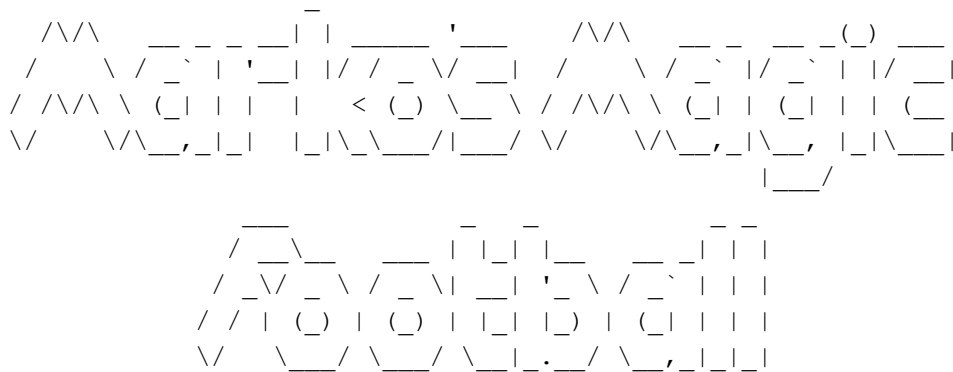


Marko FAQ/Walkthrough

by TrulyDexterous

Updated to v1.0 on Jan 4, 2009



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/		1) R e v i s i o n H i s t o r y	\

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The FAQ is complete. All sections are complete. File size is around 93kb.

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/		2) L e g a l N o t i c e	\

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- GameFAQs - <http://www.gamefaqs.com>
- GameSpot - <http://www.gamespot.com>
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/		3) I n t r o d u c t i o n	\

Hello and congratulations if you are reading this FAQ. I'm willing to guess you are one of two people who have laid eyes on this document. Even an internationally renowned author like myself cannot draw people to this FAQ. Why? Well, because nobody has played Marko's Magic Football. Ever.

So why bother writing an FAQ for it? A few reasons actually. First of all there isn't a guide up for this already, so that ticked one box. Secondly, I had this game as a young boy of but 10 years old and it is something of a nostalgia trip to play through this again. I don't know why I'm actually justifying writing this to myself, I'll do what the hell I like and there's nothing that I can do about it. Ahem.

TRIPPING Get Marko to run (hold C) and then press down on the D-Pad. Marko will fall over. Hold down and he will stay on the floor longer. This might not seem like much use, but it will allow any projectiles to pass overhead.

I t e m s

HEALTH HEART This is a large red love heart with a picture of Marko in the centre. This will restore Marko one section of health.

EXTRA LIFE This is a blue sphere, with strings of light coming from it. Looks kind of like those lightning bowls that you can buy for mood lighting. Grab this for an extra life.

GIANT STAR This is a bigger star. Collect this for 10,000 points.

HAMBURGER A huge hamburger. These are usually hidden high in the air. Find one of these to earn 10,000 points.

STAR These can be found floating around most levels. Grabbing one is worth 100 points.

SUPER CAN These coke cans are found scattered around the different areas, usually they are suspended by a yellow balloon, which will require breaking either by Marko or the ball. Collect one of these for 100 points instantly. However many you collect in an area will be multiplied by 500 and turned into points once you complete an area.

SUPER TRAINERS These are a pair of trainers (or sneakers if you are American) that will glow either green or blue. Depending on the colour, Marko will have a certain power-up for a limited time.

U.F.O U.F.O's are found crash-landed at the top of telephone poles. Find one of these to earn 10,000 points.

S u p e r T r a i n e r s

INVINCIBILITY Marko will begin to flash. This means that he will have invincibility for a short period of time. Marko will not be harmed by enemies during this time. When Marko stops flashing, the effects of the trainers have worn off.

MACHINE GUN This will replace the football whilst it is in effect. Hold C and Marko will let loose a round from his super-duper machine gun. Use this to kill enemies quickly and more directly. Hold up on the D-Pad and Marko will fire straight up. When this wears off, the football will reappear.

MAGIC BALLOON Use this and an orange football-shaped balloon will appear. After a couple of seconds, it will explode. This explosion will kill all enemies in the surrounding area, as well as collecting any items such as Health Hearts and Stars.

You will start the game with 3 lives and 3 bars of health. You can increase your health by finding Health Hearts, up to a maximum of 5 bars. Finding extra lives will increase your life count.

There are numerous things that are harmful to Marko's health:

- Enemy attacks
- Touching enemies
- Spike Pits
- Slime pools and water (falling in these will kill Marko instantly)

Falling from heights does not harm Marko in any way.

Should Marko's health be completely drained, you will lose a life. If all lives are lost, you will get the GAME OVER screen. This means you must start the game again. If you enter a password, you can get back to the level that you were on, but any progress that you made in the level previously will be lost, as will your score.

B a s i c G a m e p l a y

- All enemies can be killed by hitting them with the football. The number of times you need to hit them depends on the enemy.
- At certain points in a level, you will see a girl holding a camera. A Camera Girl if you will. When she takes a photo of Marko, your progress in that level will be saved. If you lose a life, you will return to the last Camera Girl you saw.
- A level usually ends when Marko finds the Recycling Macine. This is a grey machine with orange pipes. Some earlier levels do not have a Recycling Machine, but end in a different way. If the machine is not working, then you cannot end the level. Usually this is because you haven't completed a set task such as destroying all the Sludge Cans in a level.
- If you enter a password, then you will start on that level with 3 lives.
- After Marko is hit by an enemy, he will begin to flash. He will be invulnerable to damage whilst he continues to flash.
- Occasionally, you will see a man in a blue shirt. If you hit the ball near him, he will swallow the football! As far as I can tell this doesn't serve any purpose.
- If you find a Boxing Glove, jump onto it. As you land, press jump again and you will be sprung high into the air.
- At certain (invisible) points in a level, if Marko jumps, a golden "2000" sign will appear. This means that you have found 2000 points. These are usually found between 2 trees or in the centre of a room etc.

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/		6) W a l k t h r o u g h	\

The walkthrough bit. This section will take you through all you need to know

to beat the game. I have written this in the exact way that I would approach the game, but obviously there are different ways to finish each level.

This guide is written solely for the purpose of completing the game. It is not concerned with high scores, so you won't find directions to each and every Super Can.

I've not included a section for Marko's Backyard. This is a training level and doesn't really need my input. To activate Marko's Backyard, select Backyard On in the main menu.

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ENEMIES: Bike Cop, Bully, Cat, Pogo Cop, Rat, Seagull, Sludge Can

You will start this level stood on an average looking street. You need to make your way along the street and to the exit. First of all, stand still and kick the ball to take out the Cat. Now, flick the ball up and head it, then stand beneath the nearby Seagull and jump. This will take out the Seagull too.

Go over and stand in the centre of the "Radnor Road" street sign. Use the ball to bounce Marko upwards, so that he lands on the telephone pole. Jump up the steps on the pole, collecting Super Cans along the way. At the top of the pole a U.F.O has crash landed. Jump into the U.F.O to gain 10,000 points.

Drop down from the pole and grab any nearby Super Cans that are floating around. Now, stand on top of the dustbin and wait for the Bike Cop to come towards you. Warp the ball to you and it will drop from the dustbin, bounce, then hit the cop.

Head to the right and take out the Rat. There is a Boxing Glove sat on top of a pillar nearby. Jump on top of it and you will land on top of a telephone cable. Kill the Seagull up here (this one will take two hits). Grab the Giant Star, then take out the next Seagull.

As you get to the right hand end of the cable, another Seagull will fly right at you. Don't bother taking it out, instead just duck beneath it. Drop down from the pole and try and land on the steps that are on the side of it. Grab the Super Cans on the way down. When you are on the lowest step, duck. You can see where any enemies are below you.

Drop down and take out the Rat (if it's there). Just to the right you will find the Camera Girl, who will save your progress. Hit the Seagull that is sat on the birdhouse behind her.

Next, stand right in front of the Camera Girl. You should just see a Bully on top of the fence to the right. Hit a couple of high shots will the ball to take him out. Knock of the Cat off of the hedge then move forward a little.

Stand just to the left of the Radnor Road sign and you will see another Bully. Hit him with some high balls too to defeat him. Now, jump on top of the fence and from here you can get onto the roof of the nearby house.

As you reach the top of the roof a Seagull will fly overhead, so beware of that. At the very top of the roof you will find a Health Heart. Stand on the point at the top to find a Giant Star.

Go down the opposite side of the roof. Grab some Super Cans then jump off of the roof. Do not just drop off of the edge, as you will land on a geyser of slime. Once you are on the ground go to the left. Wait for the geyser to subside, then quickly jump over it.

Knock the Cat off of the window ledge, then stand on it yourself. From here you can jump to a higher window, where there is a Health Heart. Now, head back over to the right but be careful of the geyser. Hit the Rat before using the Boxing Glove on top of the pillar. You will now find yourself on another telephone cable.

Behind the top of the right hand pole there is a Boxing Glove hiding. Jump on top of it and then press jump again as you land. You will shoot upwards and find a Health Heart and a Hamburger. Now drop down from the cable and catch some of those Super Cans on the way down.

Go to the right and hit the Pogo Cop a couple of times. Press on and stand on top of the dustbin. From here hit the Sludge Can a couple of times to destroy it. Destroy the next Sludge Can but don't head out of the level yet.

Use the football to bounce upwards onto the second floor window ledge. From here jump up onto the roof. Up here you will find a pair of Green Magic Trainers. Stand over them and press down. A Magic Balloon will appear. The balloon will explode and will collect every item in the surrounding area, as well as killing any enemies.

Use the football to bounce to the very top of the roof. Once you are up there bounce again and you will be able to reach a Health Heart. As soon as you have collected it, drop to the ground and go through the door marked "IN".

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6b) L e v e l T w o - T h e C e l l a r s

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PASSWORD - HAUNTING

ENEMIES: Bogeyman, Ghost, Rat, Spider

Hit the ball at the approaching Rat, then grab the Stars above your head. Move on a little and pick up some more Stars. When you get to the spike pit, wait for a stream of coal to drop before taking a running jump over it. Do the same at the next pit then climb the ladder.

At the top collect the Stars and take out the Spider before it attacks. Should the Spider fire out a blue ball, avoid it. Kill the Spider on the next ladder but beware of coal dropping on your head. Now go up the ladder.

Up here hit the Bogeyman a couple of time to defeat him. Walk to the right and flick the switch with a red knob on it by walking into it. "ACTIVE" will appear on screen to tell you that it has been flicked. Kill the Spider that is on the right.

Wait for the lift to come up to the top, then jump on it. Stay on until you are at the bottom then jump off and hit the nearby Ghost with the ball. One hit should be enough to (kill?) the Ghost.

As you approach the spike pit another Ghost will appear. Dispatch it then take

a running leap over the pit. At the next pit jump onto the higher platforms and collect the Stars. Get on the lift and head to the next floor. At the top a Camera Girl will save your progress.

Head through the door on the right, then wait for the coal to drop from the green chute. Go past it, but beware of the geyser of slime that will rise next to it. Go past the next coal chute and grab a Health Heart. In doing this you will flick a switch.

Now head back to the left and down the lift. At the bottom, go to the right. Drop to the lower ground and take out the Splodge. Go to the right and drop down the gap here. At the bottom of this drop, go through the door to the left and collect a Health Heart. Head over to the right and take out the Bogeyman, before collecting the Giant Star. Carry on to the right and hit the nearby switch. Now wait for the lift and go up to the next floor.

At the top go to the left and grab a Giant Star. Come back over to the right and get the Camera Girl to take a picture. Go to the right but only progress whilst the slime geysers have subsided. If a Spoldge gets near, it will turn into a bomb so make sure you nail it before it injures you.

Head through the door on the right. Take out the Spider and the Bogeyman. Take a running leap over the spike pit. On the other side of the pit there is a metal box that can be pushed. Push it (just walk into it) into the pit. Stand on top of the box and jump straight up onto a narrow platform. If you can't make this, try a running jump.

This platform will collapse pretty quick so jump to the small ledge above, from where you can reach the higher floor. Up here you will find 2 Extra Lives and a lot of Stars. Go over to the right (watch for the coal chute) and you will find a Health Heart.

Jump up the step to the right and you will find a pair of Blue Magic Trainers. This will give you the Machine Gun. Drop down to the right. From where you land, go through the door on the right. Wait for the lift to come and take you to the next level.

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PASSWORD - BSTOKE

ENEMIES: Bully, Rat, Space Hopper

At the start of this level you will be surrounded by enemies. Quickly run over to the left and you will find a pair of Green Magic Trainers. Stand over them and press down. A magic balloon will appear. When it explodes, all over the Bullies (except one) will be wiped out. The nearby Stars and Health Hearts will be collected.

Take a running jump (or use the ball to bounce) onto the higher window ledges and then onto the roof. Use the ball to bounce to the very top of the roof. There are a couple of Giant Stars up here that you can reach by jumping.

Jump over to the right and you will land on a telephone cable. On here is a couple of Giant Stars. Grab these then use the Green Magic Trainers. These trainers will give you brief invincibility (that's why Marko is flashing).

pipe that you can see another Camera Girl inside. Drop to the platform just to the right of this.

From this platform, take a running jump to the right and you will land on a ledge with a Health Heart on it. Be careful not to go too far though, as there is a Sludge Can on here too. Drop from this ledge. When you land, kill all of the surrounding Splodges. Follow the pipes downwards until you are stood on a thick pipe.

Down here take out the Jumping Splodge and the Bogeyman. Further to the right is a T-Rex. Hit him twice and move on. You will come to a ladder and a Camera Girl. Get a photo but don't go down the ladder yet. Instead, jump onto the pipe above and follow the platforms upwards, killing the Splodges as you go.

You will come to a platform next to a high wall. Use the football to bounce to the next floor high above. Wipe out the Bogeyman here. Kill the Splodge on the pipe above, then get up there. There is another Splodge on the ledge to the right. Head the ball to get it up there and take out the Splodge.

Get onto the ledge and from here jump to the next pipe. Kill the Copter that is buzzing around. To the left is a Sludge Can. Hit this twice to destroy it. Jump onto the ledge and on here is a Health Heart and an Extra Life. Drop all the way back down to the Camera Girl and go down the ladder.

At the bottom is a Sludge Can. Destroy this and collect the nearby Green Magic Trainers. These will give you invincibility. Quickly run to the left and kill the T-Rex and any Splodge that you come across. Kill the Bogeyman at the end of the pipe before heading up the ladder.

At the top there is yet another Camera Girl. Go to the left and take on the T-Rex. Advance to the left and hit the Jumping Splodge. At the end of the pipe, go down the ladder. At the bottom, go to the left and defeat the Bogeyman. There is a Health Heart here.

Head over to the right and leave the pipe. Take out the nearby Copter, then jump on top of the pipe that you just left. Up here is another Health Heart. Drop down and go to the right. Collect the Giant Star here. Advance to the right and you will come to a ladder. Kill the Copter that is buzzing around and then stand on top of the ladder. Use the ball to bounce upwards and you will find yet another Health Heart.

Next, go down the ladder. At the bottom there is a T-Rex just to the left. Take out the Rat behind in and carry on to the left. There is another T-Rex along here. When you come to the ladder, kill the Rat then head down it.

Have a photo taken by the Camera Girl, then head out to the right. Kill the Splodge and take out the Copter too. When you reach the edge of this floor, hit the Copter that is buzzing around. Follow the platforms downwards, collecting Stars as you go.

At the bottom defeat the Splodge and the Spider. Press on to the left and you will meet another Spider. Take this out and the Jumping Splodge after it. You will reach a downward step. Stand on the edge and warp the ball. The ball will drop down and hit the Sludge Can below. Once the barrel has gone, drop down.

Jump up onto the suspended pipes and you will be safe from the T-Rex. Drop the ball on the T-Rex a couple of times and it will die. Grab the Super Can that is floating around before reaching the Recycling Machine and the end of the level.

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PASSWORD - ECTOPLSM

ENEMIES: Bogeyman, Copter, Piranha, Splodge, T-Rex

At the start take out the nearby Copter. Wait until the Piranha jumps out of the pool of slime, then jump to the short pipe. From here take a running leap to the pipe on the left. From here jump inside the thick pipe. Kill the Splodge inside and make your way through, collecting Stars and Super Cans as you go. At the end, jump down and collect the Stars on the right.

You will land on a suspended pipe. There are lots of enemies surrounding you here. Quickly jump to the pipe on the right. On here are a pair of Magic Trainers. Activate them and a Magic Balloon will explode and kill all the nearby enemies.

Leap into the thick pipe to the right and head up the ladder inside. At the top, take out the Splodge and the Bogeyman. Go down the ladder, but beware of the T-Rex at the bottom. Wait until it is facing to the right, then come down and hit it from behind. At the bottom of the ladder head over to the right and climb the next ladder.

Up here, go over to the left and see the Camera Girl. Now, head over to the right. Grab the Health Heart overhead, then press on. Don't even bother going down the first ladder that you come to, as there is only a Splodge and a Bogeyman at the bottom. Instead, descend the second ladder.

Down here are a couple of Splodges. If you get too close they will turn into bombs. Get them to do this, then quickly climb up the ladder and avoid the blast. Once the coast is clear, go back down the ladder and head to the right. Stand at the end of the pipe and you will be able to take out the nearby Copter with a decent high ball.

Wait until the Piranha jumps out of the slime, then take a running jump to the stone platform on the right. From here jump on top of the pipe that you just came out of. Up here use the ball to bounce upwards, where you will find an extra life.

Jump over to the right and use the metal ledge sticking out of the wall to move upwards. At the top of the stone tower, drop off of the edge. Then take a running jump and follow the Stars over the slime pool. Here you will find the Recycling Machine.

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PASSWORD - JAWS

ENEMIES: Bogeyman, Cat, Splodge, Sludge Can, Super Can Man

Welcome to the third sewer level! This one has a little bit of a twist. You

need to find all 12 Sludge Cans before you exit the level. Should you reach the Recycling Machine before destroying them all, you will find that it isn't working.

The first can is found on the higher platform to your right. Jump up there and destroy it (1). Just to the right of this platform another can be found on a lower platform (2). Get back on the higher platform and take a running jump into the thick pipe on the left.

In here there is a Splodge, so take it out quickly before it turns into a bomb. To the right, there is a Splodge running back and forth along a suspended metal girder. Take out the Splodge, then jump onto the girder.

To the right, a line of flame will extend out of the wall, then disappear. Right after it vanishes, jump onto the platform below it. From here jump to the platform above, where you will find a Sludge Can (3). Once this is destroyed, put the football where the can was, then use bounce to get to a Health Heart.

Now, wait for the flame to disappear then drop down. Leap back to the suspended pipe on the left. Jump to the left and land on top of the thick pipe. Jump to the platform above this. Holding this pipe up there is a thick chain. Press up and you will be able to climb this chain.

Climb to the top then jump to the platform on the right. Here is a Sludge Can (4). Advance to the right and you will find another Sludge Can (5). Behind this can is a rope. Wait for the flame above to vanish, then quickly climb the rope.

Up here there is a Splodge. Kill it and walk over to the left where you will find an Extra Life. Go back to the right a little and climb the rope here. Wait for the flames to vanish again before moving past them. Jump to the right and destroy the Sludge Can here (6).

Kick the ball over to the left and take out the Splodge over there. Now follow the ball over and dispatch the next Sludge Can (7). Use bounce to get inside the thick pipe over head. Kill the Bogeyman inside and ascend the ladder.

At the top, kill the Bogeyman then destroy the Sludge Can on the left (8). Go up the next ladder. At the top of the ladder you will find 2 Sludge Cans (10). Hang around in this pipe a minute and the Super Can Man will appear. He is dressed in a yellow top. Take him out in a single hit and he will drop a lot of Super Cans. Yay bonus score!

Drop out of the pipe and you will land next to a Sludge Can (11). Destroy this, then drop down and take out the Cat on the left. To the right there is a line of Stars and next to them is an Extra Life. Jump against the wall and as you fall press left on your D-Pad. You should land in the thick pipe and collect the Extra Life.

Take a running jump from here and you can land back on top of this thick pipe. Climb the thick chain here and at the top kill the Splodge on the left. Climb the rope until you see the final Sludge Can on the left. Jump to it and take it out (12). Hit the Cat next to it and stand where the Cat was sleeping.

Warp the ball to you and bounce on top of the ball 3 or 4 times. You should gain enough height to grab an Extra Life that is floating around. Jump over to the platform on the right. Next to the man who eats footballs is the Recycling Machine.

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PASSWORD - GARAGE

ENEMIES: Brass Band, Builder, Flamethrower, Mouse, Naughty Nail, Sludge Can, Spider

Finally, you made it out of the Sewers! In the Industrial Zone you need to seek out and destroy the Sludge Cans again. This time there are 10 to be found.

As you start the level a Naughty Nail will advance on you. Defeat it in on hit of the football. There is a pair of Blue Magic Trainers here. Grab them and you will have use of the Machine Gun. Head to the right and take out another 3 Naughty Nails. Jump over the Boxing Glove, as you don't need to use it yet.

Jump over the barrel behind it and you will come face to face with a Flamethrower. Kill him with the Machine Gun. Press on to the right and take out the Mouse that is walking on the window ledge. Jump over the plank of wood with the nails in it.

Stand on the next barrel and wait for the Builder to move towards you. Warp the ball and it will bounce towards him. He will take a few hits to defeat. Don't get too close or he will throw bricks at you.

Once you have dispatched the builder, walk to the right. You will see 2 planks with nails in them. Stand next to them and kick the ball over to the right. It will connect with a Sludge Can. Repeat this and the can will be destroyed (1). Even though you can't see the can, you can tell it has been destroyed as the counter in the top right of the screen should now read "9".

Head back over to the left, back to the Boxing Glove. Use the glove to gain some height and land on the window ledge to the left. Use bounce to gain enough air to reach the ledge above. To the right of this ledge you will see a Spider and the next Sludge Can (2). Kick the ball from here to dispatch it.

Leap over to the left and land on a wooden platform with a rope hanging from it. Kick the ball to the left and take out the mouse. Watch out for the Spider's attacks and take that out too. Now jump over to the left. Use the ball to bounce and you will reach a couple of Health Hearts. Use the ball to bounce up again and keep rising through the floors until you reach the top of the building.

On the very highest platform head the ball then jump up to take out the Splodge on top of the building. Now, get up there yourself and destroy the Sludge Can here (3). Use the Boxing Glove to jump up and reach a Hamburger worth 10,000 points. There are a lot of Super Cans floating around here too so grab some of those, before taking a running jump to the right.

You will land on top of another building. On here you will bump into another builder. Defeat him and continue to the right where you will find a Giant Star and another Sludge Can (4). Destroy the can and you will be at the end of the building. Stand at the edge and bounce up to reach a box suspended from a rope.

From here climb the rope and stand on the wooden platform. Above you, you will see a Flamethrower. Get Marko to head the ball then jump and move to the right. The ball will fly up and hopefully should hit the Flamethrower. After 3 hits he will be defeated. Take a running jump to get on top of the building.

Up here is another Sludge Can (5) and a Giant Star. At the edge of the building is a pair of Green Magic Trainers. Use these and you will have invincibility. I don't really know what purpose this serves, but whatever. Take a running jump from the side of the building and you will land on a lower roof.

On this roof is a Camera Girl. Next to here is a pair of Blue Magic Trainers. Use these to gain use of the Machine Gun. Head to the right and grab the Giant Star. Just to the right is a pile of boxes with a pair of Green Magic Trainers on top.

Jump on here, and use the trainers. A Magic Balloon will explode and take out any nearby enemies as well as grabbing a few Stars. Now drop off of the left hand side of the pile. At the bottom is a Flamethrower. Use the Machine Gun to kill him. Nearby is a pair of Green Magic Trainers that will grant you invincibility. Use them, then head over to the left. Jump over the plank of nails and you will find another Sludge Can (6). Head back to the right and stand on the window ledge.

From here run and jump to the right and you will land on a wooden platform. Jump up to the platform above this. Jump to the window on the left, then take out the Mouse on the window above this. From here you can follow the ledges upwards until you reach the roof.

Once you are on the roof, jump onto the pile of boxes to the right. Drop to the right of the boxes and you will land on a pair of Magic Trainers. Use them to gain use of the Machine Gun. There is a Flamethrower just to your right, so avoid his flames and make him eat Machine Gun.

Jump onto the awning just to the right. On here is a Sludge Can (7). Move on to the right and jump onto the window at the end of the awning. From here take on the Mouse nearby. A overhead kick works well here. Now, jump onto the ledge that the Mouse was on.

From here follow the ledges upwards until you see another Mouse. Get Marko to head the ball to take out the Mouse. Now jump onto the next ledge. Now follow the ledges upwards until you reach the roof. Up here is a builder. Take him out in a couple of hits and walk over to the left. There is a Sludge Can here (8).

Go over to the right and take a running jump off of the end of the building. Collect the Giant Star on the way down. You will land on a narrow building with a Flamethrower on top. Take him out, then jump on the stack of boxes to the right.

From here, jump onto the roof of the high building. There is a Builder up here. Take him out and walk to the right hand end. Here is a Camera Girl. Take a running jump off on the end of the building and you will land on a lower roof. There is a Flamethrower on here. Kill him and destroy the Sludge Can to his right (9).

Drop off of the right hand end of the building and you will find the Recycling Machine. However, it won't be up and running yet, as you have one

more Sludge Can to find.

Jump on top of the awning to the left. Attack the Builder from up here, as you will be safe from his attacks. Drop off of the awning, then take a running jump over the planks with nails in. On a window ledge here, you will find the last Sludge Can (10).

Make your way back to the right, where the Recycling Machine is. Stand in front of it to end the level.

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/          | 6h) L e v e l   E i g h t   -   S u b u r b i a   | \          \
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PASSWORD - TRAFFIC

ENEMIES: BMXer, Bully, Cat, Hedghog, Rat, Sludge Tank, Space Hopper, Splodge

Kick the ball at the nearby Cats and take out the Rat on top of the bin. Grab some of the Super Cans that are floating around. See the Boxing Glove? Jump on it and just as you land, press jump again. This will get your more height and will allow you to reach the Extra Life up here.

Head to the right and you will see a Radnor Road street sign. I'm sure that exact same sign is on the other side of the city? God damn lazy designers. Anyway, stand in front of this sign and use bounce to get onto the step on the side of the telephone pole.

On top of this pole is another Boxing Glove. Again, press jump as you land on it and you will shoot up and collect a Hamburger. Drop off of the pole and walk to the right. A BMXer will ride straight at you. Hit him once and he will fall off.

Ignore the nearby Boxing Glove, as there are a couple of Splodges on the telephone cable above and little else. Press on to the right and just before you reach the next telephone pole a Bully and a Rat will appear. Hit the Rat and stand well back from the Bully. Hit a couple of high balls to take him out.

Move a little to the right and another Bully and a Hedgehog will appear. Take them both out and move forward again. A third Bully will now come into shot. Defeat him and jump on top of the fence. Go to the right and climb up telephone pole. At the top you will find a U.F.O.

Drop off of the pole, right to the ground. A Space Hopper will now come at you. Hit him 3 times to defeat. Just past the pole, there is another Bully on the fence. Take him out and continue to the right.

You will come to a fence. Behind this fence is a Space Hopper. Get Marko to head the ball and then jump and move to the right. The ball will fly over the fence at hit the Space Hopper (hopefully). Hit him enough and the hopper will deflate. You will also find a Rat behind here, so take it out before proceeding over the fence.

There is another fence right after the first. Behind this one is a Hedgehog and another Space Hopper. Do the same, header the ball etc. Once you have defeated them both, jump over the fence. On the other side, stand on top of the fence that you can see the side of (that's between the 2 thin fences) and

jump to the metal ledges on the side of the building. At the top of this building is a pair of Blue Magic Trainers. Use these and you can use the Machine Gun. Also up here is an Extra Life, so grab it.

Drop back to the ground and use the Machine Gun to shoot the Space Hopper behind the next fence. Jump over the next 2 fences and you will see a Camera Girl. Next to her is a telephone pole. Ascend this pole and at the top you will find a U.F.O.

Return to the pavement and go to the right a bit. There is a Bully here, so take him out with some high balls. Move on and you will come face to face with a Rat. Kill it and advance to the right.

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| Boss: Sludge Tank \  
|-----'-----  
|  
| A flash of light will signal the start of the first Boss battle in the |  
| game. Walk to the right until you are stood at the end of a hedge. A huge |  
| tank will come charging forwards. If it fires sludge at you, jump or duck |  
| beneath it. |  
|  
| As it comes into the middle of the screen, you have a single challenge. |  
| Stay right beneath the turret where the tank is firing sludge from. You |  
| won't be harmed for standing level with the tank. The only way that it can |  
| harm you is with sludge. |  
|  
| The Sludge Tank will then stop in the centre of the screen. When it stops, |  
| move slightly to one side of the turret and take a high shot with the |  
| football. Hopefully, you will get enough height to hit the turret. This is |  
| the only place you can hit the tank to harm it. If you are stood just to |  
| one side, the tank won't be able to shoot you. |  
|  
| If you are quick, you will be able to hit the tank a couple of times. When |  
| it starts to move again, stay under the turret! Otherwise you will be at |  
| risk of being hit. When the tank moves off screen, go into the centre and |  
| wait for it to reappear. As soon as it does, run over and stand under the |  
| turret again. Basically, follow what you do did at first. |  
|  
| Repeat this until you have hit it 7 times. On the seventh hit the tank |  
| will be destroyed and the Recycling Machine will drop from the sky. |  
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PASSWORD - ELF

ENEMIES: Bee, Bogeyman, Duck, Geek, Hedgehog, Mouse, Plane, Pogo Cop, Rat, Seagull, Snake, Space Hopper, Splodge, T-Rex

At the start, take a couple of steps back. Take a couple of high shots to hit the Seagull nearby. Go forward and hit the Mouse. Right behind it is a Hedgehog. Hit it quick before it lunges at you. Now, hit the Seagull close by, then jump up and climb the ladder on the tree.

At the top of the ladder, wait for the Snake to fire a blue ball at you, then jump onto the branch on the right. Quickly turn around and hit the Snake with the football. Right after you do this a Bee will be lining up to sting you. Wait for it to fly at you, then jump over it. If it misses it will drop out of the sky.

Now jump up the branches to the left and you will see a pair of Green Magic Trainers. Let the Bee pass over head before using these. Press down and a Magic Balloon will be activated, collecting the nearby Stars.

Jump over to the right and walk over the rope bridge. Take a running jump over the broken part of the bridge. On the other side, hit the approaching Bee, before climbing down the ladders. Go down the next ladder quickly, as to avoid being hit by the Snake.

Halfway down the ladder a Bee will be lining up to sting you. Wait for it to attack, then jump onto one of the branches to the right. Now, climb down the ladder and deal with the Rat and the Bogeyman at the bottom. Next, walk over to the right and meet with the Camera Girl.

Next to the Camera Girl is a pond. Kill the Ducks that are swimming around. You will then have to make a huge running jump to get over the pond. On the other side, a Snake will fire a blue ball at you. Jump over it and land on the ladder next to the Snake.

Climb the ladder before it has a chance to attack again. Halfway up the ladder there is a pair of Green Magic Trainers on a branch. Use them to gain invincibility. Now, take a running jump over to the right. You should land on a branch with a Giant Star on it (or the branch above it).

Drop down off of the branch. When you land you will see a pair of Blue Magic Trainers to the left. Don't use these yet. Instead concentrate on taking out the Plane that is buzzing around. Stay still and take some high shots at it. If you move forward, you will be vulnerable to it's bombs.

Once you have taken first Plane out, move forwards slightly and destroy the second Plane too. After this one has crashed, go and use the Magic Trainers. This will give you use of the Machine Gun. Run over to the right and shoot the T-Rex.

Carry on to the right and shoot the Splodge. Press on and destroy the Geek's boxcar. Go to the right, ignoring the Snake that will be shooting at you. Take out the nearby Splodges. Just after these, there are a few geysers. Wait until the first subsides, then stand behind the second log. Wait for the next geyser to subside and jump up and collect the Giant Star. Now stand behind this third log.

Whilst here, a Rat will advance on you. Take it out, then go past the last geyser. Head to the right and kill the Mouse. Get Marko to head the ball, walk forward and jump so that the ball hits the Snake which is overhead. Now, a Space Hopper will advance on you. Quickly hit it 3 times before it traps you against a geyser.

Move on to the right and defeat the Pogo Cop. Next to him is a Rat and another Space Hopper. Go over to the right and you will find the Recycling Machine.

PASSWORD - KRUSTY

ENEMIES: Bully, Copter, Hedgehog, Juggling Clown, Mouse, Rampaging Clown, Rat, Seagull, Sludge Can, Spider

Ahead of you is a Juggling Clown. Dispatch him with a well-placed overhead kick. Jump over the hay bales until you find a pair of Blue Magic Trainers. Grab these and you will be able to use the Machine Gun. Just to the right you will see a Rampaging Clown. Wait for him to turn around, then drop down and make him eat machine gun.

Ignore the nearby Sludge Can and walk to the right. Deal with the Seagull, then stand on the hay bale. Just to the right is a Rampaging Clown. Use the ball to take him out, then drop to the ground. Head to the right and pass beneath another clown and a Rat. There is also a Bully high in the air, so watch out for his bullets.

Jump over the oil drum, then watch out for an attacking Spider. Take this bad boy out. Just to the right is a truck, which you need to walk over the top of. Go up the pylon that the Spider was on, then jump to the top of the truck.

Once up there, watch out for a Bee attack. Now, take out the Mouse on the next truck before jumping onto it yourself. On this truck is a pair of Magic Trainers. Use these and a Magic Balloon will explode.

Jump onto the pylon to the right. Take out the Seagull and the Copter on here. Get to the very top of the pylon and use the ball to bounce once you are there. You will find a Hamburger up here. Now drop back down to the lower part of the pylon. On the right you will see a Giant Star.

Below you will see a Camera Girl. Drop down and get her to take your picture. Nearby is a Rat and a Splodge. Deal with these, then move to the right. There is a sign with a clown's face on it. Stop, before you get too close to it.

There are 3 enemies just to the right. There is a Rat and a Bully on top of the tent. On the ground there is a Rampaging Clown. This is a very difficult situation to deal with without being hurt. Basically you need to ignore the Rat and the Bully. Run to the right until the Clown appears, then quickly turn around run back the way you came. Get a bit of space between you and the Clown, then hit him with the ball as fast as you can. Hopefully, if you are fast enough you will take it out, if not try jumping over it's head to gain a little space.

Once you have dealt with the Rampaging Clown, run over to the right, straight past the Rat and the Bully (but watch out for his bullets). You will now reach an oil can. Jump on top of it, but stand just to the left. Now you are in an even tighter spot.

To the left, there is still a Bully on top of the tent, so moving that way is a definite no-no. To the right, on the tent is a Hedgehog, which will shoot spike balls at you. You need to avoid these by ducking or by jumping over them. To the right, on the ground is a Rampaging Clown. If you stand too far to the right of the drum, the Clown will be able to hit you. So at the moment you're kind of stuck.

Take out the Ramaging Clown with the ball. When he is close, just warp the ball and it will drop down and hit him. Once the Clown is out of the way, stand on the extreme left of the drum, then face the right. You can now

not to land on the Boxing Glove. However, if you do land on it, just come back down and land on the thin strip.

You now need to quickly take out the Copter, before it hits you and knocks you back into the water. Kill the next Duck on the next pond, then jump over it and land on the next strip of land. On here is a Camera Girl, who will save your progress.

Take out the next Duck, then jump over the pond. On the other side, there is a Bike Cop. Hit him with the ball, then jump over the bike as it slides towards you. Head to the right and a Geek will advance in his boxcar. Take him out.

Run to the right, and kill the Snake with a header. This will save you some hassle. Carry on to the right and you will come to a pond. Knock out the Duck, then jump over the pond. On the other side, very close to you will be a Space Hopper. You won't have time to attack it, so jump back over the pond. The Space Hopper will carry on advancing, until it jumps into the water, where it will be taken out. Jump back over the pond and run to the right. Ignore the Snake and you will find the Recycling Machine.

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PASSWORD - WINDUP

ENEMIES: Bogeyman, Brass Band, Cat, Colonel Brown, Copter, Flamethrower,
Ghost, Jumping Splodge, Missile
Launcher, Piranha, Plane, Sludge Can,
Snake, Spider, Splodge, Toymaker, T-Rex

Before I start on this one, I will warn you that there are numerous different routes to take in this level. The way that I have decribed is the best way that I know of. I know that others can be used and that sometimes you will miss out on some goodies by going another way, but **** it, I'm writing this guide!

Jump onto the red pipe just above you and to the right. From here knock the ball over to the right and take out the Splodge here. Now, jump across to that pipe then onto the ledge above. Follow the ledges up, but beware of the line of flames that will shoot out of the wall.

On the next floor, go to the right and take out the Splodge and the Bogeyman. Continue past the geyser (don't go onto the ledge above). Knock out the Copter after the geyser.

Press on and when you reach a green sign saying "Warning Sludge Test Zone" stop. Just to the right a pile of coal will drop. Wait until it goes, then quickly move past it, then turn around and stand next to the sign. In this time a Toymaker will appear. Take him out, then move past the coal again.

Above you, there is a ledge with a Star on it. Jump to the ledge, then follow the others to the top. Up here you want to go to the left. Make sure the Splodge it out of your way and watch out for the flames. Now jump up to the left. Now take out the Splodge. Jump onto the ledge here and you will see a pair of Magic Trainers above. Grab them and a Magic Balloon will be activated.

In the blast you will gain a Health Heart. Now, go over to the right. Jump over the gap where you entered this area and take out the Splodge on the other side. Use the ball to bounce on the round bronze-coloured platform. Once on here jump to the right (hold A and jump if that helps). Up here you will find another Health Heart. Now exit this room the way that you came.

Once you are back down on the original path, head to the right. Go past the geysers one at a time. Past these, take out the Copter and then the Sludge Can on the right too.

Jump onto the small ledge on the right and from here jump onto the pipe to the left. Watch out for the flames. There is another Copter above you. Get Marko to head the ball and then jump to make it hit the Copter. Now leap onto the pipe above, again watching out for the flames.

From this pipe, jump onto the small pipes on the left.

Take out another Copter here. Jump over to the right, then destroy the Sludge Can. Go up the ledges until you can see a Health Heart. Wait for the flames to subside, then jump up and collect it, before jumping to the floor on the left.

Up here is a Camera Girl. Get her to take your picture. Next, jump to the higher ledge on the right. Follow these ledges upwards, avoiding the flames. On the last ledge, jump to the left and collect another Health Heart.

Get the ball at your feet and head to the left. Take out the Bogeyman and the Jumping Splodge. Climb the ladder until you can see the flame thrower. Wait until the flames disappear, then use the Magic Trainers nearby. This will give you invincibility.

Ascend the ladder to the top. Head to the right and take out the Flamethrower. Carry on to the right and disturb the Cat that is sat on the ledge. Get onto the ledge yourself. Follow the platforms upwards and stop at the one above the flames. Now, look to the left and perform an overhead kick. This will take out the Splodge on the next platform.

Go upwards to the next floor. At the top, quickly look to the right and you will see a very thin ledge. Jump onto it and above, you will see a pair of Magic Trainers. A Magic Balloon will now be activated.

Drop back to the floor and head over to the left. Get the ball at your feet and take out the Plane. Jump over the pit and quickly take out the Missile Launcher on the other side. There is another Plane over here too. Advance to the left and you will find a Camera Girl.

To the left of the Camera Girl is a pit. Drop down here and you will find a couple of Health Hearts. Go back to the top of the pit. Jump onto the pipe on the left and get Marko to head the ball. Jump upwards to take out the Splodge above.

Move onto the platform with the Splodge. Jump to the pipe above, then onto the ledge (watching out for the flames). Walk to the right, then jump to the next floor. Go over to the right and take out the two Toymakers. Just over to the right there is a Snake hanging from a pipe. Take it out with a well placed header.

Press on to the right and go past the geyser. There are two paths to take now. Do not be tempted to take the lower one, instead take the highest path. Take out the Splodge and the Bogeyman here. Get the ball at your feet and

head to the right. You will meet a T-Rex. Quickly take it out in a couple of hits.

Carry on to the right and knock out the Splodge. Head down the nearby ladder. As you descend watch out for the flames. At the bottom, walk to the right. There is a ledge here. Jump on it and you will see a Spider. Take it out with an overhead kick. If it attacks though, get down from the ledge and out of the way.

Once you have dealt with the Spider, jump to the right. Use the ball to bounce onto the round platform above. There is also an Extra Life up here. To the left there is a Brass Band. Get Marko to head the ball and take out these bad boys. Jump up onto the higher floor and you will find a couple of Health Hearts. Now go back to where you were before you took the higher path.

Go past the geyser. Put the ball in front of the first window that you come to. Bounce on the ball the reach the pipe up here. From this pipe jump to the floor on the right. Watch out for the falling coal, then move past it. Quickly get the ball at your feet and take out the advancing Missile Launcher.

Press on to the right and you will find a Health Heart. Watch out for the flames at the bottom of the ladder and take out the Spider. Ascend the ladder and take out the Bogeyman and the Splodge at the top. Go to the left and jump onto the ledge. Up here are two Health Hearts. Jump onto the floor above and you will enter the final boss battle...

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| Boss: Colonel Brown \

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| This boss battle is nearly impossible. Colonel Brown moves fast and his | attacks are hard to avoid. Bear this in mind when you die for the 18th | time. |

| I'm going to tell you the best way that I know to beat Brown, but it | may not always pan out like this. Anyway, set off running to the right. | Keep an eye on the windows behind. When you are beneath the joint between | the second and third window, press down on the D-Pad to make Marko fall | over. If you do this, Marko will be on the floor when Brown begins firing | his lazer. Keep the down button held down and all 3 of Browns initial | shots will pass overhead. |

| As Marko gets to his feet, Brown will advance forward. Get the ball at | Marko's feet and bounce over the top of Colonel Brown. As he walks away | continuously kick the ball at him. You should get a good 4 or 5 hits in. | He will then stop about halfway along this floor. When he stops, you need | to run and trip over again, so that the single shot of lazer will pass | overhead. |

| When Brown begins to walk again, hit him with the ball as much as | possible. As he reaches the end of the floor, he will shoot 3 lazars. You | need to run and make Marko trip and hold the down button. This will keep | Marko safe from the lazars. |

| After this, Brown will take to the air. As he flies overhead he will drop | sludge bombs. If you get hit directly by one of these you will be harmed. | If some of the debris touches Marko, then that's okay. Whilst Brown is up | to this, then best way to avoid him is to run left to right. |

ATTACKS : None, but when you knock him out, the bike will come skidding forwards and will harm you.

HITS TO KILL: 1

LOCATION : Levels 1 & 12

B M X e r

DESCRIPTION : A guy on a BMX. Simple yeah? He has no attacks, but don't let him ride into you!

HITS TO KILL: 1

LOCATION : Level 8

B o g e y m a n

DESCRIPTION : A sludge man. With yellow eyes. Ocassionally, you will see him take the shape of a cop and walk around. When it does this, it will be able to move a lot faster.

ATTACKS : Throws sludge, but it doesn't have great range with this.

HITS TO KILL: 2

LOCATION : Levels 2, 4, 5, 6, 9 & 13

B r a s s B a n d

DESCRIPTION : This name relates to a number of different enemies. They are all miniature brass band toys. All have different instruments, but they all do the same- pretty much nothing.

ATTACKS : Walk (hell yeah).

HITS TO KILL: 1

LOCATION : Levels 7, 12 & 13

B u i l d e r

DESCRIPTION : A guy in a white vest and jeans.

ATTACKS : Throws bricks. This can be an effective attack but is easily dodged.

HITS TO KILL: 2

LOCATION : Level 7

B u l l y

DESCRIPTION : A small evil-face boy dressed in green. Bullies are found wielding toy guns and are often found over head so they have a good vantage point.

ATTACKS : Shoot with toy gun.

HITS TO KILL: 2

LOCATION : Levels 1, 3, 8, 10 & 11

C a t

DESCRIPTION : A black cat, usually found sleeping. This won't harm you, even if you touch it.

HITS TO KILL: 1

LOCATION : Levels 1, 6, 8 & 13

C o l o n e l B r o w n

DESCRIPTION : The bad guy of this game. He is one evil mother of a last boss so get ready to launch them controllers! See Level 13 for more info on how to take this bad boy down.

ATTACKS : Lazer fire, drops bombs.

HITS TO KILL: A million? Maybe not that many but more than you can count.

LOCATION : Level 13

C o p t e r

DESCRIPTION : Basically a Splodge that has rotors so that it can fly. However you will also find that it is helicopter-shaped.

ATTACKS : Not all of these have attacks, but some will fire blue balls at you.

HITS TO KILL: 1

LOCATION : Levels 4, 5, 8, 10, 11, 12 & 13

D u c k

DESCRIPTION : A brown duck. You will only see these swimming in ponds, never on land. They have no attacks, but touching them will harm Marko.

HITS TO KILL: 3

LOCATION : Levels 9 & 12

F l a m e t h r o w e r

DESCRIPTION : This guy has a white space-suit on and a gun.

ATTACKS : The gun is actually a flamethrower. A long jet of flame will extend out of the gun.

HITS TO KILL: 3

LOCATION : Levels 7 & 13

G e e k

DESCRIPTION : A rare enemy, he only appears a couple of times. A geeky guy in a white lab coat will speed at you in his wooden box car.

ATTACKS : Not really an attack but he will run you down.

HITS TO KILL: 1

LOCATION : Levels 9 & 12

G h o s t

DESCRIPTION : This is a pretty standard-look ghost. He's white. Has no attacks, but don't touch him.

HITS TO KILL: 1

LOCATION : Levels 2 & 13

H e d g e h o g

DESCRIPTION : This is a hedgehog with attitude. Kinda like Sonic but without the speed, the speech or the blue spikes.

ATTACKS : This guy will walk towards you until he spots you. Then he will launch himself at you with a full body take down. Best avoided. Sometimes you might also find a Hedgehog will shoot a small ball of spikes at you. Avoid these too.

HITS TO KILL: 1

LOCATION : Levels 8, 9, 10 & 12

J u g g l i n g C l o w n

DESCRIPTION : A clown that will stand still and uh, juggle.

HITS TO KILL: 1

LOCATION : Levels 10 & 11

J u m p i n g S p l o d g e

DESCRIPTION : A Splodge that will jump towards you.

ATTACKS : Jump?

HITS TO KILL: 1

LOCATION : Levels 4 & 13

M i s s i l e L a u n c h e r

DESCRIPTION : I don't know why I gave this enemy this name. It fires lazars, not missiles. Anyway, it's a blue machine on wheels. It moves very fast, so pull the trigger quick!

ATTACKS : Lazer fire.

HITS TO KILL: 1

LOCATION : Level 13

M o u s e

DESCRIPTION : A small white mouse, that basically just walks up and down.

HITS TO KILL: 1

LOCATION : Levels 7, 9, 10 & 11

N a u g h t y N a i l

DESCRIPTION : This is a nail with eyes that will bounce around (usually towards Marko).

HITS TO KILL: 1

LOCATION : Level 7

P i r a n h a

DESCRIPTION : A green piranha fish that lives in slime pools. Only seen when jumping out of the slime.

ATTACKS : Bite

HITS TO KILL: 1

LOCATION : Level 5 & 13

P l a n e

DESCRIPTION : These are green toy planes. They will buzz around a pretty small area.

ATTACKS : The planes will drop bombs if you are beneath them. This is a strong attack, so best keep well back!

HITS TO KILL: 2 to take down, 3 to completely destroy.

LOCATION : 9 & 13

P o g o C o p

DESCRIPTION : A cop on a pogo stick. Slow moving but will try and trap you. Touching him will harm you.

HITS TO KILL: 2

LOCATION : Levels 1 & 9

R a m p a g i n g C l o w n

DESCRIPTION : I hate these. They are very rapid moving clowns. These will rampage around the area, making them very hard to avoid.

ATTACKS : They will squirt silly string, but you are at more danger from them running straight into you.

HITS TO KILL: 2

LOCATION : 10 & 11

R a t

DESCRIPTION : A large brown rat.

ATTACKS : Jump?

HITS TO KILL: 1

LOCATION : Levels 1, 2, 3, 4, 8, 9 & 10

S e a g u l l

DESCRIPTION : A large white bird. Often found perched at random points, but get too close and it will take flight.

ATTACKS : Dive, fly.

HITS TO KILL: 2

LOCATION : Levels 1, 9, 10, 11 & 12

S l u d g e C a n

DESCRIPTION : A drum of toxic sludge. Some levels require you to destroy all of these in the area before you can advance to the next level.

HITS TO KILL: 2

LOCATION : Levels 1, 4, 6, 7, 10, 11 & 13

S l u d g e T a n k

DESCRIPTION : A huge great big tank. See Level Eight - Suburbia for more detail on this enemy.

ATTACKS : Fires sludge.

HITS TO KILL: 7

LOCATION : Level 8

S n a k e

DESCRIPTION : A green snake, found hanging from branches of trees.

ATTACKS : Fires one or two blue balls at you. It has amazing accuracy with these attacks so try and kill them before they attack.

HITS TO KILL: 1

LOCATION : Level 9, 12 & 13

S p a c e H o p p e r

DESCRIPTION : A small boy on a yellow and red space hopper. These guys can move pretty fast and usually appear when you don't want them to. They have high defence to, so taking them out can be difficult.

ATTACKS : None, but touching him will cause damage.

HITS TO KILL: 3

LOCATION : Levels 3, 9 & 12

S p i d e r

DESCRIPTION : A red/brown coloured Spider. These will drop from up high to surprise you.

ATTACKS : Will release a cluster of blue balls. Try and get between them to stay safe.

HITS TO KILL: 1

LOCATION : Levels 2, 4, 7, 10 & 13

S p l o d g e

DESCRIPTION : These are small green creatures that scuttle along the ground. There are a number of these that look the same, but have different attacks.

ATTACKS : There are a couple of different attacks that these can have. Some have no attacks. Others will shoot a ball of sludge out of the top of their heads. The third is the most dangerous. It will turn into a bomb and explode. If any of the sludge from the explosion touches Marko, he will be harmed. You need to destroy the bomb before it explodes.

HITS TO KILL: 1

LOCATION : Levels 2, 4, 5, 6, 8, 9, 11, 12 & 13

S u p e r C a n M a n

DESCRIPTION : A guy in a yellow shirt. Hit him and he will give up a lot of Super Cans. He will appear out of thin air so watch out for him.

HITS TO KILL: 1

LOCATION : 6 & 11

T - R e x

DESCRIPTION : A large green dinosaur. These move very fast, so try and take them out before they see you.

ATTACKS : Spits sludge at you. It has great range with this attack, so it can be hard to evade.

HITS TO KILL: 2

LOCATION : Levels 4, 5, 9 & 13

T o y m a k e r

DESCRIPTION : This is an old dude running about the toy factory.

ATTACKS : Throws hammers at you. HAMMER TIME!

HITS TO KILL: 2

LOCATION : Level 13

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T h a n k Y o u s

GameFAQs for hosting this.

Everyone on the FCB for being nice.

osrevad (<http://osrevad.westopia.net>) where I got the ASCII controller from.

You, for taking the time to read this.

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My contact email is truly.dexterous@hotmail.com. Before contacting me see my guidelines below. Follow these and I'm more than willing to help you out.

D o

- Put the game name in the title of your email.
- Read all of the guide before contacting me. Make sure the thing that you email me about isn't already in the guide.
- Send me anything that you have to add to the guide. I would really appreciate any contributions to this FAQ.
- Praise mail. It's always nice to get good feedback.
- Tell me about a mistake I made, but not typos please, I'll sort them out if I need to.

D o n ' t

- Send me emails in txt spk lik ths. Correct English please.
- Send me spam.
- Hate mail. I don't really need to see this. I don't care if you didn't like the FAQ.
- Add me to your IM contacts list. Send me an email instead!
- Email me asking me to join a group/club/forum. Thanks but no thanks.

Thank you, that's it until next time. See you around peeps.

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