

Adventures of Lolo FAQ/Walkthrough

by Shibu_Jason

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**** The Adventures of Lolo ****
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Author: Jason Guay

Email: ninjay(at)hotmail(dot)com

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A. STORY AND BASICS
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Story

Basically, the Great Devil kidnapped Lala, and it's up to Lolo to work his way from level to level through all 10 Floors (50 Levels) of the Great Devil's castle to rescue her.

Finishing a Level

Every level in The Adventures of Lolo is a one screen puzzle room. No matter what you may see in each level, the goal is always the same - collect all of

the Hearts to open the Treasure, then touch the Treasure to grab the Jewel. Doing so will clear all of the enemies in the room and open the Door to the next level (or make the Staircase to the next world appear). The Walkthrough section will explain exactly what must be done to solve each room.

Shooting Enemies

Collecting certain Hearts will grant Lolo 2 shots (indicated by a higher-pitched sound upon pickup). Lolo can hold more than 2 shots if he picks up the right Hearts. By shooting an enemy once, he turns them into an egg. The egg can be used in various ways, but will soon hatch, causing the enemy to respawn in the same shape as he was before being shot.

If Lolo shoots an enemy twice (that is, shoots it once, then shoots the egg) the enemy will fly off screen temporarily. After a short amount of time, the enemy will respawn at its original starting point (which will be indicated by a square right before it reappears).

Using Eggs

Lolo can push an egg around freely as he would a Block, positioning it wherever needed. Eggs (as well as the enemies themselves) provide cover against enemy projectiles.

Eggs can also be pushed into water, and Lolo can step onto them. Sometimes, they will sink on the spot, and other times they will float on a specific path before sinking. Use them to carry Lolo to places he can't reach otherwise, or use them to cross over a 1-tile wide body of water.

Tiles/Half Tiles

After playing the game, it can be clearly noticed that the screen is set up like an invisible grid, where all enemies, items, obstacles, and Lolo himself each take up 1 'tile'. This walkthrough will use this to describe how to push Blocks and solve puzzles, especially the more advanced ones. This will make it easier to describe exactly how to navigate through each puzzle.

You may also notice that despite the rooms being set up on a grid, it is actually possible for Lolo to move or push objects a half-tile at a time. This little detail is essential to solving certain puzzles. Lolo can stand halfway in front of Medusa or Don Medusa without being shot, and any enemy only needs to be half blocked to be completely stopped (including all projectiles).

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B. CONTROLS

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Up - Moves Lolo up

Down - Moves Lolo down

Left - Moves Lolo left

Right - Moves Lolo right

A - Use item (if available)
- Shoot (if you have shots)

Select - Suicide/Give Up/Start Over

Start - Start game

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C. ENEMIES

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Snakey

These green snake-like creatures simply stay on the spot and are not harmful to the touch. They are mostly used as meat shields or eggs to float on across water.

Gol

This pink dragon remains dormant until Lolo picks up the final Heart in a level. Once awakened, he will shoot fireballs at Lolo if he walks in front of where he is facing. While the fireballs can be avoided, it is always best to make sure Gol is not in the way of getting the Jewel, or is at least blocked.

Leeper

This green, hopping creature with big ears is quite a pain, as he will fall asleep as soon as he touches Lolo. Once he falls asleep, there is no way to move him, which can easily screw you. Make him fall asleep strategically so he does not block your progress.

Alma

This grey shelled creature alternates between running and rolling, with the simple goal of running into Lolo and killing him. Get away from him any way you can!

Medusa

Medusas are grey heads with snake hair that remain motionless, but will instantly kill Lolo if he walks exposed in line with them (4 directions) by throwing needles at him. Thankfully, Lolo can use Blocks and other means to get safely past them.

Don Medusa

Don Medusas are pink creatures that are exactly the same as Medusas, with the added threat of being able to patrol on a single line (back and forth either Vertically or Horizontally). Like Medusas, Don Medusa will instantly kill Lolo if he lines up exposed with him in 4 directions (although he throws a knife instead of needles...important detail, I know).

Skull

Skulls lay dormant until Lolo picks up the final Heart in a level, then they wake up and quickly go after him. Seeing as how they are fast and difficult to avoid, it is always best to ensure that they are trapped from Lolo's path to the Jewel before picking up the last heart.

Rocky

This grey block-like creature bumbles around slowly, but can speed up if lined up with Lolo. While touching him does not kill Lolo, his goal is to push you into other enemies or box you in somewhere, forcing you to restart.

Great Devil

This is the villain of the game, and the one that kidnapped Lala. Disappointingly, you never actually fight him in the game.

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D. ITEMS/ENVIRONMENT

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Trees

Trees are obstacles that block Lolo, enemies and Lolo's shots, but do not block enemies' projectiles.

Rocks

Rocks are obstacles that block Lolo and other enemies, and also block Lolo's shots and enemies' projectiles.

Water

Water cannot be accessed by Lolo or enemies, however Lolo can use push an egg onto it and float for a while. Be careful though; when the egg sinks, so does Lolo!

Bridge

Bridges act as normal ground, allowing everyone across water.

Grass

Grass is just like normal ground, except that certain enemies cannot walk onto it, giving Lolo some safe ground.

Sand

This slows Lolo down significantly if he walks through it. It doesn't slow enemies down though, so watch out!

Heart

All of these must be collected to up the Treasure and finish the level. Some Hearts give Lolo 2 shots, which is indicated by a higher-pitched sound upon pickup.

Treasure

The treasure is the key to ending each level. When Lolo picks up all of the Hearts in a level, the Treasure will open and reveal a Jewel. Make your way to the open Treasure to touch the Jewel and clear all enemies, opening the path to the next level. It is important to note that Lolo can walk on the Treasure like normal ground.

Door/Staircase

When Lolo collects the Jewel to end a level, the door at the top of the screen will open. Enter the door to move on to the next level. The last level in each world does not have a door; this is because a Staircase will appear when Lolo grabs the Jewel. Touch the Staircase to move to the next world.

Arrow Block

These are stationary blocks with arrows in them. Lolo can walk through them if he is going the direction the arrow is pointing, or from the side. Lolo cannot go through an Arrow Block if he is going against the direction the arrow is pointing.

Blocks

These green blocks can be moved freely, and are essential to solving puzzles. Be careful, a block cannot be pulled, so getting one against a wall can get it stuck.

Hammer (Inventory)

If Lolo collects enough Hearts to use this, he can break any Rock on the screen by walking up to it and pressing A.

Arrow (Inventory)

If Lolo collects enough Hearts to use this, he can change the direction of the arrow of any Arrow Block on the screen by walking up to it and pressing A.

Bridge (Inventory)

If Lolo collects enough Hearts to use this, create a one-tile sized bridge by walking up to the water and pressing A.

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E. WALKTHROUGH

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Room 1-1
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So it begins! This first room introduces us to Snakey, and the game in general. As you will soon notice, there is not a whole lot you actually can do, so start with the only thing you can do, take the Heart on the far right. This will give you two shots, so move up to the Snakey. Either shoot him once and push him out of the way (left, right, or all the way up) or shoot him twice to blast him off screen, then grab the last Heart at the top of the screen. Go back down, grab the Jewel, and voila, walk up through the door. Room solved!

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Room 1-2
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Here we get introduced to Gol, the fire breathing dragon, but he won't wake up until all Hearts have been collected. There is also the first Block in the game, but we don't actually need it.

Walk up and cross the bridge on the left and take the Heart in the upper left, it will give you 2 shots. Go back down, now cross the bridge on the right to get the Heart in the upper right corner, go back down, and collect the lower

right Heart (close to the Block). Finally, collect the Heart in the lower left corner to have the Gols wake up. From here, just move straight up and shoot the Gol above you twice to blast him out of the way, then keep walking straight up to grab the Jewel. Obviously, you can also use the Block to block the Gol on the left from shooting, so use whatever method you see fit. Room Solved!

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Room 1-3
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This room shows us Leeper for the first time, who falls asleep at the touch. You don't have much choice here, so grab the only Heart you can, and use the 2 shots it gives you to shoot the Snakey that is blocking you twice to knock him off screen.

Now take the next Heart on the thin path, and end up in a little clearing on the right side of the screen. Position Lolo so that he is in the upper left corner of that little clearing, with a tree to his left and water right above. The Leeper will approach and fall asleep on Lolo's right, keeping all paths clear.

From here, easily collect the remaining Hearts by going counter-clockwise around the room (collect the one in the lower right corner, on top, then on the bottom), then grab the Jewel. Room solved!

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Room 1-4
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Here we see Skulls for the first time. Like Gol, they will only wake up once all Hearts have been collected, but Skulls quickly glide after Lolo.

That being said, you want to block these guys off. Start with the bottom Skull; push the Block to his right straight down, and the one to his left straight left. This will seal off any way he has to get out of that little enclosure.

Now use that same idea for the top Skull; push the Block to his right straight up, and the one to his left straight left, boxing him in as well. Now collect both Hearts on the left side of the screen, the lower of the two will give you two shots.

Now we have to deal with the right side of the room, bearing 3 Hearts, 3 Blocks, and a Skull. Push the top and bottom Blocks 1 tile left, then push the middle Block either up or down (you can't go wrong because both ways expose the Skull). Now shoot the Skull twice to blast him out of the way, and collect the 3 final Hearts behind him. The remaining 2 Skulls wake up, but they are trapped. All you have to do is collect the Jewel before the third Skull respawns and comes after you, which you have plenty of time to do. Room solved!.

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Room 1-5
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Ah, here we meet Rocky, who I consider to be the most annoying enemy in the game.

The goal here is simply to collect all 4 Hearts without letting either

of the 2 Rockys box you in. You can collect them in any order, but I tend to take the one in the lower left corner first (by pushing the lower Block completely left, grabbing the Heart,, then pushing the other Block straight up) and then going clockwise around the room to collect the other 3.

You basically want to zip into each alcove, grab the Heart, and get back out as quickly as possible. If either Rocky is hanging around close to a Heart you want to get to, move far away to get him to follow you and then run back.

After collecting all 4, grab the Jewel in the center of the room to make a Staircase appear, indicating the end of a floor. Touch it, you're done with Floor 1!

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Room 2-1
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Oh boy, here we meet Alma. This guy runs and rolls non-stop with the single goal of slamming into Lolo.

This is more of a skillful challenge than a mind-bender. You really just want to collect all 6 Hearts while avoiding Alma. To do this, I usually run left upon starting and then run up along the left side to grab the 2 Hearts there.

If you do this, he will usually climb back up to meet you, so run straight back down, across the bottom of the screen to the right, then up the right side to collect the two Hearts there. If you did this fluently, you should be able to continue straight to the top to collect the remain 2 Hearts, then grab the Jewel. Alma is gone now, so breathe easy. Room solved!

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Room 2-2
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Time to meet Medusa, a key enemy in the Lolo series. Seeing as how lining up with her is an instant kill, you want to make sure you properly block her line of sight before walking past.

Starting with the left Medusa, push the Block that is closer to her 1 tile up, this will Block her off to the right. Now take the other Block on her right and wedge it between her and the tree under her (trees do not protect against Medusas), this will block her bottom side.

Now do the same symmetrically to the Medusa on the right (using the Blocks to block her down and left sides). Doing this will give you access to all Hearts, so collect them in any order you want. Just make sure to always keep a Block between you and each Medusa you line up with. After the last Heart has been obtained, grab the Jewel at the top. Room solved!

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Room 2-3
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Finally, we meet a truly dangerous foe - Don Medusa. Like Medusa, he delivers an instant kill if you line up with him unexposed, but he can also move horizontally or vertically on a line.

Move straight up to get between both Blocks, then push them out to the right and left respectively (against the trees). Now get under each Block one at a time, and push them both up so that they are horizontally lined up with Don

Medusa (and against a Heart).

From here, go around and up the left side of the screen, collecting both of the outer Hearts. To get the inner one, carefully get to the top of the screen and move down so that you are just above the Block you pushed up, you should be able to safely grab the middle Heart.

Now you will want to do the exact same thing on the right side of the screen, but you have to go all the way around counter-clockwise (simply crossing on the top will get you killed). Once you've gotten the final Heart, get back to the bottom to grab the Jewel. Room solved!

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Room 2-4
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This is the first time we get an item, being the Hammer. Start off easy by grabbing the 7 Hearts around the outside of the screen. The only danger is Rocky boxing you in somewhere, but he's not so bad in this room.

After you collect the 7 exposed Hearts, you will hear a fanfare of sorts, which indicates that you can now use the Hammer. You want to use it to get the Heart trapped smack in the middle of the rocks (not the one on top of the Snakey). Use the Hammer to break either the rock on top of the Heart in question, or the rock to its left. Slip inside and grab it, keeping your eye on Rocky.

This last Heart gives you 2 shots, so shoot Snakey twice to knock him off screen to gain access to the final Heart. Grab it, then grab the Jewel. Room solved!

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Room 2-5
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This is kind of a busy room, so let's get started! First things first, grab the 2 Hearts at the top of the screen; the one on the left will give you 2 shots. Now go the lower left corner where the Alma is trapped. It is very hard to slip in and safely grab the Heart there, so shoot him just once to trap him in an egg. Grab the Heart and get out before he hatches.

Getting this Heart was enough to activate our item, which is an Arrow. Use it to change the direction of an Arrow Block to be able to walk through, and in this case there is only one Arrow Block, so use it there.

Now in this lower right alcove, you will see 4 Blocks lined up vertically. Push the top one as far left as possible, and grab the Heart on the left. Now you want to push the second Block from the bottom 1 tile left. Move up one tile from there to push the second Block from the top straight up. Now go around and push this same block right, and then up to get it past the Arrow Block. Push it all the way left and use it to block the lower left Skull.

Go back into the lower right alcove; there is another Block you can get past the Arrow Block by pushing it 1 tile up, 2 tiles right, and then up past the Arrow Block. Push it all the way left, and use it to block the upper left Skull.

Now we still have to block the top Skull (holding the Alma back). To do this, simply use your remaining shot to shoot the Snakey once, then push the egg straight up; now all enemies are blocked. Go back into the lower right alcove to collect the final Heart on the right, go back left to safely pick up the

Jewel, and touch the Staircase. Done with Floor 2!

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Room 3-1
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This level introduces us to the final possible item in the game, the Bridge.

Start by doing the only thing you can do, which is take the Heart just to the left of the Snakey. It will give you 2 shots, so shoot the Snakey once and move the egg 1 tile up, protecting you from the lower Medusa's left side. Now collect the 4 Hearts in the middle of the room, in a square pattern. Doing so will give you access to the Bridge item.

I like to use the Bridge near the middle of the room, just between the Block and the tree on the other side of the water. Cross over and then bring the middle Block back across. Push it up and block the upper Medusa's left side with it, giving you access to the 2 Hearts in the upper left corner. Cross back over and collect these 2 Hearts, then bring the Block up there down and across the bridge. Push it up, then squeeze it under the Treasure, ensuring the upper Medusa won't kill you as you grab the Jewel.

Finally, cross to the left side of the screen one last time to retrieve the lower Block, then bring it across the bridge and push it down, just above the Heart in the lower right corner. You want to get this Heart last, otherwise the Skulls will be too close. Grab the final Heart then high tail it up and grab the Jewel. Room solved!

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Room 3-2
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Grab the Heart just to Lolo's upper right (between the 2 rocks), giving you 2 shots. Alma is headed straight for you, but he will prove useful. As soon as you get a clear shot, shoot him once, then push the egg into the water. Notice how it will float in a clockwise motion across the bottom. First use it to cross to the middle of the water to collect the Heart close to the Snakey, then jump back on so you can get back across on the left side (careful, it will sink here).

Collect the 3 remaining Hearts to the upper left, and go back down and left to grab the Jewel. Despite there being 2 Skulls zooming around, the open space makes them generally easy to avoid. At worst, you still have 1 shot if one gets close. Just be quick enough so that Alma doesn't respawn. Once you grab the Jewel, enter the door. Room solved!

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Room 3-3
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All you really have to do in this room is make both Leepers fall asleep in safe spots.

Move straight up until you reach the little open space, and place Lolo in the upper left corner of that area (there should be a Heart one tile to Lolo's lower left). The first Leeper will fall asleep on Lolo's right, but don't dilly-dally as the second is hot on your trail. Keep moving up to the top of the screen, then left, and collect the Heart in the upper left part of the room. The second Leeper will fall asleep just above Lolo. Now there is nothing left to worry about and all paths remain clear, so collect all of the

remaining Hearts and grab the Jewel. Room solved!

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Room 3-4
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Upon starting, push the block to Lolo's left 1 tile left. Now push the one to the upper right to the 1 tile right, then all the way down. Go back up a bit; there is a Block just above the Treasure, push it 1 tile left. Collect the Heart under the right Skull, then the one directly under the left Skull. After collecting this last Heart, there will be a Block to Lolo's right; push it 1 tile right. Now the right Skull should be fully encased.

Collect the Heart in the lower left (between the 2 Blocks), then keep going left then all the way up to the top of the room. Collect the first Heart to Lolo's right, but not the second (as it is the last). Instead, go all the way down to push the 2 Blocks together (by pushing the higher one 1 tile down. Now go back up, around left, and back down along the left side of the screen. You can now push the same Block 2 tiles right, and now the left Skull should also be trapped.

With that done, go back up then right to collect the final Heart. From here, push the Block that's under Lolo straight down to completely box the right Skull in. Now, you can easily go right and down to collect the Jewel. Room solved!

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Room 3-5
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Lots of Gols and only one Block! Fear not, this room is actually quite easy.

Start by collecting every single Heart except for the one to the lower left (you see the Gol on the bottom of the screen on the left? The Heart 2 tiles above him). Now you will notice a Block on the left side of the screen. Push it 2 tiles up, then 6 tiles right, 6 tiles down, and finally 5 tiles left. This will put the Block between the final Heart and the Gol blocking it. Grab the Heart, then simply go up and grab the Jewel. Touch the Staircase, and you're done with Floor 3!

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Room 4-1
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Yikes, 4 Don Medusas! Upon starting, move straight up - remember that Hearts can protect you against his projectiles. Of the two Blocks in the lower left corner, push the lower one to the right, making sure you trap the Don Medusa below it. Now push the same Block all the way down, crushing the Don Medusa to the bottom. This allows you to safely collect both Hearts nearby.

Now move up to take care of the Don Medusa in the upper left corner (be careful, the one in the upper right can shoot you if you're not careful as you walk up!). Push either of the two blocks up, trapping him to the left of it, then push the same Block all the way left to squeeze him in. You can now collect his 2 Hearts by going under the tree.

Now take on the one to the upper right (again, watch out for the lower right one as you cross the middle!). You know the drill by now - push either Block right and then all the way up to squeeze Don Medusa, then take his 2 Hearts. Finally, to trap the lower right one, push either Block down then right to trap

him against the right wall, then take his 2 Hearts. This will open the Treasure, so with all 4 Don Medusas trapped in the corners, collect the Jewel in the middle and enter the door. Room solved!

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Room 4-2
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Hey look, this room is designed to look like Lolo! Start by collecting the 3 available Hearts (lower left, lower right, and bottom middle). The bottom middle one will give you 2 shots.

Go up to the Snakey in the upper right corner, shoot him once, and then push the egg down onto the water and hop on it. It will float left, allowing you to get onto the right 'island' in the middle of the room. Collect the Heart there and wait for the egg, it will soon float between both islands. When it does, jump on to cross over to the left island, grab the Heart there, and jump back on the egg. The egg will now take you down to the missing Heart (get off of it before it sinks).

The Hearts on the island give you 2 shots each, which is more than enough to shoot the Snakey out of your way. Collect the Jewel in the lower left corner and enter the door. Room solved!

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Room 4-3
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This first thing you want to do is go to the far left, and push the leftmost Block 1 tile right (don't collect the Heart, as it is the only one). Now see the Block smack dab in the middle of the room? Push it 1 tile left then 2 tiles up.

Go to the right side of the room to where 3 Blocks are lined up vertically. Push the top and bottom ones 1 tile right, then push the middle one up or down (you can't go wrong). Now move left as far as possible to stand between both of the Blocks you pushed right. Move down as far as possible to push the lower Block against the Medusa, then push the other Block in the lower right corner 1 tile left, to block the Gol lined up with the Treasure.

Now go all the way back left and collect the single Heart. The Skull should be trapped, so make your way to the middle of the room. The tricky part is getting past the Gol's fire (you obviously don't want to take the lower path right in his face). So from the middle of the room, run right-up-right (1 tile each) to avoid the oncoming fireball. You can also make this easier by saving a Block from the upper right (pushing the middle one down instead of up will do this), so push this Block 3 tiles left then all the way down.

The rest of the enemies are blocked, so just breeze through the rest of the way to the Jewel and grab it. To get to the door, push the leftmost Block all the way up and enter - pushing the other Block up will block the path to the door. Room solved!

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Room 4-4
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There is a Don Medusa patrolling the top of the screen waiting to shoot down to you - keep a constant eye on him.

Collect the Heart in the lower right corner by waiting for him to move to the left, running to collect it, and then staying there. The Heart in the upper right corner will protect you against him, so wait for him to start moving left again before going back left. Stop underneath the Block.

When Don Medusa is on the left side of the room, push the Block all the way right, then up across the bridge, stopping when Lolo is just to the left of the upper right Heart. Collect it when Don Medusa is anywhere other than against the right wall. Now you actually want to push the Block up to the top of the screen when Don Medusa is to the extreme right; this will trap him against the right wall, and you won't have to deal with him anymore.

Now go all the way left to collect the Heart in the upper left corner. This will activate your item, which is a Bridge. There is only one logical spot to use it - stand just to the right of the Skull, face down, and use it. This will allow you to cross back down to the bottom part of the screen.

Finally, there is one more Heart to collect in the lower left corner, and it will give you 2 shots. You have to act fast as collecting it will activate Skulls, so pick up the Heart, shoot the Gol just to your right twice, then run right and up to collect the Jewel. Room solved!

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Room 4-5
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Despite the numerous elements to this room, it can be completed quite simply.

Start by going straight up to the 2 Blocks, and push the one on the left up 2 tiles. Doing so will protect you against Don Medusa, so collect the Heart in the upper right corner, getting 2 shots.

Now go back down to the 2 Snakeys. Shoot the lower of the 2 once and push the egg 2 tiles left, then up as many tiles as you want. Go back and shoot the other Snakey once and push the egg 1 tile down, 5 tiles left, then up as many tiles as you want. Collect the Heart at the top between Medusa and Don Medusa.

Now go back down and to the left side of the room. Move up to the 2 Blocks and push the one on the right 2 tiles up. This will protect you against Medusa, so grab the final Heart in the upper left corner. Go down and grab the Jewel, touch the Staircase, and you're done with Floor 4!

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Room 5-1
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This room has a lot of Blocks to get through, but it's quite easy. Start with the 2 leftmost Hearts; push the Blocks closest to them 1 tile right each, so that each Heart now has a Block both above it and below it. As for the Blocks that are to the left of each of these Hearts, push the one beside the upper Heart up, and the one beside the lower Heart down. Collect both Hearts.

There should be 3 Blocks forming a triangle pointing left, so push the middle and upper ones up and the lower one down, just to get them out of the way. Now there is a vertical row of 5 Blocks between you and the middle. Do the only thing you can, which is push the second from the top and second from the bottom 1 tile right. Now push the middle one up and collect the Heart you exposed.

After collecting this Heart, push the Block to your right 1 tile right,

allowing you to collect 2 more Hearts. Again you are faced with 5 Blocks lined up vertically, so push the second from the top and second from the bottom 1 tile right each. Push the middle one down, and collect the final Heart.

There should be a Block directly above you and another below you. Push the one above you 1 tile up and the one below you 1 tile down. There is only one way to block each Gol, so push the respective Blocks right so that each Gol has a Block between itself and the Treasure. Push the Block in your way down and grab the Jewel. Push the Block that is just above you all the way up, and then push the Block to your left 2 tiles left - doing so will get you safely out the door. Room solved!

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Room 5-2
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Start by collecting 2 Hearts - the one in the upper left corner, and the one just to Medusa's upper left. Now go back down to collect the Heart under the Snakey in the middle of the room, followed by the one against the right side of the room (going under the rock to avoid getting shot). This will activate your Arrow.

Now, notice the Arrow Block near the bottom of the room. There is a Block to its upper left, you want to push this one straight down. Now go back up, right, and around to push Block to the Arrow Block's right 2 tiles left. Move 1 tile down, then move as far left as possible, pushing a Block with you. Collect the 3 Hearts in the lower left chamber.

See the Snakey on the left? You want to push the Block under him straight up under him, 1 tile right, 4 tiles up, then 5 tiles right, blocking the Medusa and allowing you to take the final Heart right above her. Now there is just one problem, grabbing the Jewel.

First of all, get underneath the Arrow Block that is just to Medusa's lower right and use your item there, allowing you access through it. Go down to the lower Arrow Block (entering from the right), there should still be a Block just to its left. Push it 2 tiles up, then 3 tiles right, and finally 5 tiles up. Go all the way left, up, and back right to safely grab the Jewel. Room cleared!

=====
Room 5-3
=====

This one is quite easy. First off, don't go down through the Arrow Block; you want to grab the Heart to the left, giving you 2 shots. Shoot the Snakey twice and grab the Heart, getting 2 more shots. Repeat this process until you shoot the lowest Snakey twice. Collect the Heart in the bottom left corner, then push the Block 3 tiles right (so that it is under the rock).

Now there are 3 Hearts remaining on the left half of the screen; collect the lowest one (as you have access to it) and get 2 more shots - you should have 4 shots now. Move up to the Snakey in the middle of the room, shoot him once, and push the egg 1 tile up (right underneath the other Snakey). Take the Heart to his left, then go to the right side of the room.

Follow the thin path, push the Block on the path all the way up to block the Medusa. Grab the Heart to her right, then the one in the Gol's path. The latter will give you 2 more shots, you should have 5 now.

Now go back to the 2 Snakeys in the middle of the room, and shoot each one twice to clear a path to the final Heart. Grab it, then quickly grab the Jewel, though the skulls shouldn't even come to bother you. Room cleared!

=====
Room 5-4
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Water and bridges everywhere! Alright, go straight down the bridges to collect the first Heart at the bottom of the screen. Now notice the cluster of Hearts and Blocks near the top; use the bridge to take the lower right one, which is the only free one. It will give you 2 shots.

Move to the cluster of Snakeys on the left side of the room. Shoot the middle one twice to clear the way to the Heart. Grab it, getting 2 more shots and activating your first item (Bridge). Now, quickly shoot the lower right Snakey in the cluster once, push the egg down into the water, and cross over to get another Heart, getting 2 more shots. Push the Block all the way right against the Skulls.

This is the tricky part. In the Skull cluster, stand on the bridge just above the upper left Skull. Face right, and use your Bridge. While this looks ridiculous, you need this new stepping stone to stand above the middle Skull. Shoot him twice to get him out of the way, and grab the Heart there. This will activate your second item (another Bridge).

Now, go up to the Gol in the upper right. Stand right under him, move 1 tile left, and use your second Bridge here. This will allow you to grab the upper right Heart in the cluster. Push the Block below you down, and grab the middle Heart. Finally, Push the Block to your right all the way right and collect the 2 final Hearts. You should have no problem grabbing the Jewel from here. Room cleared!

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Room 5-5
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Wow, that's a lot of Arrow Blocks. There's only one thing you can safely do: move 1 tile up, 2 tiles left, then down through the 2 Arrow Blocks. Go right then up through the next 2 Arrow Blocks. Now go right to the edge of the room, and push the Block all the way down. Move 1 tile left, then down.

Now you have access to another Heart just to the left. Grab it, then keep going up to push the Block until it is to the right of the Medusa. Now, use the same path as before to get back to the bottom of the room. Go all the way left and grab the Heart near the lower left corner. From where the Heart was, go 1 tile left, 2 tiles up, and 1 tile left to get through the Arrow Blocks. There should now be a Block just above you, so push it as high as it will go.

Grab the Heart on your right side, then the one in the upper left corner. Move right and stand on the Arrow Block pointing right, then get through them by moving 2 tiles down, 2 tiles right, then 2 tiles up. Grab the Heart just to your right.

Now there are 3 Blocks between you and the final Heart. Push the highest one 1 tile right, then the middle one 1 tile down. Finally, push the highest Block 1 tile up, and grab the final Heart and Jewel. Touch the Staircase, and you're done with Floor 5!

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Room 6-1

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Blocks and Medusas. Start off by pushing the lower left Block 1 tile left, and the lower right Block 1 tile right. Doing so blocks both bottom Medusas from shooting up. Now push the lower middle Block around so that it is just above the Heart instead of just below. This allows you to take the lowest Heart.

Now notice the Medusas on the left and right sides of the room; they each have a Block very close to them, so push both of these Blocks up 1 tile, blocking both of them horizontally. Now make your way to the top of the room, obviously not walking between either Heart and the middle Medusa. There are 2 chambers with 3 Hearts each, so just to be sure:

Left Chamber - Of the 3 horizontal Blocks, push the left and right ones 1 tile up, then push the middle one left. Collect the 3 Hearts.

Right Chamber - Of the 3 horizontal Blocks, push the left and right ones 1 tile up, then push the middle one right. Collect the 3 Hearts.

Doing so allows you to save 3 Blocks. There are 2 that you saved (1 from each chamber) that can be pushed straight down, blocking both the left and right sides of the middle Medusa. Collect both of the now-safe Hearts. Finally, the upper Heart has a Block just above it; push it down and around, and finally just on top of the middle Medusa. Grab the final Heart, then the Jewel. Room solved!

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Room 6-2

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Knowing one thing makes the difference between solving this room and not - an enemy can be only half blocked, and you are still safe.

Start by collecting the Heart near the middle of the room, 2 tiles left of the Treasure. Now there are 2 Blocks to your lower left; push the right one all the way down, shielding the lower left Hearts from the Medusa. Now with the 3 Blocks lined up horizontally, push the left and right ones 1 tile down each, then push the middle one against the left wall. Collect the 3 Hearts in that little chamber (you'll get 2 shots).

Now go back up to the lone Block to the right of the trees. Push it 2 tiles up, make your way though, push it back down 1 tile, and finally push it right 3.5 tiles. This will place the Block halfway between both Medusas, and you can safely walk over them now.

Now notice the 2 Snakeys. Shoot the upper one once, and push the egg 1 tile right. This will allow you to grab the 3 Hearts in the upper right corner, so go for them. Go back to the left side of the room, and push the Block that is at the top of the room 2 tiles right. Now go back around and push this same Block all the way down to the bottom of the screen. Grab the final Heart, then the Jewel. Room solved!

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Room 6-3

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Start with the Block in the middle of the room. While it is tempting to push it down and grab the Heart, you actually need to push it left, down, right under the lower Medusa, and finally up so that it is blocking the right side of this same Medusa.

Go up along the right side of the room and collect the 2 free Hearts. Now you need to free the Leeper. To do this, push the Block that is in the way 2 tiles up while Leeper is on the left side of his chamber. As soon as this is done, hightail it to the patch of grass on the left side of the room. Position Lolo so that he is on the upper row of grass, in the middle. The Leeper will go around and touch Lolo here, blocking the upper Medusa's right side. Grab the Heart to her right.

Now go back to Leeper's chamber and collect the 2 Hearts inside. You now want to push the Block here down, left, up, and then back right and down, placing it to the left of the lower Medusa, securing the final Heart. Grab it, then grab the Jewel. Room solved!

=====
Room 6-4
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Start by going left, taking the thin path, and grab the Heart close to the Skull; it will give you 2 shots. Go down and collect the Heart in the lower left corner, then backtrack to where you started.

Shoot the Snakey once, push the egg down into the water, but don't hop aboard. While the egg is floating, go right and push the Block that is in your way all the way down, and wait here. When the egg floats to your left, cross over it and push the Block in your way 1 tile left, blocking the Medusa's top. The egg will keep floating around, so when it is above you, cross back over to once again end up where you started. Grab the now-secured Heart.

Picking up this last Heart will activate your item (Bridge). Go all the way right and position Lolo to the right of the Block you previously pushed down, face down, and use your Bridge here. Cross over, pushing the Block that's in the way down. You can safely grab the final Heart, so after you do, grab the Jewel. Room solved!

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Room 6-5
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This is a very watery level, but also a very easy one. Start by collecting the only Heart you can, it will give you 2 shots. Shoot the Snakey once, push the egg right into the water, and hop on for the ride.

Wait until you are exactly to the right of the Block before walking left onto the middle portion of the level. Doing so will allow you to block the Medusa's bottom. Now use the other Block that's available to block Medusa's left side, securing the Hearts. After pushing this Block all the way up, wait here for the egg. Once it floats to your left, cross over to get the 2 final trapped Hearts.

From here, simply get back on the egg, it will take you all the way back to the beginning, where the Jewel is! Grab the Jewel and touch the Staircase, and you're now done with Floor 6!

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Room 7-1
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Talk about a cluster of Blocks, Hearts, and Gols. Well, start off by taking the Heart to your left, getting 2 shots. Shoot the rightmost Gol once, and

push the egg 1 tile left. Push the Block that is now above you 1 tile up, and the one that is below you 1 tile down. Collect the Hearts above and below the egg, and push the egg 1 tile up before it hatches.

From here, you can actually collect every single remaining Heart expect for the leftmost one without moving any Blocks, so do so. There should now be 4 Blocks in the middle of the room, at each corner of the Treasure. Push the upper left one 1 tile right then 1 tile up to block the upper Gol. Now push the lower left one 1 tile right then 1 tile down to block the lower Gol.

Now on to the leftmost Gol. There is a Block right above him and another right below him; push both 1 tile left. Shoot the Gol once and push the egg either up or down, then grab the final Heart. 3 Gols are blocked, while the fourth is still in a egg, so easily grab the Jewel. Room solved!

=====
Room 7-2
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There are two things that can make this room a challenge: the 2 Don Medusas on top of the screen and the fact that Rocky is running around being his usual pain in the ass self.

Start by moving up one tile, so that you have a Block to your left and right. Push the left one all the way left and the right one right, and use them to trap the 2 Don Medusas (moving vertically) in the lower corners of the room. Now push the remaining Block that is at the bottom of the room straight up, just as extra protection against Medusa.

Go up along the right wall and notice that Medusa has a Block to her lower left and another to her lower right. Push the lower right one 1 tile left to block her bottom, and the lower left one 1 tile up, to block her left side. You may also want to push the Block above the right Gol to the left, to squeeze Medusa's right side.

The exact same thing must be done on the other side, so:

Go up along the left wall and notice that Medusa has a Block to her lower left and another to her lower right. Push the lower left one 1 tile right to block her bottom, and the lower right one 1 tile up, to block her right side. You may also want to push the Block above the left Gol to the right, to squeeze Medusa's left side.

Now, go back down to the bottom and collect the only 2 Hearts in the level (I like to save them for the end to ensure the Gol's fire doesn't get in the way). Go back up either side (watch the Gols), watch our for the Don Medusa's at the top one last time, and grab the Jewel. Room solved!

=====
Room 7-3
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This one is pretty clever. Start by getting the Heart on the left, gaining 2 shots. Up top, there are 4 Gols forming a square. Shoot the lower left one once, then push the egg 3 tiles left, then 1 tile up, blocking the left Medusa. Now shoot the lower right Gol once, and push the egg 3 tiles right, then 1 tile up, blocking the right Medusa.

Now collect the right Heart, gaining 2 more shots. Obviously grabbing the Heart then the Jewel is not possible as is, since the 2 upper Gols will fry you. Shoot the upper right Gol once, and quickly go down and left through the

gaps where the lower Gols used to be, and shoot the upper left Gol once. With both upper Gols trapped in eggs, run and grab the final Heart then the Jewel. Room solved!

=====
Room 7-4
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I think there is nothing I hate more than arrow-heavy levels such as this one. Well, let's start this beast.

First off, grab the Heart 2 tiles above your starting point. Now, go right along the very bottom of the room. When you reach the Arrow Block facing up, go through it. Move 1 tile right then 2 tiles up to grab the Heart there, then walk 1 tile down, and 2 tiles right across the 2 Arrow Blocks. Walk straight up as high as you can go, collecting 2 Hearts along the way. This will activate both of your items, both being Arrows.

Now walk left as far as you can go, collecting another Heart. You should now be face to face with an Arrow Block blocking you as it is pointing right. This is where you want to use your first Arrow. Go through, collect the Heart to the right of the Skull, then from there go 1 tile down, then 2 tiles left to collect another Heart (across Arrow Blocks). Walk 2 tiles down, 1 tile left, 1 tile down, and 1 tile right. This will get you through the Arrow Blocks, so from this spot move 1 tile down to grab another Heart, then go down and left through the Arrow Block to end up where you started the room.

Again, you want to go right along the bottom of the screen, and go up through the Arrow Block. This time, however, you want to go a little further up to where there are 2 Arrow Blocks side by side pointing left. Walk left through them, and pick up another Heart. Now go left as far as possible, and face down, you should be facing an Arrow Block pointing up. Use your second Arrow here.

This being the final Heart, picking it up will wake the Skull up, so you have to quickly make your way to the Jewel. After picking up the final Heart, run all the way right, then as high as you can go (right underneath the Snakey. Run as far left as you can go, and seeing as how the Skull is not longer in its resting place, you can sidestep through an Arrow Block to get to the Jewel. Room solved!

=====
Room 7-5
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Start by collecting any 3 of the 4 Hearts available on the outside of the Skull prison. Doing so will activate your first item (Arrow). Go to the right side of the room to where the 3 Arrow Blocks are lined up vertically, and use your Arrow on the bottom Arrow Block.

Take the lower right Block and push it 2 tiles up, then 3 tiles left (through the Arrow Block). Now that you are inside, take all 4 Hearts there, activating your second item (another Arrow). Now back to your Block; push it 3 tiles up to trap both upper right Skulls.

Get back outside, and get to the upper right Block. Push it 5 tiles down, 1 tile back up (as you had to get through), 3 tiles left, and 1 tile down. This will trap both lower right Skulls.

Now you have to do the exact same thing on the left side of the room, so:

Use your second Arrow on the lowest of the 3 Arrow Blocks on the left side of the room. Take the lower left Block and push it 2 tiles up, 3 tiles right (through the Arrow Block), then 3 tiles up. Doing so will trap both upper left Skulls.

Get back outside, and get to the upper left Block. Push it 5 tiles down, 1 tile back up (as you had to get through), 3 tiles right, and 1 tile down. This will trap both lower left Skulls.

With all 8 Skulls trapped, go back outside to collect the final Heart that you saved for last, appreciate the sight of all those Skulls being helplessly trapped for a second, and then grab the Jewel in the center. Touch the Staircase, and you're done with Floor 7!

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Room 8-1
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Start off by collecting the leftmost Heart, making sure not to get shot by the Medusa in the top left corner. Now go to the right side of the room. Notice how there are two sets of 2 Blocks. For the first set, push the right Block as far up as it will go, and for the second set, push the left Block as far up as it will go. Grab the Heart in the top right corner.

Go back down, and notice how the lowest of these 4 Blocks can be brought down. Push it 2 tiles down, 5 tiles left, 1 tile up, then 1 tile left to block the Gol. Now go up to the top of the screen and collect the three remaining Hearts. Doing so will activate your item (Hammer). of the three vertically lined up rocks to the right of the Medusa, break the bottom one with your Hammer.

See the Block on the top of the screen? Push it 1 tile right. Now go back down to the Block at the center of the screen. Push it 2 tiles right, 4 tiles up, 4 tiles left, 1 tile down, and 3 tiles left. This will block the Medusa's bottom, so it is now safe to go back down and grab the Jewel. Room solved!

=====
Room 8-2
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Start by collecting the Heart in the upper right corner. Now there are 2 sets of 4 Blocks lined up vertically, but we only have access to the 4 on the right. Push the first and third from the top 1 tile left. Now push the second from the top up. Stand on the Treasure, and move 2 tiles left from there, pushing a Block with you. Push this same Block as far down as it will go, blocking the top left Medusa's right side.

Collect the Heart in the upper left corner. There should be a Block just under the Treasure; push it 3 tiles down, then as far right as it will go, blocking the upper right Medusa's left side. This allows you to access the lower half of the room, so collect every remaining Heart except for the one at the very bottom of the room.

Now notice how there are 2 Blocks near the bottom of the room. Push the right one 1 tile right, to get it out of the way. Now push the left one 1 tile right, 4 tiles up, make your way to the top of this same Block, then push it back down 5 tiles, so it is right above the final Heart. Move it 1 tile right then 1 tile down, blocking the lower right Medusa's left side.

Now go back to the top of the room, there should still be a salvageable Block

just to the Treasure's lower left. Push this Block 1 tile right, 7 tiles down, 1 tile left, then 1 tile down. This will block the lower left Medusa, so grab the final Heart. Now you have to run up to the Treasure without stopping at the Gols - they don't need to be blocked, but you must be quick to make it past their fire. Be quick and grab the Jewel. Room solved!

=====
Room 8-3
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Start by collecting the Heart in the lower right corner - there is no wrong way to do this, and you can't salvage any Blocks from there. Now notice the 3 Blocks together. Push the rightmost one 2 tiles up, blocking the middle Medusa's right side. Of the 2 remaining Blocks, push the upper one 2 tiles left, securing the lower Medusa's right side and also getting the Block out of your way.

As for the third Block in that set, push it 1 tile up, 2 tiles right, 3 tiles up, and 1.5 tiles left. This will allow you to block the middle Medusa's top without getting shot by the top Medusa. Now go up and around to the free Block near the Treasure. Push it 1 tile left, then 1 tile down. This will secure the two remaining Hearts. Grab them, then grab the Jewel. Room solved!

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Room 8-4
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This room will have you going around and around in a counter-clockwise motion. Start by doing such a motion, taking the outermost Arrow Blocks (as taking the inner ones will get you shot by Medusa. Get to the 4 Blocks in the upper left corner.

Of the 4 Blocks, push the lowest one 2 tiles right, 2 tiles down, and 1 tile right, blocking the Medusa's top. Grab the Heart above her. Of the three remaining Blocks in the upper left corner, take the rightmost one and push it 3 tiles down, 1 tile right, and 1 tile down, blocking the Medusa's left side. Take the Heart on her left, but notice how doing forces you to run a circle around the room again (always taking the outer Arrow Blocks. Get back to the upper left corner.

Of the 2 remaining Blocks, take the right one and push it 3 tiles down, 1 tile right, 3 tiles down, make your way to the bottom of the Block, then push it 1 tile up, then 2 tiles right. This will block the Medusa's bottom, but do not take the Heart below her - you'll want to save this one for last. Do another counter-clockwise lap, and end up in the upper left corner.

Finally, take the remaining Block and push it 6 tiles down, 3 tiles right, 2 tiles down, 3 tiles right, 2 tiles up, 1 tile left, and 2 tiles up. This will block the Medusa's right side, so grab the Heart to the right of her. Now, seeing as how we left the Heart below her for last, it is easy to grab it and then grab the Jewel close by, without doing another lap with the Skull on Lolo's back. Room solved!

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Room 8-5
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This one is quite tricky - every Block must be salvaged and everything done in the correct order.

Start by going up then left to the middle of the top of the screen, collecting 2 Hearts as you go. You will notice that only one of the Arrow Blocks points down, so you will need to push every Block through across this Arrow Block. There is already a Block 2 tiles above the Arrow Block pointing down, so push it down as far as it will go. When the Don Medusa is going down, push this same Block as far left as possible (above the left Don Medusa), then wait above it. You will have to push it as far down as possible to box the left Don Medusa in. To do this, keep your eyes solely on the Don Medusa on the right. As soon as he starts moving down, move down with him, then run back up as soon as you have squashed the Don Medusa on the left.

Grab the Heart in the upper left corner, but don't get to the Blocks through that path. Instead, go back around the far right, like you did at the beginning. The upper right Arrow Block (pointing left) has a Block just to its lower left, so push that Block 1 tile down. From here, move 1 tile left, pushing a Block with you, so push this same Block as far down as possible (through the Arrow Block). Now push this same Block as far right as possible (above the right Don Medusa, and push it down as far as possible, boxing the right Don Medusa in. Grab the Heart above him.

Now, to get back to the Blocks, you actually have to go through the second Arrow Block from the right (pointing up). Stand on the actual Arrow Block, and from there move 1 tile up, pushing a Block with you. From here, move 1 tile left, pushing another Block with you, so push this same Block down as far as it will go, freeing it through the Arrow Block. Push it 1 tile left, 3 tiles down, go clockwise around the bushes and push it 1 tile left, then 1 tile down. This will block the left Don Medusa's right side, and the left Medusa's top. Grab the Heart above her.

Now you want to get back to the Block area, going through the lower right Arrow Block (pointing up). This one is easy - go left as far as possible to push a Block just above the Arrow Block pointing down, then push it as far down as possible to get it through. Push it 3 tiles right, 4 tiles down, and 1 tile right. This will block the right Don Medusa's left side, and the right Medusa's top. Grab the Heart above her.

Now all that remains is the final Heart at the very bottom. Enter the Block area through the top right Arrow Block (pointing left). The next Block we will free is the right one, so push it 1 tile down. Now exit this area through the Arrow Block pointing down, and re-enter through the lower right Arrow Block (pointing up). Push the Block 2 tiles left, then as far down as it will go, getting it out of the confined area. Push it 1 tile left, then as far down as it will go, blocking the left Medusa's right side.

Almost there! Enter the box area through the lower left Arrow Block (pointing up). Push the final Block 2 tiles right, get around to its right side, push it 1 tile left, and then as far down as it will go, getting it through the Arrow Block. Push it 3 tiles right, then as far down as it will go, blocking the right Medusa's left side. Finally, you can grab the final Heart, then the Jewel. Phew! Touch the Staircase, and you're done with Floor 8!

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Room 9-1
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This is one of the rare Lolo levels that does not require much thinking, but rather fast fingers. Naturally, it involves Alma.

If you study the room before starting, you will notice that it is all one single path, except for 2 small circular areas (bottom middle and upper left)

where you can actually bypass Alma. These are crucial to bypassing him.

You want to start by running to the lower middle circle first, standing in the upper middle part of it to be precise. Alma will approach from the lower left, so just as he is entering the circle, run left and down, then book it to the Heart in the upper left corner of the room.

As soon as you collect the Heart, you will be in the upper left circle, so go clockwise right then back down (Alma will go up and left after you). From here, you just have to hightail it to the Jewel with Alma hot on your trail. Stay focused, don't get hooked on any corners, and you'll eventually grab the Jewel. Room solved!

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Room 9-2
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This one is hard to describe, so I'll do my best! Start by going left to the Heart that is farthest left, on the lower row of Hearts. There are Blocks to its lower left and lower right; push them both 1 tile up. Now push the Block directly below the Heart 1 tile left, and collect the Heart.

After collecting this Heart, move 1 tile up, pushing a Block onto the Arrow Block pointing left. Now go back down to the newly leftmost Heart on the lower row of Hearts. There is a Block just to its lower right, so push it 1 tile up. From here, move left as far as possible, pushing a Block left and out of the way. Go back and collect the Heart in question.

After collecting this Heart, move 1 tile left, to push another Block against the left side of the room. Now focus on the 2nd Heart from the left, on the top row of Hearts. There is a Block just to its lower right, so push it 1 tile up. From here, move 1 tile left (pushing a Block left), and then go up to collect the Heart in question.

Now you have to make the right side of the room symmetrical, so:
Go right to the Heart that is farthest right, on the lower row of Hearts. There are Blocks to its lower left and lower right; push them both 1 tile up. Now push the Block directly below the Heart 1 tile right, and collect the Heart.

After collecting this Heart, move 1 tile up, pushing a Block onto the Arrow Block pointing right. Now go back down to the newly rightmost Heart on the lower row of Hearts. There is a Block just to its lower left, so push it 1 tile up. From here, move right as far as possible, pushing a Block right and out of the way. Go back and collect the Heart in question.

After collecting this Heart, move 1 tile right, to push another Block against the right side of the room. Now focus on the 2nd Heart from the right, on the top row of Hearts. There is a Block just to its lower left, so push it 1 tile up. From here, move 1 tile right (pushing a Block right), and then go up to collect the Heart in question.

Now, let's focus on the Blocks in the middle, which should now resemble the general shape of an arrowhead pointing down. Of these Blocks, push the lowest one as far left as possible, and collect the lowest Heart. After collecting this Heart, there will be a Block to your right, left, and top. Push the one to your left 2 tiles left, the one to your right 2 tiles right, and then the one above you 1 tile up. After pushing that last Block 1 tile up, there are 2 new Blocks to your left and right; push the left one 1 tile left, and the right one 1 tile right. This allows you to collect 2 more Hearts and access the

upper part of the room.

Of the 2 remaining Hearts, collect the one on the right first, as it will give you 2 shots. Now notice the Gols on top. The only ones that are problematic are the ones that are closest to the middle. Of these 2 'interior' Gols, shoot the left one once, and push the egg 2 tiles up then 2 tiles left. Shoot the right 'inner' Gol once and push the egg 2 tiles up then 2 tiles right.

Finally, collect the last Heart on the left side of the room. The Gols will wake up, but if you run straight up, you can collect the Jewel without getting burned (though it will be close). Room solved!

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Room 9-3
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This is an awesome level, because not only is it mentally tricky, but requires quick and impeccable execution.

Start by collecting the Heart just above the Treasure. Now make your way down to the Heart in the lower left corner. Obviously collecting it will release the Leepers, but at least they will only come out one at a time. Just as they start hopping back to the right, collect the Heart and move up onto the grass. Now position Lolo just to the right of the grass, so that there is a rock right underneath him. The Leeper will come to Lolo and fall asleep to his right, which takes care of blocking the Medusa.

Now here is the part that must be done quickly and flawlessly. Notice how collecting the last Heart gave you 2 shots. You must run right, look down just fast enough to shoot the Gol underneath the Treasure once, then go up. Shoot the Gol in the top right corner once, then run left as fast as possible (which is not very fast due to the sand).

You will collect the final Heart, and as soon as you get out of the sand by going down through the Arrow Block, hightail it to the Jewel. A Leeper will come after you through all of this, but don't worry, he will follow you through the sand and therefore won't block your path. This may require a few tries, but with fast fingers you'll get it before long. Room solved!

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Room 9-4
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This one is actually easy, there is just one nasty step that can make it hard to figure out.

Start by moving to the upper left corner of the room. Of the 3 Blocks lined up vertically, push the top and bottom ones 1 tile left, then push the middle one 1 tile up. Collect the 3 Hearts there, activating your item (Bridge) and giving you 2 shots. From here you can salvage the lowest of the 3 Blocks, so push it as far right as possible, then as far down as possible, then once again as far right as possible. Doing so will block the lower right Gol.

Now, there is one place where you can use your Bridge to cross over to the left side of the room, which is around the middle (between the trees). Use it, and cross over. Follow the thin path, then push the Block that is in your way as far down as possible, then as far right as possible, clearing the path down.

Here is the nasty step I mentioned earlier. You want to shoot the Snakey twice to blast him off screen, then move right so that you are one tile just left of

final Heart (collecting it will get you shot by Gol). You have to wait in this spot until the Snakey respawns just to your left. When he does, take the final Heart to get 2 more shots.

Now, shoot the same Snakey once and push the egg left, allowing you to escape while being protected from Gol. Make your way back across the bridge. Now notice how there is still one Gol that is just to the left of the Treasure. With your remaining shot, shoot him from below, run around the rocks, and grab the Jewel while he is still trapped in an egg. Room solved!

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Room 9-5
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This one is another great level, as it is all about half-tile blocking.

Start by collecting the lower right Heart without any trouble. After collecting this Heart, there is a Block just to your left, so push it 1.5 tiles up. This will block both the Medusa and Gol in the lower right, all while staying protected from the highest Medusa.

Now collect the lower left Heart safely. After collecting this Heart, there is a Block directly below you, so push it 3.5 tiles up. This will protect you from both the left Gol and the middle-left Medusa. Now collect the final Heart, and after you do there will be a Block just above you. Push it 1 tile up, so that there is another Block just to your right. Push the Block that is to your right 1 tile right, then 1.5 tiles up. This will protect you from the middle-right Medusa as well as the upper right Gol.

Now, go back to the Block that is lined up vertically with the Treasure. Push this Block 1.5 tiles up. Finally, go to the Block that is just to the right of this one and push it 2.5 tiles up. This will give you just enough room to squeeze through to the Jewel, being protected the whole way. Touch the Staircase, and you're done with Floor 9!

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Room 10-1
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Here we are, the first room of the final floor! Start by going straight down as far as possible, pushing a Block with you. Collect both Hearts in here when Don Medusa is at the right side of the room. Now collect the Heart in the top right corner, gaining 2 shots. Shoot the upper Snakey once, and push the egg 3 tiles down.

Go back to where you got the first 2 Hearts, and notice that there are 4 Blocks in a square pattern - you will need to use all 4. Start with the top right one. Push it 1 tile up, 6 tiles right, and 7 tiles down, which will put it just to the left of the lower Snakey. Shoot this lower Snakey once, then push the egg down as far as possible. Now go back to the Block you have been pushing, now push it as far left as possible, trapping Don Medusa against the left wall.

Go back to the area with the 3 remaining Blocks, now take the lower right one. Push it 3 tiles up, 6 tiles right, 8 tiles down, and now push it as far left as possible, against the left wall. This will block Don Medusa's bottom. Return to where the remaining 2 Blocks are, and focus on the top left one. Push it 1 tile up, 8 tiles right, 8 tiles down, 7 tiles left, and 1 tile down. This will block the Gol.

Before grabbing the final Heart, go back to the remaining Block. Push it 3 tiles up, 8 tiles right, 5 tiles down, go around so you are below it, then push it 2 tiles up. This will keep all of the Skulls away from you. With this done, you are home free to grab the final Heart and the Jewel. Room solved!

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Room 10-2
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The key to this room is getting the Leepers under control, so here's how. Start by going up the top left corner of the room to where the Block is (just to the right of a Heart). Push the Block down as far as it will go (blocking the leftmost Gol), then grab the Heart, gaining 2 shots.

Go back down through the Arrow Block, and here we see 4 chambers with Leepers in them. Start with the upper right one; shoot the Snakey once, push the egg 2 tiles right (as the Leeper is moving right), then run back left as far as possible until you hit the tree. The Leeper will fall asleep behind you, in the middle of that area. Go back in and grab the Heart, gaining 2 shots.

You need to do this for the other 3 chambers, so now move on to the lower left one. Shoot the Snakey once, push the egg 2 tiles left as the Leeper is hopping left, then run right as far as possible, hitting the tree. The Leeper will fall asleep behind you, so grab his Heart, gaining another 2 shots.

Same drill for the lower right one; shoot the Snakey once, push the egg 2 tiles right, run as far left as possible, have the Leeper fall asleep behind you, and grab his Heart. Finally, for the upper left one, shoot the Snakey once, push the egg 2 tiles left, run as far right as possible and have the Leeper fall asleep behind you, and grab the final Heart. Doing this gets all 4 Leepers to fall asleep on a vertical line, with a gap in the middle for safe passage.

Now comes the easy part - stand directly under the Gol which is 2 tiles left of the Arrow Block. Shoot him once, and push the egg 1 tile up, then as far right as possible. This will Block the other Gol, and give you a safe path to the Jewel. Room solved!

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Room 10-3
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I'd have to say that this is my favorite room in the entire game. Start by going straight up to grab the Heart, gaining 2 shots. Shoot the right Snakey once, push the egg as far right as it will go, then straight up into the water. Use the egg to cross the water, grab the Heart in the upper right corner (gaining 2 shots), then cross back down as far left as possible, so you can push the Block down as you cross.

Quickly push the Block as far down as possible, then 2 tiles right, 3 tiles down, and 1 tile left. This will Block the right Medusa's top, so grab the Heart above her. Now shoot the right Snakey once, and push the egg 2 tiles right and 4 tiles down, blocking the right Medusa's right side. Grab the Heart to her right.

Now you have to do almost the exact same thing on the left side of the room, with an important difference at the end. Shoot the left Snakey once, push the egg as far left as it will go, then straight up into the water. Use the egg to cross the water, grab the Heart in the upper left corner (gaining 2 shots), then cross back down as far right as possible, so you can push the Block down as you cross.

Quickly push the Block as far down as possible, then 2 tiles left, 3 tiles down, and 1 tile right. This will Block the left Medusa's top, so grab the Heart above her. Now shoot the left Snakey once, and push the egg 2 tiles left and 4 tiles down, blocking the left Medusa's left side. Grab the Heart to her left, and now here is the important difference: after the grabbing the final Heart, stand directly above the egg and shoot it once before it hatches, blasting it off screen.

Collecting this last Heart activated your item (Hammer). You will need to break the rock below the Don Medusa, so stand to this rock's left, wait until Don Medusa starts moving up and break it, then run back down to the left. The fact that you shot the last Snakey off screen made him respawn, and you have 1 shot left, so simply shoot the Snakey once, and push the egg 2 tiles right to trap Don Medusa underneath it. Now simply go up and grab the Jewel. Room solved!

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Room 10-4
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To start off, there are 2 Blocks near the bottom of the room, use them to grab the 2 lowest Hearts. Push the right Block 1 tile right and 2 tiles down, blocking the right Medusa's left side. Grab the Heart to the left of her. Now push the left Block 1 tile left and 2 tiles down, blocking the left Medusa's right side. Grab the Heart to the right of her.

Now notice how there are 2 Hearts on the left side of the room. Collect the lower one (the higher one will protect you against Medusa), and gain 2 shots. There is a Snakey in the middle of the room; shoot him once, then push the egg 4 tiles left, 3 tiles up, and 1 tile left. This will block the top left Medusa, so grab the remaining Heart under her (gaining 2 more shots and activating your item, the Hammer). Now without wasting any time, get to the right of the egg and shoot it once so that it gets blasted off of the screen.

When the Snakey respawns in the middle of the room, you want to do pretty much the same thing to the Don Medusa on the right. Shoot the Snakey once, then push the egg 4 tiles right, 3 tiles up, then 1 tile right. This will block the Don Medusa, so grab the Heart under him, gaining another 2 shots. Quickly, get to the left of the egg and shoot it once to blast it off the screen. To succeed this against Don Medusa, try and shoot the egg just as he is starting to move up, then run down past the rock to be safe.

Now, stand to the left of the rock under the Don Medusa and break it as he is going up. Run all the way down to the bottom of the screen, between the 2 Medusas at the bottom. Wait for the Snakey to respawn again, and then when Don Medusa starts moving up from the bottom, run up so that you can get to the left of the Snakey and hide.

Now shoot the Snakey once, and push it as far right as it will go, making sure the Don Medusa is underneath it. This allows you access to the Arrow Block pointing left on the top of the screen, so walk through it. There are 2 Skulls bouncing around up there, but you have 1 shot remaining. Shoot the right Skull and then simply walk left to push them both out of your way and grab the Jewel. Room solved!

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Room 10-5
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Here we are, the last room in the game! However, for the final room it really is quite easy, especially when compared to certain others in the game.

In any case, grab the one and only Heart in the upper right corner, waking up the entire army of Gols. This Heart will give you 2 shots, so walk to the left side of the room. Stand directly above the highest Gol and shoot him once over the lava to trap him in an egg. While he is trapped, run to the right of the room, stand above the highest Gol there, and shoot him once. Push the egg 1 tile right, then as far down as it will go, to block the Medusa.

Now walk all the way back up, and position yourself over the 2 bridges. The only way to successfully run through this gauntlet is to position yourself so that you are standing halfway between both bridges. Once in position, run straight down. As soon as you touch the bottom of the room, hang a right to grab the Jewel, wiping everything (including all fireballs) off the screen. Yeah...that really is all! Now enter the final door to watching the ending!

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Ending
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Here we see the Great Devil holding Lala in one hand as Lolo walks in from the foreground. He shoots the Great Devil once, trapping him in a huge egg! Lala falls safely to the ground, and Lolo shoots a second shot to send the kidnapper flying! Wow...even the cutscene made that look easy!

This is followed by an extreme close-up of Lolo and Lala looking at each other. Lolo is winking, and there is a heart between the two.

Now we get a shot of the Castle, and all of the dead trees regain life, one by one. When all of the trees are back to being lush and green, the camera scrolls up to the blue sky with the words 'The End' displayed, all to a joyous little tune. That's it, congratulations on finishing The Adventures of Lolo!

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F. PASSWORDS
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Room 1-1 - BBBV (but why would you need it?)

Room 1-2 - BCBT

Room 1-3 - BDBR

Room 1-4 - BGBQ

Room 1-5 - BHBP

Room 2-1 - BJBM

Room 2-2 - BKBL

Room 2-3 - BLBK

Room 2-4 - BMBJ

Room 2-5 - BPBH

Room 3-1 - BQBG

Room 3-2 - BRBD

Room 3-3 - BTBC

Room 3-4 - BVBB

Room 3-5 - BYZZ

Room 4-1 - BZZY

Room 4-2 - CBZV
Room 4-3 - CCZT
Room 4-4 - CDZR
Room 4-5 - CGZQ

Room 5-1 - CHZP
Room 5-2 - CJZM
Room 5-3 - CKZL
Room 5-4 - CLZK
Room 5-5 - CMZJ

Room 6-1 - CPZH
Room 6-2 - CQZG
Room 6-3 - CRZD
Room 6-4 - CTZC
Room 6-5 - CVZB

Room 7-1 - CYYZ
Room 7-2 - CZYY
Room 7-3 - DBYV
Room 7-4 - DCYT
Room 7-5 - DDYR

Room 8-1 - DGYQ
Room 8-2 - DHYP
Room 8-3 - DJYM
Room 8-4 - DKYL
Room 8-5 - DLYK

Room 9-1 - DMYJ
Room 9-2 - DPYH
Room 9-3 - DQYG
Room 9-4 - DRYD
Room 9-5 - DTYC

Room 10-1 - DVYB
Room 10-2 - DYVZ
Room 10-3 - DZVY
Room 10-4 - GBVV
Room 10-5 - GCVT

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Legal
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For any information, questions, additions, comments, or anything else, contact me at: ninjay(at)hotmail(dot)com.

Thanks for reading, have fun!!

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