

Athena World of Forest Walkthrough

by The Lost Gamer

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Athena: World of Forest
An In-depth Walkthrough
by The Lost Gamer (ilovecartoonssomuch@yahoo.com)
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001-General Information

This is a walkthrough for the first level (The World of Forest is its official name) of the Nintendo Entertainment System (NES) game called Athena. It doesn't seem to be related to the Greek goddess Athena in any way, shape or form, which is kind of confusing. If you have any questions, comments, concerns or anything like that, just e-mail me at ilovecartoonssomuch@yahoo.com, but have the subject be either "Athena FAQ" or blank, so I don't accidentally delete it. If you want to copy part of this FAQ, ask me via e-mail and I'll let you, just so you won't be breaking any laws. Let's start this FAQ.

Thanks to Kalavera with his help dealing with the game genie codes.

002-Story

According to various Anti-Athena websites, the story is this: Athena is bored, so she's going through all these worlds looking for something fun to do. Jeez, what a lame plot.

003-Characters

Athena: Athena is the Greek goddess of wisdom, but none of that really is mentioned in the game. It seems more like the producers had to have a name, so they just chose Athena to make the title (that's how the name Mario came about).

Boar man: This is a soldier with a boar's head. He carries a pink golf club as a weapon and does three damage when he hits you. (That's awfully strange, how can someone hurt an immortal? But upon recalling Homer's The Illiad, book five, you should remember this is possible).

Hydra: A green thing that moves from right to left to hurt you. It looks like a blob thing with a mouth. It leaves hearts after it dies, which heal Athena's wounds.

Blobs: These are small green blobs. They come out of trees and move left to right to hurt you.

Nutshell: It falls from a tree and rolls fast at you. Jump to dodge. Well, that's this enemy in a nutshell.

Trojan horse: A warrior with a horse's head. It carries a sword.

Archeus: An archer who walks on the ground or pops out of trees. He says hello by shooting arrows at you.

Corn Starch Monster: A fat monster the color of corn starch parades left and right, holding a pink golf club.

Tree-sias: The boss of the World of Forest.

If anyone has the manual, could you please send the real names of the bad guys in (I made them up, and based them on Greek mythology). Like I do whenever someone gives me info, I update and credit you for it.

004-Controls

A button	The A button allows you to jump; there are two types of jumps, big ones and small ones.
B button	The B button attacks.
Up	Up allows you to climb up vines
Down	Down allows you to climb down vines
Left	Left allows you to move left, but you can't go

left and see stuff that is off-screen.

Right Right lets you move right, and this is the direction you go to see stuff off-screen.

Start Start pauses the game.

Select Select takes you to a screen where it shows some of the things you've gotten so far. I don't know why the things that end up there end up there, so don't ask.

005-World of Forest Walkthrough

Walk right and you'll run into a boar man. It takes two hits to kill him. Go right all the way to the stump. Along the way, you'll meet some more boar men. Kill them. I believe there are four boar men in all. The second one should drop his pink golf club after you kill him, so pick it up. Use it to kill the third boar man (now it takes one hit, not two). The third boar man should drop a blue mallet. Grab it and use it to kill the fourth boar man, who leaves behind a sack of money. It doesn't matter if you got the money or not, you should just have the blue mallet by the time you reach the stump.

Jump right over the stump and kill the boar man. If you didn't have the blue mallet, you should get it off this guy. Use the mallet to destroy the six blocks under the platform. The upper left hand block contains money, and the upper right hand block has a green helmet. If you have the blue mallet, you destroy one block with one hit, but if you have the pink golf club, it takes two hits to break a block.

Go right some, and destroy the two blocks that block your path to the vine. A hydra pops out of the top platform, so wait for it to fall down and kill it if it comes near. After it dies, it leaves hearts, and three blobs come out of the tree. The blobs come out in groups of three. Of the blocks you can destroy here, only two are of any importance: The one to the left of the vine (destroy it using your helmet by jumping under it (it leaves a ball and chain weapon)), and the right-most cracked block (it leaves green body armor). Get the ball and chain weapon first, it destroys four blocks at a time. Go right to the mushroom.

Just to the left of the mushroom are four blocks, destroy the upper right hand block for a green shield. By getting this shield, the nutshell that falls from the tree should pass right by you, if not, jump over it.

Right past the mushroom is a platform. It has a tree with blobs that come out on the top, two vines and some blocks on the bottom. The two blocks with tings are the second and fourth ones from the left, the second one should have a rake thing, and the fourth has money. Don't get the rake thing, it demotes your weapon to a lower damage class. I recommend that you go right, and climb up the first vine, which causes the blobs to miss you, and you to be on top.

Go right. You'll run into trojan horses. As for the blocks

in this area, two matter. The upper right hand block in the small foursome has something, and the block directly between two unbreakable blocks. Don't fall through the hole in the ground here. Just kill the horses, and keep going right. Go right to the mushroom.

What do you know, they repeat the same place with a different background to make it seem different. What place do I mean? The place right by the nutshell. There's another one in this tree, and of the blocks under the tree, the second and last from the left contain things. Keep going right and you'll into an area with lots of blocks, and the return of boarmen.

Of all these blocks in this area, only three have a point. The one directly under the vine, the third block below that (this one has an enemy, so don't get it), and the block directly one down and to the left of that one, which has a nifty device that resets the time. Just get the timer (the block under the vine has a rake). After getting the timer, or not getting it at all, jump to the top of the platform and go right to the stump on it.

To the right of the stump is Archeus, and some of his boar-ing buddies. But they're not boring, they're red for some reason. Anyway, Jump right over the stump and go right. Just keep going right here, killing all the enemies (the ground is nice and level here). A little right past the mushroom is a hole in the ground. Fall down it (like you could do anything else).

You end up in an area with a corn starch monster and a lot of blocks. Only four blocks in this entire area have something in them, no other ones matter until you go up the vine I tell you to. These blocks are: the second block to the left of the scnd curved block from the left (a block that is missing the bottom right hand corner), the block to the left of the first cracked block to the left of the vine, the block to the right of the upper-most cracked block, and, a block to the right of all of these, the block above the upper right hand block in the first foursome.

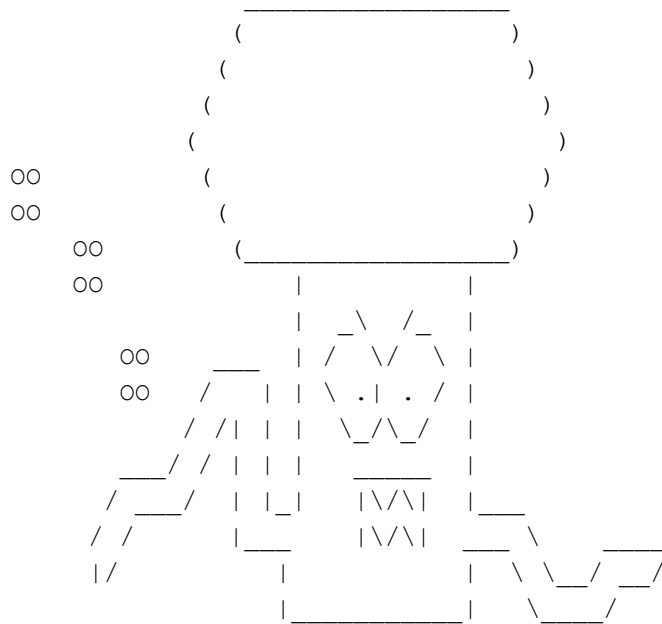
After or if you get these blocks, go right. Stay on top of the platforms, but beware because Archeus is hiding in the tree. Jump over his arrows, (if you go right without stopping, he should only have time to fire one). Keep going right, staying on top, and killing the boars and Trojan horses. Like I said, none of these blocks has anything in it, so just ignore them. Eventually, you run into a corn starch monster, who is parading near a vine. Jump and climb the vine if you don't want to fight to monster. If you do want to fight, kill it and then climb the vine.

This is the last area you'll be in for this level, and four blocks have things in them that are near you. Only one is worth the effort, two have rakes which demote your weapon (there is NO WAY you want that because you are near the boss), and the third has money. Big whoop. Well, the one that has something worth it is to the left of the cracked block above your head. The two rakes are 1) one block up and one block left of that and 2) one block up and two to the right of

that. The money is to the left of the cracked block under the unbreakable block.

Get the good block if you want to, and climb up the vine. Go right and jump right over the gap. In the foursome of blocks, the upper right one has a rake. Right past it is, what do you know, the repeating platform. The blocks under it that have stuff are, from the left, the first, second, and fifth. Don't get the fifth after getting the first and second, because it will demote the equipment you get from the first and second blocks (sort of like the rake). Right past the platform is...the boss.

Tree-sias wasn't hard at all about the first five times I fought him. I managed to beat him without getting hit once, but now, for some reason, I can't seem to pull it off. Here's what he looks like:



He's a big evil tree. My picture doesn't show it, but he has big mean eyes. He snaps his two roots up and down to hit you if you are close, and shoots red fireballs at you. The fireballs come from his mouth, and land in an arch formation.

Here's what to do: Run right up to him, and jump when you reach his roots. You should jump right through the roots and be at the trunk. Here, the fireballs are deadly because they have little distance to cover before hitting you. When you're at the trunk, press B to use your weapon. That's it. One hit, yes, one hit, kills him. Tree-sias explodes into two pieces.

A block containing the letter K inside it falls down. Hmm, I wonder what it's for? It's obviously important; it shows up in the screen when you hit select. Anyway, go right and jump into the small area in the cliff. Walk right across the green stuff. Athena will automatically jump and the screen goes black. You then will go to the second level, the world of cavern.

Okay, you need to know how to beat the world of cavern. You can go to the in-depth FAQ on that, or my full FAQ on it to

learn how to beat it. See you there!

006-Weapons

Feet

Pink golf club

upgrades to blue mallet

Ball and chain

Blue sword

upgrades to yellow sword

upgrades to red sword

upgrades to fire sword

Green Vine waves

upgrades to blue vine waves

upgrades to yellow vine waves (fireball)

Bow and Arrow

Information about each:

Feet (weakest weapon in game)

Pink Golf Club (weak, it takes two hits to destroy a block)

Blue Mallet (One hit to destroy a block)

Ball and Chain (Strong, destroys four blocks at once, but cannot destroy blocks beneath Athena)

Blue Sword (can't destroy blocks)

Yellow Sword (Two hits to destroy a block)

Red Sword (shoots out a red laser that moves all the way to the end of the screen, destroy enemies and blocks in its way)

Fire Sword (destroys about six blocks in all directions, seen as the best weapon in the game)

Green Vine Waves (can't destroy blocks, weak).

Blue Vine Waves (can't destroy blocks, stronger)

Yellow Vine Waves (shoots out a vine like the laser of the red sword, but you're better off killing boar punks in the world of cavern than trying to upgrade this (it takes less time))

Bow and Arrow (Bad weapon, only needed in order to beat the boss of the World of Ice)

007-Game Genie Codes

If you're not using your NES, put these in the screen that pops up when you press F6. Freezing the timer and extra lives is good, but what has to be the best is the don't take any damage after the first two units. With that and the freeze timer, there is almost nothing to stop you from winning this game. If you have a problem with the no damage code, Kalavera tells me that this is because of problems with certain roms.

AEKNLPZA	Start with 1 life
IEKNLPZA	Start with 6 lives
AEKNLPZE	Start with 9 lives
GZUZLISA	Don't take any damage (after first 2 units)
AXKNYOGA	Start with energy boost
AAULLYPA	Freeze timer

YASVAYIA Start with extra time
GASVAYIA Start with less time

008-Credits

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