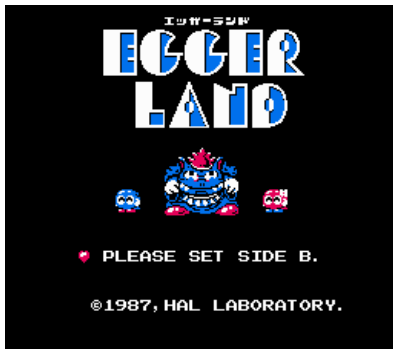


# Eggerland: Meikyuu no Fukkatsu (Import) FAQ/Walkthrough

by LastBossKiller

Updated to v1.0 on Feb 22, 2016



Eggerland (Famicom Disk System) Guide by E. Phelps, ver. 1.0 AKA LastBossKiller

**Game Data:** Developer and publisher: HAL Labs

Release: Japan - 1987

## Disclaimer

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## Introduction

Eggerland is a Famicom Disk System game that is part of the Adventures of Lolo series. Eggerland actually came before the first Adventures of Lolo, but it was only released in Japan, so the US audience didn't get a chance to play this gem. If you like the Adventures of Lolo, you will be ecstatic to find that this game exists and you can enjoy the action-based puzzle system once again! In fact, there were four different Lolo games released in Japan (all with "Eggerland" in the title) before the first Adventures of Lolo was released in the US, so there is plenty more Lolo to enjoy.

Although the puzzle system is essentially the same as the Adventures of Lolo, there are a couple big differences. First of all, this game allows you to explore a castle by entering rooms in a non-linear order. So instead of playing stages 1 through 50 in order, you get some choice of the order of puzzles you complete (you can ignore some even), and you get a sense of exploration. The second major difference is that there are some rooms with mysterious powers that you need to utilize to solve the room. The powers are a secret, so you have to try weird things to figure out how to solve the room. Other than these differences, you will feel right at home with the puzzle system if you've played the Adventures of Lolo. The difficulty is right around the first Adventures of Lolo game.

Aside from this FAQ, there is also a walkthrough on [strategywiki.org](http://strategywiki.org). Naturally, the solutions presented here will often be similar or identical to those in the strategywiki guide, since many puzzles can be solved in only one way. But I did note some differences between my solutions and those at strategywiki, so hopefully you will find everything you need between the two resources. Furthermore, Dammit9x has posted a useful map of the game on GameFAQs that shows screenshots of every room, arranged on the 10x10 grid that represents the castle.

The story is simple. King Egger has once again kidnapped Princess Lala. Lolo must navigate his way through King Egger's castle to find and rescue the princess. How kind of King Egger to arrange the rooms of his castle into such fun puzzles!

## Famicom Disk System Operation

If you're not familiar with the FDS, then you need to know that games were produced on floppy disks that had a side A and side B. You had to eject the disk and flip it to the other side occasionally. The game will prompt you to flip the disk with the following text: PLEASE SET SIDE B.

To do so using the emulator FCEUX, select the option "NES", located in the FCEUX toolbar. From there, select the following options: 1.) "Eject/Insert Disk". The emulator says 'Disk 0 Side A Ejected'. 2.) "Switch Disk Side". The emulator says 'Disk 0 Side B Selected'. 3.) "Eject/Insert Disk". The emulator says 'Disk 0 Side B Inserted'.

Also note FDS games have loading screens. In this game, it will simply say NOW LOADING...

## Getting Started

On the title screen, flip the disk to side B. Then you will be given the options

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  47. X-6, Y-5
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  49. X-8, Y-5
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- NEW GAME - Start a new game from the beginning.
- LOAD - Load a saved game.

## How To Play

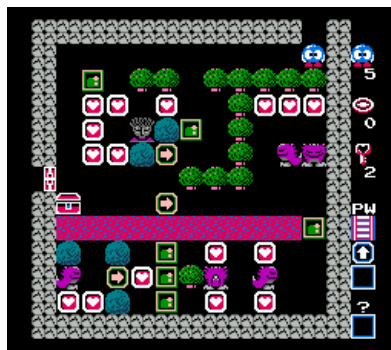
### Overview:

The game is divided into a 10x10 grid of rooms, representing King Egger's castle. In each room, you must collect all of the Heart Framers (HF), which look like squares with hearts in the middle. When all HF have been collected, a treasure chest in the room will open, revealing a key (or sometimes a raft) that you must collect to finish the room. When the key (or raft) is collected, all enemies will vanish, and the doors of the room will open, allowing you to move to adjacent rooms in the castle.

Somewhere hidden in King Egger's castle are five heart shaped keys that you must find, and four mystical guardians who you need to rescue. Only after completing these nine tasks will you be able to challenge King Egger and save Lala. The keys and guardians are hidden in caves that only appear after you have solved the room that they are hidden in. The caves containing the keys will immediately appear after you solve the correct room. Caves containing the guardians are better hidden. To find them, you must exit the room that they are hidden in, then re-enter it. Then you must push a specific Emerald Framer (EF), which are the things that look like green boxes, and the cave will appear.

### Basic Game Screen

An example of the game screen is shown in the image to the right. You are Lolo, the little blue guy. Your remaining lives are shown in the upper-right corner of the screen, under the image of Lolo. Losing all of your lives is no big deal, you can just choose to continue and get 5 more lives.



On the right edge of the screen, below the image of Lolo, is an oval shape. The number below this oval represents how many magic shots you have. See the "Magic Shots" section below for details.

Below the magic shots counter is the image of a heart-shaped key. You need to collect five of these to complete the game, and they are hidden somewhere in the castle.

Below the key image are three boxes with the letters PW over them. These three boxes indicate which power-ups you can use in the current room. See the "Power-ups" section below for details.

In the lower-right corner of the screen is a single box with a "?" over it. In certain rooms, an image of an object within the room will be shown in this box. It might be the image of an enemy in the room or the treasure chest, for example. If this is the case, then the indicated object has a mysterious power that you can use to help solve the current room. But what this power is and how to activate it are a mystery that you will have to solve by trying some unusual things, and it will be different for each room.

The heart icons scattered throughout the room are Heart Framers (HF). You need to collect all of these in order to open the treasure chest. The chest will contain a key or a raft, which you need to grab. All of this has to be done without getting killed or trapped by the enemies and objects in the room.

### Solving Puzzles

To solve a room, you must collect all of the Heart Framers (HF). At that point, the treasure chest in the room will open, and you must collect the key (or raft) that was locked in the chest. This will solve the room and you can move on to the next room.

### Enemies:

Collecting the HF is not always easy. The rooms of the castle are loaded with enemies that will kill you with every chance they get. The greatest obstacle to solving a room is generally to figure out how to get the HF without getting killed by the enemies. So it is important to learn the behaviors of all the enemies and the methods that you can use to deal with them.



**Snakey:** These do not move and they do not harm you.



**Skull:** Before collecting all of the HF in the room, these won't move and they won't harm you. However, after you have all of the HF, they will start chasing you and you will die if you make contact with them.



**Gol:** Before collecting all of the HF in the room, these will not move and they won't harm you. However, after you have all of the HF, they will open their eyes. If you walk in front of one at that time, it will shoot a fireball which will kill you if it contacts you. It is possible to dodge the fire, and the fire can be blocked by rocks, an EF, an HF, or other enemies. The fire is not blocked by trees.

51. X-10, Y-5

52. X-1, Y-6

53. X-2, Y-6

54. X-3, Y-6

55. X-4, Y-6

56. X-5, Y-6

57. X-6, Y-6

58. X-7, Y-6

59. X-8, Y-6

60. X-9, Y-6

61. X-10, Y-6

62. X-1, Y-7

63. X-2, Y-7

64. X-3, Y-7

65. X-4, Y-7

66. X-5, Y-7

67. X-6, Y-7

68. X-7, Y-7

69. X-8, Y-7

70. X-9, Y-7

71. X-10, Y-7

72. X-1, Y-8

73. X-2, Y-8

74. X-3, Y-8

75. X-4, Y-8

76. X-5, Y-8

77. X-6, Y-8

78. X-7, Y-8

79. X-8, Y-8

80. X-9, Y-8

81. X-10, Y-8

82. X-1, Y-9

83. X-2, Y-9

84. X-3, Y-9

85. X-4, Y-9

86. X-5, Y-9

87. X-6, Y-9

88. X-7, Y-9

89. X-8, Y-9

90. X-9, Y-9

91. X-10, Y-9

92. X-1, Y-10

93. X-2, Y-10

94. X-3, Y-10

95. X-4, Y-10

96. X-5, Y-10

97. X-6, Y-10

98. X-7, Y-10

99. X-8, Y-10

100. X-9, Y-10

101. X-10, Y-10

102. Key Cave 1 (X-3, Y-1)

103. Key Cave 2 (X-8, Y-2)

104. Key Cave 3 (X-6, Y-4)

105. Key Cave 4 (X-10, Y-10)

106. Key Cave 5 (X-3, Y-8)

107. Guardian Cave 1 (X-3, Y-4)

108. Guardian Cave 2 (X-7, Y-4)

109. Guardian Cave 3 (X-1, Y-9)

110. Guardian Cave 4 (X-10, Y-7)

111. Warp Cave Center (X-8, Y-6)

112. Warp Cave West

113. Warp Cave North

114. Warp Cave East

115. Warp Cave South

116. Final Cave Room 1

117. Final Cave Room 2

118. Final Cave Room 3

119. Final Cave Room 4

120. Final Cave Room 5

121. Final Cave Room 6



**Alma:** These move around the room, trying to chase you, and kill you if they contact you. If you stand in the same horizontal line as one, it will roll into a ball and roll toward your direction. At that time, it will continue to roll in a straight line until it runs into a barrier.



**Leeper:** These move around the room. If one contacts you, you will not be harmed, but the Leeper will fall asleep at that time. It will stay asleep for the duration of the puzzle, so you want to make sure they don't fall asleep somewhere where they are in your way. You can only use a magic shot on a Leeper while it is awake.



**Rocky:** These move around the room in a set pattern as long as they are left undisturbed. If you move within two squares of one, it will stop moving. If you stand vertically across from one, it will run toward you and push you until it pins you against a barrier. You will not be harmed by the contact, but often this can cause you to be trapped and unable to move, forcing you to restart the puzzle.



**Medusa:** These do not move. If you move horizontally or vertically across from one, you will instantly die by its stone gaze. You cannot dodge the gaze, but it can be blocked by rocks, an EF, an HF, or other enemies. The gaze is not blocked by trees.



**Don Medusa:** These are identical to Medusas, except that they move back and forth in a straight line.

122. Final Cave Room 7

123. Final Cave Room 8

124. King Egger Battle

7. Conclusion

## Magic Shots:

When you collect certain HF, you will gain two magic shots. The number of magic shots you have is indicated by the number under the oval shape on the right side of the screen.

Magic shots are used by pressing A, which will cause Lolo to shoot a projectile. If it hits certain enemies, they will be trapped within an egg. These eggs can then be pushed and used to block other enemies, and they can also be pushed into water and used like a bridge or a raft to get across the water, or sometimes travel along it.

After a short time, an enemy trapped within an egg will escape the egg.

If you shoot an egg with another magic shot, it will disappear from the room. But after awhile, the enemy will reappear in the position in which it started when you entered the room.

Enemies that are susceptible to magic shots are: Snakey, Skull, Gol, Alma, and Leeper. Other enemies are not affected by magic shots. Leepers are only affected by magic shots while they are awake.

## Power-Ups:

In certain rooms, you can gain power-ups. These are indicated by images of the power-up in the three boxes labeled PW on the right side of the screen. To activate the power-up, you must collect a certain number of HF. If the remaining HF start flashing, it means that the next HF you collect will give you the ability to use a power-up. You know the power-up is available for use because it will start flashing in the PW box on the right side of the screen.

There are three different power-ups that appear in this game. They are all one time use and must be used in the room in which they were collected. Each is described below:



**Hammer:** Face a rock and press A to remove it from the room.



**Arrow:** Rotate an arrow tile so that the arrow is pointing in a different direction.



**Ladder:** Place a ladder over water or lava so you can walk across it. If placed over lava, the ladder will disappear after a short time.

## Obstacles:

Aside from enemies, there are different terrain that can appear in a room. A description of each type of obstacle is described below:

- **Rock:** Lolo and enemies cannot pass through rocks. They also block all projectiles.
- **Trees:** Lolo and enemies cannot pass through trees. However, they do not block projectiles.
- **Water:** Lolo and enemies cannot pass through water, although Lolo can travel over water if he uses an egg or a raft. Water does not block projectiles.
- **Lava:** Lava is the same as water, except ladders placed over the lava will disappear after a short time.
- **Grass:** Lolo can travel over grass, but enemies cannot. Grass does not block projectiles.
- **Arrows:** Lolo can travel over arrow tiles in any direction except the opposite direction that the arrow is facing. For example, if the arrow points right, Lolo cannot travel left over the arrow. Enemies are unhindered by the arrows, and the arrows do not block projectiles.

## ? Box:

In the lower-right corner of the screen is a box with a "?" above it. If an image appears in this box, it means that there is a hidden power associated with the indicated object. For example, if a Snakey appears in the ? box, it means you need to do something to the Snakey in order to activate a secret power. What you need to do is different in each room, and you will have to be creative (or look at the solutions in this FAQ) to figure it out.

## Raft:

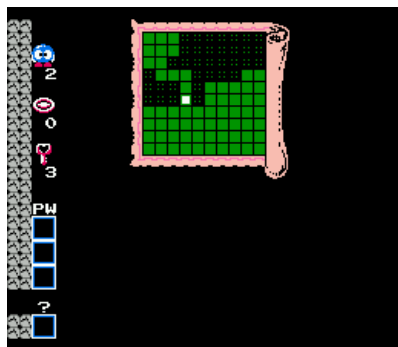
After solving certain rooms, you will get a raft instead of a key from the treasure chest. In these rooms, you will be able to travel to the next screen by walking into water and drifting on the raft. The raft can only be used in the room in which you found it.

## Sacrifice:

You can press SELECT to make Lolo kill himself if you get stuck in a room and you want to restart it. A better option, if possible, is to leave the room and re-enter it, after which the room will be reset to its initial state.

## Map:

Press B at any time to see the game map. If you have received the map item, hidden within the castle, then you will be able to see which rooms you have solved. Solved rooms will be colored green. Your position is indicated by a flashing white square. Also, if you have rescued any guardians, they will appear at the bottom of this screen.



## Controls:

Direction arrows	Move Lolo around the room. Walking into an EF or an egg will cause Lolo to push it.
A	Use a magic shot, if Lolo has any. Also, press this button to use power-ups.
B	Shows the castle map.
START	Pause the game.
SELECT	Make Lolo kill himself, so you can restart the level. Lolo will lose 1 life.

## Saving Your Game and Continuing:

When you lose all of your lives, you will be given the following options:

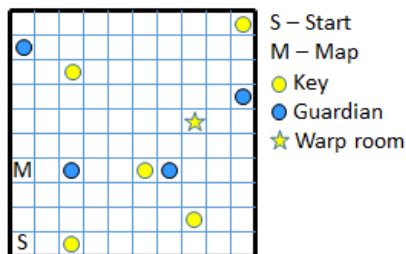
- CONTINUE - Continue playing while maintaining all of your current progress.
- SAVE - Save your game with your current progress so you can reload it later.
- NEW GAME - Start over from the beginning.

Note that you can only save your game when you lose all of your lives, so you'll have to kill yourself on purpose if you want to save your game.

## Walkthrough

The maps below show the sequence of rooms to enter if you want to follow a path that will get you to the end with minimum effort. But you have some freedom in the order in which you can solve the puzzles, so feel free to deviate from this path as much as you want. The path will guide you to all five heart-shaped keys and the four guardians you need to rescue. Finally, you will be guided to the "warp room", where you can challenge King Egger. Use the Table of Contents at the top of this FAQ to quickly skip around to the room you want to see a solution for (or use CTRL + F to search for the room name).

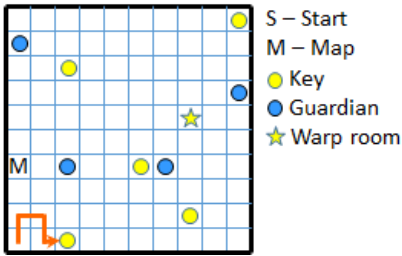
## Castle Map



Shown above is the full 10x10 grid of King Egger's castle. Important locations are labeled, and you will want to visit each of these locations to collect the five keys and save the four guardians. The map, at location M, is optional, but helpful.

For describing rooms, I use an x,y coordinate system. As you move East through the rooms, your x-coordinate increases, and as you move North, your y-coordinate increases. So the lower-left room is at location X-1, Y-1. The upper-right room is at location X-10, Y-10. This coordinate system is consistent with the map created by Dammit9x, posted on GameFAQs.

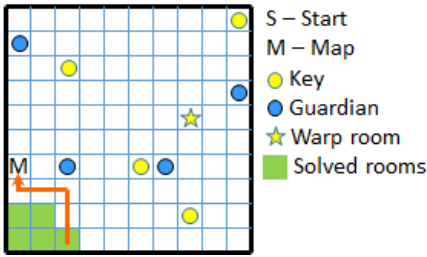
## Task 1: Retrieve Key 1



To retrieve Key 1, you need to solve the following puzzle rooms:

- X-1, Y-1
- X-1, Y-2
- X-2, Y-2
- X-2, Y-1
- X-3, Y-1
- Key Cave 1 (X-3, Y-1) => Get Key

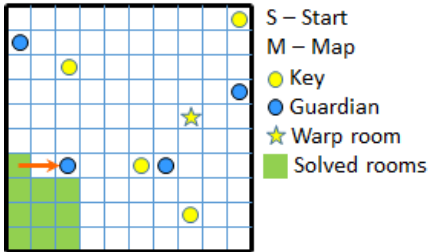
### Task 2: Retrieve the Map



To retrieve the Map, you need to solve the following puzzle rooms:

- X-3, Y-2
- X-3, Y-3
- X-2, Y-3
- X-1, Y-3
- X-1, Y-4 => Get Map

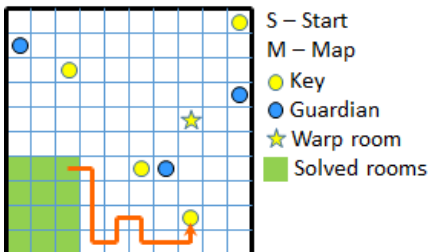
### Task 3: Rescue Guardian 1



To rescue Guardian 1, you need to solve the following puzzle rooms:

- X-2, Y-4
- X-3, Y-4
- Guardian Cave 1 (X-3, Y-4) => Rescue Guardian

### Task 4: Retrieve Key 2

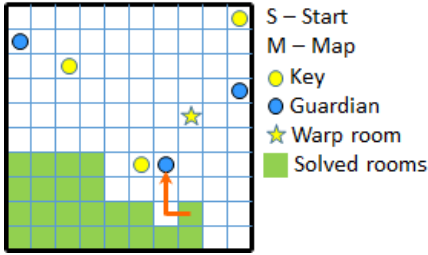


To retrieve Key 2, you need to solve the following puzzle rooms:

- X-4, Y-4
- X-4, Y-3
- X-4, Y-2
- X-4, Y-1
- X-5, Y-1
- X-5, Y-2
- X-6, Y-2
- X-6, Y-1

- X-7, Y-1
- X-8, Y-1
- X-8, Y-2
- Key Cave 2 (X-8, Y-2) => Get Key

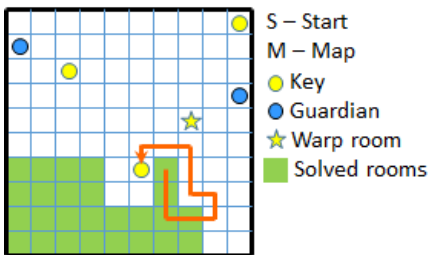
### Task 5: Rescue Guardian 2



To rescue Guardian 2, you need to solve the following puzzle rooms:

- X-7, Y-2
- X-7, Y-3
- X-7, Y-4
- Guardian Cave 2 (X-7, Y-4) => Rescue Guardian

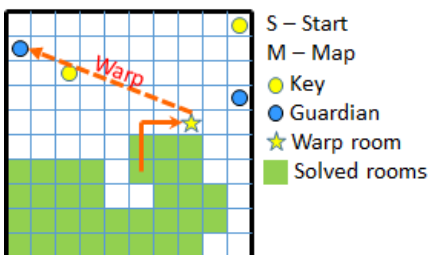
### Task 6: Retrieve Key 3



To retrieve Key 3, you need to solve the following puzzle rooms:

- X-9, Y-2
- X-9, Y-3
- X-8, Y-3
- X-8, Y-4
- X-8, Y-5
- X-7, Y-5
- X-6, Y-5
- X-6, Y-4
- Key Cave 3 (X-6, Y-4) => Get Key

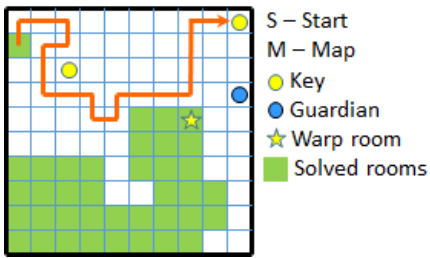
### Task 7: Rescue Guardian 3



To rescue Guardian 3, you need to solve the following puzzle rooms:

- X-6, Y-6
- X-7, Y-6
- X-8, Y-6
- In Warp Cave Center room, go through the South door.
- Warp Cave South. After solving, enter cave that appears to warp to X-1, Y-9.
- X-1, Y-9
- Guardian Cave 3 (X-1, Y-9) => Rescue Guardian

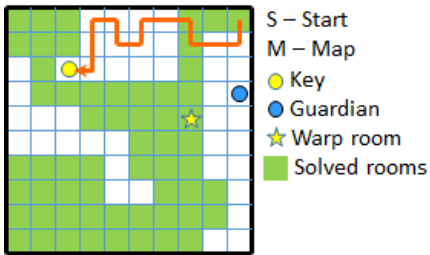
### Task 8: Retrieve Key 4



To retrieve Key 4, you need to solve the following puzzle rooms:

- X-1, Y-10
- X-2, Y-10
- X-3, Y-10
- X-3, Y-9
- X-2, Y-9
- X-2, Y-8
- X-2, Y-7
- X-3, Y-7
- X-4, Y-7
- X-4, Y-6
- X-5, Y-6
- X-5, Y-7
- X-6, Y-7
- X-7, Y-7
- X-8, Y-7
- X-8, Y-8
- X-8, Y-9
- X-8, Y-10
- Key Cave 4 (X-8, Y-10) => Get Key

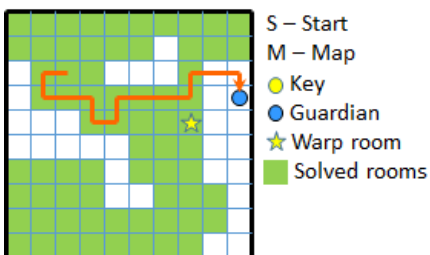
### Task 9: Retrieve Key 5



To retrieve Key 5, you need to solve the following puzzle rooms:

- X-10, Y-9
- X-9, Y-9
- X-7, Y-10
- X-6, Y-10
- X-6, Y-9
- X-5, Y-9
- X-5, Y-10
- X-4, Y-10
- X-4, Y-9
- X-4, Y-8
- X-3, Y-8
- Key Cave 5 (X-3, Y-8) => Get Key

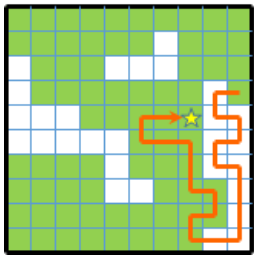
### Task 10: Rescue Guardian 4



To rescue Guardian 4, you need to solve the following puzzle rooms:

- X-9, Y-8
- X-10, Y-8
- Guardian Cave 4 (X-10, Y-8)

### Task 11: Confront King Egger



- S – Start
- M – Map
- Key
- Guardian
- ★ Warp room
- Solved rooms

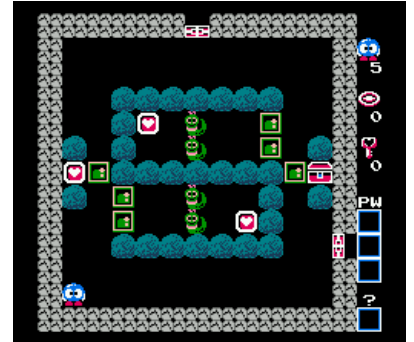
To reach King Egger, you need to solve the following puzzle rooms:

- X-9, Y-7
- X-9, Y-6
- X-10, Y-6
- X-10, Y-5
- X-9, Y-5
- X-9, Y-4
- X-10, Y-4
- X-10, Y-3
- X-10, Y-2
- X-10, Y-1
- X-9, Y-1
- In Warp Cave Center room, a cave will appear now that you have the five keys. Enter it.
- Solve Final Cave Rooms 1 through 8 to reach King Egger.

## X-1, Y-1

### Solution:

1. Push the left-most EF up to the top of the room and grab the HF on the left side of the screen and get 2 magic shots as a result.
2. Of the two EF blocking the bottom area, push the bottom EF right against the bottom Snakey. Shoot the top Snakey and push him all the way right, clearing a path to grab an HF.
3. Go to the two EF blocking the upper area and push the top one left against the top Snakey. Shoot the bottom Snakey and push him all the way left so you can grab the final HF.
4. Push the EF blocking the key and grab it.

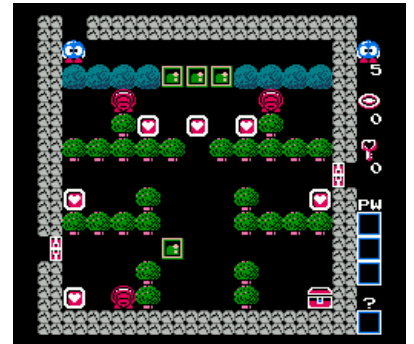


## X-2, Y-1

### Solution:

- **Starting entrance:** North.

1. Of the three EF at the top of the screen, push the left and right ones down one space each (making sure to trap the Almas on the left and right sides of the room), and push the middle one left one space. Push the left EF left two spaces, and push the right EF right two spaces. Grab all the HF except for the one in the lower-left corner of the screen.
2. Go back up to the EF that is now nearest the top of the screen. Push it down two spaces, right one space, down four spaces, and right one space. It should be positioned above the opening that leads to the section containing the chest.
3. When the Alma in the lower-left corner of the room is away from the EF at the lower-left section of the room, push the EF down one space. Stand in the opening for a brief moment so that the Alma can come horizontal to your position, which will cause it to roll into a ball and roll horizontally toward you. Move up to avoid the Alma, then quickly run right to get above the EF that you positioned above the opening to the right. When the Alma is in the lower-right section, push that EF down to trap the Alma. Grab the HF in the lower-left corner of the room.
4. Push the lower-right EF down and stand in the same horizontal line as the opening and wait until the Alma rolls into a ball and comes at you. Then move up or down to avoid the Alma and quickly run into the lower-right corner of the room and grab the key.

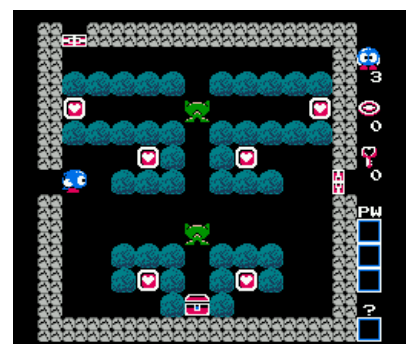


## X-3, Y-1

### Solution:

- **Starting entrance:** West.

1. Stand one or two spaces down from the door on the left side of the room and wait for the bottom Leeper to come touch you and fall asleep (he won't block any important paths if you stood in the correct place).
2. Stand one or two spaces down from the door on the right side of the room and make the Leeper touch you there so he falls asleep in a location where he won't block your path. You may need to attract him to that position by moving around the room.
3. Grab all the HF and the key. A cave appears (see the "Key Cave 1 (X-3, Y-1)" section of this FAQ).





## X-4, Y-1

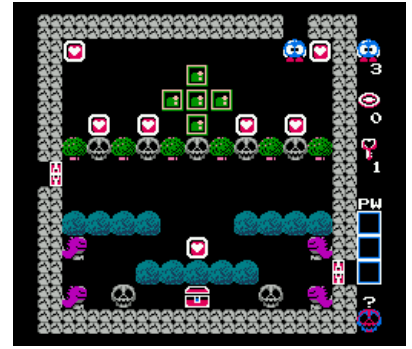
### Special note:

- An image of a Skull appears in the "?" box in the lower-right corner of the room.

### Solution:

- Starting entrance:** North.

- Get all six HF on the top half of the screen, gaining 12 magic shots in the process.
- Shoot the right-most Skull and push it down two spaces to gain access to the bottom half of the room.
- The rest of these steps need to be done quickly. Shoot the two Gols on the left side of the screen and double shoot the Skull in the lower-left corner of the screen to remove it from the room. Shoot the Skull in the lower-right corner of the screen, which will serve to block the fireballs from the lower-right Gol.
- Grab the final HF and quickly run left, down, and right to get the key.



### Alternate solution:

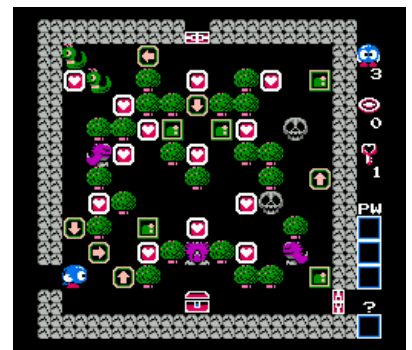
- Note that the above solution didn't make use of the mysterious power that is implied by the Skull image in the "?" box. To use this power, you must double shoot each Skull and push an EF into the position where the Skulls would respawn. When all five EF are in the positions where the Skulls should be, all of the enemies in the room will turn into eggs. Then you can easily reach the key, but hurry before the enemies escape the eggs.

## X-5, Y-1

### Solution:

- Starting entrance:** West.

- Push the lower-right EF up on top of the arrow. Then grab the two HF in the upper-right section of the room. Push the EF that is left of the Skull one space left, so it is below the down arrow. Grab all of the HF in the center section of the room (7 total, push the lower-left EF left to gain access to the lower-left one), then grab the HF at the top-center of the screen.
- Cross over the left arrow at the top of the screen and grab the two HF near the Snakeys. Grab the final HF a little farther down and get the key.



## X-6, Y-1

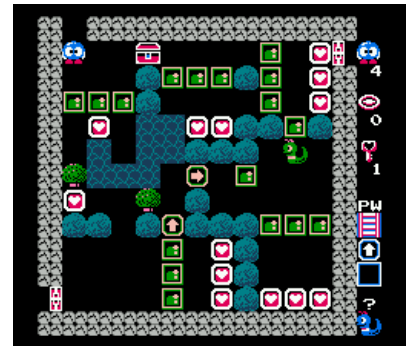
### Special note:

The image of a Snakey appears in the "?" box in the lower-right corner of the screen.

### Solution:

- Starting entrance:** North.

- Push the EF that is farthest to the left two spaces down and get the HF.
- Go to the three EF at the top-center of the room. Push the left and right ones down one space each, and push the middle EF left against the rock. Get the two HF here and push the right EF back up one space.
- Of the three EF in the upper-right corner of the room, push the top and bottom ones right one space each, and push the middle one up one space. Collect the three HF, after which you will have an activated Ladder power.
- Cross over the water to the bottom half of the room by using the Ladder power on the water tile at the left side of the screen. Grab the nearby HF.
- Of the three EF at the bottom of the room, push the top and bottom ones right one space, and push the middle one down one space. Grab the three HF.
- Cross over the two arrows. Push the EF that is located just right of the right arrow right one space, and up one space so it is on the left side of the Snakey.
- Of the three EF in the lower-right corner of the room, push the left one down two spaces and collect the final three HF, which gives you an Arrow power. Push the middle EF up so it is against the bottom side of the Snakey. Push the right EF up until it is on the right side of the Snakey. Having the Snakey surrounded by EF will cause a transparent Lolo to appear at the center of the room.
- Use the Arrow power to rotate the arrow between you and the transparent Lolo. Walk onto the transparent Lolo and you will become green, with the ability to walk anywhere in the room. Walk up to the key and press A to revert to your normal form and grab the key.

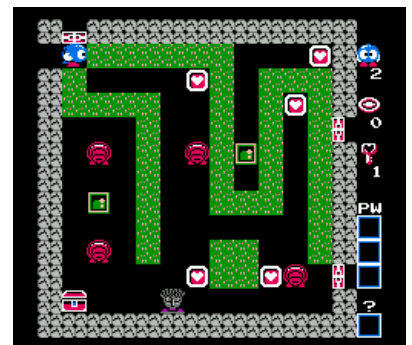


## X-7, Y-1

### Solution:

- Starting entrance:** West.

- Walk right to get the nearest HF by waiting until an Alma is directly above the Medusa, blocking her from killing you. Get all the HF while avoiding the Almas. They cannot go onto the grass, so use the grass as a safe place to stand.
- Try to lure the Almas to the right side of the screen. Then head back to the left side of the screen and pass over the top of the Medusa again. If an Alma is favorably positioned, you can cross over the top of the Medusa by waiting for an Alma to block her again. Or if more convenient, you can push the EF located on the right side of the screen left over the top of her.
- Push the left EF down to block the left side of the Medusa and grab the key.

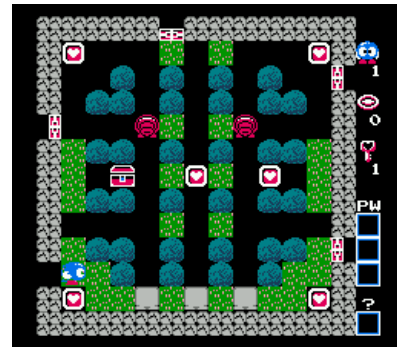


## X-8, Y-1

### Solution:

- **Starting entrance:** West.

1. There is not a lot of strategy to impart here. Just do your best to collect all the HF and the key while avoiding the Almas and without getting trapped by the Rocks.

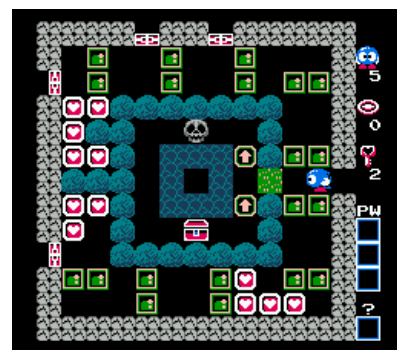


## X-9, Y-1

### Solution:

- **Starting entrance:** East.

1. Push the right EF (above you when you start) up two spaces. Of the two EF in the upper-right corner, push the left one up.
2. Heading left, push the bottom EF left two spaces. Heading left to the next set of two EF, push the top EF left two spaces. When you reach the upper-left set of EF, push the bottom one left and grab the five HF here.
3. Go back to where you entered the room. Then, of the two EF that you started above, push the left one down two spaces. Of the two EF in the lower-right corner of the room, push the right one down one space and the left one left one space. Collect the four HF.
4. Heading left, push the top EF right two spaces. Farther left, at the next set of EF, push the bottom one left all the way into the corner. Then push the EF above you up two spaces and grab the final three HF.
5. Head back to where you entered the room. Move around to lure the Skull so that it is below the bottom up arrow. The move across the grass tile and move the Skull follow you as you move counter-clockwise around the water to grab the key.

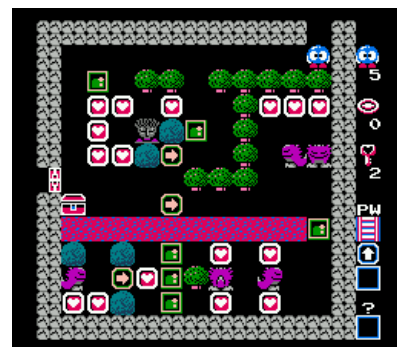


## X-10, Y-1

### Solution:

- **Starting entrance:** North.

1. Grab the HF that is just up and right of the Medusa. Push the nearby EF up one space and left to block the Medusa from above. Collect the two HF located up and left from the Medusa, and push the EF in the upper-left corner right one space and down two spaces to block the right side of the Medusa. Collect the final three HF near the Medusa and you will activate a Ladder power.
2. Use the Ladder power to cross over the lava that is just to the right of the treasure chest. Grab the two HF in the lower-left corner of the room and cross back over the ladder before it disappears.
3. Head right over the right arrow to reach the right side of the room. Get the three HF to the upper-right.
4. Push the EF on the right side of the room down two spaces, then push it back up against the Gol so that it will block it later.
5. At the bottom of the room, leave the upper-right HF for last, but grab the other three. Of the EF at the bottom of the room, push the top and bottom ones left one space each, and push the middle one down. Grab the HF you just freed.
6. Grab the final HF, which gives you an Arrow power, then head toward the key (quickly past the upward facing Gol) and use the Arrow power to turn the arrow near the middle of the screen, which will give you a direct path to the key.

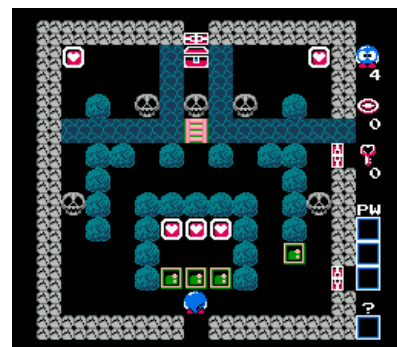


## X-1, Y-2

### Solution:

- **Starting entrance:** South.

1. Of the three EF at the bottom of the screen, push the left and right ones up one space each. Push the middle one left one space. Grab two of the HF, but leave one (to prevent the Skulls from awakening too soon), and you'll gain 2 magic shots in the process.
2. Shoot the Skull on the right side of the screen and push it up into the water. Cross over the Skull egg in the water immediately and grab the HF in the upper-right corner. Get on the Skull egg as it floats left to the next opening (right of the Skull in the upper-right portion of the screen) and disembark from the egg when you reach the opening to the South.
3. Push the EF in the lower-right corner of the screen (to block the Skull here for later).
4. Shoot the Skull on the left side of the screen and push it up into the water and cross over the egg immediately to reach the upper-left corner of the screen. Grab the HF and get back on the Skull egg as it floats right to the next opening (left of the Skull in the upper-left corner of the screen). Disembark from the egg when you can cross to the South.
5. Grab the final HF at the bottom of the screen, gaining two magic shots as a result, which will cause the Skulls to awaken. The right side of the screen is a little safer due to the blocked Skull on that side, so head to the top-middle of the screen using the path on the right side and double shoot the Skull that is blocking your path to remove it from the screen. Grab the key to finish the puzzle.

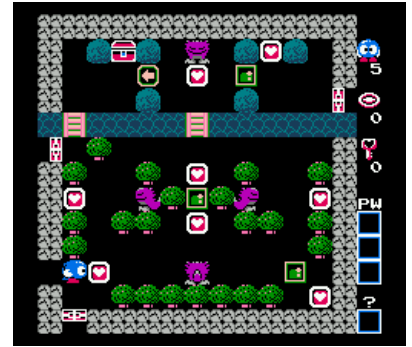


## X-2, Y-2

### Solution:

- **Starting entrance:** West.

1. Grab all of the HF below the water line, except for the one in the middle of the screen (the one above the EF). Push the EF down or right in the lower-right corner of the screen to reach the HF there, it doesn't matter.
2. Get the two HF above the water line. Get the HF in the upper-right corner of the screen by pushing the EF right two spaces.
3. Push the EF in the upper-right corner of the screen left below the Gol to block it. Grab the final HF and you can safely walk up to grab the key.

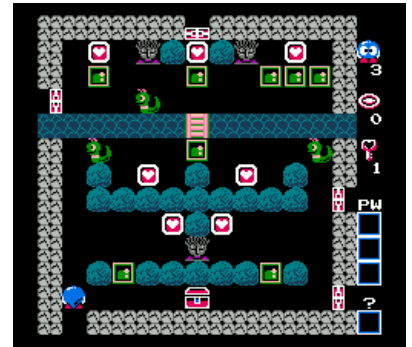


## X-3, Y-2

### Solution:

- **Starting entrance:** South.

1. Push the left EF up one space to block the left side of the Medusa. Grab the HF to the upper-left of the Medusa.
2. Go to the right side of the room by walking over the chest at the bottom of the screen. Push the EF in the lower-right corner of the screen up one space to block the right side of the Medusa, and get the HF to the upper-right of the Medusa, gaining 2 magic shots as a result.
3. Go back to the left side of the screen (by crossing over the chest) and shoot the Snakey on the left side of the room. Push the Snakey egg right two spaces (over the HF) and grab the HF.
4. Push the EF at the center of the screen right two spaces (over the HF) and grab the HF, gaining two magic shots as a result.
5. Get back to the right side of the screen (by crossing over the chest), and shoot the Snakey on the right side of the screen. Push it up into the water and cross over the egg to reach the upper-right corner of the screen.
6. Of the three EF in the upper-right corner of the screen, push the left and right ones up one space. Then push the middle EF left to block the Medusa from below. Grab the HF in the upper-right corner of the screen.
7. Push the EF at the top-center of the screen left to block the upper-left Medusa from below.
8. Double shoot the Snakey in the upper-left corner of the screen, then quickly push the EF in the upper-left corner of the room right one space and up one space to block the left side of the Medusa. Grab the HF in the upper-left corner of the screen.
9. Now quickly grab the key before the Snakey respawns in the upper-left corner of the screen.

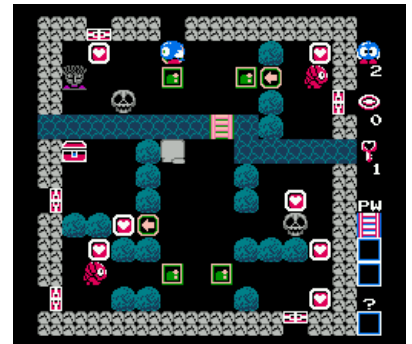


## X-4, Y-2

### Solution:

- **Starting entrance:** North (right door only).

1. Push the EF just below you left all the way up against the Medusa and grab the HF near her.
2. Lure the Rocky to the top of the screen by standing above the bridge and getting him to run toward you. Then move to the side and wait for him to move away from the bridge before you cross down over it. You can trap him up there by pushing the lower-right EF up on top of the bridge.
3. Grab the three HF in the lower-right corner of the room.
4. Push the lower-left EF up or down and remain in the opening for an instant so that the Alma comes horizontal to you, rolls into a ball, and rolls at you. Go up or down to avoid the Alma, then run into the lower-left corner to grab the HF, which will give you two magic shots. The Alma will come back toward you, so shoot it with a magic shot to protect yourself. You will also have an activated Ladder power.
5. You want to cross the water to get to the upper-right corner of the room. Use your ladder power to do so, but you should shoot the Alma across the water before doing so, or quickly thereafter since it will come for you. Get the HF in the upper-right corner and go left over the arrow. Then go down over the bridge and left over the arrow to get the final HF. The Medusa is guarding the treasure chest. Wait for the Skull that was next to her (that is now awakened) to move below her and block her so you can grab the key.

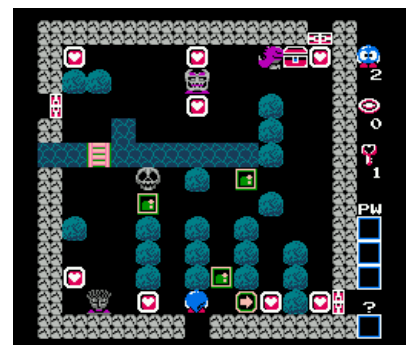


## X-5, Y-2

### Solution:

- **Starting entrance:** South.

1. Push the upper-right-most EF right two spaces, then push it up one space by going around over the right arrow (and grabbing an HF in the process).
2. Push the left-most EF left two spaces, then down against the Medusa to block the Medusa's top. Grab the HF in the lower-left corner.
3. Push the EF that is next to the arrow up three spaces, then go over the arrow and push that same EF left five spaces. Push the EF back right one space, then all the way down to block the Medusa's right side. Grab the HF that is just to the right of the Medusa and you gain 2 magic shots.
4. Shoot the Skull and push it left two spaces, up over the ladder and against the rocks, then right against the HF. If the Skull breaks free from the egg, feel free to shoot it again so you can keep pushing it (you have one extra shot, so you can use two in moving this Skull). Push the Skull up one more space, then right three spaces so the Don Medusa never goes farther left than the Gol.



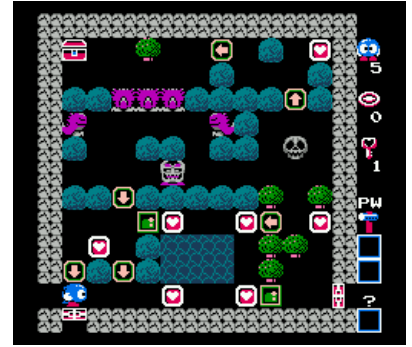
- Grab the three HF in the top-center and upper-left part of the screen.
- Go back across the ladder and to the right side of the screen. Push the EF on the right side of the screen up and trap the Don Medusa between two EF (one on its left and one on its right). Grab the upper-right HF and gain 2 magic shots as a result.
- This has to be quick. Shoot the Gol and grab the HF in the lower-right corner of the screen (the final HF). Then grab the key before the Gol escapes the egg.

## X-6, Y-2

### Solution:

- **Starting entrance:** West.

- Grab the four HF at the bottom-middle of the room. While being careful to avoid the Don Medusa, push the lower-right EF right against the door. Grab the HF a little above.
- On the left side of the room, push the EF left two spaces. Grab the HF below and you will have an activated Hammer power. Push the EF back to the right one space.
- Use the Hammer power to break the rock that is located to the left of the down arrow that separates you and the Don Medusa. Go around the water so you can push the EF back to the left one space, and up two spaces to trap the Don Medusa on the left side of the screen.
- Leave the HF in the upper-right corner for later. Go over the up arrow, then left over the left arrow. Of the three Gols in a row, shoot the left one and push it down to the bottom of the screen. Shoot the right Gol and push it down one space, then right one space. Shoot the middle Gol and push it down one space and left two spaces.
- Now shoot the Skull to freeze it in place, grab the last HF, and get the key.

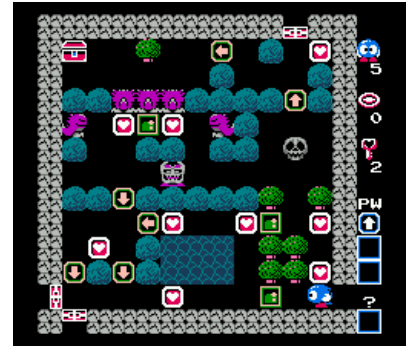


## X-7, Y-2

### Solution:

- **Starting entrance:** East.

- Push the bottom EF left two spaces. Grab the two HF that are located to the right of the left-facing arrow.
- While being careful to avoid the Don Medusa, grab the two HF in the lower-right corner of the screen, and push the right-most HF left until it is above the HF on the left side of the screen. Get this HF and the one at the bottom of the screen to activate an Arrow power.
- Use the Arrow power to flip the down arrow that is directly below the Don Medusa. Then push the nearby EF right one space and up two spaces, trapping the Don Medusa on the left side of the screen.
- Get the two HF by the Gols, but leave the upper-right HF for later.
- Of the three Gols in a row, shoot the left one and push it down to the bottom of the screen. Push the EF below the middle Gol left two spaces. Shoot the right Gol and push it down one space and right one space.
- Grab the last HF, then quickly (because of the awakened Skull) run left to get the key, going below the Gol that is facing up in order to reach it.



## X-8, Y-2

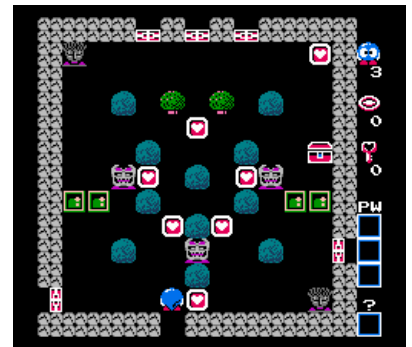
### Special note:

- After clearing this room, a cave will appear. See the section "Key Cave 2 (X-8, Y-2)" of this FAQ for details.

### Solution:

- **Starting entrance:** South.

- Move left immediately to avoid the Don Medusa that starts near you. This part seems hard at first, but gets easy with practice: while avoiding the left Don Medusa, push the left EF up about two spaces, using the EF next to it as a safe position to block your right side. Go back down next to the rock and stand below the other EF. As the Don Medusa bounces off the bottom rock, move up and push the EF up two spaces or so, then run back down to safety. Again, as the Don Medusa bounces off the bottom rock, go up, this time pushing the left EF up some more, and again using the right EF to block your right side. From here, you should be able to push the left EF all the way up against the Medusa, and then push the right EF up all the way to block the Medusa's right side.
- Get to the top of the screen, then get the HF at the top-center of the screen (being careful of the Don Medusa's on the right and left), and stand in the center of the room where you'll be safe for a moment.
- This part is also somewhat difficult. You want to grab all four HF in the center of the room, while avoiding the Don Medusas. I found it's easiest to do it in the following order: left, lower-left, right, lower-right HF. Use the rocks to protect yourself in between HF grabs. After grabbing all four HF, get to the top of the screen (also easier said than done). Remember that trees don't block the Don Medusa's shots, so be careful of the bottom Don Medusa shooting you through the trees at the top of the screen.
- Get the HF in the top-right corner of the screen, as this will be your only opportunity to do so.
- Go to the right edge of the screen, and stand at a position level with the upper-right rock. As the Don Medusa bounces off this rock, go down and push the right EF down one space so you can use the left EF to protect your left side. Then push the right EF all the way down to block the top side of the Medusa. Go back up to the right side of the other EF, and when the timing is safe, push it down all the way to block the left side of the Medusa.
- While avoiding the bottom Don Medusa, grab the HF at the bottom of the screen. Then go back to the right, wait for the right Don Medusa to bounce off the bottom rock, then run upward to grab the key.



## X-9, Y-2

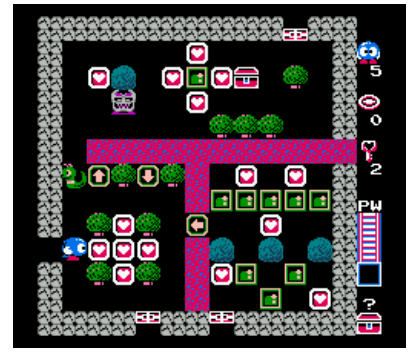
### Special note:

An image of a treasure chest appears in the "?" box in the lower-right corner of the screen.



## Solution:

- **Starting entrance:** West.
- Note that this solution does not make use of the "?" power in this room. You can shoot the chest with a magic shot to make a transparent Lolo appear in the lower-left corner of the room. You have seen this power before, so you know it lets you move anywhere within the room safely until you press A. But the power is unnecessary for this room.
1. While being careful of the Don Medusa above, grab the left, middle, and bottom HF in the lower-left corner of the room. Then stand halfway onto the top HF so that it still protects you from the Don Medusa, but you can prepare yourself for the quick actions you'll have to take next.
  2. When the Don Medusa just goes past you to the left, quickly go up to grab the HF, then go back down and to the right to grab the other nearby HF. Keep moving right until you are against the lava, then use the Ladder power on the tile below the arrow and walk onto the ladder. Move up onto the arrow and go right to collect an HF.
  3. Push the two EF below you down so you can collect the two HF below you. Of the five HF above you, press the left, middle, and right ones up one space each. Then push the other two EF left or right one space each to collect the two HF behind them.
  4. Stand where the right HF was that you just collected and use the Ladder power to cross the lava and reach the top side of the screen.
  5. Collect the HF that are on the left, right, and top side of the EF near the chest. Then push the EF left and down so it blocks the Don Medusa's right side. Then push the EF all the way to the left to trap the Don Medusa against the wall. Grab the remaining HF and the key.



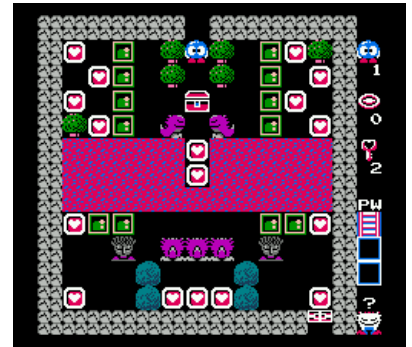
## X-10, Y-2

### Special note:

The image of a Gol appears in the "?" box in the lower-right corner of the screen.

## Solution:

- **Starting entrance:** North.
1. Get the HF in the upper-left corner of the screen by pushing the top EF and the second one from the bottom left one space each, and pushing the second one from the top up one space. Get the three HF, and push the second EF from the bottom back to the right one space so you can get the fourth HF.
  2. Get the HF in the upper-right corner of the screen by pushing the bottom EF and the second one from the top right one space each, and pushing the second one from the bottom down one space. Get the three HF, and push the second EF from the top back to the left one space so you can get the fourth HF.
  3. Get the two HF at the center of the screen. You will have an activated Ladder power at this point, so use the ladder to cross the lava at the center of the screen.
  4. At the bottom of the room, shoot the middle Gol and notice it turns into a grey egg. Push the grey egg down and shoot the Gol on the left. Then push the egged left Gol one space left. Grab the three HF at the bottom-middle of the screen, then push the grey egg up into the lava. The lava turns into sand, and you can now walk over it.
  5. Of the two EF in the lower-left region of the room, push the left one down one space to block the left side of the Medusa. Grab the two HF in the lower-left area of the room. Repeat this pattern on the right side of the screen to get the final two HF.
  6. Get the key, making sure to avoid fireballs from the Gols as you walk back.



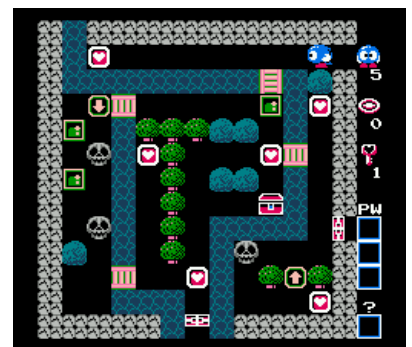
## X-1, Y-3

### Special note:

After solving this room, you will get a raft instead of a key. Walk into the water in the upper-left corner of the screen and you automatically will use the raft to go up to the next screen.

## Solution:

- **Starting entrance:** Northeast
1. Grab the HF in the upper-left corner of the screen and gain 2 magic shots as a result.
  2. Push the EF down and go down one space from the down arrow.
  3. Shoot the top Skull and push it down one space. Push the lower-left EF down one space, then push the Skull egg into the water.
  4. Shoot the lower-left Skull and push it down to the bottom of the screen.
  5. Grab the three HF on the center island, gaining 2 magic shots in the process.
  6. Shoot the Skull in the lower-right corner of the screen and push it into the water. Grab the lower-right HF, then the upper-right HF, and grab the raft to finish the room.



## X-2, Y-3

## Solution:

1. There are four HF in a cross shape at the center of the screen. While avoiding the Don Medusa at the top of the screen, head toward the top HF and stand on it half way so that you don't pick it up (because it's protecting you from the Don Medusa on the left), but so that the rock above you is protecting you from the top Don Medusa.
2. When the top and left Don Medusa's are in a favorable position, quickly run left and stop on top of the HF that is directly right of the EF in the upper-left corner of the screen.
3. Push the upper-left EF left and grab the HF that is now just above it. Then push the EF down one space.
4. While avoiding the left Don Medusa, run to the right side of the lower-left EF and push it one space left and one space up, completely enclosing the left Don Medusa. Grab the HF in the lower-left corner of the screen.

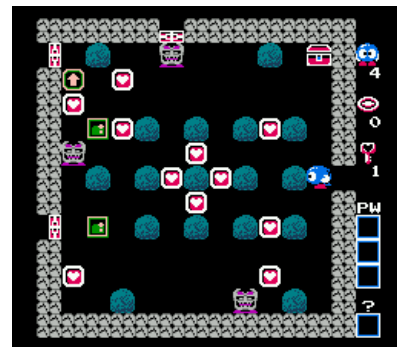
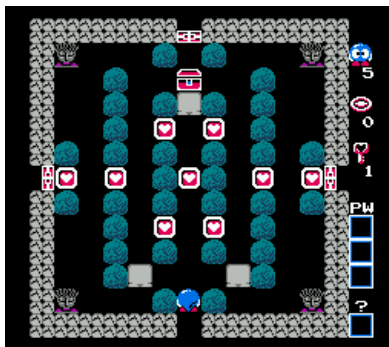
- Grab all of the HF, starting with the ones on the left side of the screen, and heading right. Use the rocks at the center of the screen to block the line-of-sight from the top and bottom Don Medusas as you collect the HF. Then collect the key.

## X-3, Y-3

### Solution:

- Starting entrance:** South.

- Grab the two HF that are towards the bottom of the room.
- The room is divided into five columns that you can walk down. Wait for the Rocky on the left to reach the left column (you might have to move around to keep him from standing still). Once he is there, get the HF on the left (not the farthest left, but the next one in).
- Wait for the Rocky to walk back to the second column (you might have to move around to get him there), then grab the left-most HF. Wait for the Rocky to be toward the top of the screen, then hurry back to the bottom-middle portion of the room.
- Repeat the pattern described in steps 2 and 3, but on the right side of the room to get two more HF.
- Wait for the Rocky on the left side of the room to be walking in the first column, then grab the HF that is just to the lower-left of the treasure chest. Repeat this pattern on the right side of the room to get the HF on the treasure chest's right side.
- Wait until the Rocky on the left side of the room is in the first column, then grab the HF below the center Rocky. The center Rocky will dash down at you. Hold left to go through a gap and enter the second column. Then go up and grab the key.

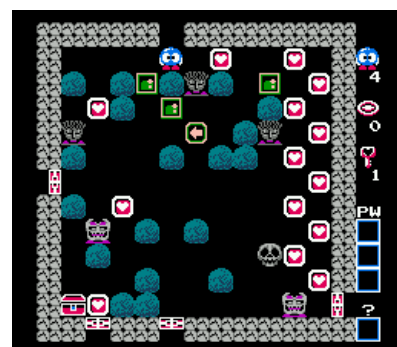
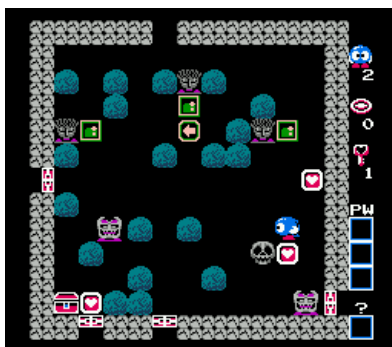


## X-4, Y-3

### Solution:

- Starting entrance:** North.

- Push the EF that you start near down two spaces. Push the EF that's on your right one space right to block the top Medusa from below. Push the first EF you pushed left two spaces against the left Medusa. Grab the HF that is just up and right from the left Medusa.
- Grab the HF that is above the Don Medusa on the left side of the screen.
- Step onto the arrow tile by walking onto it from below. Then grab all of the HF that are higher than the Medusa on the right side of the screen. Push the EF in the upper-right corner of the screen right one space and down two spaces to block the right side of the right Medusa.
- Grab most of the HF on the right side of the screen, but not all of them. Leave the HF that are shown in the screenshot below:



This allows you to use the HF to protect yourself from the Don Medusa below. From here, grab the bottom HF, then hurry and hide above the top HF and wait for the Don Medusa to go by. Then grab the top HF and get to safety above the rocks at the top of the screen.

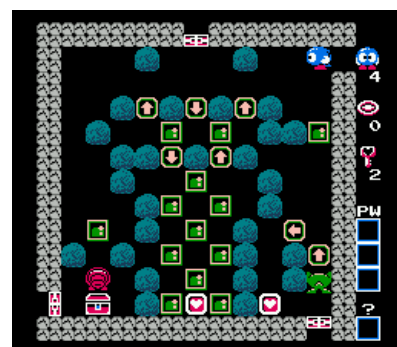
- Get the final HF in the lower-left corner of the screen and grab the key.

## X-5, Y-3

### Solution:

- Starting entrance:** East.

- You want to put the Leeper to sleep in a position where it won't block your path to the lower-right HF or the rest of the room. If you go down immediately after entering the room, pushing the EF down so it is one space above the arrow, the Leeper should contact you at a position where it will fall asleep harmlessly. Then grab the HF in the lower-right corner of the room.
- Go down the arrow at the top of the room and push the left EF left all the way and push the right EF right all the way.
- Go down the next down arrow and push the top EF right two spaces. On the next row down, push the right one right one space. The next row down after that, push the EF left. The next row down, push the left EF to the left. Then push the EF that is on top of the HF right one space and grab the HF.



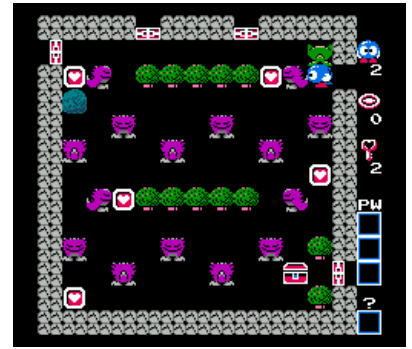
- When the Alma in the lower-left corner is as far from the EF as possible, push the EF out of the way to free the Alma. Then run away from it to the top of the room and go down the down arrow, then left and go up the up arrow, then run back and grab the key.

## X-6, Y-3

### Solution:

- **Starting entrance:** Southeast.

- Make sure you enter this room from the Southeast door because you don't want to put the Leeper to sleep when you enter from the top door. You are going to be weaving a path through the Gols, staying on squares where their backs are facing. So you can put the Leeper to sleep anywhere where a Gol will be facing him since you won't need to be traveling on those tiles.
- After the Leeper is asleep, get all of the HF, saving the one in the upper-left corner for last. After grabbing that one, make your way to the key by staying on a path that keeps the Gols' backs to you. Go to the upper-right corner of the room, then go down and left, weaving your way up and down as you head left to stay at the Gols' backs. When you reach the left side of the room, go down and head back left, weaving through the Gols once again to stay at their backs until you reach the key.

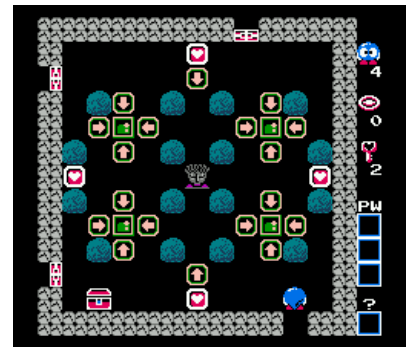


## X-7, Y-3

### Solution:

- **Starting entrance:** South.

- Push the lower-right EF up half a space. Then push it left one space, and up one and a half spaces so it blocks the right side of the Medusa. Grab the right HF.
- Push the upper-right EF left half a space. Then push it down one space, left another half space, up three spaces, and left two spaces to block the top of the Medusa. Get the top HF.
- Push the upper-left EF down half a space, right one space, and down one and a half spaces to block the right side of the Medusa. Get the left HF.
- Push the lower-left EF up half a space, right one space, down two and a half spaces, and right two spaces to block the bottom side of the Medusa. Grab the final HF and the key.

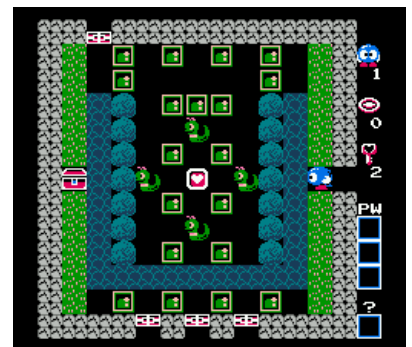


## X-8, Y-3

### Solution:

- **Starting entrance:** East.

- Of the two EF in the upper-right corner, push the bottom one left three spaces. Push the EF that is just up and right from the HF down one space and grab the HF.
- Push the EF that is just up and left from where the HF was up one space. Of the two EF in the upper-left corner, push the top one left against the wall, then grab the key.

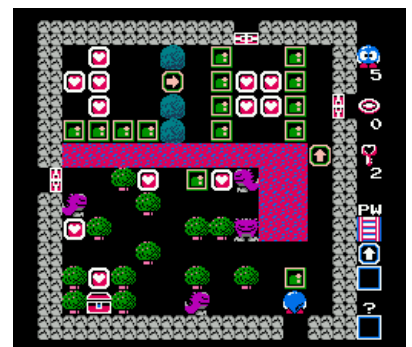


## X-9, Y-3

### Solution:

- **Starting entrance:** South.

- Get all four HF on the bottom half of the screen and you will activate a Ladder power.
- Cross over the arrow on the right side of the screen. Push the bottom EF left two spaces and collect the four HF, which will activate an Arrow power.
- Use the Arrow power to turn the arrow that you just crossed and head back to the bottom half of the screen.
- Of the four EF in the upper-left corner of the screen, stand below the one farthest to the right. Use the Ladder power to cross the lava and push that EF up so you can collect the last four HF. Then quickly cross back over the ladder before it disappears. Quickly head down to get the key (avoiding fireballs from the left Gol).

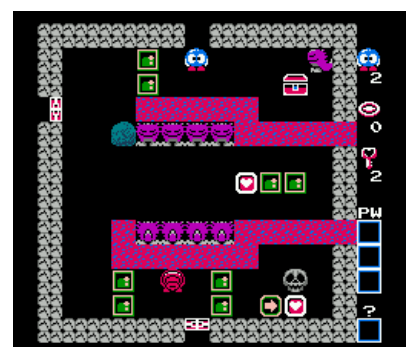


## X-10, Y-3

### Solution:

- **Starting entrance:** North.

- I was able to clear this room by collecting the top HF, then pushing the bottom-left EF to the right to free the Alma. I let the Alma chase me as I ran up, then right along the path lined with Gols. Go up and around the EF, then head back left and hopefully the Alma stops chasing you so you can get to the lower-right corner of the screen unharassed.
- Grab the HF below the Skull by crossing over the arrow and running into the lower-right corner. When the skull moves toward you, go to whatever tile it did not go into and make your way back to the lower-left corner of the room. Run up to the top of the room, and push the top EF right to protect yourself from fireballs as you make your way to the key.





## X-1, Y-4

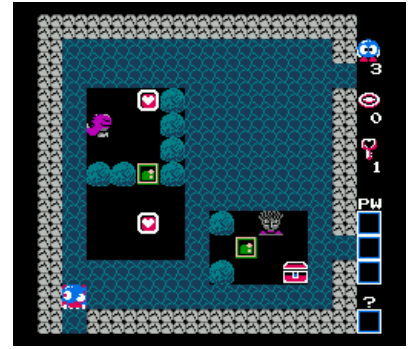
### Special note:

You receive a map by clearing this room.

### Solution:

- **Starting entrance:** South.

1. Get off the raft on the lower portion of the left island. Don't get the bottom HF right away. Instead, push the EF up against the HF and get the top HF. Then get the bottom one. A map appears. Grab it and you will now be able to see where you are in the castle by pressing the B button, including which rooms you've cleared.
2. Shoot the Gol and push it up into the water and get on top of the egg to take a ride in the water. Get off the egg when you can get on the lower-right island, on the left side of the EF. Push the EF right to block the bottom side of the Medusa, then grab the raft.
3. Exit the room by walking up into the water from the upper-right corner of the island. You will be taken to the screen to the East.

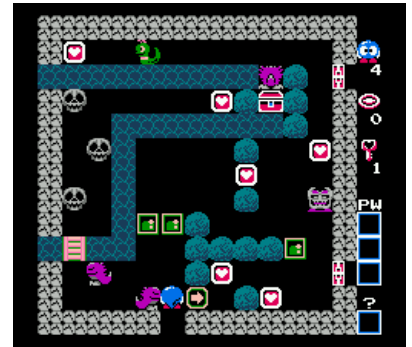


## X-2, Y-4

### Solution:

- **Starting entrance:** West or South.

1. If you start via the West entrance (from the water by entering on the raft), exit the raft by walking downward.
2. Grab the HF that is two tiles to the left from the treasure chest and gain 2 magic shots as a result.
3. Of the two EF at the center of the room, push the left one up three spaces. Grab the HF that is a little to the right (situated between two rocks), and be careful of the Don Medusa.
4. Push the other EF at the center of the room up two spaces and right all the way to the edge of the room, block the Don Medusa from the top. Push the EF down to trap the Don Medusa in the lower-right corner of the room. Push the other EF in the lower-right corner of the room down all the way to completely enclose the Don Medusa.
5. Don't grab the HF in the lower-right corner of the room. Save it for last (to prevent awakening the enemies too early). Grab the HF above the arrow and the HF to the lower-right of the treasure chest.
6. Double shoot the Snakey to remove it from the map, then grab the HF in the upper-left corner to gain 2 magic shots.
7. You have to be quick at this part. Double shoot the Gol blocking the treasure chest, then hurry and grab the final HF and get the key before the Gol respawns.

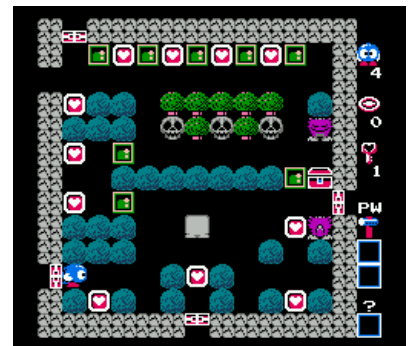


## X-3, Y-4

### Solution:

- **Starting entrance:** West (lower door).

1. Get the four HF in the lower portion of the room while avoiding getting trapped by the Rocky.
2. Push the EF on the right side of the screen up two spaces, then push it down one space and right one space to block the top Gol from below. Then get the five HF at the top of the screen, which gives you a Hammer power.
3. Push the top EF on the left side of the room left against the HF. Use the Hammer power on the rock that was below the EF, which clears a path so you can grab the last two HF.
4. Push the bottom EF next to you right all the way to the right side of the screen to block the bottom Gol from above and grab the key.

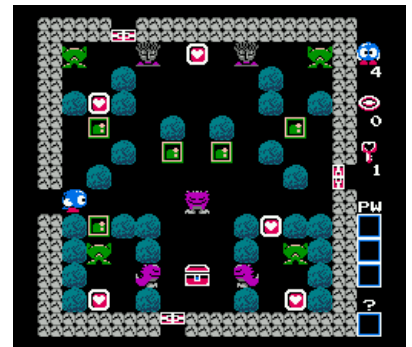


## X-4, Y-4

### Solution:

- **Starting entrance:** West.

1. Push the upper-left EF right and then up against the left Medusa to block the Medusa from below.
2. Get the HF in the upper-left corner, and stand there until the Leeper contacts you and falls asleep.
3. Approach the EF that is just up and left from the center Gol. Push it right one space, up all the way against the HF, then left and up to block the left Medusa on the right side.
4. Push the EF that is just up and right from the center Gol one space right, then all the way up to block the right Medusa from below.
5. Push the upper-right EF one space left and stand there until the Leeper contacts you and falls asleep. Push the same EF left one more space, then go around and push it down two spaces. Then push it left one space, up one space, left one space, up all the way to the HF, then right and up to block the right Medusa's left side. Grab the HF at the top of the screen.
6. Push the EF in the lower-left down two spaces, making sure to time it so the Leeper is as far from you as possible. Then run up and to the left and make sure you stand somewhere where the Leeper falling asleep won't block your path to the lower-left HF or the rest of the room. Get the HF in the lower-left corner.
7. Stand halfway on the HF on the right side of the screen. While standing halfway on it, the Leeper will run back and forth across the entire space in the lower-right room. Time it so that you move fully onto the HF to snag it, then run away and make the Leeper contact you somewhere in the upper-right part of the room where you will still have access to the HF in the lower-right and to the rest of the room. Get the final HF.
8. Go stand one half space to the right and one half space up from the treasure chest. Then move left and down to grab it quickly before the Gols have a chance to hit you.



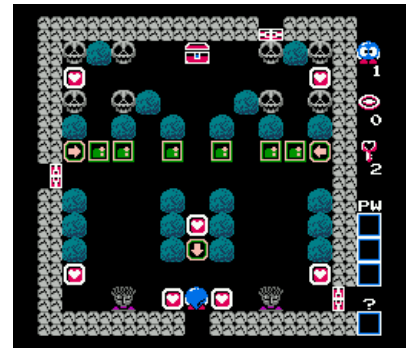
## X-5, Y-4



## Solution:

- **Starting entrance:** South.

1. Push the left-most EF down all the way and grab the HF in the lower-left corner. Do the same to get the HF in the lower-right corner.
2. Grab the HF in the upper-left and upper-right corners.
3. Of the two EF that are closest to the center of the screen, push the right one left one space, up three spaces, back down four spaces, right two spaces, and down five spaces to block the left side of the right Medusa and get the HF.
4. Repeat this pattern to push the other EF at the center of the room to the right side of the left Medusa and get the other HF at the bottom of the screen.
5. Grab the final HF, then cross over the down arrow and wait on the bottom side of it for some Skulls to chase you. Two should follow you down the middle path. Wait for them to get close, then go around the left or right side of the rocks at the center of the screen and hurry up to grab the key.



## X-6, Y-4

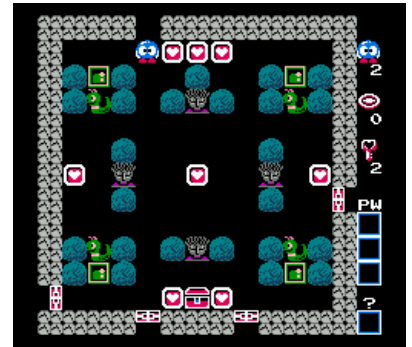
### Special note:

- A cave appears after you solve this room. See the section of this FAQ titled "Key Cave 3 (X-6, Y-4)" for details.

## Solution:

- **Starting entrance:** North.

1. Get the three HF at the top of the screen and gain 4 magic shots in the process.
2. Double shoot the Snakey in the upper-right corner of the screen and push the nearby EF down on top of the space where the Snakey stood. Since the EF blocks the Snakey's spawn point, the Snakey will instead respawn on the left side of the Medusa on the left side of the room. Then push the EF down so that it blocks the right side of the right Medusa. Get the HF on the right side of the screen and gain 2 more magic shots.
3. Double shoot the Snakey in the lower-right corner of the screen and push the lower-right EF onto the place where that Snakey stood. It will respawn on the left side of the right Medusa.
4. Double shoot the Snakey in the upper-left corner and push the upper-left EF onto the place where that Snakey stood. It will respawn on the bottom side of the bottom Medusa. Get the HF on the left side of the screen and the two at the bottom.
5. Double shoot the lower-left Snakey, then push the lower-left EF up two spaces, right two spaces, and up two spaces so it blocks the left Medusa's right side.
6. Push the upper-left EF down one space and right four spaces so it blocks the bottom side of the top Medusa.
7. Push the lower-right EF up one space and left four spaces so it blocks the top side of the bottom Medusa. Grab the final HF and the key.



## X-7, Y-4

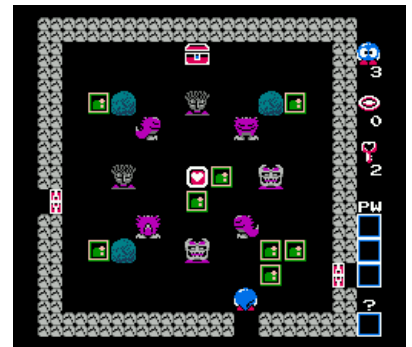
### Special note:

- Of the two EF in the middle of the screen, push the one on the right after solving this room to make a cave appear (see the section "Guardian Cave 2 (X-7, Y-4)" of this FAQ for details).

## Solution:

- **Starting entrance:** South.

1. Go right immediately to avoid the Don Medusa near you. Push the lowest EF left two spaces, up one space, then left all the way to trap the Don Medusa against the rock.
2. Push the EF that is directly below the right Don Medusa all the way up to pin that Don Medusa against a rock.
3. Push the EF that is below the HF left one space and up one space. Push the EF that is to the right of the HF up one space and left one space, then get the HF.
4. Quickly run to the right side of the screen and avoid the fireball from the upper-right Gol.
5. Push the remaining EF in the lower-right corner down one space, then left until it is below the Don Medusa. Then push the lower-left EF up until it blocks the left side of the left Medusa.
6. Push the EF in the upper-left corner up one space, then right until it blocks the top Don Medusa from above, then grab the key.

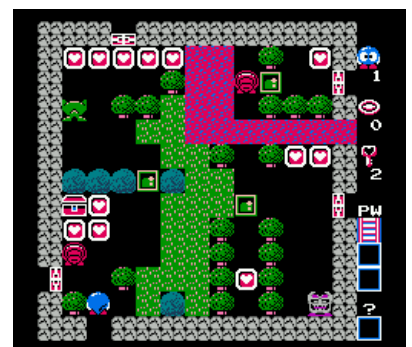


## X-8, Y-4

### Solution:

- **Starting entrance:** South.

1. Immediately move right to get on the grass and avoid the Alma.
2. Go to the upper-left region of the room and put the Leeper to sleep in a spot where you can still reach the five HF in the upper-left corner and you can still push the EF downward.
3. You can try to use the EF on the left side of the room to trap the lower-left Alma. It would be best to trap him in the upper-left region of the room. To try to do so, push the EF down two spaces and try to lure the Alma to the upper-left region of the room, then push that EF back up one space to trap the Alma. You can also try to trap the Alma in the lower-left corner of the room. Then grab the HF around the chest, and you gain a Ladder power as a result.
4. Push the EF on the right side of the room right two and a half spaces to completely block the top of the Don Medusa. Get the two HF above him and the other HF to his left.
5. Stand below the Alma in the upper-right region of the screen and shoot it with a magic shot to freeze it. Then use the Ladder power to cross the lava. Push the egg up if necessary, and push the EF right to reach the HF in the upper-right corner. Then hurry and cross back over the ladder before it disappears. Get the key to finish the room.

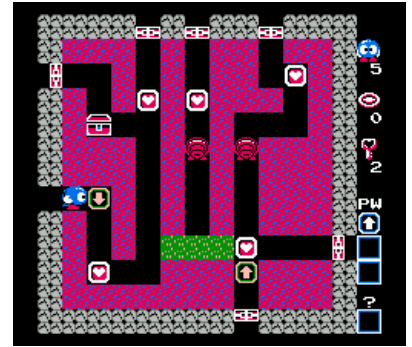


## X-9, Y-4

### Solution:

- **Starting entrance:** West (bottom door).

1. Grab the two HF on the left side of the room. Wait for the right Alma to move far away from the bottom HF, then grab it to gain 2 magic shots.
2. Double shoot the right roller, then grab the HF behind it to get 2 magic shots. Double shoot the other Alma and grab the HF behind it, then get the key.

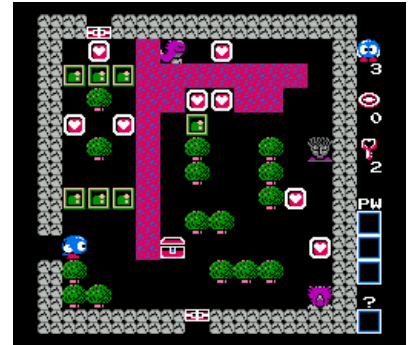


## X-10, Y-4

### Solution:

- **Starting entrance:** West.

1. Grab the HF that is just below and left from the Medusa.
2. Of the three EF that were next to the door you entered by, push the left one up two spaces. Then push the right one down three spaces, right three spaces, up one space, right four spaces, and up four spaces to block the Medusa's left side.
3. Push the other EF near the West door (the third one that you haven't pushed yet) right one space, down three spaces, right three spaces, up one space, right four spaces, up one space, and right one space to block the bottom side of the Medusa. Grab the nearby HF.
4. Push the EF that is below to HF right all the way to block the top side of the Medusa. Get the two HF and the other HF at the top-center of the room.
5. Grab the two HF on the left side of the screen, and get the upper-left HF by pushing the left and right EF below it up one space each, and the middle EF left one space. Then get the key.

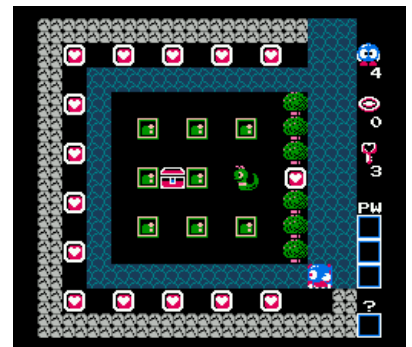


## X-1, Y-5

### Solution:

- **Starting entrance:** East.

1. Disembark from the raft onto the center island. Get the HF on this island, which will give you two magic shots. Note that all of the HF on this screen will give you two magic shots.
2. Shoot the Snakey, then push it right one space, and down all the way into the water. Cross over the egg to get the lower-right HF, then go left one space, and up to use the egg to cross over back to the island. The egg sinks immediately after this.
3. Shoot the Snakey and push it left one space, then down all the way into the water. Cross over the egg to get the HF below, then go left one space and up to cross over the egg back to the island again.
4. You can get four HF with the next Snakey egg. Shoot the Snakey and push it down one space, then left three spaces, and down all the way into the water. Cross over and grab the HF, then head left and grab the next three HF. Stand where you grabbed the last HF, then cross over the egg when it reaches you to get back to the island. Actually, if you're fast, you can grab one extra HF during this step (but crossing back to the island from the position described), and you will be able to skip step 5 below.
5. Shoot the Snakey and push it down one space, then left all the way into the water. Cross over the egg to get an HF, then go up one space, and right over the egg to get back to the island.
6. Again, you can get four HF with the next Snakey egg. Shoot the Snakey and push it up one space, then left all the way into the water. Cross over the egg and get the HF, then get the next three HF. Stand where you grabbed the fourth HF, and cross back over the egg when it reaches you to get back to the island. (Note: again, grab an extra fifth HF if you are fast and you can skip step 7 below).
7. Shoot the Snakey and push it up one space, left three spaces, then up all the way into the water. Cross over the egg and grab the HF, then walk one space right and go down over the egg to get back to the island.
8. Shoot the Snakey and push it left one space, then up all the way into the water. Cross over the egg and grab the final two HF. Stand on the spot where you got the last HF and cross over the egg when it reaches you to get back to the island. Grab the raft.
9. Exit the screen by walking into the water from the opening on the right-center square of the island. You will be taken to the screen to the North.

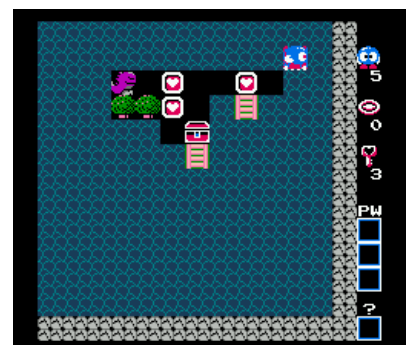


## X-2, Y-5

### Solution:

- **Starting entrance:** North.

1. Disembark anywhere. Grab all three HF (the bottom-left one last), then grab the raft.
2. Walk directly left into the water from the spot where you get the raft. You will be taken to the screen to the West.



## X-3, Y-5

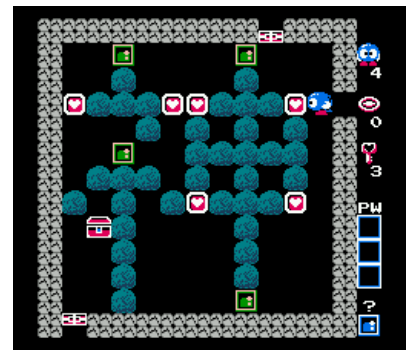
### Special note:

- An image of an EF is shown in the "?" box in the lower-right corner of the screen.

### Solution:

- **Starting entrance:** North or East.

1. You need to make sure that all of the EF are pushed back into their starting locations before collecting the final HF. Then, when you collect the final HF, a transparent Lolo will appear. Move onto it and you will turn green, with the ability to move anywhere in the room. Walk on to the key and press A to revert to normal form and grab it.

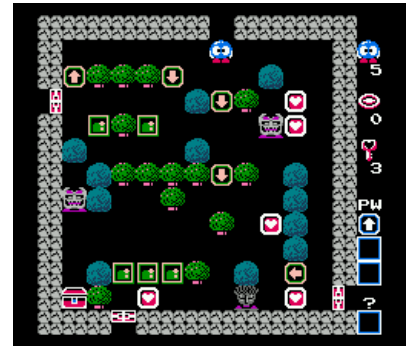


### X-4, Y-5

### Solution:

- **Starting entrance:** North.

1. While being careful to avoid the Don Medusa, grab the two HF in the upper-right corner of the screen.
2. Still being careful of the Don Medusa, go down the down-facing arrow (the one on the left), and push the left EF up one space, right three spaces, then down one space (by going over the arrows) so it is on the right side of the other EF. Push the other EF up one space. Then push the first EF right three spaces, so it is below a tree.
3. Push the EF that is still in the upper-left corner right one space, down one space (by going over the arrows), then right two spaces. Push this EF down one space (again, by going over the arrows, but this time be careful of the Don Medusa who can shoot you through the tree to your right). Push the other EF (the one that is now on your right) right one space to trap the Don Medusa above it.
4. Push the other EF (that is now above a down-facing arrow) down two spaces, until it is against the tree below the arrow. While being careful of the Don Medusa on the left side of the screen, grab the HF that is above the Medusa.
5. Get to the right side of the screen, and go down to the left-facing arrow in the lower-right corner. Go over the arrow, then quickly (while avoiding the left Don Medusa) go up, left, and down to get to the left side of the rock that is above the Medusa. Quickly, go up, left, and down to push the right EF down to the bottom of the screen and get yourself to safety again.
6. Go up, left, and down to push the left EF down, then push the middle EF right and get the HF below you. Push the EF that was to the right of that HF right up against the left side of the Medusa.
7. Push the nearby EF (that is to the left of a tree) up two spaces against a tree above. Run to the right side of this EF to find safety from the Don Medusa. Push it left all the way to trap the Don Medusa above it.
8. Push the nearby EF (the one directly below the down-facing arrow) right all the way against the rocks. Use an Arrow turn power, which will now be activated, to rotate the nearby down-facing arrow. Then go over this arrow so you can push the last EF you touched all the way down to block the right side of the Medusa. Get the HF to its right, and grab the key.



### X-5, Y-5

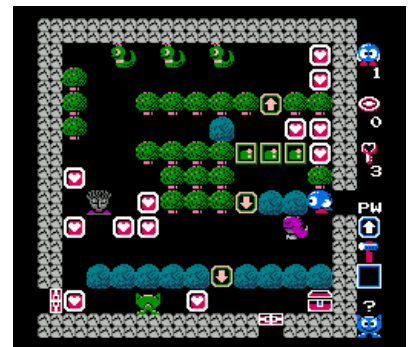
### Special note:

An image of the Leeper is shown in the "?" box in the lower-right corner of the screen.

### Solution:

- **Starting entrance:** East.

1. Grab the two HF that you safely can to the lower-right of the Medusa.
2. Cross over the arrow at the bottom of the screen and grab the HF. Stand in this position and wait for the Leeper to touch you and fall asleep. Move back and forth and touch the Leeper four more times and a transparent Lolo will appear. Step onto it and you will turn green, with the ability to move safely anywhere in the room. Move below the middle EF on the right-center part of the room and press A to revert to normal.
3. Push the middle EF up three spaces so it is above the arrow. Get the three HF below and right of this arrow and you will activate an Arrow power and a Hammer power.
4. Push the left EF down three spaces so it is below the nearest down-facing arrow. Use the Hammer power to break the rock on the left side of this area (between the trees).
5. Push the remaining EF (the one you haven't touched yet) up one space, then left all the way so it is above the Medusa. Then push it down against the Medusa. Get the HF that is to the upper-left of the Medusa, and get the two HF in the upper-right corner of the room.
6. Push the EF that is now in the upper-right corner of the room left until it is below the far left Snakey. Double shoot the Snakey, then push the same EF down until it blocks the right side of the Medusa. Get the EF on the Medusa's right.
7. Push the EF that is to the left of the Gol left until it blocks the bottom side of the Medusa. Grab the HF to the lower-left of the Medusa, then grab the HF in the lower-left corner. Finally, grab the key.



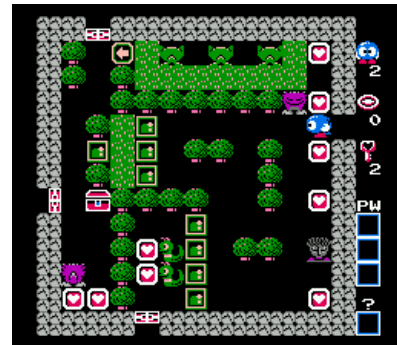
### X-6, Y-5

### Solution:

- **Starting entrance:** East.

1. Grab the three HF on the right side of the room that won't get you killed by the Medusa. Approach the three EF that are next to some grass. Push the top and bottom ones left onto the grass. Push the middle one up against the trees. Push the one that is on the left side of the grass left against the edge of the room. Go to the top of the screen and cross over the arrow, then go down and push the EF all the way down against the Gol. Grab the two HF in the lower-left corner of the screen to get four magic shots.
2. Shoot the Gol in the upper-right corner of the screen and push it down until it blocks the left side of the Medusa.

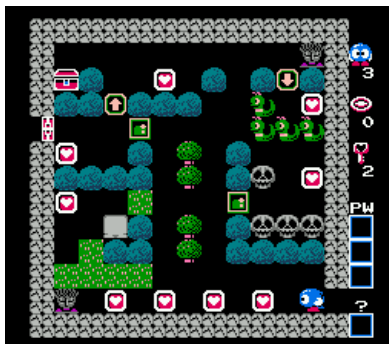
- Of the four EF next to the Snakeys, push the top one left all the way. Double shoot the top Snakey and grab the two nearby HF. Push the bottom EF right two spaces. Push the EF that was next to the Snakey you shot right one space. Push the EF that is next to the remaining Snakey up two spaces, then right all the way to block the top side of the Medusa (but don't get the HF yet).
- Now there should be an EF a few spaces left of the Medusa. Push that EF down one space, then right all the way to block the bottom side of the Medusa. Grab the HF in the lower-right corner, then grab the final HF and the key.



## X-7, Y-5

### Solution:

- Starting entrance:** East.
- Grab the three HF nearest you on the bottom of the room.
  - Get the HF directly above the lower-left Medusa by waiting until the Rocky is blocking her line of sight to you.
  - Push the EF nearest the chest left two spaces and grab the HF on the left side of the screen.
  - On the right side of the screen, push the EF right against the wall and grab the nearby HF.
  - Shoot the middle Snakey and push it up two spaces. Grab the HF, then shoot the Snakey just to the left of you (the one nearest the top of the screen, except for the one you just pushed onto the arrow.) left one space.
  - Go around and push the last Snakey you touched up two spaces to block the upper-right Medusa from the left side.
  - Push the EF on the left side of the screen right five spaces, down six spaces, left five spaces, and down one to block the right side of the lower-left Medusa.
  - Go over the arrow to grab the last HF and the key.



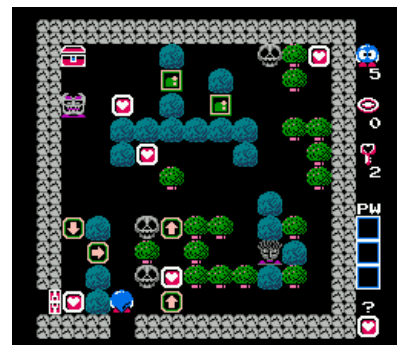
## X-8, Y-5

### Special note:

Note an image of an HF appears in the "?" box in the lower-right corner of the screen.

### Solution:

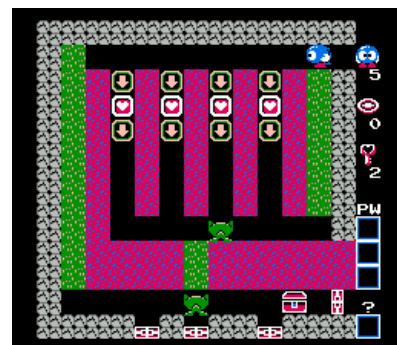
- Starting entrance:** South.
  - Note, a magnet appears in the upper-right corner of the screen after you collect enough HF. The magnet can be used to pull an EF by facing it and pressing A while standing any distance away from it. The solution presented below does not make use of the magnet.
- Go right over the arrow and make your way to the upper-right corner to grab an HF. Make sure to avoid the Don Medusa as you make your way there.
  - Push the right EF right two spaces, down three spaces, left one space, and down all the way to block the left side of the Medusa.
  - Get the HF just up and left from the center of the screen, then get the HF that is just above the up arrow at the bottom of the screen.
  - Push the EF that is still at the top of the screen left three spaces, then down four, and right one space to trap the Don Medusa above the EF.
  - Get the HF in the lower-right corner of the screen. Get back to the upper-left corner of the screen. Grab the final HF and the key. The Don Medusa won't kill you when you grab the key even though you will be in its line of sight.



## X-9, Y-5

### Solution:

- Starting entrance:** Northeast.
- Touch the bottom Leeper so that it falls asleep in the lower-left corner of the screen.
  - Lure the other Leeper to the arrow path that is farthest left. When it is in that path, go down one of the other paths to grab an HF, then head right and back up to the top of the screen. Repeat this pattern to get all the HF except for the one farthest left.
  - Stand above a path that no longer has an HF and wait for the Leeper to go up that path and touch you while it is standing on a down arrow, causing it to fall asleep on a path that you no longer need to cross. Grab the final HF and get the key.



## X-10, Y-5

### Solution:

- Starting entrance:** North or South.
- Grab the HF and gain 2 magic shots as a result. Then go down until you've passed two Gols. Stand on the tile below the second Gol from the top and face down. Shoot the fourth Gol from the top, then go left and down the path. Shoot the second Gol from the bottom as you face it from above, then quickly continue to the bottom of the screen and go around to get the key.

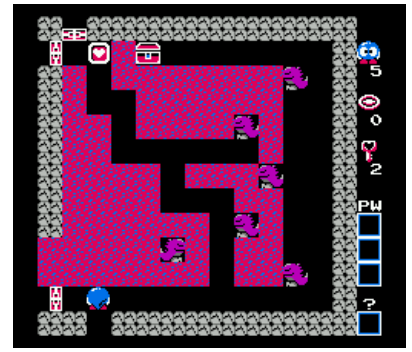
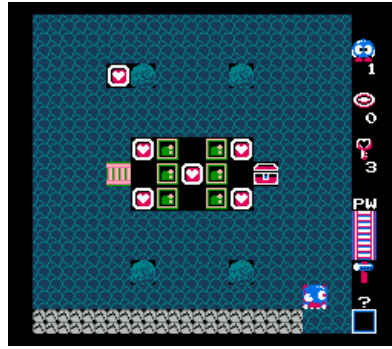


## X-1, Y-6

### Solution:

- **Starting entrance:** South.

1. Wait until you can disembark from your raft directly onto the treasure chest. Then get the two nearby HF, which will give you two Ladder powers.
2. Of the three EF on the right, push the top and bottom ones left one space, and the middle one up. Get the center HF. Of the three HF on the left, push the middle one all the way left, then grab the two HF on the left. You will activate a Hammer power.
3. Standing in the upper-left corner of the island, face up. A rock will be directly above you, across the water. Use two Ladder powers to reach that rock. Then use the Hammer power to destroy the rock. Grab the final HF and the key.
4. From the spot where you get the raft, walk right into the water to ride the raft to the next screen to the North.

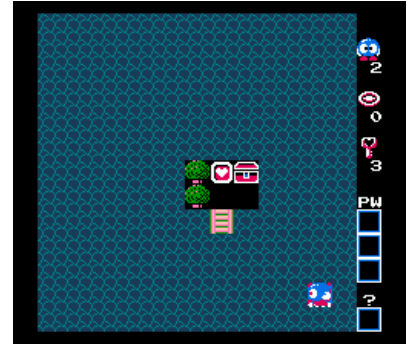


## X-2, Y-6

### Solution:

- **Starting entrance:** East.

1. Just wait patiently and you will eventually be able to disembark onto the island. Grab the HF and the raft.
2. To exit the screen, stand on the tile that is below the spot where you grab the raft. Walk into the water to the right and you will be taken to the screen to the South.

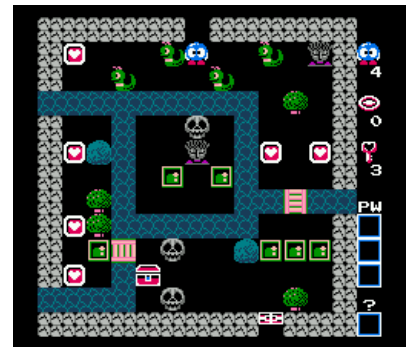


## X-3, Y-6

### Solution:

- **Starting entrance:** North.

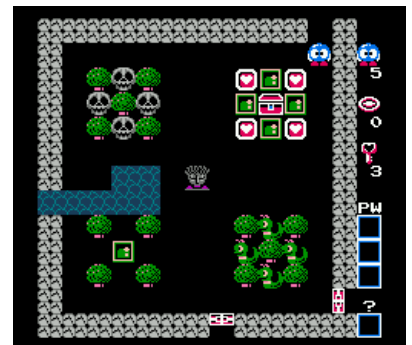
1. Get the HF in the upper-left corner. Of the three EF in the lower-right corner, push the right one down into the lower-right corner of the room. Push the left EF down one space, left three spaces, and up one space to block the bottom side of the center Medusa. Push the remaining EF in the lower-right area up all the way against the tree in the upper-right part of the room.
2. Walk over the treasure chest and push the EF left, then grab the lower HF to get two magic shots.
3. Shoot the Skull above the chest and push it up into the water. Immediately cross over the egg to reach the center island. The Skull egg will continue to circle around the island for the duration of the stage. Push the left EF up one space to block the left side of the Medusa. Use the egg to cross to the left land mass and grab the two HF on the left side of the screen. Push the EF below you down all the way so you can regain access to the main part of the room.
4. Stand on the left side of the rock in the lower-right part of the room and use the egg to cross up onto the lower-right square of the center island. Push the right EF up one space to block the right side of the center Medusa. Use the egg to cross the water to the right and get the HF that is nearest the center Medusa. Push the nearby EF right one space to block the bottom side of the upper-right Medusa.
5. Shoot the Skull near the chest and push it into the water on the left. Then grab the last HF and the raft.
6. You can go to the screen to the West by using the raft to enter the water in the lower-left corner of the room.



## X-4, Y-6

### Solution:

1. This room poses no challenge. Simply grab the HF and push an EF aside so you can grab the key.



## X-5, Y-6

### Solution:

- **Starting entrance:** West.

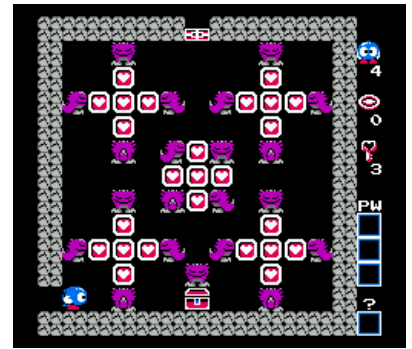
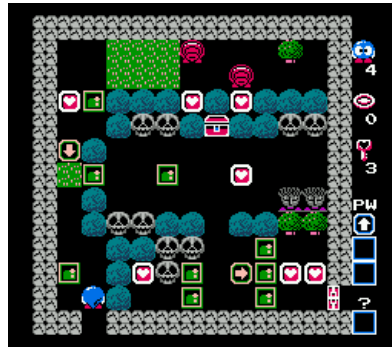
1. Grab all of the HF except for the one that is directly above the Gol at the bottom of the screen, on the right side. Shoot this Gol, then quickly grab the HF and go back left to avoid fire from the Gol above. Shoot the Gol facing the chest and grab the key.

## X-6, Y-6

### Solution:

- **Starting entrance:** South.

1. Push the EF that is just below the arrow right two spaces, down one space, and right five spaces so it is up against a Medusa, blocking its left side. Get the HF nearby.
2. Approach the EF that is below the Skulls on the left side of the room. Push it down one space, then left one and a half spaces so it traps both of the Skulls below it.
3. In the lower-right corner, push the top EF right one and a half spaces so it blocks the bottom side of both Medusas. Push the bottom EF right two spaces and grab the two HF. Push the middle EF left one space, up one space, left one space, and up all the way to the chest. Then push it right three and a half spaces so it traps the two Skulls above it.
4. Of the two EF toward the bottom-center of the room, push the bottom one left all the way, then double shoot the bottom Skull and grab the HF, which will activate an Arrow power.
5. Push the nearby EF right one space, then up all the way to the chest. Push it left two and a half spaces so it traps both Skulls above it.
6. Use the Arrow power to turn the arrow on the left side of the screen. Grab the HF, then push the EF up one and a half spaces. Push the EF right to trap the Almas on the right and safely grab the two HF. Then hurry and get the key before the Skulls get in the way.

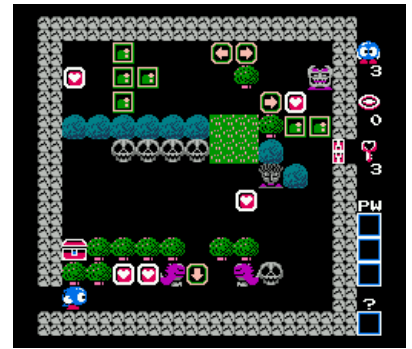


## X-7, Y-6

### Solution:

- **Starting entrance:** West.

1. Get the two nearby HF and cross the arrow at the bottom of the screen (by walking over it from the right side) and get the HF next to the Medusa, gaining 2 magic shots as a result.
2. Go back down the down arrow, and make your way to the upper-right corner of the screen. Push the right EF up to trap the Don Medusa at the top of the screen. Grab the HF, then push the other EF up all the way to block the left side of the Don Medusa.
3. Push the top EF in the upper-left corner of the room left all the way to the wall, but don't get the HF yet. Still in the upper-left corner, push the bottom EF right four spaces, then down three spaces. Push it right against the left side of the Medusa.
4. Shoot the Skull in the lower-right corner of the room and push it up against the bottom side of the Medusa.
5. This step has to be done quickly. Shoot the Gol in the lower-right corner of the room and push it right one space, up two spaces, left three spaces, up all the way against the Skull, and left one half space so it blocks the bottom side of two Skulls.
6. Approach the upper-left corner of the room. Push the right EF down one space, right three spaces, down four spaces, left three and a half spaces, and up against the Skulls so they are trapped above it.
7. Grab the final HF and run for the key, making sure no Skulls get in your way.



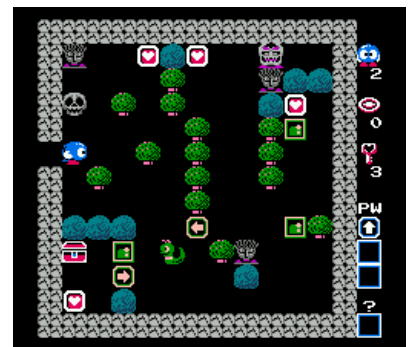
## X-8, Y-6

### Special note:

A cave appears in this room after you clear it. See the "Warp Cave Center" section of this FAQ for details.

### Solution:

1. Push the lower-left EF left against the chest and grab the HF to get 2 magic shots. Push the EF right two spaces, up two spaces, down three spaces, and right two spaces. Double shoot the Snakey, then push the EF left one space and up one space so it is over the place where the Snakey stood. When the Snakey respawns, it will do so on the right side of the lower-right Medusa.
2. Push the EF near the lower-right Medusa up two spaces and get the HF in the upper-right corner of the room, which will activate an Arrow power. Push the EF that you just touched down one space, then left two and a half spaces. Go around and use the Arrow power to flip the arrow. Then cross it and push the last EF you pushed up five and a half spaces, trapping the Don Medusa on the right side. Since you pushed the EF by an extra half, both the Medusa and Don Medusa on your right side will be blocked. Grab the HF and you get 2 more magic shots.
3. Push the EF in the upper-right corner of the screen down three spaces and left two spaces. Go around and push the same EF down against the top side of the Medusa.
4. Approach the EF on the left side of the bottom Medusa. Push it up half a space, then push it left one space. Double shoot the Snakey and let it respawn in its original position. Then push the EF that you last touched up against a tree, then left one space, up two spaces, left one space, and up three spaces so it blocks the right side of the upper-left Medusa. Grab the final HF and run to grab the key (avoiding the Skull).

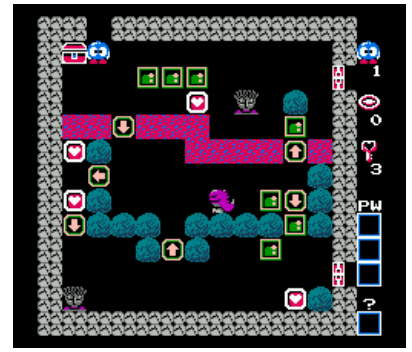


## X-9, Y-6

### Solution:

- **Starting entrance:** North.

1. Of the three EF at the top of the screen, push the middle one down one space. Push the right EF right one space, then down one space so it blocks the Medusa's left side. Don't grab the HF, but save it for later. Push the left EF right until it blocks the top side of the Medusa. Push the EF that is over the up-facing arrow left until it blocks the bottom side of the Medusa.
2. Go over the down-facing arrow, then go to the right side of the room and go down another down-facing arrow, pushing the EF down as you go. Push that EF left, then down, and left all the way against the Medusa so it blocks the Medusa's right side. Get the HF in the lower-right corner.
3. Push the EF that is closest to the East door right one space, then go up the up-facing arrow at the bottom-center of the room. Go right and go down the down-facing arrow on the right side of the screen and push the EF down one space, then left all the way to the end of the room so it blocks the top side of the lower-left Medusa. Get all of the HF, saving the top one for last, then grab the key.

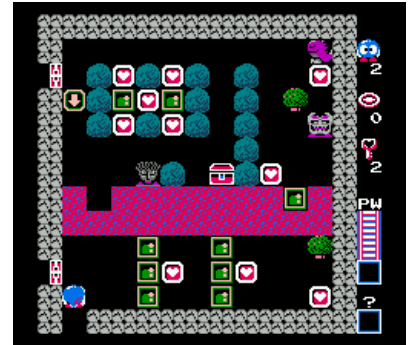


## X-10, Y-6

### Solution:

- **Starting entrance:** South.

1. At the bottom of the screen, push the lower-left EF right two spaces and grab the HF. Push the upper-right EF right two spaces and grab the nearest HF.
2. Out of the three EF in the lower-right, push the middle one all the way to the right to block the bottom side of the Don Medusa. Grab the HF in the lower-right corner.
3. Use the Ladder power to cross the lava directly below the EF on the center-right side of the screen. Push the EF up two spaces. Get the HF nearby and push the EF right to trap the Don Medusa below the EF. Get the upper-right HF.
4. Of the five HF in the upper-left region of the room, get the two that are the farthest to the right. Push the EF that was between those two HF down all the way, then left on top of the Medusa.
5. Get the HF that was in the middle of the five HF in the upper-left. Get the one that is in the upper-left, and finally get the last HF. Push the left EF up, then go right, down, and right to get the key.

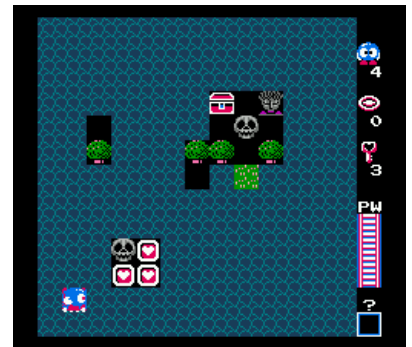


## X-1, Y-7

### Solution:

- **Starting entrance:** South.

1. Disembark from your raft onto the lower-left corner of the small island with all of the HF on it. Don't get all three HF until you shoot the Skull (you get two magic shots from the lower-left HF). Shoot the Skull and get all three HF (which gives you three Ladder powers). Push the Skull up into the water and mount it to go for a ride.
2. Disembark from the egg onto the small island in the upper-left corner. If you don't, the Medusa will shoot you. Face right and use a Ladder power. Stand on the ladder and face right and use another Ladder power. Wait for the egg to float to you and get onto it when it comes by.
3. Disembark onto the lower-left square of the upper-right island. Use your final Ladder power to reach the grass tile. Face up and shoot the Skull, then push it up to block the left side of the Medusa and grab the key.
4. To exit this screen and be taken to the screen to the North, walk into the water by going up from the square that is in the middle of the upper-right island.

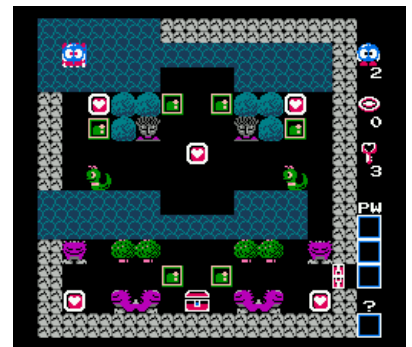


## X-2, Y-7

### Solution:

- **Starting entrance:** North.

1. Remain on the raft until you can disembark next to the HF in the upper-right corner of the room. Grab this HF and you will get two magic shots. Push the nearby EF down one space, then left two spaces to block the bottom side of the right Medusa. Get the HF at the center of the room.
2. Shoot the right Snakey and push it left to the center of the room, then up one space, and left until it blocks the bottom side of the left Medusa. Don't get the upper-left HF, but leave that for last.
3. Shoot the Gol on the right side of the screen and push it down against the HF. Grab that HF, then go left and push the EF left. Push the other EF down to block a Gol that is facing the chest. Push the first EF right and down to block the other Gol facing the chest.
4. Grab the HF in the lower-left corner of the room, then get the final HF and grab the key.



## X-3, Y-7

### Special note:

- An image of the chest appears in the "?" box in the lower-right corner of the screen.

### Solution:

- **Starting entrance:** West.

1. Step on the chest without grabbing any HF and a clock will appear in the upper-right corner of the screen. Grab the clock and the Skulls will not awaken after you get all the HF. Gather all the HF and the key, making sure you don't trap yourself at the bottom of the screen between the arrows.

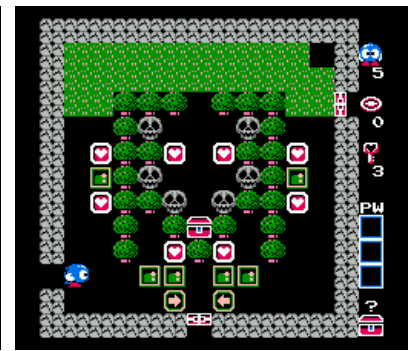
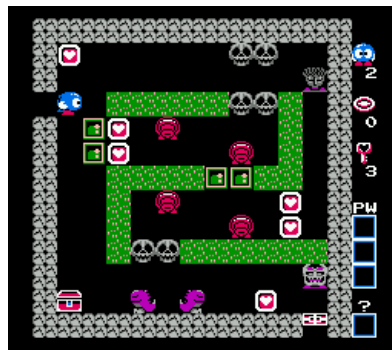
## X-4, Y-7



## Solution:

- **Starting entrance:** West.

1. While being careful of the Almas, grab the two HF that are next to two EF. Of these two EF, push the bottom one right one space, then up half a space, which will keep the Almas enclosed for now. Push the other EF up two spaces to block the left side of the Medusa, but don't get the HF in the upper-left corner. Leave that for later.
2. The room will get more difficult at this step. Use the grassy areas as safe points to avoid the Almas that you're about to free. Approach the EF that you used to enclose the top Almas. Wait for the Almas to be as far as possible from the EF, then push it down until it is up one space and left one space from the left Gol. Then push the EF right until it is up against the left side of the Don Medusa. Push the EF down one half space so it blocks two rows from the Don Medusa's gaze on its left-hand side. Grab the HF to the left of the Don Medusa.
3. Now you want to get the two HF that are on the right side of the screen. Try to lure the bottom pair of Almas away from the HF, then make a run for them, grab them, and hurry back to the safety of the grass.
4. Next, use the grass to try to make your way to the HF in the upper-left corner. You can push the EF that is up there to the right to give yourself some more room to maneuver. Once you've grabbed the HF, the Skulls will awaken, so you'll have a lot of enemies to contend with. Continue to use the grass as a safe point and wait for an opening to dash for the key. When approaching the key, make sure you do so from above so you can grab it before the Gol can shoot you.

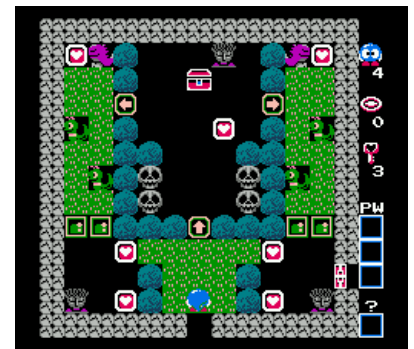


## X-5, Y-7

### Solution:

- **Starting entrance:** South.

1. Grab the two nearby HF that are to your upper-left and upper-right. Go over the up-facing arrow, then over the left-facing arrow and get the upper-left HF.
2. Of the two HF on the left side of the screen, push the left one down against the Medusa, and push the right one down one space, right four spaces, up (over the up-facing arrow) all the way to the chest, then right half a space. By pushing the EF only one half space, you will still be able to push it down later, but it blocks the bottom side of the Medusa.
3. Grab the HF below the Medusa which gives you two magic shots, then get the upper-right HF. Of the two EF on the right side of the screen, push the right one down against the Medusa, and push the left one down one space, left four spaces, up (over the up-facing arrow) five spaces, then left one space.
4. Push the EF that is below the top Medusa down three and a half spaces, then right against the Skulls. It should block half of each Skull, trapping them against the rocks. Push the other EF down two and a half spaces, so it blocks half of each of the left Skulls, trapping them also.
5. Go over the left-facing arrow. Of the two Snakeys on the left side of the screen, shoot the bottom one and push it all the way down to block the right side of the lower-left Medusa. Grab the nearby HF. Go to the right side of the screen and shoot the bottom Snakey and push it all the way down to block the left side of the lower-right Medusa. Grab the final HF, then go over the up-facing arrow and grab the key.



## X-6, Y-7

### Solution:

- **Starting entrance:** West.

1. Go to the upper-left corner of the screen and get the Almas to chase you. Go counter-clockwise around the perimeter of the room until you reach the EF at the top of the screen. The Alma can't go past the chest, so they should stay toward the bottom of the room.
2. Push the top EF down all the way against the rocks, then grab all of the HF. Go back through the opening at the top of the screen, and go clockwise around the room to get the key.

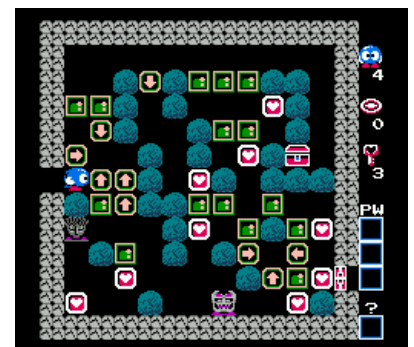


## X-7, Y-7

### Solution:

- **Starting entrance:** West.

1. From the West entrance, step one space right, then push the EF down to block the right side of the Medusa. Get the HF that is a little below and to the right of the Medusa. Then push the EF that was above that HF down one space, then left all the way to block the bottom side of the Medusa. Get the HF in the lower-left corner.
2. Carefully avoid the Don Medusa and grab the HF that is above it, using the space to the right of that HF to stand for safety. Then go back to the lower-left corner of the room.
3. Head to the upper-left corner of the room (push the left EF up two spaces in the upper-left corner to get there). Of the three EF at top-center of the room, push the left and right EF down one space, and the middle EF left one space. Of the next two EF below, push the left one down one space and the right one right one space. Get the freed HF and push the EF directly above you up one space so you can grab the other nearby HF.
4. Go farther down this path and push the EF directly below you onto the right-facing arrow. On your right is an EF between two rocks. Push it right all the way to the edge of the room, then push the EF below you down onto the left-facing arrow. Get the two HF near you, on the right side of the screen.





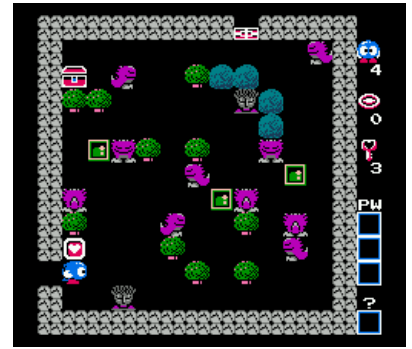
- Go to the top of the room and go down the down-facing arrow that is at the top of the screen. Get the HF and push the EF all the way down to the bottom of the room, trapping the Don Medusa on the left side against a rock. Get the last HF, then get the key.

## X-8, Y-7

### Solution:

- **Starting entrance:** West.

- Push the left EF up one space, then right all the way against the rock to block the bottom side of the top Medusa.
- Of the two remaining EF, push the left one down all the way to the bottom of the room, then left all the way against the Medusa. Push the final EF up all the way to the top of the room to block the upper-right Gol.
- Get the final HF, then make your way to the key, staying on a path that keeps you from walking in front of any Gols (unless they are very far from you). Specifically, the path is (starting from the HF): right one, up five, right five, down three, left three, down three, right one, down one, right six, up all the way to the top of the room, then left all the way to the key.

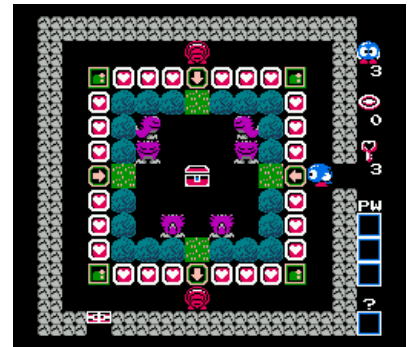


## X-9, Y-7

### Solution:

- **Starting entrance:** East.

- Step onto the left-facing arrow and go up to gather the three HF and push the upper-right EF up against the wall, keeping the Alma on the left side of the EF. Push the EF left until it is over the EF in the upper-left corner. Make sure you keep the Alma on the left side of the EF as you push it, and don't let it get trapped on the down-facing arrow.
- Once the EF has been pushed to the space above the upper-left EF, wait for the Alma to go into the upper-left corner and push the upper-left EF (the one that you haven't pushed yet) left to trap the Alma in the upper-left corner.
- Push the lower-left EF down one space, then right until it is below the lower-right EF to keep the other Alma on the right side of the room. Wait for the Alma to go into the lower-right corner so you can push the other EF (the one that started in the lower-right corner) right to trap the Alma in the lower-right corner. Get all the HF and grab the key by approaching it from below to avoid the Gols.



## X-10, Y-7

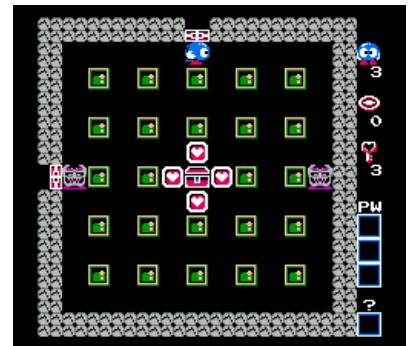
### Special note:

After solving this room, you can make a cave appear by pushing the top-center EF. See the "Guardian Cave 4 (X-10, Y-7)" section of this FAQ for details.

### Solution:

- **Starting entrance:** North.

- Immediately go right one space and down one space to hide between some EF and avoid the Don Medusas. Now just be careful to avoid the Don Medusas and grab the HF and the key. It's very easy.

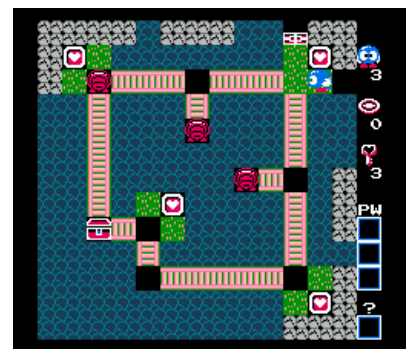


## X-1, Y-8

### Solution:

- **Starting entrance:** Any.

- Use the grassy areas as safe points from the Alma if need be. Grab the HF in the upper-right corner and you will gain two magic shots. Go left and shoot the Alma that was in the upper-left corner. Keep going left and another Alma should come up behind you, so turn and shoot it. Push the first Alma egg left so you can reach the upper-left HF.
- Go down, past the chest, and grab the nearby HF for two more magic shots, and finally the lower-right HF. Shoot another Alma or two if you need to and get the key.



## X-2, Y-8

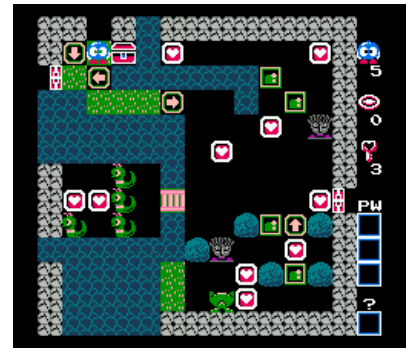
### Special note:

- After solving this room, you can use a raft to reach the screen to the South by walking down from the lower-left tile of the island where the Snakeys stand.

### Solution:

- **Starting entrance:** North.

1. While avoiding the line of sight of the Medusas, head to the lower-right region of the room. Push the EF down that is next to the up-facing arrow, so it blocks the right side of the bottom Medusa. Grab the HF below the arrow and get two magic shots as a result.
2. Shoot the top Snakey and push it left all the way. Grab the two HF near the Snakeys and gain two more magic shots. Shoot the Snakey that is directly left of the bridge and push it right until it blocks the top side of the bottom Medusa. Grab the HF that is above that Medusa.
3. Shoot the bottom-right Snakey and push it directly down into the water and ride on the egg. Disembark on the top grass tile and immediately walk right to put the Leeper asleep in a position where it blocks the bottom side of the Medusa. This is difficult to time and may take several tries. Instead, you can try to shoot the Leeper with a magic shot while standing on the egg before disembarking. Then push it below the Medusa and wait for it to escape the egg so you can put it to sleep here. Get the two HF below the Medusa.
4. Push the lower-right EF up until it blocks the left side of the top Medusa. Push the EF that is just to the upper-left of this Medusa right so it blocks the Medusa's top side. Push the other nearby EF down three spaces and right two so it blocks the bottom side of the Medusa.
5. Grab all of the remaining HF. Then Shoot the upper-left Snakey and push it up into the water. Ride on the egg and disembark on the grass below the left-facing arrow. The go up over the arrow and grab the raft.
6. You can use the raft to go to the screen to the South by going down into the water from the lower-left tile of the island that the Snakeys started on.



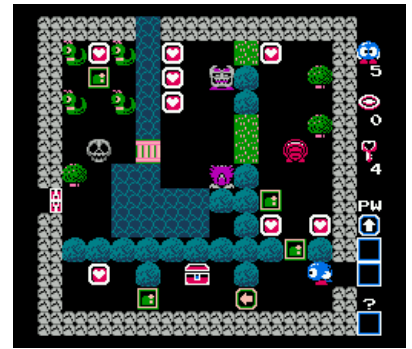
## X-3, Y-8

### Special note:

- A cave appears after you solve this room. See the section "Key Cave 5 (X-3, Y-8)" of this FAQ for details.

### Solution:

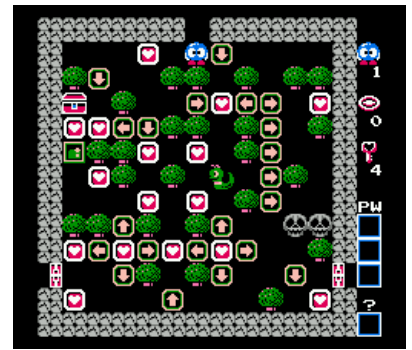
- **Starting entrance:** East.
1. Push the EF in the lower-right corner up three and a half spaces, making sure the Alma stays above it. Get the two HF near you, gaining 2 magic shots in the process.
  2. Push the last EF you pushed up a little more (careful of the Don Medusa) and shoot the Alma. Get the HF in the upper-right corner. Push the EF in the lower-right corner that you haven't touched yet up three spaces and left two. Then push it up all the way to trap the Don Medusa at the top of the screen. Get the two HF to the left of the Don Medusa that are safe to grab (not the top one).
  3. Shoot the Skull and push it right four spaces, then up all the way so it blocks the left side of the Don Medusa. Get the nearby HF, which nets you 2 magic shots.
  4. Shoot the lower-right Snakey and push it into the water (just to get it out of the way). Push the nearby EF left and grab the HF.
  5. Head toward the lower-right corner of the screen, shooting the Alma along the way if you need to. Then cross over the arrow and get the final HF and the key.



## X-4, Y-8

### Solution:

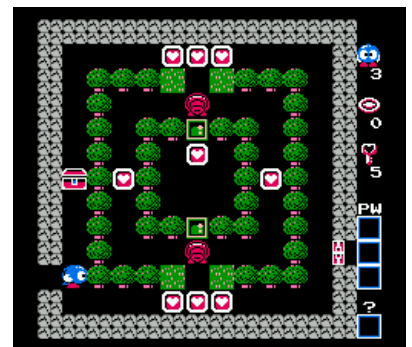
- **Starting entrance:** North.
1. Get the HF at the top of the screen, the HF in the lower-right corner of the screen, and the two HF in the lower-left corner of the screen. At the bottom of the screen are two sets of four outward facing arrows, with HF at the center. Get both of these HF. You will have two magic shots at this point.
  2. Get the HF in the upper-right corner, then shoot the left Skull and push it down one space. Go to the top of the screen over the column of five right-facing arrows, then go left and get the two HF that are below the chest. Push the EF down against the tree below.
  3. Grab all of the remaining HF, making sure that the last one you grab it close to the chest to prevent the Skulls from being able to get near you so you can easily grab the key.



## X-5, Y-8

### Solution:

- **Starting entrance:** West.
1. This room is fairly easy to complete without any special tactics. Just grab all the HF while avoiding the Almas. Try to lure one or both of them to the outer perimeter of the room before you head to the interior so you don't get cornered. Remember, the Almas won't go on the grass.

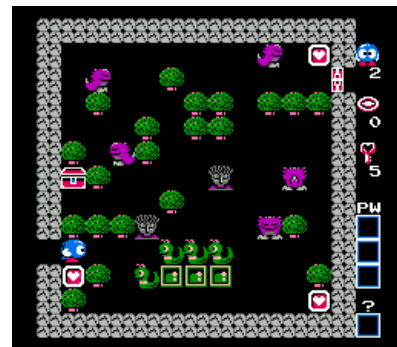


## X-6, Y-8

### Solution:

- **Starting entrance:** West.
1. Get the HF near the entrance and gain 2 magic shots as a result. Get the HF in the upper-right corner of the room, but leave the one in the lower-right corner for later.

2. Double shoot the right-most Snakey and push the EF that was below it up one space so it is in the spot where the Snakey stood. When the Snakey respawns, it will do so on the top side of the right Medusa. Push the same EF up one more space.
3. Of the three remaining Snakeys, double shoot the right-most one and push the EF that was below it up one space so it is in the spot where the Snakey stood. It will respawn above the Gol that is farthest to the right. Push the same EF up one more space.
4. Of the two remaining Snakeys, double shoot the right one and push the EF that was below it up one space so it is in the spot where the Snakey stood. The Snakey will respawn above the left Medusa. Push the same EF up one space, on the right side of the left Medusa. Push the next nearest EF up two spaces to block the left side of the right Medusa.
5. Grab the final HF, then make your way to the key, being careful to avoid the fireballs from the Gols by never walking in front of them.

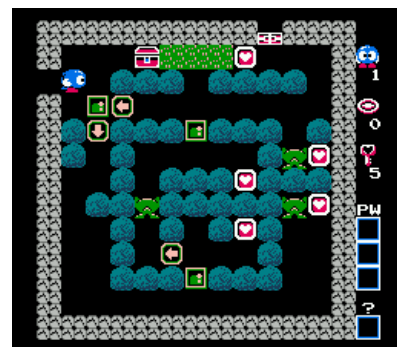


## X-7, Y-8

### Solution:

- **Starting entrance:** Any.

1. Grab the HF at the top of the screen and lure the Leeper to touch you while you are standing in the upper-right corner of the room so it falls asleep out of your way. Get the HF on the right side of the room (the top one).
2. Push the EF in the upper-left corner of the room left one space to get it out of the way, then go down the down arrow.
3. Lure the Leeper in the lower-right corner of the room so that it touches you while you are standing one space up from the lower-left corner of the room, causing it to fall asleep in a harmless position. Get the HF on the right side of the room.
4. Lure the final Leeper to the top of the room he is enclosed in, then push the bottom EF up two spaces. Lure the Leeper so that it touches you while you are standing one or two spaces up from the lower-right corner of the room. Then grab the last two HF and the key.

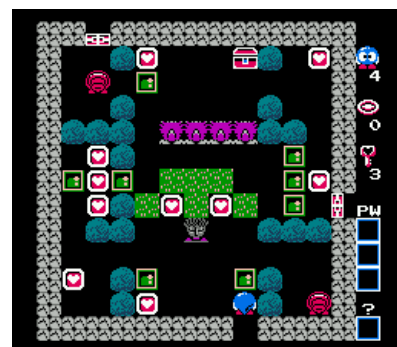


## X-8, Y-8

### Solution:

- **Starting entrance:** South.

1. Stand to the upper-left of the nearby EF. When the Alma moves to a space that is horizontally across from you, it will tuck into a ball and roll to the left. Go down one space, then head left, remaining below the Alma as it rolls so it blocks the Medusa as you head left. Grab the HF at the bottom of the screen, then stand to the upper-right of the nearby EF so the Alma sees you again, tucks into a ball, and rolls to the right. This time, move down to avoid the Alma, but stay on the left side of the screen.
2. Get the HF in the lower-left corner of the screen, and the three HF above that. Push the HF on the left side of the screen down two spaces to block the gap and protect yourself from the Alma if it decides to come back for you.
3. Get the HF that is to the upper-left of the Medusa. Go above the Gols, but don't get the HF that is left of the chest. Save that HF for last. Get the two HF on the right side of the screen.
4. Of the three EF on the right side of the screen, push the top one left a couple spaces, then grab the HF that is to the upper-right of the Medusa.
5. Grab the final HF, but don't go right or the Gols will kill you. Push the EF down and wait for the Alma to be horizontal from you so it tucks into a ball and rolls right. Move up one space, then go right, keeping the rolling Alma below you as you walk to block the Gols and reach the key.

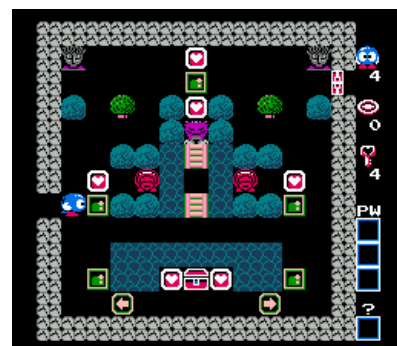


## X-9, Y-8

### Solution:

- **Starting entrance:** West.

1. Grab the HF on the left side of the screen, which will give you two magic shots, and immediately shoot the Alma. Push it into the water to temporarily dispose of it. Push the left-center EF up all the way to block the right side of the upper-left Medusa. Push the lower-left EF up four spaces to trap the left Alma before it respawns.
2. Push the top-center EF right four spaces and up to block the left side of the upper-right Medusa.
3. Stand on the position in between the two ladders at the center of the screen and face right and shoot the Alma. Go around and grab the HF on the right side of the screen, then push the nearby EF up one space to trap the Alma.
4. Grab the two HF at the top of the screen, then shoot the Gol and push it down into the water directly below. Use the egg to cross over the water, then grab the remaining HF and the key.



## X-10, Y-8

### Solution:

- **Starting entrance:** West.

1. While being careful to avoid the Don Medusa, go down to the lower-left region of the screen. Then cross over the ladder to grab the HF that is to the lower-left of the Medusa. You will get two magic shots.
2. Shoot the Gol in the upper-left corner of the screen and push it down one space. Shoot the lower-left Snakey, then push it down and right into the water. Quickly (before the Snakey respawns), push the upper-left EF right one space and down onto the position where the Snakey stood. The Snakey will respawn on the space above the Medusa. Get the two HF that are above the Medusa, and you will get two magic shots as a result.

- Push the EF up and right until it is two spaces above the upper-right Snakey. Double shoot the Snakey and push the EF down onto the position where the Snakey stood. The Snakey will respawn on the space below the Medusa. Grab the final HF (being careful to avoid the Gol's fire) and get the key.

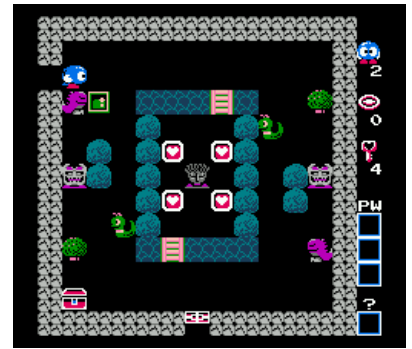
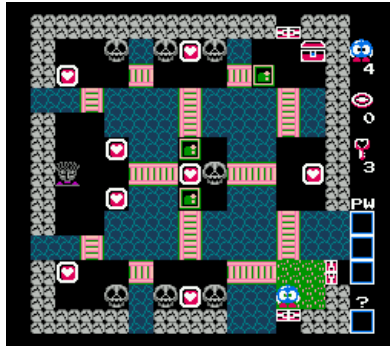
## X-1, Y-9

### Special note:

After solving this room, a cave will appear if you push the bottom EF in the middle of the room. See the "Guardian Cave 3 (X-1, Y-9)" section of this FAQ for details.

### Solution:

- **Starting entrance:** Any.
- Don't get the HF on the right side of the screen, but leave it for last. Get the HF at the bottom of the screen and the HF that is just to the lower-right of the Medusa.
  - Push the upper-right EF left all the way against the HF in the upper-left corner of the room. Grab the HF at the top of the screen and you will gain 2 magic shots. Double shoot the Skull in the upper-left corner of the room and push the same EF down until it blocks the right side of the Medusa. Get the HF to her upper-right and the HF at the center of the room to gain 2 more magic shots.
  - Of the two EF in the middle of the room, push the top one up three spaces, then left all the way against the HF in the upper-left corner of the room. Double shoot the Skull again and push the same EF down three spaces, then left so it blocks the top side of the Medusa. Get the HF in the upper-left corner of the room.
  - Push the other EF in the middle of the room down three spaces, then left all the way against the HF in the lower-left corner of the room. Double shoot the Skull below you, then push the same EF up three spaces and left so it blocks the bottom side of the Medusa. Get the HF in the lower-left corner of the room, then get the last one and the key.



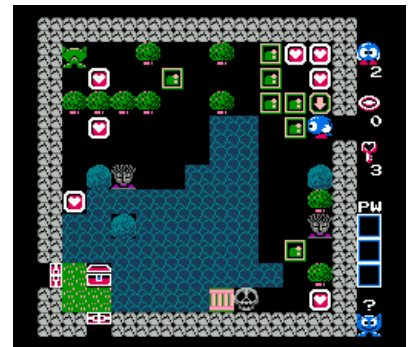
## X-2, Y-9

### Special note:

The image of a Leeper appears in the "?" box in the lower-right corner of the room.

### Solution:

- **Starting entrance:** East.
- In the upper-right corner of the room, push the bottom EF left against the water. Then push the right EF up into the HF. Go over the arrow to grab the three HF.
  - Still in the upper-right corner, push the top EF left, and the second EF from the bottom left. Push the one that was surrounded by HF down one space, then push the EF that is one down from the top of the screen up to the top of the room. Push the lowest EF down until it blocks the right side of the left Medusa. Push the EF that is farthest to the right down until it blocks the left side of the right Medusa. Push the EF that is just down and left from the right Medusa right so it blocks its bottom side. Then grab the HF in the lower-right corner.
  - Approach the EF in the upper-left corner. Wait for the Leeper to be far from the EF, then push the EF down two spaces (not just one), then run right to lure the Leeper right. When it is beyond the EF you just pushed, turn and shoot the Leeper. It turns into a pink egg.
  - Push the Leeper egg left until it is two spaces above the last EF you pushed. Then push the EF down one space and left two spaces so it blocks the top side of the Medusa.
  - Push the pink egg down two spaces, then right two spaces into the water. The water turns into sand.
  - Hurry and grab the upper-left HF before the Leeper respawns. Stand in the gap between the trees and wait for the Leeper to respawn so you can cause it to fall asleep harmlessly in the upper-left region of the room. Grab the two final HF and grab the key.



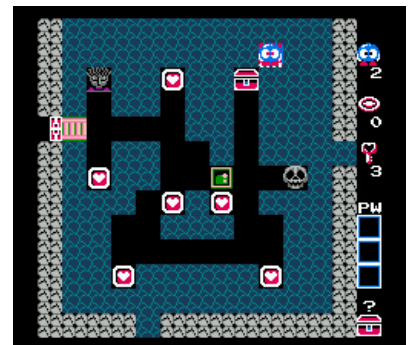
## X-3, Y-9

### Special Note:

An image of the treasure chest appears in the "?" box in the lower-right corner of the screen.

### Solution:

- **Starting entrance:** North.
- Disembark from the raft onto the chest. Get all of the HF except for the ones in the line of sight of the Medusa. You will have two magic shots. Push the EF right two spaces to trap the Skull.
  - Shoot the chest with a magic shot and a potion will appear. Grab the potion and the Medusa will no longer be able to harm you. Grab the final two HF and the key.



## X-4, Y-9

### Special note:

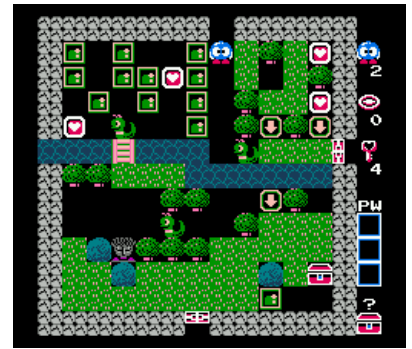
An image of the chest appears in the "?" box in the lower-right corner of the screen.

### Solution:

- **Starting entrance:** North.



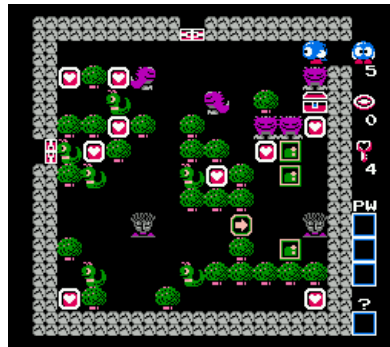
1. Get the two HF in the upper-right corner of the screen and gain 2 magic shots as a result. Push the bottom EF near you left two spaces and grab the nearby HF.
2. Of the row of EF above the upper-right Snakey, push the top one left one space, then push the remaining EF down against the Snakey. Push the EF that is to the upper-right of the HF down one space and grab the HF.
3. Stand on the arrow on the right side of the room and shoot the key to make a transparent Lolo appear. Walk onto the Lolo and you will turn green, with the ability to walk anywhere in the room safely. Walk down to the key and press A to collect it and complete the room.



## X-5, Y-9

### Solution:

- **Starting entrance:** East.



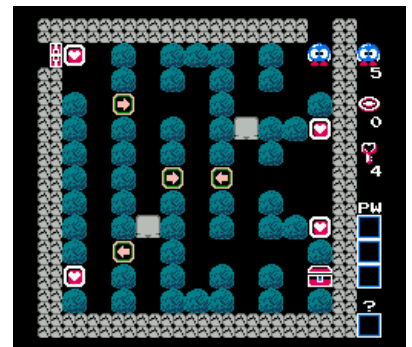
1. There are two Gols next to each other in the upper-right corner of the screen. Get the HF below them and you will get two magic shots. There are two EF below them. Push the top one right and push the bottom one down two spaces to block the Medusa's left side. Get the HF below the treasure chest and you will get two more magic shots.
2. Get the two HF in the upper-left corner of the room and you will gain four magic shots in the process. Shoot the Snakey in the upper-left corner and push it right two spaces, then down five spaces to block the right side of the left Medusa. Grab the HF that was below the Snakey you just pushed to get two more magic shots.
3. Double shoot the Snakey that is two spaces up and two spaces right from the left Medusa. Get the HF that was behind it, then stand there and wait for the Snakey to respawn. Then shoot it and push it left two spaces and down one space to block the top side of the Medusa.
4. Double shoot the Snakey that is two spaces up and two spaces left from the left Medusa and get the HF that was behind it. Stand there and wait for the Snakey to respawn, then shoot it and push it down two spaces and right one space to block the left side of the Medusa.
5. Double shoot the Snakey that is in the lower-left corner of the screen and grab the HF behind it. Wait for it to respawn and shoot it, then push it two spaces right and one space up to block the bottom side of the Medusa.
6. In the lower-right region of the screen, push the EF right to block the bottom side of the right Medusa. Double shoot the Snakey at the bottom of the screen. Stand two spaces to the left of the HF in the lower-right corner and face upward and shoot the Gol (it is the one that is adjacent to another Gol and on the left side) and get the HF in the lower-right corner of the room. Get the key by crossing over the arrow, heading up and to the left of the Gol you just shot, and up to the top of the room. Wait for the fireball from the left Gol to pass by you, shoot the Gol facing the chest, and grab the key.

## X-6, Y-9

### Solution:

- **Starting entrance:** North.

1. Wait for the Rocky near you to be at the top of the screen, then go down the path and go right into the opening to get the two HF. Wait for the Rocky to be at the top of the screen again, then go down and left to the middle of the room.
2. Go to the top of the room and wait for the left Rocky to be at the top of the screen, then go below him and hold left so that you go over the left-facing arrow as you get pushed downward. Get the two HF on the left side of the screen. Then go back right over the right-facing arrow when the Rocky is toward the bottom of the screen and keep going right into the middle of the room. Go to the bottom of the room and wait for the right Rocky to be toward the top of the screen, then head right to get the key.

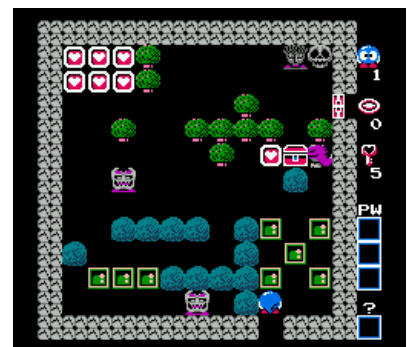


## X-7, Y-9

### Solution:

- **Starting entrance:** South.

1. Of the five EF in the lower-right corner, push the middle one up against the rock. Push the upper-right EF up against the Gol. Push the first EF you touched left four spaces.
2. Approach the three EF in the lower-left corner of the room. Push the left-most one down and then right all the way to trap the bottom Don Medusa. Of the two remaining EF in the lower-left corner, push the right one up against a rock, and push the left one left one space, up four spaces, and right one space to trap the Don Medusa below it. Push the EF that is on the Don Medusa's right all the way up against the right side of the Don Medusa. Push the remaining EF in the lower-left corner left against the rock, then up to block the left side of the Don Medusa.
3. Get the HF left of the Gol and get two magic shots as a result.
4. In the lower-right corner, push the upper-left EF up one space and left two spaces. Then go around the Don Medusa so you can push the same EF up against the tree. Then push it left two spaces and up all the way to the top of the room to block the left side of the Medusa. Get all the remaining HF.
5. Stand below the chest and try to lure the Skull so that it is between the trees above the chest, and thus blocking the bottom side of the Medusa. Shoot the Gol, then grab the key.

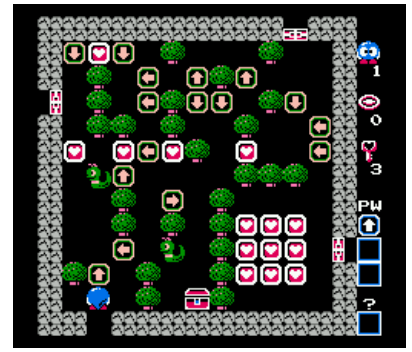


## X-8, Y-9

### Solution:

- **Starting entrance:** South.

1. Get to the center of the room by walking over the left-facing arrow. Grab the two HF near the center. Walk up over a column of three left-facing arrows and stop on the top arrow, then go right and stop on the up-facing arrow. Go down one space onto the down-facing arrow, then go right and make your way to the right side of the room. Go down to the lower-right corner and get the nine HF.
2. Make your way back to the center of the room and go back up the three left-facing arrow column to the top of the room, then left to grab the top HF. Go left and down to get the two remaining HF, which will activate an Arrow power. Use the Arrow power on one of the arrows near the left Snakey, then go over that arrow and get the key.



## X-9, Y-9

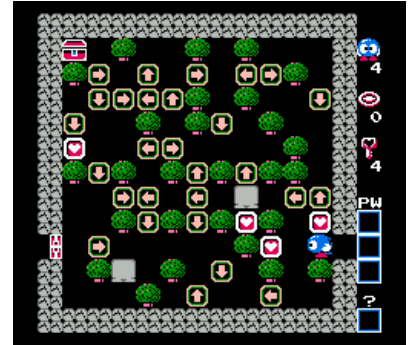
### Special note:

If a Rocky traps you against an arrow tile, a glitch in the game will prevent you from pressing SELECT to sacrifice a life and start the room over from the beginning. Instead you will have to reset your game, which will make you angry if you haven't saved recently.

### Solution:

- **Starting entrance:** East.

1. Grab the two HF near the entrance. Then wait for the Rocky that is near your starting position to move away from his starting area. You need to get the HF that he starts near, and walk over the left-facing arrows that are to his left, then up to reach the final HF and the key.

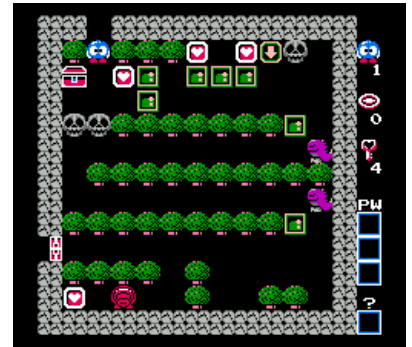


## X-10, Y-9

### Solution:

- **Starting entrance:** North.

1. Don't get the HF near the chest, but save it for later. Of the two EF near the chest, push the bottom one right several spaces until it is above the EF on the right side of the screen. Then push it back to the left until it covers half of both Skulls.
2. Of the three EF at the top-center of the screen, push the middle one up, the left one left one space, and the right one right one space. Get the two HF at the top of the screen and you'll get two magic shots.
3. Double shoot the top Gol, then push the EF near it up against the Skull.
4. Push the EF near the bottom of the screen down, then left and try to trap the Alma in the nook that has the West door at the end. With the Alma safely trapped, grab the HF at the bottom of the screen, then get the remaining HF and the key.

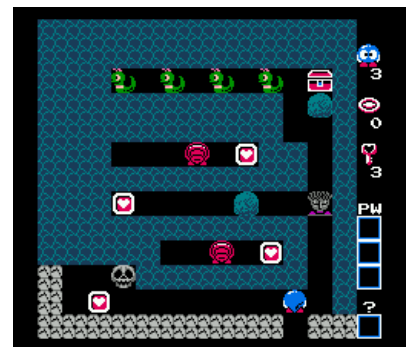


## X-1, Y-10

### Solution:

- **Starting entrance:** South.

1. Get the HF in the lower-left corner, and gain 2 magic shots as a result. Shoot the Skull and push it into the water on the right, then ride on top of him. You want to get off of the egg quickly so that it doesn't go too far to the right (since it will sink when it reaches the right side of this water path, and you need to use it to cross back downward). So get onto the small island with the Alma and HF as soon as you safely can and quickly shoot the Alma, grab the HF, then cross back downward over the Skull egg.
2. Wait for the Skull to respawn. Then shoot it and push it up into the water and ride it. Get off the egg to grab the middle HF as soon as you can, then jump back onto the egg and continue your ride.
3. As the egg approaches the island with the Alma and HF, you again want to get off as soon as possible, shoot the Alma, grab the HF and get back onto the egg. Disembark from the egg when you can get to the land that is above the Medusa, but a little left so she won't shoot you. Then grab the raft.
4. Exit the room by walking into the water on the right side of the square where you found the raft in order to be transported to the room to the East.



## X-2, Y-10

### Solution:

- **Starting entrance:** West.

1. Disembark from the raft when you can get onto the land directly below the Skull. Of the five EF on the left side of the screen, push the middle one right against the Medusa's left side, then push the one above that right until it blocks the Medusa's top side. Push the bottom one right until it is two spaces below the Medusa, blocking the Medusa's bottom side. Get the HF near the chest and gain 2 magic shots.
2. Shoot the Skull and push it into the water above, but don't get on it yet. Instead, push the EF that was next to the Skull right one space. Then get on the Skull egg and cross to the island above. Grab the two HF on the left, then push the bottom EF right two spaces and grab the third HF. Wait for the Skull egg to reach the right side of the island, then use it to cross right back to the main island.



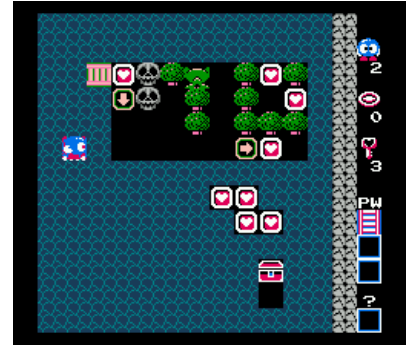
- Wait for the Skull to respawn, then shoot it and push it into the water on the left and ride on the egg. Get off it to grab the HF at the bottom of the screen when you can, then quickly get back on the egg. Get off it again to get the final HF, then get back on the egg and ride it to the land near where the chest was, where you can disembark and grab the raft.
- Exit this screen by standing in the upper-right corner of the room and walking right into the water, and you will ride the raft to the screen to the East.

### X-3, Y-10

#### Solution:

- **Starting entrance:** West.

- Disembark from the raft onto the pier in the upper-left corner of the room. Grab the HF then stand on top of the arrow. Wait for the Leeper to be in the top-center part of the island, then go down and right and shoot the Leeper in a position where you will be able to push it up into the water. Push it up into the water and ride on the egg.
- Get off the egg to grab the two HF in the upper-right corner, then get back on to the egg. Ignore the HF by the arrow and remain on the egg instead. When you are able, get off the egg onto the small island with the four HF. Gather the four HF and get back on to the egg, then disembark back onto the main island when you can.
- Wait for the Leeper to respawn. Then shoot it and push it into the water above again. But this time, don't get on the egg. Wait for it to float to the right side of the screen, then go over the arrow, grab the final HF, and get on the egg as it goes by. Then ride it until you can get off on the island with the raft.
- Exit the screen by walking straight down into the water from the position where you get the raft.

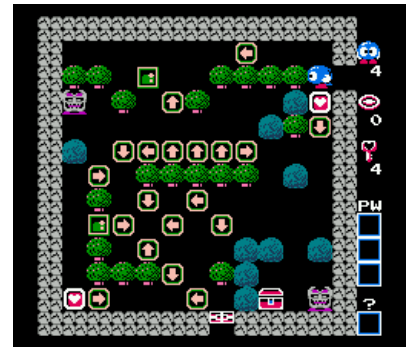


### X-4, Y-10

#### Solution:

- **Starting entrance:** East.

- Get the HF in the upper-right corner of the screen. Cross over the left-facing arrow and push the EF at the top of the screen down one and a half spaces. Then walk right to get on top of the up facing arrow.
- Of the row of six arrows, get on top of the right-most one by walking on it from above. Then walk straight left all the way to the rock. Go down to the lower-left corner of the room and get the HF.
- Approach the EF on the left side of the screen. Push it right two and a half spaces, down one space, right one and a half spaces, up one space, right four spaces, and down all the way to trap the Don Medusa in the right corner and grab the key.

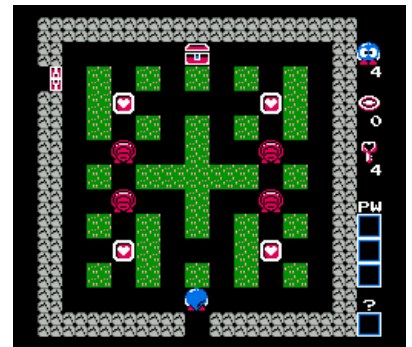


### X-5, Y-10

#### Solution:

- **Starting entrance:** South.

- This room is easy. Use the grass to avoid the Almas (they won't go on the grass). Then just grab the HF when openings prevent themselves and grab the key.

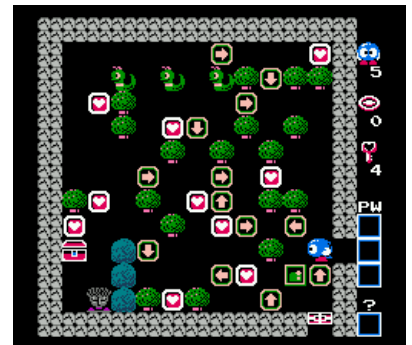


### X-6, Y-10

#### Solutions:

- **Starting entrance:** East.

- Get all of the HF, except for the two next to the chest. You will get two magic shots in the process.
- Shoot the Snakey in the upper-left corner of the screen and push it left one space, then down all the way to the HF, then right one space, and down against the rock. Go around to the right side of the Snakey. Then shoot it again (if it broke out of the egg) and push it left one space, then down against the top side of the Medusa. Grab the remaining HF and the key.



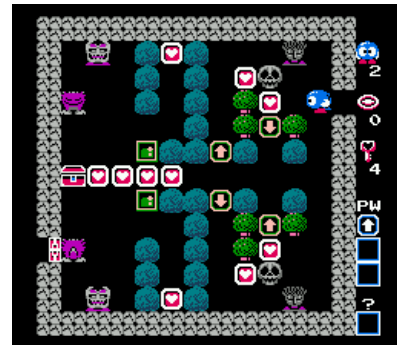
### X-7, Y-10

#### Solution:

- **Starting entrance:** East.



1. Go left along the center of the room so the rocks protect you from the Medusas. Go up the up arrow near the center of the room and get the HF just beyond, which gains you two magic shots. Shoot the Skull and push it right, then get the HF that was below it. Cross the down arrow back to the center of the room.
2. Repeat the instructions in step 1 to get the two HF at the bottom half of the room.
3. Go left along the center of the room and get three HF, leaving the fourth one for later. While avoiding the Don Medusa, go up to get the HF at the top of the screen. Push the top EF down one space, then right until it is between the two rocks that are on the far right side of the room.
4. Get the HF at the bottom of the room, then push the other EF up one space and right until it is between the rocks that are on the right side of the nearest arrows. Go around and push the same EF left until it is against the final HF. Then push it up two spaces, and left one space so it blocks the bottom side of the top Don Medusa.
5. Go to the right side of the room and push the other EF all the way left until it is against the HF. Push the EF down two spaces and left one space so it blocks the top side of the bottom Don Medusa. Grab the final HF and the key.

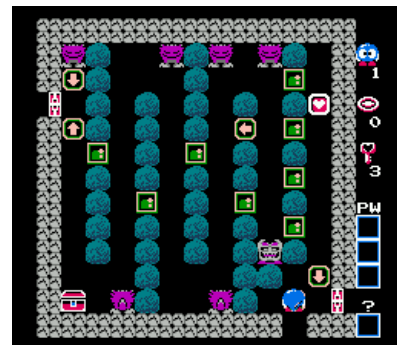


## X-8, Y-10

### Solution:

- **Starting entrance:** South.

1. Leave the HF for later. push the lower-right EF left to trap the Don Medusa below it. Push the EF that is to the right of the arrow left on top of the arrow. Don't push any other EF, but walk all the way to the left side of the room.
2. Starting from the left side of the screen, we are going to push EF to block the Gols. Push the left EF left to block the upper-left Gol. Push the next EF (the next one to the right) left, then down all the way against the Gol. Push the next EF left, then up all the way against the Gol. On the next column are two EF (one you pushed here, on top of an arrow). Push the bottom EF left, then down all the way against the Gol, and push the top one left, then up against the Gol.
3. Grab the HF, then push the upper-right EF left one space to block the final Gol. There should now be a clear path you can use to get the key.

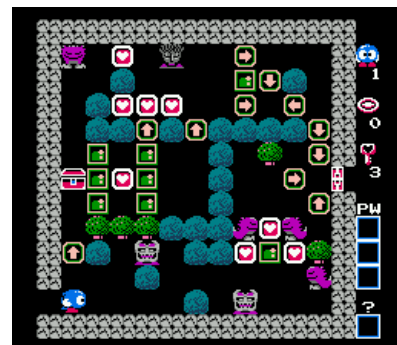


## X-9, Y-10

### Solution:

- **Starting entrance:** West.

1. Cross over the nearby up-facing arrow. Of the three EF on the left side of the screen, push the top and bottom ones right one space, and the middle one down against the tree. Grab the nearby HF. Of the next set of three EF nearby, push the middle one right all the way against the rock, then up to the top of the screen to block the right side of the Medusa.
2. Go over the top right-facing arrow, then down so you can push the upper-right EF from the right side. Push it left so that it blocks the bottom side of the Medusa. Get the three HF that are below the Medusa.
3. Go over the arrow on the right side of the screen and get the HF that is between the two Gols. Push the EF below them down one and a half spaces, then right one space. This traps the Don Medusa in the lower-right corner of the room, but prevents both the Don Medusa and the lower-right Gol from being able to shoot you. Grab one of the nearby HF, but leave the other one for later.
4. Get to the lower-left corner of the room, being careful to avoid the untrapped Don Medusa. Below the Medusa are two up-facing arrows. Below the left one is an EF. Push the EF up all the way to block the left side of the Medusa. Go all the way around the room (over the arrows on the right side of the room, then left past the untrapped Don Medusa again) to the upper-left corner to grab the HF on the left side of the Medusa.
5. Near the left up-facing arrow below the Don Medusa is another EF. Push that one left against the edge of the room to block the Gol above.
6. Get the final HF (by going to the upper-right corner of the room, then down over the arrows again), and head left past the untrapped Don Medusa, then up to get the key.



## X-10, Y-10

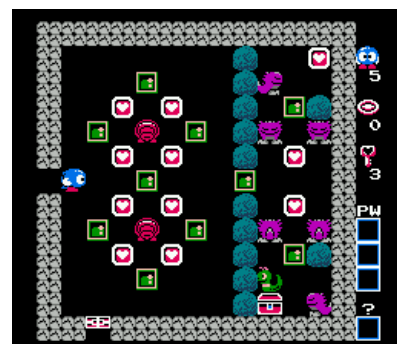
### Special note:

- After solving this room, a cave will appear. See the "Key Cave 4 (X-10, Y-10)" section of this FAQ for details.

### Solution:

- **Starting entrance:** West.

1. Push the EF that is between the rocks right two spaces. Get the top HF at the right-center of the screen, but leave the bottom one for later. Push the same EF left one space, then down one space. Push the EF in the upper-right corner of the screen up two spaces and grab the upper-right HF.
2. Approach the EF that are surrounding the upper-left Alma. Push the top, left, and right EF in towards the Alma one space, so the Alma can now just go up and down between two tiles. Get the two HF at the top.
3. Push the EF that is on the right side of the bottom Alma up one space to free the bottom Alma, then run up to the top of the screen. Go left around the EF at the top of the screen and back down to the bottom and grab the two lower HF. Keep circling around the left side of the room until the Alma remains at the top of the room and stops following you. Then push the EF up that is below the Alma that is still trapped and grab the two nearby HF.
4. Grab the last HF and push the EF below it down two spaces in front of the lower-right Gol. Double shoot the Snakey and grab the key.



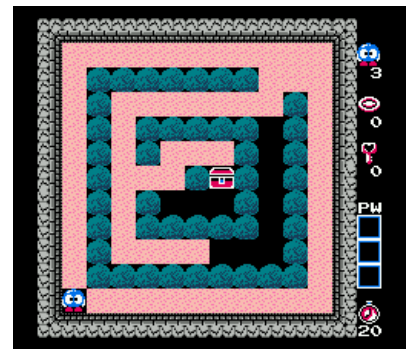
## Key Cave 1 (X-3, Y-1)



You have a time limit to reach the treasure chest. If you don't reach the chest within the allotted time (shown under the clock in the lower-right corner of the screen), you will fail and have to re-enter the cave to try again.

**Solution:**

1. Go up to the upper-left corner of the screen, then right until you are above the opening heading into the center of the screen.
2. Go directly down, over the black path (over which you can move faster).
3. Head toward the chest, taking the path that goes over the black tiles when you reach the center of the room to reach the chest as quickly as possible.

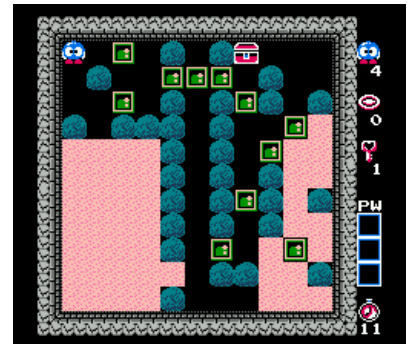


**Key Cave 2 (X-8, Y-2)**

You have a time limit to reach the treasure chest. If you don't reach the chest within the allotted time (shown under the clock in the lower-right corner of the screen), you will fail and have to re-enter the cave to try again.

**Solution:**

1. Go down over the sand and head for the bottom-center of the room. Push the EF at the bottom-center two spaces right, then go up the path below the chest, pushing another EF three spaces up.
2. When you have pushed the EF as far as you can, push the EF directly to your right one space right, then push the next EF just above that one right one space to clear a path to the chest.

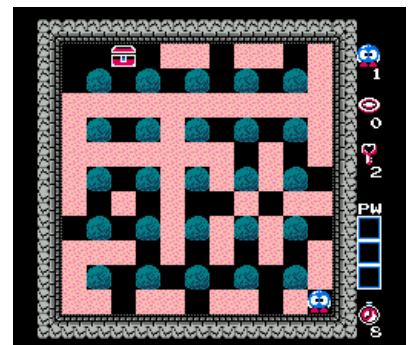


**Key Cave 3 (X-6, Y-4)**

You have a time limit to reach the treasure chest. If you don't reach the chest within the allotted time (shown under the clock in the lower-right corner of the screen), you will fail and have to re-enter the cave to try again.

**Solution:**

1. Walk left until you are directly below the chest, then go straight up to reach the chest.

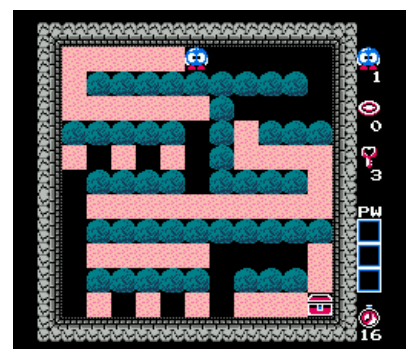


**Key Cave 4 (X-10, Y-10)**

You have a time limit to reach the treasure chest. If you don't reach the chest within the allotted time (shown under the clock in the lower-right corner of the screen), you will fail and have to re-enter the cave to try again.

**Solution:**

1. Go left over the sand. When you come to a fork in your path, go left. When you reach the left side of the screen, go down to the lower-left corner, then directly right to the chest.

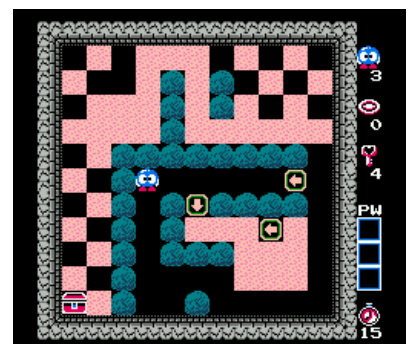


**Key Cave 5 (X-3, Y-8)**

You have a time limit to reach the treasure chest. If you don't reach the chest within the allotted time (shown under the clock in the lower-right corner of the screen), you will fail and have to re-enter the cave to try again.

**Solution:**

1. Go down, then right to the lower-right corner of the room, remaining on the black tiles as you go. Go straight up to the upper-right corner of the screen, then go straight left until you reach the backwards "L" shaped black tiles near the upper-left corner. At the backwards "L", go down and left along the "L" and continue left until you are directly over the chest. Then go straight down to the chest. You have to be perfect to finish this room. Any mistake will cause you to run out of time.



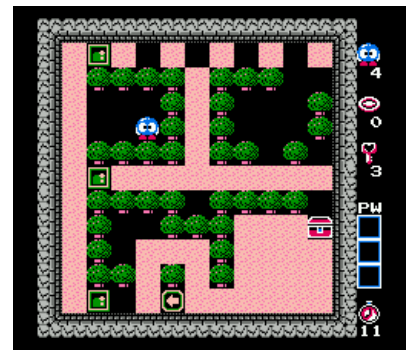
**Guardian Cave 1 (X-3, Y-4)**

**Special notes:**

- You have a time limit to reach the treasure chest. If you don't reach the chest within the allotted time (shown under the clock in the lower-right corner of the screen), you will fail and have to re-enter the cave to try again.
- After solving this room, you will have rescued a blue armored guy with a horn on his head (press B to see him on the map screen).

**Solution:**

1. Go up one space, then left to the edge of the room. Go up, then right and go down the path leading down the center of the screen until you reach the middle of the room. Then go right to the edge of the room and down to get the chest.



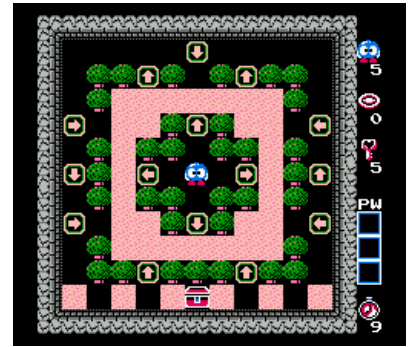
**Guardian Cave 2 (X-7, Y-4)**

**Special notes:**

- You have a time limit to reach the treasure chest. If you don't reach the chest within the allotted time (shown under the clock in the lower-right corner of the screen), you will fail and have to re-enter the cave to try again.
- After solving this room, you will have rescued a black knight (press B to see him on the map screen).

**Solution:**

1. Go up over the arrow, then go up the arrow in the upper-left to reach the top of the screen.
2. Go around the outer perimeter of the room, going counter-clockwise, to reach the chest.



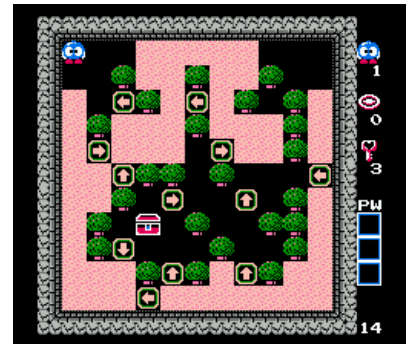
**Guardian Cave 3 (X-1, Y-9)**

**Special notes:**

- You have a time limit to reach the treasure chest. If you don't reach the chest within the allotted time (shown under the clock in the lower-right corner of the screen), you will fail and have to re-enter the cave to try again.
- After solving this room, you will have rescued a pink centaur (press B to see him on the map screen).

**Solution:**

1. Go right to the upper-right corner of the screen, then directly down to the lower-right corner of the screen. Go left and go up the second up-facing arrow to reach the chest.



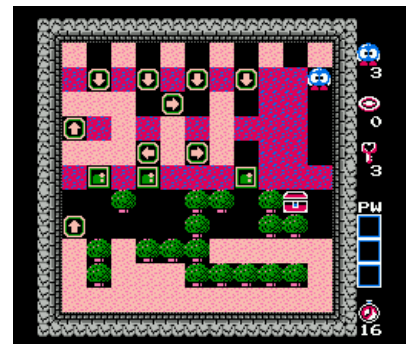
**Guardian Cave 4 (X-10, Y-7)**

**Special notes:**

- You have a time limit to reach the treasure chest. If you don't reach the chest within the allotted time (shown under the clock in the lower-right corner of the screen), you will fail and have to re-enter the cave to try again.
- After solving this room, you will have rescued a purple wizard (press B to see him on the map screen).

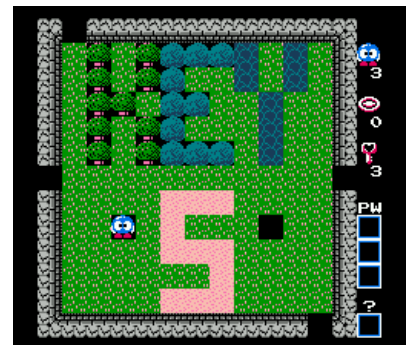
**Solution:**

1. Go down the third path you reach when heading left from your starting position. Walk onto the right-facing arrow and go down. Then walk onto the left-facing arrow and go down, pushing an EF a couple spaces. Then push that EF left two spaces. Now go down into the sand and head toward the chest.



**Warp Cave Center (X-8, Y-6)**

If you have all five keys, a cave will appear on the black tile on the right side of the screen. Four rooms adjacent to this one can be reached, and each of those rooms will reveal a warp to a different part of the castle (if you can manage to solve the puzzles for each room).



**Warp Cave West**

**Special note:**

- After solving this room, a cave will appear. Enter it to warp to room X-7, Y-4.

**Solution:**

1. Grab the HF, then lure the Leeper to the lower-right corner of the screen. It is the only place you can make the Leeper fall asleep where it won't block your path. Then grab the key.

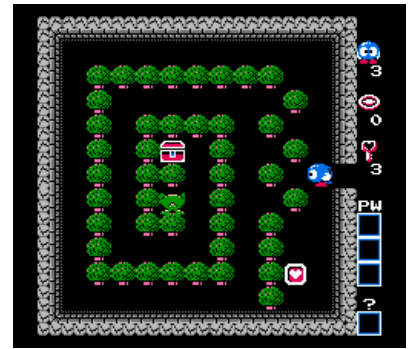
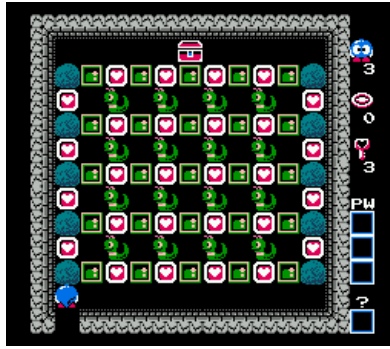
## Warp Cave North

### Special note:

- After solving this room, a cave will appear. Enter it to warp to room X-3, Y-4.

### Solution:

- Each of the HF will give you 2 magic shots. Simply gather all of the HF and double shoot the Snakeys in your way to clear your path.



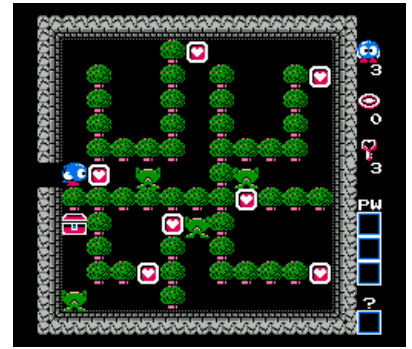
## Warp Cave East

### Special note:

- After solving this room, a cave will appear. Enter it to warp to room X-10, Y-7.

### Solution:

- Get the HF near the entrance, then stand inside the "U" shaped area in the upper-left region of the room and lure the Leeper to that area so you can put it to sleep in a harmless location. Get the next two HF and put the next Leeper asleep in the "U" shaped area in the upper-right region of the room.
- Grab two more HF and put the third Leeper to sleep in the 2x3 sized region in the lower-right corner of the room. Grab the final two HF and stand in the upper-left corner of the 2x2 section of the lower-left corner of the screen to put the final Leeper to sleep in a harmless location. Grab the key.



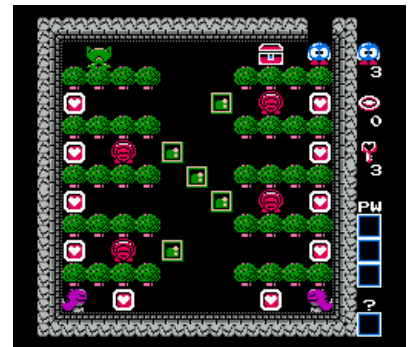
## Warp Cave South

### Special note:

- After solving this room, a cave will appear. Enter it to warp to room X-1, Y-9.

### Solution:

- Upon entering the room, head immediately left without stopping to put a Leeper asleep in a harmless position.
- Push the very center EF down four spaces, then right one space against a tree. Collect all of the EF that are not blocked by an Alma.
- Push the lower-left EF up and stay horizontal with the Alma for an instant so that it notices you, rolls into a ball, and rolls to the right side of the screen. Go down to dodge the Alma, then push the lower-right EF (the one you positioned previously) up one space to trap the Alma.
- Push the EF up that blocks the next Alma closest to you and let the Alma roll into a ball and roll left across the screen. Push the EF up that is below the nook that it enters to trap it on the left side of the screen.
- Repeat this trick to trap the next Alma up on the right side of the screen.
- For the last Alma (the one highest up the screen), you want to do essentially the same trick. But don't push the EF up or else it will block your path to the chest. Instead, push it down, then use an EF that you should have already positioned on the left side to trap the Alma like in the other cases. Get all the HF and the key.



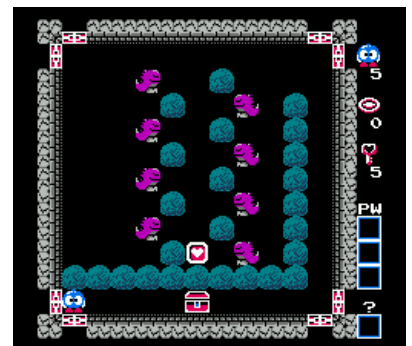
## Final Cave Room 1

### Special note:

- You must have rescued the four guardians to be able to advance through the final cave rooms. They will impart special powers to Lolo that he needs to solve most of these rooms. In the first room, you will move super fast.

### Solution:

- Grab the HF, and immediately run upward. Since you move faster in this room, you will be able to reach the top of the screen without getting hit by the fireballs. Then go grab the key.
- Exit the room by going through the West door (the one on the bottom).



## Final Cave Room 2

### Special note:

- You have infinite magic shots in this room.

### Solution:

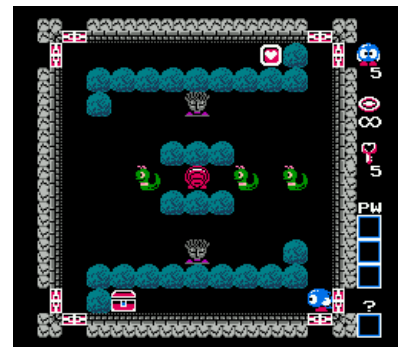
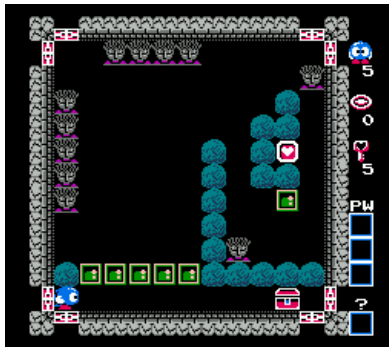
- Double shoot the Snakeys and Alma at the center of the room and pass through the rocks while heading left to avoid the Medusas. Grab the HF at the top of the screen, then go back through the rocks at the center of the screen, re-shooting any enemies that have respawned, and get the key at the bottom of the screen.
- Exit the room by going through the East door (the one on the bottom).



## Final Cave Room 3

### Solution:

1. Push the left EF up 3 and a half spaces so it blocks the bottom two Medusas. Push the next EF (the one that was just right of the one you already pushed) up 4 and a half spaces so it blocks the next two Medusas on the left side of the screen. Push the next EF up 6 spaces so it blocks the top Medusa on the left side of the screen.
2. There are now two EF at the bottom of the screen. Of those two, press the left one up two spaces, then right half a space. Now push it all the way up to the top of the room and it will be blocking the two right-most Medusas out of the row of four at the top of the screen.
3. Push the last EF that is at the bottom of the screen up six spaces, right two spaces, and down all the way so it blocks the top side of the lower-right Medusa. Push the right EF right, then all the way up so it blocks the bottom side of the upper-right Medusa. Grab the HF and the key.
4. Exit the room by going through the East door (the one on the top).



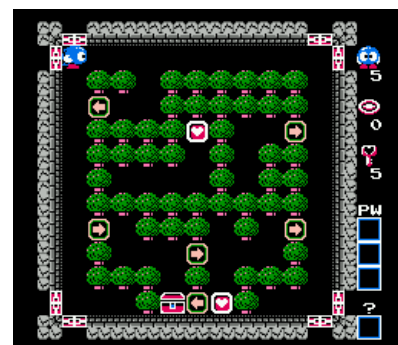
## Final Cave Room 4

### Special note:

- You have the ability to cut down one tree in this room.

### Solution:

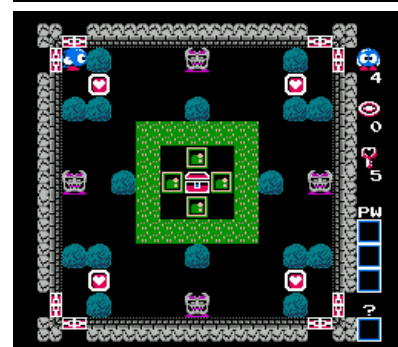
1. A single tree in the left-center of the room blocks your path to get the top HF. Face that tree and press A to cut it down. Get the top HF, then go over the arrows at the bottom of the screen to grab the other HF and the key.
2. Exit the room by going through the East or West doors (the top ones only). To follow my solution for the next room, exit this room using the East door.



## Final Cave Room 5

### Solution:

1. This room is all about timing your movements, and it is very difficult. But if you follow these instructions, you can easily get three of the HF without even having to think. Make sure you start in the upper-left corner of the room. Then, immediately after the top Don Medusa bounces off the rock on the left side of the screen, get the upper-left HF and go down (around the right side of the rock at the center-left of the screen which will block the left Don Medusa as you go by) and grab the HF in the lower-left corner of the screen.
2. Just a brief instant after grabbing the lower-left HF, the bottom Don Medusa will bounce off the rock on the left side of the screen. Immediately after that, go right until you are below the left EF, then go up, pushing that EF up one space. Go right over the chest and push the right EF right one space, then go up until you are level with the HF in the upper-right corner, then go right to grab that HF and reach safety.
3. If you followed the above instructions, you've just grabbed three HF without having to do any thinking. To get the last HF and the key, you will have to rely on your instincts. Use the chest at the center of the screen as a safe point while traveling from the upper-right to the lower-right. Think in this way: you want to go when the top and bottom Don Medusas bounce off the right rock, and the left/right Don Medusas are still moving upward. Go left, following directly behind the top/bottom Don Medusas, and as soon as the left/right Don Medusas bounce off the top rock, go down and run for the chest.
4. You might be tempted to try using the EF to block the Don Medusas at this point, but I found it's much easier to just run for the lower-right when there is an opening than to risk hanging out in this room for longer than necessary. When the left/right Don Medusas are moving upward, and the bottom/top Don Medusas are moving left, head for the lower-right and get the last HF. Then use the tactic described in step 3 above to reach the key.
5. Exit the room by going through the North door (the one on the left-hand side).



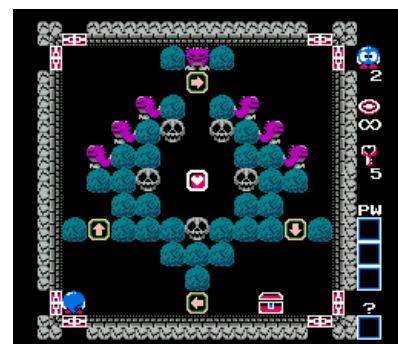
## Final Cave Room 6

### Special note:

- You have infinite magic shots in this room.

### Solution:

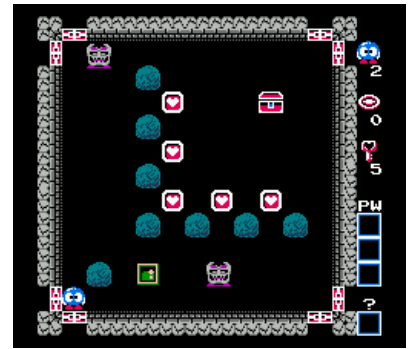
1. Go to the middle of the room. Then double shoot all of the Skulls to remove them from the screen. Shoot the Gol at the top-center of the screen, then grab the HF.
2. Quickly (before the Skulls respawn), go up, then right and down, shooting the Gols as you proceed to protect yourself from their fire until you reach the key.
3. Exit the room by going through the East door (the one on the bottom).



## Final Cave Room 7

### Solution:

1. Push the EF all the way right to pin the bottom Don Medusa against the wall. Then gather all of the HF and the key while making sure the rocks block the Don Medusa on your left.
2. Exit the room by going through the North door (the one on the left-hand side).



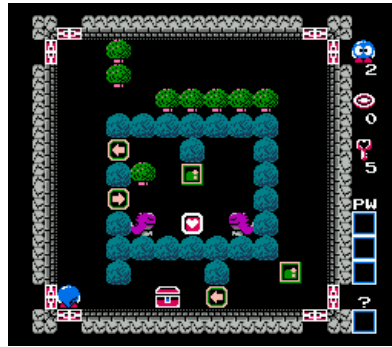
## Final Cave Room 8

### Special note:

- You have the ability to cut down one tree in this room.

### Solution:

1. Of the row of five trees at the top of the screen, cut down the one the farthest to the left.
2. Cross over the right arrow and push the EF at the middle of the room right one space and down two spaces to block the left side of the right Gol.
3. In the lower-right corner, push the EF up 8 spaces, left all the way until you hit the tree, down one space, left two spaces, down four spaces, and right until it is over the HF. Push it back left one space and down to block the right side of the left Gol. Grab the HF and the key.
4. Exit the room by going through the South door (the one on the left-hand side).



## King Egger Battle

The final battle with King Egger is done over a game of rock-paper-scissors. The first player to win four hands of rock-paper-scissors will win the battle. If Lolo wins a hand, a candle will be lit on the right side of the screen. If King Egger wins, a candle will be lit on the left.

To play, you move the cursor around to choose between rock, paper, or scissors. When you make your decision, just keep the cursor there and wait. You have to wait for the music to play to the end before the hand will be played. If it is a tie, you will immediately play another hand (without having to wait for the music), but you have a moment to change the symbol you want to play.

You actually can't lose this battle. The game won't let King Egger get all four points. So have fun with it, and congratulations on finishing the game!

## Conclusion

There you have it, Eggerland for the FDS! I hope you had as much fun as I did. If you have anything to contribute to this FAQ, suggestions, or questions about the game, please email me at [lastbosskiller\[at\]gmail\[dot\]com](mailto:lastbosskiller[at]gmail[dot]com).

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