



menace once and for all.

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[COM] Graphic Novel  
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Released in 1986 by Continuity Publishing this is the work that started it all. Apparently much darker than the later releases of Bucky O'Hare, the plot seems to be a little different as well. I have not read the book, so I cannot say much more than that about it.

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[TVS] Television Series  
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Premiering in September 1992, Bucky O'Hare and the Toad Wars aired until the end of November of that year. Only thirteen episodes were produced and the story was made much more "kiddie-friendly" than the original graphic novel. The series apparently did not do so well since it was cancelled after its initial episode run, however it seems to have gained somewhat in popularity after the original release. Recently the entire series has been released on DVD in Region 2 countries, but it is only available on old VHS copies in the United States.

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[NES] Nintendo Game  
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Despite the poor performance of the television series, Konami opted to buy the rights to produce video games of the franchise. The first game released was for the Nintendo Entertainment System. It is this version of the game that this guide covers and you are probably reading this because you need help on it. The Table of Contents above can direct you wherever you need to go in this guide for help.

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[ARC] Arcade Game  
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Released after the NES game, the arcade version of Bucky O'Hare is an entirely different game. Whereas the NES version was a side-scrolling action game with emphasis on jumping and puzzles, the arcade game is a beat'em up fighting game. Apparently this game features the voice actors from the original show and ends the storyline with the end of the Toad War coming upon completion of the game.

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[CON] Controls  
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Change Character: Select  
Fire: B-Button  
Jump: A-Button  
Pause: Start  
Special Move: B-Button (Hold)

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[POW] Power-Ups  
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1-Up

A green circle with "1-UP" on it. This power-up gives you an extra guy. This

is fairly worthless, however, because you have infinite continues and they start you back at the beginning of the act you died on, which is what happens when you die with guys left anyway. Simply put, they are not worth losing even health for.

#### Life

A green circle with a "L" on it. Fills your health up and increases the size of your health gauge. Make sure you pick it up with a character who actually needs it. Since all characters share the same amount of health, that means you should pick it up with a character whose gauge total can be increased.

#### Points

A green circle with nothing inside it. These power-ups give you points, which don't do anything. Totally worthless.

#### Power

A green circle with a "P" on it. These power-ups increase your charge gauge. Make sure you pick them up with a character whose gauge actually needs to be increased.

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[CHR] Characters  
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Although you initially only control Bucky O'Hare, with each of the four initial planets you complete you will unlock a new character. You can switch between the characters at any time by pressing Select. All characters share the same Life Bar (displayed at the bottom of the screen), however the Charge Bar will vary in length depending upon how many power-ups you've picked up with the given character. This bar will determine how powerful or how long a character can use their special move. The attributes of each character are as follows:

#### AFC Blinky

Acquired after clearing the Green Planet. His basic weapon fires a shot that travels about an inch in front of him in a downward arc. It is fairly worthless, except that this attack is the only thing that can break through ice and stone blocks in some stages. His special allows him to fly while his charge gauge is still operative, which is somewhat useful once you've maxed Blinky's gauge out.

#### Bucky O'Hare

Your initial starting character. Bucky O'Hare is a no frills character. His gun shoots one shot at a time in a straight line directly in front of him. His special move is an extended jump. The larger your gauge, the higher he jumps when his special is charged all the way up. This ability is needed at certain times throughout the game to continue onwards, so you will be using Bucky even after you've saved the other characters.

#### Deadeye Duck

Acquired after clearing the Red Planet. Deadeye Duck's specialty is his regular attack. Instead of firing a single shot like Bucky, Deadeye fires three at a time at one o'clock, three o'clock, and five o'clock. His special ability is not so great. By charging up you can climb up walls while the gauge counts down. This is needed later in the game, but is fairly useless for the first four planets.

#### Jenny

Acquired after clearing the Blue Planet. Jenny fires a small blue laser that sails across the screen like Bucky's. Jenny's special ability is a guided shot. Charge your gauge to fire a power orb. This orb can be

directed with the control pad (meaning you cannot control Jenny while you are guiding the orb). The longer you charge, the more powerful the power orb.

#### Willy DuWitt

Acquired after clearing the Yellow Planet. Willy DuWitt is just like Bucky, except instead of a super jump he has the ability to charge up the power of his laser. Although this sounds good, he can't move while he is charging up his laser so its uses are limited.

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OO[WK1] Walkthrough (Part 1)OO
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Our story begins after the dawn of the Toad War. Bucky O'Hare and the crew of the Righteous Indignation have been fighting the war for some time now, but the Toads are ever vigilant. Taking advantage of the crew during a transfer between locations, the Air Marshall seizes Bucky's crew. He imprisons each of the four members he's captured on different planets in a nearby system. AFC Blinky is sent to the Green Planet, Deadeye Duck is sent to the Red Planet, Jenny to the Blue Planet, and Willy DuWitt to the Yellow Planet.

From here you can initially chose to go to any of the four planets. You can take them in any order you chose, however the Blue Planet is impossible to complete without the use of AFC Blinky. I'm not sure why this was done, but if you chose the Blue Planet without him you will not be able to clear the planet and will have to kill yourself to get back to the planet select screen.

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[BLU] Blue Planet
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#### Act 1

You must have Blinky to make it through this act, period. If you have him, use him to blast through the ice blocks blocking the path. Be careful to not blast through the floor and into the water as you do. The exit is just past the second blocked area.

#### Act 2

This is really short. Jump on the "back" of the robotic snake and run across it to the ice blocks. Jump on them and then over to the back of the next robotic snake. Run across it and jump to the exit.

#### Act 3

This act is almost identical to the last one. Remember that while the backs of the snakes are safe, the heads are not. Begin the act by waiting for the first snake to coil about and move towards your starting position. Jump over its head and to its back. Jump on top of the ice blocks and wait for the next snake to finish moving. Jump on its back and run across it. Jump on the ice blocks before the next snake blocks your path and leap to the exit.

#### Act 4

Immediately leap out of your starting point. Two snakes will begin moving about around you. Dodge their heads and wait for them to pass. Move as far right as you can to activate the next snake. Wait for it to finish moving, then use Bucky to get atop the ice blocks left of the group of six ice blocks. Switch to Blinky and destroy the top layer on the group of six. Jump to it using Bucky and then jump on the rightmost snake's back. Follow it to the exit.

#### Act 5

If you have Deadeye this act is a helluva a lot easier. Here you have to jump from icy platform to icy platform without falling into the water. Compounding the difficulty of this are numerous Toad warriors. The rocketpack Toads will fly around and shoot you, while the Toads on the mini-boats will melt the icy platforms with flamethrowers. You need to take out all the Toads on each screen to even stand a chance of making the jumps. If you have Deadeye you can get at Toads the others can't. If you don't, you need to run and jump past the melting platforms before the Toads can destroy them. This act is very tough, but it is thankfully as short as the rest of the acts on this world.

#### Act 6

This is one of my favorite acts in the whole game. All you need to do here is ride along with the iceberg and kill the Toads that drop in. A Toad ship will fly above you and drop bombs from time to time which shrink the size of the iceberg. Once it is about twice your character's size, the level will shortly come to an end.

#### Act 7

This one took me a long time to figure out. What you need to do throughout this entire act is to allow the Toads throwing the spiked balls to hit bare ground. To do this, switch to Blinky and use him to blast through the ice blocks. In each segment of this act there will be Toads throwing ice blocks and one that throws the spiked balls. Watch and see where the spiked ball gets thrown and began firing at the ice blocks they land on. If there are no ice blocks in the way when the spiked ball hits the ground, it will bust a hole in the floor. Drop down this and repeat the process until you reach the bottom. Do take note, however, that the walls and spiked ceilings will kill you instantly, so stay well away from them.

#### Act 8

This whole stage is bugging out on my copy, so this walkthrough might not be very helpful. I think the grey things are rising and lowering platforms, but for some reason they are frozen in place on my copy while the character goes up and down where they sit. Regardless, you just need to keep going right until you come to the exit.

#### Act 9

Basically all you have to do here is run right while killing/avoiding the Toads who throw icicles down at you. Once you make it to the exit it's boss time.

#### Act 10

##### BOSS BATTLE: Al Negator

You fight Al Negator on in a pool of water that gradually rises upwards. There are spikes on the ceiling, so this is a very bad thing. Al Negator will fire both projectiles at you and an ice beam. The projectiles are easy enough to dodge, while the ice beam sends a wave across the floor that freezes everything in its path and adds a layer to the floor. Jump this wave to avoid being frozen yourself. Hang towards the side of the screen and keep firing away at Al to finish him off. All in all, this boss fight is a lot like the fight with Bubble Man in Mega Man 2. Once you do, you gain Jenny as your new character.

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[GRN] Green Planet  
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#### Act 1

The first act on the Green Planet is fairly standard platformer action. Just keep moving right and you'll be fine. The Toads and gun emplacements can all be destroyed with one shot, but for the most part it is best to just ignore them unless they are directly in your path.

## Act 2

The goal of this act is to climb to the top of the tree. This translates out to pretty much what you did last act, except now it behooves you to actually kill all the enemies you encounter. The spiders will explode on their own, sending shots in eight directions. Dodge these as you make your way upwards. It takes several shots to destroy a beehive, but left alone they will churn out bees that will make your journey a lot more difficult. The caterpillars simply crawl around, while the Toads you've seen before. If you have Deadeye Duck this act will be much easier.

## Act 3

This stage is all platform jumping, some of them moving. Depending on the player, this can be very easy or incredibly difficult. I recommend using Bucky for this act because of his ability to charge jump. The path is clear, you just have to be able to make the jumps from platform to platform. Don't forget that water, no matter how shallow, will kill you instantly if you touch it.

## Act 4

This act isn't that bad. Just jump off the waterfall and fall to the bottom. Some rocks will fall along with you, so dodge them as you descend. When you reach the bottom move right to proceed to the next act.

## Act 5

The only thing that makes this act somewhat tricky are the Toad ships. They will fly in groups of two across the top of the screen and fire lasers down at you as you try to make your way across. To make it safely through, wait for a duo of ships to pass you by and then jump to the next platform. Dodge the fire the next duo sends at you and then jump to the next platform as they pass you by. Repeat this through the entire act and you'll be fine. You can jump on top of the ships as well, but they are spread so far apart that you cannot effectively hop from one to the next. The act is pretty short, so a little patience isn't going to kill you.

## Act 6

### BOSS BATTLE: Toadborg

Use Bucky on this cybernetic Toad. Walk right up next to him as the fight begins and charge a jump. Toadborg will catch a huge boulder and throw it to the left side of the screen. As soon as it hits, leap over the top of Toadborg and turn around. Toadborg will rush across the screen. As soon as he hits to left side rocks will fall from the sky, but he will be vulnerable. Open fire until he spins around. Charge a jump quickly and leap over him as he comes at you. He'll hit the right side and drop rocks, but again he'll be vulnerable. After this he'll move back to the center of the screen. From here he'll start all over with the large boulder, so move up close and repeat the process all over again. You absolutely want to avoid those large boulders because they will kill you instantly. Aside from that, his other attacks do not do a whole lot of damage. Once he is defeated you will rescue AFC Blinky and gain access to him for use in the other stages.

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[RED] Red Planet  
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## Act 1

You begin on the surface of the planet. Journey right and jump the fire pits. Falling into these will kill you, so watch out. Fireballs will jump out of some of the pits, so wait until they sink back down before jumping across. There are about four toads to deal with along the way; remember that you can shoot through the rocks to hit them. The volcanoes in the background will erupt once when they line up with the center of the screen. This will rain a half-dozen fireballs down on the ground, all of which should be easy to dodge. Just keep

moving right until you enter a cave.

### Act 2

The cave isn't much different from the surface, just a little trickier. Make your way forward, jumping on the brown boulders when you need to cross the lava. Midway into the act you'll come to areas where two boulders are present in your path. Push both into the lava and use them as a bridge to get across the lava. You will need to use Bucky's charge jump to get through this area, so just stick with him alone through here. Once you pass these you'll come to an area with platforms and no floor. Do not push the boulders here off the edge, instead push them to the edge of the platforms and use them as stepping stools to jump to the next platform.

### Act 3

[][][][][][][] If you ever played Mega Man 2 you'll know what to expect here. |-----| This section is a lot like Quick Man's stage in that game. You [][][][]- [] have to run back and forth, dropping through where possible, | -- | quicker then the lava can catch you. Want the exact path? Just [] [] -[] follow the dotted line on the map to the left exactly. Do not [][] -[] try to take other paths down or you will be killed.

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#### Act 4

For this sequence you pretty much just face standard platform jumping. The only area that might be tough are the rolling flares that run across some of the lower platforms. Watch as one goes by and jump down to the platform a flare crosses just as the flare begins to descend back into the fire. Run and jump to the next platform to make it to safety.

#### Act 5

Head right until you come to an area where the floor is moving right. From here you need to jump upwards from floor to floor. Most floors move either right or left and will carry you in that direction. Avoid the sides of the screen and continue to climb upwards. The rolling Toads can be killed in one shot, so they shouldn't pose too much trouble. Exit this area via the arrow at the very top.

#### Act 6

You need to be using Bucky for this act. Hop onto the rolling boulders and ride them between the spiked floor areas. Do not touch the floor or you will be killed. Begin charging Bucky's jump after landing on a boulder and use it to leap to the generally high safe ground. If you try to use a normal jump you simply will not make it. When you come to the area where the boulders fall from the sky, jump to a boulder as it rolls along the ground. Do not charge a jump here, simply leap to the next boulder like normal before you go over the pit. Charge after this and use a large leap to make it to relative safety. Kill the Toads and continue on. You will come to one last falling boulder area. Jump to the boulder as it touches down and ride it to the next act.

#### Act 7

This place can be kind of tricky. Make sure you are still using Bucky and ride the boulder, charging a jump as you go. When you see the green orb rolling towards you, jump on to it and then run across it and catch the boulder as it passes through. Charge a jump again and wait for the orb to roll back towards you. Jump on it and ride it to an overhang. Jump on to this and wait for the orb to roll back to the left. As it passes drop down to one of the falling boulders. Charge another jump and jump on top of the orb as it comes right once more. Ride this until you see a platform in the way. Jump on this and run across it. Drop back on to the orb before it passes and duck. You'll pass under some low ceilings. Ride this until you see another overhang. Jump down behind the orb to the safe ground and walk right to exit the act and move on to the boss fight.

#### Act 8

##### BOSS BATTLE: Toad Sentinel

That green orb will now be revealed to be a Toad Sentinel. This boss is fairly simple to deal with, however, so don't fret. It'll begin by rolling in and opening to reveal the pilot. He'll start shooting, so return the favor by making a short jump and shooting into the opening. After a while the Toad pilot will close up. Begin charging a jump (as Bucky) and leap over the Walker as it tries to roll over you. Charge a jump again and leap over it as it returns. It will roll in again, but this time it will stop like before and open up. Just



keep at it until the thing explodes. You'll rescue Deadeye Duck and be able to use him for your troubles.

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[YLW] Yellow Planet  
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Act 1

This is just a straight shot to the left. From the craters caterpillar robots will leap out and fly towards you. While you can kill these by firing at their heads, but it is far easier to just keep running left until you reach the exit to the next act.

Act 2

Again we have a straight stretch, but this time your opponents are mounted guns and Toads. Fighting the enemies here is the way to go as they all go down in a shot or two. If you have Jenny or Deadeye you can hit the tower guns and kill them in a single hit. If you don't have either of these characters, just run by those enemies.

Act 3

The way to go here is to jump on top of one of the Toad ships and ride it all the way through this act. Fire dead-ahead to take out most of the enemies that can hit you and just sit tight.

Act 4

Do the same in this act as the last one. Ride the Toad ship, firing dead-ahead, until you reach the end of the first part of this act. Once you do, you will be back on solid ground, but not for long. From here you have to climb upwards by jumping from ship to ship. The brown asteroids will hurt you, while the blue ones are in the background and cannot touch you. Just keep jumping upwards from ship to ship until you reach the top.

Act 5

This act is kinda weird if you think about it. You need to ride the asteroids that fly about here to the left, jumping on to small planets along the way to prevent yourself from falling to your doom. The asteroids will carry you forward as long as they remain on the screen. Once they go off it, however, whoever they are carrying will fall. Essentially that makes this section a test of jumping ability. The Toads along the way are more of an annoyance than anything else, the real ordeal is successfully riding and jumping across the act.

Act 6

This place is probably the hardest act of the initial four planets. What you have to do here is ride the small ornage platform, the whole time holding a charge jump with Bucky, then leap to the next ornage platform as you pass under it. From here you need to move to the right side of the platform or you will be knocked off the platform by a track change up ahead. Ride like this until you pass an ornage platform. Wait a moment and jump to the next ornage platform you see (it will be below you). Charge up a jump and leap to the next platform you see. Move the far right again and ride this past the next platform. Drop down to the second one you see. From here you will move back and forth in a small area between two more platforms. Jump on to each one and ride the last one to a nearby space base. Drop on to the platform here and duck. You'll pass under some spikes. Once past these quickly jump down to the next platform before you crash into the spikes blocking the way. Duck and ride to another platform. Jump between the next five platforms quickly. The last platform will slow and allow you to access some power-ups before ending the act.

Act 7

BOSS BATTLE: Toad Battletank

This thing is the hardest boss of the first four planets. If you have Jenny, switch to her. Whoever you end up using, your first order of business is to take out the rotating dish on top of the tank. Shoot it until it explodes, then quickly drop down into one of the holes. The tank will run over the top of you and back up to its starting point. Leap out and fire at the missile launchers until the tank opens its mouth. Jump back into the hole as it fires a massive laser, then jump back out and keep firing. Fire at the machine gun on the bottom of the tank whenever you get an opening. Once it is gone, you need to take out the missile launcher on top of the tank. If you have Jenny, use your energy orbs to finish it off. Otherwise just jump and shoot when you get a chance. From here you need to shoot it in the eyes until it explodes. Once the tank is finished off you'll rescue Willy DuWitt.

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OO[WK2] Walkthrough (Part 2)OO  
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Bucky rescues every member of his crew and takes off for home in the Righteous Indignation. As he leaves the system, however, a Toad Mothership hones in on the ship and captures it. Bucky and Blinky are thrown into the brig, while Deadeye, Jenny, and Willy are taken away for experimentation.

From here the stages follow in a prescribed order. You begin in the Cell with only Bucky and Blinky. The rest of Bucky's crew is being held throughout this area of the Mothership.

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[CEL] Cell  
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Act 1

Switch to Blinky and blast out of the cell. Head right, using Blinky to open the walls up and Bucky to take out the Toads and wall guns. You'll soon come to a turn, so use Bucky to leap up to the next floor and head left. Be careful as you proceed because there is a false floor up ahead. Pass the first two Toads and drop to the right side in the wider area. Blast the far wall with Blinky from here and fly across the floor to it. Do not touch the prisoner here or you will get hurt. Blast through the other wall and proceed to the left. You're now in an elevator. Ride it up to the "exit." Head right and time your path as you move past the laser barriers. You will come to two possible routes. Take the upper route that goes back left. Follow it, noting that there is a fake floor just past the cell, and exit through the end.

Act 2

BOSS BATTLE: Jenny

Enter Jenny's cell and prepare to fight. Air Marshall will fly in a small hovercraft a lot like Doctor Robotnik's from Sonic the Hedgehog. He'll zap Jenny and turn her evil. Run past her and use Blinky to blast open the wall at the bottom of her cell. Take out the floor, switch to Bucky, and duck down. Start firing back at Jenny. Her regular shots will travel harmlessly over your head, while her energy orbs will generally miss you as well. Once you defeat her she will regain her memories and you will be able to use her again. Move left off the screen to ride an elevator to the next act.

Act 3

Blast through the blocks with Blinky until you come to the spiked floor. Use the moving blocks to get in position to blast through the upper wall and jump through. Use the blocks on the other side to get down to the floor safely and keep going. Use the disappearing/reappearing blocks to make it to the upper

path and ride the elevator up. Switch to Bucky and make it through the lasers you find. Take out the wall guns you run into and keep going. At the turn go left. At the point where the ground drops down a square, use Blinky to fly over that area because there is a fake floor. Exit out the rightside of the screen.

#### Act 4

##### BOSS BATTLE: Willy DuWitt

There is a really easy way to take Willy out. Before the battle begins, blow open the top four blocks of the lower breakable wall, but do not enter the cell. Now use Blinky to jump out the left side and blow open the lower two blocks of the upper breakable wall. From here you need to use Blinky's flying ability to fly up beside the upper two blocks. Fire as soon as the ability wears off to take out the block. Fly back up there and approach the edge to make Air Marshall appear again and brainwash Willy. Now just sit back and let loose with shots from Blinky from the safety of this high area. He'll go down and you won't take a single hit. Once he's beat you regain control of him.

#### Act 5

In this act you have to jump across a spike pit via disappearing/reappearing blocks. It's hard and there is no really good way to describe how it should be done. You just have to watch the pattern and jump where the next block is set to appear. Once you reach the other side, use Blinky to blast through the floor and exit out the bottom. If you exit out the top, you will simply start this act all over again.

#### Act 6

This is an elevator level. The elevator travels upwards straight into shiny spiked balls. Line yourself up perfectly square in line with one of these and switch to Jenny. Charge up her energy orb and send it straight up. You need to do this repeatedly to clear the way or else you will be killed. Once you pass through the main body of spikes, lines of them will shoot from the walls. Don't move, just keep charging energy orbs and taking out the spikes. Once you pass these you will come to spikes impervious to attack. From here you need to move back and forth, dodging the spikes, as the elevator continues upwards. Making matters even more complicated, Toads will try to thrawt you along the way. For the most part you should be able to take them out with enough time to slide by the spikes remaining, but remember that a hit from them is not as bad as hit from the spikes. Once you make it through this section its on to your final crewmember.

#### Act 7

##### BOSS BATTLE: Deadeye Duck

Blow open the cell with Blinky, then switch to Willy. Move forward until the Air Marshall appears, then run back to the entrance. Begin charging a shot and fire when it's full. Deadeye will walk back and forth shooting, but if you keep back towards the beginning you'll have plenty of time to jump his shots. Keep firing until he climbs the middle wall. Start charging again (his shots from above will not hit you) and fire when he lands. Repeat until he is defeated and returns to his normal self.

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[SAL] Salvage Chute  
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#### Act 1

Immediately you will be attacked by a new enemy. Switch to Willy and gun the thing down. Switch to Bucky and use his charge jump to leap over the next two jagged floors. Switch back to Willy and kill another of those new enemies. Use Bucky to leap over the uplifted jagged floor where this second enemy was and move to the exit.

## Act 2

After dealing with the initial Toad soldiers, in this act you need to drop down to the bottom of the chute. Crushers press in from the sides, so you need to time your descent past each one. Wait for them to start opening, then drop down to the next foothold or even the arm of the crusher below. Take note of the openings below so as not to land in an area you cannot escape from. The exit is at the bottom.

## Act 3

Jump over the centipede things in the ground, but don't jump too high because you don't want to hit the ones in the ceiling. A few screens of this leads to a horde of smaller, indestructable bugs. If you've played Mega Man 2 (this game seems to borrow from that one quite a bit) then this should be old news. The bugs will move either up or down until they pass off the screen. The bugs will not, however, rise or drop directly on to wherever you are standing; the only way to get hit by one is to walk into them or position yourself above/below one already on the screen. Navigate through the bugs, using Blinky or Bucky to make it up the initial jump, and carefully proceed to the exit.

## Act 4

This act is fairly straight-forward, the only thing worthy of mention being the slugs. You will see them right from the get-go. Do not approach them! If you get too close they will leap at you and reduce your jumping ability to zero. Instead switch to Jenny and take them out from afar with an energy orb. Keep an eye out for them throughout the entire act. If one gets you, you'll probably end up haivng to commit suicide.

## Act 5

This place can be tricky. Essentially this act boils down to being able to time your movements in order to avoid the smashers moving up and down throughout the area. You simply need to watch and wait, if necessary, and run or jump when you get an opening.

## Act 6

This act is fairly interesting. Shortly after it begins the entire area becomes shrouded in darkness. Little multi-colored beacons will float across the screen and illuminate small areas. Look for grey platforms in the lights and jump from one to the other. Exercise patience and this act should be a breeze. Once the screen comes to an edge and stops scrolling, just walk right. These points generally have exits in the dark, but they cover the area you can't see.

## Act 7

The previous act, this act, and the next act are all pretty much the same. They all are also only two to three screens in length, so they're nice and short too.

## Act 8

Again just like the last two acts.

## Act 9

Surprsringly enough, the red stuff doesn't hurt you. It functions somewhat like you'd think quicksand would work. What you need to do here is jump on one of the blocks floating by and then use it to leap over the strange tentacle creatures you encounter. You can jump right into the red stuff, so timing is not too tough. Once you jump over one, wait for another block and use it to jump the next. Repeat until you get to the end of the act.

## Act 10

### BOSS BATTLE: Toad Walker

Believe it or not this boss is quite easy if you know what to do. Initially, do

not move. Switch to Jenny and charge up an energy orb. As soon as the walker lands, shoot it at its purplish underbelly. Switch to Willy and start shooting it as rapidly as you can. The missiles cannot hit you from here for some odd reason if you're on the ground. Keep firing until it starts to lower itself. Duck to avoid the laser, then run to the opposite corner as soon as it leaps. (Three tiles distance on the floor is the safe spot to avoid the missiles.) It likes to try and land on the spot where you were as it first jumped, so you need to move each time it leaps. Begin charging up an energy orb with Jenney and repeat the whole process again. Do this until the walker's bottom is destroyed. Once it is gone, you need to hit the pilot himself. The only way to do this is to use charged energy orbs with Jenny. Switch to her for the rest of the fight and hit the walker when you can. It fires three salvos of missiles before it uses the laser, so get the timing down right. Some of you might be thinking its a good idea to try and be between the walker's legs and to just fire upwards. While this may get you some damage-free hits, once the walker begins to lower itself you will be crushed, so this is not such a hot idea.

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[MAG] Center of Magma Tanker  
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Act 1

|-----| You can tell this act is trouble right from the start, even if  
|---> \*\*\*\*\*| it is only one screen big. Move forward and jump on to the  
|-> \*-----| second moving platform. From herewatch until the walls have  
|----> \*\*X | opened up all the way. Move so that your character is just to  
|\*\*\*\*\*-----| the left of the overhang above you (marked with an X on the map  
|-----| to your left). Switch to Blinky and charge up. Interestingly  
|-----| enough you don't move with the shifting floor, but instead you  
stay where you are on the screen. Once the room opens up again, and your gauge  
is full, fly up to the overhang (the path is shown in asterisks on the left)  
and to the exit.

Act 2

|-> --| From now on my instructions on what to do will assume that you  
|\*\*\*\*\*-----| are setting Blinky in place with the area fully opened. Move to  
|---> \* --| the edge of your starting platform (the lower X on the left) and  
|-> \*\*X -| charge your gauge as Blinky. Fly to the righthand area and move  
|\*\*X\*\* -----| to the edge of the platform (the upper X on the left). Charge up  
|---> --| again and fly to the left as the walls start to close. Proceed  
|-----| off the screen to exit the area.

Act 3

|----->| This map is drawn "closed" so it is easier to show what is going  
|> - -----| on. Switch to Deadeye and run to the left when the lower areas  
|> -X -----| connect. Stop just below the spikes directly overhead (X) and  
|-->-----| charge your gauge. Leap to the "wall" of the upper left platform  
|> X | as the room "opens" and climb over the top. Drop into the small  
|----->----| hole (higher X), then climb out when the room "opens" again.  
|-----|

Act 4

|-> -----| This act is actually a lot easier than the last three. Move to  
|----> | the right until you reach the "wall" (X). Press up against it as  
|> - -| the wall moves to the "closed" position and continue doing so  
|-> X- -| until it "opens" again. Briefly (maybe half a second) charge up  
|-----| and climb over the "wall" (as Deadeye, of course). Climb the  
|-----> | next "wall" to exit the act.  
|-----|

Act 5

Time for some normal levels again. There's nothing overly difficult here, but there is a new environment "hazard" that you haven't seen yet. Pictured on some of the walls are ^- and v-arrows. These will push you up or down, respectively. Sometimes this can be a pain, but at other times they are needed to make jumps over spiked pits. Towards the end you will have to navigate across an area with spikes on the floor and ceiling using them, so you'll get plenty of practice in how they work. Aside from that all you'll see here are spikes, laser fields, and Toad soldiers.

#### Act 6

You'll run into a new enemy here, the Toadbots. These automatons cannot be damaged by your weapons, but luckily they act like zombies. They will burst out of the glass cylinders spread throughout the background and walk towards you. They take off a lot of health, however, so don't let them touch you if you can. Simply jump over them and let them walk off the edge of a nearby cliff. Aside from this monstrosities, however, this is a fairly standard act.

#### Act 7

This act forces you to jump from conveyor belt to conveyor belt, usually over a bottomless pit. There's not a whole lot to say as the path is clear, you just have to make the jumps to succeed.

#### Act 8

I tried drawing this out, but I couldn't make it look right. Begin this act by switching to Willy and charging up a shot. As soon as the Toads line up with you, fire to kill them. When the path rotates to you, move forward. On the next rotation drop down to the area below and move in-between the two dividers. when it rotates next jump up between them. It'll rotate again, but stay put. Let it rotate once more to give you a clear path to the exit.

#### Act 9

It's the same sort of thing again. Kill the Toads from the starting point, then move in. The way out should be fairly obvious this time, however, just stay away from the middle until you have a clear shot all the way across.

#### Act 10

Again more of the same, only this one is wide-open and easy to decipher. The besy way to get through is to take a hit from the small gun and just run to the exit. If you want to avoid taking the hit, however, you have to be able to jump across the gap between the two holes right next to each other. You'll most likely die if you attempt this, so just take the hit and continue on.

#### Act 11

Only one of the holes even opens to the exit. As the room rotates, make your way towards this exit. You should be able to get there in two rotations. You have to stand right by this hole for the next two rotations, so move after each rotation so you don't shuffled back to the beginning. If you stay close you'll come up to the exit.

#### Act 12

Remember the snakes from the Blue Planet? They're back. This one is very simple to make it through. Let the first snake finish moving, then fly to its back. An alligator will drop down to attack you. You can kill him, but another will fall shortly to replace it if you do. Wait for the next snake to finish moving and jump to its back. The exit is right above you, so fly up there.

#### Act 13

Another snake level. Although the pattern is different, this act is just like the last one. Let the first snake finish moving, jump across, then let the next snake finish moving and fly over to it. The exit is on the other side.

#### Act 14

Snakes again. Again you have the same simple solution. Funny that the original snake acts were a lot harder than these ones.

#### Act 15

##### BOSS BATTLE: Magma Core

Just the sheer number of things going on here can be daunting. There's a laser that fires down from the top of the screen (the little green thing) and two hatches that release rocketpack Toads. In addition to that, there are two missile launchers on the core itself. These weapons are your first objective. Shoot them (preferably with Willy) until they explode. When they do they will be replaced with a stationary laser launcher like the one on the ceiling. These both need to be destroyed too. You can see the lasers charging up, so you can time when you need to jump out of the way. Take note that the laser launcher on the ceiling itself will not hurt you if you touch it, only its lasers will hurt you. After these are out of the way you need to break the glass around the core proper. Three charged energy orbs from Jenny will do it. From here on out the core will start firing energy orbs at you. You now need to take out the core itself. Jump on to the platform level with the core and move to the left edge. For some reason neither the laser nor the Toads seem to be able to get at you very well here, and the core's plasma will only hit you one out of three times. Charge up Willy's gun and let loose with full-power shots. The core will go into meltdown in no time.

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[ESC] Escape!  
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Note: The acts of Escape! run concurrently with no clear indication of beginning or end. You will only see the numbers used if you are killed.

#### Acts 1-4

Switch to Bucky, because he's the star of the game, and jump into the spaceship waiting for you. The game will now scroll and you will have to guide the ship through the exploding Toad Mothership. Toad soldiers will try to grab on to your ship, while steam and spikes bar the path. If a Toad grabs you it will drag you downward. You can ditch them, however, if you lower it down on to some spikes. The steam and the spikes can all be dodged either by moving out of the way or by timing a run through (in the case of some steam sections). Toad ships will eventually appear and fire at you. One shot kills them, but there are rarely enough around to do any serious damage. Eventually you'll come to glass walls blocking the path. You need to switch to Willy or Jenny to have the firepower to get through these. Just fire away (you can hold the button down now) until they shatter. From here things will speed up. Look for the arrows on the wall in the background. Move to the positions they indicate to avoid being crushed by the rapidly moving screen.

#### Act 5

##### BOSS BATTLE: Toad Drone

I'm not totally sure what this thing is, but it can be bad news for you if you don't know what to do. The glowing bars on the top and bottom of the screen are your initial targets, but if you touch them you will die instantly. Choose one or the other and hold back on the left side of the screen. When the bars are moving far away, fly level with them and fire. Once they start to move towards you, get out of the way. It's moving slow enough you can actually go back and forth between the two bars, firing the whole time. Once both bars are taken out the "head" will start bouncing around. Hold down fire and move about, dodging its shots. You're bound to hit it as it bounces anyway, so just focus on dodging its attacks. This guy is pretty pathetic, I beat him without taking a single hit. Once he explodes you'll fly on.

Act 6

BOSS BATTLE: Toad Transport

A Toad spacecraft will begin chasing you. Toad soldiers will leap out at you, but you can avoid all of them by flying high and to the far right side of the screen. Eventually they will stop jumping and the spacecraft will rise. Do not touch it or you will die instantly. It will begin to fire vulcan shots at you. Switch to Blinky and fall back, dropping bombs on the vulcan guns as you do. Pull forward as the tailfin gets closer and wait until the ship drops. Fly around the backside and fire at the afterburner, all the while dodging the laser and vulcan fire. Eventually the transport will fall back, forcing you to fly under it. Switch to Deadeye and fire up at the vulcan cannons remaining. You also need to fly into the small groove under the ship or it will crush you on the spikes. Shortly it will lift again and you'll journey to the front of the ship once more. There are laser cannons on the front that will open fire, so be wary. The whole process will start anew and will continue until you've destroyed the four vulcan cannons and the afteburner. Once you take all five of these things out, the transport will go down in flames.

Act 7

BOSS BATTLE: Air Marshall

Here it is, the final boss. The Air Marshall will fly in as the transport goes down in his hovercraft. He'll lobe grenades that send shrapnel outward when they explode, all the while as a wall of fire burns its way closer and closer to you. Switch to Bucky, since he can fire in two directions, and start dodging the Air Marshall's attacks. You need to hit the Marshall himself, not just his hovercraft. Dodge his attacks and line up with him when you can (you should be firing non-stop). The sheer number of hits this guy takes is ungodly. You just have to keep at him, there's no other way to finish him off. Once he's blown away you'll see the ending, which consists of "the Toad Wars still rage" stuff and some gameplay footage.

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I wonder if anyone ever reads these sections in guides...

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[SPT] Special Thanks
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BahamutSentinel and madhair60  
-who wrote guides on GameFAQs for Bucky O'Hare before me and from whom I needed to consult for information on Blue Planet (Act 8) and the name of the Red Planet's boss

CJayC  
-for creating GameFAQs in the first place and posting this FAQ

Jonathan Matthews Software  
-whose ascii art program was used to create a templete from which the logo at the top of this guide was created

Konami  
-for making the game this guide covers

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[LNK] Links
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Bucky O'Hare and the Toad Wars Fan Fiction and Information Site  
<http://www.geocities.com/bohweb/index.htm>

Neal Adams' Bucky O'Hare 3D Episode  
<http://www.nealadams.com/bucky2.html>

TV Tome's Bucky O'Hare Page  
<http://www.tvtome.com/BuckyOHareandtheToadWars/>

Wikipedia's Bucky O'Hare Article  
[http://en.wikipedia.org/wiki/Bucky\\_O'Hare](http://en.wikipedia.org/wiki/Bucky_O'Hare)

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