-ZEMG

Start with 50 gems:
GCXB-ZLMG

Start with 99 gems:
HGXB-ZWVG

Start with no apples:
GCXB-ZAM8

Start with 5 apples:
G0XB-ZAM8

Start with 20 apples:
GCXB-ZEM8

Start with 50 apples:
GCXB-ZLM8

Start with 99 apples:
HGXB-ZWM8

Start with 1 health unit:
AGXB-YAE2

Start with 2 health units:
ALXB-YAE2

Start with 4 health units:
AWXB-YAE2

Start with 12 health units:
BWXB-YAE2

Start with 16 health units:
CCXB-YAE2

Start with 32 health units:

ECXB-YAE2

Apple thief will not steal:

BMVY-YA6G

Genie hearts restore health to maximum:

CM1V-YA32

Genie hearts do not increase health:

D51V-YA32

Each genie token found worth 8:

HH4B-ZA02

Each genie token found worth 2:

HH4B-ZJ02

Each genie token found worth 4:

HH4B-ZT02

Each genie token found worth nothing:

AX4B-YA82

Tries are free at peddler's stall:

GD9B-ZALJ

CM9B-YA5E

Tries are 1 gem at peddler's stall:

GH9B-ZALJ

B59B-YA5E

Tries are 3 gems at peddler's stall:

GS9B-ZALJ

A59B-YA5E

Wishes are free at peddler's stall:

GD9B-ZAPC

E59B-YA7W

Wishes are 1 gem at peddler's stall:

GH9B-ZAPC

EM9B-YA7W

Wishes are 3 gems at peddler's stall:

GS9B-ZAPC

DM9B-YA7W

Wishes are 5 gems at peddler's stall:

G19B-ZAPC

CM9B-YA7W

Wishes are 7 gems at peddler's stall:

G99B-ZAPC

BM9B-YA7W

Start with 1 life:

GEAB-0AC0

Start with 7 lives:

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