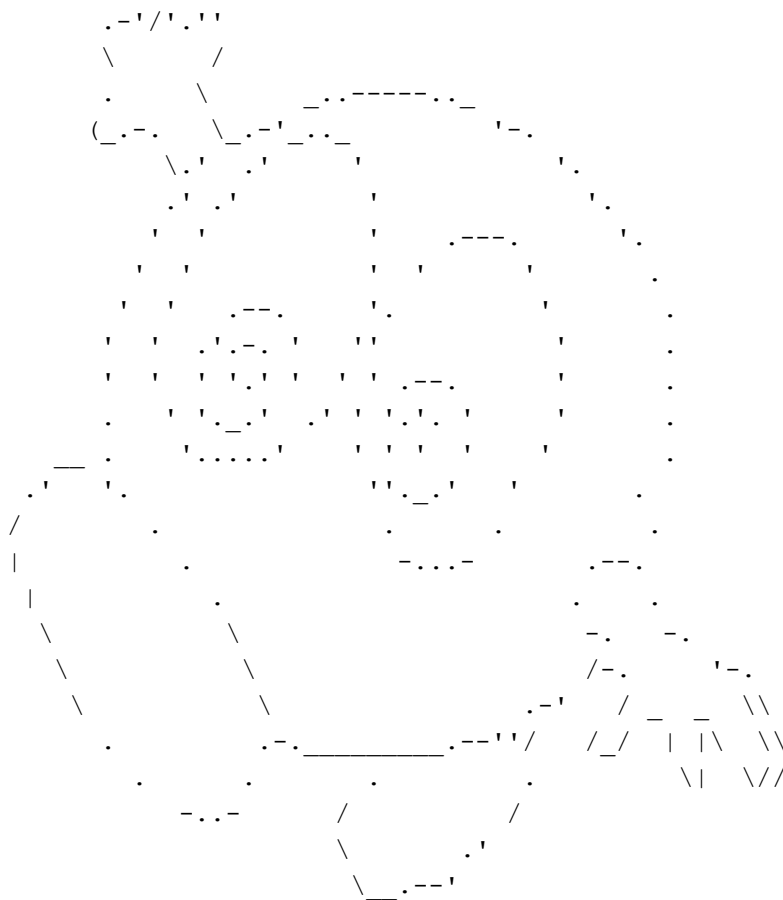


# Adventures of Lolo FAQ/Walkthrough

by EntropicLobo

Updated to v1.0 on Sep 12, 2006

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ADVENTURES OF LOLO
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ADVENTURES OF LOLO - NINTENDO ENTERTAINMENT SYSTEM
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Version 1.0 (09/12/2006)

Version History:

1.0: Basic Guide Complete - (09/12/2006)

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Legality:

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- www.GameFAQS.com
- www.neoseeker.com
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- www.lup.com
- www.honestgamer.com

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Adventures of Lolo is rated "E" for "Eggs - Grade A Goodness." It contains scenes of puzzling and using helpless enemies as rafts. Player discretion is advised.

-----  
AOL01: Intro

I love enemy driven games. And Adventures of Lolo is a puzzler - where some of the puzzle elements are enemies that absolutely ooze personality. I love puzzle games, but I love them so much more when there's some identity to what I'm doing. And besides, I've always been soft-hearted towards enemies.

What helps the Lolo/Eggerland series even more is that the puzzling is good - that is, they are competent challenges that play your mind until you solve what problem you may be having with a particular problem. Playing Lolo games I have often put them down, taken a walk or later a shower and all of a sudden I have the solution and I need to rush back to the game. That's excellent.

That said, Adventures of Lolo isn't an entirely difficult game - there are some that you will need to give heavier consideration but the game is not indicative of some of the more challenging Eggerland puzzles.

That doesn't mean it isn't fun and it certainly doesn't mean that you won't find any of the puzzles difficult. It just means that difficult puzzles are at a premium, and at 50 stages maybe that's all you need.

Regardless, Adventures of Lolo is one of my favourite NES games, and the Eggerland/Lolo series is one of the top for me - certainly my favourite puzzlers.

Adventures of Lolo has a pretty simple core concept. You need to collect these heart-shaped objects called Heart Framers (usually) to open a chest. The chest opens the door or causes stairs to appear.

Of course, enemies are involved in all of this and try to block or prevent you from reaching your goals. Some of these are fatal, others simply obstruct.

Luckily, you can get Magic Shots from certain Heart Framers. When you use a magic shot on an enemy, it will be encased in an egg. Shooting it again will kill it, and the enemy will respawn in a few seconds. If you get a Magic Shot, you can use it with A.

Enemies can also be blocked by special Framers called Emerald Framers. Read more about the Framers in their respective sections.

Adventures of Lolo takes place in a Tower. When you get the chest from a stage, a door will open leading to a new stage - or some stairs will appear leading to a new Floor. There are ten floors in total, 5 rooms on each. So there are 50 stages to complete altogether.

When you beat Stage 10-5 (aka 50), you'll experience an ending.

The following paragraphs discuss:

- A: Egg Use
- B: Half Cover
- C: Respawns
- D: Powers

\*\*\*\*\*

-A: Egg Use-

\*\*\*\*\*

Eggs, of course, are an enemy which have been hit with a Magic Shot. You can fire at them again to remove the enemy for a short while.

But, that's not all folks. Of course, you can push these eggs and this lets a number of functions open up.

\*Blocking: Instead of using an Emerald Framer, you could use an egged enemy to block another more dangerous enemy. If the enemy is mobile, you'll have only a short time to complete your task before it hatches and moves on you. So have a plan!

\*Bridges: If you push an enemy into water, you can use it to cross the water. It's a temporary thing, however.

\*Rafts: Sometimes when you push an egg into the water, you can ride it for a while along the current. This is of course helpful in reaching other areas of the stage.

\*One Shot Kill?: If you want to kill an enemy and it is near water, push it in there if possible so you won't waste a second shot.

\*Temporary Casing: You don't always have to kill the enemy, just egg it long enough to get in and get out. Conserve shots.

\*\*\*\*\*

-B: Half Cover-

\*\*\*\*\*

This is an important tactic. You only need to cover an enemy by half a space with a Framer or egg to fully block them.

```
+-----+
| Gol|
+-----+|
|Fram|+-----+
|
+-----+
```

The enemy only has to be half covered. This Gol cannot fire at you.

Furthermore, if you have two spaces through which an enemy can pass, placing your Framer or Egg between these spaces will block the enemy's progress! Great.

But be careful! If you place it halfway in a position where you can't move the object again, you may hurt yourself later. In that sense, practice good placement.

\*\*\*\*\*

-C: Respawns-

\*\*\*\*\*

An enemy will respawn after a few seconds. Some puzzles in this game require you to complete tasks before an enemy respawn, or wait `_until_` it respawns before you can proceed with a task.

In other Lolo/Eggerland games, placing an object where an enemy would normally respawn causes it to appear elsewhere on the board. This isn't a tactic you need to worry about in Adventures of Lolo.

\*\*\*\*\*

-D: Powers-

\*\*\*\*\*

Collecting a certain amount of Heart Framers enables the use of a Power. These powers depend on the stage, if they are available at all. Press A near the appropriate tile to use the power.

Here they are:

\*Arrow:

This will flip an arrow 90 degrees so that you may more easily pass over it.

\*Bridge:

Place a bridge over water, so that you may move over it.

\*Hammer:

This will let you break one rock.

--With all Powers, they are one use. Use them where they are needed, not indiscriminately.

-----  
AOL03: Tiles

The tiles make up the terrain of the game. The type of terrain available in a puzzle is often integral to its solution.

--\*Brick:

Brick is your average environment with nothing holding you, or enemies back. You'll move full speed across this terrain.

--\*Bridge:

Bridges provide a method to cross water.

--\*Chest:

Chests are your goal in stages. They prevent mobile enemies from moving over them, and getting a chest destroys all enemies onscreen. You can still get tripped up on the way to the exit, however. A stage doesn't end with a chest.

--\*Directional Arrows:

The arrow displayed dictates which way you can move over the arrow. Some mazes will revolve around forcing you in certain directions, or changing the correct arrow with the Arrow Power.

--\*Door:

Doors will take you to another room.

--\*Grass:

Enemies cannot cross grasses (they can fire over them) but you can cross them. Use them to your advantage in evading mobile enemies.

--\*Lava:

In this particular Lolo game, Lava is a surface over which you cannot move, but Gols at the very least can fire over.

--\*Rock:

An impassable rock, you can destroy these if you have a Hammer power. But this is only prudent if they are hindering your progress. Rocks will block all enemy movement and enemy shots as well, a useful wall.

--\*Sand:

You slow down over sand, while enemies generally do not. If you can avoid sand, do so. Otherwise, think of a way of blocking or stopping an enemy before you attempt a crossing.

--\*Stage Wall:

The brick making the perimeter, or what have you, this is a boundary of the level through which you cannot pass.

--\*Tree:

You cannot pass through trees, but enemies such as the Medusa can fire through them. They're kind of like a lesser Rock in this respect. Useful for stopping mobile enemies, but others have ways around it.

--\*Water:

Still water provides a barrier that cannot be passed without a bridge or without pushing an enemy into the drink to use as a bridge. An enemy in still water will soon sink, however, and if you are still on board you will drown.

Water currents will let you travel across water on an enemy egg or a raft, with less risk of it sinking. If it hits a wall, it will sink and if it floats into still water, it'll sink. So disembark at an advantageous place and keep going. Some puzzles require you to complete a task at one location and reboard the same egg later as the current takes it past another point near you. You'll need speed and accuracy in these instances.

In this title, the currents aren't obvious. So some trial and error may be needed in the handful of rafting stages.

=====  
| AOL04: Enemies |  
=====

-Alma-  
\*\*\*\*

Alma are grey armadillo enemies which are quite mobile. This makes them a force on the field when you are more open to them. They will speed up by rolling into a ball when you line up horizontally with them - and they will kill you if they connect.

They are sometimes difficult to predict - this makes them a fairly dangerous enemy to contend with. But if you watch them for a moment, you will see that they definitely do have set paths.

Often, you are going to need to wait for an Alma to be in position to trap them \_or\_ you have to move through their area when its relatively safe. This means, let them move a bit away and make a break for it. Or you could have them chase you... if you take this route I highly suggest leaving at least one space on the vertical between you and the Alma as a safety buffer.

Please note, they cannot pass grass or chests.

-Don Medusa-  
\*\*\*\*\*

One of the most potentially dangerous enemies in the game, Don Medusa move in a set path: either horizontally or vertically. They only have one plane of movement: up and down (vertical) or left and right (horizontal) but they can kill you from the left, above, below or from the right.

These red faces can shoot you as soon as you cross their line of sight. That is as soon as you are in line with one, it can fire. And there is no pause or chance to escape. If a Don Medusa fires, you're toast.

Many instances of Don Medusas in levels involve trapping them, so that they may not shoot you. Or, moving carefully and seeking cover along the path of one (let it pass, make a break for it). Whatever the case, if a Don Medusa is in a stage with you, you must pay attention to it. It is so easy to not get shot by a Don Medusa and fail to realize you are not actually safe - you're just lucking out that it's not on that point on your path.

If a Don Medusa catches you unawares, you'll be jarred by the noise and think better about ignoring them next time. They can shoot through trees, so don't seek safety there.

You cannot shoot Don Medusa.

-Gol-  
\*\*\*

Mark the positioning of Gol when you enter a room, as they will fire from their front end when you have collected all Heart Framers in the stage.

These red lizards aren't a threat until then, but are more like obstacles that you may need to move around or block the assault of another enemy with. But don't be lulled into a false sense of security here because once they activate, they'll belch fireballs at you once you cross over the front end of them.

This fire is easy enough to get past from four or more spaces away. But if you have a path you will need to cross to reach the chest which is tight and guarded by a Gol, you'd better think of a way to block it or remove the threat first.

-Leeper-  
\*\*\*\*\*

If you can line up with this little green dude, it will give chase. When a Leeper touches you, it will fall asleep on the spot.

This can be good, or bad. It can trap you, or it can block other enemies. A Leeper cannot be put into an egg after it is asleep. If you're trapped, you will have to restart.

If you need the Leeper to actually fall asleep in a certain position, take a note that it cannot walk over flowers and as such, if you duck onto a grassy patch you can stand on the outside edge and it will fall asleep when it makes its way around to you.

If the Leepers are simply placed in a stage to trip you up - look first for a way to put them asleep without hurting your progress later and secondly try the evasion game.

-Medusa-  
\*\*\*\*\*

Medusa are stationary enemies that can fire in four directions: up, down, left, right. They are often placed as the guards of some particular path or Heart Framer.

When you are about to cross a Medusa's path, her eyes turn red and her hair stands on end. You can stand halfway in front of a Medusa, but should you try that extra step you will be punished.

Many puzzles will then revolve around blocking a Medusa long enough so that you can pass or grab a Framer. Medusas can shoot through trees so don't seek refuge there.

Medusa cannot be shot.

-Rocky-  
\*\*\*\*\*

An interesting enemy, Rocky can be helpful or not. Like the Leeper, Rocky can either trap you or block the enemy. It has an interesting behaviour. It'll walk along its own path until you line up with it.

If you line up horizontally, it will stop. So, it can trap you this way - bummer. However, if you aren't trapped and you stop a Rocky next to you, you can walk up or down one space at a time - and it will follow suit. This can protect you against enemy attack from the side.

If you line up vertically, Rocky will charge you and a rapid speed. Now, this too can lead to you ultimately being trapped or pushed into a dangerous enemy's path. However, this is useful at times as well. If you need Rocky to help you past some enemies, provoke him to run down, step out of the way and let him readjust his path. Then, use him as your shield.

-Skull-  
\*\*\*\*\*

If there are Skulls in the stage, either look for a way to block them, or the quickest way to the chest after you get your last Heart Framer.

You see, Skulls are fairly fast enemies that activate after all Heart Framers have been found. This means that if you hadn't looked for a way to stop them before getting everything, your path to victory may be blocked by Skulls.

Of course, you can shoot the Skulls, if they are rushing you then this could bide the time needed for victory.

-Snakey-  
\*\*\*\*\*

Harmless but helpful, these little guys are often your key to taking care of the bigger threats. For instance, blocking a Medusa.

Snakey are stationary enemies that you can egg and push to solve many puzzles. Their use is paramount, it's just like pushing a Rock. Look for ways to use them in puzzles...

-----  
AOL05: Framers

\*Emerald Framer:  
-----

You may push these over the same terrain that you walk on. These green blocks serve the purpose of blocking enemies and enemy shots, or providing a wall for you to solve. What I mean by the latter is, in a situation like this:

+--+ Where there are Emerald Framers in your way, they're meant to have you



```
| | consider how to actually move these to progress along the stage.
+---+
+---+
| |
+---+
+---+
| |
+---+
```

So, when you have an Emerald Framer, consider how you can place to be advantageous to beating the level. You often have to place it in front of enemies, but please remember that you only have to half cover an enemy with an Emerald Framer to block its shots. That's an important notion for many puzzles.

\*Heart Framer:  
-----

Ok, these are the hearts around the stage. You must collect them all to open a chest and beat the stage. You can stand on a heart framer halfway without collecting it (could be useful if you are saving them for the end) and some will activate powers.

Your magic shots are charged by teh heart framers, and after collecting a certain number of them they may activate a special power for the stage (described under Gameplay).

Some enemies activate when you collect a Heart Framer. For this reason, you may want to hold off picking some up until you are ready for the end - only get what you need.

```
-----
|                                AOL06: Stages                                |
-----
```

Here's the meat and potatoes if you will - a detailed map of each puzzle and solutions based on the coordinates within.

```
-----
                                AOL06.1: ASCII MAP KEY
-----
```

First of all, I should explain the map. There's a 13x13 grid here. One of these squares equals one space on the the ingame screen. One space means a full Lolo amount of space - ie Lolo takes up one space.

With the solutions, stages are mapped and you can tell what I am referring to by mentioning coordinates. If there are five Emerald Framers and I want you to push only one of them, then I will say "Push Emerald Framer F05" or something to that effect.

The larger map size (2 spaces for squares and the grid lines) are really helpful in keeping the map organized and at least looking... somewhat like the game.

The biggest bonus two spaces affords, however, is the level of detail you can have in a Key. I could say "G" for Gol, but putting a "Gr" instead meaning that the Gol's mouth opens right is much more helpful and descriptive.

Here's a blank template map to get a feel for it:

```

01 02 03 04 05 06 07 08 09 10 11 12 13
| | | | | | | | | | | | |
+---+---+---+---+---+---+---+---+---+---+---+---+---+
A- |MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW| -A
+---+---+---+---+---+---+---+---+---+---+---+---+---+
B- |MW| | | | | | | | | | | | |MW| -B
+---+---+---+---+---+---+---+---+---+---+---+---+---+
C- |MW| | | | | | | | | | | | |MW| -C
+---+---+---+---+---+---+---+---+---+---+---+---+---+
D- |MW| | | | | | | | | | | | |MW| -D
+---+---+---+---+---+---+---+---+---+---+---+---+---+
E- |MW| | | | | | | | | | | | |MW| -E
+---+---+---+---+---+---+---+---+---+---+---+---+---+
F- |MW| | | | | | | | | | | | |MW| -F
+---+---+---+---+---+---+---+---+---+---+---+---+---+
G- |MW| | | | | | | | | | | | |MW| -G
+---+---+---+---+---+---+---+---+---+---+---+---+---+
H- |MW| | | | | | | | | | | | |MW| -H
+---+---+---+---+---+---+---+---+---+---+---+---+---+
I- |MW| | | | | | | | | | | | |MW| -I
+---+---+---+---+---+---+---+---+---+---+---+---+---+
J- |MW| | | | | | | | | | | | |MW| -J
+---+---+---+---+---+---+---+---+---+---+---+---+---+
K- |MW| | | | | | | | | | | | |MW| -K
+---+---+---+---+---+---+---+---+---+---+---+---+---+
M- |MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW| -M
+---+---+---+---+---+---+---+---+---+---+---+---+---+
| | | | | | | | | | | | |
01 02 03 04 05 06 07 08 09 10 11 12 13

```

And here is the key itself:

Tiles	Enemies
Blank = Brick	Sn = Snakey
@@ = Rock	Le = Leeper
## = Water	Al = Alma
&& = Tree	Ro = Rocky
Br = Bridge	Sk = Skull
!! = Sand	Me = Medusa
>> = Right Arrow	Gr = Gol Right
VV = Down Arrow	Gu = Gol Up
<< = Left Arrow	Gl = Gol Left
^^ = Up Arrow	Gd = Gol Down
%% = Grass	Dv = Don Medusa Vertical
WW = Water Down	Dh = Don Medusa Horizontal
** = Lava	
Ch = Chest	
MW = Stage Wall	
Dr = Door	
LL = Game Start	

Framers

```

-----
Ef = Emerald Framer
Hf = Heart Framer
Hs = Heart Framer with Magic Shot Charge

```

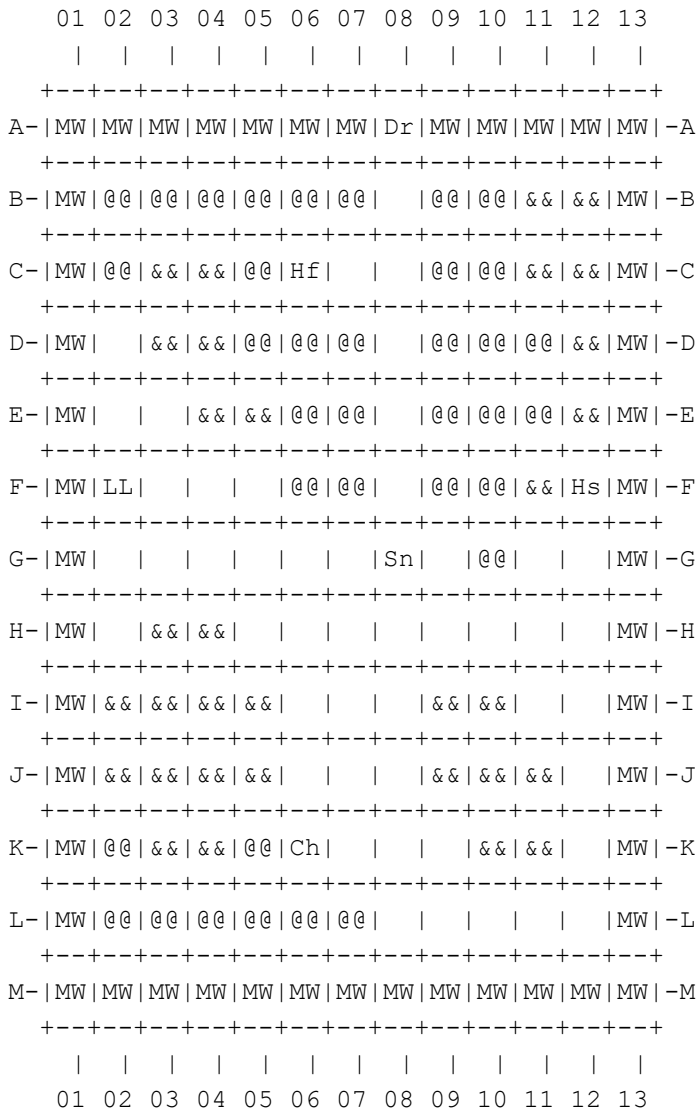
---

-----  
 Please read the Legend prior to this section as even if you've read another Eggerland/Lolo guide by me there may be a difference.

Besides, the maps won't make a lick of sense if you don't!

\*\*\*\*\*  
 AOLL1: FLOOR 1  
 \*\*\*\*\*

\*---Stage 1-1---\*



The first stage is fittingly easy, just don't kill the Snakey outright, just move it.

1. First, grab the Heart Framer at point F12. It provides magic shots.
2. Egg the Snakey then move it either one space left or right, this clears the space for you to reach the second Framer.
3. Grab the Heart Framer at point C06.
4. Grab the chest back at K06.
5. Leave via the door at A08.

\*---Stage 1-2---\*  
 Password: BCBT

```

01 02 03 04 05 06 07 08 09 10 11 12 13
| | | | | | | | | | | | |
+---+---+---+---+---+---+---+---+---+---+---+---+---+
A-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|Dr|MW|MW|-A
+---+---+---+---+---+---+---+---+---+---+---+---+---+
B-|MW| | | |Gd| |@@|@@|@@| | | |MW|-B
+---+---+---+---+---+---+---+---+---+---+---+---+---+
C-|MW| |Hs| | | |@@|@@|@@| |Hf| |MW|-C
+---+---+---+---+---+---+---+---+---+---+---+---+---+
D-|MW| | | | | | |&&|&&| | | |MW|-D
+---+---+---+---+---+---+---+---+---+---+---+---+---+
E-|MW|##|##|##|##|Br|##|##|##|##|Br|##|MW|-E
+---+---+---+---+---+---+---+---+---+---+---+---+---+
F-|MW|##|##|##|##|Br|##|##|##|##|Br|##|MW|-F
+---+---+---+---+---+---+---+---+---+---+---+---+---+
G-|MW|Ch| |&&|&&| | | | | |##|MW|-G
+---+---+---+---+---+---+---+---+---+---+---+---+---+
H-|MW| | |&&|&&| | | |&&|&&| |##|MW|-H
+---+---+---+---+---+---+---+---+---+---+---+---+---+
I-|MW| | | | | |@@|@@|&&|&&| |##|MW|-I
+---+---+---+---+---+---+---+---+---+---+---+---+---+
J-|MW|Gr| | | | |@@|@@|Hf| | |##|MW|-J
+---+---+---+---+---+---+---+---+---+---+---+---+---+
K-|MW| | | | | | |Ef| | | |##|MW|-K
+---+---+---+---+---+---+---+---+---+---+---+---+---+
L-|MW|Hf| | | |LL| |##|##|##|##|##|MW|-L
+---+---+---+---+---+---+---+---+---+---+---+---+---+
M-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-M
+---+---+---+---+---+---+---+---+---+---+---+---+---+
| | | | | | | | | | | | |
01 02 03 04 05 06 07 08 09 10 11 12 13

```

This will be your first experience with enemies that kill, and with Emerald Framers. You can only block one of the Gol - make the right choice, and collect the Heart Framers in a wise order.

1. The first thing you should do is block the Gol facing right, at J02. To do this, move the Emerald Framer at K08 left 5, up 1 to point J03 - right in front of the Gol. Do not collect the Heart Framer beneath this Gol yet, save it for last.
2. Collect the Heart Framer at C03 next. This is just for security.
3. Collect the Heart Framers at C11 and J09 next.
4. Finally, grab the Framer at L02.
5. Walk up and past the blocked Gol, don't stray into the free Gol's line of fire. Grab the Chest at G02.
6. Leave through the door at A11.

\*Note: Egg the Gol at B05 if you get trapped near it.

---\*Stage 1-3\*---  
 Password: BDBR

```

01 02 03 04 05 06 07 08 09 10 11 12 13
| | | | | | | | | | | | |
+---+---+---+---+---+---+---+---+---+---+---+---+---+
A-|MW|MW|MW|MW|MW|MW|Dr|MW|MW|MW|MW|MW|MW|-A
+---+---+---+---+---+---+---+---+---+---+---+---+---+
B-|MW| | | | | | | | | | | |MW|-B
+---+---+---+---+---+---+---+---+---+---+---+---+---+

```

```

C-|MW| | |&&|&&|&&|&&| |##|##|##| |MW|-C
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
D-|MW| |##|&&|&&|&&|&&|Hf|##|##|##| |MW|-D
+---+---+---+---+---+---+---+---+---+---+---+---+---+
E-|MW| |##|##|##|##|##|##|##|##|##| |MW|-E
+---+---+---+---+---+---+---+---+---+---+---+---+---+
F-|MW| |##|Ch|&&| |Sn| |&&| | | |MW|-F
+---+---+---+---+---+---+---+---+---+---+---+---+---+
G-|MW| |Br| |@@| |@@| |&&| | | |MW|-G
+---+---+---+---+---+---+---+---+---+---+---+---+---+
H-|MW| |##| |@@|Hs|@@|Hf| | | | |MW|-H
+---+---+---+---+---+---+---+---+---+---+---+---+---+
I-|MW| |##| |@@| |@@|&&|##|##|##| |MW|-I
+---+---+---+---+---+---+---+---+---+---+---+---+---+
J-|MW|Le|##| |&&| | |LL|##|##|##| |MW|-J
+---+---+---+---+---+---+---+---+---+---+---+---+---+
K-|MW| |##|Br|##|##|##|##|##|##|##|Hf|MW|-K
+---+---+---+---+---+---+---+---+---+---+---+---+---+
L-|MW| | | | | | | |Hf| | |&&|MW|-L
+---+---+---+---+---+---+---+---+---+---+---+---+---+
M-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-M
+---+---+---+---+---+---+---+---+---+---+---+---+---+
| | | | | | | | | | | | | |
01 02 03 04 05 06 07 08 09 10 11 12 13

```

This level introduces Leeper, and it's really quite simple to complete once you've disposed of it (ie, had it fall asleep). Look for a spot where it can fall asleep without blocking your progress.

1. Grab the Heart Framer at H06, it should supply you with some shots.
2. You will need to use both shots on the Snakey to get it out of the way.
3. As for the Leeper, provoke it into chasing you. Run back to a spot around to the right of the vertical line of two trees. So stand in position F10, G10, or H10. This way, the Leeper will fall asleep in column 11, and will not block your progress.
4. Collect the other four Heart Framers.
5. Grab the Chest at F04.
6. Lastly, leave through the door at A07.

```

---*Stage 1-4*---
Password: BGBQ

```

```

01 02 03 04 05 06 07 08 09 10 11 12 13
| | | | | | | | | | | | |
+---+---+---+---+---+---+---+---+---+---+---+---+---+
A-|MW|MW|MW|MW|MW|MW|Dr|MW|MW|MW|MW|MW|MW|-A
+---+---+---+---+---+---+---+---+---+---+---+---+---+
B-|MW| | | |Sk| | | | | | | |MW|-B
+---+---+---+---+---+---+---+---+---+---+---+---+---+
C-|MW| |@@|@@|@@|@@|@@|@@|Ef| | | |MW|-C
+---+---+---+---+---+---+---+---+---+---+---+---+---+
D-|MW| | |Ef| | | | | | |@@| |MW|-D
+---+---+---+---+---+---+---+---+---+---+---+---+---+
E-|MW| | | | | | |@@|@@|@@|@@| |MW|-E
+---+---+---+---+---+---+---+---+---+---+---+---+---+
F-|MW|Hf|##|##|##|##| |@@|Hf| |Ef| |MW|-F
+---+---+---+---+---+---+---+---+---+---+---+---+---+
G-|MW|Br|##|##|##|Ch| |@@|Hf|Sk|Ef| |MW|-G
+---+---+---+---+---+---+---+---+---+---+---+---+---+
H-|MW|Hs|##|##|##|##| |@@|Hf| |Ef| |MW|-H

```

```

+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
I-|MW| | | | | | | |@@|@@|@@|@@| |MW|-I
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
J-|MW| | |Ef| | | | | | |@@| |MW|-J
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
K-|MW| |@@|@@|@@|@@|@@|@@|Ef| | | |MW|-K
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
L-|MW| | | |Sk| |LL| | | | | |MW|-L
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
M-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-M
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
| | | | | | | | | | | | | |
01 02 03 04 05 06 07 08 09 10 11 12 13

```

Ah, Skulls. Block the two skulls near the top and bottom of the stage, then find a way to deal with the central...

1. Push the Emerald Framer at K09 down 1, and the Emerald Framer at J04 left 2. This blocks the bottom Skull.
2. Push the Emerald Framer at C09 up 1, and the Emerald Framer at D04 left 2. This blocks the top skull.
3. Grab the Heart Framers at F02, and H02. H-2 will supply you with shots.
4. Push the Emerald Framers at H11 and F11 each left 1. Push the Framer at G11 either up or down 1.
5. Fire two magic shots at the Skull at G10.
6. Quickly grab the three Heart Framers at F09, G09, H09.
7. The chest should open, run to it before the G10 Skull respawns.
8. Push the Emerald Framer out of the way of the door and proceed.

---\*Stage 1-5\*---

Password: BHBP

```

01 02 03 04 05 06 07 08 09 10 11 12 13
| | | | | | | | | | | | | |
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
A-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-A
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
B-|MW|@@|@@|@@|@@| | | |Ef| | |@@|MW|-B
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
C-|MW|@@|Hf| |Ef| | | |@@|Hf|@@|@@|MW|-C
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
D-|MW|@@|@@| |@@| | | |@@|@@|@@|@@|MW|-D
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
E-|MW| | | | | | | | |@@|@@|@@|MW|-E
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
F-|MW| | | | | | | | | | | |MW|-F
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
G-|MW| | | |Ro| |Ch| |Ro| | | |MW|-G
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
H-|MW| | | | | | | | | | | |MW|-H
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
I-|MW|@@|Ef|@@| | | | | | | | |MW|-I
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
J-|MW|@@| |@@|@@| | | |@@|@@|Ef|@@|MW|-J
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
K-|MW| | | |Ef| | | |@@|Hf| |@@|MW|-K
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
L-|MW|@@|Hf|@@|@@| |LL| |@@|@@| |@@|MW|-L
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
M-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-M

```

```

+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
| | | | | | | | | | | | | |
01 02 03 04 05 06 07 08 09 10 11 12 13

```

This stage features Rocky, and if you get stuck in a corner, blocked by this enemy you will likely have to restart. Take this with patience, wait until the Rockies aren't around you, then dash in for some hear framers. And I mean away from you on the horizontal plan, they will rush at you vertically.

1. Let's start in the bottom right. Let the Rockies walk around the Left Side of the screen. Push the Emerald Framer at J11 down, and grab the Heart Framer. If a Rocky approaches, drop what you're doing and get out of the chamber until the coast is clear.
2. Now for the top right. Again, let the Rockies gravitate towards the lower left. Push the Emerald Framer at B09 right and grab the Heart Framer. Once again, if a Rocky dies approach, get out fo there until the coast clears.
3. Now for the upper left. Wait for the Rockies to be on the right side of the screen and approach from the open space at D04. If you need to make a quick escape, push the C05 Emerald Framer right to get out.
4. Finally, the bottom left. Again, you'll want the Rockies on the righthand side of the screen. Push the Emerald Framer at K05 left three spaces. Grab the Heart Framer, and leave by pushing the I03 Emerald Framer up.
5. Grab the chest, leave through the door that appears.

\*Note: The Rockies cannot move the chest. Maybe it can be used as an effective blocking mechanism as you try to keep them to one side of the screen? If you let them charge you here, and stop at the chest - you can buy yourself some time to pick up Heart Framers.

```

*****
                        AOLL2: FLOOR 2
*****

```

---\*Stage 2-1\*---  
Password: BJBM

```

01 02 03 04 05 06 07 08 09 10 11 12 13
| | | | | | | | | | | | | |
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
A- |MW|MW|MW|MW|MW|MW|MW|MW|MW|Dr|MW|MW|MW|-A
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
B- |MW|@@| | | |Hf|Ch|Hf| | | |@@|MW|-B
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
C- |MW| | | | | | | | | | | |MW|-C
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
D- |MW| | |&&| | | | |&&| | |MW|-D
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
E- |MW|Hf| | | | |Al| | | | |Hf|MW|-E
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
F- |MW|Hf| |@@| | | | |@@| |Hf|MW|-F
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
G- |MW| | |Ef| | | | | |Ef| | |MW|-G
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
H- |MW| |&&|&&| | | | |&&|&&| |MW|-H
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
I- |MW| |&&|&&| | | | |&&|&&| |MW|-I
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
J- |MW| | |@@| | | | | |@@| | |MW|-J
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
K- |MW| | |@@|Ef| | | |Ef|@@| | |MW|-K

```

```

+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
L-|MW|&&| | | |LL| | | |&&|MW|-L
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
M-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-M
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
| | | | | | | | | | | | | |
01 02 03 04 05 06 07 08 09 10 11 12 13

```

Okay, there are really two ways to approach this: You can trap the Alma, or you can try to outrun it. Really, I prefer to trap it, there's more Security that way.

Method 1: Outrunning the Alma!  
 -----

1. Essentially, draw a perimeter around the Stagem as the Alma chases you. Collect all of the Heart Framers in one big circle, left-top-right, or right-left-top.
2. Run back to the chest and grab it to rid yourself of the Alma.
3. Exit through the door.

Quick, yes, but risky.

Metod 2: Trapping the Alma!  
 -----

1. Pick a side to trap it on. Either left or right. Start by running (left or right) into a section and having the Alma pursue you.
2. Once you're on the right or left, stick \_beneath the trees\_. This causes the Alma to turn back and approach from above (alongside the Heart Framers).
3. Wait until the Alma reaches the trees then run out to the Emerald Framer near the rocks (at K05 if you're doing left/K09 if right) and push it down.
4. The Alma will now head back up in an attempt to get out of your trap. Run up immediately and push the Emerald Framer (G04 to the left 2 if you're doing left or G10 to the right 2 if you're doing right). The Alma is now completely trapped.
5. Grab all of the Heart Framers.
6. Take the chest, and proceed.

As I said, there's a level of security here I like. Also, if you mess up trapping it on one side, you can always try the other. Happy trapping!

---\*Stage 2-2\*---  
 Password: BKBL

```

01 02 03 04 05 06 07 08 09 10 11 12 13
| | | | | | | | | | | | |
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
A-|MW|MW|MW|MW|MW|MW|MW|MW|MW|Dr|MW|MW|MW|-A
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
B-|MW|@@|@@|@@|@@|@@|@@|@@|@@| |@@|@@|MW|-B
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
C-|MW|@@|@@| |Hf|&&|Ch|&&|Hf| |@@|@@|MW|-C
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
D-|MW|&&| | | | | | | | | |MW|-D
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
E-|MW| | | | | | | | | | |MW|-E
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
F-|MW| | |Me| | |Hf| | |Me| | |MW|-F
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+

```



```

G-|MW| | | |Ef| | | |Ef| | | |MW|-G
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
H-|MW| | |&&| |Ef| |Ef| |&&| | |MW|-H
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
I-|MW|Hf| | | | | | | | | |Hf|MW|-I
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
J-|MW|&&| |Hf| | | | | |Hf| |&&|MW|-J
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
K-|MW|@@|@@| | | | | | | |@@|@@|MW|-K
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
L-|MW| | | |@@| |LL| |@@|@@|@@|@@|MW|-L
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
M-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-M
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
| | | | | | | | | | | | | |
01 02 03 04 05 06 07 08 09 10 11 12 13

```

Alright, think about how you're going to block the Medusas. They can fire through trees, remember, so you will still have to place an emerald framer in front of the Medusa in that direction if you want to pass in front of it.

1. Push Emerald Framer G05 left 1. This blocks Medusa F04 from below.
2. Push Emerald Framer G09 rightt 1. This blocks Medusa F10 from below.
3. Push Emerald Framer H06 up 2. Don't try pushing it left or Medusa F10 will get you.
4. Push Emerald Framer H08 up 2. Don't try pushing it right unless you already moves Emerald Framer H06 up. It doesn't matter, anyways.
5. Grab all of the Heart Framers as follow: F07 (when between two Emerald Framers), I02, J04, J10, I12.
6. Okay, now for C05 and C09. Walk up and get them carefully. Just don't walk to a space on column 4 or 10 and you will be safe. Don't rush, and you won't accidentally run into a Medusa's path.
7. Grab the chest, leave through the door.

---\*Stage 2-3\*---

Password: BLBK

```

01 02 03 04 05 06 07 08 09 10 11 12 13
| | | | | | | | | | | | | |
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
A-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|Dr|MW|MW|-A
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
B-|MW|##|##|##|##|##|##|##|##|##|Br|##|MW|-B
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
C-|MW| | | | | | | | | | | | |MW|-C
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
D-|MW| |Hf|@@| | | | | |@@|Hf| |MW|-D
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
E-|MW| |@@| | | | | | | |@@| |MW|-E
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
F-|MW| |@@|Hf| | |Dh| | |Hf|@@| |MW|-F
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
G-|MW| |@@|@@| | | | | |@@|@@| |MW|-G
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
H-|MW| |Hf|@@| |&&| |&&| |@@|Hf| |MW|-H
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
I-|MW| | | | |@@|@@|@@| | | | |MW|-I
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
J-|MW| | |&&| |Ef|Ch|Ef| |&&| | |MW|-J
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+

```

```

K-|MW| | | | | | | | | | | | | | |MW|-K
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
L-|MW| | | | | |LL| | | | | |MW|-L
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
M-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-M
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
| | | | | | | | | | | | | | |
01 02 03 04 05 06 07 08 09 10 11 12 13

```

Ah, Don Medusa. Block him from the Left and Right with Emerald Framers and never cross his path unblocked...

1. Push the Emerald Framer to the left of the chest (J06) left 1, up 4. This blocks Don Medusa from the left.
2. Push the Emerald Framer to the right of the chest (J08) right 1, up 4. This blocks Don Medusa from the right.
3. Grab all of the Heart Framers on the left side of the screen, then F04. Approach this from column 4, if you fully walk out to a 05 position then Don may get you.
4. Return to the chest via the left side of the screen, or by pushing the F05 Emerald Framer right 1 and walking down through the opening at H05.
5. Collect the Heart Framers along the right side of the screen. Then, at F10. Do not walk into column 09 or the Don Medusa may get you.
6. Return to the chest either around the righthand side, or push the Emerald Framer at F09 left one and take the opening at H09.
7. Grab the chest, leave through the door.

---\*Stage 2-4\*---  
 Password: BMBJ

```

01 02 03 04 05 06 07 08 09 10 11 12 13
| | | | | | | | | | | | | | |
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
A-|MW|MW|MW|MW|MW|MW|Dr|MW|MW|MW|MW|MW|MW|-A
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
B-|MW| |Ro| | | | | | | | | |&&|MW|-B
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
C-|MW| |@@| | |@@| |Hf|@@| | | |MW|-C
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
D-|MW| |&&| |@@|@@|@@|@@|@@| | | |MW|-D
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
E-|MW| |Hf| | |@@|Hs|@@|@@|Hf| |Hf|MW|-E
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
F-|MW| |&&| | |@@|@@|@@|&&|&&| |&&|MW|-F
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
G-|MW| | | | |Ch|@@|Hf|&&| | | |MW|-G
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
H-|MW| | |&&| | | |Sn|@@|&&| |&&|MW|-H
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
I-|MW|LL| | | | | | | | | |Hf|MW|-I
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
J-|MW| | | | | | | | | | |@@|MW|-J
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
K-|MW| | | | | | | | | | | | |MW|-K
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
L-|MW| | | |&&|Hf|&&|@@|Hf|@@|&&| |MW|-L
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
M-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-M
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
| | | | | | | | | | | | | | |

```

\*Grab 7 Heart Framers to gain a use of the Hammer.

01 02 03 04 05 06 07 08 09 10 11 12 13

You'll earn the use of the Hammer once you've collected enough Heart Framers. The trick here is knowing which rock to break, there's two good choices at face value - but look at my map - one rock leads to a way to bypass another obstacle in the stage. A Heart Framer with Magic Shots...

1. Wait for the Rocky to march right, grab the Heart Framers at the bottom of the room (positions L06 and L09).
2. While the Rocky is at the right side of the screen, grab the Heart Framer at position E03.
3. Now, head along the top while the Rocky is at the bottom. Grab Heart Framer C08.
4. While it walks up the left side of the screen, grab all three Heart Framers at the right side of the screen. You can now use the hammer.
5. Get the Rocky back to the bottom of the screen, then head to the top. Use the hammer on rock D07, right above the E07 Heart Framer.
6. Grab the Heart Framer you freed. It will provide Magic Shots.
7. Run to the Snakey, and wait for the Rocky to be at the top of the screen. Shoot the Snakey twice with magic shots, then grab the Heart Framer at G08.
8. Grab the chest, and proceed.

---\*Stage 2-5\*---

Password: BPBH

```

01 02 03 04 05 06 07 08 09 10 11 12 13
| | | | | | | | | | | | |
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
A-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-A *Get three Hear Framers to gain
+---+---+---+---+---+---+---+---+---+---+---+---+---+--- use of the Arrow Power.
B-|MW|@@|@@|@@|&&|A|&&|@@|@@| | | |MW|-B
+---+---+---+---+---+---+---+---+---+---+---+---+---+---
C-|MW|Sk| |Hs|&&|Sk|&&|Hf| | | | |MW|-C
+---+---+---+---+---+---+---+---+---+---+---+---+---+---
D-|MW|@@| | | | | | | |&&| | |MW|-D
+---+---+---+---+---+---+---+---+---+---+---+---+---+---
E-|MW|Ch| | | | | | | | |LL|MW|-E
+---+---+---+---+---+---+---+---+---+---+---+---+---+---
F-|MW|@@| | | |Sn| | | | | | |MW|-F
+---+---+---+---+---+---+---+---+---+---+---+---+---+---
G-|MW|Sk| | | | | | | | | | |MW|-G
+---+---+---+---+---+---+---+---+---+---+---+---+---+---
H-|MW|%%|%%|%%|%%|%%|@@|@@|@@|@@|^|^|@@|MW|-H
+---+---+---+---+---+---+---+---+---+---+---+---+---+---
I-|MW|%%|%%|%%|%%|%%|@@| | |Ef| | |MW|-I
+---+---+---+---+---+---+---+---+---+---+---+---+---+---
J-|MW| | | |%%|%%|@@| | |Ef| | |MW|-J
+---+---+---+---+---+---+---+---+---+---+---+---+---+---
K-|MW| |A| | |%%|%%|@@|Hf| |Ef| |Hf|MW|-K
+---+---+---+---+---+---+---+---+---+---+---+---+---+---
L-|MW|Hf| | | |%%|%%|@@| | |Ef|&&|&&|MW|-L
+---+---+---+---+---+---+---+---+---+---+---+---+---+---
M-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-M
+---+---+---+---+---+---+---+---+---+---+---+---+---+---
| | | | | | | | | | | | |
01 02 03 04 05 06 07 08 09 10 11 12 13

```

Well, you will need to make a break for it to get that Alma's Heart Framer. Or, if you don't mind using a shot, trap it in an egg and take the Framer. Then, get enough Framers to activate your arrow power, and try to move some

Emerald Framers out to block some Skulls.

1. The Alma in the bottom left is trapped by the Grass. Wait at point L05 until it arrives at L04 and starts to head up. When it does move out of L04, run out and grab the Heart Framer at L02. Run back to the grass immediately, before Alma Catches you.

----OR----

1. Grab the Heart Framer at C04 for some magic shots. Use one to stop the Alma in the bottom left long enough to get the Heart Framer and get out.

--Make your choice with this in mind: If you can do it without the shots, then you may find a use later - shooting a Skull. Unless you push the Emerald Framers in the bottom right correctly, it's good to have the shot on hand. But this second option is actually safer if you know what you are doing.

2. Either way, once the Alma is taken care of, grab any other Heart Framers. Get three to activate the Arrow power.
3. Shoot the Snakey with a Magic Shot to trap it in an egg, push it up two spaces to block the Skull (which in turn blocks an Alma).
4. Use your Arrow power on the Arrow at H11, cross in.

\*DO NOT COLLECT THE REMAINING HEART FRAMERS UNTIL THE SKULLS ARE BLOCKED.

5. Okay, so let's get the most out of these Emerald Framers. Push K10 left, I10 Left, J10 down.
6. Push the Framer now in I09 right, then up past the Arrow. Place it in front of a Skull.
7. Push the Framer now in K09 up 2, right 2, then up past the Arrow. Place it in front of the last Skull. You will need to pick up a Heart Framer in the process, no big deal. Just leave K12 until the end.
8. Grab the Heart Framer at K12.
9. Take the chest, and use the stairs.

\*\*\*\*\*  
 AOLL3: FLOOR 3  
 \*\*\*\*\*

---\*Stage 3-1\*---

Password: BQBG

```

01 02 03 04 05 06 07 08 09 10 11 12 13
|  |  |  |  |  |  |  |  |  |  |  |  |
+---+---+---+---+---+---+---+---+---+---+---+---+---+
A-|MW|MW|MW|MW|MW|MW|MW|MW|MW|Dr|MW|MW|MW|-A
+---+---+---+---+---+---+---+---+---+---+---+---+---+
B-|MW|Sk|Hf|  |  |  |##|##|##|  |  |Ch|MW|-B
+---+---+---+---+---+---+---+---+---+---+---+---+---+
C-|MW|  |  |  |Ef|  |##|  |  |  |  |MW|-C
+---+---+---+---+---+---+---+---+---+---+---+---+---+
D-|MW|  |  |  |##|##|##|  |  |  |  |&&|MW|-D
+---+---+---+---+---+---+---+---+---+---+---+---+---+
E-|MW|Hf|  |  |##|  |  |  |  |  |Me|MW|-E
+---+---+---+---+---+---+---+---+---+---+---+---+---+
F-|MW|Sk|  |  |##|Hf|  |Hf|  |  |  |&&|MW|-F
+---+---+---+---+---+---+---+---+---+---+---+---+---+
G-|MW|  |  |&&|##|  |&&|  |  |  |  |MW|-G
+---+---+---+---+---+---+---+---+---+---+---+---+---+
H-|MW|  |  |  |##|Hf|  |Hf|  |  |  |&&|MW|-H

```

\*Get five Heart Framers to gain use of the Bridge Power.



```

+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
K-|MW| | | | | | | | | | | | | |MW|-K
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
L-|MW| | |LL| | | | | | | | |@@|MW|-L
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
M-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-M
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
| | | | | | | | | | | | | |
01 02 03 04 05 06 07 08 09 10 11 12 13

```

You're going to need to use enemy eggs as rafts in this level. The Alma in both instances. Enter the middle of the river from the right, grab the Framer, and disembark right next to the chest. Smooth.

1. Grab the Heart Framer at I06 for some shots. The Alma will be on the way now as well.
2. Shoot the Alma once.
3. Before it hatches grab the three Heart Framers in the upper left: B04, B07, and D02.
4. When the Alma hatches, wait for it near the River. Shoot it when it is near Row D, column 8. This will place it right next to the river. Great.
5. Push the Egg left into the River and keep pushing left to hop on. Continue pushing Left until you are on the Island with the Snakey.
6. Quickly grab Heart framer F05.
7. Head to position G04 and hold down in anticipation of the Alma's floating egg to arrive.
8. Run left to the chest before the Skulls catch you. Exit through the door. You may want to stay on the egg if Skulls are too near, then complete this step when they've dispersed.

---\*Stage 3-3\*---  
Password: BTBC

```

01 02 03 04 05 06 07 08 09 10 11 12 13
| | | | | | | | | | | | | |
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
A-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-A
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
B-|MW|Ch| | |Le| | | | | | | | |MW|-B
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
C-|MW| |&&| | | |&&|@@|@@|@@|Ef| |MW|-C
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
D-|MW| | |Hf|@@| |@@| | |Hf| | |MW|-D
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
E-|MW|Le| |@@|@@| |&&|Hf|@@|@@|@@| |MW|-E
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
F-|MW| | | | | | |@@|@@| | | |MW|-F
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
G-|MW| |&&|@@|&&| |&&|@@|Hf| | | |MW|-G
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
H-|MW| |@@| |Hf|@@|@@|@@|@@|@@|@@|@@| |MW|-H
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
I-|MW| |@@| |@@|@@|Hf|@@|&&| |Hs| |MW|-I
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
J-|MW| |@@|Hf|@@| | |@@| |&&|&&| |MW|-J
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
K-|MW| |Ef| |@@| | |@@|Hs|&&|&&| |MW|-K
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
L-|MW| | | | | | | | | | |LL|MW|-L
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+

```

```

M-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-M
+---+---+---+---+---+---+---+---+---+---+---+---+---+
| | | | | | | | | | | | | |
01 02 03 04 05 06 07 08 09 10 11 12 13

```

This one is rather simple. Just stop the Leepers where they won't interrupt your progress and it's clean sailing.

1. We can get the first Leeper by running to G10, it's right next to a Heart Framer. Let it touch you and fall asleep. In position G11, it is not an obstacle.
2. Nice, now the second one is hot on your trail. Move to position C04 and let it touch you. It should fall asleep in C05 or B04, and pose no obstruction.
3. Gather all Heart Framers from across the board.
4. Take the chest, then use the door. Easy!

Now, there are magic shots available in this stage, but Leepers will of course Regen and you could get stuck trying to get the shots. Making them fall asleep at convenient areas is a much easier and relaxed method of beating the stage.

---\*Stage 3-4\*---  
 Password: BVBB

```

01 02 03 04 05 06 07 08 09 10 11 12 13
| | | | | | | | | | | | | |
+---+---+---+---+---+---+---+---+---+---+---+---+---+
A-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|Dr|MW|MW|-A
+---+---+---+---+---+---+---+---+---+---+---+---+---+
B-|MW| | |Hf| | |Hf|@@|@@| | |MW|-B
+---+---+---+---+---+---+---+---+---+---+---+---+---+
C-|MW| |@@| |@@|@@|@@| |@@| |Ef| |MW|-C
+---+---+---+---+---+---+---+---+---+---+---+---+---+
D-|MW| |@@| |@@| |@@| |Ef|LL|@@| |MW|-D
+---+---+---+---+---+---+---+---+---+---+---+---+---+
E-|MW| |@@| |@@| |@@| |@@| |@@| |MW|-E
+---+---+---+---+---+---+---+---+---+---+---+---+---+
F-|MW| |@@| |@@| |@@| |@@| |@@| |MW|-F
+---+---+---+---+---+---+---+---+---+---+---+---+---+
G-|MW| |@@| |@@|Sk|@@|Sk| |Ef| | |MW|-G
+---+---+---+---+---+---+---+---+---+---+---+---+---+
H-|MW| |@@| |@@|Hf|Ef| |@@| |@@| |MW|-H
+---+---+---+---+---+---+---+---+---+---+---+---+---+
I-|MW| |@@| |@@| |@@| |@@| |@@| |MW|-I
+---+---+---+---+---+---+---+---+---+---+---+---+---+
J-|MW| |@@|Ef|@@| |@@| |@@|Ch|@@| |MW|-J
+---+---+---+---+---+---+---+---+---+---+---+---+---+
K-|MW| | |Hf| | |@@| |@@|@@| | |MW|-K
+---+---+---+---+---+---+---+---+---+---+---+---+---+
L-|MW| | |Ef| | | |Hf| | | | |MW|-L
+---+---+---+---+---+---+---+---+---+---+---+---+---+
M-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-M
+---+---+---+---+---+---+---+---+---+---+---+---+---+
| | | | | | | | | | | | | |
01 02 03 04 05 06 07 08 09 10 11 12 13

```

EXCELSIOR! Potentially tricky one here, you'll need to exercise your dexterous digits to put Emerald Framers in their proper places. Read on, true believers!

1. Push Emerald Framer D09 Left one space.

2. Push Emerald Framer C11 Right one space, then down to the bottom (L12).
3. Push Emerald Framer G10 left one space.
4. Take Heart Framer L08 and Heart Framer H06.
5. Push Emerald Framer H07 right one space.
6. Take Heart Framer K04 and Heart Framer B04.
7. Push Emerald Framer J04 down one space, then right two spaces. Push it up from here to block a Skull. Grab the last Heart Framer, at B08.
8. Take the chest and leave through the door.

---\*Stage 3-5\*---

Password: BYZZ

```

01 02 03 04 05 06 07 08 09 10 11 12 13
| | | | | | | | | | | | |
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
A-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-A
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
B-|MW|!!!|!!!|!!!|Hf|Hf|!!!|!!!|!!!|MW|-B
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
C-|MW|!!!|!!!|!!!|&&|&&|Gd|&&|&&|!!!|!!!|!!!|MW|-C
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
D-|MW|@@| | | | | | |@@|MW|-D
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
E-|MW| | | | | |Hf| | | | | |MW|-E
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
F-|MW|&&| | |&&|Gu|&&| | |&&|MW|-F
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
G-|MW|Hf| |Ef| |Gl|Ch|Gr| |Hf| |Hf|MW|-G
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
H-|MW|&&| | |&&| | |&&| | |&&|MW|-H
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
I-|MW| | | |&&| | | |&&| | | |MW|-I
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
J-|MW|&&| | |Hf| | | |Hf| | |&&|MW|-J
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
K-|MW|&&|@@| | | | | | | |&&|MW|-K
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
L-|MW| | |@@|Gu| | | |Gu|@@|LL| |MW|-L
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
M-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-M
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
| | | | | | | | | | | | |
01 02 03 04 05 06 07 08 09 10 11 12 13

```

She's full of Gols here. What you need to do is consider the order by which you have to pick up Heart Framers, and just where to place that one Emerald Framer. This is the first instance of sand. This slows you down, but the Gols aren't placed in a way that it is a threat.

1. Take the Heart Framer at Position J05, above the bottom left Gol.
2. Push the Emerald Framer down 3, right 2, down 1, right 3. It should be covering the Gol in the bottom right from above. Do not take Heart Framer J09 yet.
3. Grab all of the Heart framers working from the left around to the right.
4. It is very important that you save J09 for the last. Since this is cut off from the Gol at L09, you can take it without incident. If you take it too early then some other Gol will probably blast you when you go for a Heart Framer near them. So once you have collected every other Heart Framer, then and only then take J09.
5. You'll be safe to grab the chest and take the stairs up to Floor 4.



\*\*\*\*\*

AOLL4: FLOOR 4

\*\*\*\*\*

---\*Stage 4-1\*---

Password: BZZY

```

    01 02 03 04 05 06 07 08 09 10 11 12 13
    |  |  |  |  |  |  |  |  |  |  |  |  |
+---+---+---+---+---+---+---+---+---+---+---+---+---+
A-|MW|MW|MW|MW|MW|MW|MW|MW|MW|Dr|MW|MW|MW|-A
+---+---+---+---+---+---+---+---+---+---+---+---+---+
B-|MW|  |  |  |  |Dh|  |@@|  |  |  |  |MW|-B
+---+---+---+---+---+---+---+---+---+---+---+---+---+
C-|MW|  |Hf|&&|  |  |  |@@|  |  |Hf|  |MW|-C
+---+---+---+---+---+---+---+---+---+---+---+---+---+
D-|MW|  |  |Hf|Ef|Ef|  |@@|  |Hf|&&|  |MW|-D
+---+---+---+---+---+---+---+---+---+---+---+---+---+
E-|MW|  |  |  |  |  |  |  |  |Ef|  |  |MW|-E
+---+---+---+---+---+---+---+---+---+---+---+---+---+
F-|MW|@@|@@|@@|  |  |  |  |  |Ef|  |Dv|MW|-F
+---+---+---+---+---+---+---+---+---+---+---+---+---+
G-|MW|  |  |  |  |  |  |  |  |  |  |  |MW|-G
+---+---+---+---+---+---+---+---+---+---+---+---+---+
H-|MW|Dv|  |Ef|  |  |  |  |  |@@|@@|@@|MW|-H
+---+---+---+---+---+---+---+---+---+---+---+---+---+
I-|MW|  |  |Ef|  |  |  |  |  |  |  |  |MW|-I
+---+---+---+---+---+---+---+---+---+---+---+---+---+
J-|MW|  |&&|Hf|  |@@|  |Ef|Ef|Hf|  |  |MW|-J
+---+---+---+---+---+---+---+---+---+---+---+---+---+
K-|MW|  |Hf|  |  |@@|  |  |  |&&|Hf|  |MW|-K
+---+---+---+---+---+---+---+---+---+---+---+---+---+
L-|MW|  |  |  |LL|@@|  |Dh|  |  |  |  |MW|-L
+---+---+---+---+---+---+---+---+---+---+---+---+---+
M-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-M
+---+---+---+---+---+---+---+---+---+---+---+---+---+
    |  |  |  |  |  |  |  |  |  |  |  |  |
    01 02 03 04 05 06 07 08 09 10 11 12 13

```

Essentially, this room is all about avoiding - and trapping the Don Medusas. Play it cool and be patient, and you shall prevail.

\*NOTE! Don Medusa can shoot through the Chest!

1. Right from the start, move up and out of the bottom left Don Medusa's path.
2. Push Emerald Framer I04 left when the Don Medusa is above it (ie, in G or H). Push it left to the wall.
3. Go beneath this Framer and push it up, trapping the Don Medusa against the rocks.
4. Push Emerald Framer H04 up 1, left 1, fully trapping the bottom left Don Medusa. Look out for the other Vertical Don Medusa when you do this.
5. Alright, now for the bottom, horizontal Don Medusa. Push Emerald Framer J09 when the Don Medusa is to the left of it (ie in 07 or 08).
6. Push this Framer left, trapping the Don Medusa against the rocks.
7. Watch out for the Don Medusa at top, move Emerald Framer J08 down 1, left 1. The Don Medusa down here is now fully trapped.
8. Now for the top right. Push the Emerald Framer at E10 right two spaces when the Don Medusa is below it (ie in F or G).
9. Push the Framer down, trapping the Don Medusa against the rocks.

10. Push Emerald Framer F10 down 1, right 1. The Don Medusa here is trapped.
11. One more! Push Emerald Framer D05 up 2 when the Don Medusa is to the right of it (ie in 06 or 07).
12. Push it to the right, trapping the the Don Medusa against the rocks.
13. Push Emerald Framer D06 up 1, right 1.
14. Collect every Heart Framer.
15. Grab the chest and be on your way!

---\*Stage 4-2\*---

Password: CBZV

```

01 02 03 04 05 06 07 08 09 10 11 12 13
| | | | | | | | | | | | |
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
A-|MW|MW|MW|MW|MW|MW|Dr|MW|MW|MW|MW|MW|MW|-A
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
B-|MW| | | | | | | | | | | |MW|-B
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
C-|MW| |Sn|##|##|##|##|##|##|##|Sn| |MW|-C
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
D-|MW| |##|##|##|##|##|##|##|##|##| |MW|-D
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
E-|MW| |##|%%|%%|%%|##|%%|%%|%%|##| |MW|-E
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
F-|MW|!!!##|%%|%%|Hs|##|Hs|%%|%%|##|!!!MW|-F
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
G-|MW|!!!##|%%|%%|%%|##|%%|%%|%%|##|!!!MW|-G
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
H-|MW|!!!##|##|##|##|##|##|##|##|##|!!!MW|-H
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
I-|MW|!!!Hf|##|##|##|##|##|##|##|Hf|!!!MW|-I
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
J-|MW| | |&&|&&|&&|Hf|&&|&&|&&| | |MW|-J
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
K-|MW| | |&&|&&|&&|Sn|&&|&&|&&| | |MW|-K
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
L-|MW|Ch| | | | |Hs| | | | |LL|MW|-L
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
M-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-M
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
| | | | | | | | | | | | |
01 02 03 04 05 06 07 08 09 10 11 12 13

```

Shaped like anyone familiar? Well, this room is basically a floating egg challenge. Be quick on your feet, grab Framers and get back on the egg to continue onto your next destination.

1. Grab the Heart Framers at I03, L07, and I11. L07 will provide egg shots - important for building your raft!
2. Egg the Snakey in the top right, at position C11. Push it down into the water and waste no time jumping onto it. Once you are in the water hold left to jump out on the grassy eyeland... island and grab the Heart Framer Here.
3. Wait at E09, the top left of the island for the egg to move down and between the two islands. Run across the raft when it arrives and wait at G06, the bottom right of the left island.
4. Jump on the egg raft again as it passes by, and make sure you don't run over to the other island again.
5. Hold down as you approach the Snakey at the bottom. Jump off and grab the Heart Framer at J07. The Snakey blocks your path.

6. Fortunately, the Heart Framers on the islands provide shots. Shoot the Snakey at K07 twice.
7. Grab the chest and take the door to the next room.

---\*Stage 4-3\*---

Password: CCZT

```

    01 02 03 04 05 06 07 08 09 10 11 12 13
    |  |  |  |  |  |  |  |  |  |  |  |
+---+---+---+---+---+---+---+---+---+---+---+---+
A-|MW|MW|MW|MW|MW|Dr|MW|MW|MW|MW|MW|MW|MW|-A
+---+---+---+---+---+---+---+---+---+---+---+---+
B-|MW|Hf|@@| |@@| |@@| |@@| |@@|Gd|MW|-B
+---+---+---+---+---+---+---+---+---+---+---+---+
C-|MW| |@@| |@@| |@@| | | |@@| |MW|-C
+---+---+---+---+---+---+---+---+---+---+---+---+
D-|MW| |@@| | | |@@| |@@| |Ef| |MW|-D
+---+---+---+---+---+---+---+---+---+---+---+---+
E-|MW| |@@| |@@| |@@| |@@| |Ef| |MW|-E
+---+---+---+---+---+---+---+---+---+---+---+---+
F-|MW| |@@|Sk|@@| |@@| | | |Ef| |MW|-F
+---+---+---+---+---+---+---+---+---+---+---+---+
G-|MW| |@@| |@@| |Ef| |@@|^|^@@| |MW|-G
+---+---+---+---+---+---+---+---+---+---+---+---+
H-|MW| |Ef| |@@| |@@| |@@|Gd|@@| |MW|-H
+---+---+---+---+---+---+---+---+---+---+---+---+
I-|MW| |@@| | | |@@| |@@| |Ef| |MW|-I
+---+---+---+---+---+---+---+---+---+---+---+---+
J-|MW| |@@| |@@| |@@| |@@| | | |MW|-J
+---+---+---+---+---+---+---+---+---+---+---+---+
K-|MW| | | |@@| | | |@@| |@@| |MW|-K
+---+---+---+---+---+---+---+---+---+---+---+---+
L-|MW| |@@| |@@| | |Gu|@@|Ch|@@|Me|MW|-L
+---+---+---+---+---+---+---+---+---+---+---+---+
M-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-M
+---+---+---+---+---+---+---+---+---+---+---+---+
    |  |  |  |  |  |  |  |  |  |  |  |
    01 02 03 04 05 06 07 08 09 10 11 12 13

```

Alright, this stage is unforgiving. You've got to arrange the Emerald Framers a certain way and if you make one error here, you're potentially sunk. Leave the Heart Framer until you've got the enemies secured.

1. Push Emerald Framer H03 right 1, and up 1 to G04.
2. Push Emerald Framer G07 left 1, up 1.
3. Push Emerald Framer D11 and and F11 each right 1.
4. Push Emerald Framer E11 down 1.
5. Push the Framer now in D12 up 1 to C12, right in front of the B12 Gol.
6. Push the Framer now in F12 down to K12, blocking the L12 Medusa.
7. Push Emerald Framer I11 left 1.
8. Push the Emerald Framer now in F11 left 3 and down 5, covering Gol L08. You'll need to loop around some rocks to be able to push down.
9. Alright, grab the Heart Framer at B02.
10. Grab the chest.
11. Now this is very important. To reach the door, push the Emerald Framer previously blocking the Skull from G04 to B04. Now you will be able to reach the door.

As I mentioned, it's a complex stage with an unforgiving tone. Once you have it down, however, you should be able to knock it off in record time.

---\*Stage 4-4\*---

Password: CDZR

```

  01 02 03 04 05 06 07 08 09 10 11 12 13
  | | | | | | | | | | | | |
+---+---+---+---+---+---+---+---+---+---+---+---+---+
A-|MW|MW|MW|MW|MW|MW|Dr|MW|MW|MW|MW|MW|MW|-A
+---+---+---+---+---+---+---+---+---+---+---+---+---+
B-|MW| | |Dh| | | | | | | | |MW|-B
+---+---+---+---+---+---+---+---+---+---+---+---+---+
C-|MW|Hf| | |&&| | |&&| | | | |MW|-C
+---+---+---+---+---+---+---+---+---+---+---+---+---+
D-|MW|Sk| | | | | | | | | |Hf|MW|-D
+---+---+---+---+---+---+---+---+---+---+---+---+---+
E-|MW|##|##|##|##|##|##|##|##|&&|^|^|&&|MW|-E
+---+---+---+---+---+---+---+---+---+---+---+---+---+
F-|MW|##| |&&|&&|&&|&&|##|##| | |&&|MW|-F
+---+---+---+---+---+---+---+---+---+---+---+---+---+
G-|MW|##| | | | |Sk|##|##|##|Br|##|MW|-G
+---+---+---+---+---+---+---+---+---+---+---+---+---+
H-|MW|##| | | | |Gd|&&|##|##|Br|##|MW|-H
+---+---+---+---+---+---+---+---+---+---+---+---+---+
I-|MW|##| | | | |Ef| | | |&&|MW|-I
+---+---+---+---+---+---+---+---+---+---+---+---+---+
J-|MW|##| | | |@@| | | | | | | |MW|-J
+---+---+---+---+---+---+---+---+---+---+---+---+---+
K-|MW|##| |&&|@@|Ch|@@| | |&&|&&| |MW|-K
+---+---+---+---+---+---+---+---+---+---+---+---+---+
L-|MW|##|Hs|Gr| | | |LL| |&&|&&|Hf|MW|-L
+---+---+---+---+---+---+---+---+---+---+---+---+---+
M-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-M
+---+---+---+---+---+---+---+---+---+---+---+---+---+
  | | | | | | | | | | | | |
  01 02 03 04 05 06 07 08 09 10 11 12 13

```

\*Get three Heart Framers to gain use of the Bridge Power.

It's quite a dangerous assortment of enemies, if I do say so myself. However, not all is as dire as it seems. Play it smart around Don Medusa, and Egg the bottom left Gol from behind. Save the Heart Framer in L03 for last... it would be wise. The bridge should be placed at E03.

1. Push the Emerald Framer in front of the Bridge while Don Medusa is off to the left.
2. Leave the Framer here at I11 and wait for Don Medusa to head left again. Grab Heart Framer L12.
3. Push the Emerald Framer up to C11, for now.
4. Wait for the don Medusa to head left again, then duck out to grab Heart Framer D12.
5. Now, trap the Don Medusa between the Emerald Framer and the righthand wall by pushing it up when it heads to the right past the framer.
6. Great, now get Heart Framer C02. This should activate your bridge power.
7. Place the Bidge at E03 and cross over.
8. Grab the Heart Framer at L03, behind the Gol. It will give you shots.
9. Shoot the Gol twice and quickly grab the chest.
10. Exit through the door.

---\*Stage 4-5\*---

Password: CGZQ

01 02 03 04 05 06 07 08 09 10 11 12 13

```

| | | | | | | | | | | | |
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
A- |MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW| -A
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
B- |MW|Hs| |&&|##|Ef|##|Ef|##|&&| |Hs|MW| -B
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
C- |MW| | |&&|##|Me|##|Dh|##|&&| | |MW| -C
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
D- |MW| | |&&| | |Hf| | |&&| | |MW| -D
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
E- |MW|Ef|Ef|&&|&&|Br|Br|Br|&&|&&|Ef|Ef|MW| -E
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
F- |MW| | |@@|Gr| | | |Gl|@@| | |MW| -F
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
G- |MW| | |@@|Gr| | | |Gl|@@| | |MW| -G
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
H- |MW| | |@@|Gr| | | |Gl|@@| | |MW| -H
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
I- |MW| |Sn|@@|@@| | | |@@|@@|Sn| |MW| -I
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
J- |MW| | |Sn| | | | |Sn| | |MW| -J
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
K- |MW| | | | | | | | | | | |MW| -K
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
L- |MW|Ch| | | | | | | | | |LL|MW| -L
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
M- |MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW| -M
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
| | | | | | | | | | | | |
01 02 03 04 05 06 07 08 09 10 11 12 13

```

Kind of like a king and a queen on thrones in a court, no? Well, remember that you have to block the Medusa and Don Medusa from the right/left as well as from below. The Snakeys can be used to block them from below rather easily...

1. Push the Emerald Framer at E11 up 2 spaces to block the Don Medusa from the right.
2. Grab the Heart Framer at B12. It will give you magic shots.
3. Egg Snakey I11. Push it down 2, left three, and up towards Don Medusa. This will block it from below.
4. Egg Snakey J10, and push it left 4 and up towards the Medusa. This blocks her from below.
5. Alright, grab the Heart Framer at D07, near the Medusa and Don Medusa now. If you wait until you get B02's framer you will never get past the Gols.
6. Push Emerald Framer E03 up two spaces, this will block the Medusa from the left.
7. Grab Heart Framer B02.
8. Alright! Grab the chest and head up the stairs to floor 5.

```

*****
                        AOLL5: FLOOR 5
*****

```

```

---*Stage 5-1*---
Password: CHZP

```

```

01 02 03 04 05 06 07 08 09 10 11 12 13
| | | | | | | | | | | | |
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
A- |MW|MW|MW|MW|MW|MW|MW|MW|MW|Dr|MW|MW|MW| -A

```

```

+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
B-|MW|  |##|##|##|##|##|##|##|##|Br|##|  |MW|-B
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
C-|MW|  |Ef|##|##|##|##|##|&&|Br|  |Ef|  |MW|-C
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
D-|MW|  |Ef|  |##|##|##|##|##|  |Ef|  |MW|-D
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
E-|MW|  |Ef|Hf|Ef|##|##|##|Ef|  |Ef|Gd|MW|-E
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
F-|MW|  |Ef|  |Ef|  |  |Hf|Ef|  |Ef|  |MW|-F
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
G-|MW|LL|Ef|  |Ef|Hf|Ef|  |Ef|Hf|Ef|Ch|MW|-G
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
H-|MW|  |Ef|  |Ef|  |  |Hf|Ef|  |Ef|  |MW|-H
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
I-|MW|  |Ef|Hf|Ef|##|##|##|Ef|  |Ef|Gu|MW|-I
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
J-|MW|  |Ef|  |##|##|##|##|##|  |Ef|  |MW|-J
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
K-|MW|  |Ef|##|##|##|##|##|##|##|Ef|  |MW|-K
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
L-|MW|  |##|##|##|##|##|##|##|##|##|  |MW|-L
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
M-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-M
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
  |  |  |  |  |  |  |  |  |  |  |  |  |  |
  01 02 03 04 05 06 07 08 09 10 11 12 13

```

Wow, potentially messy if you don't think about how you're going to complete the level prior to pushing the Framers. Think about it, you can't block any heart, and you must block the Gols.

1. Push Emerald Framers D03 and F03 right 1.
2. Push Emerald Framer E03 up 1.
3. Take Heart Framer E04.
4. Push Emerald Framers H03 and J03 right 1.
5. Push Emerald Framer I03 down 1.
6. Take Heart Framer I04.
  
7. Time to clear the way for the next group of Framers. Push G03 up 2, push the Emerald Framer now in H04 down 1 and the Emerald Framer now in F04 up 1.
8. Push Emerald Framers F05 and H05 right 1.
9. Push Emerald Framer G05 down 1.
10. Take Heart Framer G06.
  
11. Push Emerald Framer G07 right 1.
12. Take Heart Framers F08 and H08.
  
13. Push Emerald Framers H09 and F09 right 1.
14. Push Emerald Framers G08 (used to be G07) and G09 down.
15. Take the Heart Framer in G10.
  
16. Push the Emerald Framer now in H10 down 2. Push the Emerald Framer now in F10 up 2. This clears the way to block the Gols.
17. Push Emerald Framers F11 and H11 each right 1.
18. Push Emerald Framer G11 either up 1 or down 1.
  
19. Grab the chest.
20. Push the Emerald Framer now in F12 up all the way.
21. Push Emerald Framer C11 left 2 onto the bridge.

22. You're now clear to take the door on to the next stage.

Phew! It wasn't so much a difficult level, but rather a bit of extended pushing.

---\*Stage 5-2\*---

Password: CJZM

```

 01 02 03 04 05 06 07 08 09 10 11 12 13
  |  |  |  |  |  |  |  |  |  |  |  |  |
+---+---+---+---+---+---+---+---+---+---+---+---+---+
A-|MW|MW|MW|MW|MW|Dr|MW|MW|MW|MW|MW|MW|MW|-A *Get three Heart Framers to gain
+---+---+---+---+---+---+---+---+---+---+---+---+---+ use of the Arrow Power.
B-|MW|@@|@@| | | | |&&| |Hf| |@@|MW|-B
+---+---+---+---+---+---+---+---+---+---+---+---+---+
C-|MW|@@|Hf| | | | | |Hf| | | |MW|-C
+---+---+---+---+---+---+---+---+---+---+---+---+---+
D-|MW| | |&&| | |@@| | |Me| |Ch|MW|-D
+---+---+---+---+---+---+---+---+---+---+---+---+---+
E-|MW| | | | |&&| |&&| | | |&&|MW|-E
+---+---+---+---+---+---+---+---+---+---+---+---+---+
F-|MW|LL| |Sn| | | | |@@|&&|VV|@@|MW|-F
+---+---+---+---+---+---+---+---+---+---+---+---+---+
G-|MW| | | | | |Sn| | | | |Hf|MW|-G
+---+---+---+---+---+---+---+---+---+---+---+---+---+
H-|MW| | | | | | |@@| | |@@| | |MW|-H
+---+---+---+---+---+---+---+---+---+---+---+---+---+
I-|MW|Ef|@@|Ef|@@| |Hf| | | | | |MW|-I
+---+---+---+---+---+---+---+---+---+---+---+---+---+
J-|MW| |Hf| |Ef| |@@|Ef|@@|@@| | |MW|-J
+---+---+---+---+---+---+---+---+---+---+---+---+---+
K-|MW|Hf| |Hf|@@|@@|@@| |<<|Ef| | |MW|-K
+---+---+---+---+---+---+---+---+---+---+---+---+---+
L-|MW| | | | | | | | | |@@| | |MW|-L
+---+---+---+---+---+---+---+---+---+---+---+---+---+
M-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-M
+---+---+---+---+---+---+---+---+---+---+---+---+---+
  |  |  |  |  |  |  |  |  |  |  |  |  |
 01 02 03 04 05 06 07 08 09 10 11 12 13

```

Hmmm, how can you get the most Emerald Framers out from the bottom of the screen and to the Medusa to block her? That is the problem to solve.

1. First of all, collect Heart Framers C03, C09, I07 and G12 always keeping a rock between you and the Medusa. This will activate your Arrow Power.
2. Use the Arrow Power on the down arrow at F11. As always, keep a rock between you and the Medusa.
3. Push Emerald Framer J08 down 2.
4. Push Emerald Framer K10 left 2, past the Arrow.
5. This means you can get behind the Framer you pushed in step 3. It should be in L08. Push it all the way left.
6. Take the three Heart Framers: J03, K02, K04.
7. Push Emerald Framer I04 up 2, right 1, up 4, right 5. It should be in C10, blocking the Medusa from above.
8. Take Heart Framer B10.
9. Go back to the Emerald Framer you pushed into K08, over the left arrow. Push it up 2, right 3. Always keep a rock between you and Medusa. It seems impossible to get under that Framer without being shot? Not so. Approach Left Arrow K09 from below, then walk off to the right. You can now push the Emerald Framer up to D11, between the Medusa and the Chest.

10. Loop back, always keeping a rock between you and Medusa, take the chest and use the door.

---\*Stage 5-3\*---

Password: CKZL

```

  01 02 03 04 05 06 07 08 09 10 11 12 13
  |  |  |  |  |  |  |  |  |  |  |  |
+---+---+---+---+---+---+---+---+---+---+---+---+---+
A-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-A
+---+---+---+---+---+---+---+---+---+---+---+---+---+
B-|MW|  |  |  |  |  |LL|&&|Gd|  |Me|  |MW|-B
+---+---+---+---+---+---+---+---+---+---+---+---+---+
C-|MW|Sn|@@|Hs|@@|VV|@@|@@|  |  |  |  |MW|-C
+---+---+---+---+---+---+---+---+---+---+---+---+---+
D-|MW|  |Hs|@@|  |  |  |@@|  |  |  |  |MW|-D
+---+---+---+---+---+---+---+---+---+---+---+---+---+
E-|MW|Sn|@@|Hs|  |&&|Sn|@@|Hs|Ef|  |Hf|MW|-E
+---+---+---+---+---+---+---+---+---+---+---+---+---+
F-|MW|  |Hs|@@|&&|@@|  |@@|@@|@@|  |&&|MW|-F
+---+---+---+---+---+---+---+---+---+---+---+---+---+
G-|MW|Sn|@@|Hf|  |  |Sn|  |Ch|&&|  |Sk|MW|-G
+---+---+---+---+---+---+---+---+---+---+---+---+---+
H-|MW|  |Hs|&&|&&|&&|  |@@|  |&&|  |&&|MW|-H
+---+---+---+---+---+---+---+---+---+---+---+---+---+
I-|MW|Sn|&&|Hs|  |@@|  |@@|  |&&|  |Sk|MW|-I
+---+---+---+---+---+---+---+---+---+---+---+---+---+
J-|MW|  |Hs|&&|  |@@|  |&&|  |@@|Ef|&&|MW|-J
+---+---+---+---+---+---+---+---+---+---+---+---+---+
K-|MW|Sn|Ef|  |  |  |  |&&|  |@@|  |Sk|MW|-K
+---+---+---+---+---+---+---+---+---+---+---+---+---+
L-|MW|  |Hs|@@|  |  |  |@@|  |  |  |&&|MW|-L
+---+---+---+---+---+---+---+---+---+---+---+---+---+
M-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-M
+---+---+---+---+---+---+---+---+---+---+---+---+---+
  |  |  |  |  |  |  |  |  |  |  |  |
  01 02 03 04 05 06 07 08 09 10 11 12 13
```

Alright, this one's all about speed and thinking ahead. Blocking the skulls or even firing against them is difficult. Leave a Heart Framer untouched close to the chest - but you will have to move one Snakey rather than defeat it to make this all happen.

1. Pick up the Heart Framer at C05 for some shots.
2. Do this section quickly, before the Snakeys can respawn: For the first four Snakeys, shoot them twice and grab the Heart Framer after them. Shoot the fifth Snakey once and push it down. Push the Emerald Framer K03 right 1, grab the Heart Framer at L03 then get out of there the way you came in.
3. You should make it out with three shots. Head down through the down arrow. Take the Heart Framer at E05.
4. Shoot the Snakey at E07 twice.
5. Shoot the Snakey at G07 once and push it all the way to the bottom. Do not kill it.
6. Grab the Heart Framer at I04 now, but leave Heart Framer G04 (the one directly left of the chest).
7. Push Emerald Framer J11 up in front of the Medusa.
8. Take the Heart Framers here, E09 and E12.
9. Shoot each Skull twice as you head back to the chest. If you followed this walkthrough and conserved shots you will have 6 shots by now,
10. While the Skulls are off the field, grab Heart Framer G04, and take the



chest.

11. To leave the stage, push the Emerald Framer you placed in K04 left 1 space and you will have a clear path to victory.

---\*Stage 5-4\*---

Password: CLZK

```

01 02 03 04 05 06 07 08 09 10 11 12 13
|  |  |  |  |  |  |  |  |  |  |  |  |
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
A-|MW|MW|MW|Dr|MW|MW|MW|MW|MW|MW|MW|MW|MW|-A *Get three Heart Framers to gain
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+ use of the Bridge Power.
B-|MW|Ch|  |  |  |##|##|##|##|##|  |Gl|MW|-B
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+ *Get two more (five total) to
C-|MW|  |LL|  |  |##|Hf|Ef|Hf|##|  |  |MW|-C gain another use of Bridge.
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
D-|MW|  |  |  |  |Br|Ef|Hf|Ef|##|##|Br|MW|-D
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
E-|MW|##|##|##|Br|##|Hf|Ef|Hs|##|##|Br|MW|-E
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
F-|MW|##|##|##|Br|##|##|##|Br|##|##|Br|MW|-F
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
G-|MW|##|##|##|Br|##|##|##|Br|##|##|Br|MW|-G
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
H-|MW|Sn|Sn|##|Br|##|##|##|  |  |Br|  |MW|-H
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
I-|MW|Hs|Sn|Br|  |Br|Br|Br|  |  |##|##|MW|-I
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
J-|MW|Sn|Sn|##|Br|##|##|##|##|Br|##|##|MW|-J
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
K-|MW|##|##|##|Br|##|##|##|##|Sk|Sk|Sk|MW|-K
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
L-|MW|##|Hs|Ef|Hf|  |  |  |  |Sk|Hf|Sk|MW|-L
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
M-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-M
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
|  |  |  |  |  |  |  |  |  |  |  |  |  |
01 02 03 04 05 06 07 08 09 10 11 12 13

```

It's all about priority here. You have two uses of Bridge Power and you need to block off those skulls before you pick up all of the Framers. Effective bridge placement is key here.

1. Collect the Heart Framers at points L05 and E10. You should have two shots at your disposal.

-Do the next steps as quickly as possible...-

- 2. Shoot Snakey I03 twice. Grab Heart Framer at I02. You gain a Bridge use.
- 3. Shoot Snakey J03 once and push it down into the water. Run across the egg bridge and grab Heart Framer L03, then run back across before the egg sinks.
- 4. Leave via the bridge before Snakey I03 respawns.

-You can go at a more moderate clip now.-

- 5. Shoot Skull L10 and quickly grab Heart Framer L11. You will gain another bridge.
- 6. Place a Bridge at point E06, right below the other little bridge.
- 7. Grab Heart Framer E07.
- 8. Place the bridge at C10, the bottom left of the small island with Gol.

9. Push Emerald Framer E08 left onto the long vertical bridge,
10. Take Heart Framer D08, and push Emerald Framer D07 all the way left.
11. Push the Emerald Framer you left on the long bridge to the bottom to block one Skull path.
12. Do not take Heart Framer C07 yet. Instead take C09, and push Emerald Framer D09 all the way down then all the way right to again block the Skulls.
13. Grab Heart Framer C07.
14. Take the chest and leave. Don't worry about the Gol, taking the chest will destroy its fireball.

---\*Stage 5-5\*---

Password: CMZJ

```

    01 02 03 04 05 06 07 08 09 10 11 12 13
    |  |  |  |  |  |  |  |  |  |  |  |
+---+---+---+---+---+---+---+---+---+---+---+---+
A-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-A
+---+---+---+---+---+---+---+---+---+---+---+---+
B-|MW|Hf|  |  |>>|  |<<|Hf|  |@@|  |Ch|MW|-B
+---+---+---+---+---+---+---+---+---+---+---+---+
C-|MW|@@|  |@@|  |@@|  |@@|  |Ef|  |Hf|MW|-C
+---+---+---+---+---+---+---+---+---+---+---+---+
D-|MW|  |  |@@|VV|  |>>|  |  |Ef|  |@@|MW|-D
+---+---+---+---+---+---+---+---+---+---+---+---+
E-|MW|  |Hf|@@|  |@@|  |Me|  |<<|  |  |MW|-E
+---+---+---+---+---+---+---+---+---+---+---+---+
F-|MW|  |@@|@@|^|^|  |  |  |  |@@|@@|@@|MW|-F
+---+---+---+---+---+---+---+---+---+---+---+---+
G-|MW|>>|  |  |<<|@@|LL|  |  |>>|  |  |MW|-G
+---+---+---+---+---+---+---+---+---+---+---+---+
H-|MW|>>|  |  |<<|@@|@@|@@|^|^|@@|VV|Ef|MW|-H
+---+---+---+---+---+---+---+---+---+---+---+---+
I-|MW|Ef|@@|@@|  |  |  |  |>>|Ef|  |<<|MW|-I
+---+---+---+---+---+---+---+---+---+---+---+---+
J-|MW|VV|  |@@|@@|Ef|@@|@@|Ef|@@|^|^|VV|MW|-J
+---+---+---+---+---+---+---+---+---+---+---+---+
K-|MW|  |<<|Ef|  |^^|  |@@|Hf|@@|>>|  |MW|-K
+---+---+---+---+---+---+---+---+---+---+---+---+
L-|MW|^|^|  |Hf|  |@@|  |  |^^|  |  |@@|MW|-L
+---+---+---+---+---+---+---+---+---+---+---+---+
M-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-M
+---+---+---+---+---+---+---+---+---+---+---+---+
    |  |  |  |  |  |  |  |  |  |  |  |
    01 02 03 04 05 06 07 08 09 10 11 12 13

```

The challenge here is effectively navigating the arrows and blocking the Medusa with Emerald Framers while not compromising your movement space.

1. Head onto the F05 Up Arrow from the right, then go down 3, head up through the Up Arrow at H09.
2. Push Emerald Framer H12 all the way down.
3. Proceed to Heart Framer K09 and take it.
4. Push Emerald Framer J09 up beside the Medusa, then return to the bottom of the area via the Right Arrow at G10. You can step in these spaces afterwards to get to the L09 Up Arrow: H12, I12, J12, J11, K11, L11 to get beyond the arrows.
5. Move left past the L09 and K06 Up arrows. Take the L04 Heart Framer.
6. Move up beyond the K03 Left Arrow, then left onto the J02 down arrow. Push the Emerald Framer at I02 all the way up.
7. Take the Heart Framers at E03 and B02.

8. Okay, the arrows. Head right to Right Arrow B05, move down to Down arrow D05 off of which you move right. Step onto Right arrow D07 and move up to Left Arrow B07. Step off to the right to pick up Heart Framer B08.
9. Push Emerald Framer C10 right 1, then Emerald Framer D10 down 1. Push the Emerald Framer now in C11 up 1 space and take the last Heart Framer and the chest.
10. Take the stairs on to the next Floor.

\*\*\*\*\*  
 AOLL6: FLOOR 6  
 \*\*\*\*\*

---\*Stage 6-1\*---  
 Password: CPZH

```

    01 02 03 04 05 06 07 08 09 10 11 12 13
      | | | | | | | | | | | | |
+---+---+---+---+---+---+---+---+---+---+---+---+
A-|MW|MW|MW|MW|MW|MW|MW|MW|Dr|MW|MW|MW|MW|-A
+---+---+---+---+---+---+---+---+---+---+---+---+
B-|MW| |@@|Hf|Hf|Hf|@@|Hf|Hf|Hf|@@| |MW|-B
+---+---+---+---+---+---+---+---+---+---+---+---+
C-|MW| |@@| | | |@@| | | |@@| |MW|-C
+---+---+---+---+---+---+---+---+---+---+---+---+
D-|MW| |@@|Ef|Ef|Ef|Ef|Ef|Ef|Ef|@@| |MW|-D
+---+---+---+---+---+---+---+---+---+---+---+---+
E-|MW| | | | | |Hf| | | | | |MW|-E
+---+---+---+---+---+---+---+---+---+---+---+---+
F-|MW|&&| |&&| | |Ch| | |&&| |&&|MW|-F
+---+---+---+---+---+---+---+---+---+---+---+---+
G-|MW|Me| | | | | | | | |Me|MW|-G
+---+---+---+---+---+---+---+---+---+---+---+---+
H-|MW| |Ef| |Hf| |Me| |Hf| |Ef| |MW|-H
+---+---+---+---+---+---+---+---+---+---+---+---+
I-|MW| | | | | | | | | | | |MW|-I
+---+---+---+---+---+---+---+---+---+---+---+---+
J-|MW|&&| | | | |Hf| | | | |&&|MW|-J
+---+---+---+---+---+---+---+---+---+---+---+---+
K-|MW| | | |Ef| |Ef| |Ef| | | |MW|-K
+---+---+---+---+---+---+---+---+---+---+---+---+
L-|MW| | |Me|@@| |LL| |@@|Me| | |MW|-L
+---+---+---+---+---+---+---+---+---+---+---+---+
M-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-M
+---+---+---+---+---+---+---+---+---+---+---+---+
      | | | | | | | | | | | | |
    01 02 03 04 05 06 07 08 09 10 11 12 13

```

Ah, tactical Medusa blocking. You will only want to pick up Heart Framers when you absolutely need to, they block Medusa after all. BE careful you don't block the Door when moving Framers around.

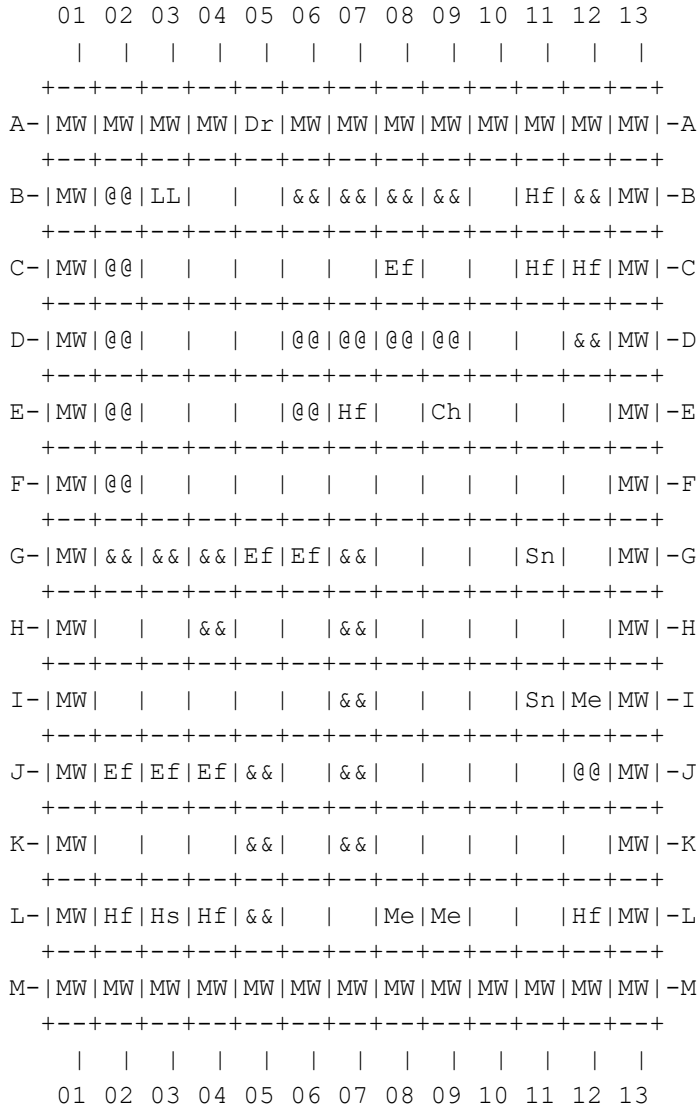
1. Push Emerald Framer K05 left 1 and Emerald Framer K09 right 1.
2. Push Emerald Framers H03 and H11 each up 1.
3. Push Emerald Framer K07 right 1, up 2, and left 1 - beneath the central Medusa.
4. Push the Following Emerald Framers up 1 space each: D04, D06, D08, and D10. Push 05 left 1 space, push D08 right 1 space.
5. Push the Emerald Framer now in C06 down to H06, right beside the Medusa.
6. Push the Emerald Framer now in C08 down to H08, right beside the Medusa.
7. Push Emerald Framer D07 left 1, down 3, and right 1 to fully cover that

central Medusa.

- 8. Collect all of the Heart Framers.
- 9. Take the chest and leave through the door.

\*---Stage 6-2---\*

Password: CQZG



A few Medusas, and only so many Framers... Here's a hint: one Framer can block two side-by-side Medusas at one direction...

- 1. Push Emerald Framer G06 all the way down.
- 2. Push Emerald Framer G05 up 2, down 1, right 3.5 (yes, three spaces and a half of a space extra, this will be between both Medusas...) and then push it down tight to the Medusas. You will notice that neither can fire past the Emerald Framer and reach Lolo. Laugh in the face of their misfortune.
- 3. Push Emerald Framer C08 right 2 then all the way down to block the two Medusas from the right.
- 4. Grab Heart Framer L12 while you are here.
- 5. Push Emerald Framers J02 and J04 both down 1, and then J03 to the left. Take the three Heart Framers here. L03 gives you magic shots.
- 6. Shoot Snakey G11 and push it above the Medusa Head at I12 to fully block it.
- 7. Collect any remaining Heart Framers.
- 8. Take the chest and leave through the door.

---\*Stage 6-3\*---

Password: CRZD

01 02 03 04 05 06 07 08 09 10 11 12 13

```

| | | | | | | | | | | | |
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
A- |MW|MW|MW|MW|MW|MW|MW|MW|MW|Dr|MW|MW|MW|-A
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
B- |MW| | | |@@|@@|Hf| | | | | |MW|-B
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
C- |MW| |@@| |Ch|@@|Hf| | | |Le| |MW|-C
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
D- |MW| | | | | |@@|@@|@@| | | |MW|-D
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
E- |MW| |Me| |Hf| | | |@@|@@|Ef|@@|MW|-E
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
F- |MW| |%%|%%|%%| | | |@@|Hf| |Hf|MW|-F
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
G- |MW| |%%|%%|%%| |Ef| | |@@| |@@|MW|-G
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
H- |MW| | | | | |@@| | |&&| |&&|MW|-H
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
I- |MW|%%|&&| | |Hf|&&| |Me| | | |MW|-I
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
J- |MW|%%|%%|LL| | |@@|&&|@@| | | |MW|-J
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
K- |MW|##|##| | | | | | | | | |MW|-K
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
L- |MW|##|##|##| | | | | | | | |&&|MW|-L
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
M- |MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-M
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
| | | | | | | | | | | | |
01 02 03 04 05 06 07 08 09 10 11 12 13

```

That Leeper is certainly a key to victory in this stage. Remember - it can't chase you over the flowers, but maybe the Grasses can be used to force it into a certain position...

1. Push the Emerald Framer G07 Left 2, Down 4, Right 5, then Up 2 into position I10 so that it may block the Medusa. Don't pick up any Heart Framers \_yet\_. You need them for protection from Medusa.
2. The Emerald Framer in E11 should be pushed up two spaces when the Leeper is farthest away. Do \_not\_ let it touch you yet.
3. Provoke the Leeper into following you, lead it towards the 2x3 grassy patch at the lefthand side of the board.
4. Run onto the Grass at position F04 (one space down from, and between, a Medusa and Heart Framer) and touch it when it is between the Medusa and the Heart Framer.
5. It is now safe to take the Heart Framer at E05.
6. Run back to the Leeper's chamber. Grab the Heart Framers at F10, F12, B07, C07.
7. Push the Emerald Framer in the chamber down to K11, left to K05, up to G05, right to G08, then down I08. This should be to the Left of the I09 Medusa.
8. You are now safe to grab the Heart Framer at I06.
9. Grab the chest, proceed to the next stage.

---\*Stage 6-4\*---  
 Password: CTZC

```

01 02 03 04 05 06 07 08 09 10 11 12 13
| | | | | | | | | | | | |
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
A- |MW|MW|MW|MW|MW|MW|MW|MW|Dr|MW|MW|MW|MW|-A *Get three Heart Framers to gain

```

use of the Bridge Power.

```

+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
B-|MW|@@|@@|@@|@@|@@|@@|@@| |@@|@@|@@|MW|-B
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
C-|MW|Sk|@@|@@|@@|&&| | | | |LL|@@|MW|-C
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
D-|MW| | |Hs|@@| | |Sn| |&&|&&|@@|MW|-D
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
E-|MW| |##| |@@| |##|##| |@@|&&|@@|MW|-E
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
F-|MW| |##| |@@| |##|Hf| | | |@@|MW|-F
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
G-|MW| |##| | | |##|##|##|##|Ef|@@|MW|-G
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
H-|MW| |##|##|##|##|##| |Ef|##| | |MW|-H
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
I-|MW| |Ef| |##|##|##|Me| |##| | |MW|-I
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
J-|MW| | | | |##|##|##|##|##|##|##|##|MW|-J
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
K-|MW|&&|@@|Hf| |##|##|##|##|##|##|Ch|Ef|MW|-K
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
L-|MW|&&|&&|@@| | | | |Hf| | | |MW|-L
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
M-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-M
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
| | | | | | | | | | | | | |
01 02 03 04 05 06 07 08 09 10 11 12 13

```

Ah, think about crossing the river without crossing the Medusa...

1. Take the Heart Framers at D04 and K04.
2. Shoot the Snakey once, and push it into the water. Do not board it.
3. While the Snakey moves in the water, push the Emerald Framer at G11 down 2. Wait at H11 for the Snakey's egg to float by.
4. When the Egg Arrives, run over it and push Emerald Framer H09 above the Medusa to cover it from above. Use the same Snakey Egg to leave the Island.
5. Take Heart Framer at F08 now that the Medusa is blocked. You've collected enough now to use the Bridge Power.
6. Head over to I12 and use the bridge on J12. Cross over, moving the Emerald Framer out of the way.
7. Grab Heart Framer L09.
8. Alright, take the chest and leave through the door before the Skull catches you.

---\*Stage 6-5\*---  
 Password: CVZB

```

01 02 03 04 05 06 07 08 09 10 11 12 13
| | | | | | | | | | | | |
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
A-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-A
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
B-|MW|##|##|##|##|##|##|##|##|##|##|##|MW|-B
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
C-|MW|##|##|##|##|##|##|##|##|##|##|##|MW|-C
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
D-|MW|##|##|Hs| |##| |Me| |&&|##|##|MW|-D
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
E-|MW|##|##|Hf| |##| | | |Ef|##|##|MW|-E
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+

```

```

F-|MW|##|##|##|##|##| | | | |##|##|MW|-F
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
G-|MW|##|##| | | | | | |&&|##|##|MW|-G
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
H-|MW|##|##| | |Ef| |##|##|##|##|##|MW|-H
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
I-|MW|##|##|@@| | | |##|##|##|##|##|MW|-I
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
J-|MW|##|##|&&|@@| |Sn|##|##|Ch|LL|##|MW|-J
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
K-|MW|##|##|##|##|##|##|##|##|Hs|Sn|##|MW|-K
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
L-|MW|##|##|##|##|##|##|##|##| |##|##|MW|-L
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
M-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-M
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
| | | | | | | | | | | | | |
01 02 03 04 05 06 07 08 09 10 11 12 13

```

The real trick to this stage is speed - and the fact that you're going to use the same Snakey egg to clear everything.

-These actions must be performed quickly!-

1. Collect Heart Framers K10, it provides shots.
2. Shoot Snakey K11 once and push it into the water to the right. Ride it like a raft.
3. Wait until you come up beside an Emerald Frammer (E11 is your position) and push it left beneath the Medusa.
4. Quickly run down to Emerald Frammer H06 and push it right, then up beside the Medusa.
5. Wait at E07 and board the Egg as it passes. Get onto that small Island and collect the Heart Framers here.
6. As the Egg passes below, use it to return to the large Island. Go down to J06 to wait for it again.
7. Jump on it as it passes and use it to return to the starting island, where the open chest awaits.
8. Take the stairs to the next Floor.

```

*****
AOLL7: FLOOR 7
*****

```

---\*Stage 7-1\*---  
Password: CYYZ

```

01 02 03 04 05 06 07 08 09 10 11 12 13
| | | | | | | | | | | | | |
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
A-|MW|MW|MW|MW|MW|MW|Dr|MW|MW|MW|MW|MW|MW|-A
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
B-|MW| | |&&| |&&| |&&| |&&| | |MW|-B
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
C-|MW| |&&| |@@| | | |@@| |&&| |MW|-C
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
D-|MW|&&| |@@| |Ef|Gd|Ef| |@@| |&&|MW|-D
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
E-|MW| |@@| |Ef|Hf| |Hf|Ef| |@@| |MW|-E
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
F-|MW|&&| |Ef|Hf|Ef|Hf|Ef|Hf|Ef| |&&|MW|-F

```

```

+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
G-|MW| |Hf|Gr| |Hf|Ch|Hf| |Gl|Hs|LL|MW|-G
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
H-|MW|&&| |Ef|Hf|Ef|Hf|Ef|Hf|Ef| |&&|MW|-H
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
I-|MW| |@@| |Ef|Hf| |Hf|Ef| |@@| |MW|-I
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
J-|MW|&&| |@@| |Ef|Gu|Ef| |@@| |&&|MW|-J
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
K-|MW| |&&| |@@| | | |@@| |&&| |MW|-K
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
L-|MW| | |&&| |&&| |&&| |&&| | |MW|-L
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
M-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-M
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
| | | | | | | | | | | | | |
01 02 03 04 05 06 07 08 09 10 11 12 13

```

The challenge, of course, is blocking the front of every Gol while not blocking Lolo from getting Heart Framers.

1. Take Heart Framer G11 and shoot the Gol in front of you once. Push it left.
2. Push Emerald Framers H10 down and F10 up. Collect Heart Framers F09 and H09. Push E09 up and I09 down.
3. Alright, collect all of the Heart Framers except the one behind the Gol (G03) and don't push any Emerald Framers yet.
4. Push Emerald Framer H08 down 1, left 1 to cover the Gol facing up.
5. Push Emerald Framer F08 down 1, to cover the Gol facing left.
6. Push Emerald Framer H06 right 1, up 1 to cover the Gol facing down.
7. Push Emerald Framers F04 and H04 each 1 space left.
8. Egg the right-facing Gol (G04) and push it up.
9. Take the last Heart Framer and grab the chest.
10. Leave via the door.

\*---Stage 7-2---\*

Password: CZYY

```

01 02 03 04 05 06 07 08 09 10 11 12 13
| | | | | | | | | | | | |
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
A-|MW|MW|MW|MW|MW|MW|MW|MW|Dr|MW|MW|MW|MW|-A
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
B-|MW|@@| | |Dh|@@|Ch|@@| | |Dh|@@|MW|-B
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
C-|MW| | | | | |Ro| | | | | |MW|-C
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
D-|MW| | |Me| | |Ef| | |Me| | |MW|-D
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
E-|MW| |Ef| |Ef| |Ef| |Ef| |Ef| |MW|-E
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
F-|MW| | | | |@@| |@@| | | | |MW|-F
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
G-|MW| | |Ef| | |Me| | |Ef| | |MW|-G
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
H-|MW| |@@|Gr| | | | | |Gl|@@|Dv|MW|-H
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
I-|MW| | | | | | | | | | | | |MW|-I
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
J-|MW| | | | | |Ef| | | | | | |MW|-J
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+

```



```

K-|MW| | | | |Ef| |Ef| | | | |MW|-K
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
L-|MW|Dv|@@| | |Hf|LL|Hf| | |@@| |MW|-L
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
M-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-M
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
| | | | | | | | | | | | | |
01 02 03 04 05 06 07 08 09 10 11 12 13

```

Ah, this wouldn't be so bad if not for the Rocky, yes? Block the Medusas and Don Medusas, but always keep a safe spot for evading our stoey pal.

1. Trap the left vertical Don Medusa in the bottom left corner with Emerald Framer K06.
2. Trap the right vertical Don Medusa in the bottom right corner with Emerald Framer K08.
3. Push Emerald Framer J07 up next to the Medusa G07 (below it).
4. Push Emerald Framers E05 and E09 each up 1.
5. Push Emerald Framer E03 right 1 and E11 left 1 (watch out for the Don Medusas!).
6. Push Emerald Framer G04 right all the way and G10 left all the way.
7. Grab the two heart framers.
8. Walk behind a Gol then run into the centre, then up to make your way to the chest. Watch out for the Don Medusas. There is still one space through whcih they can strike.
9. Take the chest and continue on.

As long as you stay one step ahead of Rocky it's fine.

---\*Stage 7-3\*---

Password: DBYV

```

01 02 03 04 05 06 07 08 09 10 11 12 13
| | | | | | | | | | | | | |
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
A-|MW|MW|MW|Dr|MW|MW|MW|MW|MW|MW|MW|MW|MW|-A
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
B-|MW| | | | |Gr| |Gl| | | | |MW|-B
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
C-|MW|Me| | | |&&| |&&| | | |Me|MW|-C
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
D-|MW| | | | |Gr| |Gl| | | | |MW|-D
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
E-|MW| | |Sk| |&&| |&&| |Sk| | |MW|-E
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
F-|MW|%%| | | |&&| |&&| | | |%%|MW|-F
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
G-|MW|%%|%%| | |&&| |&&| | |%%|%%|MW|-G
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
H-|MW|%%|%%|Hs| |&&| |&&| |Hs|%%|%%|MW|-H
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
I-|MW|%%|%%| | |&&| |&&| | |%%|%%|MW|-I
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
J-|MW|%%| | | |&&| |&&| | | |%%|MW|-J
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
K-|MW| | |Sk| |&&| |&&| |Sk| | |MW|-K
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
L-|MW| | | | | |LL| | | | | |MW|-L
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
M-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-M

```

```

+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
| | | | | | | | | | | | | |
01 02 03 04 05 06 07 08 09 10 11 12 13

```

Appearances deceive, I suppose. While this particular level Doesn't seem to pose much of a threat - it becomes clear very soon where the problem lies: unless you devise some way of clearing the chest it's going to be impossible to take!

1. Take the two Heart Framers H04 and H10 to supply yourself with shots.
2. March up between the trees and shoot the first Gol on the left once. Push it out to the left 3, then up 1 to cover the Medusa.
3. Cover the other Medusa by shooting the first Gol on the right, and pushing it right 3, up 1.
4. As for the two Gols guarding the chest, shoot each one once.
5. Quickly now grab the last Heart Framer and run onto the chest before the Gols hatch or Skulls catch you.
6. Take the door to continue.

It's pretty simple when you've figured it out.

---\*Stage 7-4\*---  
 Password: DCYT

```

01 02 03 04 05 06 07 08 09 10 11 12 13
| | | | | | | | | | | | | |
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
A-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-A
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
B-|MW|Ch| | |>>| | | | | | | | |MW|-B
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
C-|MW| | | |@@|VV|@@|@@|@@|Sn|@@|@@|MW|-C
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
D-|MW|VV|@@|VV|Sk|Hf| |>>|Hf| | |<<|MW|-D
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
E-|MW| |>>|Hf|<<|>>| | |@@|^|^|@@|Hf|MW|-E
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
F-|MW| |@@| |@@|^|^|@@|@@|@@| |@@|^|^|MW|-F
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
G-|MW|VV|<<|VV|@@|VV|@@| |<<|<<|@@| |MW|-G
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
H-|MW|^|^|<<|^|^|@@| | |Hf|@@|Hf|@@|Hf|MW|-H
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
I-|MW|Hf|@@|Hf|@@|^|^|@@|@@|@@| |>>|VV|MW|-I
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
J-|MW| |<<| |<<|Hf|>>| | | |@@| |MW|-J
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
K-|MW| |@@|@@|@@|@@|@@|@@|^|^|@@|@@| |MW|-K
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
L-|MW| | | | | | | | | | | | | |MW|-L
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
M-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-M
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
| | | | | | | | | | | | | |
01 02 03 04 05 06 07 08 09 10 11 12 13

```

- \*Get Three Heart Framers to gain use of the Arrow Power.
- \*Get one more (four total) to gain use of another Arrow.

This place is a maze of arrows. Learn how to navigate it before you pick up the last Heart Framer because the Skull will have to be outrun. Use your arrow powers in spots where progress is absolutely impossible.

1. Take Heart Framer I02.
2. Go up arrow K09, take the H10 Heart Framer, then right on arrow I11 and up on I12. You will take the H12 Heart Framer. You should now have 1 arrow Power.
3. Head up past arrows D12 and F12. You will activate the second arrow power.
4. Collect Heart Framer D09 and use the first power on Right Arrow D08.
5. Take Heart Framer D06.
6. Move down onto E06, then left onto then off of E05 to gain Heart Framer E04.
7. Step onto Down Arrow G04 then head left 1, down 1, right 1, down 1. You will take Heart Framer I04.
8. Head up past Up arrow K09 again, and go left on the two Left Arrows G09 and G10. Take Heart Framer H08.
9. Use the second Arrow Power on up arrow I06. Grab Heart Framer J06 and the Skull will activate.
10. Make your way back to the Skull's starting point and walk onto down arrow D04 from the left, then up. Grab the chest.
11. Exit through the door.

---\*Stage 7-5\*---

Password: DDYR

```

      01 02 03 04 05 06 07 08 09 10 11 12 13
      |  |  |  |  |  |  |  |  |  |  |  |  |
+---+---+---+---+---+---+---+---+---+---+---+---+---+
A-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-A *Get Three Heart Framers to gain
+---+---+---+---+---+---+---+---+---+---+---+---+---+ use of the Arrow Power.
B-|MW|&&|  |  |  |  |  |  |  |  |  |&&|MW|-B
+---+---+---+---+---+---+---+---+---+---+---+---+---+
C-|MW|  |  |Hf|@@|@@|@@|@@|@@|Hf|  |  |MW|-C *Get four more (seven total) to
+---+---+---+---+---+---+---+---+---+---+---+---+---+ gain use of another Arrow.
D-|MW|  |Ef|@@|@@|Sk|@@|Sk|@@|@@|Ef|  |MW|-D
+---+---+---+---+---+---+---+---+---+---+---+---+---+
E-|MW|  |  |&&|Sk|Hf|  |Hf|Sk|&&|  |  |MW|-E
+---+---+---+---+---+---+---+---+---+---+---+---+---+
F-|MW|  |  |<<|%%|  |  |  |%%|>>|  |  |MW|-F
+---+---+---+---+---+---+---+---+---+---+---+---+---+
G-|MW|&&|  |<<|%%|  |Ch|  |%%|>>|  |&&|MW|-G
+---+---+---+---+---+---+---+---+---+---+---+---+---+
H-|MW|  |  |<<|%%|  |  |  |%%|>>|  |  |MW|-H
+---+---+---+---+---+---+---+---+---+---+---+---+---+
I-|MW|  |  |&&|Sk|Hf|  |Hf|Sk|&&|  |  |Dr|-I
+---+---+---+---+---+---+---+---+---+---+---+---+---+
J-|MW|  |Ef|@@|@@|Sk|@@|Sk|@@|@@|Ef|  |MW|-J
+---+---+---+---+---+---+---+---+---+---+---+---+---+
K-|MW|  |  |Hf|@@|@@|@@|@@|@@|Hf|  |  |MW|-K
+---+---+---+---+---+---+---+---+---+---+---+---+---+
L-|MW|&&|  |  |  |  |  |  |  |  |  |Hf|MW|-L
+---+---+---+---+---+---+---+---+---+---+---+---+---+
M-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-M
+---+---+---+---+---+---+---+---+---+---+---+---+---+
      |  |  |  |  |  |  |  |  |  |  |  |  |
      01 02 03 04 05 06 07 08 09 10 11 12 13

```

What you will need to do is use the Emerald Framers to block the skulls. Notice that you have Arrow Power. That makes this task possible.

1. Collect three Heart Framers for arrow power. For the purposes of this walkthrough - let's do K04, K10, and C10. This should activate arrow power.
2. Let's use that power on the Arrow tile at H10 (the bottom one).
3. Grab all four Heart Framers in here. You'll earn another Arrow.

4. Use your power on the top Arrow tile on the left side. That is, tile F04.

\*There should be one Heart Framer left - do not grab this until all Skulls have been blocked.\*

5. Return to the Emerald Framer section of the stage. Let's do the right side first. Push the Emerald Framer at D11 down to the Arrow you flipped on the right side. You may have to run around the stage to get to the other side of it.

6. Since the arrow is flipped at the bottom, we'll be placing this at some lower skulls. Push it left through the Flipped Arrow. I'd say place it between the Skulls in the bottom left - so position I06.

7. Now, push the Emerald Framer at J11 up two, left three, down one to block the Skulls at I08.

8. Now let's do the left side, and the top Skulls. Push Emerald Framer J03 up adjacent to the Flipped arrow. Run around the stage to get behind it again. Push it right 5, over the flipped arrow and then up once to put it in position E08 to block the skulls.

9. Alright, the last one. Push the Framer at D03 down 2, right 3, and up one to block the final set of skulls (position E06).

10. Grab the final Heart Framer.

11. Leave via the stairs.

\*\*\*\*\*  
AOLL8: FLOOR 8  
\*\*\*\*\*

---\*Stage 8-1\*---  
Password: DGYQ

```

  01 02 03 04 05 06 07 08 09 10 11 12 13
  |  |  |  |  |  |  |  |  |  |  |  |
+--+--+--+--+--+--+--+--+--+--+--+--+--+--+
A-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-A
+--+--+--+--+--+--+--+--+--+--+--+--+--+--+
B-|MW|  |  |@@|Hf|Ef|Hf|  |  |  |@@|Hf|MW|-B
+--+--+--+--+--+--+--+--+--+--+--+--+--+--+
C-|MW|Me|  |@@|  |  |  |  |  |@@|  |MW|-C
+--+--+--+--+--+--+--+--+--+--+--+--+--+--+
D-|MW|  |  |@@|  |Hf|@@|  |  |@@|  |MW|-D
+--+--+--+--+--+--+--+--+--+--+--+--+--+--+
E-|MW|&&|@@|@@|&&|@@|@@|@@|  |@@|  |MW|-E
+--+--+--+--+--+--+--+--+--+--+--+--+--+--+
F-|MW|  |Hf|&&|&&|&&|@@|@@|  |@@|Ef|Ef|MW|-F
+--+--+--+--+--+--+--+--+--+--+--+--+--+--+
G-|MW|  |  |&&|&&|  |Ef|  |  |@@|  |MW|-G
+--+--+--+--+--+--+--+--+--+--+--+--+--+--+
H-|MW|  |  |&&|&&|  |  |  |@@|  |MW|-H
+--+--+--+--+--+--+--+--+--+--+--+--+--+--+
I-|MW|  |  |Ef|Gd|  |%%|%%|  |@@|Ef|Ef|MW|-I
+--+--+--+--+--+--+--+--+--+--+--+--+--+--+
J-|MW|  |  |  |  |  |%%|%%|  |@@|  |MW|-J
+--+--+--+--+--+--+--+--+--+--+--+--+--+--+
K-|MW|  |&&|  |  |  |  |  |  |  |MW|-K
+--+--+--+--+--+--+--+--+--+--+--+--+--+--+
L-|MW|Ch|&&|@@|@@|  |  |LL|  |  |  |MW|-L
+--+--+--+--+--+--+--+--+--+--+--+--+--+--+
M-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-M
+--+--+--+--+--+--+--+--+--+--+--+--+--+--+
  |  |  |  |  |  |  |  |  |  |  |  |

```

\*Get all of the Heart Framers to gain use of the Hammer Power.

01 02 03 04 05 06 07 08 09 10 11 12 13

Alright, this is another instance of something seeming easy but a problem presenting itself fairly early. What about the Gol? The Medusa guarding the chest? The answer is all in the Hammer, baby.

1. Get Heart Framer F03 first so you won't have to cross the Gol later.
2. Collect the Heart Framers: B05, B07, and D06.
3. Push Emerald Framer I12 up 2, and F11 up 2.
4. Take Heart Framer B12. You can now use the Hammer.
5. Hammer rock D04 (the bottom of three rocks to the right of and near to the Medusa).
6. Push Emerald Framer G07 right 2, up 4. Now push Emerald Framer B06 to the right one space. Get back behind the Framer you brought up here and push it the rest of the way left, then down, then left under the Medusa.
7. Alright, lastly push Emerald Framer I11 down 2, left 3, up 1, left 3 to block the Gol.
8. You are now free to take the chest and leave through the door.

---\*Stage 8-2\*---

Password: DHYP

```

01 02 03 04 05 06 07 08 09 10 11 12 13
| | | | | | | | | | | | |
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
A-|MW|MW|MW|Dr|MW|MW|MW|MW|MW|MW|MW|MW|MW|-A
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
B-|MW|Hf| | | |Ef| |Ef| | | |Hf|MW|-B
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
C-|MW|Sn| | | |Ef|Ch|Ef| | | |Sn|MW|-C
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
D-|MW| |Gr| | |Ef| |Ef| |LL|G1| |MW|-D
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
E-|MW| | | |@@|Ef| |Ef|&&| | | |MW|-E
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
F-|MW| | | | |&&| |@@| | | | |MW|-F
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
G-|MW|Me| | | | | | | | | |Me|MW|-G
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
H-|MW|@@|&&|&&|@@|@@| |@@|@@|&&|&&|@@|MW|-H
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
I-|MW|Hf| | | |@@|Hf|@@| | | |Hf|MW|-I
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
J-|MW|@@|&&|&&| |Ef|Hf|Ef| |&&|&&|@@|MW|-J
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
K-|MW| | | | | |Hf| | | | | |MW|-K
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
L-|MW|Me| | | | |Hf| | | | |Me|MW|-L
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
M-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-M
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
| | | | | | | | | | | | |
01 02 03 04 05 06 07 08 09 10 11 12 13

```

It can get messy, but those Emerald Framers towards the top of your screen are essential. You may want to save some Heart Framers for the end - for the sake of the Gols of course...

1. Push Emerald Framers B08 and D08 each left, then C08 down.
2. From the chest, push the former D08 (now D07) down in line with the Medusas.

3. Now, you moved C08 into D08. Move it again - right 2, down 3, right 1 up close to the Medusa.
4. Push the Emerald Framer you left in G07 all the way left into the other Medusa.
5. Collect the following Heart Framers now: I07, J07, K07, I02, and I12. Do not collect L07 until you block those Medusas.
6. Alright, push Emerald Framer J06 left 1, up 1 and Emerald Framer J08 right 1 and up 1. This gets them out of the way for blocking the other Medusas.
7. Push Emerald Framer D06 right 1, then down to K07. Put it on either side of the L07 Heart Framer.
8. Push Emerald Framer C06 left 1, down 1, right 2 then down to K07. Put it on the other side of the L07 Heart Framer.
9. Collect Heart Framer L07.
10. Now, collect the two Heart Framers at the top wall, you won't have to walk past active Gols this way.
11. Take the chest and proceed.

---\*Stage 8-3\*---

Password: DJYM

```

    01 02 03 04 05 06 07 08 09 10 11 12 13
    | | | | | | | | | | | | |
    +-----+
A- |MW|MW|MW|MW|Dr|MW|MW|MW|MW|MW|MW|MW|MW|-A
    +-----+
B- |MW|&&|&&| |Hf|Ch| | | | |&&|&&|MW|-B
    +-----+
C- |MW|&&| | | | | | | | |&&|MW|-C
    +-----+
D- |MW|&&| | | |Ef| | |@@| | | |MW|-D
    +-----+
E- |MW|&&|Hf|&&| | | | |Me|@@| | |MW|-E
    +-----+
F- |MW| | |@@| | | | | | | | |MW|-F
    +-----+
G- |MW| | |&&| | | |Me| | | | |MW|-G
    +-----+
H- |MW| | |@@| | | |@@| | | | |MW|-H
    +-----+
I- |MW| | |@@|Me| | |Ef|Ef| | | |MW|-I
    +-----+
J- |MW|&&| | |&&| | |Ef| | |&&|Ef|MW|-J
    +-----+
K- |MW|&&|&&| | | | | | |&&|Hf| |MW|-K
    +-----+
L- |MW|&&|&&|&&| | | | | |Ef| | |MW|-L
    +-----+
M- |MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-M
    +-----+
    | | | | | | | | | | | | |
    01 02 03 04 05 06 07 08 09 10 11 12 13

```

Really, it's an exercise in blocking Medusas. All the materials you need are in easy reach.

1. First of all, move Emerald Framer L10 right and grab the Heart Framer.
2. Now to block the Medusas. Move Emerald Framer I09 up 2.
3. Move Emerald Framer J08 left 2, up 1.
4. Move Emerald Framer I08 right 2, up 3, then left 0.5 (half a space).
5. Move Emerald Framer D06 left 1, down 1.

6. Take the Heart Framers that remain.
7. Grab the chest, proceed to the the next stage.

---\*Stage 8-4\*---

Password: DKYL

```

    01 02 03 04 05 06 07 08 09 10 11 12 13
    |  |  |  |  |  |  |  |  |  |  |  |
+---+---+---+---+---+---+---+---+---+---+---+---+
A-|MW|MW|MW|MW|MW|MW|MW|MW|Dr|MW|MW|MW|-A
+---+---+---+---+---+---+---+---+---+---+---+---+
B-|MW|  |  |  |  |  |@@|  |  |  |  |MW|-B
+---+---+---+---+---+---+---+---+---+---+---+---+
C-|MW|  |Ef|Ef|Ef|  |<<|  |  |@@|@@|  |MW|-C
+---+---+---+---+---+---+---+---+---+---+---+---+
D-|MW|  |  |Ef|  |  |@@|  |  |Sk|@@|  |MW|-D
+---+---+---+---+---+---+---+---+---+---+---+---+
E-|MW|  |  |  |  |  |Hf|<<|  |  |  |  |MW|-E
+---+---+---+---+---+---+---+---+---+---+---+---+
F-|MW|  |  |  |VV|  |  |  |  |  |  |  |MW|-F
+---+---+---+---+---+---+---+---+---+---+---+---+
G-|MW|@@|VV|@@|Hf|  |Me|  |Hf|@@|^|^|@@|MW|-G
+---+---+---+---+---+---+---+---+---+---+---+---+
H-|MW|  |  |  |  |  |  |  |^^|  |  |  |MW|-H
+---+---+---+---+---+---+---+---+---+---+---+---+
I-|MW|  |  |  |  |>>|Hf|  |  |  |  |  |MW|-I
+---+---+---+---+---+---+---+---+---+---+---+---+
J-|Dr|  |@@|  |  |  |@@|  |  |Ch|@@|  |MW|-J
+---+---+---+---+---+---+---+---+---+---+---+---+
K-|MW|  |@@|@@|  |  |>>|  |  |@@|@@|  |MW|-K
+---+---+---+---+---+---+---+---+---+---+---+---+
L-|MW|  |  |  |  |  |  |  |  |  |  |  |MW|-L
+---+---+---+---+---+---+---+---+---+---+---+---+
M-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-M
+---+---+---+---+---+---+---+---+---+---+---+---+
    |  |  |  |  |  |  |  |  |  |  |  |
    01 02 03 04 05 06 07 08 09 10 11 12 13

```

Those Emerald Framers in the top left - you'll need to use them to block the Medusa. And notice that Skull in the top right?

1. Use the up arrow at G11, then the left arrow at C07.
2. Push the Emerald Framer at C03 down through the G03 and stop at I03. Now, push that Emerald Framer right 2, up 1, and right 2 - below the Medusa.
3. Grab the Heart Framer I07.
4. Use the arrows at G11 and C07 to get back to the Emerald Framers.
5. Push the Emerald Framer at D04 left one, then down through the arrow at G03, and stop at I07. Push it right through the arrow to I09. Now, push it left 1 and up 2 to block the Medusa's right side (G08).
6. Take the arrow up to G09 to grab the Heart Framer.
7. Use Arrow C07 to reach the Emerald Framers once again.
8. Push the Emerald Framer at C04 down 1, left 1. Push it down to I03. Push it right to I09. Push it up to E09. Push it down 1, left 2 to block the upper portion of the Medusa.
9. Grab the Heart Framer at E07.
10. Push the remaining Emerald Framer at C05 right 1, down 4 to block the left side of the Medusa.
11. Grab the last Heart Framer. The Skull activates. Run to the chest and touch it.
12. Use the door to proceed.

---\*Stage 8-5\*---

Password: DLYK

```

  01 02 03 04 05 06 07 08 09 10 11 12 13
  |  |  |  |  |  |  |  |  |  |  |  |  |
+---+---+---+---+---+---+---+---+---+---+---+---+---+
A-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-A
+---+---+---+---+---+---+---+---+---+---+---+---+---+
B-|MW| |Hf| |>>| |Hf| |<<| |Hf| |MW|-B
+---+---+---+---+---+---+---+---+---+---+---+---+---+
C-|MW| |@@|@@|@@|Ef|Ef|Ef|@@|@@|@@| |MW|-C
+---+---+---+---+---+---+---+---+---+---+---+---+---+
D-|MW| |@@| |Ef| |Ef| |Ef| |@@| |MW|-D
+---+---+---+---+---+---+---+---+---+---+---+---+---+
E-|MW| | |^^|@@|VV|@@|^^|@@|^^| |LL|MW|-E
+---+---+---+---+---+---+---+---+---+---+---+---+---+
F-|MW|Hf| | | | | | | | | | |Hf|MW|-F
+---+---+---+---+---+---+---+---+---+---+---+---+---+
G-|MW| | | | | | | | | | | |Dv|MW|-G
+---+---+---+---+---+---+---+---+---+---+---+---+---+
H-|MW| | | | |&&|&&|&&| | | | |MW|-H
+---+---+---+---+---+---+---+---+---+---+---+---+---+
I-|MW| | |Hf| |&&|Ch|&&| |Hf| | |MW|-I
+---+---+---+---+---+---+---+---+---+---+---+---+---+
J-|MW| | | | | | | | | | | | |MW|-J
+---+---+---+---+---+---+---+---+---+---+---+---+---+
K-|MW|Dv| | | | | | | | | | | |MW|-K
+---+---+---+---+---+---+---+---+---+---+---+---+---+
L-|MW|@@|@@|Me| | |Hf| | |Me|@@|@@|MW|-L
+---+---+---+---+---+---+---+---+---+---+---+---+---+
M-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-M
+---+---+---+---+---+---+---+---+---+---+---+---+---+
  |  |  |  |  |  |  |  |  |  |  |  |  |
  01 02 03 04 05 06 07 08 09 10 11 12 13
```

You'll need to get as many of those Emerald Framers out as is possible. Block the Medusas and Don Medusas, but fromt he sides - block both with the same Emerald Framer.

1. Head up and left to point B07.
2. Push Emerald Framer C06 (leftmost of the three) down through the down arrows and to the trees. Push it two sqaures left when the righthand Don Medusa is at the bottom of its path.
3. Back to B07, push C08 down onto the Up Arrow below it. Now, push C07 left and down through the Down Arrow to the trees.
4. Push it all the way right, then trap the Don Medusa down by the tree (all the way down).
5. Push the other Framer you moved all the way left, then all the way down.
6. Push Emerald Framer C07 left 1, down to the trees, then left 1 and down 4.5 spaces so it is between the trapped Don Medusa and the Medusa, to the right of the Medusa.
7. Now go up through the leftmost up arrow, push D05 right 2, left 1, down to the trees, right three, and down 4.5.
8. Take the rightmost up arrow up, and move Emerald Framer D09 left 3, down to the trees, left 1, down to the Emerald Framer halfway between Medusa and Don Medusa, then left 1.
9. As for the Emerald Framer you left on that up arrow -> move it up 1, left 2, down to the trees, right 3, down to the Framer halfway between Medusa and Don Medusa and right 1.



- 10. Collect any remaining Heart Framers.
- 11. Take the chest then climb the stairs.

\*\*\*\*\*  
 AOLL9: FLOOR 9  
 \*\*\*\*\*

Heh, we finally get a text change here. We're almost at the room of the Great Devil. And indeed - these are the final 10 stages.

---\*Stage 9-1\*---

Password: DMYJ

```

  01 02 03 04 05 06 07 08 09 10 11 12 13
  |  |  |  |  |  |  |  |  |  |  |  |
+---+---+---+---+---+---+---+---+---+---+---+---+---+
A-|MW|MW|MW|MW|MW|MW|MW|MW|Dr|MW|MW|MW|MW|-A
+---+---+---+---+---+---+---+---+---+---+---+---+---+
B-|MW|**|**|**|**|**|**|**|Br|**|**|**|MW|-B
+---+---+---+---+---+---+---+---+---+---+---+---+---+
C-|MW|**|Hf|  |Al|  |**|**|  |  |Ch|**|MW|-C
+---+---+---+---+---+---+---+---+---+---+---+---+---+
D-|MW|**|**|Br|**|Br|**|**|**|Br|**|**|MW|-D
+---+---+---+---+---+---+---+---+---+---+---+---+---+
E-|MW|**|**|  |  |  |**|**|  |  |**|**|MW|-E
+---+---+---+---+---+---+---+---+---+---+---+---+---+
F-|MW|**|**|**|Br|**|**|**|Br|**|**|**|MW|-F
+---+---+---+---+---+---+---+---+---+---+---+---+---+
G-|MW|**|  |Br|  |**|**|**|  |Br|  |**|MW|-G
+---+---+---+---+---+---+---+---+---+---+---+---+---+
H-|MW|**|Br|**|**|**|**|**|**|**|Br|**|MW|-H
+---+---+---+---+---+---+---+---+---+---+---+---+---+
I-|MW|**|  |  |**|  |Br|  |**|  |  |**|MW|-I
+---+---+---+---+---+---+---+---+---+---+---+---+---+
J-|MW|**|**|Br|  |Br|**|Br|**|Br|**|**|MW|-J
+---+---+---+---+---+---+---+---+---+---+---+---+---+
K-|MW|**|**|  |  |Br|  |  |  |**|**|MW|-K
+---+---+---+---+---+---+---+---+---+---+---+---+---+
L-|MW|**|**|Br|**|**|**|**|**|**|**|**|MW|-L
+---+---+---+---+---+---+---+---+---+---+---+---+---+
M-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-M
+---+---+---+---+---+---+---+---+---+---+---+---+---+
  |  |  |  |  |  |  |  |  |  |  |  |
  01 02 03 04 05 06 07 08 09 10 11 12 13

```

This stage is straightforward - outrun the Alma and get around it at places where the stage splits into multiple paths.

1. Stand at K08 until the Alma rolls after you - it can't change direction once it starts. Run around the loop when it approaches.
2. Run and grab the Heart Framer, hurry back to K06.
3. Again, let it roll at you and run around the loop.
4. Make a break for the chest and end the stage.

---\*Stage 9-2\*---

Password: DPYH

```

  01 02 03 04 05 06 07 08 09 10 11 12 13
  |  |  |  |  |  |  |  |  |  |  |  |
+---+---+---+---+---+---+---+---+---+---+---+---+---+

```

```

A-|MW|MW|MW|MW|MW|MW|MW|MW|MW|Dr|MW|MW|MW|-A
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
B-|MW|Gr| | | |&&|Ch|&&| | | |Gl|MW|-B
+---+---+---+---+---+---+---+---+---+---+---+---+---+
C-|MW| |Gr| | |&&| |&&| | |Gl| |MW|-C
+---+---+---+---+---+---+---+---+---+---+---+---+---+
D-|MW|&&| |Gr| |&&| |&&| |Gl| |&&|MW|-D
+---+---+---+---+---+---+---+---+---+---+---+---+---+
E-|MW| | | | | | | | | | | | |MW|-E
+---+---+---+---+---+---+---+---+---+---+---+---+---+
F-|MW| |@@|@@|@@|@@|@@| |@@|@@|@@| |MW|-F
+---+---+---+---+---+---+---+---+---+---+---+---+---+
G-|MW|Hf|<<|Hf| |Hf| |Hf| |Hf|>>|Hs|MW|-G
+---+---+---+---+---+---+---+---+---+---+---+---+---+
H-|MW|Ef|Ef|Ef|Ef|Ef|Ef|Ef|Ef|Ef|Ef|Ef|Ef|MW|-H
+---+---+---+---+---+---+---+---+---+---+---+---+---+
I-|MW| |Hf| |Hf| |Hf| |Hf| |Hf| |MW|-I
+---+---+---+---+---+---+---+---+---+---+---+---+---+
J-|MW|Ef|Ef|Ef|Ef|Ef|Ef|Ef|Ef|Ef|Ef|Ef|Ef|MW|-J
+---+---+---+---+---+---+---+---+---+---+---+---+---+
K-|MW| | | | | |LL| | | | | | |MW|-K
+---+---+---+---+---+---+---+---+---+---+---+---+---+
L-|MW|&&| |&&| |&&| |&&| |&&| |&&|MW|-L
+---+---+---+---+---+---+---+---+---+---+---+---+---+
M-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-M
+---+---+---+---+---+---+---+---+---+---+---+---+---+
| | | | | | | | | | | | | |
01 02 03 04 05 06 07 08 09 10 11 12 13

```

This is messy, and one wrong move can upset the balance. Push the blocks clear but always have your eye on the future.

1. Push Emerald Framers: J02, J04, J06, J08, J10, J12 up one space.
2. Push all others from the J row left, starting with J03 and working your way to the right.
3. Take each freed Heart Framer and push every Emerald Framer above them up next to another Heart Framer.
4. Push Emerald Framer H04 left 1. Take Heart Framer G04.
5. Push Emerald Framer H06 left 1. Take Heart Framer G06. Push Emerald Framer G05 left.
6. Push Emerald Framer H10 right 1. Take Heart Framer G10.
7. Push Emerald Framer H08 right 1. Take Heart Framer G08. Push Emerald Framer G05 left.
8. Head through the opening and collect the two last Heart Framers. One provides magic shots.
9. Shoot the bottom two Gols, one shot each.
10. Run up to the chest before the Gols hatch. Exit through the door.

---\*Stage 9-3\*---  
Password: DQYG

```

01 02 03 04 05 06 07 08 09 10 11 12 13
| | | | | | | | | | | | | |
+---+---+---+---+---+---+---+---+---+---+---+---+---+
A-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|Dr|MW|MW|-A
+---+---+---+---+---+---+---+---+---+---+---+---+---+
B-|MW|%%|%%|@@|!!!|!!!|!!!|!!!|Hf|<<| |Gl|MW|-B
+---+---+---+---+---+---+---+---+---+---+---+---+---+
C-|MW|%%|%%|@@|VV|@@|@@|@@|@@|@@|%%| |@@|MW|-C
+---+---+---+---+---+---+---+---+---+---+---+---+---+

```

```

D-|MW|%%|%%| | | | | | | | | | |MW|-D
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
E-|MW|%%|%%| | | | | | | | | | |MW|-E
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
F-|MW|%%|%%|@@| |@@| |@@|Hf|@@| | |MW|-F
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
G-|MW|%%|%%|@@| |@@| |@@|Ch|@@| |LL|MW|-G
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
H-|MW| | |@@|Me|@@| |@@|Gu|@@| | |MW|-H
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
I-|MW| | |@@|@@|@@| |@@|@@|@@| | |MW|-I
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
J-|MW| | | | | | | | | | | | |MW|-J
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
K-|MW|Hs|@@|@@|@@|@@|@@|@@|@@|@@|@@|@@|@@|MW|-K
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
L-|MW| | | |Le| |Le| |Le| |Le| |MW|-L
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
M-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-M
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
| | | | | | | | | | | | | |
01 02 03 04 05 06 07 08 09 10 11 12 13

```

If you force the Leepers to fall asleep at advantageous positions then this is easy... to a point. You'll need speed to finish the stage.

1. Wait for the Leepers to be at the right side of their pen and take Heart Framer K02.
2. Run onto the Grass, one Leeper should follow around the brick ground. Stand at E04 and have it fall asleep in line with the Medusa.
3. Next, stand on the Left Arrow and have a Leeper fall asleep in front of the Gol in the upper right corner.
4. Dispose of the other two Leepers somewhere around the bottom of the grass bed so they are out of the way.
5. Grab Heart Framer F09.

-Do the following steps very quickly.-

6. Shoot the Gol under the Chest twice.
7. Run across the sand, gathering the Heart Framer here.
8. Get back to the chest before the Gol revives.
9. Leave via the door.

---\*Stage 9-4\*---  
 Password: DRYD

```

01 02 03 04 05 06 07 08 09 10 11 12 13
| | | | | | | | | | | | | |
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
A-|MW|MW|MW|MW|Dr|MW|MW|##|MW|MW|MW|MW|MW|-A
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
B-|MW|Hf| |Ef| |&&|&&|##|&&|Gr|Ch| |MW|-B
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
C-|MW|Hs| |Ef| | |##| | |@@| |MW|-C
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
D-|MW|Hf| |Ef| | |Br| | |@@| |MW|-D
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
E-|MW|@@|@@|@@|@@|@@|&&|##| | |@@| |MW|-E
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
F-|MW|@@| | | |&&|&&|##|&&| |@@| |MW|-F

```

\*Get Three Heart Framers to gain use of the Bridge Power.

```

+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
G-|MW|@@|Ef|@@| | |&&|##|&&| |@@| |MW|-G
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
H-|MW| | |@@|@@| | |##| | | | |MW|-H
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
I-|MW| | | | |@@|&&|##|LL| | | |MW|-I
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
J-|MW|@@|@@| |@@|@@|&&|##|##| |@@|Gu|MW|-J
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
K-|MW|Gr| | |Sn| |Hs|Ef|##| |&&|&&|MW|-K
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
L-|MW|@@| | |@@|@@|@@|&&|##|##|##|##|MW|-L
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
M-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-M
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
| | | | | | | | | | | | | |
01 02 03 04 05 06 07 08 09 10 11 12 13

```

This particular level depends on respawns and conservation of your Magic Shots.

1. Run up past the bridge to C05.
2. Push the Emerald Framers at B04 and D04 both left one space. Push the Framer at C04 Up.
3. Grab the Heart Framers in here, you will gain access to your Magic Shots and a Bridge Power.
4. Push the Framer that is now in D03 Right all the way (D10), then down 5 spaces to I10. Push it to I12 in front of the Gol.
5. Head to H09, under the two trees. Face left to the river and place your bridge.
6. Push the Emerald Framer in your way Down 2, Right 2.
7. Face the Snakey at K05 and shoot it twice with your Magic Shot.
8. Head to K06. Do NOT take the Heart Framer yet.
9. Let the Snakey respawn. Now take the Heart Framer. It will give you two Magic shots.
10. Shoot the Snakey once with the Magic Shot, then push it left in front of the Gol. Return to the right side of the screen via your bridge.
11. Stand at H10 in line with the Gol at B10. Fire your remaining Magic Shot at The Gol to turn it into an Egg. Quickly run up the other side of the rocks to the chest and get it.
12. Take the door to the next stage.

---\*Stage 9-5\*---

Password: DTYC

```

01 02 03 04 05 06 07 08 09 10 11 12 13
| | | | | | | | | | | | | |
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
A-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-A
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
B-|MW|&&|&&|&&| |Ch| | | |@@|@@|@@|MW|-B
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
C-|MW|&&|&&| | | | |Me| | |&&|&&|MW|-C
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
D-|MW|&&|&&| |Me| | | | |&&| |&&|MW|-D
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
E-|MW|&&| | |@@| |Ef| | | | |G1|MW|-E
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
F-|MW|Gr| |&&| | | | |Me| |&&|&&|MW|-F
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
G-|MW| |@@|Me| |Ef|Ef| |@@| | |&&|MW|-G

```

```

+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
H-|MW|&&| | | |Hf| | | | |&&|&&|MW|-H
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
I-|MW|&&| | | |Hf| | | | | | |G1|MW|-I
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
J-|MW| | | |Ef| | | | |Me| |&&|MW|-J
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
K-|MW| |Me|@@| | | |Ef|Hf|@@| |&&|MW|-K
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
L-|MW| | | | | |LL| | | | |&&|MW|-L
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
M-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-M
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
| | | | | | | | | | | | | |
01 02 03 04 05 06 07 08 09 10 11 12 13

```

Again, this is an exercise in blocking. It really helps to try and block two enemies with one Emerald Framer.

1. Push Emerald Framer K08 1.5 spaces up.
2. Grab the Heart Framers H06 and I05.
3. Push Emerald Framer J05 3.5 spaces up.
4. Push Emerald Framer G07 up one space to F07.
5. Push Emerald Framer G06 up 2.5, right beside the lower half of Medusa D05.
6. Push the Emerald Framer in F07 right 1 then up 0.5.
7. Push The Emerald Framer E07 up 2.5 spaces, covering only the top half of Medusa C08.
8. Run back, grab Heart Framer K09.
9. Take the chest, climb the stairs.

```

*****
AOLL10: FLOOR 10
*****

```

Yeah! The final lap! Welcome to the last five rooms.

```

---*Stage 10-1*---
Password: DVYB

```

```

01 02 03 04 05 06 07 08 09 10 11 12 13
| | | | | | | | | | | | |
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
A-|MW|MW|MW|MW|MW|MW|MW|Dr|MW|MW|MW|MW|MW|-A
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
B-|MW| | | |%%|%%|%%|%%|Sk|Sk| |Hs|MW|-B
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
C-|MW| | | |%%|%%|%%|%%| | | |Sn|MW|-C
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
D-|MW|@@|Ef| |Ef|@@|@@|@@| | | | |MW|-D
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
E-|MW|@@| |Ef| |@@|Ch|@@| | | | |MW|-E
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
F-|MW|&&|Ef| |Ef|@@|!!|@@|Sk|Sk| | |MW|-F
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
G-|MW|&&| | | |@@|!!|@@|@@|@@| | |MW|-G
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
H-|MW|@@|Hf| |Hf|@@|!!!|!!!|!!!| | |MW|-H
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
I-|MW|@@|&&|&&|&&|&&|@@|@@|@@|@@|@@| | |MW|-I
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+

```

```

J-|MW| |Dh| | | | | | | | | |Sn|Dr|-J
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
K-|MW| | | | | | | | | | | | | |MW|-K
+---+---+---+---+---+---+---+---+---+---+---+---+---+
L-|MW|Hf| | |G1| |&&|&&|&&| | | |MW|-L
+---+---+---+---+---+---+---+---+---+---+---+---+---+
M-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-M
+---+---+---+---+---+---+---+---+---+---+---+---+---+
| | | | | | | | | | | | | |
01 02 03 04 05 06 07 08 09 10 11 12 13

```

Those Emerald Framers are the key to blocking the Don Medusa, Gol, and the Skulls. This is why you must enter this room from above...

1. Grab the Heart Framer at B12 to charge your shots. Shoot the Snakey and push it down three spaces. Head to the Emerald Framers.
2. Push the E04 Emerald Framer down three spaces. Now, head to the D05 Emerald Framer. Push it up one, then right across the Grass to position C11. Push it down to J11, right next to the bottom Snakey.
3. Okay, shoot that Snakey at J12 once and move it down two spaces.
4. Push the Emerald Framer you moved into J11 all the way left, trapping the Don Medusa at the far left end.
5. Take another Emerald Framer along the same route except push it to K12, one space below where you stopped with the other Framer. Push it all the way left, under the Don Medusa.
6. Take another Emerald Framer to K12, except this time push it left to K03, one space to the left of the Gol. Push it down in front of the Gol. Do not get the Heart Framer yet.
7. Get the Heart Framers at H03 and H05, where the Emerald Framers were originally found.
8. Push the last Moveable Emerald Framer here to position H11, in front of the sand. Push it now up beside the first Snakey you moved, probably at position F11. This will block the Skulls from coming down after you.
9. Get the final Heart Framer at L02.
10. Take the chest, then use the door.

---\*Stage 10-2\*---

Password: DYVZ

```

01 02 03 04 05 06 07 08 09 10 11 12 13
| | | | | | | | | | | | | |
+---+---+---+---+---+---+---+---+---+---+---+---+---+
A-|MW|MW|MW|MW|MW|MW|Dr|MW|MW|MW|MW|MW|MW|-A
+---+---+---+---+---+---+---+---+---+---+---+---+---+
B-|MW|&&|%%|%%|%%|%%| |G1| |%%| |MW|-B
+---+---+---+---+---+---+---+---+---+---+---+---+---+
C-|MW|Hs|Ef| | | | | |&&| | | |MW|-C
+---+---+---+---+---+---+---+---+---+---+---+---+---+
D-|MW|@@| | | | | |G1| |&&| |MW|-D
+---+---+---+---+---+---+---+---+---+---+---+---+---+
E-|MW| | |Gr|&&|VV| | | | |&&| |MW|-E
+---+---+---+---+---+---+---+---+---+---+---+---+---+
F-|MW|Gr| | | | |&&|&&|%%|%%|&&|Ch|MW|-F
+---+---+---+---+---+---+---+---+---+---+---+---+---+
G-|MW|&&|&&|&&| | |&&|&&|&&|&&|&&|&&|MW|-G
+---+---+---+---+---+---+---+---+---+---+---+---+---+
H-|MW|Hf| | |Sn| | | |&&| | |Le|MW|-H
+---+---+---+---+---+---+---+---+---+---+---+---+---+
I-|MW|Le| | |&&| | | |Sn| | |Hs|MW|-I
+---+---+---+---+---+---+---+---+---+---+---+---+---+

```



```

+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
M- |MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW| -M
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
| | | | | | | | | | | | | |
01 02 03 04 05 06 07 08 09 10 11 12 13

```

Two things to keep in mind here: The hammer power is essential to free Don Medusa so he can be trapped again, and you can dislodge the Emerald Framers while riding on Snakey Eggs.

1. Egg the left Snakey, push it into the left side of the left river. Grab Heart Framer B02 and cross over on the egg as it nears the Emerald Framer. Push that Framer down one space as you get off of the egg.
2. Egg the right Snakey, push it into the right side of the right river. Grab Heart Framer B12 and cross over on the egg as it nears the Emerald Framer. Push that Framer down one space as you get off of the egg.
3. Position one Emerald Framer above the left Medusa, and the other above the right Medusa.
4. Take Heart Framers I04, and I10 - those above the Medusas (they're blocked by the Emerald Framers yes?).
5. Egg a Snakey and push it down beside a Medusa. Grab the Heart Framer next to it.
6. A little different for this Snakey, egg it and push it beside the Medusa. Quickly, before it hatches, grab the Heart Framer and step above it and hit it again.
7. Wait until the Snakey respawns. You should have the Hammer power now.
8. Wait for the Don Medusa to near the top of its path and break the middle rock - F07. Run behind the Snakey before Don Medusa kills you.
9. When Don Medusa is in Lolo's starting chamber, Egg the Snakey and push it over to cover the opening - trapping the Don Medusa and giving you a clear path to victory.
10. Take the chest and use the door.

---\*Stage 10-4\*---  
 Password: GBVV

```

01 02 03 04 05 06 07 08 09 10 11 12 13
| | | | | | | | | | | | | |
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
A- |MW|MW|MW|MW|MW|MW|Dr|MW|MW|MW|MW|MW|MW| -A
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
B- |MW|Me|@@|%%| |Sk| |Sk| |%%|<<|Dv|MW| -B
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
C- |MW| |&&|&&|&&|@@| |@@|&&|&&|&&| |MW| -C
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
D- |MW| | | |&&|@@|Ch|@@|&&| | | |MW| -D
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
E- |MW|Hs| | |&&|&&|VV|&&|&&| | |Hf|MW| -E
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
F- |MW| | | | | | | | | | | |MW| -F
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
G- |MW|Hs| | | | |Sn| | | | |@@|MW| -G
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
H- |MW| | | | | | | | | | | |MW| -H
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
I- |MW| | | | | | | | | | | |MW| -I
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
J- |MW|@@| |Ef| | | | | |Ef| | |MW| -J
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
K- |MW| | | | | | | | | | | |MW| -K

```

\*Get four Heart Framers to gain use of the Hammer Power.



```

+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
L-|MW|Me| |Hf| | |LL| | |Hf| |Me|MW|-L
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
M-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-M
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
| | | | | | | | | | | | | |
01 02 03 04 05 06 07 08 09 10 11 12 13

```

This level takes a few principles from the previous stage and the Medusa blocking stage but really increases the scope of it all. Advice: Snakey will have to be used as a blocking tool thrice - one of those should be Don Medusa twice. It's also a test of speed. Get ready...

1. Push an Emerald Framer up and under the Medusa in the top left (B02) and grab the two Heart Framers for some charges.
2. Push the other Emerald Framer down to the left of the bottom left Medusa. Take Heart Framer L10.
3. Egg Snakey and push it beside the bottom left Medusa. Quickly grab the Heart Framer (activating your Hammer Power) then step above the Snakey and shoot it again before it hatches.
4. Let Snakey respawn.
5. Egg Snakey again and push it in front of Don Medusa. Grab Heart Framer E12, shoot Snakey before it hatches and get out of there until Snakey revives.
6. Let Snakey Revive.
7. Egg Snakey again (poor guy) and leave him near the G12 rock, say at F11 or so. Break the rock and push Snakey over when Don Medusa goes by. Great, he's blocked now.
8. Okay, the Skulls. When they are at the most left of their little run there, shoot them with an Egg to trap them in the farthest two spaces from the Left Arrow. Push the Egg left if need be.
9. Take the chest before they hatch, then use the door. Voila!

---\*Stage 10-5\*---  
 Password: GCVT

```

01 02 03 04 05 06 07 08 09 10 11 12 13
| | | | | | | | | | | | |
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
A-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-A
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
B-|MW| | | | | |@@|@@|@@| | | |MW|-B
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
C-|MW| |**|**| | | | |VV|Hs| |MW|-C
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
D-|MW| |Gr|**|**|Br|Br|**| |G1| | |MW|-D
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
E-|MW| |Gr|**|**| | |**|**|G1| | |MW|-E
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
F-|MW| |Gr|**|**| | |**|**|G1| | |MW|-F
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
G-|MW| |Gr|**|**| | |**|**|G1| |@@|MW|-G
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
H-|MW| |Gr|**|**| | | |**|G1| | |MW|-H
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
I-|MW| |Gr|**|**| | | |**|G1| |@@|MW|-I
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
J-|MW| |Gr|**| | | |**|**|G1| | |MW|-J
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
K-|MW| |Gr| |&&| | |**|&&|G1| | |MW|-K
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+

```

```

L-|MW| |Gr| | | |Ch| | | | |Me|MW|-L
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
M-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-M
+---+---+---+---+---+---+---+---+---+---+---+---+---+---
| | | | | | | | | | | | | |
01 02 03 04 05 06 07 08 09 10 11 12 13

```

Look at all of those Gols. Should they happen to belch... Major bummer, thummer down! However all is not lost. You can make a break through the Gols after the Medusa is securely blocked.

1. Grab the Heart Framer.
2. Egg Gol D03, the top of the Left group then quickly complete Step 3.
3. Egg Gol D10, the top of the righthand group. Push it down to the left of the Medusa.
4. Position yourself in the middle of the two bridges and run down to the bottom. The Gols will not hit you.
5. At the bottom run right immediately and take the chest.
6. Enter the door to rescue your fair maiden.

---\*Final Words\*---

Adventures of Lolo? On the Nintendo Entertainment System? I conquered it.

Well, there you have it - the game sometimes perplexed and other times tested our reflexes and still remains one of the best games (and series) on the NES - or anywhere.

Adventure of Lolo is a great introduction to the series, and beyond here I invite you to try some other Lolo and Eggerland titles. After all, it's nice to have something to ponder.

```

=====
|                               AOL07: Passwords                               |
=====

```

I've reposted the Passwords here for your ease of browsing, broken into little sections for the sake of organization.

Now, recording a number of passwords there may be error. If you spot one, drop me a line.

\*\*\*\*\*

FLOOR 1	FLOOR 2	FLOOR 3	FLOOR 4
Stage 1-2: BCBT	Stage 2-1: BJBM	Stage 3-1: BQBG	Stage 4-1: BZZY
Stage 1-3: BDBR	Stage 2-2: BKBL	Stage 3-2: BRBD	Stage 4-2: CBZV
Stage 1-4: BGBQ	Stage 2-3: BLBK	Stage 3-3: BTBC	Stage 4-3: CCZT
Stage 1-5: BHBP	Stage 2-4: BMBJ	Stage 3-4: BVBB	Stage 4-4: CDZR
	Stage 2-5: BPBH	Stage 3-5: BYZZ	Stage 4-5: CGZQ
FLOOR 5	FLOOR 6	FLOOR 7	FLOOR 8
Stage 5-1: CHZP	Stage 6-1: CPZH	Stage 7-1: CYYZ	Stage 8-1: DGYQ
Stage 5-2: CJZM	Stage 6-2: CQZG	Stage 7-2: CZYY	Stage 8-2: DHYP
Stage 5-3: CKZL	Stage 6-3: CRZD	Stage 7-3: DBYV	Stage 8-3: DJYM
Stage 5-4: CLZK	Stage 6-4: CTZC	Stage 7-4: DCYT	Stage 8-4: DKYL
Stage 5-5: CMZJ	Stage 6-5: CVZB	Stage 7-5: DDYR	Stage 8-5: DLYK

FLOOR 9

FLOOR 10

=====

=====

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

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

\*\*\*\*\*

Again, if you spot an error in the passwords just send me a message.

-----  
AOL08: Credits

Thanks go out to my older bro, who actually picked up my copy of Lolo for me.  
Cheers sucker!

And I guess to be fair I should thank my little bro for his always amusing  
banter while I play games like this.

Of course to Hal,

Websites with permission to use this Guide:

- www.GameFAQS.com
- www.neoseeker.com
- faqs.IGN.com
- www.1up.com
- www.honestgamer.com

Game by Hal