

Clu Clu Land FAQ/Walkthrough

by Brak2000

Updated to v1.0 on Mar 24, 2005

CLU CLU LAND FAQ

for the Nintendo Entertainment System
and Game Boy Advance E-Reader

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Date: Thursday, March 24, 2005

Version: 1.0

Status: Complete

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 available 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.

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

The Layout

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| | * * * * * |
|_ | * * * * * |
|-----|
```

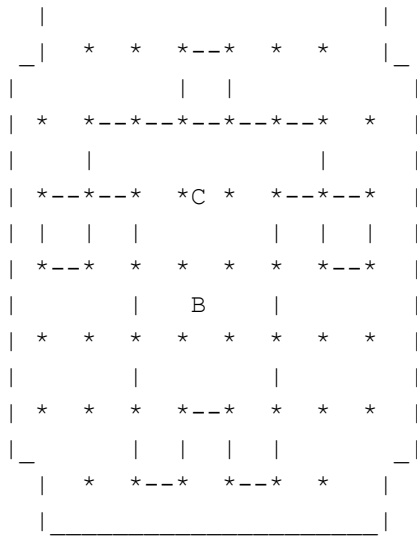
Legend

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

The Solutions

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

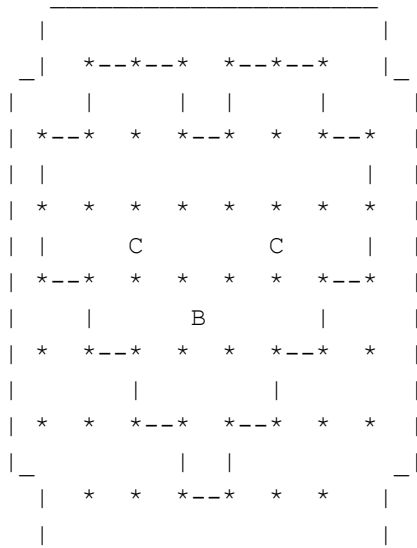
33 Gold Bars



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

#2 - Heart

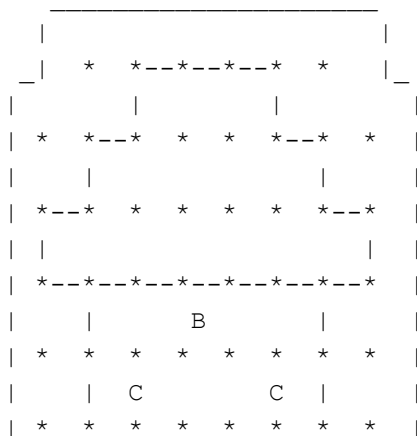
28 Gold Bars



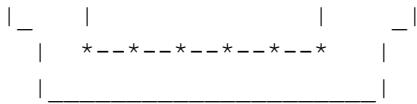
- Legend
-
- B - Black Hole
 - C - Rubber Trap
 - | - Wall Boundaries/Gold Bars
 - * - Turnposts

#3 - Mushroom

31 Gold Bars

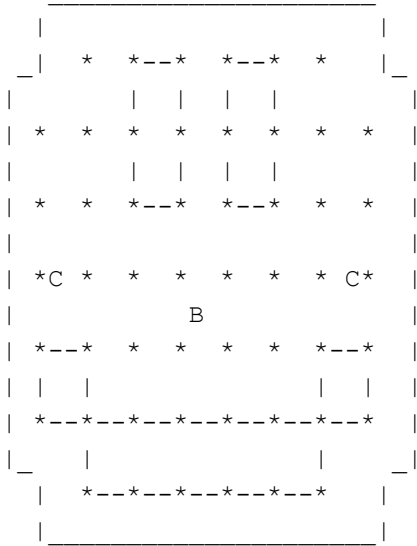


- Legend
-
- B - Black Hole
 - C - Rubber Trap
 - | - Wall Boundaries/Gold Bars
 - * - Turnposts



#4 - Smiley

32 Gold Bars

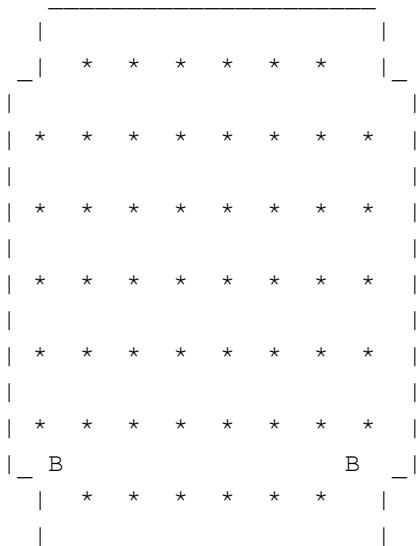


Legend

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

Level 2 - Green

The Layout



Legend

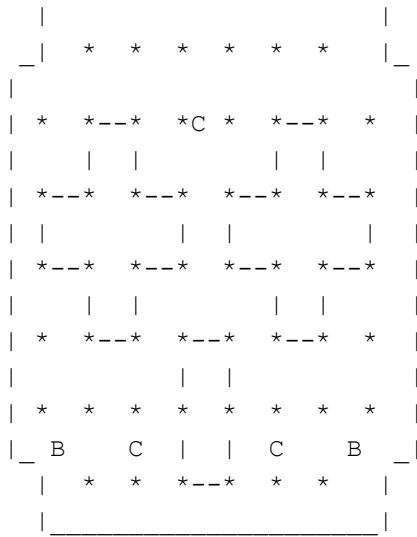
-
- B - Black Hole
 - C - Rubber Trap
 - | - Wall Boundaries/Gold Bars
 - * - Turnposts

The Solutions

#1 - Face

30 Gold Bars



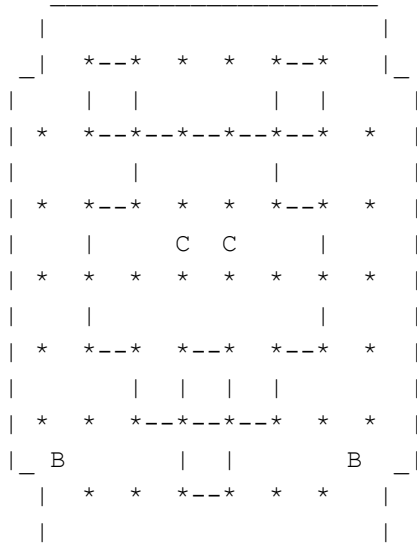


Legend

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

#2 - Pig

32 Gold Bars

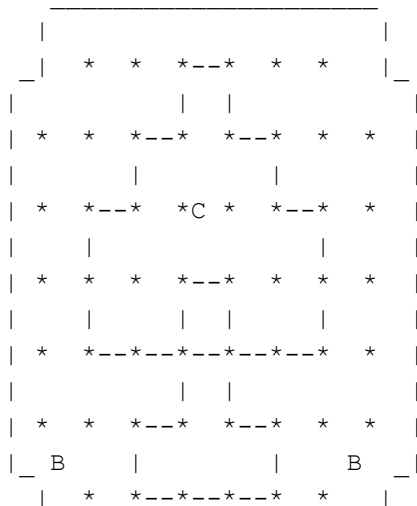


Legend

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

#3 - Spade

30 Gold Bars

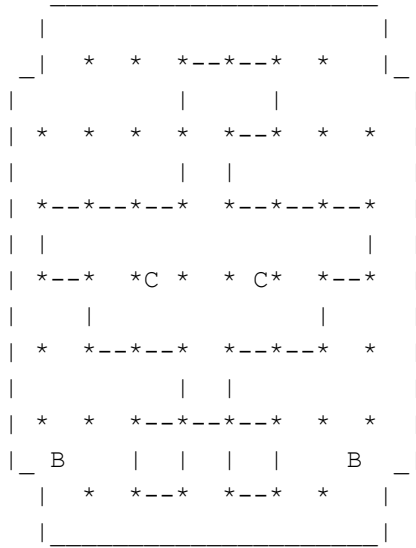


Legend

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

#4 - Phoenix

34 Gold Bars

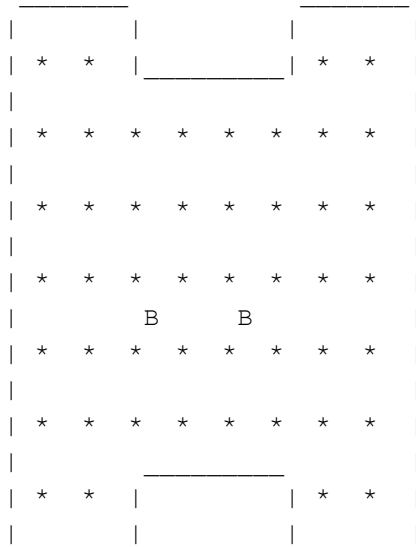


Legend

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

Level 3 - Blue

The Layout



Legend

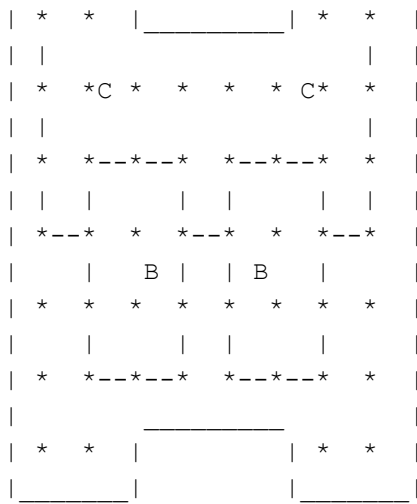
-
- B - Black Hole
 - C - Rubber Trap
 - | - Wall Boundaries/Gold Bars
 - * - Turnposts

The Solutions

#1 - Eyeglasses

29 Gold Bars

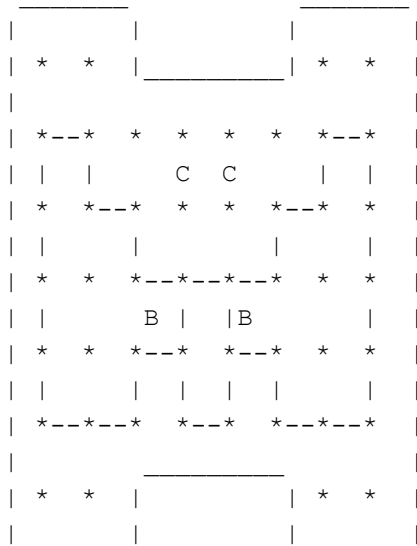




- Legend
-
- B - Black Hole
 - C - Rubber Trap
 - | - Wall Boundaries/Gold Bars
 - * - Turnposts

#2 - Butterfly

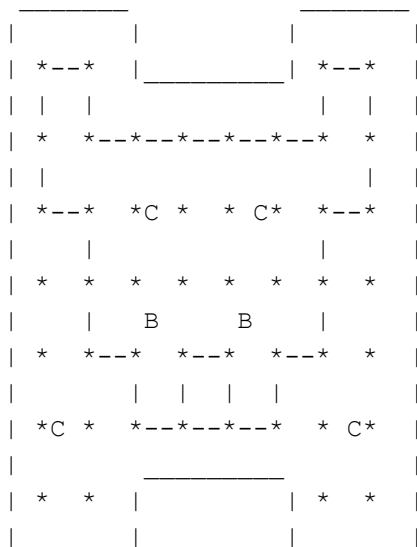
32 Gold Bars



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

#3 - Bear

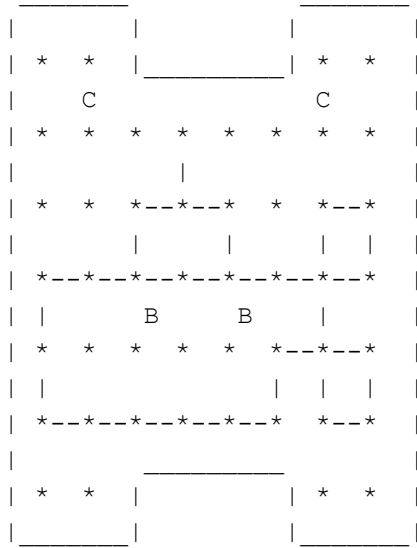
29 Gold Bars



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

#4 - Submarine

29 Gold Bars

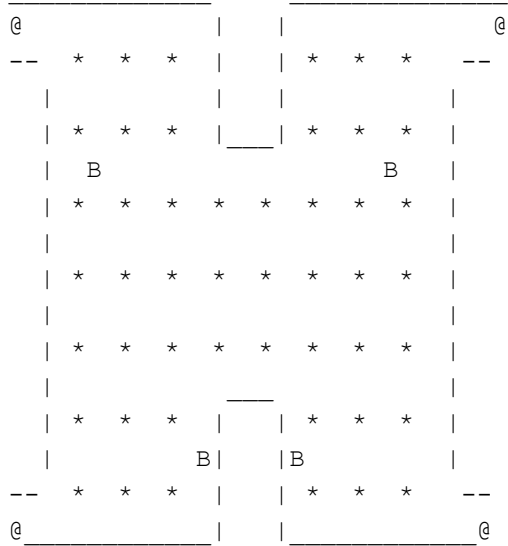


Legend

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

Level 4 - Purple

The Layout



Legend

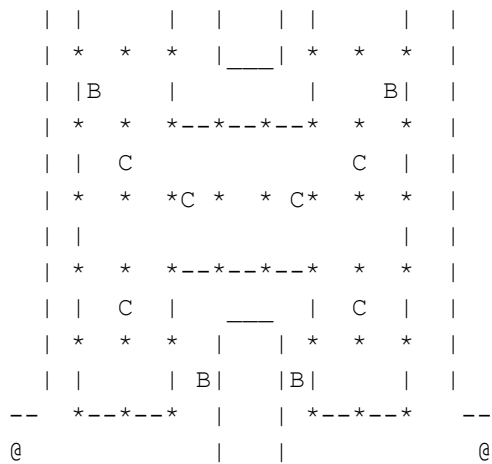
-
- B - Black Hole
 - C - Rubber Trap
 - | - Wall Boundaries/Gold Bars
 - * - Turnposts
 - @ - Warps to other side

The Solutions

#1 - H

34 Gold Bars

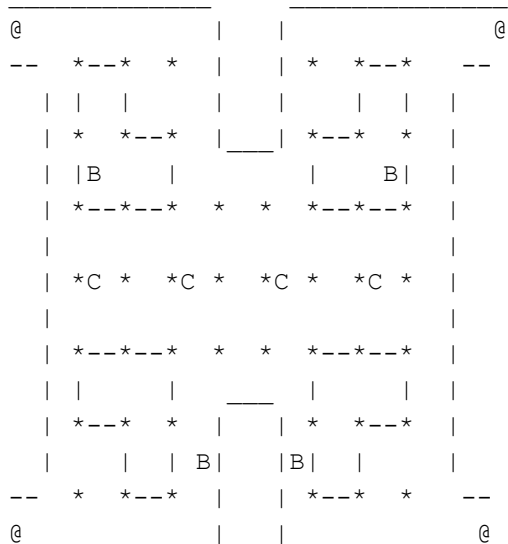




- Legend
-
- B - Black Hole
 - C - Rubber Trap
 - | - Wall Boundaries/Gold Bars
 - * - Turnposts
 - @ - Warps to other side

#2 - Four Corners

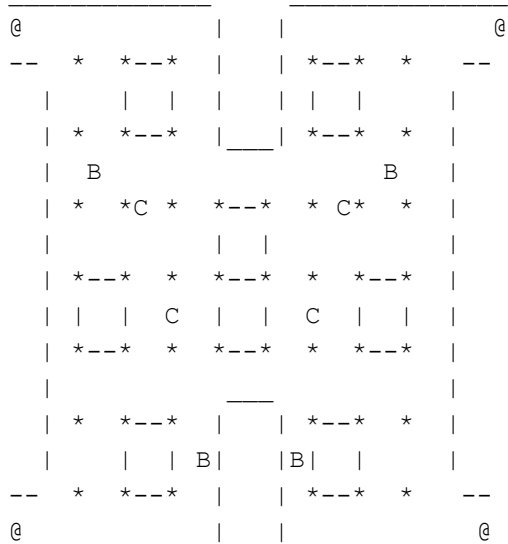
32 Gold Bars



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

#3 - Squares

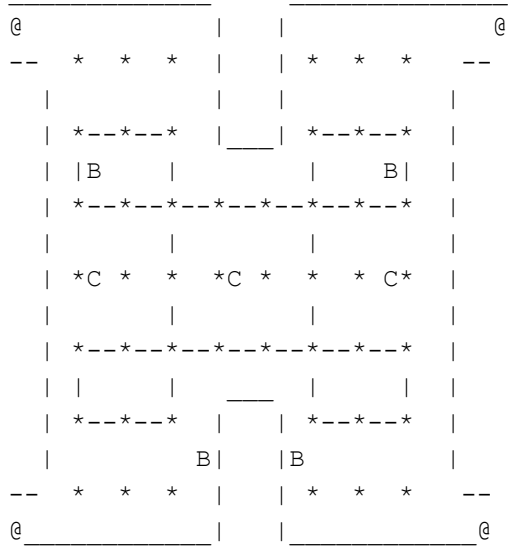
31 Gold Bars



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

#4 - Hmm...Five Square?

34 Gold Bars

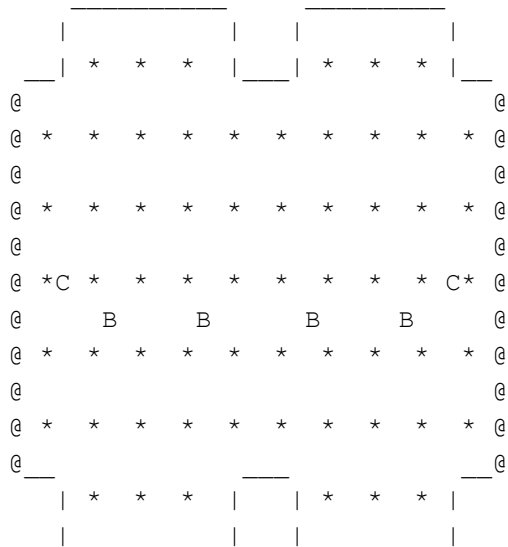


Legend

-
- B - Black Hole
 - C - Rubber Trap
 - | - Wall Boundaries/Gold Bars
 - * - Turnposts
 - @ - Warps to other side

Level 5 - Orange

The Layout



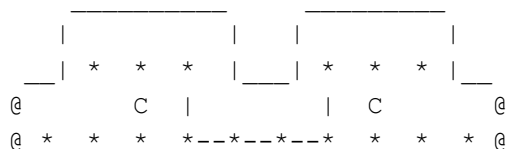
Legend

-
- B - Black Hole
 - C - Rubber Trap
 - | - Wall Boundaries/Gold Bars
 - * - Turnposts
 - @ - Warps to other side

The Solutions

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

23 Gold Bars



```

@ | | | | C @
@ * *---* * *C * * *---* * @
@ | | | | @
@ *C * * * *---* * * * C* @
@ B | B B | B @
@ * *---* * * * * *---* * @
@ C | | | | @
@ * * * *---*---*---* * * * @
@ _ C | _ | C _ @
| * * * | * * * |
| _ _ _ | _ _ _ |

```

Legend

B - Black Hole
C - Rubber Trap
| - Wall Boundaries/Gold Bars
* - Turnposts
@ - Warps to other side

#2 - Bounce Maze

24 Gold Bars

```

| | | | |
| *---*---* | *---*---* |
_ | *---*---* | *---*---* | _
@ | | C | | C | | @
@ * * * * *C * * * * * @
@ | | C | | C | | @
@ *C * *C * * * * C* * C* @
@ B B B B @
@ * * * * *C * * * * * @
@ | | C | | C | | @
@ * * * *---* *---* * * * @
@ _ *---*---* | *---*---* | _
| *---*---* | *---*---* |
| _ _ _ | _ _ _ |

```

Legend

B - Black Hole
C - Rubber Trap
| - Wall Boundaries/Gold Bars
* - Turnposts
@ - Warps to other side

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

24 Gold Bars

```

| | | | |
| * * * | * * * |
_ | * * * | * * * | _
@ | C | C | @
@ * *---* * *---* * *---* * @
@ | | | | @
@ *---* *---* *---* *---* *---* @
@ *C * *C * *C * *C * * C* @
@ B B B B @
@ *---* *---* *---* *---* *---* @
@ | | | | @
@ * *---* * *---* * *---* * @
@ _ | | | | _ @
| * * * | * * * |
| _ _ _ | _ _ _ |

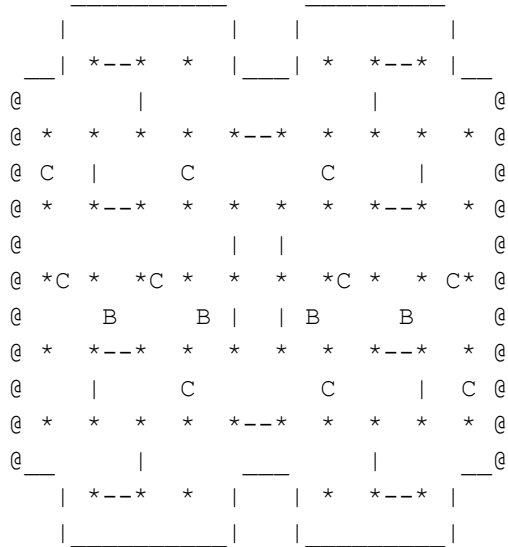
```

Legend

B - Black Hole
C - Rubber Trap
| - Wall Boundaries/Gold Bars
* - Turnposts
@ - Warps to other side

#4 - Bounce Maze 2

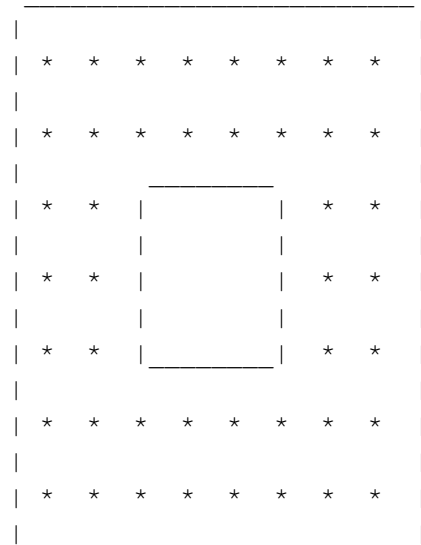
22 Gold Bars



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

Bonus Stage

The Layout



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

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- 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

G) Credits

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.

H) Contact

Website - <http://adultswim.vandaliersheart.com>
Email - braktheman (AT) gmail (DOT) com

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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