

# Chip 'n Dale: Rescue Rangers FAQ/Walkthrough

by ZoopSoul

Updated to v1.5 on Feb 29, 2004

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ASCII Art by SWiCKY

Chip 'n Dale: Rescue Rangers  
Nintendo Entertainment System (NES)  
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version: 1.5  
date: 10/13/03

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|permission. I DEFINITELY WILL TAKE LEGAL ACTION, as my lawyer is one |  
\of the BEST IN THE STATE OF MISSOURI. Thank you. /

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~ Revision History ~

~ 1.5 ~

Updated tiny things, and the disclaimer above.

~ 1.0 ~

After several requests from my peers and such, I have decided to write a pretty decent FAQ/Walkthrough for one of my favorite games as a child, Chip 'n Dale Rescue Rangers. I hope you enjoy my latest piece of work.

\*-\*\*



a list of every enemy in the game, and same goes for the Boss section, only with bosses. In the Items section, I will have a small list of each item in the game, and what they do.

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***   ***   ***   ***   SECTION I.a - CONTACT ME   ***   ***   ***   ***
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If you need me for anything whatsoever that IS NOT covered in the guide, and that means SEARCHING THE GUIDE by pressing Control and F together and typing out what you are looking for, and then hitting enter. But as long as it has to do with the game. Sorry, but I don't feel like hearing about how cute your kitten is if I don't really know you, yanno? Actually, kittens are cute... Ahem. You can contact me via e-mail, or sometimes IM. I check my e-mail several times a day; so don't hesitate if you have a question! But please read the long paragraph below my contact info.

E-Mail address: ZoopNOVA@aol.com  
AIM: Zoop NOVA

Please only e-mail me if it's something you do NOT see in the guide. Try to look for it; If it's not there, feel free to e-mail me.

If you don't know how to e-mail me, just simply bring up a new, unwritten mail (this varies with different services. It should say "Write Mail" on the button, though) and write out my e-mail address. For the subject, copy and paste this: Chip 'N Dale: Rescue Rangers FAQ. In the body of the mail, write whatever you like, even hate mail! Just one request: Only e-mail in English. Any foreign language e-mails will be discarded. Sorry, I'm not smart enough to know a second language. I don't care what you send, but positive feedback is always nice. But if you're into the hate mail thing, I can dig that, too.

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:::   :::   :::   :::   SECTION II. - CONTROLS/BASICS   :::   :::   :::   :::
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\_\_\_\_\_  
/ \_\_\_\_\_ CONTROLS \_\_\_\_\_ \  
<<<CnD>>>

- Directional Pad Left = Moves character left
- Directional Pad Right = Moves character right
- Directional Pad Up = Makes character look upward
- Directional Pad Down = Makes character duck down
- A Button = Jump
- B Button = Pick up an object
- B Button + Holding Object = Throw object
- B Button + Holding Object + Pressing Up on D-Pad = Throw object upwards
- Directional Pad Down + Holding Crate = Hide inside of Crate
- Directional Pad Down + A Button while on a ledge = Jump down from ledge

\_\_\_\_\_  
/ \_\_\_\_\_ GAME BASICS \_\_\_\_\_ \  
\_\_\_\_\_

\* On the bonus stages, there will be a 1 Up in the middle box at a ratio of 92.5 to 1. \*

\* 100 Flower pick-ups will equal one 1 Up. Collect them while you can! \*

\* 20 Star pick-ups will equal one 1 Up. Collect them while you can! \*

\* Holding the direction pad Down while holding a Crate will not only make you hide inside of the Crate, but when an enemy comes towards you and taps your character, it will get damaged by the Crate. You will, however, lose the Crate. \*

\* Always search all of the Crates in the game to look for Stars, Flowers, or possibly other goodies, to boot! \*

\* No matter what, constantly keep a Crate, an Apple, or some sort of item that you can throw in your character's hands. That way, if you run into trouble along the way, you will have something to defend yourself with. \*

::---::---::---::---::---::---::---::---::---::---::---::---::  
::: ::: ::: ::: ::: SECTION III. - STORY ::: ::: ::: :::  
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The RESCUE RANGERS have been assembled once again to help a friend in need. Their neighbor Mandy has lost her kitten, and she doesn't know where to begin looking. There have been some unusual sightings in town of mechanical bulldogs and robotic rats. Can the Rescue Ranger's enemy, Fat Cat be up to his old tricks again?

[Thanks to the Chip 'N Dale instruction manual for this information regarding the Story section.]

::---::---::---::---::---::---::---::---::---::---::---::---::  
::: ::: ::: ::: SECTION IV. - CHARACTERS ::: ::: ::: :::  
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In this Section, you can find out information for all of your favorite characters in the Rescue Rangers cartoon, and this video game! And we all know how cool those cartoons were, but they were not as cool as DuckTales, considering DuckTales is the greatest show ever created by man. Enjoy the filing style!

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/{CHIP}\/{MAIN CO-HERO}\\_\_\_\_\_  
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Chip is the fuzzy little chipmunk that wears a cool jacket |  
and detective hat. Throughout the years of the Disney |

cartoons, Chip has been widely regarded and known as the intelligent one out of the two chipmunks, hence the reason that he was given a name that describes the race of chipmunks opposed to Dale's regular, sort of goofy name (sorry to anybody named Dale who I may have offended). Chip is one of the founders of the Rescue Rangers, whom rescue animals and the like from danger on a daily basis. Are they not just the sweetest chipmunks ever?

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\_\_\_\_\_  
/{DALE}\/{MAIN CO-HERO}\

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In the Rescue Rangers squad, while Chip may be the intelligent and fast thinking co-hero in the group, Dale is the funny, fast witted co-hero in the group. While Dale is not too concerned over the book intelligence that Chip possesses, he is infatuated with slap-stick humor, which makes him a valuable assent to any team consisting of cute cartoon characters. You can define whom Dale is compared to his good ol' pal Chip, because Dale looks a little... batty. Regardless, Dale is a true blue friend to the end, and a good character to play as, to boot. Plus, let's face it, the Rescue Rangers wouldn't be the same without him!

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\_\_\_\_\_  
/{GADGET}\/{HELPING HERO}\

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You know, back in the day, growing up with all of the cool Disney cartoons such as Chip 'N Dale: Rescue Rangers, Gummi Bears, and DuckTales, myself and many other kids like me were daydreaming of our huge crush on Gadget the mouse. You know as well as I do that, for a cartoon mouse, Gadget was a huge hottie. Especially whenever she dressed up as that Jessica Rabbit-esque mouse that tried to get close and personal to Fat Cat and his goons. Enough of me going on about what a hottie Gadget is, you want to hear more about her! She's the blonde girl mouse that proves that all blondes are not stupid. In fact, they are quite smart, considering Gadget is the brains of the Rescue Rangers. She also invents all of the gadgets that the Rescue Rangers use on the show, and in the game. That must be why her name is Gadget!

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\_\_\_\_\_  
/{MONTY}\/{HELPING HERO}\

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Monterey Jack, or just plain ol' Monty for short, is the big brawny mouse of the group. Sort of what Barry Burton is to the Resident Evil series, Monterey Jack is to the Rescue Rangers. Oh, and one other thing... He... He loves... He loves CHEESE! YES! HE SMELLS IT! HE LOVES IT! HE WANTS TO EAT EVERY PIECE OF CHEESE IN THE WORLD! And I should know. As a fat man myself, I appreciate the powerful wonder of cheese, as well. Monty will unlock doors for you as you go along your missions.

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 /{ZIPPER}\/{HELPING HERO}\\_\_\_\_\_  
 -----\  
 Zipper is the little fly that buzzes around and sort of moves |  
 characteristically throughout the show. While Zipper cannot |  
 speak in English, Japanese, Spanish, Turkish, or any other |  
 real language, he does speak in Fly talk. He mainly hangs out |  
 around Monterey Jack (Monty) and, somehow, Monty can |  
 understand what Zipper has to say. This is one of Zoop's |  
 Mysteries of The World, which if you have been keeping track |  
 of them throughout my FAQs, you would now know that the total |  
 has reached... um... I dunno how many there are now. If you |  
 wish, e-mail me the total, if you know it, and I will thank |  
 you in an upcoming FAQ. See? Read my stuff and get rewarded, |  
 that's what I'm about. Interacting with my adoring, loving |  
 fans. |  
 -----/  
 \_\_\_\_\_/

\_\_\_\_\_/  
 /{FAT CAT}\/{MAIN VILLAIN}\\_\_\_\_\_  
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 Okay, yet ANOTHER one of Zoop's Mysteries of The World is the |  
 curious notion I get whenever I watch Fat Cat rob some |  
 jewelry store, then go back to his hide-out and play cards. |  
 First of all, he is a cat. And a fat one, at that. So how can |  
 he possibly rob a bank, and who fixed up his pads, anyway? |  
 Okay, enough of my babbling. Fat Cat is a big fat cat that |  
 often dresses like a pimp. Seriously. Like, a real pimp. Not |  
 Eminem. He dresses in Gucci suits and stuff, man. I'm dead |  
 serious. |  
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:::  :::  :::  :::  SECTION V. - WALKTHROUGH  :::  :::  :::  :::
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This walkthrough will be based through a series of different stages, and the different routes you can take from different stages. To find the specific stage you wish to go to, and you are running Windows, hold Control and press the F key. Type in V, then a period (.), and then the letter of the stage, such as V.D and then press search. I hope you find the walkthrough to be helpful and an enjoyable read. Thank you.

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X=---+---+---+---+---+---+---+---+---+---X
V.RR ----- OPENING STAGE
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First off, choose either Chip or Dale as the main character that you will use. Either one of them is a good choice. If you are playing with two players, each of you will control one of the characters at the same time during gameplay, not a turn-based system, ala Super Mario Brothers

3.

Ahh, yes, the first stage of the entire game. This stage takes place under the city lights... only in daytime. That shall never fault our mission, though, which is getting to the skyline before Fat Cat gets away with destroying things! Or stealing things! ...What's this game about, again?

On the first section of the screen, you will notice that there are two Apples in the area. This is where we will learn to use items, such as these Apples, as weapons. Run over to side of the first Apple, and press the B Button. You will now be carrying the Apple. Press the B Button once again to throw the Apple. This will kick the buns of whatever you throw it at. You will also notice that your character is straining whilst carrying this, and thus, you can no longer jump high if you still have this in your arms. Now that we have the basic concept of this down pat, we can go with the flow!

Collect the three Flower icons above the stage by jumping up the platforms and heading back to the left. Jump to collect them. If you collect 50 of these, you will receive a 1-Up, which gives you an extra life. There are plenty of Flower Icons inside of the Crates below that you can collect by lifting the Crates and walking into the Flower icons. Now march to the right along the top area, and notice a Mechanical Dog below. He will pass, and then collect the three Flower icons.

To reach the ones below, get directly above them, and hold Down on the Directional Pad. Press the A Button to hop down from here. Now you can easily collect the other Flower icons. Continue along the path, and you will notice a Mechanical Dog on the top part of the screen. Quickly grab the Crate to the left, collect the Star inside of it, and throw it at the Mechanical Dog to destroy it. Stars are much like the Flowers in the game, only more scarce.

Watch out for the Cactus below, as if you fall onto it, you will lose one full heart in health (notice that you start out with three full hearts of health). Remember to lift all of the crate that you see in the game unless I note otherwise, that way you can collect lots of Stars and Flowers, and possibly other goodies, as well!

There are two Mechanical Dogs, both on top and bottom of the locations. No matter what, constantly keep a Crate, an Apple, or some sort of item that you can throw in your character's hands. That way, if you run into trouble along the way, you will have something to defend yourself with. Use a Crate to destroy the Mechanical Dog at whichever location you are in. Continue along the path.

You will find a pyramid of Crates, of sorts. Search these Crates to find some items, such as Flower icons. You can Jump and press the Action Button (B Button) to pick up the Crates that are in mid-air. Take a Crate with you, and continue along to the right of the screen, and throw a Crate at the Mechanical Dog that is coming your way. That'll teach'em to mess with the Rescue Rangers!

If you are on the upper platform and jump off onto the two flowers in between the Cactus, a hidden Star icon will appear. Grab it. Keep heading to the right and you will find another Mechanical Dog. You can attack it with a Crate, or you can dodge it by jumping over it when it passes you. Yet another Mechanical Dog rests to the right. If you launch another Crate soon after and charge to the right, there is a good chance

that the Crate will hit second the Mechanical Dog.

Jump on top of the flowers (the actual ones, not the Flower icons) and jump into the air and to the right to reach the couple of Flower icons that rests above in the sky. After this, climb the several platforms to the right, and you will reach the second part of Stage A: The Skyline.

Upon climbing the platforms to reach the Skyline area, you will notice that the ground is slowly disappearing with every jump that you make. Simply put, this means DO NOT FALL FROM THE PLATFORMS. You will die instantly, without any say in the matter. Yes, the Grim Reaper is mean. Continue upwards.

Whilst going up, break all of the Crates along the way to reveal Star and Flower icons. Once you get high enough, you will find a Mechanical Dog that you can avoid extremely easily by jumping up onto the power generator. Once he has passed, head over towards the left side of the screen.

On the next slide of the screen, you will see a huge Red Crate. Walk into it to bust it open. Your good friend Zipper the fly is inside! Does anyone else find it kinda funny that his name is Zipper, and he is a Fly? Zipper the Fly. Replace "the" with "your." Heh. Okay, no more bad jokes, I promise.

Zipper is one of those helping hands that will destroy every enemy in sight, as long as you run fast. So do so. As you move along, Zipper will destroy tons of baddies for quite a while, and eventually fly away. How come he is so strong in this game, but not in the cartoon? It doesn't make sense, I tell ya! Keep in mind that you are also invincible during this time, so the Electricity will not harm you on the wires.

Once the invincibility wears off, you should be near the end of the area. You will find a Mechanical Dog coming at you from the left, so destroy or dodge it. You will soon encounter another set of platforms to climb, so hop on up there, Pilgrim. Once you have reached the third area of the stage and second of the skyline, you will have to go to the right.

On the very top area of the skyline, you will find two Steel Boxes that you can use much like weapons. Keep in mind that you can stack the Steel Boxes, as well. A Mechanical Mouse will jump over the two Steel Boxes and come after you. Simply jump over him to avoid an eventful confrontation.

Jump over the first bolt of Electricity and onto the middle safe spot. You can walk along the exposed wire, since it will not damage you. What will damage you, however, is the actual Electricity itself. Jump over the Electricity once it gets close to your character by coming towards it. Run along before the Electricity hits your furry little chipmunk tail!

Down below, you will notice that there is an Apple item that you can carry, as well as a Mechanical Mouse that is patrolling the area. Up top, you will see that a Mechanical Dog is coming right for you! AHHHH!!! Just jump over him to avoid the big crash. There is also another live wire exposed to the right up top.

Once you continue along, you will notice a Mechanical Mouse up on the top tier of the wires. Continue along the path, ignoring the Mechanical



Mouse, and you will find another Mechanical Mouse on the middle level of the three directions. You can avoid it, and go up on the top level. Both in the middle and bottom shelves, you will find there are Mechanical Mice in the region, and live wires with Electricity practically everywhere in the area. Carry on forward.

On the top shelf, you will notice that a Mechanical Mouse will try to jump over the Crates, but disappear due to a glitch from above. Hmm... That was odd, wasn't it? Gotta love old NES games and their glitches. Suddenly, a Mechanical Dog will be resting and awaiting your arrival, as well as a Bumble Bee. Ignore the Mechanical Dog, and grab a Crate. Jump up on the highest platform, and hold down to hide inside of the Crate. When the Bumble Bee hits you, it will die, and you will lose your Crate. March forward, troops!

Grab another Crate, if possible, and carry on forward to the next area. Below are three Flower icons that you can grab, if you feel so entitled to. After a tad bit of jogging, you will find a Mechanical Dog that will come after you from the right. Hop over the Mechanical Dog, and continue along your journey.

Go into the door that you see underneath the satellite to reach the official half-way point to Stage A. Once inside, you will have to go right and notice a Mechanical Mouse coming towards you. This will be a tad bit tricky, considering there is a few Crates on the ground that the Mechanical Mouse will jump over. It's best to position yourself to where you will be out of the way of the Crates, that way you can avoid the Mechanical Mouse falling on you.

You can jump up onto the testing tube and jump back towards the left to reach the Flower icons that rest in the mid-air. Now follow right once again and grab a Crate. Quickly jump onto the small tubes and hide in the Crate to destroy the Mechanical Mouse as it comes towards you. Collect the Flower icons as you go right.

Take a Crate, and head right more. Once you reach the middle crayon in the stack, a Mechanical Mouse will charge after you. You can either throw the Crate at the Mechanical Mouse, or hide inside of it. I prefer to hide inside of it, as you are 100% certain of hitting it. Guess what you do now? CONTINUE RIGHT! YAY!

You will notice that there are three Steel Boxes lined up in front of the huge ledge that you must jump up. Take one of the three, and set it on top of the one farthest right. Take the extra one as a weapon, and jump up onto the two which are stacked, and from here, jump onto the high ledge.

Once up here, you should still have one of the Steel Boxes to use as a weapon. If not, take a Crate. Fall down to the right twice, and hide inside of the Steel Box until the Mechanical Mouse runs into you. After this, continue passed the first set of test tubes. Yet another Mechanical Mouse will charge into you, so get prepared and hide inside of a Steel Box/Crate.

Now that we have that done, march forward and into the opened gated area. Go over to the big red crate and break it open by walking into it. This will release some ch...ch... CHEESE!!!! And Monty will come out of nowhere to break open another hole in the fence. This will lead us to our first boss! So go in already!

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BOSS: LIGHTNING SPITTER  
+ ^ + ^ + ^ + ^ + ^ + ^ + ^ + ^ + ^

The Lightning Spitter is not much of a dangerous boss. In fact, he is arguably the easiest boss in any video game ever created. It will only do one attack, which is it will spit lightning at you from two of its six arms. The really easy part, you ask? The two arms that it spits lightning at you with are the same two arms throughout the entire battle!

To defeat it, you will have to dodge the lightning attacks that it will attempt to hit you with throughout the short fight. It will shoot lightning from its left middle arm, and its right top arm. They will be shot in the direction your character is in, but will not home in at you. Notice the red bouncy ball at the center feet of the boss? Pick that up, and throw it at the Yellowish Green bulb (it's "head," per se) a total of five times. Be sure to dodge the lightning bolts between each attack. Congratulations, you have defeated the first boss!

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V.A ----- STAGE A  
X=---+=---+=---+=---+=---+=---+=---+=---+=---=X

We are in the tree tops! Looks to be an exciting mission to save Gadget from the evil Fat Cat! To think, it was all a nasty set-up... Grrr... Okay, from the starting point of Stage A, you will see four Crates, and two sets of two Flower icons in the air. Grab a Crate to use for protection, and grab the Flower icons. Head right.

There will be two big red crates that contain two Acorns inside of them, which will heal one full heart. Continue along to the right, and you will encounter a Caterpillar that will start out on top, but slowly drop to the bottom level. Head in either direction you wish, but avoid the Caterpillar, regardless of which way you go.

On the top platform, you can activate a hidden Star icon in the area by touching the very ledge of the highest branch platform. Take it, and jump down to the mid-leveled platform with the Caterpillar on it. Hide inside of a Crate and allow the Caterpillar to hit you to kill it, and continue your journey by jumping up the platforms on the far right. And such a journey it shall be, I say.

Once you are at the very top of the short series of platforms, jump mid-way and throw a Crate at the Caterpillar patrolling the branch to the left. Jump over towards the left branches, and hop up a bit. Take a Crate along the way, and you will notice two Caterpillars. Quickly launch one Crate at the first, and then run over to grab a second Crate. Throw it at the second Caterpillar quickly.

Continue climbing the branch platforms, and once again, be sure to bring along a Crate for self-defense. You will come to an area with a bushy tree to the left. There are two Caterpillars in between three different branches to the left, but you can ignore them. The enemy that you will want to take out with the Crate you have is the Raccoon Swooper, so jump and throw the Crate at it before it swoops down to hit you.

Now that we have that out of the way, you can avoid the two

Caterpillars, or you can destroy them with a few of the Crates that should be laying right next to your character. Regardless, take one of the Crates up for protection (LEGAL protection. None of that gun-slissing crap) and climb the branches yet again.

As you climb up, avoid the Caterpillars and keep hopping from branch to branch. Soon, you will notice a Raccoon Swooper to the left on the screen that will swoop to the lower right. If you can destroy/hold off on getting hit by the Caterpillars, just wait until the Raccoon Swooper has left the screen.

Keep on truckin'... er... climbing, for that matter. Once you get a bit farther towards the top of the tree, you will see that another Caterpillar is awkwardly placed right where you should jump to, and on top of this, yet another Raccoon Swooper will pop out of nowhere to attack you. This is tricky, so hide inside of a Crate until one of them dies, or leaves the screen.

After that mayhem, continue up the tree. On the opposite sides of one another, a Raccoon Swooper will come from the right, and another Caterpillar rests to the left... I bet you are getting sick of these two enemies, eh? Hide in a Crate which you can pick up nearby to kill the Raccoon Swooper.

Yes, keep on darting up that tree, boy! GIT'EM! GIT'EM! ...Sorry, the redneck in me just came out. Anyways, as you climb the tree branches, you will see two Caterpillars. Once you climb high enough, the two Caterpillars will run away, and you will encounter a couple of Raccoon Swoopers that will charge down to create an "X" shape when they swoop. Needless to say, this is gonna be pretty tricky to avoid.

To avoid the oncoming attack, you will have a clear run of the entire mill, so position yourself to where you will be in between the attacks of the two Raccoon Swoopers. Now, as they come down, if you jump at the correct moment, you can completely avoid the both of them. Or you can quickly climb the tree. Or, as a third resource, you can use a Crate to hide in and thus, avoid one of the two attacks, and run out of the way of the second.

Now that we have that ordeal over with, continue climbing that huge tree again... You will find yet another Raccoon Swooper to the left, and a Caterpillar on the branch above. You can avoid the Raccoon Swooper by jumping to the branch with the Caterpillar on it, but be aware of the Caterpillar, and make sure you can avoid the Caterpillar before you jump.

One of the Caterpillars above the area we just spoke of is quite tricky to avoid, just because of the fact that it will trick you into jumping onto the branch below the one it is located on, and it will then fall on top of your character. Not. Very. Nice. That's all I have to say about that.

Continue heading towards the top of the screen. You have finally made it to the top! Yay! Hooah! However, now we have a small problem before entering the door: There are two Raccoon Swoopers, and one Caterpillar on the branch leading to the doorway. Avoid the first Raccoon Swooper, and slam a Crate into the second. Jump onto the branch and over the Caterpillar, and simply into the door. Whee.

+ \_ + \_ + \_ + \_ + \_ + \_ + \_ + \_ +

BOSS: FEATHER BOMBER

+--+--+--+--+--+--+--+--+

The Feather Bomber is one of those extremely simplest bosses, which is actually a lot like all of the other bosses in this entire game. The Feather Bomber will rain deadly feathers of death upon your character throughout the battle, which is not fun, nor logical. Oh well, it's a Rescue Rangers game, so I guess logic is thrown out of the window.

You can easily avoid the feathers that the Feather Bomber will drop down by just moving out of the way. They will only move back and forth about an inch, if that. Go to the other side of the screen once the feather has landed to avoid other potential attacks by the deadly feathers of doom.

It's second attack is really simple to avoid, as it only pertains to the Feather Bomber flying downward and attempting to grab you. You can easily avoid this by WALKING OUT OF THE WAY. Yes, it is that simple. So walk out of the way whenever the Feather Bomber comes after you. The way that you defeat him is much like how you defeated the Lightning Spitter.

Grab the bouncing Red Ball in the center of the room, and walk around with it for quite a while. You can take a chance like I do, and throw the Red Ball up in the air right before the Feather Bomber flies by. It has around an 80% chance of connecting with the Feather Bomber.

Or you could wait until he swoops down and hit him, which is a 95% chance of connecting. You can catch the Red Ball as it bounces back to you. It will take a grand total of five hits with the Red Ball to take the Feather Bomber down for good, and you can move onto the next stage after a nice little bonus round. Skip to the section with the stage you continue to.

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X---+-----+-----+-----+-----+-----+-----+-----+-----X
V.B ----- STAGE B
X---+-----+-----+-----+-----+-----+-----+-----+-----X
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When we start out in Stage B, we will be inside of a peculiar area, which looks a lot like a diner, only in 8-bit format. Oh well. You will notice a big red crate above on the higher platform, which contains an Acorn, which as you know, will heal your character by one full heart container.

You can reach the big red crate by either stacking the Steel Boxes to jump up there, or you could just simply walk towards the right a little bit and hop up onto a stool, and from there, jump over to the high platform. If you go to the right, there will be two angry Mechanical Mice in the area, so I suggest dodging them.

From where you found the two Mechanical Mouses ("mouses" is a funny word... wait, it isn't a word), you can either head up top and through a bunch of platforms made of drinking glasses, or down below with a few stools to rest on. Your choice. Just keep on walking towards the right and collecting Flower icons as you pass.

If you chose the lower portion of the screen, you will encounter a Mechanical Mouse in the area directly beyond the tall stack of Crates. So grab a Crate from the stack and throw it at the Mechanical Mouse when

he charges towards you. After this, keep strolling to the right a tad bit further until...

You will reach another Mechanical Mouse in this area, except it will be up on the top shelf amongst the drinking glasses and such. I suggest having a Crate or Steel Box with you at this time, and to hide inside of it. If you attempt to throw the Crate at the Mechanical Mouse, it will more than likely dodge the attempted attack. After you have destroyed the Mechanical Mouse, carry onward!

Up on the top shelf, you will notice an Apple item that is in between two drinking glasses in the background. Shortly after you cross this, you will encounter a Mechanical Mouse, so use the Apple pick-up item to launch it at the Mechanical Mouse heading your way. Once you have destroyed it, keep moving to the right.

Trouble brews up like beer in Milwaukee, Wisconsin in the summer time, considering the fact that you will square off with a Mechanical Mouse on the bottom part of the screen. Easy to kill, easier to avoid. After you get through with the Mechanical Mouse, go through to the right to meet up with another Mechanical Mouse. There are just too many of them things in this area, I tell ya.

You can ignore both of the Steel Boxes that lie to your left, considering we will not need them. Jump onto the high platform, and jump off to the right to collect the couple of Flower icons that await your arrival above. After you have collected the two of them, go through the doorway to the right of the screen to reach the kitchen area of Stage B.

As soon as we arrive in the kitchen area, we are (finally) greeted by a new enemy: The Spill Bear. This enemy is extremely obscure, and kind of icky and spooky at the same time. It may look like a cute, cuddly teddy bear, but once it gets close enough, it will seemingly drop its pants and fire three green slime bullets out of a bazooka. That sounds really bad, I know, but that is the best description I could give.

After you have avoided the Spill Bear's attacks, and yes, it is easier to avoid them than to kill the Spill Bear, go ahead and grab the Acorn out of the lone Crate, and then walk to the right whilst standing on the drinking glasses. Another Spill Bear will come from the right and attempt to attack you, which will fail if you are standing on the drinking glasses.

Another easy way to avoid the Spill Bear's attacks is to hide inside of a Crate when they come from out of nowhere. This will destroy your Crate, but keep you healthy, so it is an even trade-off. Once you get to the alcohol bottles, a Spill Bear will come from the top shelf and shoot at you. Dodge it, and collect the Flower icons.

Another Spill Bear will come from the far right, off of that high ledge, and once again attempt to shoot you. Get up on top of the booze bottles, that way you can fully avoid the attack. Collect any Flower icons you may have missed along the way, and continue going right, jumping up to the high ledge and all.

In this next area, you will be prompted to turn off all of the Water Faucets. I know this sounds sort of crazy and kooky, but the Water from the Water Faucets can damage you by one full heart container. Don't ask. Take the Flower Icons on the bottom part of the screen, and climb back up to the top to take care of business.

Considering the fact that the Water Faucets can damage our little heroes, we will want to turn them off before advancing to the next part of the stage. How do we turn them off, you ask? By getting on top of the faucet dial and jumping up and down until the Water Faucet shuts off this way (which is three jumps each). You will have to do this with every one of the Water Faucets in the area, which shouldn't be hard now that you know what you are doing. Remember to collect those Flower icons along the way!

Now that the Water Faucet area is finished, we can continue along our journey. Once you reach the two stacked Crates, quickly take one and throw it to the right to hit the Spill Bear before it hits you. The quick and the dead, my friend, and you are the quick and he is the dead. Remember that, Pilgrim.

There will be a three shelved area in the next screen. A Spill Bear will come from the middle tier first, so ignore him and dodge his fire. You will come to two Apple pick-up items and one Crate. This pretty much signals the fact that the tough part has begun. Notice that Boiling Pot below? If you fall into that, you will die instantly.

You want to know the REALLY hard part about the upcoming area? The fact that, to get passed those multiple pots of boiling water, you will have to jump from control button to control button, which are fairly small. Want to know the REALLY, REALLY hard part about the upcoming area? You will have to make those jumps while a new enemy, the Fast Fly, comes darting towards you.

The Fast Fly system is unlimited. In case you are curious, that means that regardless of how many of the Fast Flies you kill, they will keep coming, ala Exploding Bullets in Mega Man. Instead of killing them, time your jumps perfectly as you jump from control button to control button. Time it so you jump clean over the Fast Flies as they pass.

Make sure that you wait until you lure the Fast Flies down to your level before you jump across the Boiling Pot of water. If you do not, there is a huge chance that the Fast Fly will knock you down from mid-air and into the Boiling Pot, which would kill you instantly, and I am sure that you do not want that.

There are a grand total of four control buttons that you must cross, which spans over two Boiling Pots. Once you reach the end of this, you are confronted by another Spill Bear, which is strategically placed to mess you up. That's just plain old mean. Avoid the Spill Bear's attacks, and carry on to the right and go through the doorway.

Once we are in here, you will notice a few more of those Boiling Pots that we had to cross over before. Let's get started! Break open the big red crate to reveal a Glowing Acorn, which will heal your character to the max. Now, go over to the Boiling Pot and begin jumping across the control buttons.

You will notice after you get through with the second Boiling Pot that more of those damn Fast Flies are back to put a damper on our plans to get across the Boiling Pots. So land on the handle of the Boiling Pot before crossing over, that way you can get one step ahead of the Fast Flies on this.

Quickly jump up to the control button and await another Fast Fly to zoom

by, and jump over it to the next control button. You will have to cross over a total of three Boiling Pots before reaching solid ground, and be sure to go straight through without stopping on the lower level of the Boiling Pot's handle. This will both save time, and be quite effective, as well.

Once you land on the solid ground area, you will notice a big red crate that you must bust open to continue your mission. So do so. You will collect a P icon, which stands for Power. Now you can lift really heavy objects, such as Apples, without straining. This means you can jump as high as you normally would while carrying on Apple pick-up item, too! WHEE!

Now that we have collected the P icon, the Fast Flies will continue coming after you. This will be simple to avoid, as you just wait their arrival to floor level, and jump over them as they zoom by. Go along to the right and you will notice a new set of enemies: The Doppelgangers.

The Doppelgangers are pretty much exactly what they are. They are aliens that have their true form in tact when you first lay eyes on them, but when you land onto their platform, they will become a replica of the character that you are using. In other words, if you are Chip, they will become Chip. If you are Dale, they will become Dale. They are extremely fast, so watch your step. You can avoid/ignore most of them in this area, so chill out for a while and lay low.

Once you reach the area to where you can see in your view two Doppelgangers in the area on top and bottom, be extremely careful. A Spill Bear will charge out from the middle tier and shoot at you. You will get to a part where there are now four tiers, where, from top to bottom, Doppelgangers rest on the first, second, and fourth tiers.

Pick up a Crate and throw it to kill the Doppelganger on the second tier (once again, from top-to-bottom), and ignore the Doppelgangers on the very top and very bottom. In the area below the Apple pick-up item, you will find another Doppelganger. Ignore it by walking along the platform you are currently on (the one where the Apple pick-up item rests).

At the gap from tall platform to tall platform, jump across with Apple pick-up item in hand. Throw it at the Doppelganger that is on the platform you are on. Once it is dead, keep strolling along. Directly above you, and directly below you, there will be a single Doppelganger swaying backwards and forth. Use a Crate to destroy the one above you, and follow it's path.

Drop down to collect the row of Flower icons leading down, and drop once again to collect the Black Ball item, which in reality is a bomb that will go off eventually, so be sure to use it on the next enemy you see, which will be a Spill Bear on the tier that you are currently located at. There are also a couple of Doppelgangers above you, which you will want to ignore. Go through the doorway to reach the boss (finally).

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+_+_+_+_+_+_+_+_+_+_+_+_+_+_+_+
BOSS:  ALIEN FLEET SHIP
+^-^-^-^-^-^-^-^-^-^-^-^-^-^-^-+
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The Alien Fleet Ship is the boss of Stage B, and it also happens to be where those pesky Doppelgangers came from that you found in the latter part of the stage, so let's teach them to bring stupid transforming aliens to our planet! Whaddaya say, gang!?

The Alien Fleet Ship takes a tactical approach, but it's most deadly form of attacking is it's more direct approach. What will happen between each one of these attacks is pretty simple, yet deadly: For it's first attack, it will drop out a couple (2) aliens unlike the Doppelgangers that we managed to take a peak up earlier. These aliens will split up, and one will search for you to the right, and the other one will search for you to the left.

You can easily avoid the "Dual Alien" attack by jumping over the aliens themselves. However, this will coincide with the Alien Fleet Ship's second, and most brutal attack of the two: The Direct Approach. What happens here is that, around the time that the Alien Fleet Ship's Dual Alien attack takes place, and just around the time you jump to avoid that attack, the Alien Fleet Ship will crash into you. This takes down one full heart on the health meter.

It is not only at this time that the Alien Fleet Ship will crash into you, or attempt to crash into you, either. In fact, throughout the entire battle, it will fly in different directions on the screen, from high to low, and in an extremely annoying manner, to boot. You can either jump over the Alien Fleet Ship in most cases, or you can duck the Alien Fleet Ship as it zooms over you, but watch out, as it may combine both attacks to confuse you.

Regardless of what it's plans are, you can damage it by using that lovely, bouncing Red Ball that we have in every boss battle. You can use the Red Ball on the Alien Fleet Ship as it passes the ground of the screen. If you can, try to catch the Red Ball as it bounces back to you. This will save time.

You can also attempt to hit the Alien Fleet Ship with the bouncy Red Ball whenever the Alien Fleet Ship passes in the air. This is fairly tough, and you have to aim well. DO NOT attempt to hit it when the Alien Fleet Ship is hovering directly over you, as your character will bounce and get struck. Just watch out for the Dual Alien attack while you are attempting to do this. After five hits, the Alien Fleet Ship will explode. Okay, so maybe it just disappears. Regardless, onto the next stage!

```
X=---+---+---+---+---+---+---+---+---+---=X
  V.C ----- STAGE C
X=---+---+---+---+---+---+---+---+---+---=X
```

Now we are in Stage C. This is one of the more interesting surroundings in the game, considering the fact that it takes place inside of a library with Kangaroos everywhere. See what I am sayin'? It's crazy, I tell ya. Regardless, I have always considered this one of the more annoying stages in the game.

This stage looks incredibly clustered in comparison to most other stages in the game. I think it has to do with the graphics, and not being able to tell what is in the background, and what is in the foreground. Regardless, go to the right and you will encounter a new type of enemy: The Kangaroo.

The Kangaroo is a lot like those enemies with the shields in the Mega Man series: It will use a racket and tennis balls to shoot at you like



the pellets that the shield robots used in the Mega Man series. Unlike every other enemy you have encountered thus far in the game, it will take two hits to kill the Kangaroo enemies.

Ignore the Kangaroo on bottom, but do not jump to the top, as another Kangaroo awaits you up there. You can hide out below the top shelf and jump up every now and then to throw a couple of Crates at the Kangaroo to destroy it, or you could just simply ignore it and carry on through the middle tier, which is what I suggest.

After a tad bit of a stroll to the right, you will find another Kangaroo on the bottom, which can and should be avoided. Collect the Flower icons along the way to the right, and yet another one of the Kangaroo will be up on the top shelf. Basically, the same exact pattern as the screen image before it, and both can, and should, be ignored.

Another Kangaroo enemy will rest at the bottom tier almost right after the one from the top shelf. You can jump over its head and onto solid ground. Make sure you search all of the Crates that are in the big pile to find a Star icon, and quite a few Flower icons. Keep on truckin' to the right, and a strategically placed Kangaroo will start shooting tennis balls at you.

Take two of the Crates from your side and throw them at the Kangaroo in between its shots. After it has been defeated, take another Crate and climb up the boxes. Now it's time to platform climb! Whee! As you climb, you will soon notice that a Kangaroo is shooting at you from the left. Take the Crate you carried from the bottom, and launch it at the Kangaroo. There is one more Crate next to the Kangaroo, so jump over there in between shots, pick it up, and kill the Kangaroo with it. Be sure to do this slowly, as if you speed through it, you will end up hurting yourself.

Now that we have that out of the way, continue up along the path. You will soon encounter another Kangaroo that is located above and to the right of the stacked books. There will be a very long line of Crates, so pick two up and throw them at the Kangaroo to eliminate the threat. Remember to duck in between throwing the Crates, as this will help your cause. Go to the right and through the hall-ish area.

You are about to find yet another new enemy to hunt down and destroy: The Suicide Eagle. It is kind of a dark name for a kids' game, true, but for crying out loud, it has a bomb that it carries! The Suicide Eagle will stay in one spot until you get either too close to it, in which it will charge towards you, or if you get under it, it will let go of the bomb.

From the first Suicide Eagle you find, throw a Crate at it to destroy it. There will be another Kangaroo below the books that are stacked on the next platform, so be careful of where you jump to. Take the Crate located on the middle tier of books, and throw it to the right to destroy the second Suicide Eagle. Carry along your merry way.

Once you start trailing to the right, you will notice that once you reach the top of the standing red and blue books, a Suicide Eagle will show up on the right of the screen. Take a Crate and throw it at the Suicide Eagle. Now that we have that out of the way, take another Crate and keep going right to find yet another Kangaroo. Stand on top of the two Crates and attack the Kangaroo from up here. After the Kangaroo is dead, grab another Crate and go through the doorway.

You will now be inside of an area with a big fan, and two Kangaroos in the area to throw tennis balls at you. Have you ever wondered why the tennis balls look like pellets from Mega Man? Me too. Anyways, take out the first Kangaroo on top of the ceiling fan by using the Crate in your hand, and the other Crate in front of you in the direct area, and then follow across the fan blade. There is a 1-Up Star in one of the Crates below, if you are interested.

After you cross the ceiling fan blade, you will notice a Suicide Eagle. You will want to ignore him by getting close to underneath him, but dropping down onto the next ceiling fan below. Now cross, and the Suicide Eagle will let go of the bomb, but it will not hit you. Carry along your path.

You will notice that there are two Suicide Eagles in the area on the screen. If you get even remotely close to them, they will likely drop their bombs and run, so there is no direct threat here. After the two of them leave, walk a bit further to see a big red crate on top of the ceiling fan blade.

Before you reach it, however, you will notice a Kangaroo on the bottom of the screen, shooting directly at you. Throw a couple of the Crates from the pile of Crates below. Duck the Kangaroo's shots, and jump up to the ceiling fan blade to bust open the big red crate. This will reveal that Zipper was stuck inside!

With Zipper by your side, charge through the area with no fear, and he will destroy all of the enemies that come into sight while your character is flashing. Keep in mind that you are also invincible during this time, so fear nothing. Zipper should go away by the time that you reach four stacked Crates in between some books.

Search the four stacked Crates to find two Star icons. There will be a Suicide Eagle to the right of where you are located, so take one of the stacked Crates and throw it at the poor birdie. He will be destroyed, so continue along to the right path and you will encounter another big red crate that has a letter P inside, which will give you strength.

Next, you will see a set of light bulbs that dangle down from the ceiling. You will have to jump across them, whilst collecting the Flower icons, which is not hard to do whatsoever. Once you jump across all of the light bulbs, you will notice a hole in the wall, so go into it as if it were a doorway. There's no boss, so congrats! You have just passed Stage C.

```
X=---+----+----+----+----+----+----+----+---X
  V.D ----- STAGE D
X=---+----+----+----+----+----+----+----+---X
```

Now that we are in the inevitable Stage D, we discover that we are inside of a toy store! How interesting, and how cheesy those teddy bears look! Let us not be delayed too much by the dastardly toy store, as we must punish evil without delaying any haste whatsoever! TO THE BATMOBILE! er... um... yeah.

As you carry on along to the right of the screen, you will notice that there is a Crate that starts jumping up and down. Hmm, reminds me of

Super Mario Brothers 3. Or was that Home Alone 2? Regardless, these Trick Boxes are tricky (HO HO HO! I MADE A FUNNY JOKE!) to nail with a Crate.

The Trick Boxes will come to life, bounce up and down in one place, thus blocking your view of a clear path. What you can do in this situation, is you can either dart through underneath it once it jumps in the air, or you can time its jumping quite precisely, and throw a Crate at it as it is coming down/going up. Your choice, but you are probably better off destroying the Trick Boxes as you find them.

One last thing to say about the Trick Boxes: You can destroy them a lot easier by looking at the color of each crate, and throwing a Crate at the Trick Boxes before they jump up. You can tell which ones are fake Crates by their color. The brighter they are, the more you can tell that they are Trick Boxes.

After the first Trick Box, there will be yet another one of the Trick Boxes on the next mid-platform above the second teddy bear box. Keep on heading right, and you will notice another Trick Box on the actual floor to the right of the stack of actual Crates. The lone Crate to the right and slightly above on the mid-tier platform is a fake, Trick Box, so watch out.

As you continue on your adventure, you will find a few more Trick Boxes, including one of the very top platform, one on the stack on top of the Crates on the floor, and one on the very end of the row of Crates on the mid-tier platform yet again. On the platform directly above this one, there will be a lone fake Crate that is a Trick Box, so keep your guard.

Once all of the Trick Boxes are gone (boy, that felt like being in a mine field, didn't it?), you will be confronted by yet another new enemy: The Jack In The Box. You will find two of them resting on different grounds. The easy way to go about this is to hit them with one Crate a piece, but you can also avoid them by waiting until they go back inside of the box, and quickly jumping on top of the box and over.

Now that you are past the whole "brand new enemy" phase for the next few seconds, we shall continue our journey. There's a grand total of three Jack In The Boxes on the top platform, and a total of four on the floor, bringing the grand total for today to... SEVEN! Yes, kids! Seven is the magic number. Destroy all of the Jack In The Boxes with some Crates. Carry on.

In the next screen, you will notice that there is an Apple pick-up item on the ground, so take it with you until we meet a new enemy, the Bobber. This enemy cannot be destroyed, but it can be dazed for a while, long enough for you to jump over it, in fact. You can reach up to this platform while carrying the Apple by jumping onto the Crates, and jumping up to the platform.

Hit the Bobber with an Apple to stun it. This will keep it from going backwards and forth in effort to make contact with you. Even after it is dazed for a few seconds, it is still a tough jump to make, considering you must jump clean over it. After you have made the jump, you will notice a second Bobber in mid-air on a platform. Ignore it.

Moving along, you will find a series of other Bobbers in the direct area. You can fall down to the ground as opposed to the platform above it, and crawl from the bottom to avoid the Bobber on the ground. Yet

another will rest in mid-air on a platform, to boot. Ignore it, and keep on marching. Go through the doorway at the end.

You are in a room with a train. CHOO-CHOOOOOO! Okay, that was stupid, I admit it. Go farther into the room to the right, and climb to the highest platform. Down below on the floor, you will see a new kind of enemy: The Dust Bunny. This kind of enemy will take the carpet, and ruffle it into clusters which will zoom at you, sort of like ground-based projectiles. Only one Crate will kill the Dust Bunnies, so they are quite simple to get rid of. Ignore this one by jumping over him from the tall platforms. He will run away.

Once you get passed the first Dust Bunny, continue to the right. There will be five different platforms that you can choose. I will describe on which ones the Dust Bunnies await you, and in what order (from top to bottom): The first Dust Bunny will be on the fourth platform. The second Dust Bunny will be on the fifth platform (ground). The third Dust Bunny will be on the first platform. The fourth Dust Bunny will be on the third platform. The fifth Dust Bunny will be on the ground yet again.

After you get through with all of the Dust Bunnies, stay up on the highest platform and start walking with something for self-defense in your hands. You will notice your first Mega Cluck on the platform closest to the ground. He will kick a Crate out of the way, which will injure you if you get struck by it. It will take two hits with some Crates to take out the Mega Cluck, or you could hide in a Crate until it comes into contact with you.

Another Mega Cluck follows the previous one, only this time on the ground. Once again, it will kick the Crate out of the way, so be highly aware of the Crate when you see him. A third one comes after the second from the very top shelf. Throw a Crate at him, and then take the Crate right next to you and either hide inside of it, or throw it at him. Hiding is the easiest option.

On the next screen, you will notice a huge machine spitting out King Marbles. These will damage you if you get hit by them, but then again, you could have probably guessed that. See the On/Off switch? To get it back to "Off," pick up a Crate and throw the Crate at the On/Off switch. This will make the King Marbles stop flowing out of the shoot.

In the next area after you get finished with the first of the King Marble shoots, you will want to take one of the Crates from the set of two, and then stand upon the second Crate in the couple. From here, jump up and aim to the right, and then shoot the Crate at the On/Off switch. This will turn the shoot Off, if you hit it correctly. Carry on.

This part is sort of tricky. You will have to jump onto the bare platform without hitting the switch, as if you land on the On/Off switch, it will turn the King Marble shoot On. If you do happen to turn the King Marble shoot On, jump off of it to the left, shoot it to turn it Off, and start over. Just lightly tap the jump button to reach the platform without hitting the On/Off switch.

Jump up the platform and over to the even higher platform across the gap. Here, you will find that there is no way to avoid turning On the On/Off switch, as you will have to. Take A Crate with you, and turn the switch On. Fall off slightly to the right, turn around, and throw the Crate at the On/Off switch to turn it back Off. Grab the Glowing Acorn from the lone Crate, and carry onward, fellow/fellowette!

In the next area after you enter via the doorway, you will be prompted to notice that there is a Jack In The Box blocking your way. Jump over it once it goes back inside, and get prepared to run passed the light purple/pinkish walls that you see to your right, as they will collapse on top of you otherwise.

Running passed the Falling Walls is really easy, as they fall extremely slow. Once you are done, jump across the gap and grab the two Flower icons. You will notice a Bobber in mid-air, so ignore it. Take the Crate, and go along to the right. Jump and avoid the second of the two mid-air Bobbers. You will notice that you have to climb platforms now. Yay.

After jumping a few of the colored platforms, you will have to tackle a Trick Box that will start bouncing once you get extremely close to it. That made me jumpy. Anyways, keep climbing the platforms, but be sure to collect the Crate along the way to the top. There will be an extremely long line of Crates, all of which are legit. Nothing lies inside of them, though.

Keep walking until you reach an area where there are a few Flower icons in a row leading downwards. Hop down there to collect them, and blast the Trick Box with a Crate that you should have in your hand. Another Trick Box rests up on top of the platform above, and yet another lays there waiting for you to the right, top platform.

There is another Trick Box that is lone, sitting on top of the last Crate in a long line on the ground. See the four Crates stacked to the far left? There is a hidden Star in one of those that you can still grab. There is... YOU GUESSED IT! ANOTHER TRICK BOX! And it is lying on the second pink gift box platform. Kill it before it wakes.

There is an Apple pick-up item on the ground. On the nearest platform from this, you can find a Trick Box ready to bounce like Tigger in a bouncing contest. Ignore it, and carry on. There will be another on the platform above the previous, would could provide some problems in you are on the top path. If so, take it out.

Carry on, and in the area with the drop off leading to all of the Flower icons, be highly aware of the fact that there is a Trick Box directly to the right of all of the Flower icons. After you kill this Trick Box, collect as many of the Flower icons as possible. Now climb up the platforms again, and go through the doorway to the upper right.

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+_+_+_+_+_+_+_+_+
BOSS:  MARBLE ROBOT
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The Marble Robot is a master of spitting marbles, and being dastardly, as well. I like that word a lot. While a lot of people question exactly what Capcom was thinking when they created this boss, I do not. In fact, this is probably one of my favorite bosses, and the sad thing is, the concept is just so simple.

The Marble Robot has two main attacks, and one of which makes him highly vulnerable. The first attack, is that he shoots tiny marbles into the air, and they will soon come down after he spits them out. This is definitely the most dangerous attack that this boss possesses, and even then, it is sort of a flukey attack, at best.

One the tiny marbles begin to come down, they will be both colorful, and deadly. Colorful because there are several different colors that can be used, and deadly because if they hit you, it will take away one heart from your health meter. I don't know HOW a marble traveling at such a slow speed can injure a chipmunk, but what do I know, right?

To avoid the tiny marbles attack, you must quickly and carefully read the pattern of the tiny marbles as they are coming down from the ceiling. If you can find a place amongst the line that he drops that has a large enough hole for you to fit into, you should be fine. In other words, stand in a spot where no marbles will connect with you. The main problem with this is the fact that it is all random, so I cannot give you any patterns.

The second attack is the one that makes the Marble Robot vulnerable. He will simply charge at you. "Charge" is a very weak word to describe this, considering he sorta put-puts towards you. He is extremely slow, which makes him easy to avoid during this phase. He tends to use a charge attack, and then the tiny marbles, so be wary of this pattern.

How to defeat him, you ask? Grab the bouncy Red Ball from the center of the ground, and await his arrival. Once he charges at you, wait for him to reach the farthest left that he can go. Once he is at this point, jump and throw the Red Ball at his eyes, which are an orange-ish color.

If done correctly, this will not only hit him once, but TWICE once it comes back to you. Like all of the other bosses, it only takes five hits to defeat the Marble Robot, or if you do the strategy that I suggest, it should only take a mere three hits to destroy the Marble Robot. This is an easy battle, much like all of the other bosses thus far in the game.

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X=---+----+----+----+----+----+----+----+----+---X
  V.E ----- STAGE E
X=---+----+----+----+----+----+----+----+----+---X
```

In Stage E, we will be in the great outdoors! This includes rotting boards of wood on the "patio" area, which is just lovely. When we start out on the stage, you will notice a new enemy above your character. This is the Cocoon. It moves quite a bit like the Trick Boxes, only slower, which happens to put a hamper on things.

Getting passed the Cocoons is a lot harder than getting passed the Trick Boxes due to the fact that the Cocoons move a lot slower, and move less, as well. I know it sounds like it should be the other way around, but trust me, it is pretty tricky. Do not worry, as they will die in one hit from a Crate.

As you walk, you will also notice that one of the boards in the patio has fallen through. This can damage you if you happen to be below the board as it falls. This is fairly easy to avoid if you happen to be underneath the board at the time of the falling. Now that you have this in mind, you will keep it in your own two cents to stay away from the Falling Boards.

There will be two Cocoons in the next immediate area, so watch your step and destroy the first one of the two Cocoons using a nearby Crate. After it is destroyed, hop up top and cross over, avoiding the other Cocoon.

There will be a Falling Board soon after this, so stand clear of it, since you don't wish to get hit by it. Jump down from the top platform to avoid the next Cocoon, and carry on to the right.

You will soon notice that there is a Cocoon in the middle tier of the screen, so pick up a local Crate and throw it at the Cocoon to destroy it. Walk a little bit further on this tier to activate the Falling Board to hit the ground, and then select a new tier (up or down). If you select up, you will encounter another Cocoon, so use a Crate against it to make it fall.

On the upper tier, you will find a Log. Yes, a Log. You can pick this heavy item up, much like the Apple pick-up item. It will restrain you from jumping high, though. Carry the Log with you for a short while, and you will encounter a Cocoon up top. Ignore it by sliding down off of the platform and reaching the solid ground.

It is here, on the solid ground and inside of the grass, where you will discover the Ladybug. The Ladybug will hop out and crawl towards you, so shoot the Log at the Ladybug to destroy it. Jump over the tall Crates, and from the top of them, jump off to the sides to collect the Flower icons that are scattered amongst the pixel clouds.

In this next area, you will come to find out by looking at the two huge sets of eyeballs inside of the bushes, that there are two Ladybugs awaiting your arrival. Grab a Crate and evoke the first Ladybug on bottom, and then throw the Crate at the poor thing. Bug killer! The one from the top should have came at you by now, and missed by a long shot.

Trail along the path, and hop up some platforms to reach the higher area. The stacked Crates to the left are hiding a Star icon, so take it, as well as a Crate along with you. If you stay along the top platform, a Ladybug can be seen inside of an upcoming bush in the current area, so provoke it, and slam a Crate into its head.

Keep on walking to the right, and you will find one Ladybug on the top platform, and you have no Crate to use on it. You could always drop down to the ground, since there are plenty of Crates to use down there, but sadly, there are also two nasty Ladybugs hiding in the bushes down there, as well. This could only mean one thing: Jump over the one on top. See? It's that simple.

After avoiding the three Ladybugs I mentioned in the above paragraph, keep on truckin' to the right until you reach a pyramid of Crates stacked on the ground. In the center of the pyramid of the Crates are two Flower icons, and two Star icons, to boot. Well worth your time in collecting them. Now, keep rolling and into the doorway.

Once you enter the doorway, you will notice a 1-Up Star appear on the corner of the extremely high platform. To collect it, we will have to be careful, because while our minds are on the 1-Up Star, we are being distracted enough to not notice the colors of the Crates. That's right, the Trick Boxes are back, and boy, do they suck.

The first Trick Box is on ground-level, to the right of the stacked Crates. The second one is pretty obviously hidden amongst the line of Crates on the tall platform, so grab a Crate and hold up, then fire it at the Trick Box. After this, you will notice two Trick Boxes come alive to the direct right of the screen once you are on the mid platform. Kill them off.

If you want to reach the 1-Up Star, you will have to destroy the Trick Box that is on the line of Crates above, which I suggested you do in the last paragraph. After this, jump up into the hole that you have created and throw away the Crates to your left until you eventually reach the 1-Up Star. Or, if you have enough space, just walk over the Crates and collect the 1-Up Star.

Now that we have that over with, we can continue along with our adventure. Go along to the right until you see the big red crate. Break it open to discover a jet ski thingy. Whee! We've found something to go across the water on! And please remember, kiddos, do NOT fall into the water!

Simply hold right until you reach the other side of the screen, and then jump out of the jet ski thingy. See? That wasn't so hard now, was it? Keep walking to the right and you will notice yet ANOTHER big red crate. Break it open to reveal a Hammer. The Hammer is a nifty little item that we can use by picking it up, and breaking away the stones to the right! And no, there is nothing inside of any of the stones, so don't worry how you chip away at them.

Once you have reached the other side of that long set of bricks, you will notice that there are a few gaps that you must jump over, and at the end of those gaps, beware of a Trick Box that lies strategically along the edge of the platform that you will have to avoid when jumping over there.

You can destroy the Trick Box by getting fairly close to it and beating it to death with the Hammer. Boy, that sounds brutal when reading it back aloud. =P Anyways, you will also notice that there is a second Trick Box amidst the other Crates, so get prepared to give it a pounding with the Hammer like you did to the other one. SAY 'ELLO TO MAH LIL' FREN!

On the fence, you will find a couple of Trick Boxes within the first screen of it, so line up perfectly and bash their brains in with the Hammer again. After you get done bashing everything's skull in, look around the area for a few Flower icons to add to your total, and then go through the doorway on the bottom right hand side of the screen.

Now we are in yet another area, with tons of Crates lined up for all to see. There is a Glowing Acorn amongst the Crates that are lined up, so if you are low on health, be sure to grab it. In the next area, you will notice quite a bit of quick sand, as well as a new enemy: The Pincher Bug.

The Pincher Bug is a nasty little bugger that my girlfriend wanted me to know "The Pincher Bug," so there ya go. The quick sand will not suck you in, like in most games, but rather speed you quickly downwards towards the Pincher Bug. The Pincher Bug doesn't move a whole lot, nor does it do a bunch of stuff, but it will still take away a full heart from your health meter if you are hit.

Let the quick sand take you down to the Pincher Bug, and throw one Crate at him. This will kill the Pincher Bug. See? Fairly easy. If you jump in the air above where the Pincher Bug was, you can activate two Star icons to fall from the sky. Collect them, and then climb out of the quick sand and to the right of the screen.



You will notice a few Crates, and two Black Balls (bombs... I don't know why Capcom named them "black balls" when they are obviously bombs). Ignore the Black Balls, but take one of the Crates down the quick sand, and blast it onto the Pincher Bug down here to eliminate its threat. After this, you will notice that the Fast Flies have returned!!!

Do not worry too much over the Fast Flies. You can ignore them, since they will just regenerate, no matter how many of them you fry. Simply jump over them whenever they charge after you. Quickly (ha, get it?) climb out of the quick sand and continue along your journey to the right of the screen.

The Fast Flies will keep on coming as you reach two Crates, as well as a big red crate. Boy, there are a lot of these big red crates in this area, I tell ya. Break open the big red crate to reveal that there is a 1-Up Star icon inside of it. Collect it, obviously, and carry on through to the next part of the screen.

Before you enter the door above leading to the sea cave with the boss of Stage E, there are several Crates on top of the door that you can remove to reveal several items such as Flower icons, and Acorns. Keep on dodging those Fast Flies while you do this, though. After you are completely prepared, walk into the door to face the stage's boss.

```
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BOSS: BLUBBER FISH  
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Why is it named Blubber Fish, you ask? I dunno. Because I felt like calling it Blubber Fish. Call it a last minute's inspiration, yanno? Well, anyways, being underwater, you are in Blubber Fish's territory, and he does not appreciate you disrespecting his crib, so y'all are gonna have to fight for your right to party.

Blubber Fish is a HUGE cluster of a fight. Seriously. He just moves everywhere in random motions and such, so the strategy is practically missing from this entire battle, but I can provide several tips at defeating his random ass quite a bit. And that, in itself, is by pure luck.

This is easily the hardest boss fight in the game thus far, so let us begin with a basic rundown. Blubber Fish moves all in random order, however, his favorite movement is the infinity sign. You know the infinity sign, right? The sideways "8"? That is what the Blubber Fish will love to do to you, which is not a lot of fun, considering he will hit you with his body if you jump, and you will likely have to because of...

His main attack is the deadliest of any which we have encountered thus far. He will spit around five bolts of lightning in random directions (including three of the five in directions that you are currently in). You will have to have crafty and quick reaction skills compared to your average gamer to outwit this battle.

Dodging the lightning bolts can be a major problem at times due to the fact that, to dodge some of the lightning bolts, you will be required to jump. And with Blubber Fish swaying in all sorts of directions, it is kind of hard to determine which way to jump and when. Just be sure to keep a keen eye out for your surroundings, and where you believe would be a good place to hide out for a moment or two.

As for defeating the Blubber Fish, it is both simple and extremely hard at the same time. The simple part? You can hit any part of his body to do damage, and you can often get double hits to decrease the time of battle. The hard part? He sways so damn much that it is hard to even connect with him.

So pick up the bouncy Red Ball from the center of the ground in this underwater room, and randomly jump up as high as possible and bounce it from right to left, or from left to right. The higher you can get in the air before releasing the Red Ball, the better, as it is more likely to make contact with the Blubber Fish this way.

If you release it far away enough from one side of the screen to the other, the more likely it is that you will not only connect once against the Blubber Fish, but you will connect twice, dropping the hit counter from five hits to three. This battle is a lot like a hectic version of the Marble Robot from Stage D. After the battle, enjoy the dialog.

```
X=---+=---+=---+=---+=---+=---+=---+=---+=---=X  
V.F ----- STAGE F  
X=---+=---+=---+=---+=---+=---+=---+=---+=---=X
```

Stage F is the shortest amongst all of the basic stages in the entire game, but that definitely does not equal the easiest in the entire game. Quite the contrary, as this stage happens to be amongst the hardest due to the latter part of it. In case you could not tell by the looks of things, we are in the sewers of the city, and we will need to get ourselves out of this messy area and to higher, and dryer, ground.

When we start out around the area, we will be placed on the first screen, featuring four upside-down stacked Crates, as well as an unlimited supply of King Marbles falling from the shoot. Search the four Crates to find three Flower icons, and then continue along by jumping across the gap once the King Marble has fallen and before another one continues to fall.

On the other side, there will be several Crates in the area to take out and collect Flower icons. Yet another King Marble shoot is to the right, which you should avoid by jumping over to the next platform once the King Marble has fallen. Jump over to the platform and collect the two Flower icons. Carry on by jumping to the next platform once the King Marbles stop coming down.

Inside of the lone Crate in the middle of the platform is a Star icon that you should collect. There are also a few of the Flower Icons above towards the right. Jump over passed the King Marble shoot once the King Marbles have passed, and carry on. Jump over one last gap that is also a King Marble shoot to be home free of the redundancy of the area.

Now that we have that part of Stage F over with, we can continue along our brave adventure to save Gadget. Quickly jump over the gap and travel right a slight bit so the King Marble trap will not hit you. There will be a hole inside of the very top platform that will allow another King Marble trap to spit King Marbles out to manipulate the course. Watch out.

As we carry along, the third King Marble shoot be avoided easily, if you

are on the ground. The fourth King Marble shoot, however, should put a fairly large dent into your skull if you are on the ground, so watch out for it by getting on top of the middle platform, and waiting for one of the King Marbles to fall before you cross over.

After this, you will be prompted to watch out for a long line of Flower icons leading up/down. Collect them, and continue walking to the right. You will notice a lone Crate, and it is at this point that a Mega Cluck will walk over to you from the right and kick the Crate out of the way. If you currently have a Crate in your hand, throw it at him. Otherwise, jump over the top of his head.

Keep on walking to the right, and we will discover another Mega Cluck in the area, this time coming from the second to the top platform. He will fall a few platforms, and walk on, so ignore him if you are smart and took the ground route. After he is gone, go over to the stack of Crates and search them for some Flower icons, and grab the single Acorn from the Crate the Mega Cluck kicked.

After you have collected some goodies, trail on over to the right to find another Mega Cluck on the ground that you can kill by picking up and throwing the four stacked Crates extremely fast. There will be a Glowing Acorn in one of the four stacked Crates, so be sure to grab it before you carry on with your mission. Collect the lined up Flower icons that are stacked in the air, and go through the doorway.

In this next area, we will face one of the most challenging aspects in the entire game, and sadly, a lot of it does not have to do with our skills in gaming, but rather unexpected timing. You see, we must climb to the very top of the stage without falling down, and automatic platforms will come in and out of the walls, ala Mega Man X.

However, the automatic platforms inside of the electronic walls are turned on by when our character reaches the view of the screen. In other words, when the platform comes into view, it will be activated. This is extremely tricky, and hard to do, considering we have little control, and sometimes it CAN be IMPOSSIBLE to do. Sad, I know.

So, I will try my hardest to walk you through this area of the game without fumbling over my own words too much. On the first screen, you will notice that the automatic platform is already activated, so we will want to start timing ourselves pretty early on. Jump over to the first automatic platform, and DO NOT PICK UP ANY CRATES. Jump onto the Crate and wait.

You will want to wait while on top of the first Crate until the two automatic platforms to the left are completely extended, but not to the point to where they will be sliding back in right as you jump. From here, jump over to the left, and jump on top of the Crate, and wait here until the automatic platforms to the left have went in. As they come back out, jump on top of the high one.

From the third automatic platform (second on left), you will notice that the automatic platform to the right has been activated. Time your movements carefully. The automatic platform to the right should be one step ahead of the ones to the left, so jump over there when it reaches the mid-level on the one you are currently on.

From the right automatic platform, you will have activated the automatic platform above it. This will be good, considering it should be one step

behind the one that you are currently on. Jump up to the automatic platform above, and wait. You will notice a Crate overhead, which will activate the automatic platform directly under the Crate. As the automatic platform you are standing on closes up, the one above you should be extending, so time your jump perfectly, and you will land on the automatic platform above the one you came from.

Quickly jump onto the top of the Crate that I mentioned in the paragraph above. This will activate an extremely steep automatic platform above the Crate that is impossible to reach without the Crate you are standing on top of. Jump as high as you can to reach the next Automatic Platform. This will trigger the activation of yet another automatic platform.

The new automatic platform that you have just activated will appear directly across from you, to the left. This will trigger several other automatic platforms above and below the one you land on. Take them up as high as you can go until you finally reach some gold pipes.

Congratulations, you have gotten the tough part behind you now. Search the Crates and the area for Flower icons and Star icons, and continue up the platforms. Go through the doorway to the high right to get through Stage F.

```
X---+-----+-----+-----+-----+-----+-----+-----+-----X
  V.G ----- STAGE G
X---+-----+-----+-----+-----+-----+-----+-----+-----X
```

Now that we have started in what is seemingly the last stage in the game, we can GAMBLE! Actually, we cannot, but we ARE in the Casino! Yes, a wonderful casino that Fat Cat has set up to take over the world with! So, my question is, how exactly does a cat take over a casino? If a cat dressed up in a purple pimp outfit came over to you with a gun in your face and yelled "GIVE ME YOUR [bleeping] CASINO!" would you do it? I would kinda laugh.

Oh well, who cares what I think, right? You just want some strategy on how to defeat the baddies in this area and such. So, from the starting screen, go right a tad bit to discover a new species of enemy: Gator Gangsters. These bad boys are green, mean, fighting machines! Okay, that has been used around a thousand times.

The Gator Gangsters have a really bad tendency to jump a lot whilst on the screen, making them extremely annoying as you try to dodge them from running into you. Only one Crate will take them down, which is always nice to know. Make sure you know their patterns before taking a swing at them, though, since they can probably dodge your stuff. Or you could hide in a Crate and wait for them to run into you. Take your pick.

Anyways, do away with the first Gator Gangster that you lay eyes on, and take note of the second, which will come from above and walk along in a straight line, jumping towards the very end. The important thing to remember about the Gator Gangsters is that, if they are on a platform towards the bottom of the screen, they will jump up rapidly towards the top, so be careful around them.

Continue to the right, and another Gator Gangster will come out along the ground side platform. If you are on the top platform, watch your feet, as the Gator Gangster will rapidly hop up towards you, much like I told you about before. Just ignore him, and continue walking to the

right until you find yet another Gator Gangster.

This Gator Gangster will show up around the top platform, and jump the first time for no apparent reason. The second time it jumps, it will be to get over the top of the lone Crate lying there. You can hide inside of a Crate to get rid of its threat, or you can simply throw a Crate at the Gator Gangster to destroy it.

Carry on along to the right side of the screen, and you will be confronted by another Gator Gangster along the bottom. You can easily dodge him, which is definitely best. Make sure you are carrying another Crate along with you. Once you reach a lone Crate on the top shelf, throw the current Crate you have. There will be two Gator Gangsters coming from the right, so this will connect with one of them. Quickly pick up the other Crate directly in front of you, and hide inside of it to kill the second of the two Gator Gangsters.

Now, we are finally out of that mess. You can choose one of two paths: The top platform, or the bottom platform. The bottom is a lot harder than the top, let me warn you. It is, however, less rewarding to boot, as you can find a total of four Star icons (two hidden on the incoming jump, the other two inside of Crates) on the top shelf.

Regardless of which route you choose, here is what happens: There will be a lone Gator Gangster to show up on the bottom platform (ground) to attack, so knock him out with one of the Steel Boxes. After this, you will soon notice that a Gator Gangster appears at the top, but due to a glitch in the game, every Gator Gangster up here on the top shelf will disappear after they jump. You gotta love old NES games that have rewarding glitches in them.

Since there is no threat amongst the top shelf, you will notice soon after the first Gator Gangster on the top, that one attacks from the bottom. If you are a sad soul that chose that route, you will actually have to stop and attack him, opposed to not attacking anything along the top. HAR HAR!

Once you reach the gap between the two high platforms, you might as well take it down if you haven't done so already. In the stack of Crates on the bottom part of the screen is a Glowing Acorn hidden amongst them. This will help you out if you managed to get hit by the Gator Gangsters. Speaking of which, around this time, I think three Gator Gangsters jump, and disappear, overhead.

Carry on a little bit further over to the right, and you will be welcomed with arms wide open by an odd conveyer belt-type machine. This sounds odd, I know. A Gator Gangster will jump below, as the conveyer belt machine rests above. Just dart through this area from the top to avoid the enemies that lie below on the ground.

To get through this area with little to no scratches, and the whole "darting through" process, you will have to work the conveyer belts to your advantage. If you get close to them, they will take you up and around. If you do not jump, you will fall to the lower level, where the majority of all of the Gator Gangsters are.

So get close enough to the conveyer belts, and then get lifted by them. Jump over to the next platform before you fall down to the ground. The second Gator Gangster will jump up to the second platform, which could be dangerous, unless you are highly aware of your situation and such.

Carry on with your mission by going right amongst the conveyer belts.

You will encounter a few more Gator Gangsters in this area before the conveyer belts finally come to a tragic end. Once they do, go through the doorway to reach a new area with new enemies, including Defensive Rhinos. The Defensive Rhinos are sort of tricky to defeat due to quick reaction.

The Defensive Rhinos are the cliché big, stupid enemy that does a ton of power, however, is fairly simple to defeat. Only one Crate will destroy the Defensive Rhinos, however, they are very quick to the punch. They will charge at you within a blink of an eye (okay, so maybe not THAT quick...), so you will have to keep your guard up on when to hide inside of a Crate beforehand. Good thing you have this FAQ/Walkthrough, eh?

On the first screen, a Defensive Rhino (the first) will charge from up above. It will knock away every single Crate in sight, and once it falls to the lower level, it will charge back towards the right. In others words: Kill it while you have the chance. On the bottom and to the right, another Defensive Rhino will come charging, so look out.

As we carry along about our business, we will come to a big red crate that has a letter P inside of it. Collect that, and continue to the right. A few more Defensive Rhinos, amidst collecting the Flower icons, will appear. The first of which will be along the bottom of the screen, and knock out the four stacked Crates. Hide inside a Crate or Steel Box and take him out!

The next Defensive Rhino that you will find will reside a bit past the Star icon, only on the top shelf of the two platforms. Ignore him until he exits the screen. After this, carry on along the right to discover a hidden Star icon above a few of the Crates along the bottom platform. Keep on to the right.

After a short while, you will run into another Defensive Rhino along the bottom path, right passed the Black Ball pick-up item on the stool. It will knock away a Crate from the bottom half and reveal an Acorn. Collect the Acorn. Keep on truckin' to the right. Yet another Defensive Rhino will appear on the top platform to take you out, so take HIM out.

It is at this point, once the see the Defensive Rhino I described, that the Fast Flies will appear out of nowhere. Yes, you just cannot seem to shake them, can you? Make sure that you jump over the first Fast Fly, and lure the rest of them to your current ground level before you attempt to jump over them.

Once again, keep heading to the right and avoiding the Fast Flies while you are running. Like I said before, remember to stay at ground/platform level until you have to jump over them. On the bottom part of the screen, a Defensive Rhino will appear and charge into a bunch of Crates. Keep running, ignoring its existence.

In the next area, the Fast Flies have seemingly stopped coming after you. Whew. That's a relief. You have the choice of either going on the upper platform, or staying at the ground level platform. There will be a few Pincher Bugs on the upper platform, just so you know in advance. You can reach the higher platform area by stacking the Steel Boxes and jumping up to it.

Before you go any further, take the third Steel Box with you for self-

defense. On the top platform, you will run into a Pincher Bug. At the same exact time, you will run into a Defensive Rhino down below. You can drop the Steel Box down upon each of the four Pincher Bugs in the area, or you can hide inside of the Steel Box for each of the two Defensive Rhinos in the area. You can also find a hidden Star icon in the top tier, as you make one of the many jumps over the Pincher Bug areas.

After you are through with that area, get prepared by searching the Crates for some Flower icons and the like. You will also find an Acorn in the bunch of Crates on the upper platform. You will notice a lone Black Ball on the ground that you should ignore. To the top right, blocking a doorway will be two Black Balls. Jump up to there to activate a hidden Star icon, and then grab them both and launch them before they explode, and then charge into the doorway.

In this new area to explore, you will soon notice that we must cross quite a few suspended platforms. Jump over to the black light that is suspended over the room, yet the black light looks orange. Odd. As soon as you jump onto the black light, you will notice a line of Crates, and a Defensive Rhino charging after you. Very quickly grab a Crate and hide inside of it to kill the Defensive Rhino.

Carry on to discover that there is a Defensive Rhino on the lower platform that you can easily ignore by jumping over to the next black light across from the one you are on. There is a hidden Star icon on the platform with the Defensive Rhino, however, and you can easily hop down and grab a Steel Box, then hide inside of it to kill the Defensive Rhino. The Star icon is hidden to the left. You can stack the Steel Boxes to climb up to the second black light.

On the second black light, another Defensive Rhino will await your arrival on this platform. Take one of the Steel Boxes, and hide inside of it until the Defensive Rhino runs into you. Now that it is destroyed, carry on to the right. After you get through with the second black light, you will notice some hanging lights from the ceiling that you must just to.

Once you jump over to the first hanging light, you can collect the Flower icon whilst jumping to the third black light. As soon as you land on the third black light, make sure you pick up the Crate lying in front of your character, and hide inside of it until the Defensive Rhino to the right charges into you. After this, keep on going right.

After you go to the right just a little bit, you will notice that the very annoying Fast Flies have returned AGAIN to cause havoc on our plans. As always, make sure that the Fast Flies charge after you on ground level before attempting to jump over them, and especially now, since we do not want to get knocked out of mid-air and fall to our doom.

You can collect a whole bunch of Flower icons in the area while you dodge the Fast Flies, which will do you a world of good. We will need all of the extra lives we can get with the upcoming boss battle. When you go towards the right to stack the Steel Boxes to escape from the lower platform, a Defensive Rhino will charge off of the black light to the right, and fall down onto your platform. Quickly stack the Steel Boxes and jump up to the next black light, while still avoiding the Fast Flies that buzz towards you at fast speeds.

On the black light, travel over to the right and search the Crates that are stacked here to find an Acorn. You can easily discard the Crates by

smashing them over the Fast Flies' faces. Jump over to the hanging light, and jump directly over to the next black light, with the lone Crate and the Apple pick-up item.

Check the lone Crate to find a Flower icon, and then after that, pick up the Apple. Travel to the right slightly and you should see a Defensive Rhino, and a Fast Fly directly behind him. You can kill two birds with one stone, or, in this case, two baddies with one Apple, by throwing the Apple, as it will hit both of the enemies. Go to the end of the black light.

As soon as you reach the end of the black light, jump off of it to reach the bottom floor. The Fast Flies will still zoom from the right to the left down here, so beware. You will notice a LOT of Flower icons in this area, so pick up as many as you possibly can, and you will be prompted to make an extremely long jump right after this. Do so.

Walk over to the four stacked Steel Boxes, all the while ignoring and hopping over the Fast Flies that buzz by you. Take the upper left Steel Box from the set of four, and place the Steel Box on top of the two stacked Steel Boxes to the right. From here, you can jump up and hit the big red crate to expose a 1-Up Star. Climb back up and grab it by jumping again. After this, jump on top of the three stacked Steel Boxes yet again, and jump over to the right. Go through the doorway.

```
+_+_+_+_+_+_+_+_+_+
BOSS: CASINO FAT CAT
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It has all boiled down to this. Or has it? The Casino Fat Cat is the fattest of the cattest. Or something. Fat Cat has run his illegal operations for far too long in this city, and the Rescue Rangers are here to shut him down, and get Gadget back, to boot! GO RESCUE RANGERS!

Casino Fat Cat uses only one attack, which sounds extremely basic and plain, and there is not much strategy to it, considering the fact that Casino Fat Cat will not even move once during the entire battle. The one basic attack that Casino Fat Cat uses is extremely deadly in comparison to most bosses, however, compared to Blubber Fish, he is pretty easy.

That one move that Casino Fat Cat does use is pretty basic, but it will damage you at least twice, more than likely. He will throw casino chips in sets of six at you with a quarter of a second delay between each set that he throws. Sounds pretty complicated, doesn't it? Thought so, and that it because it is.

There is no real way to dodge this attack. You are pretty screwed if you think you can plan a tactical strategy to destroy Casino Fat Cat. In fact, it may sound extremely wreck less, but I suggest just going in and pounding his face in with the Red Ball. You will have to hit Casino Fat Cat in general, NOT the slot machine that he rests on.

Be careful not to get hit by the pair of spikes that reside to the left of the screen, and towards the center of the screen (to the right of the bouncy Red Ball). Charge in, take the Red Ball, and throw it directly up in the air from where you grabbed it at, and get out of the way. Try you best to dodge the shots of casino chips that Casino Fat Cat will shoot at you, which is easier said than done.

It will take five hits from the bouncy Red Ball to take out Casino Fat



Cat. As said before, shoot it directly up in the air from where you pick it up at, that way he cannot hit you, as his chips will be headed straight down and land exactly where the second set of spikes are located at. This is the best strategy. Watch the cut-scene, and we are off to visit more stages!

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X=---+=---+=---+=---+=---+=---+=---+=---+=---=X
  V.H ----- STAGE H
X=---+=---+=---+=---+=---+=---+=---+=---+=---=X
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After a rocket trip halfway around the world, apparently, you would think that there would be a tad bit more of... well, a change of scenery. Instead, we are stuck in yet another sewer-like area. Sounds lovely, doesn't it? Also note that the water is bubbling with an icky green color. You could not pay me enough money in the world to drink that water... Hey! Five dollars? Really? Okay!

When we start off in this extremely stinky stage, you will have to search the entire first screen to look for some Flower icons, considering the more we get, the better off we are. Grab a Crate, and go over to the right. On both the middle platform, and the lone ground platform will rest a Crab.

These enemies are the real deal. A very dangerous enemy that can be killed easily. I cannot tell if they are robots or not, considering the fact that the graphics are so bad. They are a threat to every platform if they are in the middle, like the first one that we lay eyes on. Their main attack is that they blow three bubbles up in the air around an inch, and then those bubbles come back down. They do this every half of a second.

And to top things off, the Crabs will also sway from side to side in between bubble blastings, making them a threat to your character if they are on the same platform as they are. These enemies are highly dangerous, so be careful around them. As stated before, though, one hit with a Crate will bump them off.

Grab two Crates and throw them at the Crabs. This will get rid of them so you can pass without many problems. There's a hidden Star icon above and to the right of where the second Crab was, on a pipe. Once we reach the area where three pipes are suspended in air to provide a total of four platforms including the ground, another Crab resides in between the second and third pipe, top to bottom. You can grab a Crate, hop down one platform, and hide off to the left. Quickly throw a Crate at the Crab to kill it.

Hop down yet again to keep on walking to the right. Take a Crate for self-defense after you search them all for a lone Star icon. You can use this crate to look up and throw it at the Crab way above on the very top platform once it sways to the left a little bit. Since it is dead, take the Steel Box and start hopping up the platforms.

Once we are on top of the platform pipes, we will have to continue going right. There will be three ground platforms in the icky sewage water down below that we must jump to. You can avoid the first platform by jumping straight to the second, and from there, over to the third. There will be a bigger fourth platform to the right.

If you still have that Steel Box I told you to take with you, you can set the Steel Box on the right side of the wide floating platform. From here, get on top of the Steel Box, and jump high. You will reach a pipe above that has a whole lot of Flower Icons, and two hidden Star icons in the upper corners of both sides.

After you grab them, hop back down to the wide platform and grab your Steel Box again. From here, jump off to the next platform to the right. Very carefully, jump over to the solid platform. Yay. Home free. Or not. Drop the Steel Box for now, and exchange it for a Crate once the Crab moves to the right. Back away quickly, and then throw it at the Crab to the right.

Now that he is defeated, pick up your Steel Box that we left over to the left (ironically) after you search the Crates for a Star icon, and travel right again. You will be prompted to travel towards the top through a series of platforms. Once you climb a few of the platforms, start hugging the left, as a Raccoon Swooper will come from the right.

So what the hell are Raccoons doing in a sewer? Beats me. But I will tell you one thing: You should hide inside of your Steel Box whenever I tell you a Raccoon Swooper is near. The only problem is that Crabs are also in the area, and if one of their Bubbles hits you whilst hiding in the Steel Box, it will become removed from you. Ouch.

Above where the Raccoon Swooper was is a Crab, so take note of this while you climb. Hop up to its platform, and exchange the Steel Box for a Crate. Use the Crate on the Crab. At this time, a Raccoon Swooper should come from the upper left hand corner of the screen. Grab your Steel Box again, and start climbing quickly to avoid the Raccoon Swooper.

You will soon get to an area where there will be three separate platforms that each have four Flower icons on them. You can go through any of the three, but at this time, a Raccoon Swooper will come from the right side of the screen and attack you. Hide inside of a Steel Box, or you can just quickly climb. It's up to you.

There will be a Crab stuck into of an awkward platform of pipes to the right. You can (somewhat) safely kill him by throwing a Crate from below to the top. Watch out for the bubbles that it will spit out at you. After this, keep climbing to the top. There will be another Crab to the left, above the set of platforms that the first Crab will stuck inside of. Take him out with one of the Crates to the right, otherwise, ignore him.

Keep on climbing. You will reach another Raccoon Swooper that comes from the left. I'm still pondering how a Raccoon can get inside of a sewer. Not just one raccoon, but ALL of these raccoons. Quite curious am I. Jump on the pipe that is sticking up, and jump up to the next pipe from here. Another Raccoon Swooper will come from the left, so run away to the right.

After this, you can take one of the Crates for self-defense, and start climbing up the pipes a tad bit more via the left side. There is a line of Crates located here leading to the right, but nothing is inside of them. Start trailing to the right of things and throw a Crate prematurely to hit a Crab in the distant area. Pick up another Crate to take along with you.

In this next area, you will have to drop down from the high pipe, and make a long jump to the next platform on the right. Be SURE that you are bringing along a Crate with you, and as soon as you land, hide inside of it. A tricky Raccoon Swooper is in this area and will more than likely hit you if you are unaware of it.

There is an Acorn inside of one of the Crates in the pair to the right. Take it, as you will probably need it by now. Take a Crate, and jump over to the next platform to the right. Another Raccoon Swooper will come down from the right, but you can very easily jump over the Raccoon Swooper as it comes down.

Jump over to the next platform, and follow the path through the doorway. You are in the second part of Stage H now. Up ahead, we will run into some of those really fast Doppelganger enemies that we met up with back at the toy factory. Climb the big platform, grab a Crate, and jump over the platform. As soon as you land, throw a Crate at the Doppelganger on top of the Crates.

Take another Crate out on the bottom row to find a hidden Star icon, and take the Crate over the sea of filth. Use it on the Doppelganger on the lower shelf that you are on. Time your movements, and jump up passed the Doppelganger above you, and up to where the Crates are. Take a Crate and cross over to the right.

Once you reach the next platform, climb up a few platforms. You will notice that a Spill Bear jumped up, but disappeared out of nowhere. Thank goodness for glitches. In case you couldn't tell, it looks as if we will be facing some Spill Bears in the next area, so grab a Crate if you do not already have one, and travel right!

The first Spill Bear that you will notice besides the one that disappeared when we jumped over here will be one on the second platform. A second will follow on the lowest platform soon after. There will be a long line of Flower icons that you can collect down on these platforms, so even though there is danger, they are quite rewarding in return.

As you carry on throughout your chosen path, a few more pesky Spill Bears will show up to do you harm. The next Spill Bear will appear on the top platform, and directly right after that one, another will appear below it on the middle platform. The craziness never ends, I say, the craziness never ends!

The next Spill Bear to show up will be on the very lower level, and will be followed after five to seven steps by another one on the top platform. You can take either out quickly with a Crate, or you can just avoid them completely by backing up after they come after you. Either way, it's your choice. Collect as many Flower icons as you can, since the mayhem as ceased.

Jump up to the top platform, in case you are not already there, and go to the right. Jump down off of the tall platform and to the one below, but be careful of the Doppelganger that is below. Throw a Crate at the Doppelganger to destroy it. There's a ton of Flower icons in this area, so collect every one of them that you can. Go through the doorway to complete Stage H!

In Stage I we are, and we are finally rounding out the final stages of Fat Cat's era of pain! Or destruction. Or illegal activity. Whatever Fat Cat does, I guess. It looks as if we are in the dining room of a well off family or something in this stage, as you could probably tell by looking at the tea cups and such.

Notice the set of eyes that are hiding inside of that tea cup to the right? Hmm... Where have I seen eyes like that before? Probably from the outdoors stage, because that is a Ladybug's eyes! A-HA! I've solved the crime! Once you get a tad bit closer, the Ladybug will pop out and likely hit you if you are not prepared correctly.

Jump and grab one of the Crates from the very start of things, and get a tad bit closer to the Ladybug inside of the tea cup. The Ladybug will jump up to the next platform of tea cups, and will likely be blocked by the Crate at the end of the row, and go back where it came from, hence ignoring all sources of you.

With a Crate in hand, keep on trailing over to the right. You will notice a Pelican is perched over on the row of tea cups, and he doesn't seem to move. In fact, the Pelican enemies do NOT move from their spot. If you attempt to throw a Crate at them, they will simply take it from mid-air, and throw it right back at you.

This is the only attack they will use, and even if the Crate hits you, it will not damage you. It will make you a little loopy from time to time, making you stay in one spot while other enemies have the chance of hitting you. You can also get damaged by walking into the Pelican. The only way to defeat the Pelican is by throwing a Crate at its legs. One hit will kill the Pelican.

To destroy it easily in this position, you can climb up on the second Crate and throw a Crate to the right. This should hit its legs to destroy it. Once it is destroyed, take another Crate and travel to the right. Watch out for the Ladybug that is hiding inside of the tea cup to the right of where the Pelican was, and blast it with a Crate as it comes out from the tea cup.

Inside of the stack of Crates lies a Star icon, so pick it up. If you throw the Crates away to the right, a Pelican will likely spit them back at you. If you, do not panic. This won't be too painful, and will only knock your character to be a little bit dizzy. To defeat the Pelican, grab a Crate and hop down to the lower level. Slightly jump, and throw the Crate to the right. This will more than likely hit the Pelican's legs.

Once you go far enough right, you will notice that your character is going... well, extremely slow. This is due to the fact that there is a Fan which is pushing your poor little chipmunk backwards. Just keep gripping right on the directional pad to fight the current. Once you get up to the fan, jump up while holding right. This will get you over the top of the Fan, and pout of the current.

Don't get too trigger happy with running to the right, however, as two Tacs lie on the floor inside of a pit-like platform directly after the Fan, and if you are holding Right too much on the directional pad, your character will walk right into the Tacs that are spiked into the floor

of that platform.

Jump over the Tac pit down below, and over to the next area with the Fan blowing in the opposite direction of the other one. In case you could not tell by now, this will send you speeding to the right if you are holding right at the time you fall onto the platform. Jump over the first set of Tacs on this side.

There is a second pair of Tacs on the floor right after the first pair, however, the Fan will no longer be blowing in this direction, so you do not have to be concerned over the computer helping control the way your character moves. Use a Crate to shoot the Pelican on the other side of the platform before jumping over the second pair of Tacs on the floor.

Once this is completed, you will be on the other side of the platform that we just threw the Crate through. Jump over the next pair of Tacs to reach the last platform that is sticking up from the ground. Hop down to the next level... or at least attempt to. A Fan will begin to blow you backwards.

Take a Crate with you, and you will soon notice that a Pelican awaits your arrival above the Fan. Jump and shoot the Pelican with the Crate you have in your hands. If it catches the Crate, jump back up and attempt to catch the Crate back when the Pelican shoots it back at you. Continue playing catch until you destroy the Pelican.

Keep waiting forward until you get to the front of the Fan. Now you can jump up onto the Fan and walk away from it to the right. You will have to climb over a few blue platforms and such, all the while collecting Flower icons along the way. Eventually, you will come to five lined up/stacked up Crates, a Fan blowing you away, and another Pelican on top of the Fan. It's gonna be a long night, folks.

Grab a Crate from the ones that are lined up to the right, and slowly make your way up the first platform. Once you are on the platform with the fan, jump up into the air and throw the Crate at the Pelican's legs. If the Pelican happens to catch the Crate, he will throw it back at you. So just catch it again, and keep throwing it back at him until it hits his legs.

After the Pelican has kicked the bucket, face right against the Fan until you can jump over the top of the Fan and carry on to the right of the screen. After this, you can jump over the gap and to the next platform. Grab the Crate from underneath you, duck into the Crate, and throw the Crate at the Pelican. This is another easy way to kill the Pelicans.

Now, go through the doorway, which will lead to a hollow room with a big red crate. Break open the big red crate to reveal a piece of... a piece of... Ch... Ch... CHEESE!!! Monty will come running from literally out of nowhere, and crash through the wall after he takes a bite out of crime. Or cheese, for that matter.

Now you are in the second part of Stage I. You will be upon a few desks in this area, which is quite a fun place to be. You can break open some Crates and look for Flower icons, or climb the lamps and look for some up there, as well. As you go right, you will notice an old foe that we haven't seen in some time: The Mechanical Mouse.

The first Mechanical Mouse will come from the second lamp top. He can be

avoided, but will come from the left of the screen if he is not killed. Kinda funny, for some sadistic reasoning. The second Mechanical Mouse will come from beyond the two stacked Crates on the actual desk. Shoot a Crate at the two stacked Crates and walk forward a bit to kill the second Mechanical Mouse before he even knows you are there. Metal Gear style.

From the first desk, make sure you have a Crate in hand, and then jump over to the second desk across the gap. As soon as you land on solid ground at the second desk, hide inside of the Crate you are carrying. A third Mechanical Mouse will make a wide jump over to you, and will land directly on top of the Crate you are hiding in, thus, killing him. Moving on.

In the next area as you casually walk to the right of the screen, you will come to a big red crate in the middle of the second telephone. Hit it to make our good friend Zipper come out and kick some tail. Run through the area, ignoring the Apple pick-up item on the ground, as fast as you can. You want to get as far as possible before Zipper and your invincibility wear off.

You can ignore the second big red crate along the way, if you wish, as it only contains one Glowing Acorn which will fill up your entire health meter. Your choice. We will make it to around the mid-part of the lands covered in pairs of Tacs, and Bumble Bees which rain down from the Heavens, before the invincibility finally wears off.

There will be followed spaces on the desk where we can jump to safety from the Tacs, as well as a few weighing scales here and there to provide us with leverage. Ignore the Bumble Bees by jumping over them (jumping backwards and landing forwards always works well in these types of situations). Keep running to the right.

We should be towards the end of all of the weighing scales and the Tacs by now, and due to a glitch in the game, the Bumble Bees may have stopped flowing from the top by now, as well. You can collect a fair share of Flower icons to the lower right. Otherwise, you can climb a few platforms and go through the doorway to reach the boss of the stage.

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BOSS: EXPLODING CRAWLER
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The Exploding Crawler's alternate name that I had in mind was Green Apple Tummy. In case you are wondering why I had this as the alternate name for the Exploding Crawler, it is because my girlfriend wanted me to name it that. As you could probably tell simply by looking at the Exploding Crawler, this will be a fairly tough and awkward battle.

The Exploding Crawler will only use one extremely simple attack during the entire battle, and I believe it had more to do with the influence of the "duel twin" dealy. If you are clueless as to what I am speaking of, I am talking about in a game whenever the enemy will only attack you once you attack them.

That's right, the Exploding Crawler will not attack you until after you attack it, so let's get to attacking, then, shall we? After you hit the Exploding Crawler with the bouncy Red Ball in the center of the stage, you will notice that the Exploding Crawler will run over to the center of the room, and then explode.

Besides getting hit by basically jumping into him as he passes, this is his only other "real" attack in the battle. It will explode into four different parts, two on the outer rim of the battle field, and two on the opposite sides of the center of the room. If you attempt to throw the Red Ball at the Exploding Crawler, but miss, it will not attack. Only when you connect with the Red Ball will it attack you.

You will have to at least avoid getting hit by the Exploding Crawler three times out of the five that it will take to destroy him. As stated before, the parts of his body will fly in different directions, but all remain the same, but form back together in the middle before stacking back up. You should come out on top as long as you are fast enough to dodge his "attacks."

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This is it. The final stage in the game, for real this time. And we ought to show Fat Cat that we mean business! RIGHT GANG!?! Right! So let us march up to his headquarters and kick his sorry excuse for a drug dealing kitty cat butt!

As we start out in the final stage of the game, we will find ourselves inside of a tight corridor with Crates stacked on the ceiling. Go over to them and search them to find a couple of Star icons. After this, you will notice a big red crate on a conveyer belt. Hop down and bust open the big red crate to reveal a Glowing Acorn.

Grab one of the Crates on the conveyer belt, and you will soon take note of the fact that those long metal pipes leading down are spitting out Fast Flies. This is fairly simple to escape from, so let us attempt it, shall we? Throw one of the Crates at the first Fast Fly, and then quickly grab a second Crate. Charge to the right.

On the next screen movement, we will come to the conclusion that there are more baddies in the area, considering a Defensive Rhino will begin charging towards you. He seemingly has no problem running against a conveyer belt, so hide inside of the Crate that you picked up on the screen before to kill the Defensive Rhino.

Carry on to the right and you will see a set of three conveyer belts sticking out as the conveyer belt that you are currently on ends. Jump over to the middle conveyer belt to find a Defensive Rhino in the huddle. Jump over its head as it charges towards you. If you jump too high, you will land on the top conveyer belt.

If you are missing any health icons, hop down a few conveyer belts to reach the big red crate below, which is carrying a Glowing Acorn inside of it. Regardless, carry on towards the right and you will find a Defensive Rhino on the top conveyer belt, followed shortly by a second on the middle conveyer belt.

To avoid the two of them, manipulate the conveyer belts in order to proceed without caution. In other words, whenever you see a Defensive Rhino, hop down or jump up to a clear platform until you lose its trail. Once the path has cleared, return to your conveyer belt of choice until

another baddie arrives... if it does at all.

Right after the last mentioned Defensive Rhino, one of them will appear and begin charging on the lowest of the three conveyer belts. Extremely soon after this, yet another Defensive Rhino comes on hard and steady on the very top conveyer belt. All three of the conveyer belts will come to an end shortly after this incident.

From the conveyer belts, jump over to the next conveyer belt located in the middle of the screen. A Defensive Rhino will come straight for you once you land on it, so jump clear over him and take the Acorn that is sitting there on the conveyer belt. Once you collect the eight Flower icons, you will run into another Defensive Rhino that reveals another Acorn. Jump clear over him, as well.

Jump off to the next platform, collecting all of the Flower icons on the way down to it. The next platform is a conveyer belt that leads to a few more Flower icons that are underneath another platform. Collect all of the Flower icons, and then go inside of the doorway leading to the next area of this long stage.

In the next area of the long stage, you will have to go from right-to-left instead of from left-to-right. Take a Crate along with you for luck, and charge to the left. Hop onto the first platform that you see, and begin slowly going left. After an extremely short while, you will notice a new enemy in the game: Mr. Weasel.

Mr. Weasel(s) is/are very dangerous due to the fact that they are a lot like the Gator Gangsters, only a bit heavier. Not quite as dangerous as the Gator Gangsters, as they do not jump as much, and you can still, of course, take them down with a mere one hit from a Crate. They will shoot plunger darts at you with their guns, which do one full heart's damage to your character.

So go ahead and throw that Crate at the Mr. Weasel before it even has a remote chance of shooting its plunger dart gun at you. This will instantly kill Mr. Weasel. Take another Crate, and keep walking left. You will soon notice a long bright silver pipe. Another Mr. Weasel will begin walking along this pipe, so get prepared to shoot a Crate at it once it comes into view.

Be a man and grab another one of the many Crates in the area, that way you have a little bit of ammo for Fat Cat's hut. Another Mr. Weasel will appear on the very top platform, and if you shoot at its legs, it will only slightly damage it, so you will want to aim for the full body. Another Mr. Weasel appears at the bottom of the screen to complicate matters further, but you can fully ignore this one.

If you are still on the very top platform, you will be happily greeted by a hidden Star again as you begin to walk. Another Mr. Weasel appears on the bottom conveyer belt. Boy, they just don't quit, do they? Collect the Star icon and jump down to the conveyer belt once the Mr. Weasel has disappeared to the right of the screen, but be sure to collect the Flower icons in the area before deserting it.

From the conveyer belt, you can continue to the left, but be highly aware of your surroundings, and keep your reaction extremely high at all times. You will soon jump from the bottom conveyer belt to a conveyer belt slightly above it. Take a moment to look at the new trap that we must face, the Hatchet.



The Hatchet is a very odd, yet deadly trap in the game. Note how it will sway from left, to center, to right, to center, to left, and etcetera. You will want to jump on top of the Hatchet AS SOON AS IT SLAMS DOWN TO THE LEFT. As soon as this happens, jump up to the Hatchet's display, and QUICKLY JUMP OFF TO THE LEFT. If you are hit by the Hatchet, it will take away one full heart's health.

On the second Hatchet, to the right of the display you will find a hidden Star icon on the screen. Very quickly collect it, and jump over the Hatchet's display when the time is given. You will have to avoid a grand total of four Hatchets by the time this shindig is over with. At the end of the four, the conveyer belt ends.

Before you can jump off of the conveyer belt, you will have a bigger threat to deal with. Those damn pesky Gator Gangsters are back, and they are about to flood your television (or computer) screen with their badness. Ignore the first from the conveyer belt, as it cannot shoot you from here. Wait until it falls into the endless pit of doom, and jump off.

From the edge of the platform, start to go left, and pick up a Crate while you are at it. This platform is safe. The next one, however, is not. As soon as you jump over to the next platform, two back-to-back Gator Gangsters will attack, so your best bet is to quickly throw the Crate at the first Gator Gangster, grab another Crate from the stack, and hide inside of it until it dies, or leaves.

After this whole mess, grab another Crate for protection and carry on to the left. Out of the three upcoming platforms made out of boxes in the background, a Gator Gangster will come from the second platform. Be sure to aim well and take him out before he has a chance to think twice about it. Carry on to the left.

As you reach the end of the area, quickly run over as far to the left as you possibly can. Not one, not two, but three Gator Gangsters will come from the stacked platforms that are against the invisible wall that lies here. Wait until they go away, and then you can begin to climb all of the platforms in the area.

No enemies will attack you, nor will they even appear, on the way up. In fact, it is almost too quiet. You can search along the Crates to find all sorts of goodies. Once you reach the top, go along to the right side of the screen. You will notice circular metal things in the area, as well as Hatchets that are blocking your way.

In case you did not realize this yet, you can yet some Crates in the area to throw at the circular metal dealies to push the switch for the Hatchets off. On the first one, it will only take one Crate to turn it off. For the second and third, which are located directly outside of the first Hatchet, it will take one a piece to shut it off.

For the fourth Hatchet switch, it will again only take one Crate to turn it off. After this, enjoy your freedom. Continue going right until you reach a conveyer belt. Take a Crate, and hop onto the conveyer belt. As soon as you jump onto the Conveyer Belt, hide inside of the Crate. A Mr. Weasel enemy will come by and get hit by your Crate.

In case you did not notice this, there is a Crate right in front of you, sorta hinting towards you that you should take it along with you,

possibly for good luck? Run with the conveyer belt, and as soon as you see the pair of Crates, throw the Crate that you currently have towards the right of the screen. This will hit and kill the oncoming Gator Gangster.

Take one of the two Crates that are in front of you now, and keep going to the right of the screen. You will come to a part where you will encounter another Mr. Weasel, and it will shoot the plunger dart gun at you. Quickly throw your Crate at the plunger dart, pick up another Crate in front of you, and hide inside of it. If done quickly enough, this will kill the Mr. Weasel.

Moving on, you will come to the end of the conveyer belt. As you jump over to the next platform, you will notice that another Mr. Weasel is in the area. He is on one of the upper platforms, so grab a Crate and move out of his way. He will fall to his death into the bottomless pit of doom below to the left. Ouch.

From here, go to the right slightly and you will find another hidden Star icon along the ground. You will also find another Gator Gangster coming straight for you, so shoot him with a Crate before he throws a hat at you. Whew. That was close. Now, go right a bit more. You can collect those Flower icons above, if you wish to do so.

Now, keep on trucking to the right a tad bit further to reach another pair of Gator Gangsters. This time, they will come out close to the same time from the middle platform, and the top platform. Take out whichever one is in your way, if either, and carry on along your mystical, wonderful adventure.

Yup, we are still going right, and RIGHTfully so (ha, another joke. I'm so funny sometimes, you know?) as we run into another Mr. Weasel on the bottom of the screen. I bet by now you wish you would randomly walk into a Glowing Acorn, eh? Do not let your guard down passed the Mr. Weasel, as another Gator Gangster is tricky, and waiting for you passed the middle platform. Quickly take out the Gator Gangster of love, and go through doorway to reach the one, the only, FAT CAT!

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BOSS: FAT CAT  
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Yes, we are finally to the final boss. FAT CAT! Fat Cat is an extremely large cat, and as we all know, cats hate mice. Um... We're chipmunks. Oh, well, whatever! I guess cats also hate chipmunks. Despite having the name Fat Cat, Fat Cat is Small Cat in comparison to my two kitties at home, Mr. Wease (hence, Mr. Weasels. See? I give props to my cats) and Franklin. Small Cat. Ha.

Fat Cat only has one basic attack that is quite deadly, yet negotiable to avoid and/or dodge, and that one attack is with his cigar. Yes, I know that sounds incredibly lame and cheesy, but that is how he will attack you: With his cigar. And you want to know the funny part? The actual cigar will not even harm you, nor will Fat Cat himself, only the cigar ashes.

The cigar ashes attack is extremely stupid, but it will work well if you happen to let your guard down long enough for it to harm you. Each one of the cigar ashes will do one full heart's damage to your character. After every full second and a half, Fat Cat will send out five more

cigar ashes to do his dirty work.

You can avoid the cigar ashes by jumping backwards, and landing forwards around them. It sounds sort of kooky and sloppy, but it works, trust me on this. You can dodge the way that the cigar ashes will be headed by setting up an escape route in order to hit him. Or, in other words, stand at one side of the screen long enough for him to tip his cigar, and run to the opposite side of the screen to dodge the ashes.

Like any other boss in the game, Fat Cat will need to be beaten upside the head (and what a very large head it is) five times with the bouncy Red Ball to be defeated once and for all. This boss battle compared to the others is actually quite easy, and remember to scramble between each hit you get in on him to avoid the cigar ashes.

Congratulations! You have beaten the first Chip 'n Dale: Rescue Rangers video game on the Nintendo Entertainment System! Do I get a hug? No? What about a high five? ...No? A thank you, maybe...?

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   ::   ::   ::   ::   SECTION VI. - ENEMIES   ::   ::   ::   ::
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In this section, I will list all of the common enemies in the game, throughout every stage. There will be none of the bosses in the game within this section, only common enemies. If you are searching for the bosses, go to the Boss Section (VII).

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•           BOILING POT           •
|*|*|*|*|*|*|*|*|*|*|*|*|*|*|*|*|*|
```

The Boiling Pots can be found inside of the kitchen areas of Stage B, and will kill either character you choose instantly, given the fact that they fall inside of the Boiling Pot. You will have to jump from control button to control button across the area without falling in. Good luck, because you will need it.

```
|*|*|*|*|*|*|*|*|*|*|*|*|*|*|*|*|*|
•           BUMBLE BEE           •
|*|*|*|*|*|*|*|*|*|*|*|*|*|*|*|*|*|
```

The Bumble Bee is one of the few enemies that you will find in the first stage (Stage A) on the skyline area. It is extremely quick to the punch, and tough to avoid, so make sure you are attempting to carry a Crate with you when I tell you to in the Walkthrough section.

```
|*|*|*|*|*|*|*|*|*|*|*|*|*|*|*|*|*|
•           BOBBERS             •
|*|*|*|*|*|*|*|*|*|*|*|*|*|*|*|*|*|
```

The Bobbers are enemies that cannot be destroyed, no matter how many Crates or Apples you throw at them. They will turn in circles, and then sway from side to side until they hit you as you attempt to jump over

them. If you smash a Crate into them, they will shut down for a few seconds, in which you should try to jump over them. This still is not simple, so best of luck in doing so.

```
|*|*|*|*|*|*|*|*|*|*|*|*|
•      CACTUS      •
|*|*|*|*|*|*|*|*|*|*|*|*|
```

The Cactus cannot attack you. It is simply a booby-trap that you can fall onto. It will damage your character by One Full Heart. And no, no matter how hard you try, you cannot destroy the Cactus.

```
|*|*|*|*|*|*|*|*|*|*|*|*|
•      CATERPILLARS    •
|*|*|*|*|*|*|*|*|*|*|*|*|
```

Caterpillars are in the Tree stage along with the Raccoon Swoopers. These things patrol the tree branches along the way up to your destination, and are relatively easy to avoid being attacked by them. I suggest just waiting for them to crawl to the other side of the branch before hopping up the tree.

```
|*|*|*|*|*|*|*|*|*|*|*|*|
•      COCOON      •
|*|*|*|*|*|*|*|*|*|*|*|*|
```

The Cocoon can be found in Stage E. It is a lot like the Trick Boxes, in the fact that they will move up and down. Instead of hopping, much like the Trick Boxes, it will slowly move up and down, moving it harder to avoid or dodge than the Trick Boxes. One hit with a Crate will destroy the Cocoon.

```
|*|*|*|*|*|*|*|*|*|*|*|*|
•      CRAB      •
|*|*|*|*|*|*|*|*|*|*|*|*|
```

A very basic name for such a complicated enemy in the game. The Crab looks somewhat robotic, but I cannot tell if that is because of A) the fact that it is a robot, or B) the bad graphics. Regardless, you can destroy it with one hit from a Crate. It's attacks are deadly, as it sends three bubbles into the air, which will also come down in a raining attack. So it will attack from both above, and below, and the level it is currently on, as it will sway from side to side. One of the tougher enemies in the game.

```
|*|*|*|*|*|*|*|*|*|*|*|*|
•      DEFENSIVE RHINOS  •
|*|*|*|*|*|*|*|*|*|*|*|*|
```

The Defensive Rhinos are sort of unique enemies, but kind of cliché at the same time, if that makes sense. They are fairly easy to defeat, as they only need one hit with a Crate to fall, however, they are extremely quick, so your reaction must be extremely stable to execute these plans.



|\*|\*|\*|\*|\*|\*|\*|\*|\*|\*|\*|\*|\*|

• GATOR GANGSTERS •

|\*|\*|\*|\*|\*|\*|\*|\*|\*|\*|\*|\*|\*|

The Gator Gangsters are tough little babies that you can find in the Casino area (Stage G). They will jump around quite a bit whilst walking, thus making them a fairly hard target to hit. They also have a nasty tendency to hop from platform to platform. Good thing for glitches, as they will disappear from the higher platforms in the game because of their jumping. One Crate kills them easily.

|\*|\*|\*|\*|\*|\*|\*|\*|\*|\*|\*|\*|\*|

• HATCHET •

|\*|\*|\*|\*|\*|\*|\*|\*|\*|\*|\*|\*|\*|

The Hatchets will only appear in Stage J, the final stage. They will sway from right, to center, to left, and this will be extremely complicated to avoid. It cannot be defeated, and it is quite hard to avoid. You can avoid it by jumping onto the top of the Hatchet's display once the Hatchet lands on the side opposite of the one you are on. Quickly jump from the top of the display to avoid injury.

|\*|\*|\*|\*|\*|\*|\*|\*|\*|\*|\*|\*|\*|

• JACK IN THE BOX •

|\*|\*|\*|\*|\*|\*|\*|\*|\*|\*|\*|\*|\*|

The Jack In The Box enemy can be found in Stage D, which is the toy store, and extremely fitting, given the type of enemy we are discussing here. You can either destroy the Jack In The Box by throwing a Crate at it, or you can wait until it goes inside of the box to cross over.

|\*|\*|\*|\*|\*|\*|\*|\*|\*|\*|\*|\*|\*|

• KANGAROO •

|\*|\*|\*|\*|\*|\*|\*|\*|\*|\*|\*|\*|\*|

The Kangaroos are the first enemy that you encounter that does not die in only one hit. It will take a couple of hits to take the Kangaroos down in this game. They are quite deadly, and take more strategy to destroy than any enemy you may have faced before.

|\*|\*|\*|\*|\*|\*|\*|\*|\*|\*|\*|\*|\*|

• KING MARBLE •

|\*|\*|\*|\*|\*|\*|\*|\*|\*|\*|\*|\*|\*|

The King Marble is located in several different stages throughout the game. Most notably, it is known as the On/Off Balls in the toy store (Stage D). It cannot be destroyed, but it can be strategically avoided.

|\*|\*|\*|\*|\*|\*|\*|\*|\*|\*|\*|\*|\*|

• LADYBUG •

|\*|\*|\*|\*|\*|\*|\*|\*|\*|\*|\*|\*|\*|

The Ladybugs can be found amongst the great outdoors in Stage E. They are kind of annoying, due to the fact that they hop out of the bushes

practically out of nowhere to attack you, making them hard to hit, amongst other things. You can see them before they attack, however, by simply looking at the bushes. If you see a big pair of eyes, you know there is a Ladybug awaiting your arrival.

```

|*|*|*|*|*|*|*|*|*|*|*|
•      MECHANICAL DOG      •
|*|*|*|*|*|*|*|*|*|*|*|

```

The Mechanical Dog is presumably the easiest enemy in the game, as well as one of your first encounters with the baddies in the game. You can easily hop over the Mechanical Dogs, because they will be charging for you. Just jump right over them, or you can grab a Crate and await their arrival by hiding inside of it.

```

|*|*|*|*|*|*|*|*|*|*|*|
•      MECHANICAL MOUSE    •
|*|*|*|*|*|*|*|*|*|*|*|

```

The Mechanical Mouse is a lot like the Mechanical Dogs, only quite a bit smarter. He can jump, if provoked, and will charge at you around the same speed as the Mechanical Dog. If hit by him, he will do small damage to your character.

```

|*|*|*|*|*|*|*|*|*|*|*|
•      MEGA CLUCK          •
|*|*|*|*|*|*|*|*|*|*|*|

```

The Mega Cluck is the big chicken enemy that you can find in several of the stages that kicks the Crates out of the way, and takes a couple of Crates to be thrown at him to destroy him. Or you could hide in a Crate and wait for him to run into you to kill him instantly.

```

|*|*|*|*|*|*|*|*|*|*|*|
•      MR. WEASELS        •
|*|*|*|*|*|*|*|*|*|*|*|

```

Mr. Weasels are one of the tougher enemies to take down due to the fact that they use toy guns pretty much constantly. This will make them extremely hard to hit by hiding inside of a Crate, since their attacks will knock the Crate off of your character if hit. They are kind of like a taller, less agile version of the Gator Gangsters.

```

|*|*|*|*|*|*|*|*|*|*|*|
•      PELICANS           •
|*|*|*|*|*|*|*|*|*|*|*|

```

The Pelicans are very tricky enemies to face when throwing Crates at them. If you throw a Crate at them at ground level, they will catch the Crate through a glitchy sequence, and throw it back at you. This will not damage you, but it will daze you fairly well. You can duck inside of the Crate and then throw it at the Pelican to damage its legs, which are its only weak spot.

|\*|\*|\*|\*|\*|\*|\*|\*|\*|\*|\*|\*|\*|\*|\*|

• PINCHER BUG •

|\*|\*|\*|\*|\*|\*|\*|\*|\*|\*|\*|\*|\*|\*|\*|

The Pincher Bug can be found in several stages in the game, including its first appearance in Stage E. It is noted inside of the quick sand in Stage E, and will give you a nice pinching if you get too close to the bugger.

|\*|\*|\*|\*|\*|\*|\*|\*|\*|\*|\*|\*|\*|\*|\*|

• RACCOON SWOOPER •

|\*|\*|\*|\*|\*|\*|\*|\*|\*|\*|\*|\*|\*|\*|\*|

You will find these bad boys in the Tree stage. They will swoop down practically out of nowhere, and since they are flying raccoons, I have coined them as being Raccoon Swoopers. They can be extremely awkward to avoid, hence leading to a few bruises and mis-jumps. Ouch!

|\*|\*|\*|\*|\*|\*|\*|\*|\*|\*|\*|\*|\*|\*|\*|

• SPILL BEAR •

|\*|\*|\*|\*|\*|\*|\*|\*|\*|\*|\*|\*|\*|\*|\*|

The Spill Bear can be first found in Stage B, during the second part of the stage. They are tiny looking bears that will spill green goopy stuff onto your character. It sounds really gross, and that is about the best way to describe it. Icky Enemies = Bad.

|\*|\*|\*|\*|\*|\*|\*|\*|\*|\*|\*|\*|\*|\*|\*|

• SUICIDE EAGLE •

|\*|\*|\*|\*|\*|\*|\*|\*|\*|\*|\*|\*|\*|\*|\*|

Such a dark name for such a kiddish game, right? Well, sort of. How else do you describe an Eagle that carries bombs around and wants to blow you up? He's either suicidal, or homicidal. Either way, that certainly doesn't mean he is too friendly towards strange chipmunks in his territory.

|\*|\*|\*|\*|\*|\*|\*|\*|\*|\*|\*|\*|\*|\*|\*|

• TAC •

|\*|\*|\*|\*|\*|\*|\*|\*|\*|\*|\*|\*|\*|\*|\*|

The Tac is a trap that you will only find in one stage, which is Stage I. You cannot kill the Tacs, nor can you stun them. Just simply avoid them.

|\*|\*|\*|\*|\*|\*|\*|\*|\*|\*|\*|\*|\*|\*|\*|

• TRICK BOX •

|\*|\*|\*|\*|\*|\*|\*|\*|\*|\*|\*|\*|\*|\*|\*|

The Trick Box can first be discovered, shockingly, inside of the toy store (Stage D). It will be the first enemy that you see in the stage, and you can tell the Trick Box apart from the other Crates because of its color. Simply look at the other Crates, and notice that a real Crate is darker in color, and the Trick Box is brighter in color. Good timing and one hit from a Crate will kill it off.



```

|*|*|*|*|*|*|*|*|*|*|*|*|*|
•          WATER FAUCET          •
|*|*|*|*|*|*|*|*|*|*|*|*|*|

```

One of the lamest enemies ever cannot be defeated, and it is merely a trap to hit your character whilst they turn the water off from the faucet in Stage B. To turn the Water Faucet off, jump up and down on top of the dial.

```

::---::---::---::---::---::---::---::---::---::---::---::---::
  ::   ::   ::   ::   SECTION VII. - BOSSES   ::   ::   ::   ::
::---::---::---::---::---::---::---::---::---::---::---::

```

In this section, I will devote all of my time and energy into strategies for the Boss enemies. If you are looking for the regular ol' common baddies, I suggest looking in the Section above this one. Best of luck!

```

|*|*|*|*|*|*|*|*|*|*|*|*|*|
•          STAGE RR              •
|*|*|*|*|*|*|*|*|*|*|*|*|*|
•    LIGHTNING SPITTER          •
|*|*|*|*|*|*|*|*|*|*|*|*|*|

```

The Lightning Spitter is not much of a dangerous boss. In fact, he is arguably the easiest boss in any video game ever created. It will only do one attack, which is it will spit lightning at you from two of its six arms. The really easy part, you ask? The two arms that it spits lightning at you with are the same two arms throughout the entire battle!

To defeat it, you will have to dodge the lightning attacks that it will attempt to hit you with throughout the short fight. It will shoot lightning from its left middle arm, and its right top arm. They will be shot in the direction your character is in, but will not home in at you.

Notice the red bouncy ball at the center feet of the boss? Pick that up, and throw it at the Yellowish Green bulb (it's "head," per se) a total of five times. Be sure to dodge the lightning bolts between each attack. Congratulations, you have defeated the first boss!

```

|*|*|*|*|*|*|*|*|*|*|*|*|*|
•          STAGE A              •
|*|*|*|*|*|*|*|*|*|*|*|*|*|
•    FEATHER BOMBER            •
|*|*|*|*|*|*|*|*|*|*|*|*|*|

```

The Feather Bomber is one of those extremely simplest bosses, which is actually a lot like all of the other bosses in this entire game. The Feather Bomber will rain deadly feathers of death upon your character throughout the battle, which is not fun, nor logical. Oh well, it's a Rescue Rangers game, so I guess logic is thrown out of the window.

You can easily avoid the feathers that the Feather Bomber will drop down by just moving out of the way. They will only move back and forth about

an inch, if that. Go to the other side of the screen once the feather has landed to avoid other potential attacks by the deadly feathers of doom.

It's second attack is really simple to avoid, as it only pertains to the Feather Bomber flying downward and attempting to grab you. You can easily avoid this by WALKING OUT OF THE WAY. Yes, it is that simple. So walk out of the way whenever the Feather Bomber comes after you. The way that you defeat him is much like how you defeated the Lightning Spitter.

Grab the bouncing Red Ball in the center of the room, and walk around with it for quite a while. You can take a chance like I do, and throw the Red Ball up in the air right before the Feather Bomber flies by. It has around an 80% chance of connecting with the Feather Bomber.

Or you could wait until he swoops down and hit him, which is a 95% chance of connecting. You can catch the Red Ball as it bounces back to you. It will take a grand total of five hits with the Red Ball to take the Feather Bomber down for good, and you can move onto the next stage after a nice little bonus round.

```
|*|*|*|*|*|*|*|*|*|*|*|*|*|*|*|*|
•          STAGE B          •
|*|*|*|*|*|*|*|*|*|*|*|*|*|*|*|*|
•    ALIEN FLEET SHIP    •
|*|*|*|*|*|*|*|*|*|*|*|*|*|*|*|*|
```

The Alien Fleet Ship is the boss of Stage B, and it also happens to be where those pesky Doppelgangers came from that you found in the latter part of the stage, so let's teach them to bring stupid transforming aliens to our planet! Whaddaya say, gang!?

The Alien Fleet Ship takes a tactical approach, but it's most deadly form of attacking is it's more direct approach. What will happen between each one of these attacks is pretty simple, yet deadly: For it's first attack, it will drop out a couple (2) aliens unlike the Doppelgangers that we managed to take a peak up earlier. These aliens will split up, and one will search for you to the right, and the other one will search for you to the left.

You can easily avoid the "Dual Alien" attack by jumping over the aliens themselves. However, this will coincide with the Alien Fleet Ship's second, and most brutal attack of the two: The Direct Approach. What happens here is that, around the time that the Alien Fleet Ship's Dual Alien attack takes place, and just around the time you jump to avoid that attack, the Alien Fleet Ship will crash into you. This takes down one full heart on the health meter.

It is not only at this time that the Alien Fleet Ship will crash into you, or attempt to crash into you, either. In fact, throughout the entire battle, it will fly in different directions on the screen, from high to low, and in an extremely annoying manner, to boot. You can either jump over the Alien Fleet Ship in most cases, or you can duck the Alien Fleet Ship as it zooms over you, but watch out, as it may combine both attacks to confuse you.

Regardless of what it's plans are, you can damage it by using that lovely, bouncing Red Ball that we have in every boss battle. You can use the Red Ball on the Alien Fleet Ship as it passes the ground of the

screen. If you can, try to catch the Red Ball as it bounces back to you. This will save time.

You can also attempt to hit the Alien Fleet Ship with the bouncy Red Ball whenever the Alien Fleet Ship passes in the air. This is fairly tough, and you have to aim well. DO NOT attempt to hit it when the Alien Fleet Ship is hovering directly over you, as your character will bounce and get struck. Just watch out for the Dual Alien attack while you are attempting to do this. After five hits, the Alien Fleet Ship will explode. Okay, so maybe it just disappears. Regardless, onto the next stage!

```
|*|*|*|*|*|*|*|*|*|*|*|
•          STAGE D        •
|*|*|*|*|*|*|*|*|*|*|*|
•          MARBLE ROBOT   •
|*|*|*|*|*|*|*|*|*|*|*|
```

The Marble Robot is a master of spitting marbles, and being dastardly, as well. I like that word a lot. While a lot of people question exactly what Capcom was thinking when they created this boss, I do not. In fact, this is probably one of my favorite bosses, and the sad thing is, the concept is just so simple.

The Marble Robot has two main attacks, and one of which makes him highly vulnerable. The first attack, is that he shoots tiny marbles into the air, and they will soon come down after he spits them out. This is definitely the most dangerous attack that this boss possesses, and even then, it is sort of a flukey attack, at best.

One the tiny marbles begin to come down, they will be both colorful, and deadly. Colorful because there are several different colors that can be used, and deadly because if they hit you, it will take away one heart from your health meter. I don't know HOW a marble traveling at such a slow speed can injure a chipmunk, but what do I know, right?

To avoid the tiny marbles attack, you must quickly and carefully read the pattern of the tiny marbles as they are coming down from the ceiling. If you can find a place amongst the line that he drops that has a large enough hole for you to fit into, you should be fine. In other words, stand in a spot where no marbles will connect with you. The main problem with this is the fact that it is all random, so I cannot give you any patterns.

The second attack is the one that makes the Marble Robot vulnerable. He will simply charge at you. "Charge" is a very weak word to describe this, considering he sorta put-puts towards you. He is extremely slow, which makes him easy to avoid during this phase. He tends to use a charge attack, and then the tiny marbles, so be wary of this pattern.

How to defeat him, you ask? Grab the bouncy Red Ball from the center of the ground, and await his arrival. Once he charges at you, wait for him to reach the farthest left that he can go. Once he is at this point, jump and throw the Red Ball at his eyes, which are an orange-ish color.

If done correctly, this will not only hit him once, but TWICE once it comes back to you. Like all of the other bosses, it only takes five hits to defeat the Marble Robot, or if you do the strategy that I suggest, it should only take a mere three hits to destroy the Marble Robot. This is

an easy battle, much like all of the other bosses thus far in the game.

```
.*.*.*.*.*.*.*.*.*.*.*.*.*.*.*.*  
•          STAGE E          •  
.*.*.*.*.*.*.*.*.*.*.*.*.*.*.*.*  
•          BLUBBER FISH    •  
.*.*.*.*.*.*.*.*.*.*.*.*.*.*.*.*
```

Why is it named Blubber Fish, you ask? I dunno. Because I felt like calling it Blubber Fish. Call it a last minute's inspiration, yanno? Well, anyways, being underwater, you are in Blubber Fish's territory, and he does not appreciate you disrespecting his crib, so y'all are gonna have to fight for your right to party.

Blubber Fish is a HUGE cluster of a fight. Seriously. He just moves everywhere in random motions and such, so the strategy is practically missing from this entire battle, but I can provide several tips at defeating his random ass quite a bit. And that, in itself, is by pure luck.

This is easily the hardest boss fight in the game thus far, so let us begin with a basic rundown. Blubber Fish moves all in random order, however, his favorite movement is the infinity sign. You know the infinity sign, right? The sideways "8"? That is what the Blubber Fish will love to do to you, which is not a lot of fun, considering he will hit you with his body if you jump, and you will likely have to because of...

His main attack is the deadliest of any which we have encountered thus far. He will spit around five bolts of lightning in random directions (including three of the five in directions that you are currently in). You will have to have crafty and quick reaction skills compared to your average gamer to outwit this battle.

Dodging the lightning bolts can be a major problem at times due to the fact that, to dodge some of the lightning bolts, you will be required to jump. And with Blubber Fish swaying in all sorts of directions, it is kind of hard to determine which way to jump and when. Just be sure to keep a keen eye out for your surroundings, and where you believe would be a good place to hide out for a moment or two.

As for defeating the Blubber Fish, it is both simple and extremely hard at the same time. The simple part? You can hit any part of his body to do damage, and you can often get double hits to decrease the time of battle. The hard part? He sways so damn much that it is hard to even connect with him.

So pick up the bouncy Red Ball from the center of the ground in this underwater room, and randomly jump up as high as possible and bounce it from right to left, or from left to right. The higher you can get in the air before releasing the Red Ball, the better, as it is more likely to make contact with the Blubber Fish this way.

If you release it far away enough from one side of the screen to the other, the more likely it is that you will not only connect once against the Blubber Fish, but you will connect twice, dropping the hit counter from five hits to three. This battle is a lot like a hectic version of the Marble Robot from Stage D. After the battle, enjoy the dialog.

```
|*|*|*|*|*|*|*|*|*|*|*|*|*|*|*|*|
•          STAGE G          •
|*|*|*|*|*|*|*|*|*|*|*|*|*|*|*|*|
•    CASINO FAT CAT    •
|*|*|*|*|*|*|*|*|*|*|*|*|*|*|*|*|
```

It has all boiled down to this. Or has it? The Casino Fat Cat is the fattest of the cattest. Or something. Fat Cat has run his illegal operations for far too long in this city, and the Rescue Rangers are here to shut him down, and get Gadget back, to boot! GO RESCUE RANGERS!

Casino Fat Cat uses only one attack, which sounds extremely basic and plain, and there is not much strategy to it, considering the fact that Casino Fat Cat will not even move once during the entire battle. The one basic attack that Casino Fat Cat uses is extremely deadly in comparison to most bosses, however, compared to Blubber Fish, he is pretty easy.

That one move that Casino Fat Cat does use is pretty basic, but it will damage you at least twice, more than likely. He will throw casino chips in sets of six at you with a quarter of a second delay between each set that he throws. Sounds pretty complicated, doesn't it? Thought so, and that it because it is.

There is no real way to dodge this attack. You are pretty screwed if you think you can plan a tactical strategy to destroy Casino Fat Cat. In fact, it may sound extremely wreck less, but I suggest just going in and pounding his face in with the Red Ball. You will have to hit Casino Fat Cat in general, NOT the slot machine that he rests on.

Be careful not to get hit by the pair of spikes that reside to the left of the screen, and towards the center of the screen (to the right of the bouncy Red Ball). Charge in, take the Red Ball, and throw it directly up in the air from where you grabbed it at, and get out of the way. Try your best to dodge the shots of casino chips that Casino Fat Cat will shoot at you, which is easier said than done.

It will take five hits from the bouncy Red Ball to take out Casino Fat Cat. As said before, shoot it directly up in the air from where you pick it up at, that way he cannot hit you, as his chips will be headed straight down and land exactly where the second set of spikes are located at. This is the best strategy. Watch the cut-scene, and we are off to visit more stages!

```
|*|*|*|*|*|*|*|*|*|*|*|*|*|*|*|*|
•          STAGE I          •
|*|*|*|*|*|*|*|*|*|*|*|*|*|*|*|*|
•    EXPLODING CRAWLER    •
|*|*|*|*|*|*|*|*|*|*|*|*|*|*|*|*|
```

The Exploding Crawler's alternate name that I had in mind was Green Apple Tummy. In case you are wondering why I had this as the alternate name for the Exploding Crawler, it is because my girlfriend wanted me to name it that. As you could probably tell simply by looking at the Exploding Crawler, this will be a fairly tough and awkward battle.

The Exploding Crawler will only use one extremely simple attack during the entire battle, and I believe it had more to do with the influence of the "duel twin" dealy. If you are clueless as to what I am speaking of,

I am talking about in a game whenever the enemy will only attack you once you attack them.

That's right, the Exploding Crawler will not attack you until after you attack it, so let's get to attacking, then, shall we? After you hit the Exploding Crawler with the bouncy Red Ball in the center of the stage, you will notice that the Exploding Crawler will run over to the center of the room, and then explode.

Besides getting hit by basically jumping into him as he passes, this is his only other "real" attack in the battle. It will explode into four different parts, two on the outer rim of the battle field, and two on the opposite sides of the center of the room. If you attempt to throw the Red Ball at the Exploding Crawler, but miss, it will not attack. Only when you connect with the Red Ball will it attack you.

You will have to at least avoid getting hit by the Exploding Crawler three times out of the five that it will take to destroy him. As stated before, the parts of his body will fly in different directions, but all remain the same, but form back together in the middle before stacking back up. You should come out on top as long as you are fast enough to dodge his "attacks."

```
|*|*|*|*|*|*|*|*|*|*|*|*|
•          STAGE J          •
|*|*|*|*|*|*|*|*|*|*|*|*|
•          FAT CAT         •
|*|*|*|*|*|*|*|*|*|*|*|*|
```

Yes, we are finally to the final boss. FAT CAT! Fat Cat is an extremely large cat, and as we all know, cats hate mice. Um... We're chipmunks. Oh, well, whatever! I guess cats also hate chipmunks. Despite having the name Fat Cat, Fat Cat is Small Cat in comparison to my two kitties at home, Mr. Wease (hence, Mr. Weasels. See? I give props to my cats) and Franklin. Small Cat. Ha.

Fat Cat only has one basic attack that is quite deadly, yet negotiable to avoid and/or dodge, and that one attack is with his cigar. Yes, I know that sounds incredibly lame and cheesy, but that is how he will attack you: With his cigar. And you want to know the funny part? The actual cigar will not even harm you, nor will Fat Cat himself, only the cigar ashes.

The cigar ashes attack is extremely stupid, but it will work well if you happen to let your guard down long enough for it to harm you. Each one of the cigar ashes will do one full heart's damage to your character. After every full second and a half, Fat Cat will send out five more cigar ashes to do his dirty work.

You can avoid the cigar ashes by jumping backwards, and landing forwards around them. It sounds sort of kooky and sloppy, but it works, trust me on this. You can dodge the way that the cigar ashes will be headed by setting up an escape route in order to hit him. Or, in other words, stand at one side of the screen long enough for him to tip his cigar, and run to the opposite side of the screen to dodge the ashes.

Like any other boss in the game, Fat Cat will need to be beaten upside the head (and what a very large head it is) five times with the bouncy Red Ball to be defeated once and for all. This boss battle compared to

the others is actually quite easy, and remember to scramble between each hit you get in on him to avoid the cigar ashes.

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::: ::: ::: ::: SECTION VIII. - ITEMS ::: ::: ::: :::  
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In the Items Section, you will find an extremely brief run-down on all of the items you can find in the entire game, from front to back. This will include what their names are, what they look like, and what they do. Relax, and enjoy.

1-UP STAR  
-----<

I'll give you a cookie if you can guess what this does. Yes! It gives you a 1-Up, increasing how many lives you have by one! You are just so smart! I'm so proud of you.

ACORN  
-----<

The Acorns are a chipmunks best friend... I think, anyway. Regardless of who's friend the Acorn is, it will soon be yours, as each Acorn will increase your Hearts by one, unless they are already filled to top capacity.

APPLES  
-----<

The Apples are the very first item that you discover in the game. They can be used as a thrown item by picking it up, and throwing it (pressing the B Button twice works well). You cannot jump very high while holding an Apple.

BLACK BALLS  
-----<

Throw these bad boys at an enemy quite quickly, as they are actually bombs. They are extremely heavy and large, and will do quite a bit of damage to the oncoming enemy. Yay for destroying and/or blowing up things!

CRATE  
-----<

The Crates can be used in two separate ways, as well as one combination. You can either pick the Crates up with your character, and hide inside of them by holding down on the Directional Pad, or you can pick the Crates up and throw them at the enemy. You can also pick up a Crate, hold down on the Directional Pad, and wait for an enemy to walk into you. This will damage/kill the enemy.

FLOWER  
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You can find the Flowers throughout the stages in Chip 'N Dale: Rescue

Rangers. Much like what Coins are to Mario, if you collect 50 of the Flowers, you will get one extra life (1-Up).

#### GLOWING ACORN

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The Glowing Acorn is a lot like the regular ol' Acorn, and it even looks just like it. Only one huge difference: It glows. The Glowing Acorn will fill up all of your heart containers, thus giving you full health. And full health rocks.

#### HAMMER

-----<

The Hammer is a very odd item that, at first glance, sort of reminds you of Super Mario Brothers 3. You will use the Hammer in Stage E to chip away at the bricks to get to the other side of the screen. You use the Hammer by picking it up, and pressing the action button. Very easy stuff here.

#### LOG

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The Log is an awful lot like the Apple pick-up item, as it is extremely heavy, and will restrain your selected character from jumping very high whilst holding it. This item can be seen in Stage E, the outdoors stage.

#### P

--<

Yes, the letter P makes a special guest appearance in the game. I bet you are curious as to why this Sesame Street-ish guest is in the game, and what it does, right? Well, the letter P stands for "Power," and once you collect this item, you will become stronger, and you can lift Apples with no problem at all.

#### RED BALL

-----<

You can find the Red Ball, which is a bouncing rubber ball, in most boss stages. It is the prime choice of defeating evil-doers, considering the fact that it does not bust or blow up, or any other useless term for being removed from the screen. It will stay there until you kill the boss.

#### STAR

-----<

The Stars in the game are sort of like the Flowers; you can find them several times throughout certain stages, and once you collect a certain amount of the Stars (10 Stars), you will collect a 1-Up.

#### STEEL BOX

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With the Steel Boxes in the game, they differ quite a bit from your average Crate and such. You can stack these boxes to reach new areas, or hard-to-reach sections of each stage.



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:::  :::  :::  :::  SECTION IX. - CREDITS  :::  :::  :::  :::
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First off, I would like to thank Jeff "Ceejay" Veasey for hosting my FAQs (or "works of art," your choice), as well as Stephen Ng and Jon Robinson over at IGN.com for their choice words. Stephen was concerned about me during the tornado streak here in Missouri, and dropped me a line to check in. That was a classy move on his part that I greatly appreciate. Keep up the good work, guys.

Secondly, a huge amount of thanks goes to Capcom. As of right now, I have written a total of ten FAQs, and four of those ten have been Capcom games. I think it has to do with how wonderful their development has been throughout the years that keeps me coming back for more.

A huge thank you to my girlfriend, Valerie Meerschaert. She helped me make the section headers, which I was going crazy over, almost literally. She has style. I love you, stoopy.

Huge amounts of thanks to my boy, Swicky! He came through in the clutch to create this ASCII art for me that you can see at the top of my FAQ/Walkthrough, and for that, I send out my sincere gratitude and appreciation.

Thanks to the Chip 'n Dale: Rescue Rangers instruction manual for the Story section information. Sorry it couldn't be that large, but, what are you gonna do when trying to provide story information for a Rescue Rangers game from the late 80's/early 90's?

Loads of thanks to my buddy Brian Sulpher for suggesting this project. I enjoyed this game as a child, and decided that I could write a pretty nifty FAQ/Walkthrough for it. Thanks for the confidence, Brian. Same goes out to Steve "Psycho Penguin" McFadden, whom has become a good friend of mine. Thanks for the support, guys.

Lastly, I would like to thank Jack Johnson, one of my favorite musicians, for his new album, which has inspired my gaming abilities at NBA Street Vol. 2. Booyah! Plus, the fact that his musical style hasn't changed since he has gotten famous by word of mouth. Still very original and classy.

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:::  :::  :::  :::  SECTION X. - DISCLAIMER  :::  :::  :::  :::
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