

Mickey Mouse: World of Illusion FAQ/Walkthrough

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MICKEY MOUSE: WORLD OF ILLUSION

for the Genesis

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Version 2: 21 - 12 - 01

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Revision History

Version 2 (21 - 12 - 01): Just a few minor alterations and additions

1 Items

Candy

One extra health point

Cake

Maxes out your health (you start with 5 out of a maximum of 8)

Card

52 of these gives you an extra life

Top Hat

An extra life

Silver Card

Makes you invincible

Rocket

Kills all baddies around you at the time

2 Baddies

Baby Eagles

They hatch out of eggs on one stage and attack you

Bulldogs

Appear out of paper tubes and breathe fire but tend to burn themselves

Cake Men

Quite tough to kill, as they require two hits

Chocolate Soldiers

These are fairly harmless; their only attack is to throw candy at you

Eagles

Dive bomb you from above

Fairies

One has a nasty habit of burning holes in the floor; the others simply fly at you and are hard to actually kill

Flames

they appear from bolts of lightning in groups

Flying Fish

Leap out of the water in one level and can be a nuisance

Holly

Doesn't hurt you but paralyses you for a few seconds; same effect as being hit by your partner in 2 Player mode

Jack - in - the - Boxes

Come in two varieties; small and large. The large ones are more dangerous but reveal springs when defeated

Leaves

Take human form when you are nearby, but are fairly harmless

Lobster

Found underwater, but fairly easy to kill - watch out for the spears they chuck

Mexican Bandits

They usually float in from above with balloons attached to them, and fire a gun which emits a flag with "Bang" written on it; very easy to kill

Moles

Found in two player, these are large but easy to kill

Mosquitoes

They swoop in on your from above so be careful

Pawns

Bounce up and down and require two hits to kill

Planes

Launch an attack from above, but are easily dispatched

Playing Card Soldiers

Similar to the soldiers from Alice in Wonderland, these are similar to the chocolate men but require more hits to kill

Sharks

They appear through the floor, mainly in packs but can be killed easily. Just don't be caught above them.

Soldier Ants

They can be found in packs on the first level and charge at you.

Spiders

They hang down in front of you are are easy to kill

Starfish

Can be a bit of a nuisance as they jump around erratically

Stationery Equipment

Various sorts, including pens and set squares, attack you in the library

Sugar Cubes

Found in the sugar bowl, these can only be temporarily disabled and can be a nuisance as they bounce back and forth

Tiger Sharks

These are found underwater and cannot be killed. They'll hound you constantly.

Wolves

These run at you fast, but are easily killed

3 Walkthrough

This walkthrough deals with the routes taken by Mickey, Donald and in the 2 player game. On most levels stage 2 is different depending who you play as.

3.1 Enchanted Forest

Stage 1.1

This level is straightforward and requires little explanation. Use the seesaws to get up the long shaft. If you have two players let one player bounce the other up to the next ledge, then use A to drop a rope to the other player to climb up.

Stage 1.2 (Mickey)

Similar to before; jumping on some of the flowers will cause petals to turn into platforms you can climb up.

Stage 1.2 (Donald)

Use leaves as platforms to reach high up goodies; you can also attack small leaves and they grow into platforms.

Stage 1.2 (2 player)

Make your way through the caves; at the start is a small gap. Have Mickey crawl through first, then have Donald crawl through. He will get stuck, so pull him through with A. The other notable bit of the course is the mining cart. Each player stands on one side and must press down alternatively to move the cart, avoiding obstacles such as falling ceilings and a collapsing floor.

Stage 1.3

Avoid falling and kill the spiders. Certain gaps can only be crossed by using the threads left behind by spiders but don't hang around as they vanish quickly. If you're playing in 2 player mode and one player falls, carry on and the other player will appear at the next safe spot.

Boss: Giant Spider

This boss will crawl over the screen and try to hit you, but can be killed in five hits. Occasionally he will appear in the background but cannot be hit at this point.

3.2 Among the Clouds

Stage 2.1

Simply move the magic carpet along, avoiding whirlwinds and other hazards; near the start go near the bottom of the screen and you will collect several cards.

Stage 2.2 (Mickey)

(1)

Move through the storm, avoiding the lightening and killing the flames; straightforward.

(2)

Simply run with A before the ceiling crushes you.

(3)

As the tiles fall, all but one will vanish. Make sure you stand on the one that remains and you should get to the bottom safely, then jump to the single block in the middle of the screen.

Stage 2.2 (Donald)

Although the level is entitled "Among the Clouds", this level takes place on a river, with Donald riding on a leaf. Touching the river kills you instantly.

(1)

Jump over the rocks and make sure you land on the leaf.

(2)

Do nothing!

(3)

Jump over the first rocks; ignore the rocks in the ceiling - these miss you entirely

(4)

Duck (ha ha!) to avoid being crushed

(5)

Jump to get the items if desired

(6)

Duck again to avoid the flames

(7)

Jump over two sets of rocks

(8)

Jump over the flames

(9)

This is the hardest room; jump onto the collapsing bridge and make your way up to the next leaf. Even touching the stream above from below is fatal, so don't. Ride on the leaf and do a big jump over the rocks, getting a 1 up

(10)

Duck under the first flames, then jump over the second.

That's it - you've finished the stage.

Stage 2.2 (2 player)

To get up the first section, one player must stand on the other's head and use them as a platform, then press A to drop them a rope. Next, avoid enemies and simply make your way to the end. At one point you will stand on a column of

rock that slowly goes down. Stand on another to exit the level after negotiating a collapsing bridge.

Stage 2.3

Cross the clouds again and be careful on the small ones, as if you are hit by an eagle you could be knocked to your death. Also avoid whirlwinds that rise up at certain points. When you reach the pianos, walk over each step then watch what appears; it could be an item - or it could be a bomb, so don't hang around in the same place or you'll be hit (not all notes have something). Items are randomly placed, but there will always be one extra life. Some of the clouds also collapse (but not in 2 player mode)

Boss: Six Dragons

The wheel turns and a dragon (bearing a slight resemblance to the title character from Pete's Dragon) appears. The simplest way to deal with this is to jump over its flame then get near it and kill it in one hit. When all six dragons are dead, you beat the level.

3.3 Underwater Adventure

Stage 3.1

Move along in a bubble, remembering you cannot attack. If you're a little low on energy, head up for two extra health points. Otherwise, get through the level fast; there are a few detours where you can get items but these are best avoided. To pass the walls of bubbles, turn your back on the clams and they'll move forward and swallow the bubbles. At the end you come to a wall that only Mickey can get under. If you're doing 2 player, pull Donald through as before, causing the ceiling to start collapsing. If you're Donald, try (for some reason the game won't let you progress unless you do), then go back. You will find yourself in the first are; go back until Donald is sucked out of the water. When climbing shafts in 2 player make sure both players stick together; if one player goes off the bottom of the screen the other must go down to the bottom and start over again.

Stage 3.2 (Mickey)

Simply cross the spikes, using the oysters to stand on, but don't stand on them when they open as you will lose energy. Watch for falling rocks and shells (run under these) and when you reach two jets of pink water jump on the second and jump into the opening on the left for some goodies. Then head right.

Stage 3.2 (Donald)

Simply cross from island to island, using the rubber rings. Be warned; some deflate and sink, and watch out for flying fish. Some rubber rings rise into the air on a jet of water and allow access to bonuses in the trees. At the end, Donald casts another spell to create a bubble and re - enters the sea.

Stage 3.2 (2 player)

A straightforward level, this stage is set in Atlantis. There are plenty of hidden goodies overhead and high walls which you must scale like you did in Stage 2.2. At the end jump on the clam shell and it will knock down several pillars, causing the ceiling to begin to cave in. As soon as you are off the clam, both players must run for their life before the ceiling falls in.

Stage 3.3

The best stage takes place on board a sunken ship. As you walk through, watch out for the rotten floorboards that give way, leading to bottomless pits. Climb some stairs and fall through the rotten boards to find a secret area with bonuses. Run under most of the tridents be careful; the last one in the first set will fall as soon as you stand left of it, so don't be too hasty; this also goes for the first and last in the next set. Progress on, killing sharks, and then run through the section which fills with water. Then crawl through the last gap, avoiding sharks and the level's over.

Boss: Jaws

The tip of the shark's fin cannot hurt you but watch for when the shark swims through the ship at you and when it jumps in the air from off - screen. This boss is easier than it seems, and take roughly six hits to kill.

3.4 The Library

Stage 4.1

Make your way through, watching out for sugar bowls. If you jump in one you reach a secret bonus stage with bouncing sugar cubes (which can be temporarily disabled with one hit) and several cards. If you come to a door with a curtain you can warp to another location. If you selected Mickey, take any route, but if you're Donald head right and climb up the clipboard - this leads to a secret level. On 2 player, head towards the spray can and press the button, creating a bridge.

Donald's Secret Level

Half way through the level, Donald bust enter a book which leads to a secret level where every baddie is made of words (including wolves, eagles and rocks that roll at you). When you pass a house you will spot a cart; if you stand in front of it and press A, B and C together an item bag containing candy will appear out of the chimney and land in front of you. Press the button at the end to lower the drawbridge and ignore the guards - they're in the background.

2 player Secret Level

You will find an open Christmas Present. Enter to find a Christmas level, which is repetitive but fun. Crawl through tubes to find hidden items and use cherubs as platforms. At the end the floor collapses sending you back to the game. Most items can be found along the bottom of the level, but make sure you grab the ones from the Christmas Tree! Along the top of the screen avoid the falling dice.

(Note the game forces you to play the secret levels and you cannot progress beforehand)

At the end of the level, jump in the cookie jar.

Stage 2.2

Make your way through the sweet world, avoiding falling into the pink liquid, and make your way through the level, using pies as floating platforms.

Mickey's Secret Level

If you're playing as Mickey you will find a firework in a bottle; jump on to it (you have to anyway) and enter the level, in which you simply avoid hitting

stars and get as many bonusues as you can.

After that, complete the level as normal. Sink through the jelly floors and you'll end the level.

Boss: Wicked Witch

The witch has several attacks, including sweeping across the floor on her broomstick, and firing fireballs at you. She takes six hits and could take several attempts. He attacks are random, which makes giving a guide on this boss somewhat hard.

When she is defeated, you will return to the library and a new door will have appeared. Don't jump straight in, though - jump into the cookie tin for a 1 up and then jump across to the candy if you're short on health, then go into:

3.5 The Magic Box

The level includes walking through a garden. The main problems are controlling the cards; you do this automatically and use them to cross gaps or scale walls. The only hard bit is where the cards transform into floating platforms to cross a gaping chasm. Alternatively they will float horizontally and vertically so timing is essential.

At the end of the level are seven dice; if you played as Mickey, jump on the second from the right; Donald must use the second from the left and if you are playing 2 player, furthest right (both players must step on it). If you chose the wrong one you will return to an earlier part of the level, though jumping on the third from right dice takes you to a secret area where you can grab cards and candy in a tree; falling out lands you by the dice again. If you are right, the door ahead will open and you may progress.

Stage 5.2 (Mickey)

Run into the mirror, then keep running to avoid the scroll of the screen. Once on the table, avoid flying plates and candles and on the floor avoid holes (the smallest ones expand when you get close). When you reach a chandelier hold back until it falls (anyone else reminded of Only Fools and Horses?)

Stage 5.2 (Donald)

You are in a maze with six levels; head straight and go up he first two flights of stairs where you will find a bird. Hit it and it will drill a hole in the ground for you to fall through. You will be in an underground maze; head right and up some stairs to a jack in the box, which you must kill, revealing a spring which returns you to the main maze. Go up and use another bird, returning the the underground and go up the stair and hit the jack in the box again. Continue up the stairs outside and hit the third bird and you will find yourself in a corridor leading to the exit.

Stage 5.2 (2 player)

Somewhat disappointing, you will find yourself confronted by five doors, but if you choose wrong you must replay a previous level. Both players must stand by a door and press A, B and C together to progress; I believe the right door is the second from the left but I'm not certain.

Stage 5.3

Avoid the holes the fairy makes then make your way upwards (watch out for the secret passage accessed by jumping to the right off the first staircase to the

platform with the candy on - simply walk into the wall for a slice of cake); press a button to make a light appear behind the curtains making any baddies appear in silhouette. Then use the moving platforms to cross the spikes. When you jump in the magic box you appear on a platform that begins to fall down on a chain. Jump onto land before you fall to your death.

Stage 3.4

Much the same, this level involves making your way through the castle, killing any cards that appear (and some appear from behind so be careful). Watch the silhouettes on the stained glass windows before going behind them.

Boss: The Magician

Watch out for the invincible ghosts and hit the magician's face. Also beware as the columns will rise and fall into the gunge with no pattern. This boss takes six hits to kill and is actually quite easy, so beating him should be no problem.

4 Codes

Mickey

Level 2: King of Clubs, Queen of Hearts, King of Hearts, King of Diamonds

Level 3: King of Hearts, King of Spades, King of Diamonds, Queen of Spades

Level 4: Queen of Hearts, King of Diamonds, King of Spades, King of Clubs

Level 5: King of Diamonds, King of Clubs, King of Hearts, King of Spades

Donald

Level 2: King of Spades, King of Diamonds, King of Clubs, Queen of Spades

Level 3: King of Clubs, King of Hearts, Queen of Hearts, King of Spades

Level 4: Queen of Hearts, King of Diamonds, King of Hearts, King of Spades

Level 5: King of Spades, King of Hearts, King of Clubs, King of Diamonds

2 Player

Level 2: King of Spades, King of Hearts, Queen of Spades, King of Clubs

Level 3: King of Diamonds, Queen of Spades, King of Hearts, Queen of Hearts

Level 4: Queen of Spades, Queen of Hearts, King of Clubs, King of Spades

Level 5: King of Clubs, King of Diamonds, King of Spades, King of Hearts

If you spot anything wrong with this FAQ, or have any problems, write to GavLuvsGA@aol.com, but please remember only write with problems associated with the game; please do not send attachments or try to send IMs - also please do not start sending me chain letters. If you want to put me on a mailing list please ask me first.