

Dudes With Attitudes FAQ/Walkthrough

by merc for hire

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Dudes With Attitude

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1. Controls

- A = (Map)Brings the cursor right to an X on the map.
(In-Level)Speeds character up.
- B = (Map)Not used.
(In-Level)Not used
- D-Pad = (Map)Moves cursor around map.
(In-Level)Moves character around.

Start = (Map)Returns you to main menu to make changes to character selection.

(In-Level)Pauses Game

Select = (Map)Confirms choice of level when cursor is on it.

(In-Level)Resets level.

2. Story

Note This description is copied word-by-word straight out of the description of the game.

Find a Kings ransom in the catacombs of an ancient lost desert island.

3. Walkthrough

Starting the journey-

Welcome to Dudes with attitude. After picking your character(they look like the ancestors of todays smiley face icons) you are brought to a map of an island. Hit A if you want the cursor to automatically go to a level. Levels are represented as "X"s on the map. I started with the X on the far top so I'll describe it now from here if you wanna start somewhere else on the map just look up the level in the walkthrough table of contents hit CTRL+F then paste in the part your looking for into the search box. Also note that the hints will only come up after you have lost on that level a certain number of times. Now for the first level.

Level 1:Hi There-

Theres a reason why this level is called Hi There. Besides the level welcoming you there is also the word HI written in pink blocks.As soon as you press A to start moving go up and collect all the coins. For this level you are given three hundred seconds and must collect eighty three jewels. Once you get all of the ten coins and you are at the top of the screen go left and through the red door to turn red enabling you to collect the red hearts. Once all eighteenhearts go to the bottom of the screen and go through the aqua colored door to turn an aqua color now letting you collect all the aqua colored gems. Get all fourteen gems and go through the green door at the far right wall of the screen to turn green. Once green collect all of the green bricks. Now with all the green bricks out of the way you can go through the pink door and turn pink allowing you to get the pink blocks. Once all eighty three jewels are gone go through the stairwell the appears at tne bottom of the screen. One you go through the stairwell it will prompt you for your name and will then give you a password.

Level 2:Swervy Derby I-

Hint:Watch out for MINES! Get the easy jewels first.

As soon as you start go to the right and through the red door to turn red. Once red try and ricochet yourself into any available red hearts. There are four red hearts you will have to ricocet off of. If you hit a mine go hit off of the red cross box and you will have another life. If you hit a mine you lose one life out of two and once you loss that other one you have to restart the level. You will have to use the grey door as a means of ricocheting to another jewel. Try and get rid of the green blocks first because there are only two of teh to deal with. Keep getting rid of all the easy blocks and this will allow you to get more of an angel to ricochet of the wall and into more jewels.

Level 3:Jungle Treasure-

Hint:Lure the jaws up top before getting the last jewel.

This level only has two jewels to collect. But don't think it easy yet. There are three hazards in your way that can only be avoided. There is a spinning blade that will move around the screen at random places. There is a random

enemy that will chase after you around the screen. And the last hazard is a snake stuck under one of the green jewels. In the middle of the level is a wall that will allow you some defense against the spinning blade and jaws while you try and break the green jewel and avoid the snake that is under it. To get both jewels you will have to ram into the jewels a total of two times before they disappear. Remember two hits from an enemy and you die. The speed up button helps a bit in this round for quickly avoiding the enemies.

Level 4: Gum Tree-

Hint: The gum gets you and the cross makes you well.

You will have to go through a green door first if you wanna get rid of the layer of green jewels and gum away before you can get to the aqua gum and gems. Once the aqua gems and colored gum are gone then turn red and take out the last protective shield of red gum and red hearts. Once all the gum and jewels are gone go through the yellow door and you will now have to ricochet off the far left wall and push up in an attempt to get the coins blocking the door. Try and watch out for the blue doors or you will have to then angle yourself so you can go through the yellow door. Remember during the gum cleaning part that if you hit the gum twice you die, that is unless you are currently the same color as the gum then you will take no damage. But if you are a different color and hit the gum twice you will have to start all over so go for health as soon as you lose health for the first time.

Level 5: Nutcracker-

Hint: The eyes have it!

When the level starts you see a face with a red row of doors as a mouth. Three blue blocks that make up the eyes. And yellow sand as hair that can be removed by hitting into it. Remove the left and right sides of the hair to discover several coins and a white and pink door are also revealed. If you ram into the two grey blocks that make up the nose it will reveal two pink blocks. After getting rid of all the diamonds and pink blocks ram into the left eye where there is an opening to reveal a gold door. After going through the door go collect all of the gold coins. Once everything is gone head through the door at the bottom of the screen.

Level 6: ZOooooooooooooom-

Hint: Hit button A to go fast and hold control pad down.

The reason this level is called zoooooooooom is because this round is fast. Just move to the left at the start and hold down and you will collect all the jewels along the way. When you reach the bottom let go of the speed up button or you will fly into the spinning blade. That's all there really is to this level.

Level 7: Buried Treasure-

Hint: Sailing without a boat can be bad for your health.

Yar matey. To get around in this level you will need to hit the boat icon. Hit it only once! If you hit it again while on the ocean you will drown. This is a simple enough level just keep ricocheting off the walls until you uncover a green door in the sand at the upper left corner. After going through the green door clear out all the green blocks while avoiding the boat icons. To get the last jewel, the red heart it will require a red door. Go to the bottom right corner of the screen and hit the outside grey block on the bottom to find the red door. Now go get that last jewel and exit through the door.

Level 8: Roundabout-

Hint: If you get Trapped, press select to end the round.

There's a reason why this level is called roundabout just like all the other levels have a level descriptive name. For roundabout you will have to get all the way around the map collecting all the pieces. Whatever way the arrows are

pointing is the onyl way you can go. For example if an arrow goes right and you go by it then you can go back over it to the left. Also you have to go the color doors to get through the color locked doors. Be careful not to go into a color door by accident with out getting all the jewels of the color door from the last room you had just come from. If you miss a jewel you will have to go all the way artound the screen again if you wanna get the password. Also be careful not to get blocked in by jewels in the way that are a different color than you.

Level 9:Death Spiral-

Hint:Keep the joystick down as you leave the center.

Ok only one jewel to get in this level but its not going to be easy. For if you wanna get that jewel it will require having to get rid of the gum first. When the level begins you are above all the different corridors you can go through that will drop you off in different color doors. Take the first corridor when you start so that you go through the pink door. Now pink you can take out the first of four different gum. After going through the pink door and coming up through the right of the map quickly press right to drop down a corridor. The goal is to get to the bottom corridor so if you go in the one between the one you come through after the pink door and the bottom one just quickly press or right to get back the the center and drop down to the last corridor. Now when you go into the last corridor go to the right and take out that pink gum. The pink gum must be gotten rid of first or else you will keep running into it if you attempt to take out the green gum first. Now with that obstical down now for the next gum. Just exit out to the middle corridor section and go up two corridorsand go to the right. Keep following the path until you go through the green door. Once green follow the corridor around untill you hit the middle corridor again go down to the last corridor on the bottom and take the right path. Now dispose of the green gum. With the green gum that leaves the aqua and gold gum left. You will have to get rid of the aqua gum first or else it will be in your way. In the same corridor you take to get to the gum and jewel just go down the middle line of all the color doors and as soon as you go through the aqua press up and go back to where all the gums were and hit that aqua gum. Now just one left in the way, the gold gum.Go to where you start the level all the way at the top and and go right and down to reach the gold door. Now return to the area with gums and the jewel and get rid of that last gum while avoiding the mine. Once its gone repeat the step that you took to get the aqua gum but this time hit the jewel. With the jewel gone go up the center corridor and go up the stairs.

Level 10:Bypass-

Hint:There is a logical solution to this puzzle.

This is a pretty easy level. Just a little hard to get use to. You will have to keep going through the grey doors to change to different colors. Once you change colors immediatly take out that colored jewel on the side you are currently on. Just keep going through the grey doors at random points and collecting all of the jewels. If you wanna beat this level it will require you to use the small opening at the far right. An easy way to beat this is to keep moving in a clockwise manner and going through that gap at the far right and then you will keep changing colors and this will allow you to get all the jewels.

Level 11:Riverside-

Hint:Keep the lower star trapped. Let the top ones out.

This is a busy map. There are two types of spinning blades on this map red ones and green ones. As long as you are the same color as the star they wont hurt you. There is also a river breaking the map into two parts. As soon as the level starts go and get the two red hearst then go to the green door to turn green then hit the sand above that door to reveal a boat. Now cross the water and hit all of the green jewels. After obtaining all the green blocks that are

not blocked its time to clear out the sand. On the left side of the level you should find in the sand a block that has an arrow pointing up and down on it. After hitting this block it will make you go up and down now rather than left and right. This is helpful in getting the blocks on the far right by going under the barrier and going up and collecting the jewels. If you change colors and get hit by an opposite colored spinning blade then quickly hit the health block that can be found under the sand. After getting all of the jewels head through the door. If this level is giving you a lot of trouble try keeping the red spinning blade isolated by clearing out the areas around it. I found this level to be easier without using the block with the arrows pointing up and down.

Level 12:Diamonds Galore-

Hint:Start by cutting three vertical strips.

This make look like an easy enough of level but you are not given that much of time. It helps if you hold up or down while moving through the diamonds because then that way you will pick up any diamonds in those directions.

Level 13:Whoopsie Daisy-

Not much to this level just start with the top two diamonds and get them. Once you have them start making your way down every row after each two diamonds are gone from each row. Once the last diamond is gone quickly press up and you will have to go through the gum to bounce off the wall into the stairwell.

Level 14:Wall Basher-

Hint:Have five jewels left before you turn green!

When the level begins go left and keep breaking all of the grey boxes in the way. When you go through the grey door you will change colors. It doesn't matter what color you are because you are going to turn pink soon. When you go through the grey door quickly press down to break through to the room bellow. Once you go down as far as you can go turn right and when you hit a wall and can not go any farther go up as soon as you hit the far right wall. Then go up one block then go right again. If you come across a pink block while going through this passage way and you are a different color go back to the grey door and keep going through it until you turn pink now you can go get rid of that pink block. Once you go as far right as possible in that corridor go down Once you go as far down as you can go left. Once you are in the same room as white and pink doors clear out the blocks on the bottom of the room. When they are all gone hit the block facing the pink door at the top of the room. To reveal a pink block. With the pink block gone go back the the bottom of the part that you had cleared all of those grey blocks from. Weave through the invisible walls until you find a route that will bring you out to the bottom of the screen now you should be at the bottom of the screen. First go right Keep going left. Once you reach the far left part of the map go up and get the pink block and ignore the green block even farther up top. Now return to the bottom. Now time to go right.After awhile you will run into another wall now its time to go up. You should come across a pink block so get it and continue going up until you hit another invisible wall now go left. Now clear out the top bricks but don't go through the green door! Now go down back to where the gum monsters are close and make a path going underneath them you should come across a pretty open amount of blocks and go to the far right of the screen and go down and up. If you go up you will be at the bottom right of the gum holding cage and you find a pink block. If you go down you will come across a green block. Now all of the pink blocks are gone so go turn green by the green door. Collect the green brick that I just talked about on the far right of the screen if you remove it and continue down there a glass that you must stay away for it will reverse your controls making it hard to move and may up killing you so avoid it Now go to the far left of the screen and get that green block after getting it continue up and you will find a white door go through it. Now contine you on the bottom path untill you uncover more of a secret passage untill you find a

diamond get it and go back up avoiding the green door and get the last diamond. Now with all the diamonds gone two doors open. Go through the one closest to the bottom of the screen because there is no way to get to the other one because there is an invisible wall around it.

Level 15:Sand Traps-

Hint:Everyone has their own way of doing this one.

As the hint says everyone has their own way of doing this and that hint couldn't be truer. My strategy for this level was to get all of the sand out of the way and try to get all the easy coins first so that I only had to let two spinning blades out to get to two coins. This took me a long time because I was being careful not to accidentally let one of the spinning blades out.

Level 16:Rad Hot City-

Hint:Don't jump out of the windows!

This level has got to be the biggest pain in the butt. It took me a good three days to get all of the jewels. Okay now to start this beast of a level. To start with get all of the easy jewels out of the way. You should be able to get all of them but one. That one being the red heart on the far left. Two hard ones are the red heart trapped in between the red mine and the grey mine located sort of in the middle to the left. To get this go up through the red row of doors that are right next to the red heart row that's trapped between the mines. To get it go through the row of doors as explained above and as soon as you are next to the red heart press right and you will hit into it and then ricochet off to the left quickly press down to avoid falling into the water then repeat this step again to get that heart. The other hard to reach jewel is the gold coin at the top right part of the screen right below the health. To get this coin just go up either row of gold doors and then hit right or left pending which row you took so that you will move across and will end up below the gold coin then just quickly press up and grab it. Now for that last jewel. This will be a pain to get and will require many tries to get to but don't quit keep at it. Alright then how to get that red heart. First make sure you didn't lose any health because if you had you may as well just die and restart. You will need full health! Ok with that said make sure your character is gold. As gold you can go to the far right of the screen and break through the sand and keep going down till you hit the boat icon as soon as you hit it press up and go through the pink row of doors and out onto the ocean so that the spinning blades won't hit you. *Note* Make sure the gold spinning blade is on the side of the sand you are about to go through if it isn't then you will take damage from the white spinning blade. Now just go up to that last red heart on the far left and grab it and head through the door and this level is over. Whew!

Level 17:Letting Loose-

Hint:Trap the critters next to the right wall

As the hint says just keeping the blocks over to the right and form a wall between the north and south part of the left part. once you have isolated all of the spinning blades make a hole to the top right white door and go through it to turn white now allowing you to collect all of the white jewels. Be careful when getting the diamonds when you get the last diamond next to the water be careful not to then fall into the water. After getting all of the diamonds go through the door at the bottom of the screen.

Level 18:Doom Lagoon-

Hint:Grab the rubies from the side to avoid the boat.

When the round starts keep going left until you hit an invisible wall. You'll know you hit it if you ricochet into the other direction. Then keep pressing down. Until you go down a long path that will bring you to the bottom of the screen. By this time you should be in the bottom left corner. Then go right and keep pressing up till you go up keep making your way so that you are at the bottom right corner of the lake. Then if you are in the right spot you should

run into a boat icon. Now blindly make your way back to the icon with the two arrows going in two different directions. Now weave your way to the middle of the lake by going in the same direction as how you obtained the boat icon. Make sure to leave the bottom left red heart alone to use it as a wall to ricochet off of so you can get the other hearts easily. Once all the hearts are gone head through the door at the bottom right of the screen.

Level 19:Labrynth-

Hint:Hey! There is a way to get all of the jewels.

No real way to describe this one. Just move around the map collecting all of the available jewels. To get those last two jewels at the bottom left you have to take the white door on the left side next to the empty path near the bottom of the screen. Remember two important things for this level don't get ticked off for every time you go the wrong way and take your time, As soon as all the jewels are collected exit through the door at the bottom of the screen.

Level 20:Goal no Goal-

Hint:You have to bounce your way across the top.

The beginning of this level is the only truly hard part because it requires perfect timing. Just keep at it trying to get across once across with the blue gems gone its gets easier. Now go down and collect those gold coins by traveling back and forth across the gap to turn gold and aqua. Leave the aqua colored gem that's below the arrow until after you get all of the gold coins. With all the gold coins gone you can get the last two aqua colored gems. Leaving the aqua colored gem under that arrow allows you to get back and forth through the arrow without accidentally falling into the arrows clutches. After obtaining those last two gems head through the door at the bottom of the screen.

Level 21:Swervy Derby II-

Hint:Aim to get one jewel on each pass if you can

Just use the same tactics from Swervy Derby I to beat this level. The only difference in this level then from the first one is that there are more mines.

Level 22:Ruby Rumble-

Hint:Its been done in fifty four seconds. Take coordination!

To start head right and go as far right as possible until you go down. Just keep making your way through all the grey blocks and remember to bounce off of all of the walls in order to find all of the hearts. Once you beat the level head through the door back at the start point of the level.

Level 23:Ups and Downs-

Hint:You will probably need the hidden hospital.

As they hint suggests there is a hidden hospital it is two blocks up from the gap that leads into the room full of jewels and mines. This level is a lot like an up and down version of the level Swervy Derby I and II. The key to this level is patience. You are given a lot of time so just take your time with it and be careful. Remember to refill health after every attempt at the jewels. Once you collect all of the jewels head through the door in that gap.

Level 24:Love over water-

Hint:One if by land, two if by sea.

To start push all of the blocks that are surrounding the piece of land you are on into the water to create a bridge to get to the hearts next push all of the blocks that start out in the middle of the level into the water next to the boat icon. This level requires the boat icon to win or at least it becomes a lot easier to beat with it. Create a bridge next to the boat icon to the right of it. Then collect all of the hearts and head through the door at the right of the screen.

Level 25:Impasse-

Hint:Sherlock Holmes would have loved this one!

Ok as you start whatever you do, DO NOT GET THE GOLD COIN next to you at the start of the level you need that for if you want to beat this level. This level uses the same tactic as in Ice Arena but thats the last level I wrote up on. This level is easy if you know what you are doing. Now to start. When the match begins get all of the other jewels you can but leave that gold coin that is right above you at the start of the level. Now with all of the other jewels that you are able to get go to the top left square and go down so that you go the door that is right above the gold coin that I told you not to get. If you do this right you will ricochet back up but now as a different color. Repeat this tactic untill you get all of the other jewels. Once done head through the door at the top middle of the screen. Good job you have just beat a level that the makers of this game think Sherlock Holmes would consider hard.

Level 26:Finders Keepers-

Hint:Get inside ASAP and work from left to right.

This is a nice and easy map but it requires speed and accuracy. Just keep moving blocks out of the way and keep moving down and clearing out the rows of jewels that are going diagonally. This is an easy enough level just use the blocks to ricochet off of so that you dont hit into a color door and change into a color you didn't want to be. When the level begins you will have to turn white by going through the white door then go back to where you started and go down to find two white diamonds. Now for the pink blocks under the white diamonds. Go to the pink door and in doing so you will push a block down twice that is facing the pink door from the bottom. With that block pushed down twice there should be a small gap to the left if you go down and attempt to keep pushing the block. Push into the gap to find a pink block keep hiting it to get it. Then over to left to find two green blocks in doing so yo will also move the blocks. Now you have a clear run to the green door from the green blocks so get the two green blocks you had just found. With the green blocks gone a row of aqua colored jems appears. Push the long line of blocks goind vertical to the left once, all of them, so you will be able to get from the aqua door to the aqua gems easily. So keep moving blocks around to keep movind down through the rows until you collect all of the jewels with them all gone head through the door on the far left but don't block the entrance in by accidety hit the row of blocks that is next to where the door is or else its time to restart the level.

Level 27:Sleeping Dogs-

Hint:If the jaws get out, trap them with a block.

This level is pretty straight forward after all of those mine boggling ones. You can either trap all of those jaws up in blocks well at least the top two. With the jaws out of the way you can easily get the two diamonds and head through the door at the bottom right corner.

Level 28:Detour de France-

Hint:You're partner can rescue you from the gum.

To start get rid of the three gum that are red, green, and pink. Don't worry about the aqua colored gum for now. Now go through the maze at the bottom of the screen and turn aqua then go to where all the gum were and take out that aqua colored gum. Now for the jewels. Keep getting all of the rows of jewels until you come across the aqua gems. To get these you will have to go all the way back to the red lock door and go up to the aqua door and then through the aqua locked door and get the aqua gems then continue up getting all of the jewels. When they are all gone head through the door at the bottom right of the screen.

Level 29:Gumberry Pickin-

Hint:There's three differin' ways through this maize.*Note*This is the games

spelling of the words.

The easiest way to get through this is after ricocheting off of the right wall go down into the aqua door and then push the block on the left over one so it blocks off the red door way now push the door on the right side of the aqua door to the other side so you have access to both the aqua door and the green door. Now make your way down weaving through and hit any blocks on the way down so that they may uncover any health icons. Make all your way down to the door at the bottom right of the screen.

Level 30:Express Route-

Hint:Tough!Take the express way on the outside.

This is sort of hard sort of easy. It requires perfect accuracy and timing. Both jewels that you need to acquire to beat the level are in the center of the map so just keep going by them and press down or up as soon as you pass one to try and get it once you get both head through the door at the top right of the screen.

Level 31:Teamwork-

Hint:One player moves the block for the other player.

Ok first off if you want to beat this level you need another person to play with. If you want to get those last rows of jewels you need someone to be able to push the block while you are a certain color to get at those last row of jewels in the far back wall. With that said you and your partner take out both sides of level and take out of the jewels then take turns getting the second row of jewels. Now the ever so elusive last row of jewels. Time your movements and take your time. With all the jewels collected head through the door at the the bottom of the screen.

Level 32:Ice Arena-

Hint:Watch where you skid kid!

To start hit the left part to find a spiked shoe icon. With this icon you wont get stuck on the ice now go through the middle part of the screen and keep going through the grey doors until you turn pink and gold so that you can acquire all of the jewels in the middle first. Once thats done make your way all the way around the top collecting the white, gold and aqua jewels. Once you collect them all head through the door at the bottom right of the screen. Congratulations you have just beat one of the hardest games for the nes!

4. Passwords

*Note*You must enter your name as MERC in order for these passwords to work.

Level 1:Hi There=3240DB

Level 2:Swervy Derby I=779X1F

Level 3:Jungle Treasure=CC-LP5

Level 4:Gum Tree=FCHSB7

Level 5:Nutcracker=820ZLJ

Level 6:ZOOOOOOOOOOOM=SGNKQ4

Level 7:Buried Treasure=KCPDX7

Level 8:Roundabout=824Z6N

Level 9:Death Spiral=YWY9DB

Level 10:Bypass=FFFS4V
Level 11:Riverside=RRPGP5
Level 12:Diamonds Galore=977YBM
Level 13:Whoopsie Daisy=WTR3BJ
Level 14:Wall Basher=7BB0DK
Level 15:Sand Traps=6-C18L
Level 16:Rad Hot City=SGGTGR
Level 17:Letting Loose=NZX-68
Level 18:Doom Lagoon=FH-X-Q
Level 19:Labrynth=982NYZ
Level 20:Goal no Goal=557RMT
Level 21:Swervy Derby II=MGDT4R
Level 22:Ruby Rumble=6WYJX3
Level 23:Ups and Downs=Y75KD0
Level 24:Love over water=GLS67C
Level 25:Impasse=KQS8VY
Level 26:Finders Keepers=V7XK40
Level 27:Sleeping Dogs=KFNVWS
Level 28:Detour de France=5120C6
Level 29:Gumberry Pickin=NJMHP
Level 30:Express Route=W8R99Z
Level 31:Teamwork=1WT66N
Level 32:Ice Arena=WPR9LZ

5. Contact

Any tips, hints, secrets, suggestions, advice are all very much appreciated if you find something I don't have already here or you have a question without an answer already listed here then you can email me at (removed). Any input will be greatly appreciated.

6. Disclaimer

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