

Day Dreamin' Davey FAQ/Walkthrough

by Da Hui

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<http://faqs.retronintendo.com>

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>----- 1. - Controls -----< 0001
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- | | |
|--------|----------------------|
| D-Pad | Move |
| A | Inventory set for A. |
| B | Inventory set for B. |
| Start | Inventory Menu |
| Select | Inventory Menu |

*Hold A and then press B to jump.

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>----- 2. - Walkthrough -----< 0002
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Stage 1 Middle Ages

You will start off in a blocked off area. Move to the far left and talk to the knight. Now wait there and a dwarf will come towards you from the left. Kill him from across the rocks and now jump over them (Hold A and then press B.) Now move up and the knight will disappear. Go along this path and go up again when you get a chance. Stay along the highest route and keep moving up and to the left. You will reach another knight. Talk to him and then go up and right the first chance you get. Now you will reach another fork in the road where you could go up or to the right, go up. Get to the top and you will again reach another fork in the road. Go along the path on the right and go all the way through. At the end of this path will be a sword. Equip it in the inventory menu.

Now get out of that path and keep going down and to the left along different paths. You will see some water. Now start to move straight up and keep moving up as close to the water as possible. There will be a few times you will have to go a little further to the right but just remember to move back to the left when you can. When you see a bridge, you know your on the right path. Now keep

moving up and stay as far to the left as possible. You will then reach a dark knight that you will have to fight. You could only do damage to him with the sword so make sure you have it equipped. Also if you have a lot of health, just go straight in and attack him because you will have full health at the beginning of the next level. Also use any potions you have because you won't have them in the next level.

Stage 2 Wild West

Start moving to the right. Go in front of the general store and keep moving to the right in a straight line. You will reach the Sheriff's office. Go into the door and you're the sheriff. Now go down and to the left to the Western Union to find out what to do. Now go one door to the left for some root beer. Go back to the right and to the trading post. Trade everything you can. Now keep collecting money by killing the snake and selling it to the trading post. Keep doing that until you get a lot of money. Now go to the gun shop and buy a gun. Go into the blacksmith and shoot the gun out of the bandit's hand with your zapper gun or the crosshair. The crosshair will be sitting on his right shoulder, just move it over the gun and shoot.

Stage 3 Ancient Rome

Go into this first building for some fruit. Now go up and to the right to reach a door, go through it. Now keep going to the upper right path and go into all of the buildings that come across your path. After you get the bow, you will have to start going down and to the right. Kill the vulture and he will give you ten apples for health. Get to the shield (you can't attack the guard there to get it, if you do attack, it will disappear) and go back to the beginning of the level. Go one room after the beginning and go down. Kill the enemies around you and then cross the bridge. Use the shield to block the spears and then kill the enemy blocking your path. Go to the left of this area and into the building. Grab the fruit and you will enter the next area of the level. Just keep moving up to fight the Cyclops. Make sure you have full health. Get close and just keep firing your arrows. If you don't have full health, make sure to use your shield. Grab the sword after and you will get to the next level.

Stage 4 Middle Ages (Revisited)

Start off by going down and to the left. Keep going down and you will reach an open area with four different paths. Take the path to the bottom right. Now go all the way to the very bottom. Go to the right and you will reach some stones. Go up from here. Keep going up and you will grab the gold ring. Now go all the way back to where you started the level. Move to the right and go down to enter the tunnel. Now jump into the sword to finish this level.

Stage 5 Ancient Rome (Revisited)

Quickly kill the enemies in this room and move up. Move to the left and go into the circle of pillars to enter Hades. Just keep moving to the right here. You will find out you need a coin and get sent back to where you started the level. hit the tree in the middle with your sword to get the coin you need for Hades. You have to go to Hades first to get it or you won't be able to get the coin.

Go back to Hades and move to the far right again. Now you will be on a ferry. Now go down to the VERY bottom to the left. You could sneak under some quick sand and you will reach a building. Go in and grab the spear. Now go back the same way you came in (along the VERY bottom.) Now go up to the top and go to the far right stay as close to the top as possible. Go through the higher door and go along the top again. Stay along the edges and go to the top right corner, then the bottom right corner, and then the bottom left corner. You will see a few walls with doors in them. Go to the left of the wall with one door. Now go through the lower of the two doors. Go to the right and grab the cap. Go to the left and through the higher door. Now go back to the top right corner in the same fashion. Go to the door on your right for a bow. Now equip and go to the left. Go through that door. Go up and avoid the holes in the floor. Fight the three headed dog that spits fireballs. Try going after one head at a time to make it easier. Keep fighting it until it dies.

Stage 6 Middle Ages (Revisited)

Go up and to the left. Now keep going down and to the left to reach the very bottom. Now go to the far left and go up. Go across the bridge to the left when you see it. Now you will be in the winter land. Go down and to the left. Go up when there is a different path. Around the middle will be a path to the right. Take that path and enter the hole. Go to the right and to the water for the Excalibur. Now go back through the hole and move to the left side of this area. Go up and fight the darkest knight. Go to the right of him and as high up as you can. Now just look to the left and keep swinging the Excalibur sword until he dies. He will then beg for mercy, give him mercy by pressing A.

Stage 7 Wild West (Revisited)

Go to the left and enter the sheriff's office for a key to every door in town. Go down and enter the Western Union. Go down to the bottom and enter the fenced area. Move to the left and you will reach the bank. Kill the bandits that come out and enter the bank. Go to the bottom right and go to the next area. Enter the house and ask for help. She'll give you an Indian relic. Go to the trading post and trade it in. Now go to the blacksmith and you will have to shoot the gun out of the hand of two more bandits before you finish this level.

Stage 8 Ancient Rome (Revisited)

Go down and to the left along the bottom. Keep going and enter the door when you see it. Now go to the right and keep going up. Go to the left when you get a chance. You have to enter the building in the top left corner for a better shield. Now go to the far right. You will have to get near the top right corner and then go to the bottom corner. Go to the left and down. Go through the hole there and then go into the building to the north. Grab the sandals and go to the bottom left corner. Go into the building for a bag. Get out of this area the way you came in and go to the far right. There will be a stream with a door on each side. You could jump from one door to another from here. Go up and fall into the hole to fight Medusa. Go under her with your best shield and best bow. Deflect her shots back at her and when she pauses, shoot her with your arrows. Keep moving to the right after you kill her and you will fight her again. Keep doing that and moving to the right. Just remember to hide behind your shield when her eyes flash or you will die. There will be a total of three fights. Grab her head when you defeat her and move to the right. Enter the building

right in front of you and walk to the statue. Say "Yes, Indeed" and you will be down with this level.

Stage 9 Mount Olympus

Go up and you will reach the archer. Just block his arrows and they will deflect back into him. Keep doing that until he dies. There will be two areas you could jump over, jump over the path to the right. Keep killing the archers in your way for the sandals. You will have to go to the far right. Go down and get to the very bottom. Now jump to the right and go up. Get to the bottom right. Now keep going up to the top right. At the top, go to the left. Enter the building when you reach it. Now choose to open or close Pandora's Box, choose whichever you want because it doesn't matter.

Stage 10 Middle Ages (Revisited)

*NOTE - Collect as many spears as possible to defeat the dragon near the end.

Go to where you got the sword in the first level, the grappling hook will be around the bottom right area. Now you have to travel across the lands all the way to the left and enter the winter land. From here, go to the top left for the dark land. Go straight up and to the concrete wall. Now keep going up to the right. When you get to the very top, walk all the way to the left and go down the middle path here. Walk to the left and go up after the second concrete wall and stay close to that wall. Get to the top and move to the left. Now move down along the right of the last concrete wall. Go all the way down until you run into another wall and start moving to the left.

Keep moving and there will be a concrete wall above you. Walk to up when your in the middle of it. Get to the top of it and start moving to the left. Get to the wall and go down. Now go through the little doorway and stay on the right side. Stay along this wall and get to the bottom. Now go to the left along the very bottom and you will get a key. Now go back to that bridge you passed in the middle and walk across it. Now you will have to fight this knight. DON'T let him jump on you because one hit will kill you. Let him jump towards you and get behind him. Start stabbing him in the back. Make sure you aren't too close when he swings his dagger because it will still hit you. Go into the building when you kill the knight. Go to the right and take out your spears. You have to hit the belly of the beast a few times and you will slay it.

Stage 11 Wild West (Revisited)

Start off by going to the Sheriff's Office. Get money and go to the Western Union. Go into the house to the left of the western union. Move to the farthest upper right corner possible. Move a little to the left and you will see a fenced off area. Go in there and jump over the gate. Move into the hold and you will enter the closed off area. Move to the left and enter the hole. Now walk along the water-edge and enter the door at the end. Now go to the right and enter the Funeral House. Go in front of the union market and kill all of the bandits that come out. Go in and shoot the gun out of the bandit's hand. Now go to the top left corner and jump over the gate. Enter this building and shoot the gun out of the bandits' hands. There will be three bandits in total.

Stage 1 Enemies

Thief - These will just walk towards you. Some could walk through the trees so pay attention.

Bat - These will fly around and spit fire at you. You could only kill them by jumping and then attacking.

Stage 2 Enemies

Vulture - These will fly by and drop some bombs in random locations.

Drunk - These will sit on the side of a house and throw booze at you.

Bandit - These will walk around and try to shoot you. You could deflect their bullets with your whip.

Shooter - These will stay in one spot and try to shoot you.

Snake - These will keep following you and bite you. If it bites you enough, you will be poisoned.

Stage 3 Enemies

Guard - These will walk around and just punch you.

Minotaur- These will move blocking a path and try to attack you with a sword.

Vulture - These will just fly straight at you and past you.

Bombers - These will quickly fly at you and explode.

Stage 4 Enemies

Thief - These will just walk towards you. Some could walk through the trees so pay attention.

Bat - These will fly around and spit fire at you. You could only kill them by jumping and then attacking.

Magician - These will appear out of thin air and shoot fireballs at you.

Stage 5 Enemies

Guard - These will walk around and just punch you.

Minotaur - These will move blocking a path and try to attack you with a sword.

Vulture - These will just fly straight at you and past you.

Bombers - These will quickly fly at you and explode.

Skeleton - These will appear out of the ground and attack you.

Stage 6 Enemies

Thief - These will just walk towards you. Some could walk through the trees so pay attention.

Bat - These will fly around and spit fire at you. You could only kill them by jumping and then attacking.

Magician - These will appear out of thin air and shoot fireballs at you.

Stage 7 Enemies

Vulture - These will fly by and drop some bombs in random locations.

Drunk - These will sit on the side of a house and throw booze at you.

Bandit - These will walk around and try to shoot you. You could deflect their bullets with your whip.

Shooter - These will stay in one spot and try to shoot you.

Snake - These will keep following you and bite you. If it bites you enough, you will be poisoned.

Stage 8 Enemies

Guard - These will walk around and just punch you.

Minotaur - These will move blocking a path and try to attack you with a sword.

Vulture - These will just fly straight at you and past you.

Bombers - These will quickly fly at you and explode.

Skeleton - These will appear out of the ground and attack you.

Stage 9 Enemies

Archer - These will throw spears at you.

Stage 10 Enemies

Thief - These will just walk towards you. Some could walk through the trees so pay attention.

- Bat - These will fly around and spit fire at you. You could only kill them by jumping and then attacking.
- Magician - These will appear out of thin air and shoot fireballs at you.
- Zombie - These will just run straight for you.
- Snakes - These will stay in one horizontal line and attack you if you are close to them. You can't get poisoned from these.
- Phantom - These will just try to fly towards you.

 Stage 11 Enemies

- Vulture - These will fly by and drop some bombs in random locations.
- Drunk - These will sit on the side of a house and throw booze at you.
- Bandit - These will walk around and try to shoot you. You could deflect their bullets with your whip.
- Shooter - These will stay in one spot and try to shoot you.
- Snake - These will keep following you and bite you. If it bites you enough, you will be poisoned.

----->----- 4. - Inventory -----< 0004
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 Stage 1 Items

- Lance - You start with this and it could only hurt the enemies, not the boss.
- Sword - This is much more powerful and can hurt everybody. It also does a spin attack hurting anybody around you.
- Spear - You could throw these but you run out of them easily.
- Potion - These will heal a portion of your health.
- Timer - These will freeze the enemies for a few seconds.

 Stage 2 Items

- Whip - You could attack enemies from close range and deflect bullets with it.
- Guns - You could use these against enemies from any distance.
- Ammo - Used for guns.
- Snake
- Elixer - Takes away snake poisoning.
- *Everything else is basically for health or to trade in for money.

 Stage 3 Items

- Fruit - Refills your health.
- Bow - Shoots arrows at enemies.
- Shield - Blocks certain attacks.
- Timer - These will freeze the enemies for a few seconds.

Stage 4 Items

- Lance - You start with this and it could only hurt the enemies, not the boss.
- Sword - This is much more powerful and can hurt everybody. It also does a spin attack hurting anybody around you.
- Spear - You could throw these but you run out of them easily.
- Potion - These will heal a portion of your health.
- Timer - These will freeze the enemies for a few seconds.

Stage 5 Items

- Fruit - Refills your health.
- Bow - Shoots arrows at enemies.
- Shield - Blocks certain attacks.
- Sword - Use this to attack enemies in front of you.
- Timer - These will freeze the enemies for a few seconds.

Stage 6 Items

- Lance - You start with this and it could only hurt the enemies, not the boss.
- Sword - This is much more powerful and can hurt everybody. It also does a spin attack hurting anybody around you.
- Spear - You could throw these but you run out of them easily.
- Potion - These will heal a portion of your health.
- Timer - These will freeze the enemies for a few seconds.

Stage 7 Items

- Whip - You could attack enemies from close range and deflect bullets with it.
 - Guns - You could use these against enemies from any distance.
 - Ammo - Used for guns.
 - Snake
 - Elixer - Takes away snake poisoning.
- *Everything else is basically for health or to trade in for money.

Stage 8 Items

- Fruit - Refills your health.
- Bow - Shoots arrows at enemies.
- Shield - Blocks certain attacks.
- Sword - Use this to attack enemies in front of you.
- Timer - These will freeze the enemies for a few seconds.
- Sandals- These will allow you to walk over a certain area.

Stage 9 Items

- Fruit - Refills your health.

- Bow - Shoots arrows at enemies.
- Shield - Blocks certain attacks.
- Sword - Use this to attack enemies in front of you.
- Timer - These will freeze the enemies for a few seconds.
- Sandals- These will allow you to walk over certain areas.

 Stage 10 Items

- Lance - You start with this and it could only hurt the enemies, not the boss.
- Sword - This is much more powerful and can hurt everybody. It also does a spin attack hurting anybody around you.
- Spear - You could throw these but you run out of them easily.
- Potion - These will heal a portion of your health.
- Timer - These will freeze the enemies for a few seconds.

 Stage 11 Items

- Whip - You could attack enemies from close range and deflect bullets with it.
- Guns - You could use these against enemies from any distance.
- Ammo - Used for guns.
- Snake
- Elixer - Takes away snake poisoning.
- *Everything else is basically for health or to trade in for money.

----->----- 5. - Passwords -----< 0005

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These are the passwords to get into each level. You will not have any points when you use them though.

Stage	Password
Stage 2	{ } THTHV
Stage 3	{ } LJCVM
Stage 4	{ } TXNVL
Stage 5	{ } TMMFJ
Stage 6	{ } NRBVN
Stage 7	{ } LJPQZ
Stage 8	{ } HJTFD
Stage 9	{ } CLDSH
Stage 10	{ } NLVJN
Stage 11	{ } MBTLN

----->----- 6. - Disclaimer -----< 0006

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