## Clu Clu Land FAQ/Walkthrough

by Brak2000

# CLU CLU LAND FAQ <br> for the Nintendo Entertainment System and Game Boy Advance E-Reader 

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To Come: If you find any Rubber Traps I lost, drop me an email. It's likely I missed one or two along the way.

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A) Introduction
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Hello there folks. You might be asking yourself, "Brak, why are you writing a FAQ for such an old game? Are you INSANE?!" The answer to that is simple. Yes. I'm writing this FAQ because I love Clu Clu Land. I wanted a place where level solutions are avaliable because lets admit it - the game is a lot easier when you know where to go. This is I believe my 10th FAQ. It's a MILESTONE so it better be good! Without wasting any more of your time I present to you
*da da da DA!!!!* brak2000's Clu Clu Land FAQ! *applause*
B) What is Clu Clu Land?

Lets get down to business. If you've never heard of Clu Clu Land, don't worry about it. This game wasn't exactly a huge hit back in the day. If you know it from the vs. version Nintendo put in arcades, congratulations! You're a pretty knowledgeable gamer! Most people know it from the revived e-Reader version (which is identical to the NES version) and it being found in the Nintendo GameCube game, Animal Crossing.

The premise behind Clu Clu Land is a simple one. The e-reader card lists it as "The evil Sea Urchins have hidden a pattern of gold bars on Clu Clu Land in an underground mystery maze. It's up to you to find the gold before time runs out!" Good thing we're playing this for the arcade gameplay and not the story.

The object of the game is to move around a character named Bubbles and find all the hidden gold bars in the level. This is done by passing through 2 dots. If a bar is hidden there, it will appear. For some odd reason, the Sea Urchins seem to have put the bars in to easily distinguished patterns that make up pictures. According to the e-reader cards, this is so they don't forget where they hid them. Those Sea Urchins really aren't a bright bunch.

If this confuses you all, heres some beautiful ASCII art to help illustrate it.

moves.

Each level has a timer which ticks away as you search around. If you fail to find all the gold bars by the time the timer runs out, you will lose a life. Once you run out of lives, the game is over.

Losing lives is easy business. In each level there are Sea Urchins that will chase you around trying their best to protect the gold bars. Luckily you can stun them with your electric shock waves, but this only has temporary effects. When they are stunned, you can get rid of them by smashing them in to a wall. This can be difficult, but also nets you a good amount of points. Also in each level are black holes in the ground. You must avoid these as if you fall in them, you'll lose a life.

Finally, in each level there are also things called "rubber traps". These cause you to bounce off them and move backwards in the way you came. You uncover them just like gold bars, so they can come out of nowhere to surprise you. Much like the gold bars though, they seem to appear in distinguishable patterns.
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C) Controls
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NES Controls

Menu
Select - Changes selected option: 1-Player Mode or 2-Player Mode
Start - Start selected option

In-Game

Start - Pause/Select
A/B - Sends out electric shock waves. Can send out 2 at one time. D-Pad - Holding this left or right causes Bubbles to grab on to a turnpost. Hold it until you are heading the direction you want to go, and then let it go to release yourself from the turnpost.

GBA Controls
-------------

All controls are the same, but hitting L+R simultaneously will bring you back to the title screen. Also on the menu the select button is not used, so use the directional pad instead.

Turning
-------

Turning in Clu Clu Land can become a chore until you know exactly how it works. Here is a quick guide on turning for those of you that have difficulties getting it down.


Bubbles (circle) moves | If Bubbles wants | Once held down, Bubbles forwards passing between | to turn left, the $\mid$ will begin to rotate dots (asterisks) as she | up button on the | around the post until moves. | D-Pad should be | it is released. Let it | held down. | go shortly before she | | is facing up to release | | in that direction.
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D) Scoring/Items

Scoring

For each gold bar you find, you will be awarded 100 points.
For each bonus sack you find, you will be awarded 1,500 points.
For each bonus fruit you find, you will be awarded 800 points.
For each Sea Urchin you destroy, you will be awarded 500 points.
For every second you have left at the end of the round, you will be awarded 1 point.

For example - If you found 28 gold bars, had 190 seconds remaining and crushed 3 Sea Urchins at the end of the round you would be awarded with

Also, if you finish the level in an amazing speed, you will receive a 2000 point bonus. I am fairly certain this happens if you have 500 or more seconds left on the clock.

Items
-----

Since yet again, the e-reader cards do a great job explaining the items, I will type up the info.

Gold Bar - The treasure that Bubbles is searching for
Black Hole - The Sea Urchins live here. If Bubbles falls inside, she will be swallowed up.
Rubber Trap - The Sea Urchins set them up as traps. Hit one and you will be thrown back.
Turnpost - Bubbles hooks her hand around this to turn.
Bonus Flag - Receive an extra life.
Bonus Timer - The screen brightens while the Sea Urchins and the time counter are frozen for a short period of time.
Bonus Sack - 1,500 bonus points.
Bonus Fruit - The various types of fruit are each worth 800 points.
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E) The Levels

Before I start, I'd like to say sorry about my unproportional at times ASCII...best $I$ can do in a text file.

Level 1 - Red
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The Layout


The Solutions
\#1 - Starman (At least thats who it looks like to me)

33 Gold Bars

```
| |lllclll
        Legend
B - Black Hole
C - Rubber Trap
| - Wall Boundaries/Gold Bars
* - Turnposts
```

\#2 - Heart
28 Gold Bars

\#3 - Mushroom

31 Gold Bars


```
            Legend
                                    B - Black Hole
                                    C - Rubber Trap
                                    | - Wall Boundaries/Gold Bars
                                    * - Turnposts
```


\#4 - Smiley

32 Gold Bars


Level 2 - Green

The Layout

```
|llllllllllll
```

The Solutions
\#1 - Face

30 Gold Bars

\#3 - spade

30 Gold Bars


Legend

B - Black Hole
C - Rubber Trap
| - Wall Boundaries/Gold Bars

*     - Turnposts

```
#4 - Phoenix
3 4 ~ G o l d ~ B a r s
```



```
Level 3 - Blue
```

The Layout


Legend

B - Black Hole
C - Rubber Trap
| - Wall Boundaries/Gold Bars

*     - Turnposts

The Solutions
\#1 - Eyeglasses

29 Gold Bars
$\square$

\#2 - Butterfly

32 Gold Bars
$\qquad$ 1
 1
\#3 - Bear

29 Gold Bars


## Legend

B - Black Hole
C - Rubber Trap
| - Wall Boundaries/Gold Bars

*     - Turnposts
\#4 - Submarine

29 Gold Bars


Level 4 - Purple

The Layout


The Solutions
\#1 - H

34 Gold Bars


\#2 - Four Corners

32 Gold Bars
@ $\qquad$ | $\qquad$
\#3 - Squares

31 Gold Bars


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Legend

B - Black Hole
C - Rubber Trap
| - Wall Boundaries/Gold Bars

*     - Turnposts
@ - Warps to other side
\#4 - Hmm....Five Square?

34 Gold Bars


## Level 5 - Orange

The Layout


The Solutions
\#1 - Spider....it doesn't really look like one, just doesn't represent much else.

23 Gold Bars



B - Black Hole
C - Rubber Trap
| - Wall Boundaries/Gold Bars

*     - Turnposts
@ - Warps to other side
\#2 - Bounce Maze

24 Gold Bars

\#3 - UFO (another plain pattern...but I can make it look like things!)

24 Gold Bars



> Legend - ------B - Black Hole C - Rubber Trap | - Wall Boundaries/Gold Bars $\star$ - Turnposts @ - Warps to other side

## Bonus Stage

The Layout

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For the bonus stage，every single possibility is a gold bar．Just go nuts and get as many as possible before time runs out．Once you complete the bonus stage，you will go back to some of the past colors with harder enemies and faster speeds．Once 22 stages have passed， you will then undo gold bars if you pass them twice．Good luck！ Getting that far alone is an amazing accomplishment．
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F）FAQ

Q）What sex is bubbles？
A）Until I made this FAQ，I always thought Bubbles was male．．．
according to the e-reader cards though, Bubbles is female.
Q) Any known glitches?
A) At one point while making this FAQ, I accidentally placed a stunned Sea Urchin on the top of a black hole. When the other Sea Urchin tried to exit, he was stuck. I don't know if this was a one time glitch or what, but it at least temporarily stops both Urchins from attacking you for a while.

Have a question? braktheman (AT) gmail (DOT) com
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G) Credits
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Thanks to Nintendo for making Clu Clu Land! It's an underappreciated title! Time to make a next-gen sequel!
CJayC and the fine folks on the GameFAQs staff for posting this FAQ and running such an excellent site.
Thanks to the people that use FAQs. Without you, there would be no FAQ.
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H) Contact
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Website - http://adultswim.vandaliersheart.com
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When It Comes To EMAILING me I will Accept/Ignore the following

I WILL Accept:

Questions not covered in the FAQ
Suggestions
Email Saying my FAQ sucks/rocks (yes, I do also enjoy critique... but please don't go with the obvious "my FAQ sucks rocks" joke.)
Emails with good grammar and spelling (I accept crappy ones if I can read it)

Emails asking to post my FAQ on their site

I WILL NOT Accept:

Questions covered in the FAQ
Hate Mail
Spam Mail
Emails saying to respond if $I$ would not like my FAQ on their site. That's just rude and an insult to anyone who writes FAQs!
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I) Legal Stuff
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You know the deal. Please do not use this FAQ without my permission! If you email me with a request, I will usually say yes so PLEASE email me before posting this on your site or problems will occur! You may not sell this FAQ. It may be distributed as long as nothing is changed and

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it is not being sold in any shape, way, or form. I am in no way
affiliated with Nintendo, the creators of Clu clu Land. They get
complete credit for making this wonderful game.
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