

# Atlantis no Nazo (Import) FAQ/Walkthrough

by hfpseudonym

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Atlantis no Nazo FAQ/Walkthrough  
For the Nintendo Famicom  
Version 1.0  
Written by Pseudonym  
Email: shdswrm@hotmail.com

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## Table of Contents

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Revision History  
Copyright  
FAQ  
Introduction  
Game Mechanics  
Walkthrough  
Closing

## ===== Revision History =====

March 22nd, 2005  
Version 1.0

Initial release. Started the walkthrough and a few other things.

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=====  
Introduction  
=====

Atlantis no Nazo is a pretty good action game from Sunsoft. I find it's similar to Adventure Island but without the repetitive action and backgrounds. It's just as difficult though, maybe even more so, since this game throws all sorts of stuff at you. If you want to play this game, I highly suggest you use an emulator and make good use of save states because some of the levels are pure hell. I intent to map the game completely, making note of every treasure, door, powerup I can find. I also plan to write a more detailed walkthrough but what I have right now should suffice for now. If you have any questions, comments, suggestions, praise or criticism, they should be sent to <shdswrm@hotmail.com>. If you're looking for specific information let me know and I'll fix it as soon as I can.

=====  
Walkthrough  
=====

-----  
Zone 1  
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Treasure: 2  
Doors: 2 (z2, z11)

Once you drop from the balloon, head left and grab the treasure near the cliff. Now go back to the right, avoiding the birds and their droppings, and there will be another treasure along the way. Soon after that is a door, enter it to go to zone 2. Further to the right there will be another door, but this one will be locked. Use your bombs to open it. It will take you to zone 11.

-----  
Zone 2  
-----

Treasure: 3  
Doors: 2 (z3, z9)

The Snails here are rather hard to kill, so just throw a bomb near them and then move past them. Head to the right and there will be a treasure. Keep heading right and you'll see some treasure on the bottom path and a door at the top. The door here leads to zone 3 but if you keep going right there will be

more treasure and another door that leads to zone 9.

-----  
Zone 3  
-----

Treasure: 2  
Doors: 2 (z4, z6)

Go left and get the treasure at the cliff. After that, head back to the right. Use the bombs to avoid the Snails and jump as little as possible. When you have to jump over a gap, be careful, since that when the Fish usually come flying out. If you fall into the seventh hole from the door, you'll get sent to zone 6. If you make it to the end of this zone, there's a treasure on top of the door to zone 4. You have to jump on top of it and then you'll land in the door. Just don't jump to far or you'll fly over it and into the chasm. Heh.

-----  
Zone 4  
-----

Treasure: 2  
Doors: 1 (z7)

Now you're in a creepy cavern with Bats and Skeletons. You don't have to worry about the Bats. They will fly just over your head but they won't kill you. The Skeletons are a little troublesome but you can get rid of them by throwing a bomb beside them. After four Skeletons and bunch of Bats, you'll find the door. There's a chest on a tiny ledge beyond the door. You can get it by VERY carefully falling down or even better, doing a small hop onto it. It's tough to get and it might not be worth it. The powerup hanging higher is impossible to get without dieing as far as I know.

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Zone 5  
-----

Never found this zone.

-----  
Zone 6  
-----

Treasure: 3  
Doors: 1 (z8)

This is the first bonus room. Grab the treasure, jump over the Bat, and then exit through the door on the far left.

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Zone 7  
-----

Treasure:  
Doors:

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Zone 8

-----  
Treasure: 2  
Doors: 2 (z10, z20)

A standard run, jump, and avoid the Snails zone. Be careful when you jump over holes because the ledges are tiny. After awhile, you'll be at a spot where there are two big holes and a platform that you have to jump onto. Carefully, jump to the ledges closest to the platform, jump onto it, and then jump across the larger hole ahead. You can make it and if you hit the ceiling, aim for the tiny ledge below and then jump to the right. It's simple after this part. The first door you find will take you to zone 10. The one further ahead takes you to zone 20. I don't recommend going to zone 20 though.

-----  
Zone 9  
-----

A bonus room. Grab the treasure on the ledge and the powerup then exit where you'll end up back in zone 8.

-----  
Zone 10  
-----

Treasure: 3  
Doors: 1 (z12)

There aren't any enemies here but there's lots of jumping action. I find it's easier if you jump over the double trees two at a time and the single trees three at a time. The only exceptions to this is the part right after the series of single trees and two double trees with the larger hole between them. You can still jump to the double tree at the far end, even with the larger hole. When you encounter the spots where there are double trees followed by several single trees, you should try to make it to the single tree closest to the double tree on the right. If you have the foot-shaped powerup you can walk on the clouds scattered here to make this zone a little easier. After while, you find some actual solid ground and you'll find the door to zone 12.

-----  
Zone 11  
-----

Treasure: 2  
Doors: 1 (z1)

This is another bonus room. Grab the treasure here and then exit through the door.

-----  
Zone 12  
-----

Treasure: 2  
Doors: 1 (z13)

Wait where you are until the Skeleton falls into the hole and the Bat passes over before you jump across. Another Skeleton will appear on the second group of blocks ahead. Wait for it to fall between the two masses of blocks and then jump onto the wall ahead. After you fall back down another Skeleton will appear

on a group of blocks like before. Wait for it to fall and then continue on. After you grab the second chest and fall down again, a Skeleton will appear. Kill it, jump over the series of holes ahead, and kill the final Skeleton waiting after the third hole. The door to zone 13 is below.

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Zone 13  
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Treasure: 3  
Doors: 1 (z16)

-----  
Zone 16  
-----

Treasure:  
Doors:

-----  
Zone 20  
-----

Treasure: 0  
Doors: 1 (z8)

This place is devoid of enemies and pretty much everything else except for the large pyramid and the words, "key word Nagoya" hanging above it. The door is at the far right. It will take you back to zone 8.

-----  
Zone 21  
-----

Treasure: 2  
Doors: 1 (z23)

You'll drop from the door near the ceiling but there's another door that leads to zone 23 right beside you. There's a treasure in each of the corners of this zone but there are several Skeletons along the way.

-----  
Zone 23  
-----

Treasure: 1  
Doors: 1 (z27)

This zone is similar to zone 4, except there are no Bats to be seen. Walk to the left and kill the Skeletons. After you kill three of them, jump across the hole, and then continue to the left. Kill any Skeleton you come across and enter the door to zone 27.

-----  
Zone 27  
-----

Treasure: 4  
Doors: 2 (z28, z29)

-----  
Zone 28  
-----

Treasure: 1  
Doors:

It's pitch black here so I advise that you don't go here unless you have the flash bomb powerup. You can carefully make your way through the zone and avoid the holes by watching where the Snails fall.

-----  
Zone 29  
-----

Treasure: 2  
Doors: 3 (z31, z32, z42)

A zone that's fairly simple. There are mainly Worms and Skeletons here, but they appear somewhat randomly so I can't give you precise directions. Just jump over the Worms when you see them and kill and/or jump over the Skeletons. When you see the purple blocks, carefully jump onto them and then jump across the hole. Keep going until you see three doors. Before you open them, jump onto the purple blocks ahead and grab the treasure. The first door will lead to zone 32, the middle one leads to zone 42 (avoid), and the last one leads to zone 31.

-----  
Zone 31  
-----

Treasure: 1  
Doors: 1 (z29)

A bonus room. Grab the treasure and exit.

-----  
Zone 32  
-----

Treasure: 3  
Doors: 1 (z33)

Carefully jump onto the higher pile of blocks and then jump across the hole. You'll run into three groups of Skeletons altogether. Either destroy them or jump over them but continue on and you'll find the door to zone 33 ahead.

-----  
Zone 33  
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Treasure: 3  
Doors: 1 (z34)

A standard run and jump zone. Avoid the Mummies and the Scorpions and just run

to the right until you reach the door to zone 34. You should know you're jumping limitations at this point in the game so don't jump if you don't think you can make it. Kill the Mummies and Scorpions if you need to.

-----  
Zone 34  
-----

Treasure: 2  
Doors: 2 (z36, z37 hidden)

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Zone 36  
-----

Treasure: 3  
Doors:

-----  
Zone 37  
-----

Treasure: 3  
Doors: 1 (z38)

If you want some treasure, carefully make your way to the left and grab it from the Snail. After that, head back to the right and avoid making crazy long jumps like you did in zone 8 because of the Fish flying around. They usually appear every 6 seconds so you should stop jumping and watch out when around that time. Continue to the right and take it easy on the small ledges and you'll find the door to zone 38.

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Zone 38  
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Treasure:  
Doors:

Here's another pitch black zone, except this one is harder. Be careful here.

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Zone 42  
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Treasure: 0  
Doors: 0

It's a black hole. You'll fall off the screen and die. Avoid this zone like the plague.

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Closing  
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## Final Words

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Goodbye and it's been fun writing this thing for you all. Well, not really, but I had to have something nice to say since this guide is almost at the end. Heh. Just kidding. In all actuality, I really enjoyed writing this guide and that's why I wrote so quickly compared to my other guides. Anyway. If you have any questions, comments, suggestions, praise or criticism, they should be sent to <shdswrm@hotmail.com>. If you're looking for specific information and it isn't in this guide, please tell me about it and I'll fix it. If you're planning on using this guide, I'd appreciate it if you emailed me first. Thanks.

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## Credits

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Sunsoft for creating this diamond in the rough.

Skrybe for all of his help.

AdamL for bring this game to my attention with his Super Pitfall guide.

Mountain Dew, Pepsi, and Coke for helping me stay awake while I'm writing.

And thank you for reading.

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