

Bucky O'Hare FAQ/Walkthrough

by BahamutSentinel

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BUCKY O'HARE FAQ/WALKTHROUGH
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THE GAME'S COPYRIGHT INFORMATION (ACCORDING TO THE BLACK SCREEN THAT COMES UP WHEN YOU FIRST TURN THE GAME ON)

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Title music from "SWM" written by Doug Katsaros, 1992 Star Wild Music, Inc (BMI) All Rights Reserved.

1992, Konami, Licensed by Nintendo

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ABOUT THE GAME
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Bucky O Hare was released by Konami for the 8-bit Nintendo Entertainment System, the same people that brought us masterpieces such as Contra, Castlevania, Gadius, Ganbare Goemon/Legend of the Mystical Ninja, Teenage Mutant Ninja Turtles, Silent Hill, and Bemani (Beat Mania, i.e. Dance Dance Revolution). This game is based on the 1984 comic book that was later made a short lived animated cartoon series in the early 1990's. Get a pillow or a Everlast Punching Bag, because this game it not easy. You'll be dying a WHOLE DAMN LOT from tricky jumps, enviornmental hazards, or eating enemy gunfire that you just didn't see. However, despite the mass frustration this game can bring, Bucky O Hare has unlimited continues, and you can continue from the area you died at, even bosses as many times as you want. So basically, you'll get infinite chances to get your screw-ups right. If you actually finish this game, you can rule it out as borderline as far as difficulty goes.

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THE STORY
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Just think of this as an interactive 8-bit episode of the cartoon series. One day, while Bucky O'Hare and his comrades Blinky the Android, Deadeye Duck, Jenny the Cat, and Willy DuWitt were returning back to the main vessel the "Righteous" from a mission, a fleet from the Toad Armada makes a surprise attack on the transport, and kidnaps the crew! To add insult to injury, each individual is held captive on separate planets making it impossible to contact

each other! But somehow, Bucky survives the attack and looks on his cockpit monitor to see that the Toad Air Marshal is taunting him. And so, this begins Bucky O'Hare's quest to reconcile everyone. He has to jump from planet to planet to rescue his friends.

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CONTROLS

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B = Fires your weapon. Hold it down to charge up for a special ability.

A = Jumps

Up = Aims your weapon upwards

Down = Crouch

Left = Moves player to the left

Right = Moves player to the right

Select = Changes characters

Start = Pauses the game

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IF YOU'RE LOOKING FOR ADVENTURE, THIS IS IT! (aka The Bucky O Hare Walkthrough)

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Heh I thought it was neat to name this chapter after some certain lyrics from the cartoon's theme song. First of all, Each stage is broken down in acts. Each act has some kind of tight situation. I'm definitely not gonna elaborate on exactly how to overcome these. That would be a total headache for me. I'm just gonna list each act and give you an idea of what's going down. Since this game has unlimited continues as mentioned before, you have infinite chances to redeem yourself. I will not be responsible for damages done to your surroundings as a result of possible game rage.

Anywho, let's get started. When you start the game, you'll see a cinema explaining the plot that I previously mentioned. Afterwards, you'll see 4 planets that are green, red, blue, and yellow. Start the game on.....

I. THE GREEN PLANET (Environment: Jungle)

-Act 1: The basics to start out easy. Shoot the toads and grab the 1-up, the shields that give points, and the "L" which makes your lifeline longer.

-Act 2: Jump on the branches up the tree. Watch out for the toads, worms, spiders that explode and the blast goes in all eight directions, and destroy bee hives before bees come out.

-Act 3: Make very careful jumps on these really small platforms over water. If you don't, you'll fall to your death. Ride the log and pick up the "P" which makes your power bar longer. Carefully jump the swinging platforms. Then there is a balance platform with a 1-up underneath. Just stand on the platform until you touch the 1-up, and quickly jump. stand on it too long, the balance will collapse and you'll fall to your death too. Then carefully ride the log all the way to the bottom level and jump off. Proceed to the dead end. You can get the 1-up if you want if you think you're 1337 enough.

-Act 4: Freefall! Stay to your mid left and you'll fall into another "L" to increase your lifeline some more.

-Act 5: You're running straight through heavy traffic of Toad Armada ships. Just avoid the bullets and lasers they fire. There's a "P" right above you, but you can't jump to it, however there is an alternative. Hold down B to charge up your power meter and Bucky will high jump to get it. And there's also a "L". Move on to the Boss.

-Act 6: BOSS: First thing he'll do is jump, and when he lands, an earthquake occurs and a giant boulder falls into his hand and throws it at you. If you get

hit by the boulder *slits throat with the index finger*. Then he'll dash back and forth, ramming the wall causing a rain of stones. The best thing to do is when the boulder falls into his hand, stand next to him and charge your super jump. After he throws the boulder before it hits the ground and shatters, let go of the B button and jump behind him. If he dashes, jump over him again and quickly look for safe spots as it's raining stones. Shoot him when he's stunned from ramming the wall after his dash attack. Congratulations. You beat the Green Planet. Not only that, you also saved Blinky the Android. So from this point on, it's got your back.

FACTOIDS ABOUT BLINKY THE ANDROID:

> His standard weapon destroys walls made of ice and stone that blocks paths.
> Special ability is flying. His flying height depends on how long your Power Meter is.

Because I'm a nice guy, I'll even include the passwords after each stage is completed.

PASSWORD: 4NJZJ

II. THE BLUE PLANET (Environment: Ice)

-Act 1: Jump the platforms. But be extremely careful. Everything is slippery, because this planet is made of ice. Press select to change to Blinky. Shoot the blocks to proceed through, I highly recommend destroying ALL of the blocks to reveal power ups. But don't let your guard down. Some blocks also uncovers Toads.

-Act 2: Giant robotic eels slither in the air making platforms. If you touch their faces, you die. Watch where they go, then proceed.

-Act 3: More robo-eels. The pattern is a tad tricky this time. Get the "P".

-Act 4: The last set of robo-eels. This is the trickiest pattern they'll pull off.

-Act 5: At last no more eels. Carefully jump the platforms and shoot the toads on jetpacks. Don't stand on the platforms that are over water too long. Because of the toads that ride rafts. They have flamethrowers that can knock them out. There's a 1-up in this part.

-Act 6: You're on an ice floe. Grab the "L" and just destroy the enemies as a Toad Ship drops bombs to make the floe shorter. If you stood out long enough, you'll be able to proceed.

-Act 7: You are now in an Ice Cavern. Toads are stacking blocks of ice to block your progress. You'll need Blinky. Let the toads throw blocks on the ground until it breaks and you can proceed. Just don't touch the spiked walls. When you finally reach the bottom, go right.

-Act 8: Platforms are moving up and down. Be careful not to touch some of the ceilings. Destroy the orbs to get a "L".

-Act 9: There are icicles falling from the ceiling and toads grab them and throw them at you. At the end of this act, destroy your surroundings until you run into a 1-up.

-Act 10: BOSS. The water is gradually rising, then the boss appears. Shoot him and jump his shots. The worst case scenario is, there are spikes on the ceiling, and the boss periodically fires a laser that creates a layer of ice, making the surface rise higher so that you might touch the spikes. As soon as you see his laser, jump immediately. If you don't you get stuck and you'll have to mash your way out. So basically, kill this boss before the ground gets too high. Congratulations, you beat the Blue Planet and rescued Jenny.

ABOUT JENNY THE CAT

>Her weapon is a laser

>Her special attack is the Toad Energy Ball, which you charge up Mega Man style and once you let it go, you can control where to move it.

Your Password: 4PT2J

THE YELLOW PLANET (Environment: The Moon)

-Act 1: You're now in an environment that resembles the moon. This act is easy. Just walk over the craters, but some of them have worms coming out of them. If Bucky's power bar is long enough, he can grab the 1-up. Also there's a "L" ahead.

-Act 2: Just walk through killing enemies. There's another 1-up and a "P" that's so high it can only be accessed with Bucky's High Jump or Blinky's Rocket Pack.

-Act 3: More toads to destroy and Toad Armada ships firing at you. You can jump on top of these as platforms. This is how you can get the "L" at the top of the screen.

-Act 4: All you can do in this act is jump on top of the passing Toad Ships.

-Act 5: Because this act is vertical, this is tricky. It's Toad Armada rush hour. So many ships are passing by at various speeds. You have to jump on top of as many ships as you can to make it to the top. However, there are some standing still as checkpoints to take a break on.

-Act 6: Thought jumping on top of Toad Ships was something? You ain't seen nothing yet buddy! You have to ride meteorites to stand on bigger meteors. The meteorites move in different directions, the best time to jump on some is when they're about to cross each other. I'm not gonna go into any frame sciences, but since the game has unlimited continues, you'll have infinite chances to get used to the timing. NOTE: If Blinky's Power Meter is full, with his flying ability you can get around this area with no problem at all. However, eventually a "P" will show up, so switch to either Bucky or Jenny to build up his Power Meter.

-Act 7: Get ready for an insane semi-rollercoaster ride! There are platforms on a rail that you'll ride on. They move really fast! Just keep shooting enemies while the platform is moving. When the ride slows down and is about to fall, quickly jump to the next one. Eventually you'll be jumping on these so fast that you'll almost lose yourself. More platforms will be coming, this time you're dealing with spiked walls. At the end, you'll come to a screeching halt that will make you say "whoa! awesome ride!" For all the stress this area put you through, you're rewarded with a Life/Power/1-UP, let Jenny get all of it.

-Act 8: BOSS. It's a Toad Armada tank that has 2 cannons. The top cannon fires missiles, and the bottom cannon shoots rings of fire. It also has a charge attack, and the bombshell: A death ray that'll evaporate you in one shot!

gulp Simply turn into Jenny, just stand there and shoot the bottom cannon like normal. Once that's destroyed, jump into the closest trench you're at, keep charging up the Toad Energy Ball and destroy the satellite, top cannon and the eye. When you're in the trench when the bottom cannon is gone, you'll never have to worry about the dash attack and the death ray. Congratulations, you beat the Yellow Planet, and Willy DuWitt is back in action.

ABOUT WILLY DUWITT:

>His weapon is a "One-Shot-Does-It-All-Laser-Blaster", or he prefers for it to be called "Thumber". Incredible power.

>His special ability is only charging a stronger shot from his blaster. That's it.

Your password:

5QT2K

THE RED PLANET (Environment: Volcanic Fire Zone)

-Act 1: Fairly simple. Jump the lava pits that shoot fireballs up and down, and kill the toads. Starting halfway in this act, keep your eye on the background! The volcanoes will erupt and rain fireballs!

-Act 2: Proceed until you see a lake of lava and a boulder fall in it. Jump on the boulder, switch to Willy and get the "P" to increase his power meter. Next you'll be pushing boulders into the lava. Always push the top one first, then

the bottom. Then you'll push the boulders to the edge of platforms to jump to the next platform. At the end of this area, there's a 1-up and shield that gives points, of course it's up to you to get it.

-Act 3: Vertical scrolling area. Remember racing the one-hit-kill beams in Quick Man stage in Mega Man 2? This act is basically like that, but this is pretty worse since this is a maze with a lot of tight spaces. There's a one up at the end. Get it if you think you feel lucky enough.

-Act 4: Carefully jump the platforms and turn into which ever character has the lowest Power Bar. Avoid the small fireballs jumping in and out and especially giant fire pillars that shoot out of the lava in an arc pattern. Hey wait a minute! Run that back!! *cue sound of tape rewinding* The way that lava is shooting looks pretty damn familiar. Well guess what? To Gradius and Life Force/Salamander veterans, it should. They can either kill you 3 hits, or sometimes instantly! No problem though. Change into Blinky and just stand underneath the arc. He's small enough to fit.

-Act 5: This is simple. Just keep walking right until you see a flashing arrow.

-Act 6: A vertical scrolling area. There are two walls of spikes with moving platforms coming out of it. They come in different sizes and speeds at odd times making it moderately difficult to proceed. However, there are standard platforms you can use for checkpoints. Watch out for rolling toads and be sure to get a "L" to increase someone's life bar up. Eventually there will be a flashing arrow.

-Act 7: In this room, every floor is made out of spikes. There are small boulders that you have to ride on. But the walls to jump to are a little too high. Just change into Bucky and take advantage of his high jump ability. Change into Blinky and fly to get the 1-up.

-Act 8: Change into whoever still has a lower Power Bar at this point. This is very very tricky. While you're riding a boulder, there are giant green balls that roll to push you into the spikes. Try your best to stay on the smaller boulder so you can get some extra "P"'s. The last green ball after getting the P, ride it and DUCK. There's a 1-up and another P ahead. But get them at your own risk.

-Act 9: BOSS. A green ball (just like the one you rode out of the previous area) suddenly opens its eyes and splits. A toad is controlling it like a mech. Change to Willy. While it's open, shoot the toad while avoiding the lasers and the bouncing ball. If you're fast enough, it'll only take just a few shots. Otherwise, the ball will roll toward you trying to push you into the left hand corner causing instant death. If it happens, just use Bucky's high jump ability to jump over it. After this battle, Deadeye Duck joins the entourage.

ABOUT DEADEYE DUCK:

>His weapon is a 3-way gun that he stole from a random toad.

>His special ability is he can climb walls. How long he can do it depends on how long your Power Meter is.

Password: M!K2M

OK, that's it for now everybody. There goes your walkthrough for the four stages in the Bucky O Hare video game. There will be an update for a walkthrough of the last half of the game coming up in the not too distant future. But here's a small blurb on what happens after.

Everybody's reunited and back on the Righteous. However, a giant toad ship pulls up behind the Righteous and makes another ambush and kidnaps...almost everyone except for Blinky. This time, they brainwash Willy, Deadeye, and Jenny to turn them evil! So, Bucky O Hare and Blinky must this time get everyone back together by infiltrating the Toad Mothership.

Until we meet again, GGPO! (Stands for "Good game, peace out!")

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