Clu Clu Land FAQ/Walkthrough

by TheNintendoMaster03

Updated to vFinal on Jan 11, 2013

FAQ#3	
	Clu Clu Land FAQ/Walkthrough For NES Written by Kevin E. Merrill "TheNintendoMaster03" This file is Copyright (C) 2003-2013. This game is Copyright (C) Nintendo 1985. Version: Final
=	nide should be viewed only in Notepad for best appearance possible. http://www.gamefaqs.com/features/recognition/97072.html
you wish. system box	use the Ctrl+F4 system so you can skip ahead to any area of the FAQ Just insert the five letters in between the <>'s in the Ctrl+F4 a. I also note to the left of the Ctrl+F4 cuts whether a section is or not yet.
	What's New <whtnw></whtnw>
	ng and added Game Basics section. This is the final version of the
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Contact	Info.	and Rules	<cntct></cntct>

Please read the FAQ before e-mailing or sending me messages. I've gotten a few questions that were already answered in my FAQs. If you wish to contact me, state which FAQ you're talking about and fair warning to all you spammers. All spammers will be blocked so don't bother wasting your time. Make sure that you speak proper English in your e-mails/messages please. I want to understand what you're trying to say and not see a big mess or words that don't make sense. If you didn't like it tell me how I can improve. I don't mind criticism at all as long as you don't be nasty about it. Thank you.

	Version History	<versn></versn>
Version .75 Submitted 0	6/09/03: Submitted the FAQ/Walkth	rough.
Version .85 Submitted 0 section, inserted the map	8/29/03: Added a couple level maps for level five.	s to the walkthrough
Version .90 Submitted 1 and jotted down the bonus	1/09/03: I finally got back to plate level map.	aying Clu Clu Land
Version 1.0 Submitted 1 with all design maps.	1/11/11: Reformatted along with al	ll my other FAQs, now
Version 1.01 Submitted 1	1/17/12: Very minor editing.	
Version Final Submitted 0 This is the final version	1/10/13: More editing and added Ga of the FAQ.	ame Basics section.
	Introduction	<induc></induc>
	ide of mine, I can help you enjoy learning curve. Please enjoy Clu (
	About the Game	<agame></agame>
reveal all the gold bars have hidden from you. The shape. The layouts to the four per level. Sounds ea	called Bubbles, swimming around a that the sea urchins of Clu Clu Lase gold bars when collected, revea five levels are different as the sy? It's not. Getting used to conthave to evade the Unira while cross	and called the Unira, al some short of re are 20 designs, trolling Bubbles will
gold bars and not get suc	ked into a black hole.	
	Controls	<pre><code <="" control="" pre=""></code></pre>

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l		l	l			

D-Pad: The D-Pad MUST be held down for Bubbles to move around the turnposts.

Select: Does nothing.

Start: Start game.
Pause game.

Resume the game from being paused.

B or A: Shoots out electric shock waves. Only two can be shot at a time.

Game Basics <GBsic>

Controlling Bubbles

Controlling Bubbles takes a while to get used to. You need to hold the D-Pad, not press, to go around the turnposts of the mazes. You can rotate around a turnpost as long as you like, while holding the D-Pad. Release the D-Pad when you're ready to continue. Take all the time you need rotating around the turnposts until you feel comfortable of what lies ahead. Just don't take too long as the levels are timed. When you touch a wall, you'll bounce off it and turn around. If you're playing with a friend and both players bump into one another, they will bounce off one another just like hitting a wall in the maze.

When you're moving left to right through a row, you can only hold up or down to go around the turnposts. If you're going down or up a row, you need to hold left or right instead. It certainly takes a while to get used to. The best thing to do is obvious, practice! As you begin clearing levels, Bubbles will start moving faster, which will make controlling her a bit harder.

Attacking

Bubbles can fire out shock waves to stun the Unira in her path. Once you stun one, you can then push them into a wall to crush them. If you have yet to turn over all the gold bars, they will return later just like the ghosts in Pac-Man. They are the only enemies in the game and you won't see more than two out around a maze at a time. Don't turn your back to them as they will hunt you down and home in on your position like a hawk.

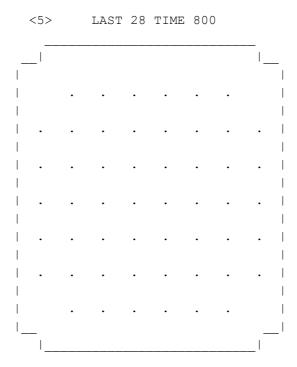
Black Holes

While going through the mazes, you'll see at least one black hole in every level that will spawn out the Unira to interfere with your progress. When you start the game you'll usually see two black holes, but there will be more in later levels. There will be times when you may have to go over one. You can only cross over a black hole if a turnpost is nearby. The black hole will take away one of your lives if you fail to swim around it and get sucked in.

If touched, the rubber traps that lay hidden in the mazes will be bounce you backwards. If you accidentally run into a rubber trap with an Unira lurking behind it, it will kill you! You definitely want to avoid running into these traps while you're uncovering the gold bars, especially when two rubber traps are very close to each other on the same row. It'll become very difficult to regain your momentum if that's the case.

Heads-Up-Display

Below is an example of what the heads-up-display (game screen) may look like:



<5>: Indicates how many lives you have remaining.

Last 28: Indicates how many Gold Bars are left to collect.

Time 800: Indicates how much time is remaining before you lose a life. The timer doesn't stop if you lose a life.

100%****Completed******

Walkthrough <Wlkth>

This is the walkthrough section, the bulk of the guide. Here I have mapped out all 20 gold bar designs and the bonus room as well. Each level has four gold bar designs. The gold bars are the areas connected to the dots on the maps. Make sure not to fall into the black holes, where the Unira enter the mazes from. Navigate Bubbles around them if you think you're about to die. Also if you lose a life, the timer won't stop! Speaking of the timer, if you run out of time you'll only lose a life, not get a game over. When you resume the level, the timer will be cut in half. Hey, at least they let you finish the level. Unlike most games you start with five lives instead of three and that may sound

Be careful every step of the way and plan your moves ahead of time. Grab every

good and all, but they can get depleted quickly if you're not use to the game.

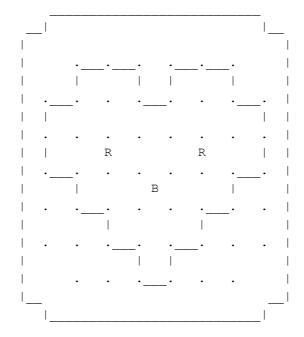
item you can, especially the timer. This will not only stop the ticking timer, but will also briefly freeze the Unira! The more loops you clear, the time limit will become shorter and the levels will get progressively faster. After you clear the bonus round the first time, the game begins looping and you'll never see the red levels again. Starting at level 22 I believe, you will need to start going over the gold bars twice to uncover them. Passing over the gold bars after uncovering them will at this point will take away their shine, and forces you to go over them once more to regain their original brilliance.

Level One-Pink

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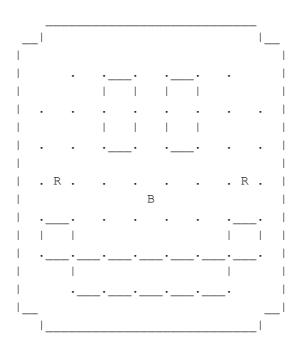
Gold Bar Design #1

Gold Bars: 28
Shape: Heart



Gold Bar Design #2

Gold Bars: 32
Shape: Face

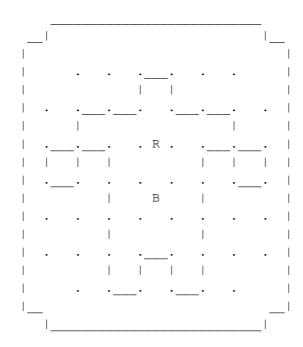


Gold Bar Design #3

Gold Bars: 31
Shape: House

Gold Bar Design #4

Gold Bars: 33
Shape: Person



Level Two-Green <L2Grn

Gold Bar Design #1

Gold Bars: 34
Shape: Eagle

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	Gold Bar Design	#2
	Gold Bars: 30 Shape: Spade	
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	Gold Bar Design	#3
	Gold Bars: 32 Shape: Mouse	
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Gold Bar Design #4

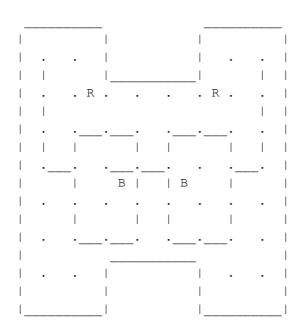
30 Gold Bars Shape: Clown

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Level Three-Blue <L3Blu>

Gold Bar Design #1

Gold Bars: 29
Shape: Glasses



Gold Bar Design #2

Gold Bars: 29
Shape: Submarine

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R: Rubber Trap			• •
: Gold Bar			
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		Gold Bars: 29)
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		Gold Bar Desi	lan #4
		Gold Bars: 32	2
		Shape: Butter	fly
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R: Rubber Trap		R R	
_: Gold Bar	· · -		··
.: Turnpost		I	
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Level Four-Purple _____ Gold Bar Design #1 Gold Bars: 32 Shape: Key

| Key | |-----| | B: Black Hole | | R: Rubber Trap| | _: Gold Bar | | .: Turnpost |

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Gold Bar Design #2

Gold Bars: 34 Shape: Letter H

| Key | |-----| | B: Black Hole | | R: Rubber Trap| | _: Gold Bar | | .: Turnpost |

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Gold Bar Design #3

Gold Bars: 31 Shape: Hole

Key		
B: Black Hole		
R: Rubber Trap		
: Gold Bar	B	
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	Gold Bar Design #4	
	Gold Bars: 34	
	Shape: Ribbon	
Key		
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R: Rubber Trap	i i i i	
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	Level Five Yellow	<l5ylw></l5ylw>
	Gold Bar Design #1	
	Gold Bars: 23	
	Shape: Shape 1	
Key		
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R: Rubber Trap	R	
_: Gold Bar	R	
.: Turnpost		
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Gold Bar Design #2 Gold Bars: 22 Shape: Shape 2 Кеу | B: Black Hole | | R: Rubber Trap| | : Gold Bar | .: Turnpost | B Gold Bar Design #3 Gold Bars: 24 Shape: Shape 3 Key | B: Black Hole | | R: Rubber Trap| | _: Gold Bar | .: Turnpost Gold Bar Design #4 Gold Bars: 24 Shape: Shape 4 | B: Black Hole | | R: Rubber Trap|

_: Gold Bar .: Turnpost	•	• •	_ ·	•	-·	·		·	
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Credits <Crdit>

Nintendo: Putting t	this fun game in Animal Crossing, which introduced me to it.
Re-releas	sing it on the e-Reader and the Virtual Console.
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