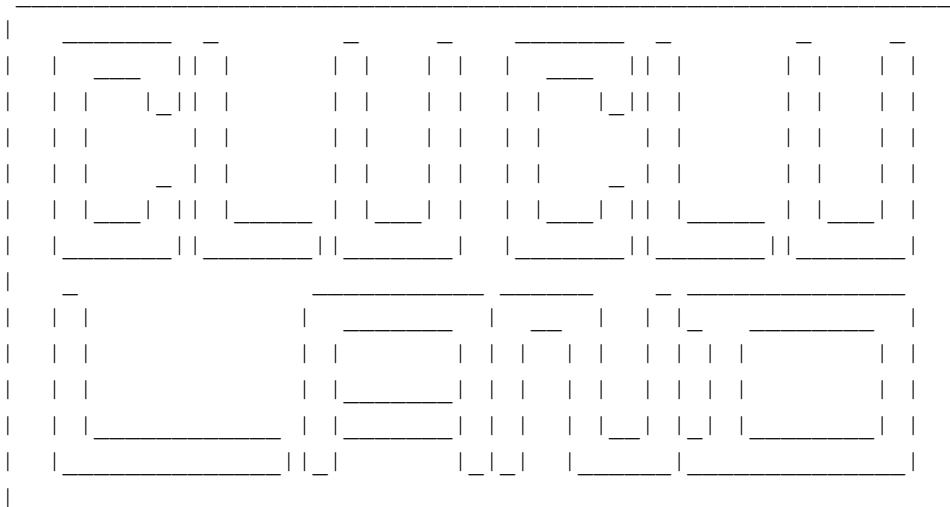


Clu Clu Land FAQ/Walkthrough

by TheNintendoMaster03

Updated to vFinal on Jan 11, 2013

FAQ#3



Clu Clu Land FAQ/Walkthrough

For NES

Written by Kevin E. Merrill "TheNintendoMaster03"

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This game is Copyright (C) Nintendo 1985.

Version: Final

This guide should be viewed only in Notepad for best appearance possible.

<http://www.gamefaqs.com/features/recognition/97072.html>

My guides use the Ctrl+F4 system so you can skip ahead to any area of the FAQ you wish. Just insert the five letters in between the <>'s in the Ctrl+F4 system box. I also note to the left of the Ctrl+F4 cuts whether a section is completed or not yet.

What's New

<WhtNw>

More editing and added Game Basics section. This is the final version of the FAQ.

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Table of Contents
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-----%-----Of FAQ Sections-----Completed-----

1. What's New-----> <WhtNw>

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

Version History

<Versn>

Version .75 Submitted 06/09/03: Submitted the FAQ/Walkthrough.

Version .85 Submitted 08/29/03: Added a couple level maps to the walkthrough section, inserted the map for level five.

Version .90 Submitted 11/09/03: I finally got back to playing Clu Clu Land and jotted down the bonus level map.

Version 1.0 Submitted 11/11/11: Reformatted along with all my other FAQs, now with all design maps.

Version 1.01 Submitted 11/17/12: Very minor editing.

Version Final Submitted 01/10/13: More editing and added Game Basics section. This is the final version of the FAQ.

Introduction

<Induc>

Hey everyone, and welcome to my 3rd FAQ. This time I'm covering one of the titles that launched with the NES way back in 1985, and IMO, is a very overlooked game. I am talking about none other than the unique game called Clu Clu Land. It's a simple, yet challenging puzzle game that takes some time to get used to due to the controls. Once you get used to them and memorize the design maps, I think you'll find this to be a fun game. Most people who first play this hate it since they probably don't understand how to play it. Hopefully through this guide of mine, I can help you enjoy it. It's a solid puzzle game with a steep learning curve. Please enjoy Clu Clu Land!

About the Game

<AGame>

You play as a bubble fish called Bubbles, swimming around a maze underwater to reveal all the gold bars that the sea urchins of Clu Clu Land called the Unira, have hidden from you. These gold bars when collected, reveal some sort of shape. The layouts to the five levels are different as there are 20 designs, four per level. Sounds easy? It's not. Getting used to controlling Bubbles will take time. You will also have to evade the Unira while crossing over the hidden gold bars and not get sucked into a black hole.

Controls

<Cntrl>

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| _____ |  
|           | _____ | | | |
|   _       | _____ | Nintendo |  
|   | |     | _____ |  
|  __| |__  |Select__Start|  
|  |__ o __| _____ |  
|   | |     |_( )_( )_| ( ) ( ) |
```

| | | | | B A |
| | | | | | |

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.

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Game Basics <GBsic>
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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.

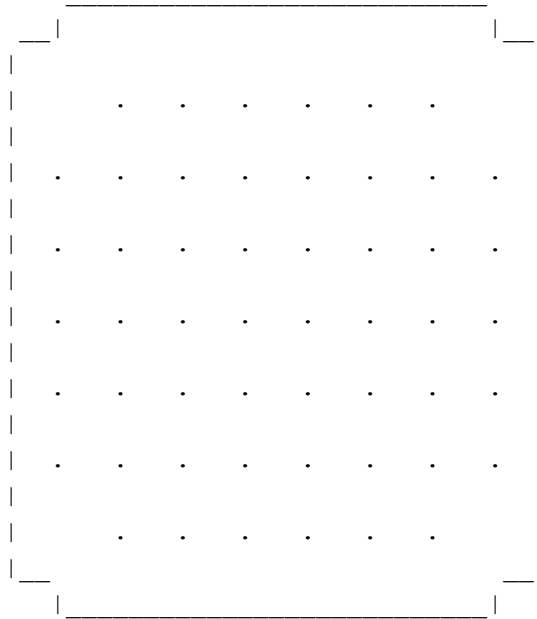
Rubber Traps

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> LAST 28 TIME 800



<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%**Walkthrough*****Completed*****

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

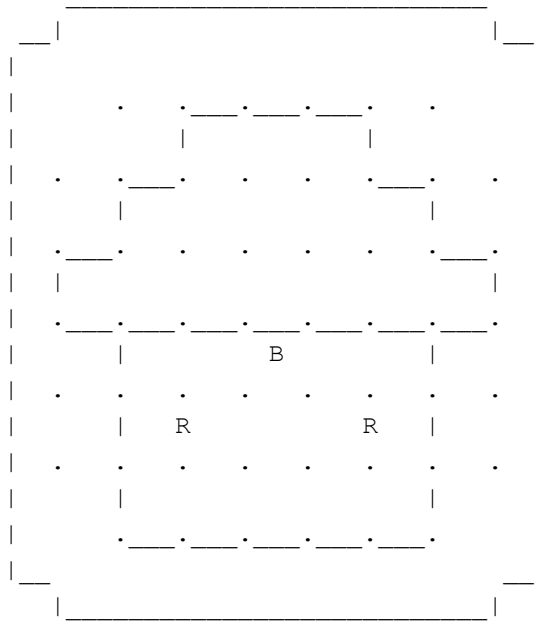
Be careful every step of the way and plan your moves ahead of time. Grab every

Gold Bar Design #3

Gold Bars: 31

Shape: House

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

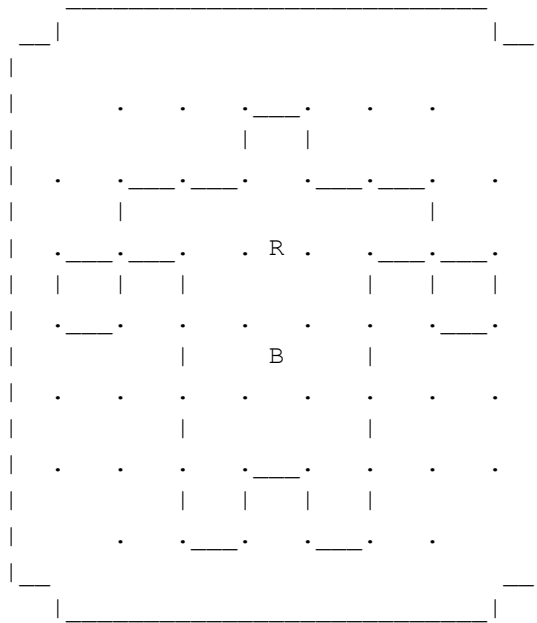


Gold Bar Design #4

Gold Bars: 33

Shape: Person

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



Level Two-Green

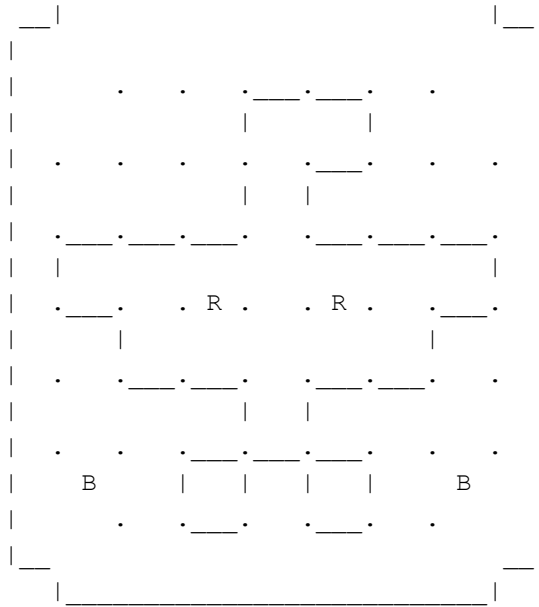
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Gold Bar Design #1

Gold Bars: 34

Shape: Eagle

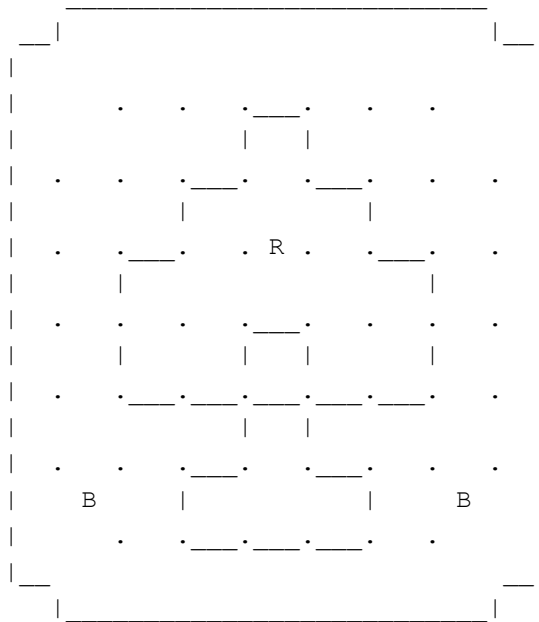
Key	
B:	Black Hole
R:	Rubber Trap
_:	Gold Bar
..:	Turnpost



Gold Bar Design #2

Gold Bars: 30
 Shape: Spade

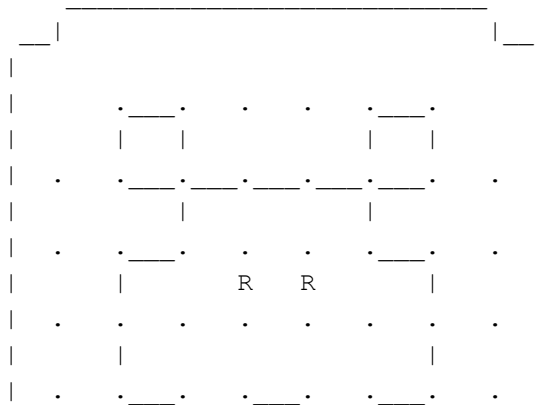
Key	
B:	Black Hole
R:	Rubber Trap
_:	Gold Bar
..:	Turnpost

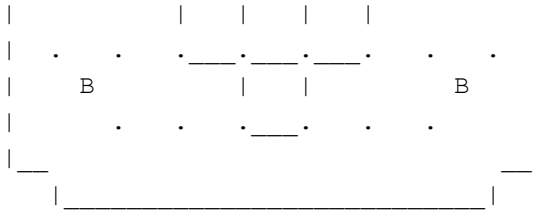


Gold Bar Design #3

Gold Bars: 32
 Shape: Mouse

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

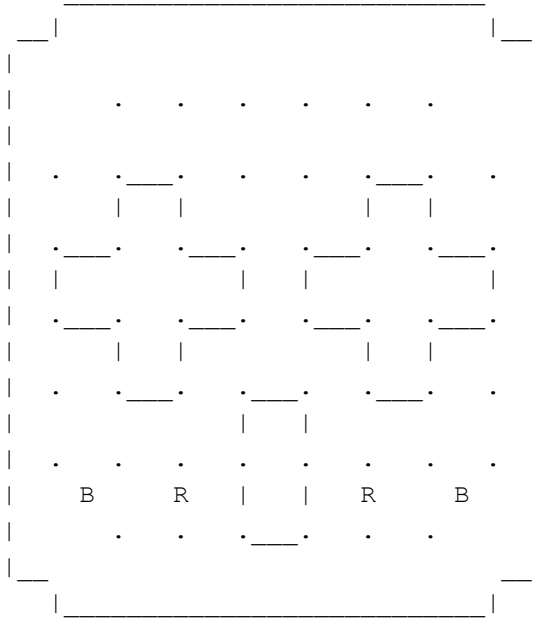




Gold Bar Design #4

30 Gold Bars
Shape: Clown

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



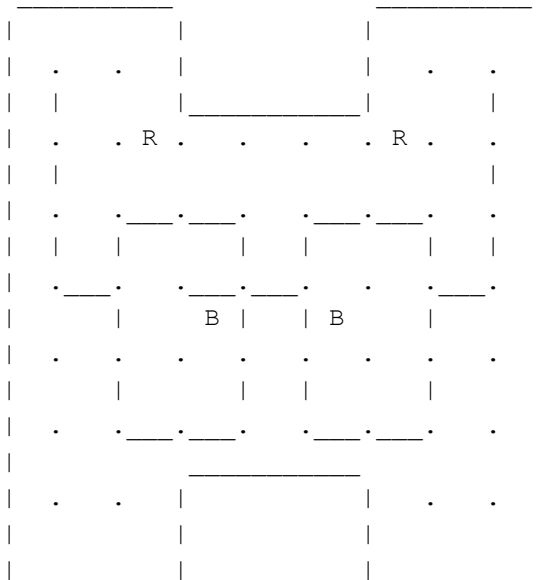
Level Three-Blue

<L3Blu>

Gold Bar Design #1

Gold Bars: 29
Shape: Glasses

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

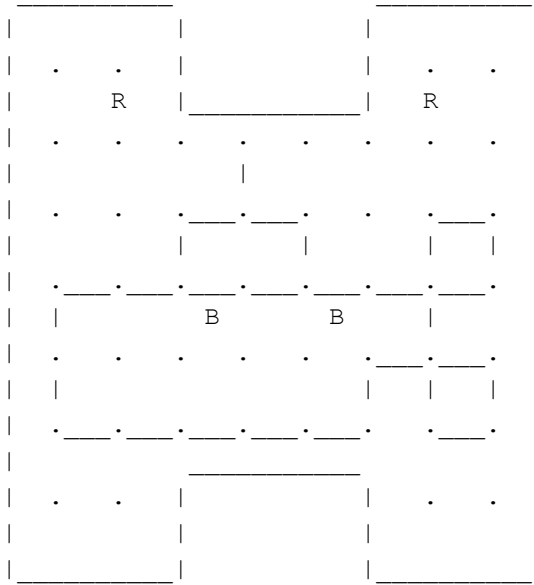


Gold Bar Design #2

Gold Bars: 29
 Shape: Submarine

Key

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

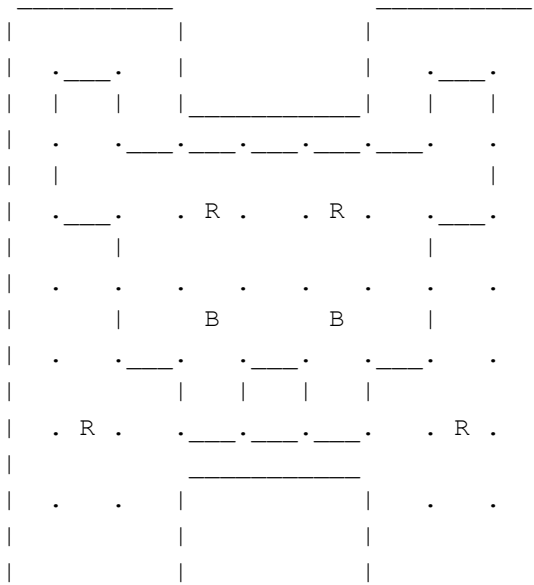


Gold Bar Design #3

Gold Bars: 29
 Shape: Koala

Key

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

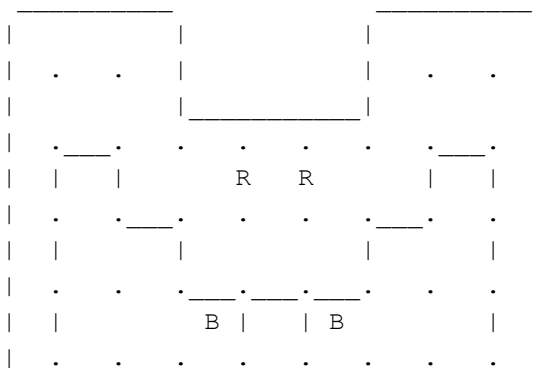


Gold Bar Design #4

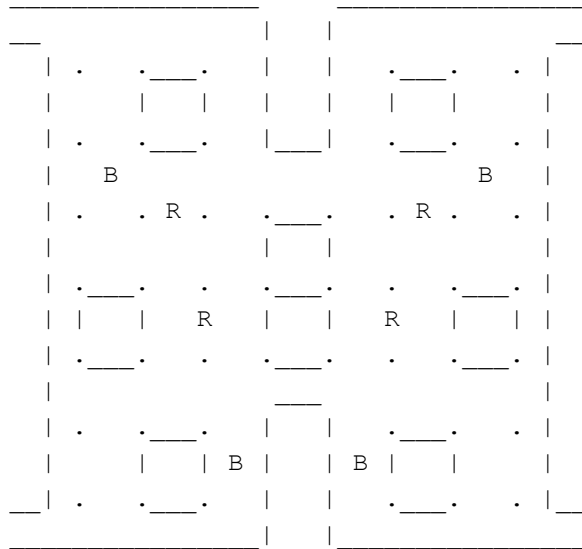
Gold Bars: 32
 Shape: Butterfly

Key

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



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

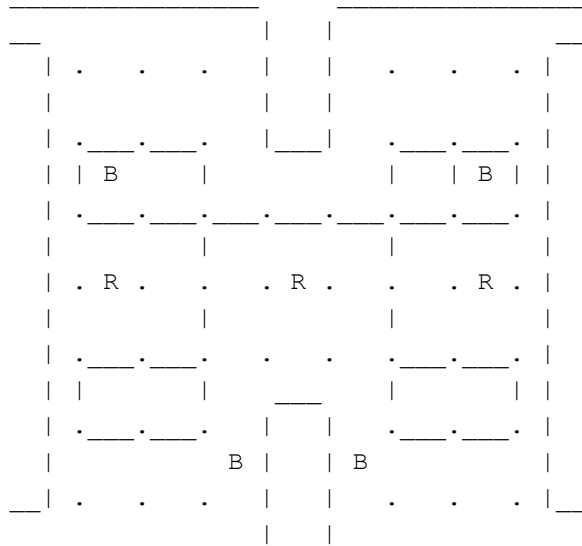


Gold Bar Design #4

Gold Bars: 34

Shape: Ribbon

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



Level Five Yellow

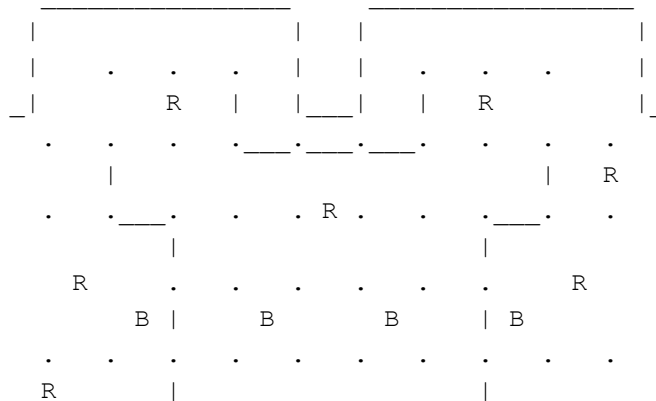
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Gold Bar Design #1

Gold Bars: 23

Shape: Shape 1

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



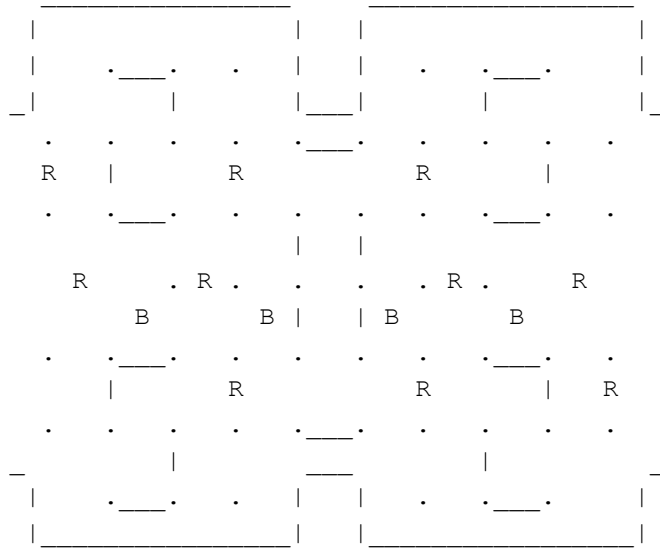


Gold Bar Design #2

Gold Bars: 22
Shape: Shape 2

Key

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

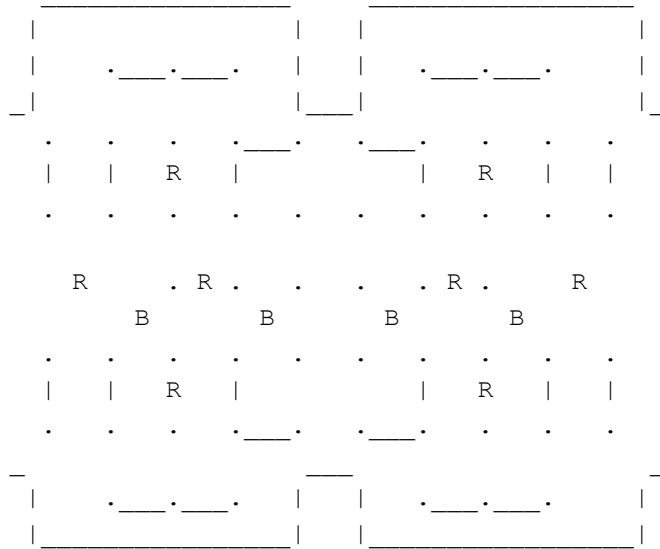


Gold Bar Design #3

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

Key

B: Black Hole
R: Rubber Trap

