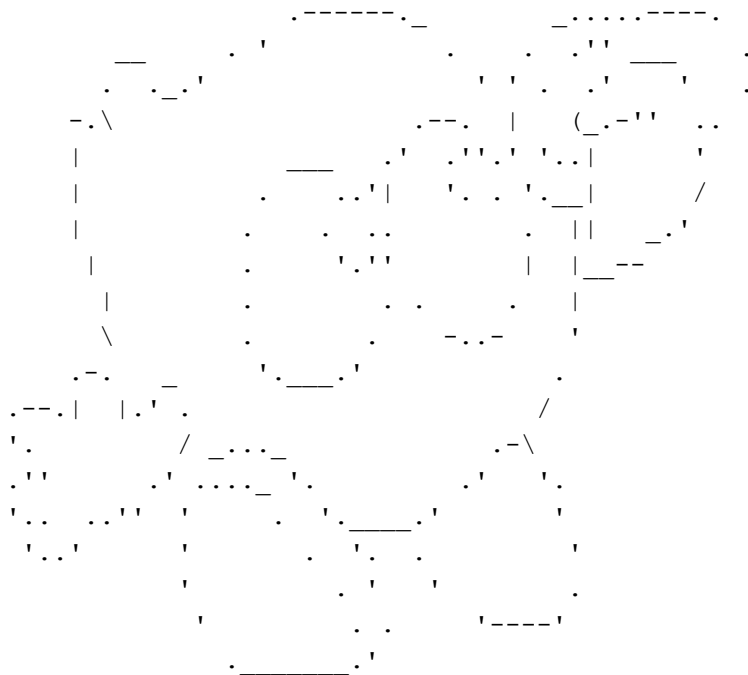


# Eggerland: Meikyuu no Fukkatsu (Import) FAQ/Walkthrough

by EntropicLobo

Updated to v1.0 on Oct 1, 2007



Eggerland: Meikyuu no Fukkatsu

Version 1.0 (10/1/2007)

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1.0: Basic Guide Complete - (10/1/2007)

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Legality:

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[www.lup.com](http://www.lup.com)

[www.honestgamer.com](http://www.honestgamer.com)

Game by Hal

\*\*\*\*\*  
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\*Please note that you should view the ASCII Map key first. At the start of the Labyrinth Solutions section, there is a map of the grid with search codes for you to use. Also, the Special Rounds are posted in the labyrinth walkthroughs AND their own section, in case that's all you're looking for.

Eggerland: Meikyuu no Fukkatsu is rated "E" for "Eggcellent." It contains scenes of smilin' snakes and hyperactive armadillos. Player discretion is advised.

-----  
| EMF01: Intro |  
-----

The prominent styles of Eggerland are the linear, "Tower" styled games - where you progress from room to room in a linear fashion, and the less linear "Labyrinths" where stages are arranged on a grid and the character navigates the map trying to find the best or proper pathway to the ending. Eggerland - Meikyu no Fukkatsu or "Revival of the Labyrinth" is one of these later styles of game. Don't get me wrong - these games are linear in the end - you need keys to progress past certain points meaning you will have to take both paths of a branch in many cases and some rooms are impossible from all but the correct entrance - but you have some freedom as to what order you wish to play them in.

This is what makes the Labyrinth style of game feel so different from the standard tower. It's the same game, just not so rigid in design. That said, Revival of the Labyrinth is also one of the more difficult games in the Eggerland series. This is a walkthrough for the game, and while a room can have a general strategy, many of them are influenced by reflex. That is, while you may need to complete a certain step you may have to precisely dodge or egg enemies with little to no margin for error. There are also some stages which have a special feature related to the piece shown in the question box. These are often very difficult to complete - until you stumble upon what the special function is. You're going to be able to continue indefinitely, but there's just some stages that will take you much longer than other to complete.

This maybe makes Revival of the Labyrinth less accessible to players. Don't give up - I urge you. The way an Eggerland game is played is that you take a break when you reach a major stumbling block. You think it through, you try

unorthodox approaches or variations on what you've already been trying. Believe me - the difference between victory and defeat can be half a space. Seriously, don't give up.

As for my thoughts here - Revival of the Labyrinth was excellent. There were a few rooms that are my nemesis now, but what's the fun if you aren't challenged? Ha, that's a good chunk of the reason why I love this game. It made me question Eggerland convention and some puzzles just made me look and say 'oh dear.' But you move one piece half a space and the room's tension just melts. That's the joy of Lolo.

-----  
| EMF02: Gameplay |  
-----

The Eggerland series has a pretty simple core concept. You need to collect heart-shaped objects called Heart Framers (usually) to open a chest. The chest opens the door or causes stairs to appear.

Of course, enemies are involved in all of this and try to block or prevent you from reaching your goals. Some of these are fatal, others simply obstruct.

Luckily, you can get Magic Shots from certain Heart Framers. When you use a magic shot on an enemy, it will be encased in an egg. Shooting it again will kill it, and the enemy will respawn in a few seconds. If you get a Magic Shot, you can use it with A.

Enemies can also be blocked by special Framers called Emerald Framers. Read more about the Framers in their respective sections.

Meikyuu no Fukkatsu is a labyrinth based Eggerland. When you complete a round, a door will open. Some rounds have multiple doors, so there are a few branches in the game. You need large REGION KEYS to pass beyond certain points.

The key is to visit every room of the Labyrinth to collect all keys and recruit all the gods so that you're prepared for the final set of rounds. Once you beat the final rounds, you'll arrive at the ending scenes.

The following paragraphs discuss:

- A: Egg Use
- B: Half Cover
- C: Respawns
- D: Powers
- E: Special Powers
- F: Directionality
- G: Multi-Room Items
- H: Special Rounds

\*\*\*\*\*  
-A: Egg Use-  
\*\*\*\*\*

Eggs, of course, are an enemy which have been hit with a Magic Shot. You can fire at them again to remove the enemy for a short while.

But, that's not all folks. Of course, you can push these eggs and this lets a number of functions open up.

\*Blocking: Instead of using an Emerald Framer, you could use an egged enemy to block another more dangerous enemy. If the enemy is mobile, you'll have only a

short time to complete your task before it hatches and moves on you. So have a plan!

\*Bridges: If you push an enemy into water, you can use it to cross the water. It's a temporary thing, however.

\*Rafts: Sometimes when you push an egg into the water, you can ride it for a while along the current. This is of course helpful in reaching other areas of the stage.

\*One Shot Kill?: If you want to kill an enemy and it is near water, push it in there if possible so you won't waste a second shot.

\*Temporary Casing: You don't always have to kill the enemy, just egg it long enough to get in and get out. Conserve shots.

\*\*\*\*\*

-B: Half Cover-

\*\*\*\*\*

This is an important tactic. You only need to cover an enemy by half a space with a Framer or egg to fully block them.

```
      +----+
      | Gol|
+----+|    |
|Fram|+----+
|    |
+----+
```

The enemy only has to be half covered. This Gol cannot fire at you.

Furthermore, if you have two spaces through which an enemy can pass, placing your Framer or Egg between these spaces will block the enemy's progress! Great.

But be careful! If you place it halfway in a position where you can't move the object again, you may hurt yourself later. In that sense, practice good placement.

\*\*\*\*\*

-C: Respawns-

\*\*\*\*\*

An enemy will respawn after a few seconds. Some puzzles in this game require you to complete tasks before an enemy respawn, or wait until it respawns before you can proceed with a task.

There's also the concept of Warp Holes. Place an enemy or Emerald framer over an enemy's normal respawn point.

In some rooms, this simply removes them from the room permanently. In others, it makes them respawn elsewhere which can be really important to solving it. When you can't figure out a good path to push an enemy along, you may want to look for warp holes.

\*\*\*\*\*

-D: Powers-

\*\*\*\*\*

Collecting a certain amount of Heart Framers enables the use of a Power. These

powers depend on the stage, if they are available at all. Press A near the appropriate tile to use the power.

Here they are:

\*Arrow:

This will flip an arrow 90 degrees so that you may more easily pass over it.

\*Bridge:

Place a bridge over water or lava, so that you may move over it. The bridge will burn if placed on lava after a few seconds.

\*Hammer:

This will let you break one rock.

--With all Powers, they are one use. USE them where they are needed, not indiscriminately.

\*\*\*\*\*

-E: Special Powers-

\*\*\*\*\*

A number of stages have a special feature. This is shown in the bottom right corner with the box marked with "?" In these rounds, you need to manipulate the designated objects in a way that is often counter-intuitive.

Because of this, these puzzles are often "Easy," but difficult to figure out your first time through.

\*\*\*\*\*

-F: Directionality-

\*\*\*\*\*

You can enter some rooms from more than one direction. Due to the nature of the Eggerland games, one direction is going to be the best or only direction from which you can solve the stage.

Now, this doesn't occur a whole lot, but when it does you may want to look for another path along a fork in the road. But make sure you absolutely can't make any progress in the room before you give up on it.

\*\*\*\*\*

-G: Multi-Room Items-

\*\*\*\*\*

There's three main items that you can collect which have a use in more than one room.

Bell - This will ring after clearing a stage that also has a passage to the God Recruitment special rounds.

Map - Once you have this, you can check the labyrinth map at any time. It will show completed rooms on the grid as green squares.

Region Key - Used to open certain doors to reach new regions of the labyrinth.

\*\*\*\*\*

-H: Special Rounds-  
\*\*\*\*\*

These are a set of rounds where you can recruit the help of the North, West, South, and East gods. It's in your best interest to do so.

These rounds are accessed by pushing Emerald Framers into a vertical line in levels where the bell rings upon level completion.

=====

|              |
|--------------|
| EMF03: Tiles |
|--------------|

=====

The tiles make up the terrain of the game. The type of terrain available in a puzzle is often integral to its solution.

--\*Black Space:

This is your average environment with nothing holding you, or enemies back. You'll move full speed across this terrain.

--\*Bridge:

Bridges provide a method to cross water or lava. They burn after a moment over lava.

--\*Chest:

Chests are your goal in stages. They prevent mobile enemies from moving over them, and getting a chest destroys all enemies onscreen. You can still get tripped up on the way to the exit, however. A stage doesn't end with a chest.

If you've blocked an exit and you can make it through a previous door, just walk in and out to reset everything's position (it will still be solved).

--\*Directional Arrows:

The arrow displayed dictates which way you can move over the arrow. Some mazes will revolve around forcing you in certain directions, or changing the correct arrow with the Arrow Power.

You can walk on these arrows from any direction than towards the tip. You can walk on from the sides or back. You can even walk on from the side at the upper half. You can walk off on any direction.

--\*Door:

Doors will take you to another room.

\*Fake Doors exist in the final rounds, which take you to a Dummy Round which will be active if you get sent back there.

\*Key Doors require a REGION KEY to open.

--\*Grass:

Enemies cannot cross grasses (they can fire over them) but you can cross them. Use them to your advantage in evading mobile enemies.

--\*Lava:

You cannot walk over lava, but enemies can fire over it. To cross lava, you need Bridge power. Bridges burn after a moment, however, so apt placement and swift speed is required in these puzzles. You cannot push eggs into the lava in this title.

--\*Rock:

An impassable rock, you can destroy these if you have a Hammer power. But this is only prudent if they are hindering your progress. Rocks will block all enemy movement and enemy shots as well, a useful wall.

--\*Sand:

You slow down over sand, while enemies generally do not. If you can avoid sand, do so. Otherwise, think of a way of blocking or stopping an enemy before you attempt a crossing.

--\*Stage Wall:

The brick making the perimeter, or what have you, this is a boundary of the level through which you cannot pass.

In water stages, there often is no stage wall. But you won't be able to touch the perimeter in these levels unless you're rafting anyways. And even then, you will be on a current heading for the next level anyways.

--\*Tree:

You cannot pass through trees, but enemies such as the Medusa can fire through them. They're kind of like a lesser Rock in this respect. Useful for stopping mobile enemies, but others have ways around it.

--\*Water:

Still water provides a barrier that cannot be passed without a bridge or without pushing an enemy into the drink to use as a bridge. An enemy in still water will soon sink, however, and if you are still on board you will drown.

Water currents will let you travel across water on an enemy egg or a raft, with less risk of it sinking. If it hits a wall, it will sink and if it floats into still water, it'll sink. So disembark at an advantageous place and keep going. Some puzzles require you to complete a task at one location and reboard the same egg later as the current takes it past another point near you. You'll need speed and accuracy in these instances.

In this title, the currents aren't obvious. So some trial and error may be needed in the handful of rafting stages.

=====  
| EMF04: Enemies |  
=====

-Alma-  
\*\*\*\*

Alma are red armadillo enemies which are quite mobile. This makes them a force on the field when you are more open to them. They will speed up by rolling into a ball when you line up horizontally with them - and they will kill you if they

connect.

They are sometimes difficult to predict - this makes them a fairly dangerous enemy to contend with. But if you watch them for a moment, you will see that they definitely do have set paths.

Often, you are going to need to wait for an Alma to be in position to trap them \_or\_ you have to move through their area when its relatively safe. This means, let them move a bit away and make a break for it. Or you could have them chase you... if you take this route I highly suggest leaving at least one space on the vertical between you and the Alma as a safety buffer.

Getting an Alma to roll can also buy you time by getting them out of the way or you can run with them and use them as a mobile block against firing enemies.

Please note, they cannot pass grass or chests.

-Don Medusa-

\*\*\*\*\*

One of the most potentially dangerous enemies in the game, Don Medusa move in a set path: either horizontally or vertically. They only have one plane of movement: up and down (vertical) or left and right (horizontal) but they can kill you from the left, above, below or from the right.

These red faces can shoot you as soon as you cross their line of sight. That is as soon as you are in line with one, it can fire. And there is no pause or chance to escape. If a Don Medusa fires, you're toast.

Many instances of Don Medusas in levels involve trapping them, so that they may not shoot you. Or, moving carefully and seeking cover along the path of one (let it pass, make a break for it). Whatever the case, if a Don Medusa is in a stage with you, you \_must\_ pay attention to it. It is so easy to not get shot by a Don Medusa and fail to realize you are not actually safe - you're just lucking out that it's not on that point on your path.

If a Don Medusa catches you unawares, you'll be jarred by the noise and think better about ignoring them next time. They can shoot through trees, so don't seek safety there.

One thing you have to do a few times in this games is use Don Medusa as a mobile shield from Medusa. This is a scary prospect. You have to wait by a rock or whatever Don is changing course at and run as soon as he hits. Run alongside of him, halfway cover. He will protect you from Medusa and you won't be shot by him. You need to, however, end up behind something at the end of your run in order to survive. If Don bounces back and you're still with him - he WILL kill you.

You cannot shoot Don Medusa.

-Gol-

\*\*\*

Mark the positioning of Gol when you enter a room, as they will fire from their front end when you have collected all Heart Framers in the stage.

These lizards aren't a threat until then, but are more like obstacles that you may need to move around or block the assault of another enemy with. But don't be lulled into a false sense of security here because once they activate, they'll belch fireballs at you once you cross over the front end of them.



This fire is easy enough to get past from four or more spaces away. But if you have a path you will need to cross to reach the chest which is tight and guarded by a Gol, you'd better think of a way to block it or remove the threat first.

Also note that you can stop a Gol's fireball with an egg shot. They WILL fire another fireball very soon after, but this tactic is required in a few stages nonetheless.

-Leeper-

\*\*\*\*\*

If you can line up with this little green dude, it will give chase. When a Leeper touches you, it will fall asleep on the spot.

This can be good, or bad. It can trap you, or it can block other enemies. A Leeper cannot be put into an egg after it is asleep. If you're trapped, you will have to restart.

If you need the Leeper to actually fall asleep in a certain position, take a note that it cannot walk over flowers and as such, if you duck onto a grassy patch you can stand on the outside edge and it will fall asleep when it makes its way around to you.

If the Leepers are simply placed in a stage to trip you up - look first for a way to put them asleep without hurting your progress later and secondly try the evasion game.

One more thing about Leepers, they will change course when they line up for you. so for instance, if they are running down, they will turn to meet you. This is important knowledge in lining these suckers up. They WILL fall asleep if they so much as touch HALF of Lolo, so what you can do is get them running along a path, move off the path 1 and along parallel to the path 0.5. The Leeper will fall asleep where you moved off.

-Medusa-

\*\*\*\*\*

Medusa are stationary enemies that can fire in four directions: up, down, left, right. They are often placed as the guards of some particular path or Heart Framer.

When you are about to cross a Medusa's path, her eyes turn red and her hair stands on end. You can stand halfway in front of a Medusa, but should you try that extra step you will be punished.

Many puzzles will then revolve around blocking a Medusa long enough so that you can pass or grab a Framer. Medusas can shoot through trees so don't seek refuge there.

Medusa cannot be shot.

-Rocky-

\*\*\*\*\*

An interesting enemy, Rocky can be helpful or not. Like the Leeper, Rocky can either trap you or block the enemy. It has an interesting behaviour. It'll walk along its own path until you line up with it.

If you line up horizontally, it will stop. So, it can trap you this way - bummer. However, if you aren't trapped and you stop a Rocky next to you, you can walk up or down one space at a time - and it will follow suit. This can protect you against enemy attack from the side.

If you line up vertically, Rocky will charge you and a rapid speed. Now, this too can lead to you ultimately being trapped or pushed into a dangerous enemy's path. However, this is useful at times as well. If you need Rocky to help you past some enemies, provoke him to run down, step out of the way and let him readjust his path. Then, use him as your shield.

If you have Rocky push you up or down past a row of active Gols, even right next to them, they will not be able to kill you. This is useful in a couple of rounds.

-Skull-  
\*\*\*\*\*

If there are Skulls in the stage, either look for a way to block them, or the quickest way to the chest after you get your last Heart Framer.

You see, Skulls are fairly fast enemies that activate after all Heart Framers have been found. This means that if you hadn't looked for a way to stop them before getting everything, your path to victory may be blocked by Skulls.

Of course, you can shoot the Skulls, if they are rushing you then this could bide the time needed for victory.

-Snakey-  
\*\*\*\*\*

Harmless but helpful, these little guys are often your key to taking care of the bigger threats. For instance, blocking a Medusa.

Snakey are stationary enemies that you can egg and push to solve many puzzles. Their use is paramount, it's just like pushing a Rock. Look for ways to use them in puzzles...

```
=====
|                               EMF05: Framers                               |
=====
```

\*Emerald Framer:  
-----

You may push these over the same terrain that you walk on. These green blocks serve the purpose of blocking enemies and enemy shots, or providing a wall for you to solve. What I mean by the latter is, in a situation like this:

```
+---+   Where there are Emerald Framers in your way, they're meant to have you
|  |   consider how to actually move these to progress along the stage.
+---+
+---+
|  |
+---+
+---+
|  |
+---+
```

So, when you have an Emerald Framer, consider how you can place to be





Please read the Legend prior to this section as even if you've read another Eggerland/Lolo guide by me there may be a difference. Some games, for instance, will have a few different tiles.

Besides, you want to understand the solutions, heh.

Using the below map pick out the location of the room that you want to go to and do a Control+F search for that number, for instance "p-8" will bring you to the first stage.

The Columns are also listed by section...

```
EMFCA: Col A      EMFCJ: Col J
EMFCB: Col B      EMFCK: Col K
EMFCC: Col C      EMFCL: Col L
EMFCD: Col D      EMFCM: Col M
EMFCE: Col E      EMFCN: Col N
EMFCF: Col F      EMFCO: Col O
EMFCG: Col G      EMFCP: Col P
EMFCH: Col H
EMFCI: Col I
```

Comprehensive Map of the Grid

```

-----
  A  B  C  D  E  F  G  H  I  J  K  L  M  N  O  P
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
1 |  ~  ~  ~  ~  ~  ~  ~  ~  ~  =  ~  ~  ~GOD|KEY~  | 1
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
2 |KEY|MAN|  ~  |  |KEY~  |  ~  ~  ~  ~  ~  |  ~KEY|  | 2
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
3 |  ~KEY|  |  ~  |FIN|  |  ~MAN|  ~  ~  |  ~  ~  ~  | 3
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
4 |  |  |  ~  ~  ~KEY~  |  |KEY|G/K~  ~  |  |  ~  ~  | 4
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
5 |  |  ~  ~  ~  ~  ~  ~  |  ~  ~  =  ~  |  ~BEL|  | 5
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
6 |  ~  ~  ~  ~  ~  ~  |  ~  ~MAN|  ~  ~  |  |MAP~  | 6
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
7 |  ~G/K~  ~  ~  ~  |  |  ~  |  ~  ~  |  ~  |  | 7
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
8 |  ~  ~  ~  ~  ~  ~  ~GOD|MAN~  =  ~  ~  ~  ~  |STA| 8
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
  A  B  C  D  E  F  G  H  I  J  K  L  M  N  O  P

```

- BEL - The Bell item is found here.
- FIN - Passage to the Final Rounds
- G/K - God recruitment path and REGION KEY.
- GOD - God Recruitment path.
- MAN - Dialogue room. I'm sure the info would be good if I could read it ;).
- MAP

```
*****
EMFCA: Col A
*****
```

\*---Stage A-1---\*









1. Ride the Radt until you're above Emerald Framer d10. Push it down to the left of Medusa G11. Grab Heart Framer F09 for two shots.
2. Egg Snakey and push it up. Step across Heart Framers B08 and B10. Jump back on the egg and ride it left. Press down on Emerald Framer D07, two spaces. Push it then left above Medusa. Grab Heart Framer F05 for 2 more shots.
3. Egg Snakey and push it up. Ride it left and push down on Emerald Framer D08 down 3, and left 1 - beside Medusa. You may as well grab Heart Framer H09 now.
4. Egg Snakey, push it all the way left and up (new current). Push Emerald Framer D05 down to the left of Medusa. Grab Heart Framer F05.
5. Egg Snakey, push it all the way left. Push it up and ride it briefly. Right on one emerald framer then immediately jump back onto the egg. Push the next one right 1. Push the top one right 5, to Snakey's respawn point. It'll now respawn in L09. Push the lower Emerald framer all the way right, above Medusa. Grab the Heart Framer D11.
6. You should have two shots. Egg Snakey and push it down. Step across, get Heart Framers L08 and L10. Jump back on and push Emerald Framer J07 up 2, left 1.
7. Before Snakey respawns, push Emerald Framer J08 right 1 to make it appear at J06 when it revives.
8. Egg Snakey and push it down. Grab the rest of the Heart Framers and jump back on the egg raft. Push Emerald Framer I04 right 4, up 1, and right under medusa.
9. Grab the raft and step off to the right to reach the next room.

\*---Stage A-5---\*

```

01 02 03 04 05 06 07 08 09 10 11 12 13
| | | | | | | | | | | | |
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
A-|##|##|##|##|##|##|##|##|##|##|##|##|##|##|-A
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
B-|##|##|##|##|##|##|##|##|##|##|##|##|LW|##|-B
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
C-|##|##|##|##|##|##|##|##|##|##|##|##|WW|##|-C
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
D-|##|WW|(((((|(((((|(((((|(((((|##|WW|##|-D
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
E-|##|WW|##|))|))|))|))|))|))|##|AA|##|WW|##|-E
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
F-|##|WW|))|AA|Hf|Ef|   |Ef|Hf|AA|((|WW|##|-F
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
G-|##|WW|AA|Ch|   |Ef|   |EF|   |Br|AA|WW|##|-G
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
H-|##|WW|AA|WW|Hf|Ef|   |Ef|Hf|##|AA|WW|##|-H
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
I-|##|)|)|AA|WW|##|##|##|##|##|##|##|AA|(|##|-I
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
J-|##|##|##|##|WW|##|##|##|##|##|##|##|##|##|-J
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
K-|##|##|##|##|WW|##|##|##|##|##|##|##|##|##|-K
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
L-|##|##|##|##|WW|##|##|##|##|##|##|##|##|##|-L
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
M-|##|##|##|##|WW|##|##|##|##|##|##|##|##|##|-M
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
| | | | | | | | | | | | |
01 02 03 04 05 06 07 08 09 10 11 12 13

```

This one looks simple - and it is. You just have to jump off at the right spot.

1. Ride the raft until you reach the Chest. Jump off here.
2. Grab the Heart Framers F05 and H05.
3. Push Emerald Framers F06 and H06 right 1, push G06 down 1.
4. Push Emerald Framer G08 right 2, onto the bridge.
5. Grab the last two Heart Framers.
6. Take the raft. From this point, step down into the water to reach the next room.

\*---Stage A-6---\*

```
    01 02 03 04 05 06 07 08 09 10 11 12 13
    |  |  |  |  |  |  |  |  |  |  |  |  |
+---+---+---+---+---+---+---+---+---+---+---+---+---+
A-|##|##|##|##|##|##|##|##|##|##|##|##|##|-A      *5 Hearts for Bridge Power.
+---+---+---+---+---+---+---+---+---+---+---+---+---+
B-|##|##|##|LW|))|))|))|))|))|))|))|))|))|WW|##|-B
+---+---+---+---+---+---+---+---+---+---+---+---+---+
C-|##|##|##|WW|AA|((|WW|((|((|((|((|((|((|##|-C
+---+---+---+---+---+---+---+---+---+---+---+---+---+
D-|##|##|##|WW|##|AA|((|##|##|))|))|))|))|))|))|WW|##|-D
+---+---+---+---+---+---+---+---+---+---+---+---+---+
E-|##|##|##|WW|##|##|AA|Hf|##|Sk|##|WW|##|-E
+---+---+---+---+---+---+---+---+---+---+---+---+---+
F-|##|##|##|WW|##|##|AA|Hf|   |Hf|##|WW|##|-F
+---+---+---+---+---+---+---+---+---+---+---+---+---+
G-|##|##|WW|((|##|##|AA|Hf|   |Hf|##|WW|##|-G
+---+---+---+---+---+---+---+---+---+---+---+---+---+
H-|##|##|WW|Hf|   |Hs|AA|##|##|##|##|##|WW|##|-H
+---+---+---+---+---+---+---+---+---+---+---+---+---+
I-|##|##|WW|Hf|Sk|HF|AA|##|##|WW|((|((|##|-I
+---+---+---+---+---+---+---+---+---+---+---+---+---+
J-|##|##|WW|Hf|   |Hf|##|##|##|##|##|##|##|##|-J
+---+---+---+---+---+---+---+---+---+---+---+---+---+
K-|##|##|))|))|))|))|))|AA|##|##|Ch|WW|##|##|-K
+---+---+---+---+---+---+---+---+---+---+---+---+---+
L-|##|##|##|##|##|##|##|##|##|##|##|))|))|))|-L
+---+---+---+---+---+---+---+---+---+---+---+---+---+
M-|##|##|##|##|##|##|##|##|##|##|##|##|##|-M
+---+---+---+---+---+---+---+---+---+---+---+---+---+
    |  |  |  |  |  |  |  |  |  |  |  |  |
    01 02 03 04 05 06 07 08 09 10 11 12 13
```

Egg rafting is again key here, like most of the sea stages. Don't forget about the bridge. It's actually used in a sneaky, unusual manner here.

1. Jump off on the island the Raft takes you to. Grab all of the heart framers for two shots and a use of the bridge power.
2. Push Snakey RIGHT into the water. Ride it. Jump off onto the island as soon as you see it. Run up to the upper left corner, space E08 on a Heart Framer. Turn left and place a bridge so the floating egg hits it and sinks. You do this so you can egg raft the second snakey. The floating egg will NEVER sink unless you shoot it or bridge it. And since you NEED that shot, the bridge is the secret.
3. Egg Skull E10 once. Collect all the Heart Framers then push the Skull's egg up into the water. Ride it to the chest.
4. Take the raft. Step off to the right to reach the next area.

\*---Stage A-7---\*

```

01 02 03 04 05 06 07 08 09 10 11 12 13
| | | | | | | | | | | | |
+---+---+---+---+---+---+---+---+---+---+---+---+---+
A-|MW|MW|MW|MW|MW|MW|##|MW|MW|MW|MW|MW|MW|-A
+---+---+---+---+---+---+---+---+---+---+---+---+---+
B-|MW|Hf| | |Hf|&&|WW|Ro| | | | |MW|-B
+---+---+---+---+---+---+---+---+---+---+---+---+---+
C-|MW| | | |>>| |WW| | | | | |MW|-C
+---+---+---+---+---+---+---+---+---+---+---+---+---+
D-|MW| |##|##|##| |WW| | | | | |Dr|-D
+---+---+---+---+---+---+---+---+---+---+---+---+---+
E-|MW| |WW|(((|Gu|)))|WW| |@@|MW|-E
+---+---+---+---+---+---+---+---+---+---+---+---+---+
F-|MW|&&|##|##|AA| |Ef| | |WW| |&&|MW|-F
+---+---+---+---+---+---+---+---+---+---+---+---+---+
G-|MW| | |##|AA| | | |G|WW| |&&|MW|-G
+---+---+---+---+---+---+---+---+---+---+---+---+---+
H-|MW| | |##|AA|(((|(|(|(|(|(|(|(|(|Sn|@@|MW|-H
+---+---+---+---+---+---+---+---+---+---+---+---+---+
I-|MW| | |##|##|##|##|##|##|##| |Hs|MW|-I
+---+---+---+---+---+---+---+---+---+---+---+---+---+
J-|MW| | |@@|Hf|Ef| |&&|Ef| | |@@|MW|-J
+---+---+---+---+---+---+---+---+---+---+---+---+---+
K-|MW| | |Ef| | | |Ef| |Ef| |Ch|MW|-K
+---+---+---+---+---+---+---+---+---+---+---+---+---+
L-|MW| | |@@|Hf|Ef| |Hf|Ef| | |@@|MW|-L
+---+---+---+---+---+---+---+---+---+---+---+---+---+
M-|MW|Dr|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-M
+---+---+---+---+---+---+---+---+---+---+---+---+---+
| | | | | | | | | | | | |
01 02 03 04 05 06 07 08 09 10 11 12 13

```

You only get two shots, and you must use them on a Snakey and a Gol. Otherwise? Reset the room.

1. Push Emerald Framer K04 right to to K06. Grab the two Heart Framer. Push Emerald Framers J06 and L06 right 1. Push the one you moved into K06 up 1.
2. Grab the next Heart Framer, L08, and push Emerald Framer L09 right 2 and Emerald Framer K10 up 1.
3. Grab Heart Framer I12 for two shots.
4. Let Rocky move to the left of his chamber then egg Snakey and push it up to row C. Then, push it left into the river and ride the egg.
5. Jump off at the island and wait underneath the Gol which is facing up. When the egg starts to float UP Column 05, egg this Gol and push it 2 spaces up. Egg it just before the floating egg reaches it, you have to be FAST.
6. Jump onto the egg before it passes. Jump off onto the the upper left section and grab the two Heart Framers. Run right over the arrow to push Gol's egg into the water. Ride it back to the upper right (jump off asap).
7. Grab the chest and proceed.

\*---Stage A-8---\*

```

01 02 03 04 05 06 07 08 09 10 11 12 13
| | | | | | | | | | | | |
+---+---+---+---+---+---+---+---+---+---+---+---+---+
A-|MW|Dr|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-A

```

\*SPECIAL: See the walkthrough.



```

F-|MW|Hf| |Hf|Hf|Hs|**|Gd|Gd|**| |Hs|**|-F
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
G-|MW| | |**|**|**|**|**|**|**| | |Dr|-G
+---+---+---+---+---+---+---+---+---+---+---+---+---+
H-|MW|Hs| |**|Gu|Gu|**|Hs|Hf|Hf| |Hf|**|-H
+---+---+---+---+---+---+---+---+---+---+---+---+---+
I-|MW| | |Hs|Gd|Gd|**|&&|&&|Ef| | |**|-I
+---+---+---+---+---+---+---+---+---+---+---+---+---+
J-|MW| | | | | |**|**| | | |**|-J
+---+---+---+---+---+---+---+---+---+---+---+---+---+
K-|MW| | | |**| |**|**| | | |**|-K
+---+---+---+---+---+---+---+---+---+---+---+---+---+
L-|MW|Me| |Hf|**|Ch|**|**|**|Hs| |Me|**|-L
+---+---+---+---+---+---+---+---+---+---+---+---+---+
M-|MW|MW|MW|Dr|**|**|**|**|**|**|**|**|**|**|-M
+---+---+---+---+---+---+---+---+---+---+---+---+---+
| | | | | | | | | | | | | |
01 02 03 04 05 06 07 08 09 10 11 12 13

```

You need to use those emerald framers on opposite sides of the room from where they start - that's the kicker.

1. Collect Heart Framers F04, F05, F06, I04, E10, H08, H09, and H10. You will have 8 shots.
2. Push Emerald Framer E04 up 1, right 4. Shoot the top right Gols (E08, E09, F08, F09) twice each. Push the Emerald Framer right 0.5, down 1.5 - to the intersection point of all four Gols.
3. When they respawn at points around the room, they will be blocking Medusas. Collect Heart Framers L10, F12, B04, and H02. You'll have eight more shots.
4. Alright, shoot these three Gols twice: H05, H06, and I06. Egg the bottom left Gol of this group, I05, and push it right 0.5, up 0.5 to the intersection point between the four Gols here. You'll have one shot left.
5. Now, the Emerald Framer I10. Push it down 1, right 1, up 6 to row D, left 8 to column 03. Push it all the way down to the right of Medusa.
6. Collect three of the four remaining Heart Framers: F02, B10, and H12.
7. Egg the Gol we PUSHED in step 4. Grab the last heart framer and grab the key before Gol hatches.
8. You can proceed left or down. To the down is a dialogue room, go here first.

\*---Stage B-2---\*

No actual puzzle, listen to the man.

\*---Stage B-3---\*

```

01 02 03 04 05 06 07 08 09 10 11 12 13
| | | | | | | | | | | | | |
+---+---+---+---+---+---+---+---+---+---+---+---+---+
A-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-A
+---+---+---+---+---+---+---+---+---+---+---+---+---+
B-|MW|Sk| |@@| | | |Hf|&&| |Hf|Sk|MW|-B
+---+---+---+---+---+---+---+---+---+---+---+---+---+
C-|Dr|Hf| | |Sn| | | | | |&&|MW|-C
+---+---+---+---+---+---+---+---+---+---+---+---+---+
D-|MW| | | | | |&&| | | |Ef| |MW|-D
+---+---+---+---+---+---+---+---+---+---+---+---+---+
E-|MW|!!!| |Ef|!!!|!!!| | | |Hf|!!!|!!!|MW|-E
+---+---+---+---+---+---+---+---+---+---+---+---+---+
F-|MW|!!!|!!!|!!!|!!!|!!!|!!!|!!!|!!!|!!!|MW|-F

```

\*All Hearts for Bridge Power.

```

+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
G-|MW|!!!|!!!|!!!|!!!|!!!|!!!|!!!|!!!|!!!|!!!|!!!|MW|-G
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
H-|MW|!!!|!!!|!!!|!!!|!!!|!!!|!!!|!!!|!!!|!!!|!!!|MW|-H
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
I-|##|##|##|##|##|##|##|##|##|##|AA|##|##|MW|-I
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
J-|##|##|##|##|##|##|##|##|Ch|##|AA|(|##|MW|-J
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
K-|##|##|##|##|##|##|##|##|##|##|##|##|AA|(|MW|-K
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
L-|##|##|##|##|##|##|##|##|##|##|##|##|LW|MW|-L
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
M-|##|##|##|##|##|##|##|##|##|##|##|##|##|MW|-M
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
| | | | | | | | | | | | | |
01 02 03 04 05 06 07 08 09 10 11 12 13

```

Simple placement. The sand is a pain, but you can completely block both Skulls. Easy.

1. Ride the raft to the beach. Collect the Heart Framers closest to the Skulls, which are C02 and B11.
2. Push Emerald Framer E04 left 1.5 and up 2. It should cover the skull halfway and this should block it completely.
3. Push Emerald Framer D11 up 2.
4. Get the rest of the Heart Framers. You'll get bridge power.
5. Use the bridge on I08, right above the chest. Grab it, it's a REGION KEY.
6. Push the Emerald Framer you placed in Step 2 up 1 and exit through the door.

\*---Stage B-4---\*

```

01 02 03 04 05 06 07 08 09 10 11 12 13
| | | | | | | | | | | | | |
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
A-|MW|MW|MW|##|##|##|##|##|##|##|##|##|AA|MW|-A
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
B-|MW| | |##|##|##|##|))|))|WW|##|AA|MW|-B
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
C-|MW| | |##|##|Hs|Hs|@@|##|))|WW|AA|MW|-C
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
D-|MW| |&&|##|Hs| | |Sn|##|##|WW|AA|MW|-D
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
E-|MW| | |##|##|@@| |Hs|&&|##|WW|AA|MW|-E
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
F-|MW| | |WW|((|((|((|((|((|((|((|WW|AA|MW|-F
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
G-|MW| |EF|WW|HF|##|##|##|##|AA|WW|AA|MW|-G
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
H-|MW|Dv| |WW|Hf|Hf| |Sn|Hs|AA|WW|AA|MW|-H
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
I-|MW|Hf|Sn|##|Sn|))|WW|&&|Hs|AA|WW|AA|MW|-I
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
J-|MW| |Br|))|))|AA|))|))|))|AA|##|AA|MW|-J
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
K-|##|##|##|AA|##|Gu| |Gu|&&|@@|Ch|AA|MW|-K
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
L-|##|##|Lw|AA|##|&&|&&| |Gu|Gu|Sn|##|MW|-L
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+

```

\*3 Hearts for Bridge Power.

```

M-|##|##|##|##|##|##|MW|MW|MW|MW|MW|MW|MW|MW|-M
+---+---+---+---+---+---+---+---+---+---+---+---+---+
| | | | | | | | | | | | | |
01 02 03 04 05 06 07 08 09 10 11 12 13

```

This one's fairly long, but so long as we can neutralize Don Medusa it isn't so so bad.

1. Jump off to Heart Framer H09 or I09. Get both for two shots.
2. Egg Snakey H08 and push it left into the water. Step across.
3. Collect the three Heart Framers when Don Medusa is heading up. Stand behind the Emerald Framer until Don heads back up.
4. Push the Snakey below you into the water. Don't ride it yet. Instead, wait near the Emerald Framer until the egg comes all the way around and walk onto it when it is between you and the Emerald Framer. Keep pushing to walk across and push the Emerald Framer beneath Don Medusa.
5. Seal the deal, push the Emerald Framer, and Don Medusa, all the way up.
6. Grab the Heart Framer I02.
7. Egg Snakey I03. Push it down 1, right 1 and ride it up to the top right island.
8. Grab all Heart Framers here for shots and hammer power.
9. Use the Hammer on the top right Rock, C08. Stand on this newly exposed space face right, and use the bridge.
10. Push Snakey up 2 into the water. Wait on the bridge. Jump onto the egg raft to the right as it passes the bridge.
11. Ride the egg to the chest, and take the raft when you reach it.
12. From the chest, head right to make it to the next screen.

\*---Stage B-5---\*

```

01 02 03 04 05 06 07 08 09 10 11 12 13
| | | | | | | | | | | | | |
+---+---+---+---+---+---+---+---+---+---+---+---+
A-|##|##|AA|##|##|##|##|##|##|##|##|##|##|##|-A
+---+---+---+---+---+---+---+---+---+---+---+---+
B-|##|##|AA|##|##|WW|((|((|((|##|##|##|##|-B
+---+---+---+---+---+---+---+---+---+---+---+---+
C-|##|##|AA|((|((|((|&&|AA|##|##|##|##|-C
+---+---+---+---+---+---+---+---+---+---+---+---+
D-|##|)|)|)|)|)|)|)|&&|Ch|AA|##|##|##|##|-D
+---+---+---+---+---+---+---+---+---+---+---+---+
E-|##|AA|##|##|##|##|##|)|AA|WW|(|LW|##|-E
+---+---+---+---+---+---+---+---+---+---+---+---+
F-|##|AA|&&| |##|##|##|##|##|WW|##|##|##|-F
+---+---+---+---+---+---+---+---+---+---+---+---+
G-|##|AA| |Sn|##|##|##| | |WW|##|##|##|-G
+---+---+---+---+---+---+---+---+---+---+---+---+
H-|##|AA| | |##|##|&&|Sn|&&|WW|##|##|##|-H
+---+---+---+---+---+---+---+---+---+---+---+---+
I-|##|AA|Hf|##|##|##|&&| | |WW|##|##|##|-I
+---+---+---+---+---+---+---+---+---+---+---+---+
J-|##|AA|((|((|##|WW|Hs|Hs|Hf|WW|##|##|##|-J
+---+---+---+---+---+---+---+---+---+---+---+---+
K-|##|##|##|AA|((|((|##|##|##|((|##|##|##|-K
+---+---+---+---+---+---+---+---+---+---+---+---+
L-|##|##|##|##|##|##|##|##|##|##|##|##|-L
+---+---+---+---+---+---+---+---+---+---+---+---+
M-|##|##|##|##|##|##|##|##|##|##|##|##|-M

```

\*3 Hearts for Bridge Power.

```
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
| | | | | | | | | | | | | |
01 02 03 04 05 06 07 08 09 10 11 12 13
```

Notice the bridge power, it's your key to beating this room. This stage must be completed with a lot of speed.

1. Disembark at the end of the raft's path. Grab the three Heart Framers for four shots.
2. Egg the Snakey and push him UP into the water do Not jump onto the egg. Place the Bridge on the space you pushed Snakey into and wait where you are. Let Snakey respawn, egg it again. Push it down 1, left into the water. This time, ride it.
3. Jump onto the island, grab the Heart Framer.
4. Just before the floating egg reaches the top right island, egg the Snakey near you. Push it UP into the water and ride it when the other sinks.
5. Jump off at the top of the other island/bridge. Before Snakey 1 respawns, run to the lower half.
6. When it does respawn, push it up off the bridge and step across to the raft.
7. Head right fromt he raft to reach the enxtn area.

\*---Stage B-6---\*

```

01 02 03 04 05 06 07 08 09 10 11 12 13
| | | | | | | | | | | | | |
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
A-|##|##|##|##|##|##|##|##|##|##|##|##|##|##|##|-A
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
B-|##|##|)|##|##|##|##|##|##|##|##|##|Me|##|##|-B
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
C-|##|)|AA|Al|Hs|WW|##|##|##| |Ch|Ef|##|##|-C
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
D-|##|AA|##| |%|))|))|))|))|##|))|))|))|##|-D
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
E-|##|AA|##|##|##|##|##|##|##|##|##|##|##|##|##|-E
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
F-|##|AA| | | | | | |##|Hs|Al| |MW|-F
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
G-|##|AA| | |Ef|Hf| |&&|##| | | |MW|-G
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
H-|##|AA|Hf|Sn| | | |Hs|WW| | | |MW|-H
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
I-|##|AA|Sn| | |Me| | |WW|##| |AA|##|##|-I
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
J-|##|AA|WW|((|((|((|((|((|((|((|##| |AA|##|##|-J
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
K-|##|AA|WW|Al| | | | |Hs|##| |AA|##|##|-K
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
L-|##|LW|))|))|))|))|))|))|))|))|))|))|))|AA|##|##|-L
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
M-|##|##|##|##|##|##|##|##|##|##|##|##|##|##|##|-M
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
| | | | | | | | | | | | | |
01 02 03 04 05 06 07 08 09 10 11 12 13
```

\*1 Heart for Bridge Power.

Kind of tricky. But those Alams need to be positioned in order to block Medusa. Figure this out, and half the battle is already won.



1. Land on Heart Framer H03. You'll get bridge power.
2. Push Emerald Framer G05 down 2, to the left of Medusa.
3. Grab Heart Framer H08 for two shots.
4. Egg Alma C04. Place the Bridge at E05, right below the square of grass. Grab the Heart Framer C05 for two more shots.
5. Egg Snakey H04 right 2, above Medusa. Take Heart Framer G06.
6. Egg Snakey I03, push it down and ride it. As you pass under Alma, egg it when it is under Medusa. When you raft past the egg, jump onto land, grab Heart Framer K09 for two shots, then jump back onto the egg.
7. Jump onto K11. Egg the Alma when it comes down at position I11. Hop back on the egg and ride it up past the egg, the egg defends you from Medusa.
8. Grab Heart Framer F10 for some shots. Wait for Alma to hatch. It should run up the right side. When it rolls left, run down, face up, and shoot. Push Alma left into the water, ride it and jump off at H08.
9. Wait on the patch of Grass for the Alma to be in position C05, above the patch of grass. Shoot it, push it right, and ride it to the Raft.
10. Head DOWN from the raft to reach the next screen.

\*---Stage B-7---\*

```

    01 02 03 04 05 06 07 08 09 10 11 12 13
    |  |  |  |  |  |  |  |  |  |  |  |
+---+---+---+---+---+---+---+---+---+---+---+---+
A-|MW|MW|MW|MW|##|##|##|##|##|MW|MW|MW|MW|-A
+---+---+---+---+---+---+---+---+---+---+---+---+
B-|MW|  |  |  |##|##|##|##|##|  |  |Me|MW|-B
+---+---+---+---+---+---+---+---+---+---+---+---+
C-|MW|  |  |  |Br|  |  |##|  |  |  |MW|-C
+---+---+---+---+---+---+---+---+---+---+---+---+
D-|Dr|  |  |  |##|Ef|  |##|##|##|##|##|-D
+---+---+---+---+---+---+---+---+---+---+---+---+
E-|MW|  |  |Hf|##|Sn|  |  |Sn|  |WW|MW|-E
+---+---+---+---+---+---+---+---+---+---+---+---+
F-|MW|&&|Hs|&&|  |&&|Hs|&&|  |&&|  |WW|MW|-F
+---+---+---+---+---+---+---+---+---+---+---+---+
G-|MW|&&|Sn|&&|Me|&&|  |&&|  |&&|  |WW|MW|-G
+---+---+---+---+---+---+---+---+---+---+---+---+
H-|MW|&&|Hf|&&|Sn|&&|Hf|&&|  |&&|&&|WW|MW|-H
+---+---+---+---+---+---+---+---+---+---+---+---+
I-|MW|  |Ef|  |Hf|  |Ef|  |  |  |  |WW|MW|-I
+---+---+---+---+---+---+---+---+---+---+---+---+
J-|MW|  |  |  |  |  |  |  |##|##|##|##|##|-J
+---+---+---+---+---+---+---+---+---+---+---+---+
K-|MW|  |  |  |  |  |  |##|  |  |  |Dr|-K
+---+---+---+---+---+---+---+---+---+---+---+---+
L-|MW|  |  |##|##|##|##|Gu|Gu|Gu|  |Ch|MW|-L
+---+---+---+---+---+---+---+---+---+---+---+---+
M-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-M
+---+---+---+---+---+---+---+---+---+---+---+---+
    |  |  |  |  |  |  |  |  |  |  |  |
    01 02 03 04 05 06 07 08 09 10 11 12 13

```

Warp me, BABY! Warp holes, two of them in fact, need to be used in this stage to fully block the Medusas.

1. Grab Heart Framer F03 for two shots.
2. Egg Snakey E07 and push it left into the water. Grab the Heart Framer beneath it for two more shots. Before it respawns, push Emerald framer D07 down 1 to block Snakey's rebirth.

3. Snakey will be reborn at F05. You can now push the Emerald Framer in E07 down 2, and grab Heart Framer E05.
4. Grab Heart Framer I05.
5. Push Emerald Framer I03 right 1 into I04. Grab Heart Framer H03. Shoot Snakey G03 twice. Push Emerald Framer left 1, up 2. Wait for Snakey to reappear below Medusa in the top right.
6. Push Emerald Framer I07 left all the way. Grab the last Heart Framer. Run across the space closest to the trees, all the way right. Then run left and up the passage between the trees (on Column 09), and move two spaces left to dodge the Gol's fire. If you run across the three Gols, in fact, you can run BEHIND their fire for even more safety.
7. Egg Snakey E10 and push it right into the water. Ride the egg to the chest.
8. Grab the REGION KEY.

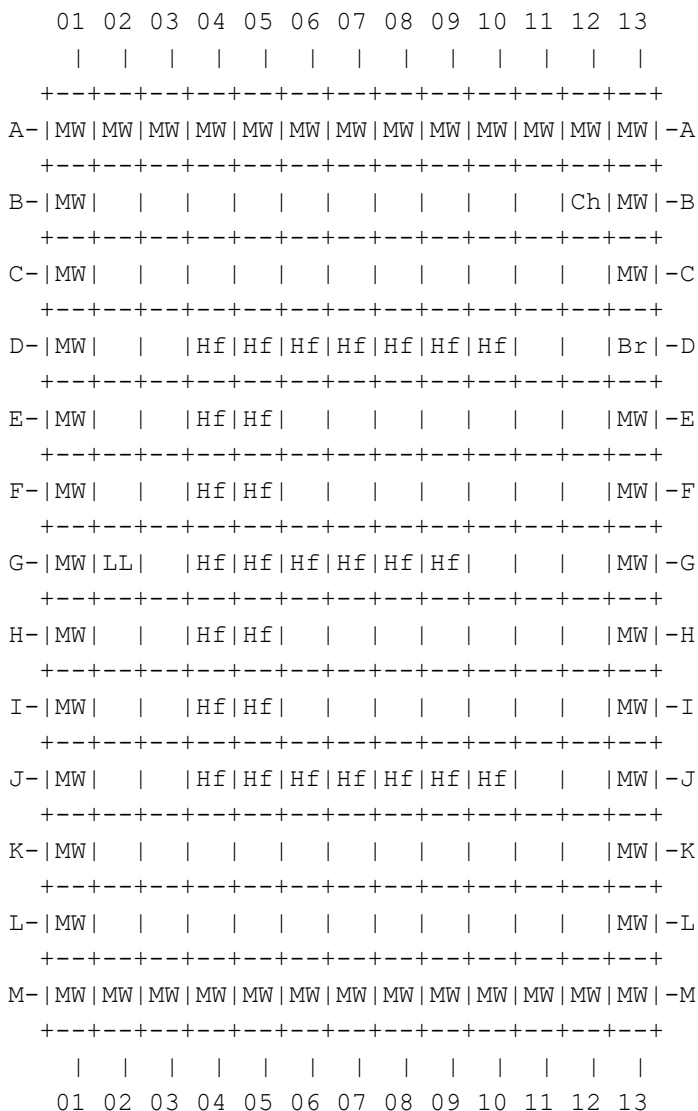
\*\*\*\*\*THE BELL RINGS\*\*\*\*\*

Bonus! Region Key AND Special Stages...

Well, stack the three Emerald Frmaers vertically (aka on the y-axis). A door will open. You may have to reset the Emerald Framers to do this. I aligned them between some trees.

!!!!SPECIAL ROUNDS B-7!!!!

--Part 1--



As with the "S" in the H-8 Bonus Round Part 1, just collect all of the Heart





```

+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
L-|MW| | | |>>| | | |>>| | | |MW|-L
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
M-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-M
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
| | | | | | | | | | | | | | |
01 02 03 04 05 06 07 08 09 10 11 12 13

```

Alright, there's a combo of Heart Framers and eggs in this level, it's the goal to decipher this pattern.

1. Use the right arrows to collect Heart Framers I07 and I12 for four shots.
2. Egg Snakey I10, push it into the water and step across. Egg Snakey I06. Push it left, step on it, egg the next Snakey and push it left 1. Push that egg up another 4, beside Medusa.
3. Egg Snakey F11 and push it up into the water. Step across, get the Heart Framer (more shots), then step back onto the egg and ride it left. When you reach the Gol, egg it and push it left all the way.
4. When Snakey revives, egg it and push it all the way left.
5. Get the rest of the Heart Framers.
6. Take the key and exit East.

--Part 5--

No actual puzzle. You will recruit a God.

=====

\*---Stage B-8---\*

```

01 02 03 04 05 06 07 08 09 10 11 12 13
| | | | | | | | | | | | | |
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
A-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-A
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
B-|MW|!!!|!!!|!!!|!!!|Me|@@|##|##|##|LW|##|-B
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
C-|MW|Ch|!!!|!!!|!!!|!!!|!!!|!!!|!!!|!!!|!!!|##|-C
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
D-|MW|!!!|!!!|!!!|!!!|!!!|!!!|!!!|!!!|!!!|!!!|##|-D
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
E-|MW|!!!|!!!|!!!|!!!|Hf|!!!|!!!|!!!|!!!|!!!|##|-E
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
F-|MW|!!!|!!!|!!!|!!!|!!!|!!!|!!!|!!!|!!!|!!!|##|-F
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
G-|Dr|!!!|!!!|!!!|!!!|!!!|!!!|!!!|!!!|!!!|!!!|##|-G
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
H-|MW|!!!|!!!|!!!|!!!|Hf|!!!|!!!|!!!|!!!|!!!|##|-H
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
I-|MW|!!!|Ef|!!!|!!!|!!!|!!!|!!!|!!!|!!!|!!!|Ef|!!!|##|-I
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
J-|MW|!!!|!!!|!!!|!!!|!!!|!!!|!!!|!!!|!!!|!!!|##|-J
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
K-|MW|##|##|##|##|##|##|##|##|##|##|##|##|-K
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
L-|MW|Dh| | | | | | | | | | | | | |MW|-L
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
M-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-M

```

```

+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
| | | | | | | | | | | | | |
01 02 03 04 05 06 07 08 09 10 11 12 13

```

This is mostly a speed and timing exercise. Make sure to keep a close eye on Don Medusa and it should be pie.

1. Jump off down right away, move a space left so Don Medusa doesn't kill you.
2. Push Emerald Framer I11 up 5, to row D. Now, you can do this maybe 1 space at a time. Start pushing as soon as Don Medusa heads left. Run back above the framer after pushing the one space. Do the same pushing it left 1 space at a time until it is under Medusa. Remember, you can wait under the Medusa halfway and still get protection from the Framer without being shot.
3. Collect the top Heart Framer. Move down to the bottom.
4. When Don Medusa passes the Heart Framer going right, grab it and run left to the space above Emerald Framer I03.
5. Move up to row C, where the key is. When Don Medusa moves right, snag it.
6. Proceed West.

```

*****
                          EMFCC: Col C
*****

```

\*---Stage C-1---\*

```

    01 02 03 04 05 06 07 08 09 10 11 12 13
    | | | | | | | | | | | | | |
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
A-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-A
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
B-|MW|Hf| | | | |Ef| | |Me| | |MW|-B
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
C-|MW|Hf|Sk| | | |Ef|Hs| |Ef| |Hf|MW|-C
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
D-|MW|Hs|Sk| | | |Ef| | |Ef| | |Dr|-D
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
E-|**|**|**| | |**|**|**|**|**|**|^|MW|-E
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
F-|**| | | | |<<| | | | | |Dr|-F
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
G-|Dr| | | | |**|**|**|**|**|**|^|^|-G
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
H-|**| |Sk| | |>>| | | | | |**|-H
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
I-|**|Me| | | |**|^|^|^|^|^|^|^|^|^|^|^|^|^|^|^|-I
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
J-|**| |Sk| | |<<|Sk| | | | | |**|-J
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
K-|**|Me| | | |<<|Sk|^|^|^|^|^|^|^|^|^|^|^|^|^|^|^|-K
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
L-|**| | |Sk| |<<| | | | | |Ch|^|^|^|^|^|^|^|^|^|^|^|-L
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
M-|**|**|**|^|^|^|^|^|^|^|^|^|^|^|^|^|^|^|^|^|^|^|^|^|^|-M
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
    | | | | | | | | | | | | | |
    01 02 03 04 05 06 07 08 09 10 11 12 13

```

\*4 Hearts for Arrow Power

There's two doors leadingf to this room, on its righthand side. You should have taken the lower door. We want to move some skulls and Emerald Framers, in an effort to block every enemy.

1. Push Emerald Framer B07 right 2 to block Medusa. Collect the the Heart Framer C08 to get some shots.
2. Collect two Heart Framers: B02 and C02.
3. Egg skull C03. Push it right 1, down 4, left 2, down 1 - above Medusa.
4. Collect Heart Framer D02 for some more shots. You'll also get a use of the arrow power now.
5. Egg and push Skull D03 right 1, down 5, left 1 - to the right of Medusa.
6. Go right on right arrow H06. Push Emerald Framer I11 down 1. Step onto the up arrow from the right, then step off down. Egg Skull J07 and push it left 2, down 1, left 1 - to the right of the lower Medusa.
7. Now, you will have to walk onto left arrow J06, move down 2, and off to the right. Walk up onto up arrow K08 then Egg Skull K07. Push it left 2.
8. Now, the Emerald Framer you left on J11. Walk onto up arrow I12 from the right then, then walk off down. Push the Framer left 4. Walk onto an up arrow then walk left above this framer. Push it down 1.5, then left 2. You can push it left by walking onto the up arrow k08 fromt he right with only half of the arrow available.
9. Push Emerald Framer D07 left left 3, and down all the way to space J04.
10. Push Emerald Framer C07 left 3, down 5.5 - halfway between the two Skulls highest on the right.
11. Use your arrow power on left arrow F06. Do not collect the last Heart Framer just yet. Push Emerald Framer D10 left 6, down 3, left 1.5 - halfway between the two top skulls at their tops.
12. Get the last Heart Framer, grab the key, and continue west.

\*---Stage C-2---\*

```

01 02 03 04 05 06 07 08 09 10 11 12 13
| | | | | | | | | | | | |
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
A-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-A
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
B-|MW|Hf| | |@@|Hf| |@@|&&|Hf|Hf| |MW|-B
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
C-|MW| |Ef|Ef|@@|@@| | | |&&|&&| |MW|-C
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
D-|MW| |Ef| |&&|@@| |@@| | |@@| |MW|-D
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
E-|MW|@@|@@| | | | | |Ef| |&&| |MW|-E
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
F-|MW| | | | | | | | | |&&| |MW|-F
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
G-|MW| | | |Ef|@@|Me| |&&| |@@| |MW|-G
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
H-|MW| |&&| | |&&| | |&&| |&&| |MW|-H
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
I-|MW| | |&&| | | |Dv| | |&&| |MW|-I
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
J-|MW| | |@@| | |@@|@@| | |@@| |MW|-J
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
K-|MW|Gu| |@@| |&&|Hf|Hf|@@| | | |MW|-K
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
L-|MW|Ch| |@@| | | | | | | |Dr|-L
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
M-|MW|MW|MW|MW|MW|MW|Dr|MW|MW|MW|MW|MW|MW|-M
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
| | | | | | | | | | | | |
01 02 03 04 05 06 07 08 09 10 11 12 13

```

The most counter-intuitive part of this room is that you HAVE to leave the Don Medusa free to shoot you. As such, if I tell you to move a framer or the like, I really mean you push it a bit, run from Don, and push it the rest of the way.

1. Get Heart Framer B09 and B10 first. Use the rocks as protection from Don.
2. Get Heart Framers K07 and K08.
3. Push Emerald Framer G05 up 1, left 1, down 1, left 2, down 2 in front of Gol K02. Again, Don Medusa is a real threat here.
4. Push D03 left, C04 up, C03 left 1. Grab the Heart Framer up here.
5. This part's hazardous. Stand halfway between I10 and J10. When Don Medusa is at the very bottom, run up. You should cover him halfway and he should protect you from Medusa. This has to be exact.
6. Push Emerald Framer E09 down 1, left 1.5.
7. Grab the last Heart Framer.
8. Exit to the south.

\*---Stage C-3---\*

```

01 02 03 04 05 06 07 08 09 10 11 12 13
|  |  |  |  |  |  |  |  |  |  |  |  |
+---+---+---+---+---+---+---+---+---+---+---+---+---+
A-|MW|MW|MW|MW|MW|MW|Dr|MW|MW|MW|MW|MW|MW|-A
+---+---+---+---+---+---+---+---+---+---+---+---+---+
B-|MW|@@|  |  |  |  |  |  |  |  |  |  |MW|-B
+---+---+---+---+---+---+---+---+---+---+---+---+---+
C-|MW|@@|  |  |  |  |@@|@@|  |  |  |  |MW|-C
+---+---+---+---+---+---+---+---+---+---+---+---+---+
D-|MW|Ch|  |Hf|  |  |Me|&&|  |Hf|  |  |MW|-D
+---+---+---+---+---+---+---+---+---+---+---+---+---+
E-|MW|@@|  |  |  |  |  |  |  |  |  |  |MW|-E
+---+---+---+---+---+---+---+---+---+---+---+---+---+
F-|MW|  |  |  |Hf|  |&&|Me|  |  |Hf|  |MW|-F
+---+---+---+---+---+---+---+---+---+---+---+---+---+
G-|MW|  |  |  |  |  |  |  |  |  |  |  |MW|-G
+---+---+---+---+---+---+---+---+---+---+---+---+---+
H-|MW|  |  |Hf|  |  |Me|&&|  |Hf|  |  |MW|-H
+---+---+---+---+---+---+---+---+---+---+---+---+---+
I-|MW|  |  |  |  |  |  |  |  |  |  |  |MW|-I
+---+---+---+---+---+---+---+---+---+---+---+---+---+
J-|MW|  |  |  |Hf|  |&&|Me|  |  |Hf|  |MW|-J
+---+---+---+---+---+---+---+---+---+---+---+---+---+
K-|MW|@@|  |  |  |  |  |  |  |  |  |  |MW|-K
+---+---+---+---+---+---+---+---+---+---+---+---+---+
L-|MW|@@|Ro|  |  |  |  |  |  |  |  |  |MW|-L
+---+---+---+---+---+---+---+---+---+---+---+---+---+
M-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|Dr|MW|MW|-M
+---+---+---+---+---+---+---+---+---+---+---+---+---+
|  |  |  |  |  |  |  |  |  |  |  |  |
01 02 03 04 05 06 07 08 09 10 11 12 13

```

No problem. Basically just walk down the right side of the screen to the right of the heart framers. Stand at about halfway between K09 and J09 and get Rocky to run UP at this point. Sidestep right and he should stop in front of Medusa. Walk him up the side of the screen half a space at a time, grabbing Heart Framers as you go.

You should stand close enough o rocky at all times so that he never walks away leaving you stranded.



We'll do the same on the left side too. Walk down the left and get Rocky to start marching up column 06. Just grab the chest after you get the final heart framer and Rocky is still around to protect you.

\*---Stage C-4---\*

```

01 02 03 04 05 06 07 08 09 10 11 12 13
| | | | | | | | | | | | |
+---+---+---+---+---+---+---+---+---+---+---+---+---+
A-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|Dr|MW|MW|-A
+---+---+---+---+---+---+---+---+---+---+---+---+---+
B-|MW| | | | | |@@| | | | |Ch|MW|-B
+---+---+---+---+---+---+---+---+---+---+---+---+---+
C-|MW| | | |Hf| |@@| |Hf| | | |Dr|-C
+---+---+---+---+---+---+---+---+---+---+---+---+---+
D-|MW| | |Ef| |Ef| |Ef| |Ef| | |MW|-D
+---+---+---+---+---+---+---+---+---+---+---+---+---+
E-|MW| |Hf| |Me| |Hf| |Me| |Hf| |MW|-E
+---+---+---+---+---+---+---+---+---+---+---+---+---+
F-|MW| | |Ef| |Ef| |Ef| |Ef| | |MW|-F
+---+---+---+---+---+---+---+---+---+---+---+---+---+
G-|MW|@@|@@| |Hf| | | |Hf| |@@|@@|MW|-G
+---+---+---+---+---+---+---+---+---+---+---+---+---+
H-|MW| | |Ef| |Ef| |Ef| |Ef| | |MW|-H
+---+---+---+---+---+---+---+---+---+---+---+---+---+
I-|MW| |Hf| |Me| |Hf| |Me| |Hf| |MW|-I
+---+---+---+---+---+---+---+---+---+---+---+---+---+
J-|MW| | |Ef| |Ef| |Ef| |Ef| | |MW|-J
+---+---+---+---+---+---+---+---+---+---+---+---+---+
K-|MW| | | |Hf| |@@| |Hf| | | |MW|-K
+---+---+---+---+---+---+---+---+---+---+---+---+---+
L-|MW| | | | | |@@| | | | | |MW|-L
+---+---+---+---+---+---+---+---+---+---+---+---+---+
M-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-M
+---+---+---+---+---+---+---+---+---+---+---+---+---+
| | | | | | | | | | | | |
01 02 03 04 05 06 07 08 09 10 11 12 13

```

\*Special Feature: See walkthrough for details.

The special function here is obscure - stand on the chest and walk towards the wall for a while, see what happens.

1. Push Emerald Framer F10 left 1, H10 down 1, J10 left 1, J08 up 1.
2. Push Emerald Framer D10 left 1, D08 down 1, D06 left 1, D04 down 1, F04 right 1, H04 down 1, J04 right 1, J06 up 1.
3. Walk into the centre from Heart Framer I07. Push Emerald Framer H06 left 1, H08 right 1, and F05 up 1.
4. Stand on the chest and walk towards the wall until all rocks turn into Heart Framers.
5. Push new framer G12 down 1. Push G11 left 1, up 2. ALL Medusas should now be sealed.
6. Collect the rest of the Heart Framers, then the key.
7. Proceed East.

\*---Stage C-5---\*

```

01 02 03 04 05 06 07 08 09 10 11 12 13
| | | | | | | | | | | | |
+---+---+---+---+---+---+---+---+---+---+---+---+---+
A-|##|##|##|##|##|##|##|##|##|##|##|##|##|-A

```

```

+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
B-|##|##|##|##|##|##|##|##|##|##|##|##|##|##|##|##|-B
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
C-|##|##|##|##|##|##|##|##|##|##|##|WW|LW|##|##|-C
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
D-|##|WW|Ch| |WW|((|((|((|((|((|((|((|##|##|##|-D
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
E-|((|((|&&|WW|((|Hf| |Ef|AA|Sn|Hs|##|##|##|-E
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
F-|##|##|##|WW|Ef|##| |##|##|##|##|##|##|##|-F
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
G-|##|##|##|WW| | |Me| | |))|AA|##|##|##|-G
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
H-|##|##|##|WW|Hf|##| |##|Ef|AA|##|##|##|##|-H
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
I-|##|##|##|))|WW|Ef| |))|))|AA|##|##|##|##|-I
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
J-|##|##|##|##|))|))|WW|AA|##|##|Gu|##|##|##|-J
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
K-|##|##|##|##|##|##|))|AA|##|&&|Me|##|##|##|-K
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
L-|##|##|##|##|##|##|##|##|##|##|##|##|##|##|-L
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
M-|##|##|##|##|##|##|##|##|##|##|##|##|##|##|-M
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
| | | | | | | | | | | | | | |
01 02 03 04 05 06 07 08 09 10 11 12 13

```

Pushing the Emerald Framers in around the central Medusa will require some egg rafting.

1. Get off the raft at E11, the first Heart Framer, for 2 shots.
2. Egg Snakey and push it left. Step across the egg and push the emerald framer left 1. Jump back on the egg and push it down 1. Get back on the egg ASAP, LEAVE the Heart Framer.
3. Push Emerald Framer F05 down 1, jump back on the egg. Push it right 1, then grab the Heart Framer. Jump back on the egg.
4. Push Emerald Framer I06 right 1, jump back on the egg. Push it up 1, and WAIT for it to come up to the RIGHT of you. The egg will go down by Medusa so if you jump right back on you WILL be shot.
5. Push Emerald Framer H09 up 1, jump back on the egg.
6. Jump off on the top right small island. Wait for Snakey to revive.
7. Egg Snakey and push it left. Step across and grab the last Heart Framer.
8. Take the egg to the Raft.
9. Walk into the water to the left of the chest to proceed to the next round.

\*---Stage C-6---\*

```

01 02 03 04 05 06 07 08 09 10 11 12 13
| | | | | | | | | | | | | | |
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
A-|##|##|##|##|##|##|##|##|##|##|##|##|##|##|##|-A
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
B-|##|##|##|))|))|WW|))|))|))|))|))|))|WW|##|##|-B
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
C-|##|##|##|AA|##|))|AA|##|##|((|((|((|((|##|##|-C
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
D-|##|LW|))|AA|Hf| |Hf|##|##|))|))|WW|##|##|-D
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+

```

```

E-|##|##|##|##|##|##|  ))))|AA|Gd|WW|##|-E
+---+---+---+---+---+---+---+---+---+---+
F-|##|##|##|  |>>|  |  |AA|  |  |  |##|##|-F
+---+---+---+---+---+---+---+---+---+---+
G-|##|##|Hf|>>|  |Hf|))|AA|  |##|  |##|##|-G
+---+---+---+---+---+---+---+---+---+---+
H-|##|##|  |##|##|))|AA|  |  |##|  |##|##|-H
+---+---+---+---+---+---+---+---+---+---+
I-|##|##|Hf|##|##|AA|Gr|Hs|##|##|Ch|##|##|-I
+---+---+---+---+---+---+---+---+---+---+
J-|##|##|  |##|##|##|##|  |##|##|WW|##|##|-J
+---+---+---+---+---+---+---+---+---+---+
K-|##|##|Hf|  |  |Hf|  |Hf|##|##|WW|##|##|-K
+---+---+---+---+---+---+---+---+---+---+
L-|##|##|##|##|##|##|##|##|##|##|))|))|((|-L
+---+---+---+---+---+---+---+---+---+---+
M-|##|##|##|##|##|##|##|##|##|##|##|##|##|-M
+---+---+---+---+---+---+---+---+---+---+
    |  |  |  |  |  |  |  |  |  |  |  |  |
    01 02 03 04 05 06 07 08 09 10 11 12 13

```

Save the top left Heart Framer for the end.

1. Jump off the raft at D07. Run all the way to the end and get Heart Framer I08 for two shots. You should have left Heart Framer C04.

\*You can pass a rigth facing arrow by walking onto it from below, and off it to the left.

2. Egg the right-facing Gol I07 and push it left. Ride the egg to point G06. Grab the last Heart Framer then jump back on the egg.
3. When your egg raft approaches the downward gol, egg it and jump back onto land. Snatch up the Raft before gol hatches.
4. Step off down from the raft to reach the next area.

\*---Stage C-7---\*

```

    01 02 03 04 05 06 07 08 09 10 11 12 13
    |  |  |  |  |  |  |  |  |  |  |  |
+---+---+---+---+---+---+---+---+---+---+
A-|MW|##|##|##|##|##|##|##|##|##|##|##|##|-A
+---+---+---+---+---+---+---+---+---+---+
B-|MW|##|##|##|))|))|))|))|))|))|))|))|))|-B
+---+---+---+---+---+---+---+---+---+---+
C-|MW|##|##|##|AA|##|##|##|##|##|##|##|##|-C
+---+---+---+---+---+---+---+---+---+---+
D-|##|##|##|##|AA|##|##|((|((|##|##|##|##|-D
+---+---+---+---+---+---+---+---+---+---+
E-|MW|##|##|##|AA|&&|Gd|Ef|AA|((|((|((|##|-E
+---+---+---+---+---+---+---+---+---+---+
F-|MW|##|##|##|AA|&&|  |  |##|##|##|AA|##|-F
+---+---+---+---+---+---+---+---+---+---+
G-|MW|))|))|WW|Br|Ch|Hs|  |  |Hf|##|AA|##|-G
+---+---+---+---+---+---+---+---+---+---+
H-|MW|Sn|  |WW|##|&&|&&|Gu|Gu|&&|##|AA|##|-H
+---+---+---+---+---+---+---+---+---+---+
I-|MW|  |  |))|))|))|))|))|))|))|))|AA|##|-I
+---+---+---+---+---+---+---+---+---+---+
J-|##|##|AA|##|##|##|##|##|##|##|##|##|##|-J
+---+---+---+---+---+---+---+---+---+---+

```

```

K-|Dr| |Sn|##|##|##|##|##|##|##|##|##|##|##|##|##|##|-K
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
L-|MW|Hs| |##|##|##|##|##|##|##|##|##|##|##|##|##|##|-L
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
M-|MW|##|##|##|##|##|##|##|##|##|##|##|##|##|##|##|##|-M
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
| | | | | | | | | | | | | | |
01 02 03 04 05 06 07 08 09 10 11 12 13

```

Back to the rafting. You'll need to wait for some eggs to sink before proceeding in this one - only one egg raft at a time after all.

1. Get the Heart Frammer, egg Snakey and push him up intot he water, step across to the next island.
2. Egg Snakey H02 and push him up into the Water. Ride the egg, but jump off at the Bridge.
3. Grab Heart Frammer G07 for two more shots. Wait for the eggraft to sink.
4. Egg Gol H09. Grab the last Heart Frammer and push the Gol Egg down into the water and ride it.
5. When you get above Emerald Frammer E08 and push downwards.
6. Use your last shot to egg Gol E07 and grab the raft.
7. To reach the next area, step onto the bridge and step UP off it.

\*---Stage C-8---\*

```

01 02 03 04 05 06 07 08 09 10 11 12 13
| | | | | | | | | | | | | | |
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
A-|##|##|##|##|##|##|##|##|##|##|##|##|##|##|##|##|-A
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
B-|##|##|##|##|##|##|##|##|##|##|##|##|##|##|##|##|-B
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
C-|##|##|##|##|##|##|##|##|##|##|##|##|##|##|##|##|-C
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
D-|##|##|##|##|##|##|##|##|##|##|##|##|##|##|##|##|-D
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
E-|##|##|##|##|##|##|##|((|((|((|((|##|##|##|##|-E
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
F-|##|##|##|##|##|&&|Gd|Gd|VV| |AA|##|##|##|##|-F
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
G-|##|##|##|##|##|&&|&&|&&|Hs|&&|AA|##|##|##|##|-G
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
H-|##|##|##|##| | | |Hs|Gl|AA|##|##|##|##|-H
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
I-|##|##|##|##|))|))|))|))|))|))|AA|##|##|##|##|-I
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
J-|##|##|##|##|AA|##|##|##|##|WW|(|LW|##|##|-J
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
K-|##|##|##|##|AA|##|##|##|##|WW|##|##|##|##|-K
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
L-|##|##|##|##|AA|((|((|((|((|((|((|##|##|##|##|-L
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
M-|##|##|##|##|##|##|##|##|##|##|##|##|##|##|##|##|-M
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
| | | | | | | | | | | | | | |
01 02 03 04 05 06 07 08 09 10 11 12 13

```

So, how can we disable a Gol or Gols in order to reacha chest? Where should we

disembark? It's actually extremely easy.

1. Jump off at the chest. Grab Heart Framer H08.
2. Egg Gol H09 (the left facing one). Grab the last Heart Framer. Push the egg into the water and ride it.
3. Jump off on the upper right of the Island, F09.
4. Shoot Gol F07 twice. Shoot F06 once with your last shot.
5. Run to the Raft.
6. Walk off to the left to advance to the next screen.

\*\*\*\*\*  
EMFCD: Col D  
\*\*\*\*\*

\*---Stage D-1---\*

```
01 02 03 04 05 06 07 08 09 10 11 12 13
| | | | | | | | | | | | |
+---+---+---+---+---+---+---+---+---+---+---+---+---+
A-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-A
+---+---+---+---+---+---+---+---+---+---+---+---+---+
B-|MW| | | | | | | | | | | |MW|-B
+---+---+---+---+---+---+---+---+---+---+---+---+---+
C-|MW| | |@@|@@|@@|&&|&&|&&|@@| | |MW|-C
+---+---+---+---+---+---+---+---+---+---+---+---+---+
D-|Dr| |**|**|**|**|**|**|**|Gr| | |MW|-D
+---+---+---+---+---+---+---+---+---+---+---+---+---+
E-|MW|Sk|**|**| |Hs| |Dv|**|**| | |MW|-E
+---+---+---+---+---+---+---+---+---+---+---+---+---+
F-|MW|Ch|**|**| |Ef| | |@@|Gr| | |MW|-F
+---+---+---+---+---+---+---+---+---+---+---+---+---+
G-|**|**|**|**| |Ef| | |**|**|**| |MW|-G
+---+---+---+---+---+---+---+---+---+---+---+---+---+
H-|**|**| | | |Hf| | |**|**| | |Dr|-H
+---+---+---+---+---+---+---+---+---+---+---+---+---+
I-|MW| | |Hf|**|**|**|Gd|**|Gr| | |MW|-I
+---+---+---+---+---+---+---+---+---+---+---+---+---+
J-|MW| |%%|%%|**|**|**|**|**|**| | |MW|-J
+---+---+---+---+---+---+---+---+---+---+---+---+---+
K-|MW| | | | |!!!!|**|**| | |MW|-K
+---+---+---+---+---+---+---+---+---+---+---+---+---+
L-|**|**|**|**|**|**|**|!!!|!!!|!!!| | |MW|-L
+---+---+---+---+---+---+---+---+---+---+---+---+---+
M-|**|**|**|**|**|**|MW|MW|MW|MW|MW|MW|MW|-M
+---+---+---+---+---+---+---+---+---+---+---+---+---+
| | | | | | | | | | | | |
01 02 03 04 05 06 07 08 09 10 11 12 13
```

Kind of unorthodox. You need to use the skull, while it is active, as a guard against most other threats.

1. Make your way down and around to the chamber with the Emerald Framers - do not collect Heart Framer I04 just yet. Do collect the other two (you'll get shots) and get ready to trap Don.
2. Push Emerald Framer F06 right 1, then G06 down 1. Push the first framer right once again, then push the second framer right 2 to trap Don Medusa between the two framers. He can only be trapped here. We can't do it by the rock or else he will get you when you go for the chest. don't worry, we WILL be able to pass him at the right using the skull.
3. Grab the last Heart Framer and wait ont he grass for the Skull to pass you

and head into the Don Medusa territory. Once the Skull goes here, step down and right into space K05.

4. You want to stay here otherwise Skull will stay in the middle chamber. Once he makes a left turn at the bottom of the room, you can continue immediately. Run right 2, down 1, and right across the sand (need to be at the bottom to dodge Gol's fire). Run up the side of the lava, halfway between I11 and J11.
5. When skull comes up after you, turn and egg him. Push the egg in front of Gol I10.
6. Wait a few seconds then place a bridge on square G11. Before the egg hatches, step right 1 and up 0.5 so you're lined up halfway with Don. When Skull hatches, it should move up. Wait until it's just about on top of you then run up alongside of it - it should protect you from the other enemies. At the very top, turn left and egg the skull... you have to be really quick in doing this. Push the skull left all the way and grab the key.
7. There are two doors on the left wall. Take the lower one for more options at the beginning of the next room.

\*---Stage D-2---\*

```

  01 02 03 04 05 06 07 08 09 10 11 12 13
  |  |  |  |  |  |  |  |  |  |  |  |
+---+---+---+---+---+---+---+---+---+---+---+---+---+
A-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-A
+---+---+---+---+---+---+---+---+---+---+---+---+---+
B-|MW|Gd|Gd|  ||| ||| ||| **|**|  |  |  |MW|-B
+---+---+---+---+---+---+---+---+---+---+---+---+---+
C-|MW|Hf|  |  |||  |||**|||  |  |G1|MW|-C
+---+---+---+---+---+---+---+---+---+---+---+---+---+
D-|MW|  |  |Gu|||  ||| ||| ||| ||| |||Gd|MW|-D
+---+---+---+---+---+---+---+---+---+---+---+---+---+
E-|MW| ||| ||Gd|||Gu|Hf|G1||| ||| |||  |MW|-E
+---+---+---+---+---+---+---+---+---+---+---+---+---+
F-|MW|Gr|||  |||Gd||| ||| ||| |||  |  |MW|-F
+---+---+---+---+---+---+---+---+---+---+---+---+---+
G-|MW|  |||  |||  |||  |  |G1|  |  |MW|-G
+---+---+---+---+---+---+---+---+---+---+---+---+---+
H-|MW|**|||Hf|||  |||Hf||| |||  |  |MW|-H
+---+---+---+---+---+---+---+---+---+---+---+---+---+
I-|MW|  ||| ||| ||**|||Gu||| ||| |||  |MW|-I
+---+---+---+---+---+---+---+---+---+---+---+---+---+
J-|MW|Gr|  |  |||  ||| ||| |||  |||Hf|MW|-J
+---+---+---+---+---+---+---+---+---+---+---+---+---+
K-|MW|Hf|  |G1|||  |||Gr|  |  |||Gu|MW|-K
+---+---+---+---+---+---+---+---+---+---+---+---+---+
L-|Dr|  ||| ||| |||Gu|Gr|  |  |  |||Ch|MW|-L
+---+---+---+---+---+---+---+---+---+---+---+---+---+
M-|MW|MW|MW|MW|MW|MW|MW|MW|Dr|MW|MW|MW|MW|-M
+---+---+---+---+---+---+---+---+---+---+---+---+---+
  |  |  |  |  |  |  |  |  |  |  |  |
  01 02 03 04 05 06 07 08 09 10 11 12 13
```

this is like a (much) earlier stage wher eyou need to pick the final Heart Framer and a path to follow. I'll let you know, the final Heart Framer to take is H04.

1. Collect every Heart Framer besides H04.
2. Get Heart Framer H04 from the left side. Run right across to the next line of sand (so head right 2 altogether).

3. While on this sand, run non-stop tot he top of the screen.
4. Head right 2.
5. Down 2, right all the way, down all the way, right onto the key.
6. Proceed throught he western door.

\*---Stage D-3---\*

```

01 02 03 04 05 06 07 08 09 10 11 12 13
|  |  |  |  |  |  |  |  |  |  |  |
+---+---+---+---+---+---+---+---+---+---+---+---+---+
A-|MW|MW|MW|MW|MW|MW|MW|MW|Dr|MW|MW|MW|MW|-A      *Two Hearts for hammer power.
+---+---+---+---+---+---+---+---+---+---+---+---+---+
B-|MW|  |Le|Hf|Hf|  |Me|  |  |Hf|  |  |Dr|-B
+---+---+---+---+---+---+---+---+---+---+---+---+---+
C-|MW|  |Ef|  |  |<<|  |  |@@|Ef|  |  |MW|-C
+---+---+---+---+---+---+---+---+---+---+---+---+---+
D-|MW|Sn|Ef|  |  |  |  |  |  |Hf|  |  |MW|-D
+---+---+---+---+---+---+---+---+---+---+---+---+---+
E-|MW|  |Hs|Dv|  |Ef|!!|Ef|Ef|  |Gd|  |MW|-E
+---+---+---+---+---+---+---+---+---+---+---+---+---+
F-|MW|  |Hs|  |Me|&&|  |  |  |Ef|  |  |MW|-F
+---+---+---+---+---+---+---+---+---+---+---+---+---+
G-|MW|  |Hf|  |&&|Me|&&|  |  |  |@@|Ch|MW|-G
+---+---+---+---+---+---+---+---+---+---+---+---+---+
H-|MW|  |!!|@@|  |&&|  |  |  |Me|&&|  |MW|-H
+---+---+---+---+---+---+---+---+---+---+---+---+---+
I-|MW|  |&&|  |  |  |  |  |  |  |Gu|MW|-I
+---+---+---+---+---+---+---+---+---+---+---+---+---+
J-|MW|  |&&|  |&&|  |Gr|Ef|  |Hf|Sk|  |MW|-J
+---+---+---+---+---+---+---+---+---+---+---+---+---+
K-|MW|  |@@|  |Ef|  |  |  |Ef|  |Sk|Al|MW|-K
+---+---+---+---+---+---+---+---+---+---+---+---+---+
L-|MW|  |  |  |  |  |  |  |  |  |>>|Hf|MW|-L
+---+---+---+---+---+---+---+---+---+---+---+---+---+
M-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-M
+---+---+---+---+---+---+---+---+---+---+---+---+---+
|  |  |  |  |  |  |  |  |  |  |  |  |
01 02 03 04 05 06 07 08 09 10 11 12 13

```

Some smart placement and half-cover knowledge is needed here.

1. Grab Heart Framer D10. Watch out for Don - push Emerald Framer E08 down 1.5. Push Emerald framer F10 down 2. Push E09 up 1, left 1, up 2.
2. Grab Heart framer B10 (you'll have enough for Hammer power now). Push Emerald Framer C10 down 2, left 1, down 3.5 (half cover of Medusa).
3. Push Emerald Framer J08 and K09 down 1 each. Push the Framer now at K08 left 3, up 2.
4. Walk up the left side, walk halfway onto Heart Framer E03. When Don goes down, walk fully onto the heart for two shots. Run back, egg the Snakey and push up. When Snakey is pushed all the way up, push emerald Framer C03 right 1 to make the Leeper fall asleep.
5. Egg Gol E11. Push it left 2, up 1, left 1.5, and up 1. Between Medusa and an Emerald Framer.
6. Push Emerald Framer E06 left 0.5. The one you left at I06? Do the same.
7. Push Emerald Framer K05 left 1. Step onto sand H03. As soon as Don Medusa hits the rock, use the hammer. As he heads up, run left and down. Push the framer we just pushed up 2.5. This is important. It will alooow us to both get the Heart Framers (after the next step) and also blo0ck both Medusas (as well as Don) from the left.
8. When Don is down, push Emerald Framer D03 right 1, and down until Don is

fully trapped.

- 9. Collect the TOP Heart Framer next to Don. Two more shots.
- 10. Push Emerald Framer in C04 right 2, up 1. Get the Heart Framers.
- 11. Now, for the bottom right - this one's fairly tough. Push the Framer you left at L09 left 2. Now, the Emerald Framer to the left of Medusa, push it back up 0.5 (Medusa H10) Step onto the right arrow L11 and halfway onto the Heart Framer.

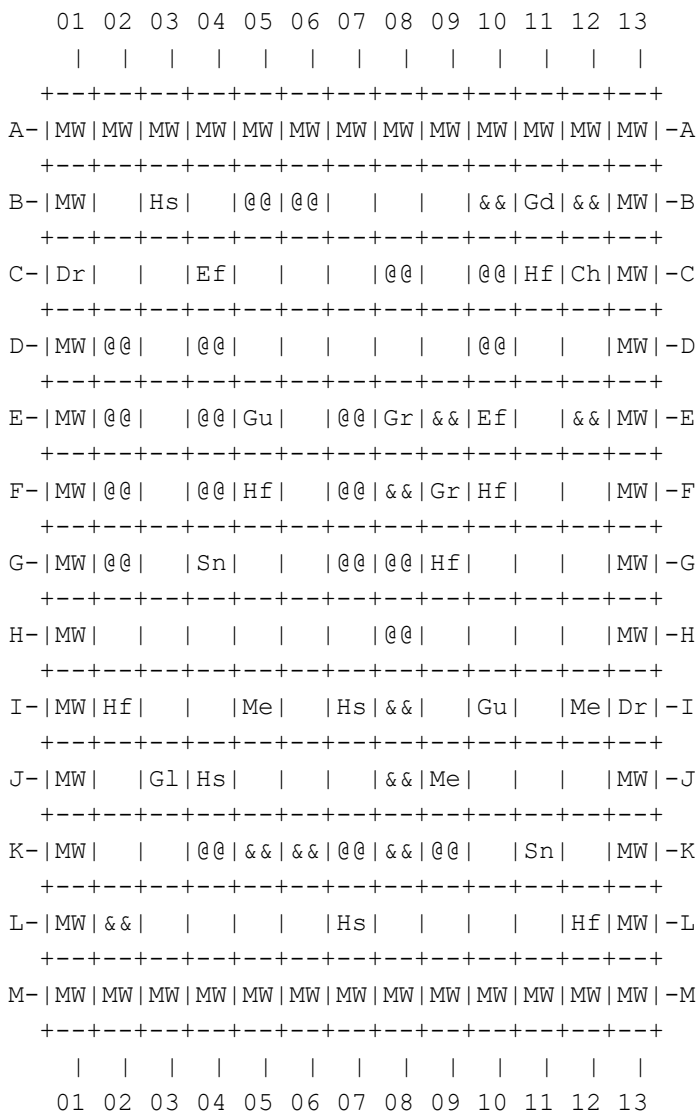
Ok, when Alma heads up, grab the framer, face up and egg it. Push it up. Egg Skull K11 and push it left 2, up 2, right 1. Grab the Heart Framer at J10 and RUN down and left.

- 12. Grab the final Heart Framer next to Don. We left that here because we HAD to seal off the second route in the last step to have room to push the Skull.

Once you take this key, keep running clockwise around the room, you will be unable to turn back.

- 13. To pass the downward Gol we blocked Medusa with, step onto the sand fully, then down 0.5, then run right. Be quick - if Alma isn't chasing you already it WILL be.
- 14. To get the key, step right and let Gol I12 shoot a fireball, duck back left and let it pass by. Before it hits something, run in and grab the key.
- 15. Phew. We're ready to head north.

\*---Stage D-4---\*



\*5 Hearts for Hammer Power.

Remember your hammer, it'll be a lifesaver.



1. Grab Heart Framer B03 for two more shots.
2. Egg Snakey G04 from the left. Push it right 1, down 1. You'll pick up heart framer F05 en route.
3. Push Emerald Framer C04 right 3, down 1, left 2. Shoot Gol E05 and push it down 2, right 1, down 2. Grab the heart framer for two more shots, run above the egg. Finsih pushing the Emerald Framer - onto Gol's original space. This will force it to respawn beneath Medusa. You'll have two more shots now.
4. Push the Emerald Framer we've been pushing down 2, left 2, down 2, right 1.
5. Grab the next Heart Framer, L07 for two more shots
7. Egg Snakey K11, push it right 1. Grab the Heart Framer for two more shots. You'll also gain use of the hammer power.
8. Use the Hammer on Rock D10. Above Emerald Framer E10.
9. Egg Gol J03 and push it up 7, right all the way, down 1, right all the way. You will probably have to egg this Gol TWICE. No worries.
10. Grab Heart Framer J04 for two more shots.
11. Head on back to the upper right corner. Grab Heart Framers C11 and F10. Push Emerald Framer E10 down 3, left 0.5.
12. Egg Gol F09 and the one we pushed to D12. Force Gol B11 to fire by running right from F10 then back left. When the fireball passes you, run to column 11, run up and right BEFORE the fireball hits the bottom wall and BEFORE either egg hatches. You'll grab the key and head on east.

\*---Stage D-5---\*

```

01 02 03 04 05 06 07 08 09 10 11 12 13
|  |  |  |  |  |  |  |  |  |  |  |  |
+---+---+---+---+---+---+---+---+---+---+---+---+---+
A-|##|##|##|##|##|##|##|##|##|##|##|##|MW|-A
+---+---+---+---+---+---+---+---+---+---+---+---+
B-|##|##|##|##|##|##|##|##|##|##|##|##|MW|-B
+---+---+---+---+---+---+---+---+---+---+---+---+
C-|((|((|((|##|##|##|##|##|##|##|##|##|##|MW|-C
+---+---+---+---+---+---+---+---+---+---+---+---+
D-|##|##|AA|##|##|##|@@|Sn|Sn|##|##|##|MW|-D
+---+---+---+---+---+---+---+---+---+---+---+---+
E-|##|##|AA|((|((|##|Sn|  |  |WW|((|##|MW|-E
+---+---+---+---+---+---+---+---+---+---+---+---+
F-|##|##|##|##|AA|##|Sn|  |  |WW|Sk|##|MW|-F
+---+---+---+---+---+---+---+---+---+---+---+---+
G-|##|##|##|Ch|AA|##|@@|@@|@@|WW|  |##|MW|-G
+---+---+---+---+---+---+---+---+---+---+---+---+
H-|##|##|##|##|##|##|Sn|  |  |WW|Hs|##|MW|-H
+---+---+---+---+---+---+---+---+---+---+---+---+
I-|##|##|##|AA|((|((|Sn|  |  |##|  |  |Dr|-I
+---+---+---+---+---+---+---+---+---+---+---+---+
J-|##|##|##|##|##|##|##|##|##|##|##|##|MW|-J
+---+---+---+---+---+---+---+---+---+---+---+---+
K-|##|##|##|##|##|##|##|##|##|##|##|##|MW|-K
+---+---+---+---+---+---+---+---+---+---+---+---+
L-|##|##|##|##|##|##|##|##|##|##|##|##|MW|-L
+---+---+---+---+---+---+---+---+---+---+---+---+
M-|##|##|##|##|##|##|##|##|##|##|##|##|MW|-M
+---+---+---+---+---+---+---+---+---+---+---+---+
|  |  |  |  |  |  |  |  |  |  |  |  |
01 02 03 04 05 06 07 08 09 10 11 12 13

```

\*I have only included important currents.

We're back to the sea, in a puzzle that's actually quite simple - if you know what Snakey to ride.

1. Grab the Heart Framer to get two shots. IMMEDIATELY shoot the skull.

2. Push the skull's egg up into the water and ride it. Ride it to the bottom half of the Snakey Island and jump off on row H or I.
3. Egg Snakey I07 (left stack, bottom) and push it left into the water. Ride the egg to the raft.
4. When you get the raft head EAST/right into the water or else you will die on a long winding path to nowhere.

\*---Stage D-6---\*

```

01 02 03 04 05 06 07 08 09 10 11 12 13
|  |  |  |  |  |  |  |  |  |  |  |
+---+---+---+---+---+---+---+---+---+---+---+---+
A-|##|##|##|##|##|##|##|##|##|##|##|##|##|-A    *6 Hearts for Bridge Power.
+---+---+---+---+---+---+---+---+---+---+---+---+
B-|##|##|))|))|##|##|##|##|##|##|))|))|))|))|-B    *7 Hearts for Bridge Power.
+---+---+---+---+---+---+---+---+---+---+---+---+
C-|##|))|AA| |Ch|VV|Gr|##|##| | |##|##|-C
+---+---+---+---+---+---+---+---+---+---+---+---+
D-|##|AA|##| |>>|Hs|VV|##|##|##| |##|##|-D
+---+---+---+---+---+---+---+---+---+---+---+---+
E-|##|AA|##| | |>>|Hf|Gl|))|))|##|##|##|-E
+---+---+---+---+---+---+---+---+---+---+---+---+
F-|##|AA|((|##|##|##|##|##|##|##|##|##|##|-F
+---+---+---+---+---+---+---+---+---+---+---+---+
G-|##|##|AA|##|##|##| |Hf| |Al|))|WW|##|-G
+---+---+---+---+---+---+---+---+---+---+---+---+
H-|##|##|AA|##|##|##| |Hf| | |##|WW|##|-H
+---+---+---+---+---+---+---+---+---+---+---+---+
I-|##|))|AA|##|##|##|##|##|##|##|##|WW|##|-I
+---+---+---+---+---+---+---+---+---+---+---+---+
J-|##|AA| |Hf| | |Ef|Hs| |Al|##|((|##|-J
+---+---+---+---+---+---+---+---+---+---+---+---+
K-|##|AA| |Hf| | |Ef| | | |##|##|##|-K
+---+---+---+---+---+---+---+---+---+---+---+---+
L-|##|LW| |Hf| | |EF| | | |##|##|##|-L
+---+---+---+---+---+---+---+---+---+---+---+---+
M-|##|##|MW|MW|MW|MW|MW|MW|MW|MW|##|##|##|-M
+---+---+---+---+---+---+---+---+---+---+---+---+
|  |  |  |  |  |  |  |  |  |  |  |
01 02 03 04 05 06 07 08 09 10 11 12 13

```

The last of this sea route.

1. Jump onto the land to the right, grab the three Heart Framers.
2. Push Emerald Framer L07 right 1, K07 right 1. Now L08 right 1. Wait until Alma heads down to push K08 right 1. Grab the Heart Framer for shots and run from Alma. Egg it on Row K. Push Emerald Framer J07 right 1. Push Alma's egg into J07, then up 1. Step across.
3. Grab a Heart Framer and egg Alma. Grab the other Heart Framer for Bridge Power. Go to the upper left and face up. Plant a bridge on F07.
4. Grab the Heart Framer for another Bridge. Plant it to the LEFT of the Bridge you already planted.
5. From the new bridge, walk up past the right arrow. You'll get two shots from this last Heart Framer. Walk right, face up and shoot the Gol. Push it up, then walk left to the raft.
6. To reach the next room, walk right at E08 to reach the three square island. Walk up off the top right corner of this island to reach the next screen - a room you've always completed. This time take a right at E-5 now that you

have the REGION KEY.

\*---Stage D-7---\*

```

01 02 03 04 05 06 07 08 09 10 11 12 13
|  |  |  |  |  |  |  |  |  |  |  |  |
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
A-|##|##|##|##|##|##|##|##|##|##|##|##|##|##|##|-A
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
B-|##|LW|)|)|)|)|WW|##|)|)|)|)|)|)|)|)|)|)|)|-B
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
C-|##|##|##|##|##|WW|##|AA|##|##|##|##|##|##|##|-C
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
D-|##|##|WW|((|((|((|##|AA|##|((|((|((|##|##|##|-D
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
E-|##|##|WW|Sk|  |Hs|&&|Hf|  |  |&&|AA|##|##|-E
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
F-|##|##|WW|&&|^|^&&|&&|&&|Hf|Al|  |&&|AA|##|##|-F
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
G-|##|##|WW|HF|Hf|##|##|##|##|Ef|&&|AA|##|##|-G
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
H-|##|##|WW|&&|  |##|  |  |  |  |&&|AA|##|##|-H
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
I-|##|WW|((|##|##|##|^|^|Ef|  |  |&&|AA|##|##|-I
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
J-|##|WW|  |Ch|##|##|Hf|  |Sn|  |&&|AA|##|##|-J
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
K-|##|WW|&&|Hf|((|((|((|##|##|)|)|)|)|)|)|)|)|)|)|)|-K
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
L-|##|)|)|)|)|)|)|)|)|)|)|)|)|)|)|)|)|)|)|)|)|-L
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
M-|##|##|##|##|##|##|##|##|##|##|##|##|##|##|##|-M
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
|  |  |  |  |  |  |  |  |  |  |  |  |
01 02 03 04 05 06 07 08 09 10 11 12 13

```

\*5 Hearts for Bridge Power.

Knowing when to disembark is crucial here. The room to move is tight but you should have enough to work.

1. Drop off on the left side of the big island, on the two Heart Framers. Take the up arrow up beside the Skull.
2. Drop off beside the Skull. Grab Heart Framer E06 for some shots.
3. Shoot the SKull and push it left into the water. Ride it.
4. Jump off on the small island and grab the Heart Framer K04. Jump back onto the egg.
5. Push Emerald Framer I08 left onto the up arrow. Grab Heart Framer J07.
6. Place your bridge on H06.
7. Push Emerald Framer G10 up 2 as Alma is walking UP the right side. Run when he is free, step out onto row H and step 2 left. Run down when Alma rolls after you. When he passes over the bridge, push the Emerald Framer placed on the up arrow in Step 5 up to trap him.

This is difficult so don't get too frustrated, and no matter what don't waste your shot.

8. Get the last Heart Framers.
9. Egg Snakey and push it left 2, down 1. Ride it to the small Island and take the raft.
10. Ride the raft back to the big Island. Step UP onto D08 to progress to the next screen.

\*---Stage D-8---\*

```

01 02 03 04 05 06 07 08 09 10 11 12 13
| | | | | | | | | | | | |
+---+---+---+---+---+---+---+---+---+---+---+---+---+
A-|##|##|##|##|##|##|##|##|##|##|##|##|##|##|##|-A
+---+---+---+---+---+---+---+---+---+---+---+---+---+
B-|##|##|WW|((|((|((|((|((|((|((|((|((|##|##|-B
+---+---+---+---+---+---+---+---+---+---+---+---+---+
C-|##|##|WW|##|&&| | | |&&|##|##|AA|##|-C
+---+---+---+---+---+---+---+---+---+---+---+---+---+
D-|##|##|WW|&&|Sk| | | |Sk|&&|##|AA|##|-D
+---+---+---+---+---+---+---+---+---+---+---+---+---+
E-|##|##|WW| | | | | | | |WW|AA|##|-E
+---+---+---+---+---+---+---+---+---+---+---+---+---+
F-|##|##|WW|&&|Sk|&&|Sk|&&|Sk|&&|WW|AA|##|-F
+---+---+---+---+---+---+---+---+---+---+---+---+---+
G-|##|##|WW|##|&&|Hs|Hf|Hf|&&|##|WW|AA|##|-G
+---+---+---+---+---+---+---+---+---+---+---+---+---+
H-|##|##|WW|))|))|##|##|WW|(|##|WW|AA|##|-H
+---+---+---+---+---+---+---+---+---+---+---+---+---+
I-|##|##|##|##|##|##|##|##|WW|AA|((|((|AA|##|-I
+---+---+---+---+---+---+---+---+---+---+---+---+---+
J-|(!@|((|((|((|##|##|&&| |&&|##|##|AA|##|-J
+---+---+---+---+---+---+---+---+---+---+---+---+---+
K-|##|##|##|AA|##|##|&&|Ch|&&|##|##|LW|##|-K
+---+---+---+---+---+---+---+---+---+---+---+---+---+
L-|##|##|##|AA|((|((|((|((|##|##|##|##|##|-L
+---+---+---+---+---+---+---+---+---+---+---+---+---+
M-|##|##|##|##|##|##|##|##|##|##|##|##|##|-M
+---+---+---+---+---+---+---+---+---+---+---+---+---+
| | | | | | | | | | | | |
01 02 03 04 05 06 07 08 09 10 11 12 13

```

Timing is the key here, once you see the solution it is NO problem.

1. Ride the raft all the way around to the Heart Framers. Jump off on the Heart Framer you arrive under, G06.
2. From here take G07, do not take G08 yet.
3. Shoot the Skull above you once and move it up 2, down 1, then all the way right between the trees and into the water.
4. Wait beside the last Heart Framer. Just before the egg raft reaches it, get it then jump on the raft.
5. Jump off on the souther island, get the raft.
6. Head into the water DOWN from where the chest was to reach the next screen.

```

*****
EMFCE: Col E
*****

```

\*---Stage E-1---\*

```

01 02 03 04 05 06 07 08 09 10 11 12 13
| | | | | | | | | | | | |
+---+---+---+---+---+---+---+---+---+---+---+---+---+
A-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-A
+---+---+---+---+---+---+---+---+---+---+---+---+---+
B-|MW|@@|@@| |@@|**|**|**| | | |MW|-B
+---+---+---+---+---+---+---+---+---+---+---+---+---+

```

\*Special feature: see the walkthrough for details.  
\*5 Hearts for Bridge Power





```

+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
C-|MW|Dh| | | | |Hf| | | | |MW|-C
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
D-|MW| | | | | |Ef| | | | | |MW|-D
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
E-|MW|^|^|^|Gd|@@|Ef|Ef|Ef|@@|@@|VV|VV|MW|-E
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
F-|MW|%%|%%|Hf|@@| |Ef| |<<|Hf|%%|%%|MW|-F
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
G-|MW|%%|%%|@@|@@|%%|%%|%%|@@|@@|%%|%%|MW|-G
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
H-|MW|%%|%%|@@|@@|Gr|Hf|Gl|@@|@@|%%|%%|MW|-H
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
I-|MW|@@| | |<<| | |<<| | |@@|MW|-I
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
J-|MW|@@| | |@@| | | |@@| | |@@|MW|-J
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
K-|MW|Gr| | |@@|Sk|Sk| |@@| | |Gl|MW|-K
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
L-|MW|@@| |Ch|@@|Sk|Sk|Sk|@@|Hf| |@@|MW|-L
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
M-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-M
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
| | | | | | | | | | | | | | |
01 02 03 04 05 06 07 08 09 10 11 12 13

```

You need to get Leeper out of the way, but not before you block Don Medusa.

1. Push Emerald Framer D07 left 4. Now, stand on the right patch of grass (but not at the edge or Leeper will touch you). When leeper head down toward the bottom right corner, run down and past both left arrows to the next patch of grass (again, go on it but stay away from the edge).

When Don Medusa is all the way left, push the Emerald Framer we've been pushing up one space to trap him on the side.

2. Alright, get to the left patch the same way once more (since the up arrows prevent going down). So wait until Leeper's in the bottom right, head to the left patch. Stay halfway between H03 and G03 - so 0.5 up from the edge. When Leeper hits the left wall and heads down, run down after it and touch it so it falls asleep in front of Gol K02. Alright, it's clear sailing now.
3. We'll collect the three Heart Framers, F04, D07 and F10. Save L10 for the FINAL step.
4. Push Emerald Framer E08 up 2, right 3, down 8 in front of Gol K12. Remember: do not collect the heart framer here until last.
5. Push Emerald Framer F07 right 1, up 3, left 1.
6. Push Emerald Framer E07 down all the way, right 1, down 1, above the bottom right Skull.
7. Push Emerald Framer E06 up 2, down 1, right 2, up 1, down 3, left 1, down all the way, and left 0.5 between the two upper left Skulls.

\*---Stage E-4---\*

```

01 02 03 04 05 06 07 08 09 10 11 12 13
| | | | | | | | | | | | | | |
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
A-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-A
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
B-|MW| | | |Hf| | | | | |Hf| |Dr|-B
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+

```

\*5 Hearts for Hammer Power.

```

C-|MW|  |&&|  |&&|&&|&&|&&|&&|  |@@|  |MW|-C
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
D-|MW|  |@@|  |&&|@@|@@|@@|&&|  |&&|  |MW|-D
+---+---+---+---+---+---+---+---+---+---+---+---+---+
E-|MW|  |&&|  |&&|  |Ch|  |@@|  |&&|  |MW|-E
+---+---+---+---+---+---+---+---+---+---+---+---+---+
F-|MW|  |&&|  |&&|  |&&|  |@@|Al|&&|  |MW|-F
+---+---+---+---+---+---+---+---+---+---+---+---+---+
G-|MW|Dv|  |  |  |  |<<|  |  |&&|&&|  |MW|-G
+---+---+---+---+---+---+---+---+---+---+---+---+---+
H-|MW|@@|  |&&|&&|@@|Hf|@@|  |  |  |  |MW|-H
+---+---+---+---+---+---+---+---+---+---+---+---+---+
I-|Dr|  |  |  |  |%%|  |Hf|  |  |  |Hf|MW|-I
+---+---+---+---+---+---+---+---+---+---+---+---+---+
J-|MW|  |  |  |  |%%|Me|Ef|  |@@|@@|  |MW|-J
+---+---+---+---+---+---+---+---+---+---+---+---+---+
K-|MW|@@|@@|  |  |  |  |  |  |  |  |  |MW|-K
+---+---+---+---+---+---+---+---+---+---+---+---+---+
L-|MW|@@|@@|@@|@@|Hs|  |  |  |  |  |  |MW|-L
+---+---+---+---+---+---+---+---+---+---+---+---+---+
M-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-M
+---+---+---+---+---+---+---+---+---+---+---+---+---+
    |  |  |  |  |  |  |  |  |  |  |  |  |
    01 02 03 04 05 06 07 08 09 10 11 12 13

```

Inventive use of Alma here - he's going to block you from Don Medusa among other things.

1. Grab Heart Framer B05 when Alma is tot he right. When Don is Down, get Alma to roll left. He should run down on top of Don, run up and right at this point, and Alma will chase you protecting you from Don Medusa. Grab Heart Framer B11 and down to I12.
2. Stand at K10 and get Alma to roll left. Dodge down and run under him to the left. He'll protect you from Medusa as you run for Heart Framer L06. Head up from K06. When Alma comes down, let him roll right and walk back right after dodging him.

You have two shots now, we'll me use of one in a moment.

3. Grab Heart Framer I08. You'll have the Hammer Power. You do not need it.
4. Stand around row I and egg alma when he's over those two rocks J10/J11. Push it to the left over Medusa.
5. You CAN use the Hammer Power on Rock H08 (safer) or jsut use the hammer. Either way, grab the last Heart Framer and grab the chest.
6. Proceed east.

\*---Stage E-5---\*

```

    01 02 03 04 05 06 07 08 09 10 11 12 13
    |  |  |  |  |  |  |  |  |  |  |  |
+---+---+---+---+---+---+---+---+---+---+---+---+---+
A-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-A
+---+---+---+---+---+---+---+---+---+---+---+---+---+
B-|MW|@@|@@|@@|@@|@@|@@|@@|@@|@@|  |  |MW|-B
+---+---+---+---+---+---+---+---+---+---+---+---+---+
C-|MW|  |Dv|  |Dv|  |Dv|  |Dv|  |  |Dh|MW|-C
+---+---+---+---+---+---+---+---+---+---+---+---+---+
D-|MW|&&|  |&&|  |@@|  |&&|  |&&|  |  |MW|-D
+---+---+---+---+---+---+---+---+---+---+---+---+---+
E-|MW|Hf|  |Hf|  |Hf|  |Hf|  |Hf|  |^^|MW|-E

```



```

+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
F-|MW|&&|^|^|&&| |&&| |&&|^|^|&&|Ef| |MW|-F
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
G-|MW|&&| |&&| |&&| |&&| |&&|^|^| |Dr|-G
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
H-|MW|&&| |&&| |&&| |&&| |&&| |&&|MW|-H
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
I-|Dr|Hf| |Hf| |Hf| |Hf| |Hf| |##|MW|-I
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
J-|MW|Ef| |Ef| |Ef| |Ef| |Ef| |##|MW|-J
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
K-|MW| |VV| |VV| |VV| |VV| | |##|MW|-K
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
L-|MW| | | | | | | | | | |Ch|MW|-L
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
M-|MW|MW|MW|MW|MW|MW|MW|MW|MW|Dr|MW|MW|MW|-M
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
| | | | | | | | | | | | | |
01 02 03 04 05 06 07 08 09 10 11 12 13

```

It looks like a stage you've already played, but that's the trick! It's actually much easier, you trap the Don Medusas at the top of the screen this time.

1. There are four Emerald Framers you can move at the bottom of the screen. Go from right to the left trapping Don Medusas above them. When the next Don goes up, push the Framer left 1 then up 1. Do this for all of the vertical Don Medusas before continuing on.
2. Push them up 3 spaces each, one space at a time, from right to left.
3. Get all of the HEart Framers at the bottom.
4. Push the Column 09 Emerald Framer that is blocking a vertical Don all the way up when horizontal Don is to the left. Now, push the Column 05 up when Don goes right. Push it all the way up so he is in between 05 and 09. Next push up 07 when Horizontal Don Medusa is at the rock. We want to trap him between two verts and above that rock.
5. Push the Row 03 Framer all the way up to seal the deal.
6. Get the rest of the Heart Framers.
7. You can get the Key without any real problem. You'll want to take the left path first. It's another sea route.

\*---Stage E-6---\*

```

01 02 03 04 05 06 07 08 09 10 11 12 13
| | | | | | | | | | | | |
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
A-|##|##|##|MW|MW|MW|MW|MW|MW|MW|Dr|MW|MW|-A
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
B-|##|##|##| |&&|%%| | | |%%|&&| |MW|-B
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
C-|##|##|##|Hf|&&|%%| |Me| |%%|&&|Hf|MW|-C
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
D-|##|##|##| |&&|%%| | | |%%|&&| |MW|-D
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
E-|##|##|##|^|^|&&|%%|%%|%%|%%|%%|&&| |MW|-E
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
F-|##|##|##| | | | | | | | | |Dr|-F
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
G-|MW|@@|@@|@@|@@|@@| |HF| |&&| | |MW|-G
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
H-|MW|Hs|Ro| | |Ef| | | | | |Sk|MW|-H

```

\*All hearts for Arrow Power.

```

+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
I-|MW|Hf| | | |EF| | | | |Sk|MW|-I
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
J-|MW|@@|@@|@@|@@|@@| | |&&| | | |MW|-J
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
K-|MW|Hf|Ro| | |Ef| | | | |Sk|MW|-K
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
L-|MW|Hf| | | |Ef| | | |Ch| |Sk|MW|-L
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
M-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-M
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
| | | | | | | | | | | | | |
01 02 03 04 05 06 07 08 09 10 11 12 13

```

This one is actually quite simple BUT is quite dangerous. Speed is needed.

1. Push Emerald Framer I06 left 2. Push Emerald Framer H06 right 2, up 5 to the left of Medusa.
2. Now for the Emerald Framer you pushed into I04. Push it right 3, up 5, right 1 - under Medusa.
3. Push Emerald Framer L06 left 2. Push K06 right 1, up onto the grass, right 2, and up 2 tot he right of Medusa.
4. Collect every Heart Framer EXCEPT C04.
5. Walk up the up arrow. Grab HEart Framer C04 for Arrow Power. Use the power on the up arrow. Shoot anything in your path and push it right. Wait on the grass.
6. Wait for a path to open up tot he key. That is, wait for the Skulls to thin out away from the middle. Exit to the North.

\*---Stage E-7---\*

```

01 02 03 04 05 06 07 08 09 10 11 12 13
| | | | | | | | | | | | | |
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
A-|##|##|##|##|##|##|##|##|##|##|##|##|##|##|-A
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
B-|##|LW|))|))|WW|##|##|##|##|##|##|##|##|##|-B
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
C-|##|##|##|##|WW|##|##|##|##|##|##|##|##|##|-C
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
D-|##|##|##|##|WW|((( ((( ((( (((|##|##|##|##|-D
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
E-|##|##|##|##|WW|Ef|Hf|##|AA|((( ((( (((|MW|-E
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
F-|##|##|##|##|WW| | |##| |@@|&&|AA|MW|-F
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
G-|##|##|&&|Ch|##| |Hf|##| |Me|@@|AA|##|-G
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
H-|##|##|##|##|##| |Sk|WW|Hf|@@|&&|AA|MW|-H
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
I-|##|##|##|##|##|Hf| |))|))|))|))|))|AA|MW|-I
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
J-|##|##|##|##|##|##|##|##|##|##|##|##|##|##|-J
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
K-|##|##|##|##|##|##|##|##|##|##|##|##|##|##|-K
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
L-|##|##|##|##|##|##|##|##|##|##|##|##|##|##|-L
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
M-|##|##|##|##|##|##|##|##|##|##|##|##|##|##|-M

```

\*3 Hearts for Bridge Power.



1. Ride the raft all the way to the end of its ride - the Chest. Jump off on the chest before the raft sinks and you die.
2. Grab Heart Framer J05 for 2 egg shots.
3. Push Emerald Framer I05 up 2.
4. Collect all of the other Heart Framers on this island for Bridge Power.
5. Use the bridge power in the top left corner, up, on square F04.
6. Grab the Heart Framer next to Gol - 2 more shots.
7. Shoot Gol twice. Move the Emerald Framer left and up onto its space so it respawns elsewhere.
8. Egg Snakey and push him right into the water. Ride his egg to the little island.
9. Gol should reappear on this little island. Grab the last heart framer then egg Gol. Push it right into the water and ride it.
10. Jump off next to the chest/raft and collect it.
11. Walk DOWN from where the chest was to reach the next screen on the raft.

\*\*\*\*\*  
 EMFCF: Col F  
 \*\*\*\*\*

\*---Stage F-1---\*

```

01 02 03 04 05 06 07 08 09 10 11 12 13
|  |  |  |  |  |  |  |  |  |  |  |  |
+---+---+---+---+---+---+---+---+---+---+---+---+---+
A-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-A      *3 Hearts for Bridge power.
+---+---+---+---+---+---+---+---+---+---+---+---+---+
B-|MW|Ch|Sk|**|Me|  |Hs|  |  |  |  |Hf|MW|-B
+---+---+---+---+---+---+---+---+---+---+---+---+---+
C-|MW|  |  |**|  |  |  |  |  |Ef|  |MW|-C
+---+---+---+---+---+---+---+---+---+---+---+---+---+
D-|Dr|  |  |**|**|  |  |  |  |  |  |MW|-D
+---+---+---+---+---+---+---+---+---+---+---+---+---+
E-|MW|  |  |  |**|**|**|  |Ef|  |  |  |MW|-E
+---+---+---+---+---+---+---+---+---+---+---+---+---+
F-|MW|  |  |  |  |  |**|  |  |  |  |  |MW|-F
+---+---+---+---+---+---+---+---+---+---+---+---+---+
G-|MW|  |  |  |  |  |**|  |Ef|Dv|Ef|  |Dr|-G
+---+---+---+---+---+---+---+---+---+---+---+---+---+
H-|MW|  |**|**|**|**|**|  |  |  |  |  |MW|-H
+---+---+---+---+---+---+---+---+---+---+---+---+---+
I-|MW|  |Sk|Sk|**|**|**|  |Ef|  |  |  |MW|-I
+---+---+---+---+---+---+---+---+---+---+---+---+---+
J-|MW|  |**|**|**|  |  |  |  |  |  |  |MW|-J
+---+---+---+---+---+---+---+---+---+---+---+---+---+
K-|MW|  |  |&&|  |  |  |  |  |Ef|  |MW|-K
+---+---+---+---+---+---+---+---+---+---+---+---+---+
L-|MW|Hf|  |  |Me|  |Hs|  |  |  |  |Hf|MW|-L
+---+---+---+---+---+---+---+---+---+---+---+---+---+
M-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-M
+---+---+---+---+---+---+---+---+---+---+---+---+---+
|  |  |  |  |  |  |  |  |  |  |  |  |
01 02 03 04 05 06 07 08 09 10 11 12 13

```

The hardest part of the room is blocking Don Medusa with only 1 Emerald Framer rather than two - something you're going to have to do if you want to complete this room.

1. Push Emerald Framer left 1 when Don's above it. Push it up 3. Now, Emerald



in this game.

This is where the problem even with the solution will arrive - it's very easy to frigate this one up.

Step 1: The Set-Up

You want NO Emerald framers behind a tree. We need Gol's fire to travel to the far wall and so an emerald framer would prevent this - thumper down. So make sure they're all behind Gols.

When this is done, grab the heart framer that's left (you would have picked one up when you went to the left side) and wait at the bottom for the first Gol's fire to hit the wall.

Step 2: The Strategy

Alright, you will want to stand halfway between L07 and L08. Move up, and have the first Gol fire at you. Dodge down, and run left halfway between L06 and L07 and up 2, dodge the next fire, run down 1, right to halfway between L07/L08, etc, etc.

Do you see the pattern? While one fireball is travelling towards the back wall, we are activating the next while at the same time passing a previous Gol. The stage can then be described as this, starting from the bottom.

- Stand at halfway between L07/L08.
- Up 1, down 1, left 1.
- Up 2, down 1, right 1.
- Up 2, down 1, left 1.

etc etc until you are in line with the chest.

Once you grab the chest, make sure you have four keys before going to the stage with the final passage.

This particular stage, F-2, is difficult. No question about that. But if you can get into a pattern, you should be able to overcome it.

\*---Stage F-3---\*

```

01 02 03 04 05 06 07 08 09 10 11 12 13
|  |  |  |  |  |  |  |  |  |  |  |  |
+---+---+---+---+---+---+---+---+---+---+---+---+---+
A-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-A   *3 Hearts for Arrow Power
+---+---+---+---+---+---+---+---+---+---+---+---+
B-|MW|Ch|  |  |  |Me|  |  |  |  |  |  |MW|-B   *5 Hearts for Arrow Power
+---+---+---+---+---+---+---+---+---+---+---+---+
C-|MW|Hf|  |  |Hs|  |  |  |&&|##|##|  |MW|-C
+---+---+---+---+---+---+---+---+---+---+---+---+
D-|MW|  |&&|  |  |  |&&|  |&&|##|##|  |MW|-D
+---+---+---+---+---+---+---+---+---+---+---+---+
E-|MW|  |Sn|  |  |  |Sn|  |&&|&&|&&|  |MW|-E
+---+---+---+---+---+---+---+---+---+---+---+---+
F-|MW|Me|  |  |  |  |  |  |  |  |  |  |MW|-F
+---+---+---+---+---+---+---+---+---+---+---+---+
G-|MW|  |  |  |  |  |  |  |  |  |Ef|  |MW|-G
+---+---+---+---+---+---+---+---+---+---+---+---+
H-|MW|  |  |  |Hs|  |  |@@|Me|  |  |  |MW|-H
+---+---+---+---+---+---+---+---+---+---+---+---+

```

```

I-|MW|&&|^|^|&&|&&|@@|@@|&&| |>>| | |MW|-I
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
J-|MW| | |Gd|@@| | | |Ef|Sn| | |MW|-J
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
K-|MW| | | |@@| | | |EF| | | |MW|-K
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
L-|MW|@@| |Hs|&&|@@|@@|Hf|@@|@@| |Hs|MW|-L
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
M-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|Dr|MW|MW|-M
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
| | | | | | | | | | | | | | |
01 02 03 04 05 06 07 08 09 10 11 12 13

```

STOP. Do you have 4 REGION KEYS? If not, leave and come back when you do.

The final level of the main labyrinth, but not the game. This one is a pushing exercise. Get ready.

1. Grab Heart Framers L12 for two shots.
2. Egg Snakey J10 and push it up 2.
3. Push emerald framer G11 left 2.
4. Push Emerald Framers K09 left 2, grab the Heart Framers, then push the same Emerald Framers right 4, up 5, and left 5 to where the two Medusas' stares meet.
5. Grab Heart Framers H05. You'll have enough for arrow power + 2 more shots.
6. Use the arrow power on Arrow I03. Collect the heart framer down here and leave. You'll also have two more shots.
7. Egg Snakey E07 and push it left 1. Push the Emerald framer you left in F06 left two. Collect Heart Framers (shots & arrow power) and shoot Snakey's egg now. Egg the other Snakey, E03 and push it left 1. Push the Emerald Framers we just moved down 0.5. Run down below it from the right and push it right 2.5 and up 1. When Snakey revives, it will be at point I09. At this point, push the emerald framer back left 0.5.
8. Push Emerald Framers J09 right 2, up 4, left 4, down 1. Use the arrow power on up arrow G08. Push the framer left 4 up 1 to the right of Medusa.
9. The Emerald Framers we blocked Snakey's respawn with in step 7, push it up beneath Medusa.
10. Kill the Snakey we forced to respawn in I09 from the right. When it respawns, egg it. Push it left 2, up 3 to the left of Medusa.
11. Grab the key.
12. If you have four region keys, enter the passage for the last levels.

\*---Stage F-4---\*

```

01 02 03 04 05 06 07 08 09 10 11 12 13
| | | | | | | | | | | | |
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
A-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-A
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
B-|Dr| | |Ch|@@|&&|&&| | | |Dh|MW|-B
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
C-|MW|Sn|VV|VV|VV|VV|>>| |Ef| |Ef| |MW|-C
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
D-|MW|Gr|VV|VV| |Gl|&&|&&|VV|@@| | |MW|-D
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
E-|MW|Hf| | | |>>|>>| | |@@|@@| |MW|-E
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
F-|MW| | | |Ef|&&|&&|&&|VV|@@| | |MW|-F
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
G-|MW|Me|Sk|&&|^|^| | | | |<<|Ef| |MW|-G

```

\*4 Hearts for Arrow Power.

```

+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
H-|MW|Sk|&&|&&|&&|^|^| | | |MW|-H
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
I-|MW| | | | | | | |Sk| | |MW|-I
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
J-|MW|Ef|Ef|Ef|&&| | | |Sk|Hf|Sk| |MW|-J
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
K-|MW| | | |>>| | | | |Sk|Sk|Dv|MW|-K
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
L-|MW|Hs|Hf|Hf|&&| | | | |Dh|Sk|MW|-L
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
M-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-M
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
| | | | | | | | | | | | | |
01 02 03 04 05 06 07 08 09 10 11 12 13

```

A lot of Don Medusas, and a lot of pushing. Be on your toes, and consider your moves deeply before making them.

1. Stand at E05. Run right when the Dons are going right. Wait at E09 - you WILL be safe here. Run down to G09. When the bottom don Medusa is under the Skulls, run all the way left. Then move down 2. We're ready to push.
2. Push Emerald Framers J02 and J04 both down 1. Push J03 right 1. Push the Framer now in K04 right 3. Push it down 0.5 when Don is to the right of it.
3. Grab the three bottom left Heart Framers for 2 shots.
4. Watch out for the Don at top. Egg Skull I10 and push it right 2 when Don Medusa K12 (the righthand one) is down. Push it down 1 and dodge back to point I10.
5. Grab Heart Framer J10.
6. Egg Skull J09 and push it down 2 when the Bottom Don Medusa is headed right, then run it all the way right. Push that Emerald Framer we were moving right in Step 2 all the way to the right.
7. Push the Emerald Framer now in K02 up 2.
8. Push the Emerald Framer now in J04 down 1, right 3, up 1, right all the way.
9. Wait for the one free Don to head left then get above Emerald Framer G11. Push it down 2, right 0.5.
10. Wait for Don to go left again, run up beneath Emerald Framer C11 and push it up when he's at the far right, trapping him at the far right. Now push C09 right 3 to fully trap him.
11. Use the Arrow Power on Right Arrow C07.
12. Push Emerald Framer F05 up 3, left 2, down 3, left 0.5 - Between Skull and Medusa.
13. Everything is trapped except the Gols. Grab the Heart Framer go all the way around the stage again (the Gols WILL kill you if you try to pass them) and around to grab the REGION KEY.
14. Proceed through the east first. UP Leads to the final rounds, we want one more REGION KEY first. You should have FOUR before going to the final rounds of the game.

\*---Stage F-5---\*

```

01 02 03 04 05 06 07 08 09 10 11 12 13
| | | | | | | | | | | | |
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
A-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-A
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
B-|MW|Me|&&| | | | | | | |<<|Hf|MW|-B
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+

```

\*3 Hearts for Arrow Power.

\*4 Hearts for Arrow Power.



```

C-|MW|&&|Hf|Hf| |@@| |@@|@@|@@| | |MW|-C       *6 Hearts for Arrow Power.
  +---+---+---+---+---+---+---+---+---+---+---+
D-|MW| |Ef| | |@@|Ef|Hf|>>|>>| |Hf|MW|-D
  +---+---+---+---+---+---+---+---+---+---+---+
E-|MW|Hf| | | |@@| |@@|@@|@@|^|^|^|MW|-E
  +---+---+---+---+---+---+---+---+---+---+---+
F-|MW|^|^|@@|@@|@@|@@| |@@| | |VV|@@|MW|-F
  +---+---+---+---+---+---+---+---+---+---+---+
G-|Dr| |@@|Hf| | |VV|@@| |Hf|Ef| |MW|-G
  +---+---+---+---+---+---+---+---+---+---+---+
H-|MW| |@@|@@|@@|@@|Hf|@@| |@@| |@@|MW|-H
  +---+---+---+---+---+---+---+---+---+---+---+
I-|MW| |Hf|@@|Ch|@@| |@@|Hf|@@|VV|Hf|MW|-I
  +---+---+---+---+---+---+---+---+---+---+---+
J-|MW| |Hf|@@|VV| |>>| |HF|VV| | |MW|-J
  +---+---+---+---+---+---+---+---+---+---+---+
K-|MW| |Hf|@@| |@@| |@@|@@|@@|Hf|&&|MW|-K
  +---+---+---+---+---+---+---+---+---+---+---+
L-|MW| | | | |Ef|>>| | | |&&|Me|MW|-L
  +---+---+---+---+---+---+---+---+---+---+---+
M-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-M
  +---+---+---+---+---+---+---+---+---+---+---+
    | | | | | | | | | | | | |
    01 02 03 04 05 06 07 08 09 10 11 12 13

```

I suggest you do the water route before coming here, as the water route has a REGION KEY for an upcoming room.

This room is long and has lots of powers but it's really less complex than it looks.

1. Get the three Heart Framers to your right for Arrow Power.
2. Push Emerald Framer L06 right 2, then head up on the right arrow, up on the next right arrow, and grab the Heart Framer. You should have access to the arrow power twice now.
3. Use arrow power on G07. and grab Heart Framer G04. Use the arrow power on the same arrow, then head up.
4. Push Emerald Framer D07 up 2. Grab Heart Framer D08 and head right across the right arrows. Take the two Heart Framers here, and push the Emerald Framer you just pushed into B07 left all the way - this blocks Medusa. You will have another use of arrow power by now.
5. Push Emerald Framer D03 left 1, under Medusa. Grab Heart Framer E02 and use your last Arrow Power on Up Arrow F02. Make your way around the stage once more and this time go right on right arrow J07.
6. Grab Heart Framer K11. Double back over the down arrow. Grab Heart Framer I09 and then grab Heart Framer G10.
7. Walk onto Down Arrow F11. Push Emerald Framer G11 down 3. Run back to down arrow J10 and push the Emerald Framer right 1. To grab that Heart Framer, at I12, walk onto Down Arrow I11 and walk right. Do so. Walk back left onto this down arrow.
8. Get any remaining Heart Framers and take the chest.
9. Exit to the right.

\*---Stage F-6---\*

```

    01 02 03 04 05 06 07 08 09 10 11 12 13
    | | | | | | | | | | | | |
  +---+---+---+---+---+---+---+---+---+---+---+
A-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-A     *5 Hearts for Arrow Power.
  +---+---+---+---+---+---+---+---+---+---+---+

```

```

B-|MW|Me| | | | | | | | | |Dh|MW|-B
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
C-|MW| |Hf|Hf|&&|&&|&&|&&|&&|Hf|&&|@@|MW|-C
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
D-|MW|&&| |Ef|Sk| |<<| |Sk| |Sk| |MW|-D
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
E-|MW| | | | | |&&| |Hf| | | |MW|-E
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
F-|Dr| |Sk| |Sk|##|##|##| |Ef|Sk| |MW|-F
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
G-|MW| |Sk| | |##|##|##| | |Sk| |MW|-G
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
H-|MW| | | | | |<<|Sk|Sk| |Sk| |MW|-H
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
I-|MW|##| | | |Hf|<<| | | |Hf| |Dr|-I
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
J-|MW|##|&&| | | |<<| | | | |&&|MW|-J
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
K-|MW|##|##| | | |&&|Ef|&&|&&|&&|&&|Hf|MW|-K
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
L-|MW|Ch| | | | |<<| | | | | |MW|-L
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
M-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-M
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
| | | | | | | | | | | | | |
01 02 03 04 05 06 07 08 09 10 11 12 13

```

You're always at drisk from the Don Medusa - keep a close eye on it. I may give you an instruction to push a framer x units of space, but break this up so you aren't fried.

1. Grab Heart Framers I11, E09, and C10. Cross a left arrow. Get Heart Framer C03 and C04. You'll have Arrow power. Get Heart Framer I06.
2. Push Emerald Framer D04 down 5, right half a space.
3. Push Emerald Framer F10 down all the way, left 4, down 1 (to K06).
4. Use the arrow power on the single left arrow, L07.
5. Push Emerald K08 up 2, down 1, left 0.5.
6. Push you Emerald framer you placed at K06 up 1.
7. Grab the last Heart Framer.
8. Wait for a skull to go UNDER Medusa and grab the key.
9. Proceed west.

\*---Stage F-7---\*

```

01 02 03 04 05 06 07 08 09 10 11 12 13
| | | | | | | | | | | | | |
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
A-|##|##|##|##|##|##|##|##|##|##|##|##|##|##|##|-A
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
B-|##|##|##|##|##|##|##|##|##|##|##|##|##|##|##|-B
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
C-|##|##|##|##|##|##|##|##|WW|(|&&| |##|##|-C
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
D-|##|##|WW|((|((|##|WW|(|AA|##|Gl|##|##|-D
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
E-|##|##|WW|##|AA|((|)|)|WW|AA|((|((|##|##|-E
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
F-|##|##|##|##|##|##|AA|((|WW|##|)|)|AA|##|##|-F
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+

```

```

G-|##|Ch|&&|WW| |Gu|AA|((|##|AA|##|&&|##|-G
+---+---+---+---+---+---+---+---+---+---+---+---+
H-|##|##|##|WW|&&|&&|##|&&|&&|AA|##|Gl|##|-H
+---+---+---+---+---+---+---+---+---+---+---+---+
I-|##|AA|((|((|))|))|WW|Gd|&&|AA|(|((|##|-I
+---+---+---+---+---+---+---+---+---+---+---+---+
J-|##|##|##|Hs|Gd|##|WW|##|##|##|##|AA|##-J
+---+---+---+---+---+---+---+---+---+---+---+---+
K-|##|##|AA|Hs|Hs|##|))|))|))|))|))|AA|##|-K
+---+---+---+---+---+---+---+---+---+---+---+---+
L-|##|Lw|AA|##|##|##|##|##|##|##|##|##|##|-L
+---+---+---+---+---+---+---+---+---+---+---+---+
M-|##|##|##|##|##|##|##|##|##|##|##|##|##|-M
+---+---+---+---+---+---+---+---+---+---+---+---+
| | | | | | | | | | | | |
01 02 03 04 05 06 07 08 09 10 11 12 13

```

Some tricky shooting and a knowledge of currents will help you here.

1. Jump off onto the island the raft takes you to. Grab all the Heart Framers- get the bottom right before the top left.
2. Egg the Gol and push it UP into the water. Ride it.
3. When you pass Gol I08 on its left side, egg it.
4. When you reach I12, beneath Gol H12, egg it.
5. For Gol D11, let the egg raft bring you up to the left of it. Face right and shoot as you as you line up. If timed right, you'll egg it before it can even shoot it. Why not shoot it from below? It will hatch too soon and kill you unless you waste another shot on it, and you don't have any to spare.
6. Egg G06 when you're right to the right of it. Oush it left one space and STAY beside it.
7. When the other egg (floating) sinks, push this egg into the water to the left and ride it. If it hatches first, use your last egg shot on it. This takes you to the raft.
8. Grab the raft and head up to continue to the next screen.

\*---Stage F-8---\*

```

01 02 03 04 05 06 07 08 09 10 11 12 13
| | | | | | | | | | | | |
+---+---+---+---+---+---+---+---+---+---+---+---+
A-|##|##|##|##|##|##|##|##|##|##|##|##|##|-A
+---+---+---+---+---+---+---+---+---+---+---+---+
B-|##|##|##|##|##|##|##|##|##|##|##|##|##|-B
+---+---+---+---+---+---+---+---+---+---+---+---+
C-|##|##|##|##|##|##|##|##|##|##|##|##|##|-C
+---+---+---+---+---+---+---+---+---+---+---+---+
D-|##|##|&&|&&|&&| |Hf| |Al| |##|##|##|-D
+---+---+---+---+---+---+---+---+---+---+---+---+
E-|((|((|Ch| |&&| |Hf| |&&| |##|##|##|-E
+---+---+---+---+---+---+---+---+---+---+---+---+
F-|##|##|&&| |Al| |Hf| |&&|&&|##|##|##|-F
+---+---+---+---+---+---+---+---+---+---+---+---+
G-|##|##|##|((|((|((|WW|((|##|##|##|##|##|-G
+---+---+---+---+---+---+---+---+---+---+---+---+
H-|##|##|##|##|##|##|AA|(|AA|##|##|##|##|##|-H
+---+---+---+---+---+---+---+---+---+---+---+---+
I-|##|##|##|##|##|##|##|##|AA|##|##|##|##|##|-I
+---+---+---+---+---+---+---+---+---+---+---+---+
J-|##|##|##|##|&&| |&&|AA|##|##|##|##|##|-J

```



```

+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
M- |MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-M
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
| | | | | | | | | | | | | | |
01 02 03 04 05 06 07 08 09 10 11 12 13

```

This is more or less a dexterity based puzzle. That is - it depends on a number of factors and requires plenty of dodging and timing.

1. Collect every Heart Framer EXCEPT those on Column 5.
2. From the bottom, start collecting these column 5 Heart Framers when the respective Alma is far left. Run to the grass patches between collection to get a breather and allow the Almas to reset.

If too many Almas swarm your gras patch, try going to a previous one so that they spread out down there while you run back up and snag the next heart framer.

This is the bulk of the level. As long as you can get these framers safely, you've got it made for the most part.

3. Get the key when you have a free run at it.
4. Proceed west.

\*---Stage G-2---\*

```

01 02 03 04 05 06 07 08 09 10 11 12 13
| | | | | | | | | | | | | | |
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
A- |MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-A
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
B- |MW|@@| |Ef| |Ef| | | | | | | |MW|-B
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
C- |MW|@@| | | | | | | |Ef|EF| |MW|-C
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
D- |MW|@@|^|^&&| |&&| | | |Hf| | |MW|-D
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
E- |MW| | | | | |Hf| |Me| |^^|@@|MW|-E
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
F- |MW|Hf|&&| | | | | | | | | |MW|-F
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
G- |MW| | | |&&|Dh| | |&&|Ef|Ef| |MW|-G
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
H- |MW| |&&| | | |Dv|&&| | | | |MW|-H
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
I- |MW| | | |Ef| |&&| | | |Ef| |MW|-I
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
J- |MW| | | | | | | | | |Ch|Hs|MW|-J
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
K- |MW| |Gu|Gr| | |Ef| | | | | |MW|-K
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
L- |MW| |@@|&&| | | | |Hf| |@@|Me|MW|-L
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
M- |MW|MW|MW|MW|Dr|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-M
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
| | | | | | | | | | | | | | |
01 02 03 04 05 06 07 08 09 10 11 12 13

```

\*4 Hearts for Hammer Power.

Again, lots of blocking and lots of danger from Don Medusas. The movement pattern for the emerald framers is actually kind of counterintuitive.

1. Push Emerald Framer I05 up 1, right 2 - below both Dons.
2. Wait for horizontal Don (H Don) to go left. Push Emerald Framer K07 right 1.5 and up all the way.
3. Push Emerald Framer I11 left 1, down 2, left 4, and up 4 to the left of both Dons.
4. Push Emerald Framer G10 up 0.5. Push G11 down 2, left 1.5, down 2, left all the way. Up 2, left 1, up 2.5.
5. Push Emerald Framer G10 up 0.5. Push G11 down 2, left 1, down 1, left 5, up 1, left 1, up 4 watching out for Vertical Don (V Don). This is tricky. Push it right 1 and up 2. You need to wait until V Don is just about ready to head down.

OR you can push emerald framer that's blocking them at the left up 0.5 first to save yourself all this trouble - BUT - you will need to reset it when you are prepared to push the Gol. I will continue the description as if you didn't push it up 0.5.

Anyways, once the Emerald Framer is up here, push it right 3.5, one space above Medusa granting half cover. walk over her to the right.

Push Emerald Framers B04 and B06 both left as far as they can go, starting with B04.

6. Grab Heart Framer D10.
7. Push Emerald Framer C10 down 1, left 1, above Medusa.
8. The Emerald Framer we left in step 5 after all that movement? Left 0.5 and down 2 to the left of Medusa.
9. Push Framer C11 left 6, down 3. Now stand halfway onto row F. When Vertical Don is down, head down 0.5, left 0.5, up 0.5. All one smooth movement, it should be fast enough to dodge him

Okay, now push it down all the way when V don is down. Push it right 2, down 1, and right all the way above Medusa. Grab the Heart Framer here for two shots, and you will have enough for the hammer power now.

\*NOTE\* The emerald framer ebside the Medusas CANNOT be providing half-cover now, or else you cannot get this Framer out.

10. Hammer Rock L03.
11. \*NOTE\* IF you pushed the Emerald Framer to the left of the two Don Medusas up 0.5 previously, you will HAVE to push it DOWN 0.5 again to fit the Gol above both of them.

Egg Gol K03 and push it up 2, right 1, and up all the way - watch out for V Don. Get it this far before it hatches at the very least. Before your last movement, when you are on 3.5 - stop. Wait for V Don to go down, make one quick push and run down.

Now, egg Gol again. Push it right 1, down 1, and right 2.5 above both Don Medusas.

12. Grab the last heart framer, carefully make your way back to the key, and exit west.

\*---Stage G-3---\*

```

01 02 03 04 05 06 07 08 09 10 11 12 13
|  |  |  |  |  |  |  |  |  |  |  |
+---+---+---+---+---+---+---+---+---+---+---+---+---+
A-|MW|MW|MW|MW|Dr|MW|MW|MW|MW|MW|MW|MW|MW|-A      *4 Hearts for Arrow Power.
+---+---+---+---+---+---+---+---+---+---+---+---+---+
B-|MW|@@|@@|@@|  | |Hf|  | |@@|@@|@@|MW|-B

```



```

+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
F-|MW| | |&&|&&|Ef|&&|&&| | | | |MW|-F
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
G-|MW| | |&&| | | |Ef| | | | |MW|-G
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
H-|MW| | |&&| | | |Gd|&&|&&|Me|&&|MW|-H
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
I-|MW| | |&&| | | |Hf| | | | |Al|MW|-I
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
J-|MW| | |&&| | | |Hf| | | | |MW|-J
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
K-|MW| | |&&| | | |Hf| | | | |MW|-K
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
L-|Dr| | |EF| |Me| |Gu| | | |Ch|MW|-L
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
M-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-M
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
| | | | | | | | | | | | | | |
01 02 03 04 05 06 07 08 09 10 11 12 13

```

It's really quite simple. Block Medusa, push the Gols against one another, and use Alma as protection.

1. Push Emerald Framer E04 right 3 to E07. Push Emerald Framer F06 all the way down, above Medusa.
2. Take Heart Framers D08 and E08 for two shots.
3. Push the Framer you left in E07 right 3, up all the way (When Don Medusa is to the right) and all the way right. Push Emerald Framer D04 right 7.5 - halfway cover from Don Medusa at the bottom.
4. Take Heart Framer B08.
5. Stand halfway on Heart Framer J09. When Alma rolls left, step onto the Framer and egg Alma. You'll also have two more shots. Egg Gol L08 from the right and H08 from the left. Get the Last two Heart Framers.
6. Egg Alma again, push it beneath Medusa, grab the key, proceed north.

\*---Stage G-5---\*

```

01 02 03 04 05 06 07 08 09 10 11 12 13
| | | | | | | | | | | | | | |
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
A-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-A
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
B-|MW|@@|@@| | | | | | | | | |MW|-B
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
C-|MW|@@| | | | | | |&&|Hf|&&|Sn|MW|-C
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
D-|MW|@@| |Hf|@@|Ef|EF|EF|@@|@@|@@| |MW|-D
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
E-|MW| | |&&|@@| | | | | |@@|Sn|MW|-E
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
F-|MW| | |Hf|@@|Ef|Gu|Ef|@@| |@@| |MW|-F
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
G-|Dr| | |&&|@@| |Ch| |@@| |@@|Sn|MW|-G
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
H-|MW| | |Hf|@@|&&|Gd|&&|@@| |@@| |Dr|-H
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
I-|MW| | |&&|@@| | | |@@| |@@|Sn|MW|-I
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
J-|MW|@@| |Hf|@@|@@| |@@|@@| |@@| |MW|-J

```

\*Special in this stage, see walkthrough for details.



```

+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
K-|MW|@@|  |&&|&&|Hf|Ef|Hf|@@|  |@@|Sn|MW|-K
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
L-|MW|@@|  |  |  |  |  |Ef|  |Sn|  |MW|-L
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
M-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-M
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
    |  |  |  |  |  |  |  |  |  |  |  |  |  |
    01 02 03 04 05 06 07 08 09 10 11 12 13

```

Really easy once you know about the Special puzzle. That in itself took me a fair deal of experimentation to figure out, but once it's cracked the stage goes really fast.

1. Collect every Heart Framer except the top left one. That is, Heart Framer D04. Doing this activates the Special feature. A phoenix (I presume) will appear. Pick it up for \_infinite\_ egg shots.
2. Double shoot every Snakey as you go.
3. Push Emerald Framer F08 down 1. Shoot Gol F07 twice. Grab the key.
4. Continue to the right.

\*---Stage G-6---\*

```

    01 02 03 04 05 06 07 08 09 10 11 12 13
    |  |  |  |  |  |  |  |  |  |  |  |  |
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
A-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-A
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
B-|MW|@@|@@|@@|@@|@@|@@|@@|@@|@@|@@|  |Ch|MW|-B
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
C-|MW|  |Dv|  |Dv|  |Dv|  |Dv|  |  |Dh|MW|-C
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
D-|MW|&&|  |&&|  |@@|  |&&|  |&&|Ef|  |MW|-D
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
E-|MW|Hf|  |Hf|  |Hf|  |Hf|  |Hf|VV|^|^|MW|-E
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
F-|MW|&&|^|^|&&|  |&&|  |&&|^|^|&&|Ef|&&|MW|-F
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
G-|MW|&&|  |&&|  |&&|  |&&|  |&&|  |  |MW|-G
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
H-|MW|&&|  |&&|  |&&|  |&&|  |&&|  |  |MW|-H
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
I-|Dr|Hf|  |Hf|  |Hf|  |Hf|  |Hf|  |  |MW|-I
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
J-|MW|Ef|  |Ef|  |Ef|  |Ef|  |Ef|  |##|MW|-J
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
K-|MW|  |^^|  |^^|  |^^|  |^^|  |  |##|MW|-K
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
L-|MW|  |  |  |  |  |  |  |  |  |  |##|MW|-L
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
M-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|Dr|MW|MW|-M
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
    |  |  |  |  |  |  |  |  |  |  |  |  |
    01 02 03 04 05 06 07 08 09 10 11 12 13

```

Deceptive. You need to trap all of the vertical Dons on the bottom.

1. When 1 Don Medusa lands at the bottom push an Emerald Framer left, then down. Do this from right to left across the bottom. The Heart Framers will block you from Don Medusa. So to reiterate, when a Don Medusa reaches the

bottom, push the emerald framer immediately right of it left and down. Do this for all four.

2. Get all Heart Framers on the bottom.
3. Using the rock as cover, duck in and out to collect the Heart Framers at the top of the screen. for instance, when Don goes right, get the ones on the left side.
4. After you have them, wait for Don to travel left. Push Emerald Framer D11 right 1 and go under it while Don Medusa passes.
5. Push Emerald Framer F11down 3, left 1. Wait under tje framer for Don to pass left. Push it left again and up. Trap Don to the LEFT of this Framer at the top of the screen.
6. Take the key and proceed West.

\*---Stage G-7---\*

```
01 02 03 04 05 06 07 08 09 10 11 12 13
| | | | | | | | | | | | |
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
A-|##|##|MW|MW|MW|MW|MW|MW|MW|MW|KE|MW|MW|-A
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
B-|##|##| | |##|Ef| |Hf|@@|Hs| | |MW|-B
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
C-|##|##|Hf|Sk|##| | |&&|&&|&&| | |MW|-C
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
D-|##|LW|##|##|##| | |Sn| | |Ef| |MW|-D
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
E-|##|WW|##|##|##|@@| | | |@@| |!!|MW|-E
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
F-|##|WW|((((( | | |@@|Gd|@@|!!|MW|-F
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
G-|##|WW| |Sk|AA| | | | |>>| |!!|MW|-G
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
H-|##|WW|Hs| |AA|Ef| | |Sn|Ch|&&|!!|MW|-H
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
I-|##|WW|Hs| |AA|Hs| |Me|&&| | |Hf|MW|-I
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
J-|##|))|))|))|AA| | | |&&|@@| |@@|MW|-J
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
K-|##|##|##|##|##| | | |Gr| | | |MW|-K
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
L-|##|##|##|##|##| | | |Hf| | | |MW|-L
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
M-|##|##|##|##|##|MW|MW|MW|MW|MW|MW|Dr|MW|-M
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
| | | | | | | | | | | | |
01 02 03 04 05 06 07 08 09 10 11 12 13
```

IMPOSSIBLE from the bottom. You need a region key and an approach from the sea. If you come in from the left, it's a simple matter of monster blocking.

1. While on the looping raft, step across right when you are beside the Emerald Framer. Push the Emerald Framer above Medusa.
2. Grab the top right Heart Framer, two egg shots. You'll have to push the Emerald Framer up 1 to reach it. That's fine.
3. Egg Snakey D08 and push it left. Ride it. Hold up and grab the Heart Framer in the upper left. But hold DOWN so you immediately hop back on the egg.
4. Grab the Heart Framers on the island the egg circles. 4 more shots.
5. Shoot Snakey H09 twice and push the Emerald Framer you placed in step 1 half a space right. Snakey will respawn at J06.

6. Get back on the circling egg. Egg the Snakey that just respawned and push it right 1, up 1, beside Medusa. You need to be on the egg in order to push it right.
7. Take Heart Framer I06 for more shots.
8. Jump on the floating egg. Get off onto the island. Shoot the floating egg. Egg the skull and step off right. Before Snakey respawns, push the Emerald Framer you pushed up 1 in Step 2 down 1, left 3. Snakey should respawn in the same place the previous one did.
9. Jump on the egg, egg the newly respawned Snakey. Push it right 2, under Medusa.
10. Egg the Gol K09 (collect the Heart Framer en route) and push it right 2, up 2.
11. Push the emerald framer you pushed halfway over medusa back left half a space.
12. Grab Heart Framer I12.
13. Grab the upper left Heart Framer, B08. Make sure it is the LAST.
14. Stand beside the key, then walk right onto it.
15. Proceed North with the REGION KEY.

\*---Stage G-8---\*

```

01 02 03 04 05 06 07 08 09 10 11 12 13
|  |  |  |  |  |  |  |  |  |  |  |  |
+---+---+---+---+---+---+---+---+---+---+---+---+---+
A-|##|##|##|##|##|MW|MW|MW|MW|MW|MW|Dr|MW|-A
+---+---+---+---+---+---+---+---+---+---+---+---+---+
B-|##|##|##|##|))|))|WW|&&|  |@@|Hf|  |MW|-B
+---+---+---+---+---+---+---+---+---+---+---+---+---+
C-|##|##|##|##|AA|##|WW|Sk|  | |Ef|  |MW|-C
+---+---+---+---+---+---+---+---+---+---+---+---+---+
D-|##|##|##|##|AA|##|WW|  |  | |@@|@@|MW|-D
+---+---+---+---+---+---+---+---+---+---+---+---+---+
E-|##|##|))|##|AA|##|WW|&&|Sk|&&|@@|Hs|MW|-E
+---+---+---+---+---+---+---+---+---+---+---+---+---+
F-|##|##|AA|  |Sn|##|WW|  |  | |Sk|  |MW|-F
+---+---+---+---+---+---+---+---+---+---+---+---+---+
G-|##|##|AA|Hf|  |##|  |&&|  |  |  | |MW|-G
+---+---+---+---+---+---+---+---+---+---+---+---+---+
H-|##|##|AA|((|##|##|  |  |  | |Sk|@@|MW|-H
+---+---+---+---+---+---+---+---+---+---+---+---+---+
I-|##|##|##|AA|(((|(((|&&|&&|  |  |@@|MW|-I
+---+---+---+---+---+---+---+---+---+---+---+---+---+
J-|##|##|##|##|##|  |Sk|Hf|Ef|  |  | |MW|-J
+---+---+---+---+---+---+---+---+---+---+---+---+---+
K-|(((|(((|(((|(((|  |  |  |  |  |  | |MW|-K
+---+---+---+---+---+---+---+---+---+---+---+---+---+
L-|##|##|##|##|##|##|&&|Ch|@@|@@|@@|  |  |Dr|-L
+---+---+---+---+---+---+---+---+---+---+---+---+---+
M-|##|##|##|##|##|##|MW|MW|MW|MW|MW|MW|MW|MW|-M
+---+---+---+---+---+---+---+---+---+---+---+---+---+
|  |  |  |  |  |  |  |  |  |  |  |  |
01 02 03 04 05 06 07 08 09 10 11 12 13

```

\*All Hearts for Bridge (Not Needed in Solution).

We're going rafting. We'll be taking a rafting path to the left.

1. Grab Heart Framer E12 for two shots.
2. Egg Skull J07 and push it into the water. Jump off on G05, the small islet with the Snakey.
3. Grab the Heart Framer here, Egg Snakey and push it up into the Water. Ride

- his egg to D08 and jump off to the Right.
4. Push Emerald Framer C10 right and grab Heart Framer B11 for 2 more shots.
  5. Egg Skull E09 and push it down 2.
  6. Egg Skull J07. Grab the last Heart Framer before it hatches.
  7. Take the Raft. Use it on row K to raft out to the left.

\*\*\*\*\*  
 EMFCH: Col H  
 \*\*\*\*\*

\*---Stage H-1---\*

```

  01 02 03 04 05 06 07 08 09 10 11 12 13
  |  |  |  |  |  |  |  |  |  |  |  |
  +--+--+--+--+--+--+--+--+--+--+--+--+--+--+
A-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-A      *Two Hearts for Bridge Power
  +--+--+--+--+--+--+--+--+--+--+--+--+--+--+
B-|MW|  |  |  |  |  |&&|  |  |  |  |@@|MW|-B
  +--+--+--+--+--+--+--+--+--+--+--+--+--+--+
C-|MW|  |  |  |Hf|  |<<|  |Ef|  |  |  |MW|-C
  +--+--+--+--+--+--+--+--+--+--+--+--+--+--+
D-|MW|  |Ef|WW|((|((|((|((|((|((|##|Gd|MW|-D
  +--+--+--+--+--+--+--+--+--+--+--+--+--+--+
E-|MW|  |  |WW|##|  |  |  |Hf|Sn|  |  |MW|-E
  +--+--+--+--+--+--+--+--+--+--+--+--+--+--+
F-|MW|  |  |WW|  |  |  |  |  |  |  |&&|MW|-F
  +--+--+--+--+--+--+--+--+--+--+--+--+--+--+
G-|MW|Ch|  |##|Me|  |&&|Hs|&&|  |  |  |Dr|-G
  +--+--+--+--+--+--+--+--+--+--+--+--+--+--+
H-|MW|  |  |AA|  |  |  |  |  |  |  |&&|MW|-H
  +--+--+--+--+--+--+--+--+--+--+--+--+--+--+
I-|MW|  |  |AA|##|  |  |  |Hs|Sn|  |  |MW|-I
  +--+--+--+--+--+--+--+--+--+--+--+--+--+--+
J-|MW|  |Ef|AA|((|((|((|((|((|((|((|##|Gu|MW|-J
  +--+--+--+--+--+--+--+--+--+--+--+--+--+--+
K-|MW|  |  |  |Hf|  |>>|  |Ef|  |  |  |MW|-K
  +--+--+--+--+--+--+--+--+--+--+--+--+--+--+
L-|Dr|  |  |  |  |  |&&|  |  |  |  |@@|MW|-L
  +--+--+--+--+--+--+--+--+--+--+--+--+--+--+
M-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-M
  +--+--+--+--+--+--+--+--+--+--+--+--+--+--+
  |  |  |  |  |  |  |  |  |  |  |  |
  01 02 03 04 05 06 07 08 09 10 11 12 13

```

You'll be placing the bridge underneath the bottom Snakey, from the outside section of the room. Doing this makes the room very easy.

1. Grab Heart Framers E09 and I09 for two shots and Bridge power.
2. Egg Snakey E10 and push it up into the water. Step across.
3. Don't collect any Heart Framers yet. Push Emerald Framer D03 down 3 to the left of Medusa.
4. Place you Bridge at J10, right beneath Snakey.
5. Egg Snakey I 10 and push him up 1, left 4, up 1 - to the right of Medusa.
6. Go back over the bridge and push Emerald Framer K09 right 1, up 3, left all the way beneath Medusa.
7. Collect Heart Framer G07 for two more shots. Egg the top snakey and step across again.
8. Collect Heart Framer K05. Now push Emerald Framer J03 down 1, right 7 (below the bridge), up 5, and left all the way above Medusa.

9. Egg the top Snakey again and step across once more. Take the last Heart Framer and grab the key.
10. Continue to the west.

\*---Stage H-2---\*

```

01 02 03 04 05 06 07 08 09 10 11 12 13
|  |  |  |  |  |  |  |  |  |  |  |  |
+---+---+---+---+---+---+---+---+---+---+---+---+---+
A-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-A      *2 Hearts for Arrow Power.
+---+---+---+---+---+---+---+---+---+---+---+---+
B-|MW|Sn|  |Hf|Sk|@@|  |Me|  |  |  |  |MW|-B      *4 Hearts for Arrow Power.
+---+---+---+---+---+---+---+---+---+---+---+---+
C-|MW|  |&&|  |&&|@@|  |Me|  |Hf|@@|  |MW|-C      *6 Hearts for Arrow Power.
+---+---+---+---+---+---+---+---+---+---+---+---+
D-|MW|  |  |  |  |<<|  |@@|  |  |@@|  |MW|-D
+---+---+---+---+---+---+---+---+---+---+---+---+
E-|MW|  |Hf|&&|Ef|@@|  |Ch|  |  |Hf|  |MW|-E
+---+---+---+---+---+---+---+---+---+---+---+---+
F-|MW|@@|@@|@@|  |@@|  |@@|@@|@@|@@|  |MW|-F
+---+---+---+---+---+---+---+---+---+---+---+---+
G-|MW|  |  |  |  |  |VV|  |  |  |>>|  |MW|-G
+---+---+---+---+---+---+---+---+---+---+---+---+
H-|MW|  |Ef|  |@@|@@|  |@@|@@|@@|@@|@@|MW|-H
+---+---+---+---+---+---+---+---+---+---+---+---+
I-|MW|  |&&|VV|Sk|@@|  |@@|  |Hs|&&|Sk|MW|-I
+---+---+---+---+---+---+---+---+---+---+---+---+
J-|MW|VV|Sn|VV|VV|@@|  |@@|>>|  |Ef|Hs|MW|-J
+---+---+---+---+---+---+---+---+---+---+---+---+
K-|MW|  |Ef|<<|Hf|@@|  |  |Ef|&&|^|^|  |Dr|-K
+---+---+---+---+---+---+---+---+---+---+---+---+
L-|MW|&&|>>|Hf|  |@@|  |@@|  |  |  |  |MW|-L
+---+---+---+---+---+---+---+---+---+---+---+---+
M-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|Dr|MW|MW|-M
+---+---+---+---+---+---+---+---+---+---+---+---+
|  |  |  |  |  |  |  |  |  |  |  |  |
01 02 03 04 05 06 07 08 09 10 11 12 13

```

Tricky, but a decent knowledge of arrow pads helps greatly.

1. Push Emerald Framer K09 up 2. Grab Heart Framer J12 and push Emerald Framer J11 left 2. Grab Heart Framer I10. Fromt he two you've collected, you should have four shots, and one use of arrow power.
2. Use arrow power on Down Arrow G07. Head to the left from it. Push Emerald Framer E05 up 1. This is for later.
3. Step onto Down Arrow J02. Egg Snakey J03 and push it right. Push Emerald Framer K03 right 1. Step down onto right arrow L03. Collect the Heart Framers here, you will gain access to arrow power again. Push the Emerald framer you just moved left 2. Step onto Down arrow J02 from the right. Head up and leave the quadrant.
4. Use the arrow power on Arrow G07 once more. Head Up this time.
5. Push the Emerald Framer you pushed in Step 2 left all the way. Shoot Snakey twice then push the Emerald Framer up 2 to block its respawn. It will respawn at C09. Get all of the Heart Framers here for more Arrow Power.
6. Go onto the Arrow at G07. Don't use arrow power this time. Just walk up.
7. Step over the chest. Egg Snakey and push it up 0.5. Grab the Heart Framers, and use the Arrow Power on G11. Wait at G08, beside the central arrow for two skulls to collide and head up. Follow them up and grab the key. It's a tight squeeze, but it'll get it done.

8. Exit through the east.

\*---Stage H-3---\*

```

  01 02 03 04 05 06 07 08 09 10 11 12 13
  |  |  |  |  |  |  |  |  |  |  |  |
+---+---+---+---+---+---+---+---+---+---+---+---+---+
A-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|Dr|MW|MW|-A
+---+---+---+---+---+---+---+---+---+---+---+---+---+
B-|MW|  |  |HF|  |  |Hf|  |  |Hf|  |  |MW|-B
+---+---+---+---+---+---+---+---+---+---+---+---+---+
C-|MW|  |  |Hf|  |Hf|  |Hf|  |Hf|  |  |MW|-C
+---+---+---+---+---+---+---+---+---+---+---+---+---+
D-|MW|  |Le|Hf|Le|Hf|Sk|Hf|Le|Hf|Le|  |MW|-D
+---+---+---+---+---+---+---+---+---+---+---+---+---+
E-|MW|Hf|HF|  |HF|  |Sk|  |Hf|  |Hf|Hf|MW|-E
+---+---+---+---+---+---+---+---+---+---+---+---+---+
F-|MW|  |  |  |  |  |Me|  |  |  |  |  |Dr|-F
+---+---+---+---+---+---+---+---+---+---+---+---+---+
G-|MW|Hf|Hf|  |  |  |Me|  |  |  |Hf|Hf|MW|-G
+---+---+---+---+---+---+---+---+---+---+---+---+---+
H-|MW|Le|  |Hs|  |Hf|  |Hf|  |Hs|  |Le|MW|-H
+---+---+---+---+---+---+---+---+---+---+---+---+---+
I-|MW|Hf|Hf|  |  |Sk|  |Sk|  |  |Hf|Hf|MW|-I
+---+---+---+---+---+---+---+---+---+---+---+---+---+
J-|MW|Le|  |Hf|Hf|  |Ch|  |Hf|Hf|  |Le|MW|-J
+---+---+---+---+---+---+---+---+---+---+---+---+---+
K-|MW|  |Hf|Hf|  |  |Hf|  |  |Hf|Hf|  |MW|-K
+---+---+---+---+---+---+---+---+---+---+---+---+---+
L-|MW|Me|  |  |Hs|  |Gu|  |Hf|  |  |Me|MW|-L
+---+---+---+---+---+---+---+---+---+---+---+---+---+
M-|MW|MW|MW|MW|MW|MW|MW|MW|Dr|MW|MW|MW|MW|MW|-M
+---+---+---+---+---+---+---+---+---+---+---+---+---+
  |  |  |  |  |  |  |  |  |  |  |  |  |
  01 02 03 04 05 06 07 08 09 10 11 12 13
```

The Leepers are important in blocking Medusas.

1. Walk right halfway between Rows K and L. Stand beside Medusa L12 and Leeper J12 will fall asleep above her. Grab Heart Framers J09, J10, K10, K11.
2. Grab Heart Framer H10 for two shots, sleep the Leeper here.
3. Shoot Skull I08 and push it left 1, up 1. Shoot Skull I06 and push it up 2.5 between the two Medusas. Take any Hearts Framers in your way.
4. Grab Heart Framer H04 for two more shots.
5. Walk halfway between rows K and L like you did in Step 1. This time stand beside Medusa L02 and let the Leeper fall asleep above her.
6. Wait for the top left Leeper to go up and grab one of the Heart Framers below him. Run across row I to the right and shoot him once when he follows you. Push him up between the two central Medusas, halfway between F08 and G08. Wait by the egg so you sleep it when it hatches, so it STAYS there.
7. Grab Heart Framer E05 when Leeper D05 is headed up. Run down, turn and shoot it. Push the Egg into L03, to the right of Medusa L02. Stay beside the egg so you can sleep the Leeper when it emerges. Grab Heart Framer L05 for two more shots.
8. Free Leeper D08 and have it follow you above the chest. Make it sleep here, do not use an egg shot in this step.
9. Free the final Leeper. Egg it and push it into L11, to the right of Medusa L12. Stay by the egg so it falls asleep when it hatches. Do not get Heart Framer L09 until the end.

10. Collect any heart framer EXCEPT L09.
11. Egg the Gol and Grab Heart Framer L09. Quickly run to the key.
12. Proceed North or East... Head East first.

\*---Stage H-4---\*

```

    01 02 03 04 05 06 07 08 09 10 11 12 13
    |  |  |  |  |  |  |  |  |  |  |  |
+---+---+---+---+---+---+---+---+---+---+---+---+---+
A-|MW|MW|MW|MW|MW|MW|MW|Dr|MW|MW|MW|MW|MW|-A
+---+---+---+---+---+---+---+---+---+---+---+---+---+
B-|MW|@@|@@|HS|&&|  |  |  |  |Sk|@@|@@|MW|-B
+---+---+---+---+---+---+---+---+---+---+---+---+---+
C-|MW|  |Gd|  |  |  |Gu|  |Gl|  |&&|@@|MW|-C
+---+---+---+---+---+---+---+---+---+---+---+---+---+
D-|MW|  |  |  |  |  |@@|  |Ch|  |&&|Me|MW|-D
+---+---+---+---+---+---+---+---+---+---+---+---+---+
E-|MW|  |  |Hf|@@|@@|@@|@@|@@|@@|@@|@@|&&|MW|-E
+---+---+---+---+---+---+---+---+---+---+---+---+---+
F-|MW|&&|  |@@|@@|  |  |  |  |Hf|@@|&&|MW|-F
+---+---+---+---+---+---+---+---+---+---+---+---+---+
G-|MW|&&|  |@@|@@|Gr|  |  |Gd|  |@@|@@|MW|-G
+---+---+---+---+---+---+---+---+---+---+---+---+---+
H-|MW|Hf|  |@@|&&|  |  |@@|  |  |@@|Hf|MW|-H
+---+---+---+---+---+---+---+---+---+---+---+---+---+
I-|MW|  |  |@@|  |  |  |@@|  |  |@@|Hf|MW|-I
+---+---+---+---+---+---+---+---+---+---+---+---+---+
J-|MW|  |  |@@|  |  |  |@@|  |  |@@|Hf|MW|-J
+---+---+---+---+---+---+---+---+---+---+---+---+---+
K-|MW|  |Gr|  |  |Gu|Hf|@@|  |@@|@@|VV|MW|-K
+---+---+---+---+---+---+---+---+---+---+---+---+---+
L-|MW|  |  |  |  |@@|@@|@@|  |  |  |  |MW|-L
+---+---+---+---+---+---+---+---+---+---+---+---+---+
M-|MW|MW|MW|MW|MW|MW|MW|MW|Dr|MW|MW|MW|MW|-M
+---+---+---+---+---+---+---+---+---+---+---+---+---+
    |  |  |  |  |  |  |  |  |  |  |  |
    01 02 03 04 05 06 07 08 09 10 11 12 13

```

Gols. Think of which two you can disable before getting the Hearts above the down arrow. You can't go nuts on them even after though. There IS a Skull in the stage as well, after all.

1. Grab all the Heart Framers for two shots and Arrow Power.
2. Shoot Gol C03, push it left 1. Shoot Gol C07 and push it left all the way.
3. Use the arrow power on K12. Grab the first two Heart Framers here for 4 shots. Let's fix up the Gols before we get the last.
4. Shoot Gol K03 and push it up. Shoot Gol G09 and push it up 1, left all the way. shoot Gol K06 and push it left 2, right 2, up all the way.
5. This part is tricky. Grab the last Heart Framer and run all the way to F09, don't stop or Gol G06 will burn you. Move left to F07 and down 0.5, halfway onto the Gol. Shoot the Skull ONCE when it comes in range. Run to F09, go down and up to prompt Gol G06 to spit fire. Run left and down before the fireball hits the wall. Run (NO stopping) to the upper portion of the screen.
6. Shoot Gol C09 once from above. Push him right 1, down 1.
7. Grab the chest, exit north.

\*---Stage H-5---\*

```

01 02 03 04 05 06 07 08 09 10 11 12 13
| | | | | | | | | | | | |
+---+---+---+---+---+---+---+---+---+---+---+---+---+
A-|MW|MW|MW|MW|MW|MW|MW|MW|MW|KE|MW|MW|MW|MW|-A
+---+---+---+---+---+---+---+---+---+---+---+---+---+
B-|MW|Me| | | |Hf|@@|Hf| | |Dh| | |MW|-B
+---+---+---+---+---+---+---+---+---+---+---+---+---+
C-|MW| | | | |&&| | | |Me|@@|@@|MW|-C
+---+---+---+---+---+---+---+---+---+---+---+---+---+
D-|MW|Sk| |&&| |&&| | | |@@|Hs| |MW|-D
+---+---+---+---+---+---+---+---+---+---+---+---+---+
E-|MW| | | | | |&&| | |&&| | |MW|-E
+---+---+---+---+---+---+---+---+---+---+---+---+---+
F-|MW| | | |&&| |&&| | |&&|Ef| |MW|-F
+---+---+---+---+---+---+---+---+---+---+---+---+---+
G-|Dr| |&&| | | |&&| | |&&| | |MW|-G
+---+---+---+---+---+---+---+---+---+---+---+---+---+
H-|MW| | | | | |&&| | | | | |MW|-H
+---+---+---+---+---+---+---+---+---+---+---+---+---+
I-|MW|@@|@@|@@| | |<<| | | | |&&|MW|-I
+---+---+---+---+---+---+---+---+---+---+---+---+---+
J-|MW|Ch| |Ef| |Sn| |&&|Me| | | |MW|-J
+---+---+---+---+---+---+---+---+---+---+---+---+---+
K-|MW| | |>>| | | | |@@| | | |MW|-K
+---+---+---+---+---+---+---+---+---+---+---+---+---+
L-|MW|Hs| |@@| | | | | | | | |MW|-L
+---+---+---+---+---+---+---+---+---+---+---+---+---+
M-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-M
+---+---+---+---+---+---+---+---+---+---+---+---+---+
| | | | | | | | | | | | |
01 02 03 04 05 06 07 08 09 10 11 12 13

```

\*2 Hearts for Arrow Power.

Knowing where to start is often the real challenge in these puzzles. The Emerald Framer in the bottom left can be moved WITHOUT the arrow power. Think about it.

1. Push Emerald Framer J04 left 1 and grab the Heart Framer for some shots.
2. Push that same framer right 2, up 3, right 1. Kill Snakey then push the Emerald Framer we've been moving down 3.5. Snakey will respawn at J10.
3. Grab Heart Framer D11 for arrow power and two more shots.
4. Push Emerald Framer F11 down 2, left 2.5 (Half cover of the Medusa below it. Not flush to the Medusa, however).
5. Use the arrow power on left arrow I07. Head under the Emerald Framer, halfway over Medusa. Push it up 6.5 to block both Don Medusa and Medusa on the right. Grab the heart framer and return to the left side of the screen by way of the arrow you switched.
6. Push the Emerald Framer you used to block Snakey's respawn point in Step 2 left 1. Kill Snakey. Let it respwan. Push the Emerald Framer up tot he tree, left 1, up 2, left 1, and up 3 to the right of Medusa.
7. Grab the last Heart Framer and RUN for the key. The Skull will approach from the left so start by running down.
8. If you have the REGION KEY from the second sea route, use it to proceed to the north.

\*---Stage H-6---\*

```

01 02 03 04 05 06 07 08 09 10 11 12 13
| | | | | | | | | | | | |
+---+---+---+---+---+---+---+---+---+---+---+---+---+
A-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-A

```



```

+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
B-|MW|Ch| | |Ef|Le| | |Ef| | | |MW|-B
+---+---+---+---+---+---+---+---+---+---+---+---+---+
C-|MW|Hf| | |Ef| | | |Ef| | | |MW|-C
+---+---+---+---+---+---+---+---+---+---+---+---+---+
D-|MW|Hf| | |Ef| | | |Ef| | | |Dr|-D
+---+---+---+---+---+---+---+---+---+---+---+---+---+
E-|MW|Hf| | |Me| | | |Me|Ef|Ef|Ef|MW|-E
+---+---+---+---+---+---+---+---+---+---+---+---+---+
F-|MW|Hf| | |Me| | | |Me| | |Hf|MW|-F
+---+---+---+---+---+---+---+---+---+---+---+---+---+
G-|MW|Hf| | |Me| | | |Me| | |Hf|MW|-G
+---+---+---+---+---+---+---+---+---+---+---+---+---+
H-|MW|Hf| | |Me| | | |Me| | |Hf|MW|-H
+---+---+---+---+---+---+---+---+---+---+---+---+---+
I-|MW|Ef|Ef|Ef| |Me|Me|Me| | | |Hf|MW|-I
+---+---+---+---+---+---+---+---+---+---+---+---+---+
J-|MW| | | | | | | |Ef| | |Hf|MW|-J
+---+---+---+---+---+---+---+---+---+---+---+---+---+
K-|MW| | | | | | | |Ef| | |Hf|MW|-K
+---+---+---+---+---+---+---+---+---+---+---+---+---+
L-|MW|Hf|Hf|Hf|Hf|Hf|Hf|Hf|Ef| | |Hf|MW|-L
+---+---+---+---+---+---+---+---+---+---+---+---+---+
M-|MW|MW|MW|MW|MW|MW|Dr|MW|MW|MW|MW|MW|MW|-M
+---+---+---+---+---+---+---+---+---+---+---+---+---+
| | | | | | | | | | | | | |
01 02 03 04 05 06 07 08 09 10 11 12 13

```

Half cover of the Medusas is pretty important here.

1. Push Emerald Framer D09 half a space left.
2. Push Emerald Framer C09 left 2.5, down 1 when Leeper is DOWN. Push Emerald Framer C05 left 2 and get Heart Framer C02. This will give you a moment to get your bearing while being safe from Leeper (get this FROM THE TOP, so you are guarded by the chest, a heart framer, and emerald framer).
3. As Leeper head downs, touch it when it is halfway between rows E and F, between the two Medusas. So what you do is as it goes down, go halfway between rows D and E, so when it touches you it is halfway between rows E and F itself.
4. Push Emerald Framer E10 down half a space.
5. Push Emerald Framer E11 down 2.5, left 1, between the Medusas.
6. Push the Emerald Framer you left in C03 in Step 2 right to C11, down to I11, and left beside Medusa I08.
7. Get all Heart Framers on the right side of the screen.
8. Push Emerald Framer J09 left 1.5.
9. Push Emerald Framer K09 left 2.5, up 1.
10. Get all the Heart Framers at the bottom of the screen.
11. Push Emerald Framer I04 up half a space.
12. Push Emerald Framer I03 up 2.5.
13. Get all Heart Framers on the left side of the screen.
14. Grab the key and proceed.

\*---Stage H-7---\*

```

01 02 03 04 05 06 07 08 09 10 11 12 13
| | | | | | | | | | | | | |
+---+---+---+---+---+---+---+---+---+---+---+---+---+
A-|MW|MW|MW|MW|MW|MW|Dr|MW|MW|MW|MW|MW|MW|-A

```

```

+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
B-|MW|@@|&&|&&|@@| | | | | |&&|Ch|MW|-B
+---+---+---+---+---+---+---+---+---+---+---+---+---+
C-|MW|@@| | |@@| | | | |@@| | |MW|-C
+---+---+---+---+---+---+---+---+---+---+---+---+
D-|MW|Sk| | | | |Ef|Ef| |@@| |Gd|MW|-D
+---+---+---+---+---+---+---+---+---+---+---+---+
E-|MW|Sk| | | | |Hf|Hf| |@@| | |MW|-E
+---+---+---+---+---+---+---+---+---+---+---+---+
F-|MW|@@| | |@@| |Hf|Hf| |@@|&&| |MW|-F
+---+---+---+---+---+---+---+---+---+---+---+---+
G-|MW|@@| | |@@| |Ef|Ef| |@@| | |MW|-G
+---+---+---+---+---+---+---+---+---+---+---+---+
H-|MW|Sk| | |@@| | | | |@@| | |MW|-H
+---+---+---+---+---+---+---+---+---+---+---+---+
I-|MW|Sk| | |@@|@@|@@|@@|@@|@@|@@| |&&|MW|-I
+---+---+---+---+---+---+---+---+---+---+---+---+
J-|MW|@@| | | | | | | | | |&&|MW|-J
+---+---+---+---+---+---+---+---+---+---+---+---+
K-|MW|@@| | | | | | | | | | |MW|-K
+---+---+---+---+---+---+---+---+---+---+---+---+
L-|MW|@@|@@|@@|Sk|Sk|@@|@@|Sk|Sk|&&|&&|MW|-L
+---+---+---+---+---+---+---+---+---+---+---+---+
M-|MW|MW|MW|MW|MW|Dr|MW|MW|MW|MW|MW|MW|MW|MW|-M
+---+---+---+---+---+---+---+---+---+---+---+---+
| | | | | | | | | | | | | |
01 02 03 04 05 06 07 08 09 10 11 12 13

```

Deceptive. If you only take three heart framers, you will be able to move ALL Emerald Framers out.

1. Get Heart Framers E07, E98, F08. LEAVE the bottom left until the end.
2. Push Emerald Framer D07 down 1, left 3, and down all the way. Push it 5.5 spaces right, between the two skulls.
3. Push Emerald Framer D08 down 1, left 4, down all the way, and right 1.5. It, too, will be between a pair of skulls.
4. Push Emerald Framer G08 up 2, left all the way and 3.5 down, between a pair of Skulls to block both.
5. Push Emerald Framer G07 left 1, 2 up, left all the way, and up half a space to block the final pair of skulls.
6. Grab the final Heart Framer.
7. Go up to G11. Walk right and dodge left - Gol will have shot a fireball. As it heads to the bottom wall, run around the Gol and grab the chest.
8. You may proceed.

\*---Stage H-8---\*

```

01 02 03 04 05 06 07 08 09 10 11 12 13
| | | | | | | | | | | | | |
+---+---+---+---+---+---+---+---+---+---+---+---+
A-|MW|MW|MW|MW|MW|Dr|MW|MW|MW|MW|MW|MW|MW|MW|-A
+---+---+---+---+---+---+---+---+---+---+---+---+
B-|MW| | | | | | | | | | | |MW|-B
+---+---+---+---+---+---+---+---+---+---+---+---+
C-|MW| | |Hf| |Hf| |Hf| |Hf| | |MW|-C
+---+---+---+---+---+---+---+---+---+---+---+---+
D-|MW| | |Hf|Hf|Hf|Hf|Hf|Hf|Hf| | |MW|-D
+---+---+---+---+---+---+---+---+---+---+---+---+
E-|MW| | | |Hf|Hf|VV|Hf|Hf| | | |MW|-E

```



```

+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
D-|MW| | | |Hf|Hf|Hf|Hf|Hf| | | |MW|-D
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
E-|MW| | |Hf|Hf| | | |Hf|Hf| | | |MW|-E
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
F-|MW| | |Hf|Hf| | | | | | | |MW|-F
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
G-|MW| | | |Hf|Hf|Hf|Hf|Hf| | | |MW|-G
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
H-|MW| | | | | | | |Hf|Hf| | | |MW|-H
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
I-|MW| | |Hf|Hf| | | |Hf|Hf| | | |MW|-I
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
J-|MW| | | |Hf|Hf|Hf|Hf|Hf| | | |MW|-J
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
K-|MW| | | | | | | | | | | | |MW|-K
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
L-|MW| | | | | | | | | | | | |Ch|MW|-L
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
M-|MW|MW|MW|MW|MW|MW|Dr|MW|MW|MW|MW|MW|MW|-M
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
| | | | | | | | | | | | | |
01 02 03 04 05 06 07 08 09 10 11 12 13

```

No problem at all. Just collect all of the Heart Framers and take the chest.  
The next room won't be so easy.

--Part 2--

```

01 02 03 04 05 06 07 08 09 10 11 12 13
| | | | | | | | | | | | | |
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
A-|MW|MW|MW|MW|MW|MW|Dr|MW|MW|MW|MW|MW|MW|-A
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
B-|MW| | | | | | | | | | | | |MW|-B
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
C-|MW|Me| |Hs|&&|Ef| |Ef|&&|Hs| | |MW|-C
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
D-|MW| | |&&|&&| | | |&&|&&| | |MW|-D
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
E-|MW| | |&&| | | | | |&&| | |MW|-E
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
F-|MW| | | | | | | | | | | | |MW|-F
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
G-|MW| | | | | | | | | | | | |MW|-G
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
H-|MW| |Sn| |@@|@@|Hf|@@|@@| |Sn| |MW|-H
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
I-|MW| | | |@@| | | |@@| | | |MW|-I
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
J-|MW| | | |@@| | | |@@| | | |MW|-J
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
K-|MW| | | |@@| | | |@@| | | |MW|-K
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
L-|MW|Hs| | |@@| |Ch| |@@| | |Hs|MW|-L
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
M-|MW|MW|MW|MW|MW|MW|MW|MW|MW|Dr|MW|MW|MW|-M
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
| | | | | | | | | | | | | |

```

\*4 Hearts for Hammer Power

\*5 Hearts for second use  
Hammer Power

01 02 03 04 05 06 07 08 09 10 11 12 13

Not as bad as it looks. The Hammer will let us block the bottom Medusa. The Snakeys need to be used twice.

1. Push emerald Framer down 3, left all the way, up beneath Medusa. Push Emerald Framer down 3, right all the way, up underneath Medusa.
2. Collect Heart Framers L02 and L12 for four shots.
3. Egg Snakey H03 and push it up beside Medusa. Egg and Push Snakey H11 up beside Medusa.
4. Get Heart Framers H04 and H10 for four more shots, and Hammer Power.
5. Shoot both Snakeys twice.
6. Use hammer on rock I09.
7. When Snakey H11 respawns, egg him and push him down 1, left 4. Above Medusa.
8. Get Heart Framer H07 for Hammer Power.
9. Use the second Hammer on Rock K05.
10. Egg Snakey H03. Push him down 3, right 4.

--Part 3--

```

01 02 03 04 05 06 07 08 09 10 11 12 13
| | | | | | | | | | | | |
+---+---+---+---+---+---+---+---+---+---+---+---+---+
A-|MW|MW|MW|MW|MW|MW|MW|MW|MW|Dr|MW|MW|MW|-A
+---+---+---+---+---+---+---+---+---+---+---+---+
B-|MW| | | | | | | | | | | |MW|-B
+---+---+---+---+---+---+---+---+---+---+---+
C-|MW| | | | | | | | | | | |MW|-C
+---+---+---+---+---+---+---+---+---+---+
D-|MW| | | |##|##|##|##|##| | | |MW|-D
+---+---+---+---+---+---+---+---+---+---+
E-|MW| | |##|##|Al| | |##|##| | |MW|-E
+---+---+---+---+---+---+---+---+---+---+
F-|MW| | |##|##| | | | |Hf| | |MW|-F
+---+---+---+---+---+---+---+---+---+---+
G-|MW| | |Hf|##|##|##|##|##|Hf| | |MW|-G
+---+---+---+---+---+---+---+---+---+---+
H-|MW| | |Hf| | | | |##|##| | |MW|-H
+---+---+---+---+---+---+---+---+---+---+
I-|MW| | |##|##| | |Al|##|##| | |MW|-I
+---+---+---+---+---+---+---+---+---+---+
J-|MW| | | |##|##|##|##|##| | | |MW|-J
+---+---+---+---+---+---+---+---+---+---+
K-|MW| | | | | | | | | | | |MW|-K
+---+---+---+---+---+---+---+---+---+---+
L-|MW|Ch| | | | | | | | | | |MW|-L
+---+---+---+---+---+---+---+---+---+---+
M-|MW|MW|MW|MW|MW|MW|Dr|MW|MW|MW|MW|MW|MW|-M
+---+---+---+---+---+---+---+---+---+---+
| | | | | | | | | | | | |
01 02 03 04 05 06 07 08 09 10 11 12 13

```

All you can really do is wait for the Almas to gravitate toward the middle and grab the Heart Framers. If you get the first one you free to roll away, it will buy you some time to get through to the second one. This is really a test of speed above all.

--Part 4--

```

01 02 03 04 05 06 07 08 09 10 11 12 13
| | | | | | | | | | | | |
+---+---+---+---+---+---+---+---+---+---+---+---+---+
A-|MW|MW|MW|MW|MW|MW|Dr|MW|MW|MW|MW|MW|MW|-A
+---+---+---+---+---+---+---+---+---+---+---+---+---+
B-|MW|Me|@@| | | | | | | |@@|Me|MW|-B
+---+---+---+---+---+---+---+---+---+---+---+---+---+
C-|MW| |Gd| | | | | | | |Gd| |MW|-C
+---+---+---+---+---+---+---+---+---+---+---+---+---+
D-|MW| |Hf| | | | | | | |Hf| |MW|-D
+---+---+---+---+---+---+---+---+---+---+---+---+---+
E-|MW| | | | | | | | | | | |MW|-E
+---+---+---+---+---+---+---+---+---+---+---+---+---+
F-|MW| | |&&|&&| |Hs| |&&|&&| | |MW|-F
+---+---+---+---+---+---+---+---+---+---+---+---+---+
G-|MW| | |&&|Gr| | | |Gl|&&| | |MW|-G
+---+---+---+---+---+---+---+---+---+---+---+---+---+
H-|MW|Hf| |Gl|@@| | | |@@|Gr| |Hf|MW|-H
+---+---+---+---+---+---+---+---+---+---+---+---+---+
I-|MW| | |@@| | | | | |@@| | |MW|-I
+---+---+---+---+---+---+---+---+---+---+---+---+---+
J-|MW|Hs|Gl|@@|Gr| | | |Gl|@@|Gr|Hs|MW|-J
+---+---+---+---+---+---+---+---+---+---+---+---+---+
K-|MW| | |@@| | | | | |@@| | |MW|-K
+---+---+---+---+---+---+---+---+---+---+---+---+---+
L-|MW|Gu| | |@@| |Ch| |@@| | |Gu|MW|-L
+---+---+---+---+---+---+---+---+---+---+---+---+---+
M-|MW|MW|Dr|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-M
+---+---+---+---+---+---+---+---+---+---+---+---+---+
| | | | | | | | | | | | |
01 02 03 04 05 06 07 08 09 10 11 12 13

```

1. Run down and grab Heart Framers (and only these) J02 and J12. This supplies you with 4 shots.
2. Egg Gol C03 and push it in front of the top left Medusa. Egg Gol C11 and push it in front of the top right Medusa.
3. Collect Heart Framers D03, H02, D11, and H12.
4. Egg the two Gols G05 and G09. Grab Heart Framers F07 (two shots). Go down past teh two eggs.
5. Egg Gol J05 and J09. Grab the chest.
6. Proceed through the door.

--Part 5--

No actual puzzle. One of the Four Gods will join you.

```

=====
*****
EMFCI: Col I
*****

```

\*---Stage I-1---\*

```

01 02 03 04 05 06 07 08 09 10 11 12 13
| | | | | | | | | | | | |
+---+---+---+---+---+---+---+---+---+---+---+---+---+

```

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A-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-A
+---+---+---+---+---+---+---+---+---+---+---+---+---+
B-|MW|Gd|Sn| | | | | |<<| |Hf| |MW|-B
+---+---+---+---+---+---+---+---+---+---+---+---+
C-|MW|Hf| | |&&|&&|Ef|&&|&&|&&|&&|Hf|MW|-C
+---+---+---+---+---+---+---+---+---+---+---+---+
D-|MW| | | |&&|&&|^|^|Hf|>>| |Sk|%%|MW|-D
+---+---+---+---+---+---+---+---+---+---+---+---+
E-|MW| | |&&|Hf|!!!|Ef|!!!|Gu|&&|%%|MW|-E
+---+---+---+---+---+---+---+---+---+---+---+---+
F-|MW| |Hf|&&|!!!|Ef|Hf|Hf|Hf|&&| | |Dr|-F
+---+---+---+---+---+---+---+---+---+---+---+---+
G-|Dr| |Gu|&&|Hf|!!!|Ef|>>|Sk| | |MW|-G
+---+---+---+---+---+---+---+---+---+---+---+---+
H-|MW| |&&|Hf|!!!|&&|!!!|Hf|!!!|^|^|&&|%%|MW|-H
+---+---+---+---+---+---+---+---+---+---+---+---+
I-|MW|Hs|&&|VV|^|^|VV|<<|Gr|&&|^|^|Gu|%%|MW|-I
+---+---+---+---+---+---+---+---+---+---+---+---+
J-|MW| |Gd|Ef|&&|Ef|&&|&&|&&|&&|%%|&&|%%|MW|-J
+---+---+---+---+---+---+---+---+---+---+---+---+
K-|MW|VV|&&| |&&| |Sn|Sn|&&|Sk|&&|%%|MW|-K
+---+---+---+---+---+---+---+---+---+---+---+---+
L-|MW|Ch|%%|%%|%%| | | | | |>>|%%|MW|-L
+---+---+---+---+---+---+---+---+---+---+---+---+
M-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-M
+---+---+---+---+---+---+---+---+---+---+---+---+
| | | | | | | | | | | | | |
01 02 03 04 05 06 07 08 09 10 11 12 13

```

You'll pretty much never escape a skull over sand, so you have to have a plan to trap them. You'll also need an escape plan.

1. Collect all Heart Framers around the outside. You should have two shots.
2. Push Emerald Framer J06 up onto the down arrow.
3. Egg Skull G10 and push it left 1. Egg Skull K10 and push it up 4. In that order.
4. Alright, get every Heart Framer to the right of the three Emerald framers.
5. Push Emerald Framer E08 up 0.5. Push Emerald Framer G08 down 0.5. Push Emerald Framer F06 right 2. the skulls will be trapped here.
6. Collect the rest of the Heart Framers.
7. Wait for all three skulls to be above the middle Heart Framer, now in G08. Push it in right when they are. Proceed to trap the three of them up at the top right - they will protect you from a Gol when you're headed to the exit this way.
8. Push the Emerald Framer you left on the Down Arrow in Step 2 left, then exit down. Make your way to the right around the stage (don't be tempted by the chest). Stand at D04, run left all the way and immediately run down. You should stay ahead of the fireball and grab the key.
9. Proceed west.

\*---Stage I-2---\*

```

01 02 03 04 05 06 07 08 09 10 11 12 13
| | | | | | | | | | | | |
+---+---+---+---+---+---+---+---+---+---+---+---+
A-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-A
+---+---+---+---+---+---+---+---+---+---+---+---+
B-|MW|Ch| | | |Dh| | | | | | | |MW|-B
+---+---+---+---+---+---+---+---+---+---+---+---+

```

```

C-|MW| | | | | | |Hf|%%|%%|Hf|Al| |Dr|-C
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
D-|MW| |Al| |%%| | |%%|%%| | |%%|MW|-D
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
E-|MW| | | |%%| | | | | | |%%|MW|-E
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
F-|MW| |Ef| |%%| | |%%|%%|%%| |%%|MW|-F
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
G-|MW| | | |%%| |Al|%%|Ef|%%| |%%|MW|-G
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
H-|MW| |Al| |%%| | |%%| |%%| |%%|MW|-H
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
I-|MW| | | |%%| | |%%| |%%| |%%|MW|-I
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
J-|MW|%%|%%|%%|%%|%%| | |%%| |%%|Hf|%%|MW|-J
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
K-|Dr| | | | | | |Hf|%%| |%%|%%|%%|MW|-K
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
L-|MW|%%|%%|%%|%%|%%|%%|%%|%%| | | |Hf|MW|-L
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
M-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-M
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
| | | | | | | | | | | | | |
01 02 03 04 05 06 07 08 09 10 11 12 13

```

Use the grass as protection from Alma and Alma as protection from Don Medusa!

1. Step across the bottom, stopping under Framers when Don Medusa comes by, and collect Heart Framers J11 and L12. Wait below Emerald FramerH09.
2. When Almas are away, push this Emerald Framer up 4, tot he top right of the 2x2 patch of grass, coordinate C09. Push it up 1 when Don Medusa is to the right of it.
3. Let Almas clear away and push this right 1. Stay ont he 2x2 patch of grass.
4. Duck in and out to get Heart Framers C07 and C10 when Almas are relatively away.
5. Run down and grab Heart Frmaer K07 when the coast is clear.
6. Lure the Almas down, then run up and grab the key. Exit to the east.

\*---Stage I-3---\*

No actual stage, listen tot he advice.

\*---Stage I-4---\*

```

01 02 03 04 05 06 07 08 09 10 11 12 13
| | | | | | | | | | | | |
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
A-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-A
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
B-|MW|Al|@@| | | |Ch| | | |@@|Al|MW|-B
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
C-|MW| | | |Ef| | | |Ef| | | |MW|-C
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
D-|MW|@@|@@|@@|@@| | | |@@|@@|@@|@@|MW|-D
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
E-|MW|Hf| | |Ef| | | | | | |MW|-E
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
F-|MW|Hf|Al| |Ef| | |Ef|@@|@@|@@|@@|MW|-F
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
G-|MW|Hf| | |Ef| | | |Ef| | |Hf|MW|-G

```



```

+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
H-|MW|@@|@@|@@|@@|Ef| | |Ef| | |Hf|MW|-H
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
I-|MW| | | | | | | |Ef| |Al|Hf|MW|-I
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
J-|MW|@@|@@|@@|@@| | | |@@|@@|@@|@@|MW|-J
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
K-|MW|Hs| | | | | | | | | |Hs|MW|-K
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
L-|MW| | | | | | | | | | | | |MW|-L
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
M-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-M
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
| | | | | | | | | | | | | |
01 02 03 04 05 06 07 08 09 10 11 12 13

```

Trapping the Almas is paramount. It IS possible to catch the first two in one chamber. It takes precise timing, but it IS possible. I will focus on this. If you cannot, then I suggest you egg both, leave the room and re-enter it.

1. Grab the bottom left Heart Framer K02 for 2 shots. Stand at K04 or 05. When the first Alma comes down and TURNS toward you, fire. He SHOULD turn into an egg halfway between K06 and K07. If he does, the NEXT alma will deflect off this egg and enter the chamber above you. If you do NOT manage this, run back, egg number 2, and reset the room.

When number 2 enters the long chamber, push number 1's egg up and left. Now, push Emerald Framer H06 down 1, and all the way left. Trapping both in one chamber. Phew!

2. Push Emerald Framer F08 up 2 in preparation for the step 4.
3. Grab Heart Framer K12 for 2 more shots.
4. Slowly push Emerald Framer I09 right. Wait for the Alma to be at the upper right of his path before you get him out. Once he is able to exit, lure him out. Now, either try and lure him into the upper right long passage (ROW E) or Egg him ONCE and push him in. Seal it with the Emerald framer from Step 2.
5. Pilfer Heart Framers G12, H12, and I12.
6. Push Emerald Framer G05 left slowly. Again, wait until the Alma is in the upper segment of its path before pushing. When it is released, shoot it twice to remove it.
7. Quickly grab the last Heart Framers.
8. Take the REGION KEY.

\*---Stage I-5---\*

```

01 02 03 04 05 06 07 08 09 10 11 12 13
| | | | | | | | | | | | | |
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
A-|MW|MW|MW|MW|MW|MW|Dr|MW|MW|MW|MW|MW|MW|-A
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
B-|MW| |Hf| |>>| |Hf| |<<| |Hf| |MW|-B
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
C-|MW| |@@|@@|@@|Ef|Ef|Ef|@@|@@|@@| |MW|-C
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
D-|MW| |@@| |Ef| |Ef| |Ef| |@@| |MW|-D
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
E-|MW| | |^^|@@|VV|@@|^^|@@|^^| | |Dr|-E
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
F-|MW|Hf| | | | | | | | | | |Hf|MW|-F
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+

```



```

F-|MW| | |@@| |&&|@@|&&| |@@| | |MW|-F
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
G-|MW| | |@@|Hf|Al|@@|&&|Hf|@@| | |Dr|-G
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
H-|MW| | |@@|@@| |@@|&&|Al|@@| | |MW|-H
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
I-|MW|Ef|Ef|@@|@@| |@@| | |@@|Ef|Ef|MW|-I
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
J-|MW| | | |@@|Ch|@@| |@@| | | |MW|-J
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
K-|MW|Hf| | |@@|@@|@@|Hf|@@| | |Hf|MW|-K
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
L-|MW| | | | | | | | | | |MW|-L
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
M-|MW|MW|MW|MW|MW|MW|Dr|MW|MW|MW|MW|MW|MW|-M
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
| | | | | | | | | | | | | |
01 02 03 04 05 06 07 08 09 10 11 12 13

```

You need to set up cages for the Almas and lure them out one at a time.

1. Get heart framers K02 and K12 out of the way.
2. Push Emerald Framer I03 up 2, down 4 to row K03. Push Emerald Framer I02 down 2 spaces, beside it. This is Cage 1.
3. Wait for the first Alma to go to the top and grab Heart Framer K08. Run in front of the opening to your cage to prompt Alma to roll toward it. Once he starts rolling, run up to J03 and push down when he enters the cage, trapping him.
4. Cage 2 time. Push Emerald Framer I11 up 2, down 4. Push I12 down 2.
5. Grab the Next Heart Framer as Alma runs up. Run all the way down in front of Cage 2. As SOON as the Alma rolls, run to J11. Push down on the Framer when he enters the cage.
6. Push Emerald Framer E11 up 2. Get Heart Framers C02 and C12. Push Emerald Framers E02, E03, and E12 all up 2. The last 2 cages are ready.
7. Grab the NExt Heart Framer when Alma is DOWN. He will chase you down. Get him to chase you around the right side of the stage. He will roll when you both reach the top. When he enters your cage, trap him.
8. For the last Alma, grab the Heart Framer and let it chase you around the OTHER side of the screen. It too will roll, and you can trap it when it reaches the upper right.
9. GRab the key. Go throught he right door first, then left.

\*---Stage I-7---\*

```

01 02 03 04 05 06 07 08 09 10 11 12 13
| | | | | | | | | | | | |
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
A-|MW|MW|MW|MW|MW|MW|Dr|MW|MW|MW|MW|MW|MW|-A
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
B-|MW| | |Ch|@@|Hf| |Ef| |Hf|@@| |MW|-B
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
C-|MW| |@@|@@| |&&| |Ef| |Hs|@@| |MW|-C
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
D-|MW| |@@| | | | |Ef| |Hf|@@| |Dr|-D
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
E-|MW| |@@| |Sn| | |@@|@@|@@| | |MW|-E
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
F-|MW| |@@|&&| | | | | | | |@@|MW|-F
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+

```

```

G-|MW| |Hf| | | | | |@@| |@@|Hf|MW|-G
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
H-|MW|@@|&&|Hf| |Me| |&&|Hf| |@@| |MW|-H
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
I-|MW| | | | | | |Sn| | |Hf| |MW|-I
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
J-|MW| |@@|Ef| | | | | |Hf| | |MW|-J
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
K-|MW| |@@| | |Hf| | | |&&| |Al|MW|-K
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
L-|MW|Hf|@@| | |@@|@@|&&|&&|@@| | |MW|-L
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
M-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-M
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
| | | | | | | | | | | | | |
01 02 03 04 05 06 07 08 09 10 11 12 13

```

The Alma is actually a definite key to this puzzle. It will be paramount in your avoid Medusa.

1. Push Emerald Framers D08 and B08 right 1, C08 up. Get the Heart Framers for a shot.
2. Push the Emerald Framer now in D09 left 2, down 3, left 1 on top of Medusa.
3. Egg Snakey E05 and push it down 3, beside Medusa.
4. Egg Snakey I08 and push it left 1, up 1, beside Medusa.
5. Grab Heart Framers: L02, H04, G03, H09, and B06. Basically, everything except those near Alma and the one under Medusa.
6. Push Emerald Framer J04 up 2, this is important later.
7. Grab Heart Framer I11 as Alma head down. Walk left 2 spaces, and let Alma Roll. Run down 2 spaces as he starts then walk beneath him. Collect the Heart Framer while Alma protects you from Medusa.
8. Let him roll so you can pass under Medusa again to the right. Force him back left on the same row and grab one of the two last heart framers. He will roll back. Force him back to the left along the same row again, and grab the last Framer.
9. Make your way to the chest. The Emerald Framer you placed step 6 will prevent Alma from cutting you off at the pass.
10. Grab the key, proceed.

\*---Stage I-8---\*

No actual puzzle. Listen to the advice and you're good to go.

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EMFCJ: Col J
*****

```

\*---Stage J-1---\*

```

01 02 03 04 05 06 07 08 09 10 11 12 13
| | | | | | | | | | | | |
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
A-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-A *7 Hearts for Arrow Power
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
B-|MW|@@|@@|Hf|@@|@@|@@| | | | | |MW|-B *8 Hearts for Hammer Power
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
C-|MW|@@|Hf|Hf|Hf|@@|Hs| |&&|@@|@@|VV|MW|-C
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
D-|MW| | | | | | | |<<| | | |MW|-D

```

```

+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
E-|MW| |Gd| | | |@@|&&|&&|@@|@@| |Dr|-E
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
F-|Dr| | | | | |&&|&&| | |Sn|&&|MW|-F
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
G-|MW|&&|&&|^|^|&&| |&&| |Ef| |Gd|@@|MW|-G
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
H-|MW|&&| | |&&| |&&| | | | |Ch|MW|-H
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
I-|MW|&&| |&&|&&| | |&&| |Gu| |@@|MW|-I
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
J-|MW|&&|Hf|@@| | | |&&| | | |&&|MW|-J
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
K-|MW|&&|&&|&&|Ef| |&&|&&|&&|&&|&&|&&|MW|-K
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
L-|MW|Le| | |Hf| |Hf| | | |Al| |MW|-L
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
M-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-M
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
| | | | | | | | | | | | | |
01 02 03 04 05 06 07 08 09 10 11 12 13

```

Finally, a little break. Thsi stage isn't so bad as long as you know how to neutralize the bulk of the enemies. Trap Alma where Leeper begins, and block a Gol with Leeper.

1. Free Leeper when it's far to the left. Run up to row f, and lead it under the Gol E03. Make it fall asleep under this gol.
2. Wait at K06 for Alma to be all the way left. Grab Heart Framer L07 and Alma should be rolling left. run left and up. Push down on Emerald Framer K05 to trap it when it enters Leeper's quarters.
3. Grab the five Heart Framers at the top of the screen. You'll have two shots and arrow power.
4. Use arrow power on up Arrow G04. Get the last Heart Framer, you'll have hammer power.
5. Use the hammer on Rock E10, in line with Gol I10. Break it and dodge right. Then head down through the opening, shoot the Gol's fireball just before it hits you. Dodge left into F09, just above the Emerald Framer.
6. Push Emerald Framer G09 down 1, right 1. Egg the downward Gol, Gol G11. Grab the key.
7. Exit through the left.

\*---Stage J-2---\*

```

01 02 03 04 05 06 07 08 09 10 11 12 13
| | | | | | | | | | | | | |
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
A-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-A
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
B-|MW| | | |@@|@@| | |@@|Ch|@@|@@|MW|-B
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
C-|Dr| | |Ef| | | | |@@| |@@|Hs|MW|-C
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
D-|MW|@@|&&| |&&| | | |<<| | | |MW|-D
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
E-|MW|@@|@@| |Gu| |@@|@@|@@| |&&|Gu|MW|-E
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
F-|MW|@@|&&|Sn|Hf| | |@@|Gd| | |&&|MW|-F

```

\*5 Hearts for Arrow Power.

```

+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
G-|MW| | | | | | |@@|Hf| |Ef| |Dr|-G
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
H-|MW|Hs| | | |Me| |Hs|@@| | | | |MW|-H
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
I-|MW| |Gd|Hf| | | |&&|Me| |Gu|&&|MW|-I
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
J-|MW| | |&&|&&|@@|@@|&&|@@| | |Me|MW|-J
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
K-|MW|@@| | | | |Hf|@@| |Sn| | |MW|-K
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
L-|MW|@@|@@| |&&| | | | | |Hf| |MW|-L
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
M-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|Dr|MW|-M
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
| | | | | | | | | | | | | | |
01 02 03 04 05 06 07 08 09 10 11 12 13

```

Tight quarters, but inventive pushing and placement will win the day.

1. Push Emerald Framer right 3, down 1, left 1, down 4.5, to the right of Medusa. This also blocks another Medusa, I09, from the left.
2. Grab Heart Framer H07 for two shots. Egg Snakey and push it down 2. Egg Gol E05 and push it right 1 down 2, left 1. Grab Heart Framers H02, and F05. You'll have two more shots.
3. Egg Gol I03 and push it up. Grab Heart Framer H04. Push Gol's egg down 1, right 1.
4. Grab Heart Framer K07. You'll have Arrow Power now. LEAVE L11 for last.
5. Use the Arrow Power ont he one arrow that is in the stage.
6. Grab Heart Framer C12 for two more shots.
7. Shoot Gol I11 twice. Push Emerald Framer G11 down 2 to block its respawn. It will respawn at H09. Grab Heart Framer G09 when it does.
8. Head back around tot he left. Egg the gol under Medusa H05 (so Gol I05) and grab the last Heart Framer. Run back left before Gol hatches.
9. It's a simple matter of getting to the key now. Make sure you pass to the right on row C so you aren't shot. Pass teh arrow, grab the key.
10. Proceed to the South.

\*---Stage J-3---\*

```

01 02 03 04 05 06 07 08 09 10 11 12 13
| | | | | | | | | | | | | | |
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
A-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|Dr|MW|-A
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
B-|MW| | | |!!!|<<|Hf|<<|!!!| | | |MW|-B
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
C-|MW| | |!!!|%%|>>|Hs|<<|&&|!!!| | |MW|-C
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
D-|MW| |!!!| | |&&|Sk|&&| | |!!!| |Dr|-D
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
E-|MW|!!!|%%| | |&&| |&&| | |%%|!!!|MW|-E
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
F-|MW|VV|VV|&&|&&|&&|Le|&&|&&|&&|VV|^|^|MW|-F
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
G-|MW|Hf|Hs|Sk| |Le|Me|Le| |Sk|Hf|Hs|MW|-G
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
H-|MW|VV|^|^|&&|&&|&&|Le|&&|&&|&&| | |MW|-H
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+

```

```

I-|MW|!!!|%%| | |&&| |&&| | |%%|!!|MW|-I
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
J-|MW| |!!| | |&&|Sk|&&| | |!!| |MW|-J
+---+---+---+---+---+---+---+---+---+---+---+---+---+---
K-|MW| | |!!|%%|>>|Hs|<<|%%|!!| | |MW|-K
+---+---+---+---+---+---+---+---+---+---+---+---+---+---
L-|MW| | | |!!|>>|Hf|>>|!!| | | |MW|-L
+---+---+---+---+---+---+---+---+---+---+---+---+---+---
M-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-M
+---+---+---+---+---+---+---+---+---+---+---+---+---+---
| | | | | | | | | | | | | |
01 02 03 04 05 06 07 08 09 10 11 12 13

```

Pretty easy, you just have to decide which Heart Framer to get last.

1. Go down on down Arrow F11. Grab these two heart framers (2 shots) and go up on the up arrow.
2. Go left on left arrow B08. Get the two Heart Framers here. Go left on left arrow B06. Two shots.
3. Go down on down arrow F02. Take Heart Framer G02, but save G03 for the end. Go down on down arrow H02.
4. Pass right at the bottom and get the two heart framers for two shots. Kill Skull J07 and let Leeper fall asleep in its place.
5. Make your way around to the top. Egg Skull D07. Quickly step down on down arrow F02. Take Heart Framer G03 and immediately shoot the Skull.
6. Run for the key, shoot the skull that is probably coming from below.
7. Exit to the east.

\*---Stage J-4---\*

```

01 02 03 04 05 06 07 08 09 10 11 12 13
| | | | | | | | | | | | |
+---+---+---+---+---+---+---+---+---+---+---+---+---+---
A-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-A
+---+---+---+---+---+---+---+---+---+---+---+---+---+---
B-|MW|%%|%%|%%| | | | | | | | |Dr|-B
+---+---+---+---+---+---+---+---+---+---+---+---+---+---
C-|MW|%%|%%|%%| | |@@|@@|@@|@@|Gr|Hf|MW|-C
+---+---+---+---+---+---+---+---+---+---+---+---+---+---
D-|MW| | |Ef| | |Ef| | | | | |MW|-D
+---+---+---+---+---+---+---+---+---+---+---+---+---+---
E-|MW| | |Ef| | |&&| | | | | |MW|-E
+---+---+---+---+---+---+---+---+---+---+---+---+---+---
F-|MW|Me| |&&| | |&&| | |Hf| | |MW|-F
+---+---+---+---+---+---+---+---+---+---+---+---+---+---
G-|MW| | |Sk| | |&&| | | | | |MW|-G
+---+---+---+---+---+---+---+---+---+---+---+---+---+---
H-|MW| | |Sk| | |&&| | |Gu| | |MW|-H
+---+---+---+---+---+---+---+---+---+---+---+---+---+---
I-|MW| | |Sk| | |@@|@@|@@|Gd|@@|Hs|MW|-I
+---+---+---+---+---+---+---+---+---+---+---+---+---+---
J-|MW|&&|@@|Gr| | |@@|Al| | | |Al|MW|-J
+---+---+---+---+---+---+---+---+---+---+---+---+---+---
K-|MW| | |Ef| | |Me| | |Hf| | |MW|-K
+---+---+---+---+---+---+---+---+---+---+---+---+---+---
L-|MW|Ch| | | | |@@|Al| |Al| |Al|MW|-L
+---+---+---+---+---+---+---+---+---+---+---+---+---+---
M-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-M
+---+---+---+---+---+---+---+---+---+---+---+---+---+---

```

\*3 Hearts for Hammer Power.

| | | | | | | | | | | | | | |  
01 02 03 04 05 06 07 08 09 10 11 12 13

Extremely aggravating stage, you have to trap all of the Almas below Medusa F02 and use the hammer power properly as well.

1. Push Emerald Framer D07 right 2, left 4, down 2. Push Emerald Framer E04 right 2, down 1. Push Emerald Framer D04 up 1.
2. The Almas MUST be running in a "circle." When there is a gap between them, grab Heart Framer I12. You'll get shots but don't use them just yet. Run up to row D, then left to Column 05. Run onto grass space B03. When all Almas are to the left of the EMerald Framer you placed at C04, push it down 1.5.

Now we have to trap the Almas further. Move down to try and provoke them down, then quickly run up and push the Emerald Framer left 0.5. All five MUST be trapped under it. Push it into space F03, right beside Medusa to fully trap the Almas at this direction.

3. Now, the Skulls. With so much blocking Medusa you can push Emerald Framer you left in F05 down 1.5, between the top two Skulls. Now, Push Emerald Framer you left in F06 down 5.5, halfway covering the Medusa on her lower half. Now push the final Emerald Framer, K04, right 1m and up 1.5 - between Gol and teh lower SKull.
4. Take the Heart Framers F10 and C12 for Hammer power.
5. Use the hammer power on rock I09, which is to the left of the downward Gol.
6. Egg the upward Gol and push it left 1, down 3. Egg the downward Gol and grab the last Heart Framer.
7. Run for the REGION KEY and take it.

\*\*\*\*\*THE BELL RINGS\*\*\*\*\*

Stack four Emerald Framers vertically (on the Y-Axis) to open up a passage to the special god rounds.

!!!!SPECIAL ROUNDS J-4!!!!

=====

--Part 1--

01 02 03 04 05 06 07 08 09 10 11 12 13  
| | | | | | | | | | | | | | |  
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+  
A-|MW|MW|MW|Dr|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-A  
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+  
B-|MW|Ch| | | | | | | | | | |MW|-B  
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+  
C-|MW| | | | | | | | | | |MW|-C  
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+  
D-|MW| | |Hf|Hf| | | |Hf|Hf| | |MW|-D  
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+  
E-|MW| | |Hf|Hf|Hf| | |Hf|Hf| | |MW|-E  
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+  
F-|MW| | |Hf|Hf|Hf|Hf| |Hf|Hf| | |MW|-F  
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+  
G-|MW| | |Hf|Hf|Hf|Hf|Hf|Hf|Hf| | |MW|-G  
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+  
H-|MW| | |Hf|Hf| |Hf|Hf|Hf|Hf| | |MW|-H  
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+  
I-|MW| | |Hf|Hf| | |Hf|Hf|Hf| | |MW|-I  
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+  
J-|MW| | |Hf|Hf| | | |Hf|Hf| | |MW|-J



```

+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
K-|MW| | | | | | | | | | | | | |MW|-K
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
L-|MW| | | | | | | | | | | | | |MW|-L
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
M-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-M
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
| | | | | | | | | | | | | |
01 02 03 04 05 06 07 08 09 10 11 12 13

```

N, denoting the northern god. Just collect all of the Heart Framers, take the key, and head north to finish.

--Part 2--

```

01 02 03 04 05 06 07 08 09 10 11 12 13
| | | | | | | | | | | | | |
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
A-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|Dr|MW|MW|-A
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
B-|MW|Al| |Hf| | |Hs| | |Hf| |Al|MW|-B
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
C-|MW| | |Hf| | | | | |Hf| | |MW|-C
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
D-|MW| | |@@|%%|%%|%%|%%|@@| | |MW|-D
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
E-|MW| | |@@|%%|%%|%%|%%|@@| | |MW|-E
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
F-|MW| | |@@|%%| | | |%%|@@| | |MW|-F
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
G-|MW|HF|Hf|@@|%%| |Me| |%%|@@|Hf|Hf|MW|-G
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
H-|MW| | |@@|%%| | | |%%|@@| | |MW|-H
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
I-|MW| | |@@|%%|%%|%%|%%|@@| | |MW|-I
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
J-|MW| | |@@|%%|%%|%%|%%|@@| | |MW|-J
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
K-|MW| | | | | | | | | | | | |MW|-K
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
L-|MW| | | | | |Ch| | | | | |MW|-L
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
M-|MW|MW|MW|Dr|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-M
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
| | | | | | | | | | | | | |
01 02 03 04 05 06 07 08 09 10 11 12 13

```

You've just got to get the Almas into the centre.

1. Free the top left Alma, lure it down to Row K and have it roll tot he right. Dodge it, and run up to Row C yourself.
2. Stand at C05 and provoke Alma to roll across. Dodge up, and collect Heart Framer B07 as Alma passes underneath. Run ahead and egg him (probably in C09). Push him down to the right of Medusa. When he hatches, he should start running around Medusa. Wait until he passes over her, then run left.
3. Use the same technique to pass under MEdusa when Alma is under her. Free the other Alma, lure it down to Row K. Egg it, push it right to Column 08, and up onto H08. It will run around Medusa when it hatches.
4. Collect the HEart Framers.

5. Take the key and head north.

--Part 3--

```

01 02 03 04 05 06 07 08 09 10 11 12 13
| | | | | | | | | | | | |
+---+---+---+---+---+---+---+---+---+---+---+---+---+
A-|MW|MW|MW|MW|MW|MW|Dr|MW|MW|MW|MW|MW|MW|-A
+---+---+---+---+---+---+---+---+---+---+---+---+---+
B-|MW| | | | | | | | | | |Ch|MW|-B
+---+---+---+---+---+---+---+---+---+---+---+---+---+
C-|MW| | | | |Hf|Hf|Hf| | | | |MW|-C
+---+---+---+---+---+---+---+---+---+---+---+---+---+
D-|MW| | |##|##| | | |##|##| | |MW|-D
+---+---+---+---+---+---+---+---+---+---+---+---+---+
E-|MW| | |##|##|##| | |##|##| | |MW|-E
+---+---+---+---+---+---+---+---+---+---+---+---+---+
F-|MW| | |##|##|##|##| |##|##| | |MW|-F
+---+---+---+---+---+---+---+---+---+---+---+---+---+
G-|MW| | |##|##|##|##|##|##|##| | |MW|-G
+---+---+---+---+---+---+---+---+---+---+---+---+---+
H-|MW| | |##|##|Al|##|##|##|##| | |MW|-H
+---+---+---+---+---+---+---+---+---+---+---+---+---+
I-|MW| | |##|##| | |##|##|##| | |MW|-I
+---+---+---+---+---+---+---+---+---+---+---+---+---+
J-|MW| | |##|##| | | |##|##| | |MW|-J
+---+---+---+---+---+---+---+---+---+---+---+---+---+
K-|MW| | | | |Hf|Hf|Hf| | | | |MW|-K
+---+---+---+---+---+---+---+---+---+---+---+---+---+
L-|MW| | | | | | | | | | | |MW|-L
+---+---+---+---+---+---+---+---+---+---+---+---+---+
M-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|Dr|MW|MW|-M
+---+---+---+---+---+---+---+---+---+---+---+---+---+
| | | | | | | | | | | | |
01 02 03 04 05 06 07 08 09 10 11 12 13

```

As has become commonplace, this one is a run from the Almas stage. This is more difficult, but still doable.

It may be worthwhile to FREE an Alma by taking one Heart Framer, hacing it roll somewhere, then getting the other two. This takes a little more time but could be considered safer.

The othe method is to wait for the bottom ALma to go up, run right to left to collect the bottom three heart framer, then left to right to collect the top three.

Grab the Key and head north regardless of what you do.

```

01 02 03 04 05 06 07 08 09 10 11 12 13
| | | | | | | | | | | | |
+---+---+---+---+---+---+---+---+---+---+---+---+---+
A-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|Dr|MW|MW|-A
+---+---+---+---+---+---+---+---+---+---+---+---+---+
B-|MW|Hs| | |Me| |Ch| |Me| | |Hs|MW|-B
+---+---+---+---+---+---+---+---+---+---+---+---+---+
C-|MW| | | |Gr| |Hf| |Gl| | | |MW|-C
+---+---+---+---+---+---+---+---+---+---+---+---+---+

```

```

D-|MW|Gu|&&| |@@| | | |@@| |&&|Gu|MW|-D
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
E-|MW|&&|&&| |@@| | | |@@| |&&|&&|MW|-E
+---+---+---+---+---+---+---+---+---+---+---+---+---+
F-|MW|Hf|@@| |@@| | | |@@| |@@|Hf|MW|-F
+---+---+---+---+---+---+---+---+---+---+---+---+---+
G-|MW|Al|@@| |Sn| |Hs| |Sn| |@@|Al|MW|-G
+---+---+---+---+---+---+---+---+---+---+---+---+---+
H-|MW| |@@| | | | | | | |@@| |MW|-H
+---+---+---+---+---+---+---+---+---+---+---+---+---+
I-|MW| |@@|@@|@@|@@|^|^|@@|@@|@@|@@| |MW|-I
+---+---+---+---+---+---+---+---+---+---+---+---+---+
J-|MW|Hf| | | | | | | | | |Hf|MW|-J
+---+---+---+---+---+---+---+---+---+---+---+---+---+
K-|MW| |Ef| | | | | | | | |Ef| |MW|-K
+---+---+---+---+---+---+---+---+---+---+---+---+---+
L-|MW| |&&| | | | | | | | |&&| |MW|-L
+---+---+---+---+---+---+---+---+---+---+---+---+---+
M-|MW|MW|MW|MW|MW|MW|Dr|MW|MW|MW|MW|MW|MW|-M
+---+---+---+---+---+---+---+---+---+---+---+---+---+
| | | | | | | | | | | | | |
01 02 03 04 05 06 07 08 09 10 11 12 13

```

Kind of tricky, but's like two separate stages. Think of the top and bottom as different rooms - don't get yourself confused trying to link their solutions.

1. Grab Heart Framer J02 when Alma is up. Run right a bit and let Alma roll right. Dodge down, then get back up so he rolls back left. When he does, head to L04 so he goes DOWN when it stops rolling. Push Emerald Framer K03 left to trap him in the bottom left corner.
2. Grab Heart Framer J12 when Alma is up. Run left a bit and let Alma roll left. Dodge down, then get back up so he rolls back right. When he does, head to L10 so he goes DOWN when it stops rolling. Push Emerald Framer K11 right to trap him in the bottom right corner.
3. Grab Heart Framers F02 and F12. Head up on up arrow I07.
4. Grab Heart Framer G07 for some shots.
5. Shoot Snakey G05 and push it left 1, up all the way. Grab the Heart Framer up here for some shots, head back down and shoot Snakey's egg before it hatches.
6. Shoot Snakey G09 and push it right 1, up all the way. Grab the Heart Framer up here for some shots, head back down and shoot Snakey's egg before it hatches.
7. Shoot Snakey G05 and push it right 1, up 4.5. Shoot Snakey G09 and push it left 1, up 4.5. Each Snakey should block both a Gol and Medusa.
8. Grab the key and continue along.

--Part-5--

No actual puzzle, you will recruit the North God.

=====

\*---Stage J-5---\*

```

01 02 03 04 05 06 07 08 09 10 11 12 13
| | | | | | | | | | | | | |
+---+---+---+---+---+---+---+---+---+---+---+---+---+
A-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-A
+---+---+---+---+---+---+---+---+---+---+---+---+---+

```

```

B-|MW|Hf| |@@|@@|&&|Hs|&&|@@|@@| |Hf|MW|-B
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
C-|MW| |Ef|@@| | | | | |@@|Ef| |MW|-C
+---+---+---+---+---+---+---+---+---+---+---+---+---+
D-|MW|@@| | | | | | | | |@@|MW|-D
+---+---+---+---+---+---+---+---+---+---+---+---+---+
E-|Dr| |Ef| | |Sk| |Sk| | |Ef| |MW|-E
+---+---+---+---+---+---+---+---+---+---+---+---+---+
F-|MW| |@@|VV| |@@|^|^|@@| |VV|@@| |MW|-F
+---+---+---+---+---+---+---+---+---+---+---+---+---+
G-|MW| |@@|Sk|@@| | | |@@|Sk|@@| |MW|-G
+---+---+---+---+---+---+---+---+---+---+---+---+---+
H-|MW| |@@| |@@| |Ch| |@@| |@@| |MW|-H
+---+---+---+---+---+---+---+---+---+---+---+---+---+
I-|MW|Hf|@@| |@@|&&| |&&|@@| |Ef|Hf|MW|-I
+---+---+---+---+---+---+---+---+---+---+---+---+---+
J-|MW|^|^| | | |Sk| |Sk| | |Ef|^|^|MW|-J
+---+---+---+---+---+---+---+---+---+---+---+---+---+
K-|MW| | | | | | | | | | | | |Dr|-K
+---+---+---+---+---+---+---+---+---+---+---+---+---+
L-|MW| | | | | |Hf| | | | | |MW|-L
+---+---+---+---+---+---+---+---+---+---+---+---+---+
M-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-M
+---+---+---+---+---+---+---+---+---+---+---+---+---+
| | | | | | | | | | | | | |
01 02 03 04 05 06 07 08 09 10 11 12 13

```

A little blocking and leaving Heart Framer L07 for the end will simplify this stage.

1. Walk onto Up Arrow J12 and collect the Heart Framer above it. Push Emerald Framer I11 left and J11 down.
2. Push Emerald Framer E11 left 1, down 1.
3. Push Emerald C11 up and grab the Heart Framer here.
4. Grab Heart Framer B07 for two shots.
5. Push Emerald Framer C03 up and grab the Heart Framer here.
6. Return to the bottom and go up on Up arrow J02 and get the Heart Framer.
7. Push Emerald Framer E03 right 2, up 1 (go on the down arrow and step off right), right 2, down 2.
8. Egg Skull J06 and J08 - shoot both once.
9. Grab the last heart framer, and run up to grab the key before the Skulls hatch out.
10. Move on to the west.

\*---Stage J-6---\*

No actual puzzle. Listen to what he has to say then proceed with the Labyrinth.

\*---Stage J-7---\*

```

01 02 03 04 05 06 07 08 09 10 11 12 13
| | | | | | | | | | | | |
+---+---+---+---+---+---+---+---+---+---+---+---+---+
A-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-A
+---+---+---+---+---+---+---+---+---+---+---+---+---+
B-|MW|Ch|%%|%%|%%|%%|%%|%%|%%|%%|%%|%%|MW|-B
+---+---+---+---+---+---+---+---+---+---+---+---+---+
C-|MW|%%|%%|%%|%%|%%| | |Le| | |!!!|MW|-C

```

```

+---+---+---+---+---+---+---+---+---+---+
D-|Dr|%%|%%|%%| | | | | | | |!!!|MW|-D
+---+---+---+---+---+---+---+---+---+---+
E-|MW|%%|%%| |Le| | | | | | | |!!!|MW|-E
+---+---+---+---+---+---+---+---+---+---+
F-|MW|%%|%%| | | | |Le| | |Le|!!!|MW|-F
+---+---+---+---+---+---+---+---+---+---+
G-|MW|%%| | | | |Hf|!!!!|!!!!|!!!!|Hf|MW|-G
+---+---+---+---+---+---+---+---+---+---+
H-|MW|%%| | | |Le|!!!| | | | |!!!|MW|-H
+---+---+---+---+---+---+---+---+---+---+
I-|MW|%%|Le| | | |!!!| | | | |!!!|MW|-I
+---+---+---+---+---+---+---+---+---+---+
J-|MW|%%| | | | |!!!| | |&&| |!!!|MW|-J
+---+---+---+---+---+---+---+---+---+---+
K-|MW|%%| | | |Le|!!!| | | | |!!!|MW|-K
+---+---+---+---+---+---+---+---+---+---+
L-|MW|%%|!!!|!!!|!!!|Hf|!!!|!!!|!!!|!!!| |MW|-L
+---+---+---+---+---+---+---+---+---+---+
M-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|Dr|MW|-M
+---+---+---+---+---+---+---+---+---+---+
| | | | | | | | | | | | | |
01 02 03 04 05 06 07 08 09 10 11 12 13

```

Seven Leepers - the only concern here is to NOT get surrounded and deactivate ALL Leepers.

1. Run straight up. You'll deactivate a few en route. You shouldn't get overrun if you jump off into the black after the first Heart Framers.
2. Once you hit the grass, let the rest touch you at the perimeter and fall asleep.
3. Collect Heart Framers.
4. Grab the chest and exit.

\*---Stage J-8---\*

```

01 02 03 04 05 06 07 08 09 10 11 12 13
| | | | | | | | | | | | | |
+---+---+---+---+---+---+---+---+---+---+
A-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|Dr|MW|-A
+---+---+---+---+---+---+---+---+---+---+
B-|MW|@@|Ch| | | |Gl|@@|@@|@@|@@| |MW|-B
+---+---+---+---+---+---+---+---+---+---+
C-|MW|Gr| |Hf| | | |Gd| | | | |MW|-C
+---+---+---+---+---+---+---+---+---+---+
D-|MW| | | |Hf|Gr| | | | | | |Dr|-D
+---+---+---+---+---+---+---+---+---+---+
E-|MW| |Hf|Gd| |Gr| |Hf| |Hf|Hf| |MW|-E
+---+---+---+---+---+---+---+---+---+---+
F-|MW| | | |Gu| | | | | | | |MW|-F
+---+---+---+---+---+---+---+---+---+---+
G-|Dr| |Gu|Hf| |&&|Gd| | |Gu|Gu| |MW|-G
+---+---+---+---+---+---+---+---+---+---+
H-|MW| | | | | | | | |Gd| | |MW|-H
+---+---+---+---+---+---+---+---+---+---+
I-|MW|Hf| | | | |Hf| |Gr| |Hf| |MW|-I
+---+---+---+---+---+---+---+---+---+---+
J-|MW| | |Hf| |Gl| | | | | | |MW|-J
+---+---+---+---+---+---+---+---+---+---+
K-|MW|Gu| | | | | |Hf| |Gl| | |MW|-K

```

```

+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
L-|MW|@@|@@| |Hf| |Gl|Gr| | |Hf|@@|MW|-L
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
M-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-M
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
| | | | | | | | | | | | | |
01 02 03 04 05 06 07 08 09 10 11 12 13

```

That's a lot of Gols! Look for a pattern of Heart Framer collection that will let you clear the screen without getting fired.

1. Get EVERY Heart Framer except L11.
2. Grab Heart Framer L11 then move UP to avoid Gol's fireball.
3. Move up the right side of the screen to C12.
4. Run left to Gol C08. then all the way down to Gol I09.
5. Move left, dodge right to avoid the fireball. Before the fireball disappears move 1.5 left so you HALF cover Gol G07 on the RIGHT side.
6. Run down all the way, left all the way, and up all the way without stopping. It is IMPERATIVE that you don't get tripped up here or you're dead. You should end up below Upwards Gol G03.
7. Run left 1, up all the way, then right 2 above Downwards Gol E04.
8. Step half a space right. Run up 2 then left to grab the key.
9. There are TWO possible passages. Take left first.

```

*****
EMFCK: Col K
*****

```

\*---Stage K-1---\*

```

01 02 03 04 05 06 07 08 09 10 11 12 13
| | | | | | | | | | | | |
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
A-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-A
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
B-|MW|Al| |Ef| | |Hf| |&&|Ef| |Al|MW|-B
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
C-|MW| | |Ef| |&&| | | |Ef| | |MW|-C
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
D-|MW|Ef|Ef|Ef|Hf| |Me|@@|Hf|Ef|Ef|Ef|MW|-D
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
E-|KE| | |^^| | | | | | | | |MW|-E
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
F-|MW| | | |&&|Hf| | |&&| | | |MW|-F
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
G-|MW|Hf| |Me|Gr|&&|Ch| | |&&| | |Dr|-G
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
H-|MW|Hf| |Me|@@|&&|Hf| | | | |&&|MW|-H
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
I-|MW| | |@@|@@|@@|Gu| | | | | |MW|-I
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
J-|MW|&&| | |@@|Me|Me| |>>|Ef|Ef|Gu|MW|-J
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
K-|MW|HF|Hs| | | | | | |Ef| | |MW|-K
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
L-|MW|@@|Hf|&&| |Hf|Hf| | |Gl| |Sk|MW|-L
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
M-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-M
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+

```

| | | | | | | | | | | | | | |  
01 02 03 04 05 06 07 08 09 10 11 12 13

This one is really tough, I'm not going to lie - there's twitch gameplay here that's also somewhat left up to probability. There's a basic method that will solve this room, but it's still left up to luck in many cases.

1. Push Emerald Framer J11 down 2. Push J10 left 1 and K10 left 3.5.
2. Take the Three Heart Framers at the bottom left for two shots. These are your ONLY shots for the stage.
3. Trap Alma B12 in the top right by pushing emerald Framer D12 up 2 and D11 up 2.
4. Push Emerald Framer left 3, above medusa. Push D10 down 1, left 3, below Medusa.
5. Collect Heart Framers B07, F06, H07, and D09. there should be three left.
6. Free Alma by pushing emerald Framer B04 left 2, when Alma is moving AWAY. Run when you free him, try to bait him into running down and left, along the bottom.
7. If he does, push Emerald Framer C04 right 1, and wait for Alma to pass the up arrow. When it does, push Emerald Framer D04 down 1, and collect the Heart Framer when Alma goes up to the left of Medusa. SHOOT Alma here so it stays in front of Medusa while you collect the Framer and then retreat.

Push the Framer up 1, for your return trip - or ON your return trip.

8. Push Emerald Framer D03 down between the two Medusas. Get the last Heart Framers.
9. Now you probably have Alma and SKull after you. Head down a bit to try and get Alma (from the top) to head up and right. This is CRUCIAL. Otherwise you're going to be boxed in and killed.

If Alma does go up, Skull is still coming from the bottom. Make sure to reblock the Medusa by pushing the Emerald Framer up off of the up arrow if you haven't already and follow Alma up and around.

Egg Alma when you get a chance, if he goes INTO the middle section - GREAT. Otherwise, you'll have to push him a bit more. You want to egg him on row H if possible. Push him BENEATH the chest/key space and take it. The left one doesn't get me but it still could. If you dodge the fire and take the chest-it's safer but you have to worry about hatching alma and pursuing skull then so weigh your options.

You CAN use the skull to block the gol and get the chest, but Alma is much more dangerous to have loose.

10. Well now, use a REGION KEY on the door to the left and proceed.

\*---Stage K-2---\*

01 02 03 04 05 06 07 08 09 10 11 12 13  
| | | | | | | | | | | | | | |

```

+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
A- |MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-A
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
B- |MW| |Ef| |Ef| |Ef| | |@@|Ch|Hf|Dr|-B
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
C- |MW| |Ef| |Ef| |Ef| |Ef| | | |MW|-C
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
D- |MW| |Ef| |Ef| | |Ef| | | |MW|-D
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
E- |MW| |Ef| |Ef| |Ef| |&&&&| | |MW|-E

```

```

+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
F-|MW|  |&&|@@|@@|&&|@@|@@|&&|Gr|  |  |MW|-F
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
G-|Dr|  |@@|Dh|  |  |  |  |  |Hf|  |  |MW|-G
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
H-|MW|  |  |  |  |  |  |  |  |  |  |MW|-H
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
I-|MW|&&|&&|Hf|  |  |  |  |  |  |&&|&&|MW|-I
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
J-|MW|@@|&&|  |  |  |  |  |  |Hf|&&|@@|MW|-J
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
K-|MW|@@|@@|Me|  |  |  |  |  |  |@@|@@|MW|-K
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
L-|MW|@@|@@|@@|  |Hf|  |Hf|  |Me|@@|@@|MW|-L
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
M-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-M
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
    |  |  |  |  |  |  |  |  |  |  |  |  |  |
    01 02 03 04 05 06 07 08 09 10 11 12 13

```

Pretty tough. We have to take a few foolish risks, but then, what fun is there if never act a little dangerously. ALWAYS watch out for Don Medusa. I won't tell you to wait for the opportune time to move in these steps, but I expect that you will.

Emerald Framers names will change as this one goes along, since so much movement is needed.

1. Push Emerald Framers C03 and E03 right 1, push D03 down 1. Push Emerald Emerald Framers D05 and B07 right 2 each.
2. Push Emerald Framers C09 right 2, down all the way, left 2, up 1, left 1.
3. Push Emerald Framers right under the chest, all the way down, left 2, down 1, left 1, down 1, 4.5 spaces. You can run along side Don Medusa as long as you only cover half of him.
4. Run back to the left and grab Heart Framers I04.
5. Push the Emerald Framers you placed in Step 2 all the way left, trapping Don.
6. Push Emerald Framers E07 right 1. Push the one you placed in D07 up 1, right 4, down 5, left 4, down 3, left all the way beside Medusa.
7. Push the Emerald Framers in D08 right 3, down 4, left 2, down all the way.
8. Push Emerald Framers B05 left 1, C05 down 1, and C04 left 1. The Emerald Framers you placed in D05 push right 6 (under the chest), down 4, left 2, down all the way, right 1.
9. You placed an Emerald Framers onto C03. Push it to the right until it is under the chest. Push it down 3 in front of Gol.
10. Get the rest of the Heart Framers.
11. Take the key and exit to the right.

\*---Stage K-3---\*

```

    01 02 03 04 05 06 07 08 09 10 11 12 13
    |  |  |  |  |  |  |  |  |  |  |  |  |
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
A-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-A
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
B-|MW|&&|Hf|  |  |  |  |  |  |  |%%|%%|MW|-B
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
C-|MW|&&|  |  |  |  |  |  |  |  |%%|%%|MW|-C
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
D-|Dr|  |  |  |  |  |  |Hs|Ef|  |%%|%%|MW|-D

```

\*Special in this stage, details in walkthrough.





```

+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
L-|MW|Al| | | | |Hs| | | | | |Dr|-L
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
M-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-M
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
| | | | | | | | | | | | | | |
01 02 03 04 05 06 07 08 09 10 11 12 13

```

This stage looks more complicated than it actually is. But that doesn't mean it's completely free of threats, just a little ;).

1. Push Emerald Framer E07 left all the way to trap Don Medusa. Get the Heart Framers between the Gols for four shots.
2. Egg each Skull and push it down into the bottom right corner, that is the 2x2 space below the grass. One in each space, one space will be blank.
3. Grab Heart Framer L07 (two more shots) when Alma is tot he left. Kill Alma.
4. Before Alma revives, push the Emerald Framer K07 right 3 and down 0.5.
5. Before Alma revives, run across left arrow I07, grab the last Heart Framer, and run down the arrow at J02. Start running for the top of the screen.
6. Alma will revive and chase you. Egg him when he is on row C, and push him to the left, halfway between Don Medusa and Medusa. Grab the key before it hatches.
7. Continue to the left.

\*---Stage K-5---\*

```

01 02 03 04 05 06 07 08 09 10 11 12 13
| | | | | | | | | | | | | | |
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
A-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-A
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
B-|MW|&&| | |&&| | |&&|Hf|&&| |Me|MW|-B
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
C-|MW| |Le| | |Le| | | |Le| | |MW|-C
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
D-|MW| |&&| | |@@|@@|@@|&&|&&| |Hf|MW|-D
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
E-|MW| |Hf| |&&|@@|@@|@@|@@|@@| | |MW|-E
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
F-|MW| |@@|Ef|@@|@@| | | | |Ef| |MW|-F
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
G-|MW| |Ch| | | | | | | | | | |Dr|-G
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
H-|MW| |@@|Ef|@@|@@| | | | |Ef| |MW|-H
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
I-|MW| |Hf| |&&|@@|@@|@@|@@|@@| | |MW|-I
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
J-|MW| |&&| | |@@|@@|@@|&&|&&| |Hf|MW|-J
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
K-|Dr| |Le| | |Le| | | |Le| | |MW|-K
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
L-|MW|&&| | |&&| | |&&|Hf|&&| |Me|MW|-L
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
M-|MW|MW|MW|MW|MW|MW|Dr|MW|MW|MW|MW|MW|MW|-M
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
| | | | | | | | | | | | | | |
01 02 03 04 05 06 07 08 09 10 11 12 13

```

The Leepers can be a Curse or a Blessing, we will try to make them the latter.

1. Push the Emerald Framer F11 up 2 and H11 down 2 immediately, so that we can control the Leepers.
2. The bottom left Heart Framer - wait halfway on it, so you are on it without collecting it. When a Leeper is below you - RIGHT below you so it is FULLY covering Medusa, run down and touch it to freeze it in front of Medusa.
3. Push the nearby Emerald Framer down 2, to the left of Medusa. Grab the Heart Framer L09 then touch a Leeper. Return to the start.
4. Wait on the upper right heart framer like you did in Step 2 and touch the Leeper whjen it FULLY blocks Medusa.
5. Push the nearby Emerald Framer up 2, to the left of Medusa. Grab the Heart Framer B09 then touch a Leeper. Return to the start.
6. Wait at the Chest, touch a Leeper. Above and below if possible - actually, above and below is really helpful. Let one go above, one below, then step out to the left of the Chest. All Leepers neutralized when those two touch you.
7. Push the Emerald Framers and get the last two Heart Framers. Make sure you get a Heart before touching any leftover Leepers.
8. Grab the key. There are two doors, one left and one down. Down leads to a ;pmg path tot he special BELL item, left leads to a REGION KEY.

\*---Stage K-6---\*

```

01 02 03 04 05 06 07 08 09 10 11 12 13
|  |  |  |  |  |  |  |  |  |  |  |  |
+---+---+---+---+---+---+---+---+---+---+---+---+---+
A-|MW|MW|MW|MW|MW|MW|Dr|MW|MW|MW|MW|MW|MW|-A      *3 Hearts for Hammer Power.
+---+---+---+---+---+---+---+---+---+---+---+---+---+
B-|MW|@@|  |  |  |  |&&|&&|  |  |Ch|MW|-B
+---+---+---+---+---+---+---+---+---+---+---+---+---+
C-|MW|  |  |  |Sn|  |  |<<|  |  |MW|-C
+---+---+---+---+---+---+---+---+---+---+---+---+---+
D-|MW|  |  |  |  |  |&&|&&|&&|  |&&|Hf|MW|-D
+---+---+---+---+---+---+---+---+---+---+---+---+---+
E-|MW|&&|VV|&&|%%|%%|Hs|Hs|&&|  |&&|  |MW|-E
+---+---+---+---+---+---+---+---+---+---+---+---+---+
F-|MW|  |  |&&|%%|%%|  |  |&&|  |&&|  |dr|-F
+---+---+---+---+---+---+---+---+---+---+---+---+---+
G-|MW|  |  |&&|%%|%%|Gd|Gd|&&|  |&&|Al|MW|-G
+---+---+---+---+---+---+---+---+---+---+---+---+---+
H-|MW|  |  |&&|@@|&&|  |  |&&|  |&&|  |MW|-H
+---+---+---+---+---+---+---+---+---+---+---+---+---+
I-|MW|  |  |  |  |&&|Ef|  |&&|  |Ef|  |MW|-I
+---+---+---+---+---+---+---+---+---+---+---+---+---+
J-|MW|Hf|  |  |  |&&|Hf|  |&&|  |&&|Hf|MW|-J
+---+---+---+---+---+---+---+---+---+---+---+---+---+
K-|MW|&&|&&|  |  |  |&&|&&|&&|  |&&|&&|MW|-K
+---+---+---+---+---+---+---+---+---+---+---+---+---+
L-|MW|&&|Hf|Dh|Sk|  |  |  |  |  |  |Hf|MW|-L
+---+---+---+---+---+---+---+---+---+---+---+---+---+
M-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-M
+---+---+---+---+---+---+---+---+---+---+---+---+---+
|  |  |  |  |  |  |  |  |  |  |  |  |  |
01 02 03 04 05 06 07 08 09 10 11 12 13

```

Don't miss that Don Medusa down in the lower left - it isn't moving around initially, but it can still kill you. Proper monster blocking is essential here and it can get a little hairy...

1. Get Heart Framers E07 and E08 for 4 shots.
2. Shoot the left Gol, G07 twice.
3. Before Gol revives, quickly grab the Heart Framer and push the Emerald Framer up 3, past the Gol's respawn point. Now, push it left 2, up 2, left 1 - in line with Don Medusa.
4. Egg Snakey. Push him left 2, all the way down (you'll pass the arrow) and then right 1, above Don Medusa (do not push it down). The Heart Framer here- get it and activate Hammer power.
5. Break the nearby rock, H05.
6. Get Heart Framer L12, the bottom right one.
7. Wait for Alma to head to the lowpoint of his path and grab the upper right Heart Framer, D12. Wait at C10 for Alma to come back up and dodge DOWN when he rolls. Quickly run down and get the Heart Framer at J12 and get out of there.
8. Wait at c10 for Alma again. When he comes back, rolling after you, dodge down again. Keep moving down as he goes down his original chamber. When he enters J12, where the previous Heart Framer was, push Emerald Framer I11 to the right, trapping him.  
\*You may have to lure him back up to the upper row yourself.
9. Head to space I05 and shoot the Skull twice. IMMEDIATELY dodge left because we are freeing Don Medusa.
10. Egg snakey and push is right 1, down 2, right all the way, trapping Don. While we are pushing Don, we may as well get the chest open to save time. Grab the last Heart Framer and make haste for the chest because when that Skull revives he's going to be as mad as hell. The Gols will not hit you unless you stop.
11. Leave to the east.

\*---Stage K-7---\*

```

01 02 03 04 05 06 07 08 09 10 11 12 13
|  |  |  |  |  |  |  |  |  |  |  |  |
+---+---+---+---+---+---+---+---+---+---+---+---+---+
A-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-A
+---+---+---+---+---+---+---+---+---+---+---+---+
B-|MW|  |  |&&|  |&&|  |&&|  |&&|  |  |MW|-B
+---+---+---+---+---+---+---+---+---+---+---+---+
C-|MW|  |&&|  |@@|  |  |  |@@|  |&&|  |MW|-C
+---+---+---+---+---+---+---+---+---+---+---+---+
D-|MW|&&|  |@@|  |Ef|Gd|Ef|  |@@|  |&&|MW|-D
+---+---+---+---+---+---+---+---+---+---+---+---+
E-|MW|  |@@|  |Ef|Hf|  |Hf|Ef|  |@@|  |MW|-E
+---+---+---+---+---+---+---+---+---+---+---+---+
F-|MW|&&|  |Ef|Hf|Ef|Hf|Ef|Hf|Ef|  |  |MW|-F
+---+---+---+---+---+---+---+---+---+---+---+---+
G-|MW|  |Hf|Gr|  |Hf|Ch|Hf|  |Gl|Hs|  |Dr|-G
+---+---+---+---+---+---+---+---+---+---+---+---+
H-|MW|&&|  |Ef|Hf|Ef|Hf|Ef|Hf|Ef|  |  |MW|-H
+---+---+---+---+---+---+---+---+---+---+---+---+
I-|MW|  |@@|  |Ef|Hf|  |Hf|Ef|  |@@|  |MW|-I
+---+---+---+---+---+---+---+---+---+---+---+---+
J-|MW|&&|  |@@|  |Ef|Gu|Ef|  |@@|  |&&|MW|-J
+---+---+---+---+---+---+---+---+---+---+---+---+
K-|MW|  |&&|  |@@|  |  |  |@@|  |&&|  |MW|-K
+---+---+---+---+---+---+---+---+---+---+---+---+
L-|MW|  |  |&&|  |&&|  |&&|  |&&|  |  |MW|-L
+---+---+---+---+---+---+---+---+---+---+---+---+
M-|MW|MW|MW|MW|MW|MW|Dr|MW|MW|MW|MW|MW|MW|-M
+---+---+---+---+---+---+---+---+---+---+---+---+
|  |  |  |  |  |  |  |  |  |  |  |  |

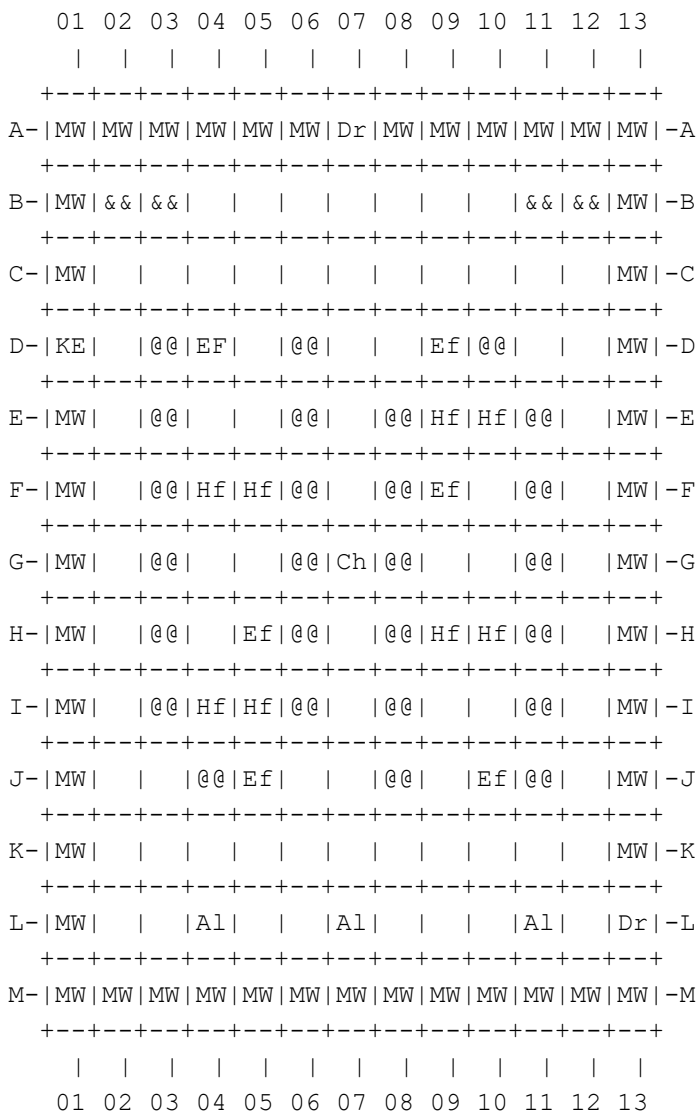
```

01 02 03 04 05 06 07 08 09 10 11 12 13

This one's not as troublesome as it looks, you just have to be fast.

1. Grab the Heart Framer right in front of you for shots. These are your ONLY shots.
2. Egg the Gol in front of you and push it left. Push the EMerald Framer F10 up 1 and H10 down 1. Grab the two Heart Framers. Push Gol's egg DOWN before it hatches.
3. Grab every Heart Framer you can reach \_\_\_without pushing anything\_\_\_.
4. Push Emerald Framer F06 right 1, up 1, blocking the top Gol.
5. Push Emerald Framer H06 right 1, down 1, blocking the bottom Gol.
6. Push Emerald Framers F04 and H04 left 1 each. Egg the leftmost Gol (G04) and push him down.
7. Grab the last Heart Framer, all Gols are blocked.
8. Take the key and leave.

\*---Stage K-8---\*



Remember: Alma can't move over a chest. This is important in evading this roving pack of armadillos. Effective blocking certainly is key here.

1. Push Emerald Framer D04 up 1, to limit the Almas to just ONE passage.
2. Push Emerald Framer H05 up 4 to lock yourself in.
3. When TWO Alma are in the left passage, push Emerald Framer J05 down 1.5 to trap both of them on the left side.
4. If the other Alma is at the top, push Emerald Framer J10 down 1.5 to trap him on the right side. If he is not ont he top, lure him there and use the

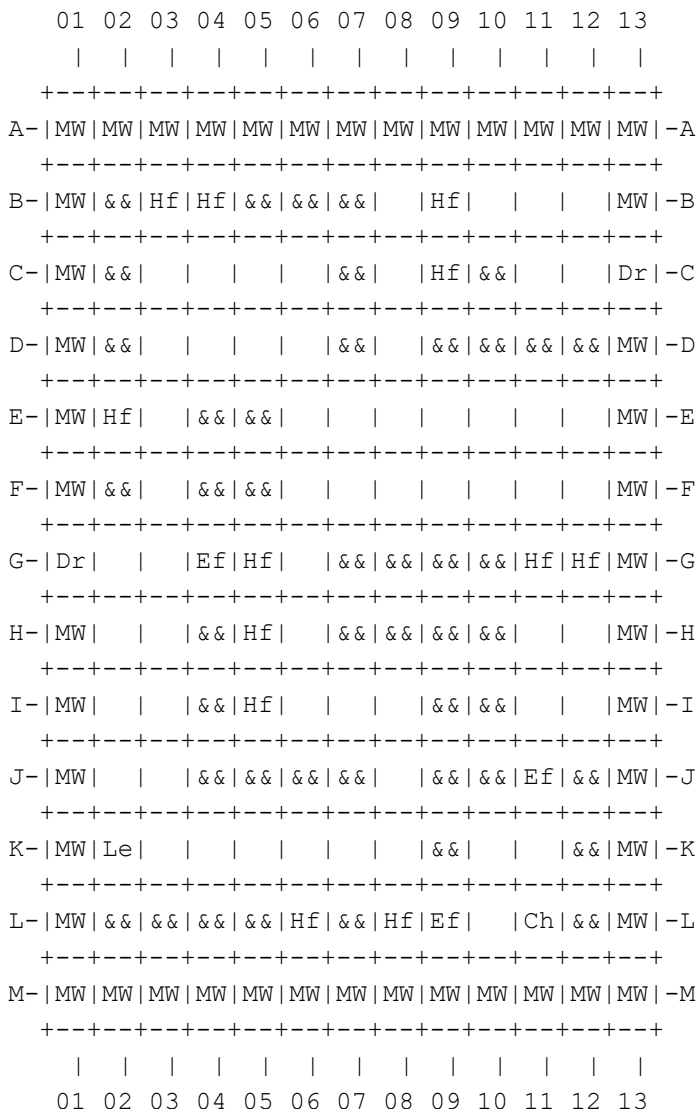
- Chest path as a short cut.
5. Get the rest of the Heart Framers.
  6. Grab the key.
  7. You need a REGION KEY to progress West. A door also opens East.

\*\*\*\*\*

EMFCL: Col L

\*\*\*\*\*

\*---Stage L-1---\*



\*Special Function: see walkthrough.

There's a special feature in this stage: you must get all Heart Framers then touch Leeper. After you touch Leeper, an outline of Lolo will appear. Touch this to turn into a green ghost. Walk down to the key, snag it and exit west.

There is some strategy to this, but not a whole lot. You need to get Leeper running away to the left, and down around the left side of the screen. If you stand around B11, C11 I find he does this more often. Don't leave the starting "chamber" until Leeper is running away.

Collect all the Heart Framers along the way until the bottom two. Collect both if Leeper is still far away, only one otherwise. When you get the three Heart Framers G05, H05, and I05. Push the Emerald Framer here left.

- If you need a Heart Framer from below go get this.
- If you don't, lure Leeper left then run towards the exit.

At the exit grab the last two heart framers and have Leeper fall asleep. NOT halfway between columns, and make SURE you don't get blocked in by him.

\*---Stage L-2---\*

```

    01 02 03 04 05 06 07 08 09 10 11 12 13
    |  |  |  |  |  |  |  |  |  |  |  |
+---+---+---+---+---+---+---+---+---+---+---+---+
A-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-A
+---+---+---+---+---+---+---+---+---+---+---+---+
B-|Dr|  |  |Hf|Hf|Hf|Hf|&&|  |  |Hs|Dr|-B
+---+---+---+---+---+---+---+---+---+---+---+---+
C-|MW|@@|  |  |  |  |  |  |&&|&&|  |MW|-C
+---+---+---+---+---+---+---+---+---+---+---+---+
D-|MW|Me|  |  |  |&&|&&|@@|&&|  |&&|Le|MW|-D
+---+---+---+---+---+---+---+---+---+---+---+---+
E-|MW|  |  |  |  |@@|&&|Hf|  |  |&&|  |MW|-E
+---+---+---+---+---+---+---+---+---+---+---+---+
F-|MW|Hs|  |  |@@|&&|&&|&&|&&|  |&&|  |MW|-F
+---+---+---+---+---+---+---+---+---+---+---+---+
G-|MW|Ch|  |  |Me|@@|&&|Hf|  |  |@@|  |MW|-G
+---+---+---+---+---+---+---+---+---+---+---+---+
H-|MW|@@|&&|&&|@@|&&|&&|@@|@@|  |&&|Hf|MW|-H
+---+---+---+---+---+---+---+---+---+---+---+---+
I-|MW|  |  |Hf|  |Le|&&|&&|&&|  |&&|  |MW|-I
+---+---+---+---+---+---+---+---+---+---+---+---+
J-|MW|  |&&|&&|&&|  |  |Hf|  |Al|&&|Le|MW|-J
+---+---+---+---+---+---+---+---+---+---+---+---+
K-|MW|  |&&|&&|@@|&&|&&|&&|@@|@@|&&|  |MW|-K
+---+---+---+---+---+---+---+---+---+---+---+---+
L-|MW|Le|  |Hf|  |  |Le|  |Hs|  |  |MW|-L
+---+---+---+---+---+---+---+---+---+---+---+---+
M-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-M
+---+---+---+---+---+---+---+---+---+---+---+---+
    |  |  |  |  |  |  |  |  |  |  |  |
    01 02 03 04 05 06 07 08 09 10 11 12 13

```

The Leepers are the major force here, at least two can be disabled without eggs. Three if you are an efficiency nut.

1. Grab the four heart framers in a row.
2. Grab Heart Framer B12 for some shots when Leeper is heading down. Run to row C and shoot Leeper when it gets past the solitary tree by two spaces. Push it all the way left, down 1. Stay here and touch it when it hatches to KEEP it by Medusa.
3. Free the next leeper when it is heading down. You can either...
  - Run to the Heart Framer F02 and stand halfway between this and the chest. When Leepersteps under Medusa D02 run up and touch it.
  - Or you could egg it similarly to the previosu Leeper, push it under Medusa D02 and touch it when it hatches. Get Heart Framer F02 for some shots after you halt the Leeper in either case.
4. Free the next Leeper, you'll get two more shots. Egg him in the same place as that first one and push him down to the left of Medusa G05.
5. When you free the next Leeper, stand at E05 and let him touch you from above.
6. When you free the final Leeper, Stand at C05 unless he goes into row B. If he goes to Row B, shoot him and touch him out of the way. If he doesn't, stay in C04/C05 and let him touch you.
7. Open the way to Alma, shoot him twice, gather the Heart Framers.

8. Run for the chest. Shoot Alma again if he respawns and starts to catch up.
9. Exit to the east.

\*---Stage L-3---\*

```

01 02 03 04 05 06 07 08 09 10 11 12 13
|  |  |  |  |  |  |  |  |  |  |  |  |
+---+---+---+---+---+---+---+---+---+---+---+---+---+
A-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-A
+---+---+---+---+---+---+---+---+---+---+---+---+---+
B-|MW|  |  |  |  |  |  |  |  |  |  |MW|-B
+---+---+---+---+---+---+---+---+---+---+---+---+---+
C-|MW|^|^|@@|@@|@@|@@|VV|VV|Ef|@@|@@|MW|-C
+---+---+---+---+---+---+---+---+---+---+---+---+---+
D-|MW|^|^|  |@@|@@|Hf|Hf|Ef|  |  |  |Dh|MW|-D
+---+---+---+---+---+---+---+---+---+---+---+---+---+
E-|MW|  |  |Me|  |^^|VV|  |  |  |  |MW|-E
+---+---+---+---+---+---+---+---+---+---+---+---+---+
F-|MW|  |  |@@|Ef|Ef|^|^|&&|&&|&&|&&|&&|MW|-F
+---+---+---+---+---+---+---+---+---+---+---+---+---+
G-|MW|VV|Ef|Hf|>>|  |Hf|  |  |  |Ch|MW|-G
+---+---+---+---+---+---+---+---+---+---+---+---+---+
H-|Dr|  |  |@@|Ef|Ef|^|^|&&|&&|&&|&&|&&|MW|-H
+---+---+---+---+---+---+---+---+---+---+---+---+---+
I-|MW|  |  |Me|  |^^|VV|  |  |  |  |MW|-I
+---+---+---+---+---+---+---+---+---+---+---+---+---+
J-|MW|VV|  |@@|@@|Hf|Hf|Ef|  |  |  |Dh|MW|-J
+---+---+---+---+---+---+---+---+---+---+---+---+---+
K-|MW|VV|@@|@@|@@|@@|^|^|^|^|Ef|@@|@@|MW|-K
+---+---+---+---+---+---+---+---+---+---+---+---+---+
L-|MW|  |  |  |  |  |  |  |  |  |  |MW|-L
+---+---+---+---+---+---+---+---+---+---+---+---+---+
M-|MW|MW|MW|MW|MW|MW|Dr|MW|MW|MW|MW|MW|MW|-M
+---+---+---+---+---+---+---+---+---+---+---+---+---+
|  |  |  |  |  |  |  |  |  |  |  |  |
01 02 03 04 05 06 07 08 09 10 11 12 13

```

It's all about framer Placement. Halfway cover is also important.

1. Push Emerald Framer G03 up 0.5, then down 2.5 to cover Medusa I04. You can Step onto the down arrow from the right when only half of it is exposed. You can get behind the Emerald Framer to push it down because you only occupy half of the Medusa's vision. Tricky.
2. Walk right onto right arrow G05. Push Emerald Framer F05 up and H05 down. Push Emerald Framer H06 down 1 and F06 right 1.
3. Walk right onto up arrow H07, then down. Push Emerald Framer J08 right 3. Watch out for the top Don Medusa.
4. Head up now, walk left onto the down arrow I07 then up. Push up on the Emerald Framer above you, then right. Push it, and Emerald Framer D08 right one space at a time until the Don Medusa is completely trapped.
5. Walk down onto right arrow G05 and off to the left. Walk down and around the stage until you come to Emerald Framer K10. Push it up 2, right 2.
6. Collect any remaining Heart Framers and grab the key.
7. Exit to the south.

\*---Stage L-4---\*

```
01 02 03 04 05 06 07 08 09 10 11 12 13
```



```

| | | | | | | | | | | | |
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
A- |MW|MW|MW|MW|MW|MW|Dr|MW|MW|MW|MW|MW|MW| -A
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
B- |MW| | |Me| |Ef| |Ef| |Me| | |MW| -B
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
C- |MW|Me| | | |Ef| |Ef| | | |Me|MW| -C
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
D- |MW| |Me| |@@| | | |@@| |Me| |MW| -D
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
E- |MW| | | |@@| |Ef| |@@| | | |MW| -E
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
F- |MW| | | |@@| |Sn| |@@| | | |MW| -F
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
G- |MW|Hf|Ef| |@@| | | |@@| |Ef|Hf|MW| -G
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
H- |MW| |Ef|Ef|@@| |Hs| |@@|Ef|Ef| |MW| -H
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
I- |MW| |&&| | | |Hf| | | |&&| |MW| -I
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
J- |MW|Me|&&|&&| | |Ch| | |&&|&&|Me|MW| -J
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
K- |MW| | |&&|&&| | | |&&|&&| | |MW| -K
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
L- |Dr| | | |>>| |Me| |<<| | | |MW| -L
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
M- |MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW| -M
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
| | | | | | | | | | | | |
01 02 03 04 05 06 07 08 09 10 11 12 13

```

Warp holes are your friend, of course ;).

1. Push Emerald Framer B06 left 1 and B08 right 1.
2. Grab Heart Framer H07 for two shots. Kill Snakey and push Emerald Framer E07 down 1 onto its space. Snakey will respawn at K07.
3. Push Emerald Framer H04 up 4.5. Push H03 left 1 and G03 up 2, left 0.5. Grab Heart Framer G02.
4. Push Emerald Framer H10 up 4.5. Push H11 right 1 and G11 up 2, right 0.5. Grab Heart Framer G12.
5. Grab any missing Heart Framers.
6. Push Emerald Framers C06 and C08 both down 7, beside the chest. Grab the key.
7. Exit West. You may need to reset the room by going north then back here first.

\*---Stage L-5---\*

```

01 02 03 04 05 06 07 08 09 10 11 12 13
| | | | | | | | | | | | |
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
A- |MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW| -A
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
B- |MW|@@|@@|@@|Hf| |&&|Hf| | | |Hf|MW| -B
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
C- |MW|@@|Me| |&&| | |&&| | |@@| |MW| -C
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
D- |MW|@@| | | | | |&&| | | | |MW| -D
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
E- |MW| |&&|Sk|Sk| | | |&&| | | |MW| -E

```

```

+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
F-|MW| | | | |&&| | |Me|@@|&&| |MW|-F
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
G-|KE| |Ef| | | | | | | | | | |MW|-G
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
H-|MW| |@@| | |Sn| | | | | | | | |MW|-H
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
I-|MW| | | | | | | | | | | | | | |MW|-I
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
J-|MW|&&| |Ef|Ef|Ef|@@|@@|@@|@@| | | |Dr|-J
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
K-|MW|&&|&&| | | |Hs|@@|@@|Hs| | | |MW|-K
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
L-|MW|&&|&&|Ch|&&| | | | | | | | |&&|MW|-L
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
M-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-M
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
| | | | | | | | | | | | | | |
01 02 03 04 05 06 07 08 09 10 11 12 13

```

The key is inventive blocking. Make use of every framer and the Snakey.

\*\*You need the REGION KEY from Stage O-1 to proceed past this point.

1. Collect the Heart Framers K07 and K10 for some shots.
2. Shoot the Snakey twice and push J06 into its space. Wait for it to reappear in D09 before continuing.
3. Take that same Framer and push it right 2, up 2, beside the Medusa.
4. Egg the left Skull, E04, and push it up 2. Egg the other Skull, the right one, and push it up 1, left 2. The Medusa is completely penned in.
5. Push the Emerald Framer J04 all the way up to the Skulls. This is so they don't get you when they activate.
6. Collect all the heart framers. Do NOT walk directly beneath Medusa F09. Take the lower Path around the rocks instead.
7. Do the same and get the key.
8. The REGION KEY from O-1 lets you proceed.

\*---Stage L-6---\*

```

01 02 03 04 05 06 07 08 09 10 11 12 13
| | | | | | | | | | | | | |
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
A-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-A
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
B-|MW|%%|%%|%%|%%|%%|%%|%%|%%|%%|%%|MW|-B
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
C-|MW|%%|Hf| | | | | | | | |Hf|%%|MW|-C
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
D-|MW|%%| | | | | | | | | |%%|MW|-D
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
E-|MW|%%| | |Ef|Ef|Sk|Ef|Ef| | |%%|MW|-E
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
F-|Dr|%%| | |Ef|Ef|Al|Ef|Ef| | |%%|MW|-F
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
G-|MW|%%| | |Sk|Al|Ch|Al|Sk| | |%%|Dr|-G
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
H-|MW|%%| | |Ef|Ef|Al|Ef|Ef| | |%%|MW|-H
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
I-|MW|%%| | |Ef|Ef|Sk|Ef|Ef| | |%%|MW|-I
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+

```

```

J-|MW|%%| | | | | | | | | |%%|MW|-J
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
K-|MW|%%|Hf| | | | | | | | |Hf|%%|MW|-K
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
L-|MW|%%|%%|%%|%%|%%|%%|%%|%%|%%|%%|%%|MW|-L
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
M-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-M
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
| | | | | | | | | | | | | |
01 02 03 04 05 06 07 08 09 10 11 12 13

```

What can I say about this one? There's no real strategy. Collect all of the Heart Framers, wait for an opening, then rush on it. Honestly, it's that simple but that doesn't mean you should rush in blindly.

Skulls and Almas cannot hit you when you're on the Grass. They also cannot occupy the same space as the Chest/Key. You need to walk the perimeter on the grass until one passage thins out, then run to the key. If you can get the Almas to be on the opposite end of the room, then it will be much easier.

Skulls have a very deliberate movement, they will be less of a threat than Alma so if there are a few Skulls nearby, give yourself at least a 2 or 3 square leeway and make the break for it.

\*---Stage L-7---\*

```

01 02 03 04 05 06 07 08 09 10 11 12 13
| | | | | | | | | | | | | |
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
A-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-A
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
B-|MW|@@|@@|@@|@@|@@|@@|Hs|Hf|Hf|Hf|MW|-B
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
C-|MW| | | | |Al| |@@| | | | |MW|-C
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
D-|MW|Hf|&&|&&|&&|&&|@@|@@|Ef|Ef|Ef|Ef|MW|-D
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
E-|MW| | | | | | | | | | | | |MW|-E
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
F-|MW| | | | | | | | | | | | |MW|-F
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
G-|Dr| | | |&&| | | | |&&|@@| |Dr|-G
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
H-|MW|&&| | | | | | | |@@|&&| |MW|-H
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
I-|MW| | |&&| | | |Me| | | | |MW|-I
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
J-|MW|&&| | | |Hf| | | | |Sn|Sn|MW|-J
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
K-|MW| | | |&&| | | | |@@|@@|@@|MW|-K
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
L-|MW|Dh| | | | |@@|Ch| | |Hs|@@|MW|-L
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
M-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-M
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
| | | | | | | | | | | | | |
01 02 03 04 05 06 07 08 09 10 11 12 13

```

You need to use Warp Holes to your advantage here, make a Snakey reappear elsewhere on the board.

1. Push Emerald Framers D09 and D11 both up 1, D10 right 1.
2. Collect the thre eHeart Framers here for 2 shots.
3. Push the Emerald Framer now in C09 down right beside Medusa.
4. Collect Heart Framer L11 for two more shots. You CAN reach it without crossing Medusa, just go down past the Snakeys.
5. Now, with your four shots move quickly: Shoot the right Snakey, J12, twice to remove it. Egg the second Snakey and push it left, under the Medusa. Run back up to the Emerald Framers and push the unmoved one - D12 - all the way down into the Snakey's respawn point at J12. It should respawn at F03.
6. Great, now push one of the remaining top right Emerald Framers ABOVE Medusa.
7. Get another one and put it to her left to fully box her in.
8. Grab Heart Framer J06 when Don Medusa is all the way to the left.
9. Stand at E08 and run left when Don starts moving left. Stop above the Snakey and let Don move right. Quickly grab the Heart Framer and get back above Snakey. Egg the Alma when it comes out after you.
10. Quickly make your way to the key, careful not to get blasted.
11. Proceed to the next room.

\*---Stage L-8---\*

```

01 02 03 04 05 06 07 08 09 10 11 12 13
|  |  |  |  |  |  |  |  |  |  |  |  |
+---+---+---+---+---+---+---+---+---+---+---+---+---+
A-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-A
+---+---+---+---+---+---+---+---+---+---+---+---+---+
B-|MW|  |  |  |  |  |  |Hf|&&|Ch|  |@@|MW|-B
+---+---+---+---+---+---+---+---+---+---+---+---+---+
C-|MW|  |&&|&&|  |@@|@@|  |  |&&|  |@@|MW|-C
+---+---+---+---+---+---+---+---+---+---+---+---+---+
D-|MW|  |  |  |Gr|  |  |  |&&|&&|  |  |MW|-D
+---+---+---+---+---+---+---+---+---+---+---+---+---+
E-|MW|@@|Hf|&&|  |  |  |Me|  |&&|&&|  |MW|-E
+---+---+---+---+---+---+---+---+---+---+---+---+---+
F-|MW|@@|  |  |  |  |  |  |  |&&|&&|  |MW|-F
+---+---+---+---+---+---+---+---+---+---+---+---+---+
G-|MW|@@|@@|  |  |Sn|  |Hf|  |  |  |  |MW|-G
+---+---+---+---+---+---+---+---+---+---+---+---+---+
H-|MW|@@|@@|@@|  |  |  |&&|  |@@|  |  |MW|-H
+---+---+---+---+---+---+---+---+---+---+---+---+---+
I-|MW|  |  |Gr|  |  |  |  |  |  |@@|  |MW|-I
+---+---+---+---+---+---+---+---+---+---+---+---+---+
J-|MW|@@|Hs|@@|  |Sn|&&|@@|@@|Hf|@@|@@|MW|-J
+---+---+---+---+---+---+---+---+---+---+---+---+---+
K-|MW|@@|@@|@@|  |  |Hs|@@|  |  |  |  |MW|-K
+---+---+---+---+---+---+---+---+---+---+---+---+---+
L-|Dr|  |  |  |  |&&|@@|@@|  |  |Ro|  |Dr|-L
+---+---+---+---+---+---+---+---+---+---+---+---+---+
M-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-M
+---+---+---+---+---+---+---+---+---+---+---+---+---+
|  |  |  |  |  |  |  |  |  |  |  |  |
01 02 03 04 05 06 07 08 09 10 11 12 13

```

The key is Rocky. He can block Medusa...

1. Get Heart Framer K07 for two shots.
2. Egg the lower left Gol, I04, and push it all the way left. Grab the Heart Framer here for 2 more shots.
3. Egg Snakey G06 and push it up 2, right 1 - beside Medusa.

4. Get above the top gol, D05, and egg it. Push it down 2, and right 2.5 - halfway covering the Medusa.
5. Egg the Snakey J06 and push it all the way up, and all the way right to block Medusa.
6. Grab every Heart Framer, with J10 your LAST. Wait for the rocky to be attracted to you before grabbing it, and run left 1, up 1 to avoid the Gol's fireball. Sitting here in H09, move HALF a space up and hold right. The Rocky will push you up and you should run off to the right.
7. While Rocky walks up, walk up yourself at the far right. Make sure to do this in time with him, so the Gol and Medusa are blocked.
8. Grab the key, and continue along.

```
*****
EMFCM: Col M
*****
```

\*---Stage M-1---\*

```

01 02 03 04 05 06 07 08 09 10 11 12 13
|  |  |  |  |  |  |  |  |  |  |  |
+---+---+---+---+---+---+---+---+---+---+---+---+---+
A-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-A
+---+---+---+---+---+---+---+---+---+---+---+---+---+
B-|MW|Sk|  |&&|  |  |Hs|Sn|Hf|@@|@@|MW|-B
+---+---+---+---+---+---+---+---+---+---+---+---+---+
C-|Dr|  |  |Sk|  |@@|&&|&&|Ef|  |@@|@@|MW|-C
+---+---+---+---+---+---+---+---+---+---+---+---+---+
D-|MW|Sk|  |&&|  |  |  |  |  |@@|@@|MW|-D
+---+---+---+---+---+---+---+---+---+---+---+---+---+
E-|MW|Gd|  |<<|%%|  |&&|  |  |  |<<|MW|-E
+---+---+---+---+---+---+---+---+---+---+---+---+---+
F-|MW|Hf|  |@@|VV|@@|&&|  |Me|  |^^|Hs|MW|-F
+---+---+---+---+---+---+---+---+---+---+---+---+---+
G-|MW|  |  |  |Ef|&&|&&|  |  |  |  |@@|MW|-G
+---+---+---+---+---+---+---+---+---+---+---+---+---+
H-|MW|Me|Sk|VV|  |&&|&&|  |  |  |  |@@|MW|-H
+---+---+---+---+---+---+---+---+---+---+---+---+---+
I-|MW|  |  |Sk|  |  |Dv|  |  |  |@@|MW|-I
+---+---+---+---+---+---+---+---+---+---+---+---+---+
J-|MW|&&|&&|Ef|  |  |&&|Ef|  |  |G1|@@|MW|-J
+---+---+---+---+---+---+---+---+---+---+---+---+---+
K-|MW|  |  |  |Ef|&&|  |  |&&|  |Hf|Dr|-K
+---+---+---+---+---+---+---+---+---+---+---+---+---+
L-|MW|Ch|  |  |&&|  |  |  |  |&&|  |Hf|MW|-L
+---+---+---+---+---+---+---+---+---+---+---+---+---+
M-|MW|MW|MW|MW|MW|MW|Dr|MW|MW|MW|MW|MW|MW|-M
+---+---+---+---+---+---+---+---+---+---+---+---+---+
|  |  |  |  |  |  |  |  |  |  |  |  |
01 02 03 04 05 06 07 08 09 10 11 12 13
```

Really tricky, but the defining solution is actually quite easy. There's some puzzles that just strike you as "impossible" but with one movement all that tension disappears. This is one of those for me, ha ha ha.

1. Push Emerald Framer J08 up 1 to I08. Push Emerald Framer K06 up one to J06. Push the Framer now in I08 right 0.5, then up all the way - halfway between Medusa and Don Medusa.
2. Push the Framer you left in J06 up 1, right 4, and up 2.5, just covering the bottom of Medusa.

3. Grab Heart Framer F12 for some shots. Step left back onto the up arrow and then head back down.
4. Egg Skull I04 and push it left 2.
5. Push Emerald Framer J04 down 1, left 1, right 3, up 2, right 4, up 1, right 1, up 3 just past the up arrow, then left above Don Medusa and Medusa. It needs to cover both halfway and Don MUST be below it.
6. Alright, get both Heart Framers next to Snakey for two shots.
7. Egg Snakey and push it left 1. Egg Skull c04 and push it left 2. Push emerald Framer G05 down 3. These steps are important for some steps that are coming up.
8. Push Emerald Framer C09 down 1, left all the way. Run left across the left arrow, push the Framer down 1, left 2. Now, push it down 2, left 1, above Medusa.
9. Push the Emerald framer you placed in step 7 (in J05) up 1 and left 0.5. This will block the Skulls when you open the chest.
10. Egg Gol J11. Grab the last two heart framers.
11. Wait for some skulls to be under Medusa before you grab the key.
12. You can go left or right to exit. Take right first.

\*---Stage M-2---\*

```

    01 02 03 04 05 06 07 08 09 10 11 12 13
    |  |  |  |  |  |  |  |  |  |  |  |
+---+---+---+---+---+---+---+---+---+---+---+---+---+
A-|MW|MW|MW|MW|MW|MW|Dr|MW|MW|MW|MW|MW|MW|-A
+---+---+---+---+---+---+---+---+---+---+---+---+---+
B-|Dr|  |  |  |  |  |  |  |  |  |  |  |MW|-B
+---+---+---+---+---+---+---+---+---+---+---+---+---+
C-|MW|  |@@|@@|@@|@@|%%|@@|@@|@@|@@|  |MW|-C
+---+---+---+---+---+---+---+---+---+---+---+---+---+
D-|MW|  |@@|Le|  |  |  |  |  |@@|  |MW|-D
+---+---+---+---+---+---+---+---+---+---+---+---+---+
E-|MW|  |@@|  |Le|  |  |Dh|  |@@|  |MW|-E
+---+---+---+---+---+---+---+---+---+---+---+---+---+
F-|MW|  |@@|  |  |Le|  |  |  |@@|  |MW|-F
+---+---+---+---+---+---+---+---+---+---+---+---+---+
G-|MW|  |%%|  |  |Hf|  |  |  |%%|  |MW|-G
+---+---+---+---+---+---+---+---+---+---+---+---+---+
H-|MW|  |@@|  |  |  |Le|  |  |@@|  |MW|-H
+---+---+---+---+---+---+---+---+---+---+---+---+---+
I-|MW|  |@@|  |Dv|  |  |Le|  |@@|  |MW|-I
+---+---+---+---+---+---+---+---+---+---+---+---+---+
J-|MW|  |@@|  |  |  |  |  |Le|@@|  |MW|-J
+---+---+---+---+---+---+---+---+---+---+---+---+---+
K-|MW|  |@@|@@|@@|@@|%%|@@|@@|@@|@@|  |MW|-K
+---+---+---+---+---+---+---+---+---+---+---+---+---+
L-|MW|  |  |  |  |  |  |  |  |Ch|  |MW|-L
+---+---+---+---+---+---+---+---+---+---+---+---+---+
M-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-M
+---+---+---+---+---+---+---+---+---+---+---+---+---+
    |  |  |  |  |  |  |  |  |  |  |  |
    01 02 03 04 05 06 07 08 09 10 11 12 13

```

Alright, no real steps here. You have to trap Don Horizontal on the right and Don Vertical on the bottom. This is easier said than done and you may find yourself resetting the room by walking in and out more than once.

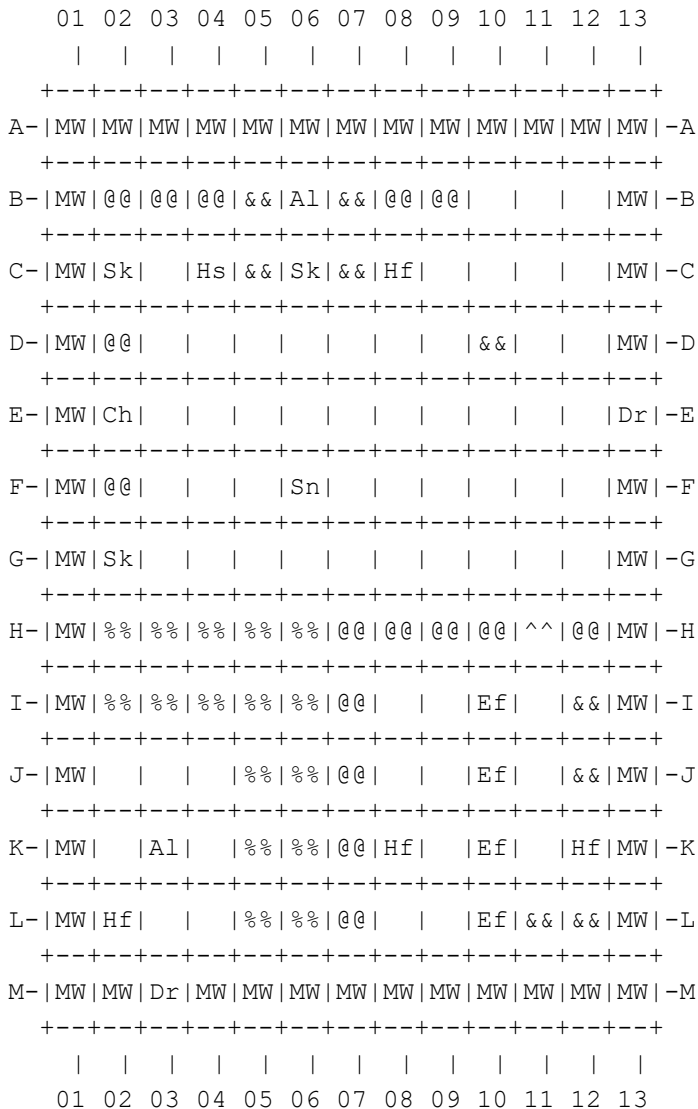
If you can get a Leeper to fall asleep at D08, and H04, that's great. It means that you can one to fall asleep at E08 to block the right or H05 to block the bottom. Otherwise, halfway between rows H and I or halfway between columns

04 and 05 work fine.

Just make sure the Don Medusas are at their respective sides before attempting this. IF you block one on the wrong side (ie left instead of right) block the other one on the wrong side as well. There really is no "wrong" side, but you get my meaning.

If the Dons are blocked, go to the other grass entrances to sleep the Leepers. Great, once they have fallen asleep grab the key, finish the level, and head North.

\*---Stage M-3---\*



\*Arrow Power after 3 Hearts.

The key here is to figure out how to get the Emerald Framers up from the lower right corner. These can be used to block the skulls.

1. Get the Heart Framers at C04 and C08. C04 gives you some shots.
2. Shoot the Alma in the lower left ONCE and grab the Heart Framer down here. This activates the Arrow power.
3. Shoot the Snakey and push it up in front of the Alma/Skull combo, blocking them.
4. Use the Arrow power on the up arrow, to turn it to the right (passable).
5. Grab the Heart Framer at K12.
6. Push the Emerald Framer at K10 left 1, and at I 10 left 2.
7. Push the J10 Emerald Framer right 1, up 4, left to the rock, and up to block the skull in the upper left.

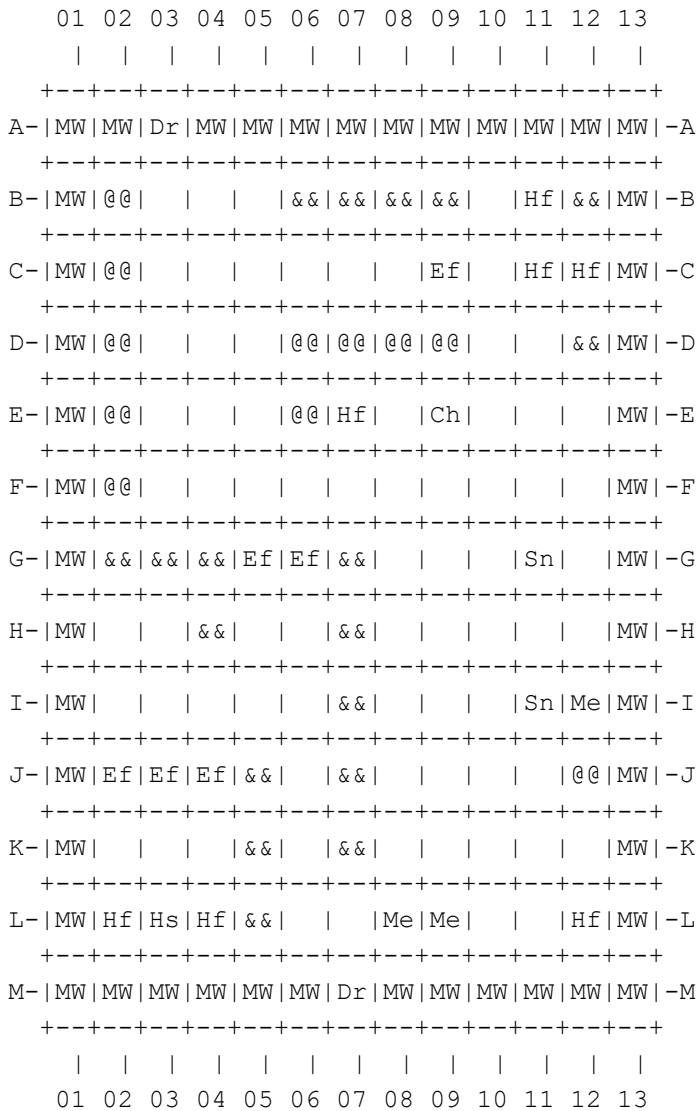
8. Grab the last Heart Framer. The Skull will activate - WAIT where you are. When it enters the chamber, it will head right when it gets to the same row as Lolo. Push the Emerald Framers right, trapping the Skull in space K12.
9. Grab the opened chest and run through the door to the next area.

NOTE

-----

It is possible to grab the lower left framer without egging the Alma, but you have to be quick. This changes the step 8 only - you can actively shoot the Skull and run to the key before it hatches. This is much more dangerous in the end but can be good for later insurance. I prefer to do it as I laid it out, but this alteration could work for you.

\*---Stage M-4---\*



We'll need to do some inventive pushing to block the Medusas.

1. Push Emerald Framers G06, the "Right one" all the way down beside the door.
2. Now the other Emerald Framers, G05, push it up 2, down 1. Now, 3 and a half (3.5 blocks) to the right, then all the way down to the Medusas. This will sit halfway between the Medusas... blocking BOTH from the top. Bravo.
3. Without going all the way to the right, get up to the Emerald Framers at C09. Push it left 5, down 3, right 6, then all the way down to the right of the two Medusas.
4. Push Emerald Framers J02 and J04 both down 1. Push J03 left or right.
5. Grab the three Heart Framers you just uncovered. You will get two shots.
6. Egg Snakey G11 (the top one) and push it right 1, down 1 to box in the



Medusa.

- 7. Collect all of the Heart Framers.
- 8. Grab the key and leave.

\*---Stage M-5---\*

```

01 02 03 04 05 06 07 08 09 10 11 12 13
|  |  |  |  |  |  |  |  |  |  |  |  |
+---+---+---+---+---+---+---+---+---+---+---+---+---+
A-|MW|MW|MW|MW|MW|MW|Dr|MW|MW|MW|MW|MW|MW|-A
+---+---+---+---+---+---+---+---+---+---+---+---+---+
B-|MW|&&|  |  |  |  |  |  |  |  |&&|MW|-B
+---+---+---+---+---+---+---+---+---+---+---+---+---+
C-|MW|  |  |  |  |  |  |  |  |  |  |MW|-C
+---+---+---+---+---+---+---+---+---+---+---+---+---+
D-|MW|  |@@|%%|%%|%%|%%|%%|%%|%%|@@|  |MW|-D
+---+---+---+---+---+---+---+---+---+---+---+---+---+
E-|MW|  |@@|  |  |  |  |  |  |  |@@|  |MW|-E
+---+---+---+---+---+---+---+---+---+---+---+---+---+
F-|MW|Hs|@@|  |  |  |  |  |  |@@|Hs|MW|-F
+---+---+---+---+---+---+---+---+---+---+---+---+---+
G-|MW|  |@@|&&|&&|  |  |  |&&|&&|@@|  |MW|-G
+---+---+---+---+---+---+---+---+---+---+---+---+---+
H-|MW|  |@@|Al|&&|  |  |  |&&|Al|@@|  |MW|-H
+---+---+---+---+---+---+---+---+---+---+---+---+---+
I-|MW|  |@@|Al|Sk|  |&&|  |Sk|Al|@@|  |MW|-I
+---+---+---+---+---+---+---+---+---+---+---+---+---+
J-|Dr|Hs|@@|&&|  |  |Ch|  |  |&&|@@|Hs|MW|-J
+---+---+---+---+---+---+---+---+---+---+---+---+---+
K-|MW|  |@@|@@|@@|@@|@@|@@|@@|@@|@@|  |MW|-K
+---+---+---+---+---+---+---+---+---+---+---+---+---+
L-|MW|  |  |  |Hs|  |  |  |Hs|  |  |MW|-L
+---+---+---+---+---+---+---+---+---+---+---+---+---+
M-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-M
+---+---+---+---+---+---+---+---+---+---+---+---+---+
|  |  |  |  |  |  |  |  |  |  |  |  |
01 02 03 04 05 06 07 08 09 10 11 12 13

```

The Solution is pretty simple, but it requires some speed.

- 1. Collect all Heart Framers except the one in the upper left.
- 2. Egg the two skulls and quickly run to the remaining Framer.
- 3. Get to the key, and shoot any enemies that get loose. Leave them as eggs if at all possible.

The other option is to stay at the grass and shoot the enemies. You don't have as much control doing this, in all honesty. But try what you think is best. You need a lot of accuracy to complete my solution successfully.

\*---Stage M-6---\*

```

01 02 03 04 05 06 07 08 09 10 11 12 13
|  |  |  |  |  |  |  |  |  |  |  |  |
+---+---+---+---+---+---+---+---+---+---+---+---+---+
A-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-A
+---+---+---+---+---+---+---+---+---+---+---+---+---+
B-|MW|@@|Hf|  |Ef|  |@@|@@|@@|  |  |Ch|MW|-B
+---+---+---+---+---+---+---+---+---+---+---+---+---+
C-|MW|@@|Hf|  |Ef|  |  |  |Gl|  |@@|  |MW|-C
+---+---+---+---+---+---+---+---+---+---+---+---+---+

```

\*SPECIAL in this room, see the walkthrough.





```

+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
M- |MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW| -M
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
| | | | | | | | | | | | | |
01 02 03 04 05 06 07 08 09 10 11 12 13

```

This is more like Pac-Man than Lolo. Again, like some other stages there is no consistent strategy worth mentioning - there are more or less guidelines.

Grab Heart Framers at the edges in centre first if possible. The big threat are the Almas. Keep them at one quarter of the screen and go for the others yourself. The opposite side usually works best.

The chest is your best friend, wait on it for a few seconds to force the Alma's pattern toward one section of the screen. LEAVE this section if Rockies are going to block you in. If you get blocked in, you'll have to bite the bullet and get struck down.

```

*****
                        EMFCN: Col N
*****

```

\*---Stage N-1---\*

```

01 02 03 04 05 06 07 08 09 10 11 12 13
| | | | | | | | | | | | | |
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
A- |MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW| -A
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
B- |MW| | | | | | | | | | | |MW| -B
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
C- |MW| | |@@|@@|@@|@@|@@|@@|@@|Hf| |MW| -C
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
D- |MW| | |Ef| | | | |Al|@@| | |MW| -D
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
E- |MW| | |Ef| | | | |Al|@@| | |MW| -E
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
F- |MW| | |Ef| | | | |Al|@@| | |MW| -F
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
G- |MW| | |@@|@@|@@|Ef|@@|@@|@@|Ch| |MW| -G
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
H- |MW| | |@@|Al| | | | |Ef| | |MW| -H
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
I- |MW| | |@@|Al| | | | |Ef| | |MW| -I
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
J- |MW| | |@@|@@|@@|@@|@@|@@|@@| | |MW| -J
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
K- |Dr| | | | | | | | | | | |MW| -K
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
L- |MW|Hf| | | | | | | | |Me| |MW| -L
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
M- |MW|Dr|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW| -M
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
| | | | | | | | | | | | | |
01 02 03 04 05 06 07 08 09 10 11 12 13

```

Kind of tricky, you need to trap the top 3 Almas which may or may not be a first time effort.

1. I will call Emerald Framer E04 "E" and F04 "F." Push E and F right 1. Push

F right 1.5. Push E right 0.5. Push F right 0.5. Lure the Almas down. Push E right 0.5, up 0.5. If one gets free, reset the room.

Now, push E right 1, F right 1, and E right 1.

2. Push Emerald Framer D04 left 1, down all the way, right all the way. You should have picked up one of the Heart Framers.
3. Push Emerald Framer G07 down 2 to free the bottom Almas.
4. Get these Almas out to the perimeter and run back in. When they are on the left or bottom push Emerald Framer I10 right 1 and H10 right 2.
5. BEfore The Almas catch up, grab the last Heart framer and take the key.

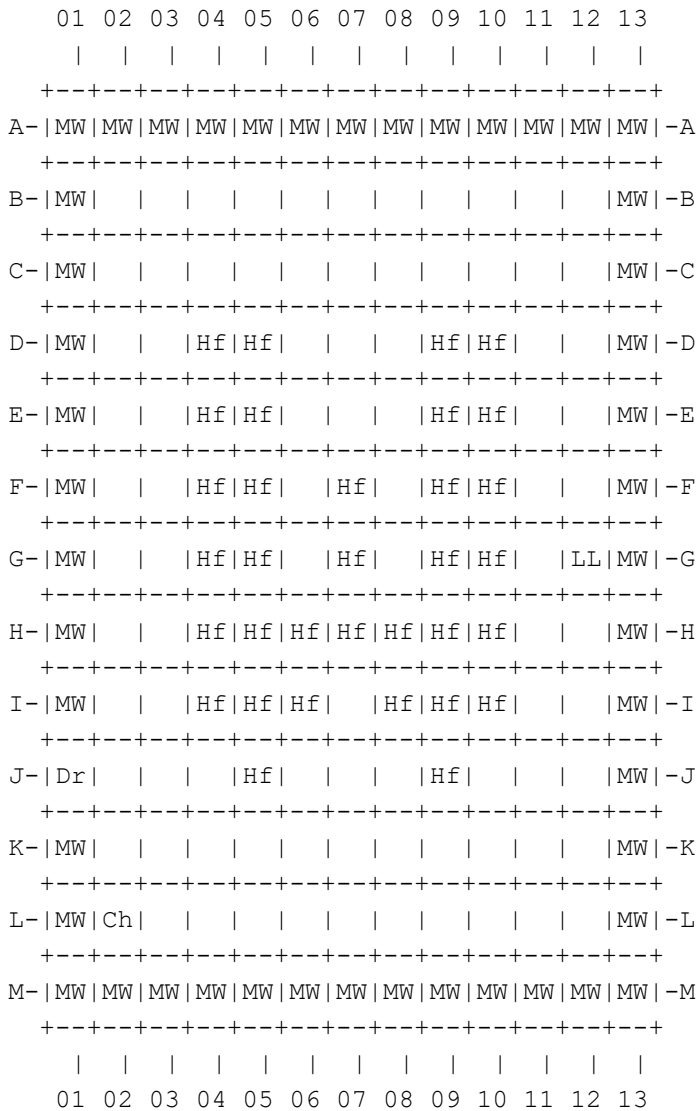
\*\*\*\*\*THE BELL RINGS\*\*\*\*\*

The easiest way to arrange the emerald framers is to reset the room, and push the top 3 right 3 and bottom 2 left 3. When 6 are stacked vertically, a door to the West God will open.

!!!!SPECIAL ROUNDS N-1!!!!

=====

--Part 1--



The Western God can be found here. Collect all of the heart framers, grab the chest, and continue to the west.

--Part 2--



```

| | | | | | | | | | | | |
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
A-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-A
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
B-|MW| | | | | | |Ch|&&| | |Dv|MW|-B
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
C-|MW| |G1|@@|@@|@@|@@|@@|@@| | | |MW|-C
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
D-|MW| |G1|@@| | | | | |@@| |MW|-D
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
E-|MW| |@@|@@| |Ro| |)))))|##|Hs| |MW|-E
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
F-|Dr| | | | | | |AA|&&|&&| |@@|MW|-F
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
G-|MW|&&|&&|&&|&&|&&|&&|AA| | |Ef| |MW|-G
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
H-|MW|##|##|##|##|##|##|##|AA| | | |MW|-H
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
I-|MW|##|##|Hf| |Hf|##|##|&&| |Sn| |MW|-I
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
J-|MW|##|##| |Ef| |##|##|##| | | |Dr|-J
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
K-|MW|##|##|Hf| |Hf| | |Br| | | |MW|-K
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
L-|MW|##|##|##|##|##|##|##|##|##| | | |MW|-L
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
M-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-M
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
| | | | | | | | | | | | |
01 02 03 04 05 06 07 08 09 10 11 12 13

```

The Gols on the far left prove to be the biggest obstacle, but really, the Rocky will block them for you. Just hold tight...

1. Push Emerald Framer G11 left 1. Let Don go up, Grab Heart Framer E11 for two shots then get out of the way of Don Medusa. Push the Emerald framer back right 1, then up 2.
2. Collect the rest of the Heart Framers.
3. Push Emerald Framer J05 down 1, right 6 (1 space below Snakey).
4. Egg Snakey, push it up 1. Push the Emerald Framer you placed in K11 up 2. Push Snakey's egg left into the water, and step off to the left as soon as you get a chance.
5. When Snakey respawns at C11, egg it and push it over Don Medusa when it is headed down so that Don is completely sealed.
6. Now, lure the Rocky over to the left. Provoke it to run and charge after Lolo UP column 02. It will absorb the Gol's fireballs, and you will be safe.
7. Grab the key and continue west.

--Part 3--

```

01 02 03 04 05 06 07 08 09 10 11 12 13
| | | | | | | | | | | | |
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
A-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-A
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
B-|MW|Ch| | | | | | | | | | |MW|-B
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
C-|MW| | | | |Hf| |Hf| | | | |MW|-C
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
D-|MW| | |##|##|Al|Hf| |##|##| | |MW|-D

```

```

+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
E-|MW| | |##|##| |Hf| |##|##| | |MW|-E
+---+---+---+---+---+---+---+---+---+---+---+---+---+
F-|MW| | |##|##| |##| |##|##| | |Dr|-F
+---+---+---+---+---+---+---+---+---+---+---+---+
G-|MW| | |##|##| |##|Al|##|##| | |MW|-G
+---+---+---+---+---+---+---+---+---+---+---+---+
H-|MW| | |##|##|##|##|##|##|##| | |MW|-H
+---+---+---+---+---+---+---+---+---+---+---+---+
I-|MW| | |##|##|##| |##|##|##| | |MW|-I
+---+---+---+---+---+---+---+---+---+---+---+---+
J-|MW| | | |##| | | |##| | | |MW|-J
+---+---+---+---+---+---+---+---+---+---+---+---+
K-|MW| | | | | | | | | | | |MW|-K
+---+---+---+---+---+---+---+---+---+---+---+---+
L-|Dr| | | | | | | | | | | | |MW|-L
+---+---+---+---+---+---+---+---+---+---+---+---+
M-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-M
+---+---+---+---+---+---+---+---+---+---+---+---+
| | | | | | | | | | | | | |
01 02 03 04 05 06 07 08 09 10 11 12 13

```

There's a little more finesse involved here than in the other water-letter levels. When the right Alma is down, grab the top right Heart Framer, then grab the top left.

When one Alma comes up, have it roll across row C. Then run to the other side and have the other Alma roll across row C.

Grab the key and continue west.

--Part 4--

```

01 02 03 04 05 06 07 08 09 10 11 12 13
| | | | | | | | | | | | | |
+---+---+---+---+---+---+---+---+---+---+---+---+
A-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-A
+---+---+---+---+---+---+---+---+---+---+---+---+
B-|MW|Ch|&&| |Me| |Me| |Me| |Me| |MW|-B
+---+---+---+---+---+---+---+---+---+---+---+---+
C-|MW| |&&|&&| | | | | | | | | |MW|-C
+---+---+---+---+---+---+---+---+---+---+---+---+
D-|Dr| | |&&|&&|&&|&&|&&|&&|&&|&&|&&| |MW|-D
+---+---+---+---+---+---+---+---+---+---+---+---+
E-|MW| | | |Hs| |Hf| |Hf| |Hf| |MW|-E
+---+---+---+---+---+---+---+---+---+---+---+---+
F-|MW|@@|@@|@@|@@|@@| | | | | | | |MW|-F
+---+---+---+---+---+---+---+---+---+---+---+---+
G-|MW| |@@| | |@@| | |Ef| |Ef| |MW|-G
+---+---+---+---+---+---+---+---+---+---+---+---+
H-|MW| |@@| | |@@| | |&&|&&|&&| |MW|-H
+---+---+---+---+---+---+---+---+---+---+---+---+
I-|MW| |@@|Al| |@@| | |&&| |&&| |MW|-I
+---+---+---+---+---+---+---+---+---+---+---+---+
J-|MW| |@@| | |Hf| | | | |&&| |MW|-J
+---+---+---+---+---+---+---+---+---+---+---+---+
K-|MW| |@@|@@|@@|@@| | |&&|&&|&&| |MW|-K
+---+---+---+---+---+---+---+---+---+---+---+---+
L-|MW|Al| | | |Hf| | | | | | | |Dr|-L
+---+---+---+---+---+---+---+---+---+---+---+---+

```

```

M-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-M
+---+---+---+---+---+---+---+---+---+---+---+---+---+
|   |   |   |   |   |   |   |   |   |   |   |   |
01 02 03 04 05 06 07 08 09 10 11 12 13

```

Warp holes, of course! That, and using Alma as a mobile Medusa shield. It can be hard, the solution is simple but the execution isn't so much.

1. Push Emerald Framer G09 left 1, down 3 to J08. Push Emerald Framer G11 left 3, up 1, and right 3.
2. Free Alma I04. Run to space G10. When Alma rolls to the right along row G, head up. It should go up toward the Medusas. Push The Emerald Framer in F11 right 1 and up 3 to trap it.
3. Push the Emerald Framer you left in J08 down 2, right 1.
4. Using the Alma above as a Medusa shield, that is - walking under it as it passes a Medusa, collect Heart Framers E05 (two shots) and E07 (en route).
5. Free the bottom Alma by standing halfway onto the Heart Framer in front of him. Step left, and immediately shoot it twice. Move right when the Alma at top is blocking Medusa then run around to the right side of the screen. Before Alma respawns, push the Emerald framer you left at L09 all the way left - again, at column 7 waiting for the top Alma's protection.

If you take too long, reset the room and start from scratch. You NEED Alma to respawn between the chest and the leftmost Medusa.

6. Collect the last two heart framers, again using Alma as a medusa shield.
7. Take the key and exit west.

--Part 5--

No actual puzzle. You will recruit the West God.

=====

\*---Stage N-2---\*

```

01 02 03 04 05 06 07 08 09 10 11 12 13
|   |   |   |   |   |   |   |   |   |   |   |
+---+---+---+---+---+---+---+---+---+---+---+---+---+
A-|MW|Dr|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-A
+---+---+---+---+---+---+---+---+---+---+---+---+---+
B-|MW|  |  |Hf|Hf|Hf|Hf|Hf|Hf|Hf|Hs|Ch|MW|-B
+---+---+---+---+---+---+---+---+---+---+---+---+---+
C-|MW|@@|VV|@@|@@|^|^|@@|@@|^|^|@@|@@|  |MW|-C
+---+---+---+---+---+---+---+---+---+---+---+---+---+
D-|MW|@@|Hf|  |@@|Sk|  |@@|  |Hs|@@|  |MW|-D
+---+---+---+---+---+---+---+---+---+---+---+---+---+
E-|MW|@@|  |Sn|>>|  |Hf|<<|Gr|  |<<|  |MW|-E
+---+---+---+---+---+---+---+---+---+---+---+---+---+
F-|MW|@@|VV|@@|@@|VV|@@|@@|VV|@@|@@|  |MW|-F
+---+---+---+---+---+---+---+---+---+---+---+---+---+
G-|MW|@@|Sk|  |@@|Gd|  |@@|  |  |@@|  |Dr|-G
+---+---+---+---+---+---+---+---+---+---+---+---+---+
H-|MW|@@|  |Hf|>>|  |Hf|>>|Hf|Gl|>>|  |MW|-H
+---+---+---+---+---+---+---+---+---+---+---+---+---+
I-|MW|@@|^|^|@@|@@|^|^|@@|@@|VV|@@|@@|  |MW|-I
+---+---+---+---+---+---+---+---+---+---+---+---+---+
J-|MW|@@|Sn|Hs|@@|  |Hs|@@|  |  |@@|  |MW|-J
+---+---+---+---+---+---+---+---+---+---+---+---+---+
K-|MW|@@|  |  |<<|Sn|  |<<|Gr|Hs|<<|  |MW|-K

```



```

+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
L-|MW|@@|@@|@@|@@|@@|@@|@@|@@|@@|@@|Gu|MW|-L
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
M-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-M
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
| | | | | | | | | | | | | |
01 02 03 04 05 06 07 08 09 10 11 12 13

```

Just to know the order of this level is to make it rather easy. Just don't squander your shots.

```

+---+---+
|1|2|3| I will use this to describe the chambers, it's how I will direct
+---+---+ you in this particular walkthrough.
|4|5|6|
+---+---+
|7|8|9|
+---+---+

```

1. Walk across the top and get all the Framers for 2 shots. Go down and enter section 9.
2. Grab the section 9 Heart Framer for more shots. Double shot the Gol then head left into Section 8.
3. Grab the Section 8 Heart Framer for 2 more shots, egg Snakey and push it left all the way into section 7.
4. Grab the Section 7 Heart Framer for two shots. Shoot Snakey J03 and head up to section 4.
5. Grab the heart framer, move right into section 5.
6. Grab the heart framer, move right into section 6.
7. Grab the heart framer, kill the gol in Section 6, and head out of the sections and to the right.
8. Head left into section 3, grab the heart framer for two more shots, and leave the sections by heading up.
9. Head down into section 1. Grab the heart framer, kill snakey, and head right into section 2.
10. Egg Skull, grab the last heart framer. Egg the skull coming from the left. Shoot the egg above you a second time and head up out of the sections.
11. Grab the key and exit to the east.

\*---Stage N-3---\*

```

01 02 03 04 05 06 07 08 09 10 11 12 13
| | | | | | | | | | | | | |
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
A-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-A
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
B-|MW| | | | |Dh| |@@| | | | |MW|-B
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
C-|MW| |Hf|&&| | | |@@| | |Hf| |MW|-C
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
D-|MW| | |Hf|Ef|Ef| |@@| |Hf|&&| |MW|-D
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
E-|Dr| | | | | | | | |Ef| | |MW|-E
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
F-|MW|@@|@@|@@| | | | | |Ef| |Dv|MW|-F
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
G-|MW| | | | | | | | | | | | |MW|-G
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
H-|MW|Dv| |Ef| | | | | |@@|@@|@@|MW|-H
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+

```

```

I-|MW| | |Ef| | | | | | | | | |Dr|-I
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
J-|MW| |&&|Hf| |@@| |Ef|Ef|Hf| | |MW|-J
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
K-|MW| |Hf| | |@@| | | |&&|Hf| |MW|-K
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
L-|MW| | | | |@@| |Dh| | | | |MW|-L
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
M-|MW|MW|MW|MW|Dr|MW|MW|MW|MW|MW|MW|MW|MW|MW|-M
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
| | | | | | | | | | | | | | |
01 02 03 04 05 06 07 08 09 10 11 12 13

```

Don Medusa will shoot you if you line up straight across from him, either on the X or Y axis. The key in this level is to trap them. They cannot fire through heart framers so leave them for the end - they're important protection.

1. Wait for the bottom left Don Medusa to go up, then push Emerald Framer I04 left two, trapping it above. Push this up from below, then push Emerald Framer H04 up 1, left 1 to fully trap it. Make sure Don Medusa F12 is not lines up with the chest when you do this, he can shoot through it.
2. Now the bottom right Don Medusa. Let it head right, then position yourself above Emrald framer J09. Push it down 1, wait for Don to head to the left of this Framer then push it down, trapping him on the left. Go to the right of the Framer and push it right, restricting him to one space. Now, Emerald Framer J08, push it down 1, left 1. BE careful not to get shot by the upper left Don Medusa.
3. Now for the upper right Don Medusa. Let it go up, then push Emerald Framer E10 right 1. Wait for it to go down and push the Framer one more space right to trap him in the down section. Push it down to restrict him to one space. Push Emerald Framer F10 down 1, right 1 to fully trap the Don Medusa.
4. One more. Push Emerald Framer D05 up 1 space, and wait for the Don Medusa to head right. Push it up one more to trap it, then right one space to restrict him to one space. Push Emerald Framer D06 up 1, right 1 to fully trap Don.
5. Collect any and all Heart Framers.
6. Get the chest and leave. Take the East door first, West when you come back.

\*---Stage N-4---\*

```

01 02 03 04 05 06 07 08 09 10 11 12 13
| | | | | | | | | | | | | |
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
A-|MW|MW|MW|MW|Dr|MW|MW|MW|MW|MW|MW|MW|MW|-A
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
B-|MW|@@| |@@| | | | | |@@| |@@|MW|-B
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
C-|MW|Ch| | | |@@| |@@| | | | |Dr|-C
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
D-|MW|@@| |@@| |@@| |@@| |@@| |@@|MW|-D
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
E-|MW|@@| |@@| |@@|Hf|@@| |@@| |@@|MW|-E
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
F-|MW|Hf| |Hf| |@@|@@|@@| |Hf| |Hf|MW|-F
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
G-|MW|@@| |@@| |Hf|@@|Hf| |@@| |@@|MW|-G
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
H-|MW|@@| |@@| |@@|@@|@@| |@@| |@@|MW|-H
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
I-|MW|Hf| |@@| |@@|Hf|@@| |@@| |Hf|MW|-I
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+

```

```

J-|MW|@@| |@@| |@@|Ro|@@| |@@| |@@|MW|-J
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
K-|MW|@@| |Hf| |@@| |@@| |Hf| |@@|MW|-K
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
L-|MW|Hf|Ro|@@| | | | | |@@|Ro|Hf|MW|-L
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
M-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-M
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
| | | | | | | | | | | | | |
01 02 03 04 05 06 07 08 09 10 11 12 13

```

Your introduction to Rocky. Go for the Framers when there are none nearby and you should be fine.

1. Your first targets are Heart Framers L02, L12, E07, and I07. Make sure NO Rocky is nearby. Get in and get out, you don't want to get trapped.
2. If the middle roaming Rocky is making you miss good chances on the other Heart Framers, stand next to him for a few moments until he others are moving at a different sync than they were. Dash in and out getting these framers and take your time - you don't want to make a stupid mistake. If you plan each strike, you will have much more success.
3. Grab the key, and head up to N-3.

\*---Stage N-5---\*

```

01 02 03 04 05 06 07 08 09 10 11 12 13
| | | | | | | | | | | | | |
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
A-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-A
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
B-|MW|Hf| | | | | | | | | |Hf|MW|-B
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
C-|MW| | | |&&|&&|Ef|&&|&&| | | |MW|-C
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
D-|MW|Hf|Sn| | | | | | | |Sn|Dh|MW|-D
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
E-|MW|##|Br|##|##|##|##|##|##|##|Br|##|MW|-E
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
F-|MW|&&| |&&|&&| | | |&&|&&| |&&|MW|-F
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
G-|MW|&&| | |&&|VV|Ch|&&|&&| | |&&|MW|-G
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
H-|MW| | | |&&|Hs|&&|Hs|&&| | | |Dr|-H
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
I-|MW| | | |&&| | | |&&| | | |MW|-I
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
J-|MW|Me| | | |Ef|Ef|Ef| | | |&&|MW|-J
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
K-|MW| | | | | | | | | | | | |MW|-K
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
L-|MW|Hf| |Gl| | | | | |Gr| |Hf|MW|-L
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
M-|MW|MW|MW|MW|Dr|MW|MW|MW|MW|MW|MW|MW|MW|-M
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
| | | | | | | | | | | | | |
01 02 03 04 05 06 07 08 09 10 11 12 13

```

Inventive trapping of the Don Medusa is needed - trap him on the opposite side of the screen from where he starts.

1. Push Emerald Framer J07 up 1. Push J06 all the way left beside Medusa. Push J08 right 2, dpwn 1, all the way left.
2. Grab Heart Framers H06, H08. You will have 4 shots.
3. Egg the top left Snakey, D03. Push it up 1, down 6, left 1 - above Medusa.
4. Grab Heart Framers B02 and D02.
5. Push Emerald Framer C07 down 1, left to the bridge, down 4, then back up ONTO the bridge.
6. From position K11, shoot upwards twice and kill Snakey D11. RUN left and get underneath the next Emerald Framer. Don Medusa is now free, after all. When he goes back to the right, go below the Emerald Framer. When Don is all the way on the left side of the push the Emerald Framer up to trap him.
7. Collect Heart Framer L12.
8. Egg Snakey D11 (upper right) and push him up 1, left 1, down 1. Grab the last Heart Framer and push the last Snakey onto the river. Ride it to the next drop off- above the Chest. Grab the key.
9. Head to the east.

\*---Stage N-6---\*

```

01 02 03 04 05 06 07 08 09 10 11 12 13
|  |  |  |  |  |  |  |  |  |  |  |  |
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
A-|MW|MW|MW|MW|Dr|MW|MW|MW|MW|MW|MW|MW|MW|-A
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
B-|MW|Dh|  |  |  |  |Ch|  |  |  |  |Dh|MW|-B
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
C-|MW|  |  |  |  |  |  |  |  |  |  |  |MW|-C
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
D-|MW|  |  |  |Gr|Ef|Hs|Ef|Gl|  |  |  |MW|-D
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
E-|MW|  |  |##|##|  |Ro|  |##|##|  |  |MW|-E
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
F-|MW|  |##|##|##|##|  |##|##|##|##|  |MW|-F
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
G-|MW|Br|##|##|##|##|Br|##|##|##|##|Br|MW|-G
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
H-|MW|  |  |>>|  |Sn|  |Sn|  |<<|  |  |MW|-H
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
I-|MW|  |  |@@|  |  |  |  |  |@@|  |  |MW|-I
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
J-|MW|Hf|Ef|@@|  |  |  |  |  |@@|Ef|Hf|MW|-J
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
K-|MW|  |  |<<|  |  |  |  |  |>>|  |  |MW|-K
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
L-|MW|Me|  |@@|  |  |  |  |  |@@|  |Me|MW|-L
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
M-|MW|MW|MW|MW|MW|MW|Dr|MW|MW|MW|MW|MW|MW|-M
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
|  |  |  |  |  |  |  |  |  |  |  |  |  |
01 02 03 04 05 06 07 08 09 10 11 12 13

```

A little less complex that you might think!

1. Push Emerald Framers D06 and D08 up two spaces each. Now, move the Framers so the Don Medusas are locked against the top corners.
2. Grab Heart Framer D07.
3. Egg Gol D05, push it all the way left, then up. Egg Gol D09, push it all the way right then up. Don Medusa? No longer a threat.

4. Push Emerald Framer J11 down 1, right 1 and J03 down 1, left 1. Use the arrows to do this.. do NOT get caught by Rocky between Snakey and an arrow. If Rocky is nearby, use the bridges to evade him.
5. Grab the two last Heart Framers.
6. Take the chest and head North.

\*---Stage N-7---\*

```

01 02 03 04 05 06 07 08 09 10 11 12 13
|  |  |  |  |  |  |  |  |  |  |  |  |
+---+---+---+---+---+---+---+---+---+---+---+---+---+
A-|MW|MW|MW|MW|MW|MW|Dr|MW|MW|MW|MW|MW|MW|-A
+---+---+---+---+---+---+---+---+---+---+---+---+---+
B-|MW|&&|Hf|&&|  |Dh|  |  |  |  |&&|MW|-B
+---+---+---+---+---+---+---+---+---+---+---+---+---+
C-|MW|&&|  |  |  |  |  |  |&&|&&|  |MW|-C
+---+---+---+---+---+---+---+---+---+---+---+---+---+
D-|MW|&&|&&|  |  |  |  |Ef|Gd|  |Hf|  |MW|-D
+---+---+---+---+---+---+---+---+---+---+---+---+---+
E-|MW|&&|Hs|  |WW|((( |Ch|  |MW|-E
+---+---+---+---+---+---+---+---+---+---+---+---+---+
F-|MW|&&|  |  |WW|  |Ef|  |AA|  |  |MW|-F
+---+---+---+---+---+---+---+---+---+---+---+---+---+
G-|MW|&&|  |@@|WW|Me|  |@@|AA|Sk|  |  |MW|-G
+---+---+---+---+---+---+---+---+---+---+---+---+---+
H-|MW|  |  |  |WW|  |&&|  |AA|  |  |MW|-H
+---+---+---+---+---+---+---+---+---+---+---+---+---+
I-|MW|  |  |  |)))|))|))|))|AA|&&|  |  |Dr|-I
+---+---+---+---+---+---+---+---+---+---+---+---+---+
J-|MW|Hf|  |  |  |  |&&|  |Ef|  |  |MW|-J
+---+---+---+---+---+---+---+---+---+---+---+---+---+
K-|MW|  |&&|  |  |&&|  |  |  |  |&&|MW|-K
+---+---+---+---+---+---+---+---+---+---+---+---+---+
L-|MW|Gu|  |  |  |Hf|  |  |Hs|  |&&|&&|MW|-L
+---+---+---+---+---+---+---+---+---+---+---+---+---+
M-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-M
+---+---+---+---+---+---+---+---+---+---+---+---+---+
|  |  |  |  |  |  |  |  |  |  |  |  |
01 02 03 04 05 06 07 08 09 10 11 12 13

```

Some use of warp holes and half cover is needed here.

1. Grab Heart Framer L09 for some shots.
2. Wait below Heart Framer D11 for Don Medusa to travel left. Grab the Framer, Egg the Skull, and push it left into the river and ride the egg. Otherwise, you'll be shot.
3. Jump off on F08, the upper right of the small island. Push the Emerald Framer here left above Medusa. Jump back on the egg and push up to jump off at D08, pushing the Emerald Framer here up 1 space.
4. Use the Emerald Framer you just displaced to trap Don Medusa in the upper right corner. Push it up when he is far right, then push it right all the way.
5. Egg the downward Gol D09 and push it 2.5 spaces to the right. This will give half-cover to block Don Medusa and also allow you to walk up column 11 later at the end without getting fried by Gol.
6. Grab the three Heart Framers J02, E03, and B03. LEAVE L06 for now.
7. Move back up to position D09. Shoot the Skull's Egg in the water. Run down to Emerald Framer J09 and push it right 2, up 3, left 1 - onto the Skull's respawn point. It should reappear beneath Medusa.

8. Grab the last Heart Framer.
9. Take the key and head north.

\*---Stage N-8---\*

```

    01 02 03 04 05 06 07 08 09 10 11 12 13
      |  |  |  |  |  |  |  |  |  |  |  |
+---+---+---+---+---+---+---+---+---+---+---+---+
A-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-A
+---+---+---+---+---+---+---+---+---+---+---+---+
B-|Dr|  |  |  |  |  |  |  |  |  |  |MW|-B
+---+---+---+---+---+---+---+---+---+---+---+---+
C-|MW|  |Ro|  |  |  |  |  |  |  |Ro|  |MW|-C
+---+---+---+---+---+---+---+---+---+---+---+---+
D-|MW|&&|&&|&&|&&|&&|Hs|&&|&&|&&|&&|Hs|MW|-D
+---+---+---+---+---+---+---+---+---+---+---+---+
E-|MW|  |Al|  |  |  |  |  |  |  |Al|  |  |MW|-E
+---+---+---+---+---+---+---+---+---+---+---+---+
F-|MW|Hs|&&|&&|&&|&&|Hs|&&|&&|&&|&&|&&|Hs|MW|-F
+---+---+---+---+---+---+---+---+---+---+---+---+
G-|MW|  |Le|  |  |  |  |  |  |  |Le|  |  |MW|-G
+---+---+---+---+---+---+---+---+---+---+---+---+
H-|MW|Hs|&&|&&|&&|&&|Hs|&&|&&|&&|&&|&&|Hs|MW|-H
+---+---+---+---+---+---+---+---+---+---+---+---+
I-|MW|  |Al|  |  |  |  |  |  |  |Al|  |  |MW|-I
+---+---+---+---+---+---+---+---+---+---+---+---+
J-|MW|Hs|&&|&&|&&|&&|Hs|&&|&&|&&|&&|&&|MW|-J
+---+---+---+---+---+---+---+---+---+---+---+---+
K-|MW|  |Ro|  |  |  |  |  |  |  |Ro|  |Dr|-K
+---+---+---+---+---+---+---+---+---+---+---+---+
L-|MW|  |  |  |  |  |  |  |  |  |  |Ch|MW|-L
+---+---+---+---+---+---+---+---+---+---+---+---+
M-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-M
+---+---+---+---+---+---+---+---+---+---+---+---+
      |  |  |  |  |  |  |  |  |  |  |  |
    01 02 03 04 05 06 07 08 09 10 11 12 13

```

Once you realize every Heart Framer is a Shot Framer, it's not so bad at all. Just move \_fast\_.

1. Start at the far right. Collect the top right Heart Framer, egg the Alma and get the next Heart Framer down, make a Leeper fall asleep.
2. Kill the Alma you egged, kill the next one. Get Heart Framer F07 and touch the next Leeper. Get Heart Framer D07 then run left.
3. Run down through Heart Framers F02 and H02. Shoot and Kill both Almas on Row I.
4. Collect Heart Framers H07 and H12.
5. Get Heart Framer J07 then J02.
6. Run for the key, shoot anything that gets in your way.
7. You're good to go. Proceed to the next room.

```

*****
                        EMFCO: Col 0
*****

```

\*---Stage O-1---\*

```

    01 02 03 04 05 06 07 08 09 10 11 12 13
      |  |  |  |  |  |  |  |  |  |  |  |

```

```

+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
A-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-A
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
B-|MW| | | | | | | |&&| | |Ch|MW|-B
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
C-|MW| |Hf| |Hf| | | |&&| |Ef| |MW|-C
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
D-|MW| | | | | | | | | | | |MW|-D
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
E-|MW| | | | | | | | |Ro|&&|&&|&&|MW|-E
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
F-|MW|@@| | | |Sn|Ef|Hs| | | | |Dr|-F
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
G-|MW|Dv| | | | |Hs|Ef| | | | |MW|-G
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
H-|MW| | | | | | | |Sn| | | | |MW|-H
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
I-|MW| | | | | | | | | | |Hf| |MW|-I
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
J-|MW| | | | | | | | | | | |MW|-J
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
K-|MW| | | | | | | | | | |Hf| |MW|-K
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
L-|MW|Hf|Dh| | | | |@@| | | | |MW|-L
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
M-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-M
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
| | | | | | | | | | | | | |
01 02 03 04 05 06 07 08 09 10 11 12 13

```

Hmm, this one looks kind of tricky. I takes a little work, but it's not so bad. We can use Snakey eggs to Block Don Medusa, but Rocky could push us into his path...

1. Let Rocky pass, grab Heart Framers F08 for some shots.
2. Push Emerald Framers C11 down 1 and left beneath Heart Framers C05. Push it down to I05 when the Don is heading down, get out of its path and back around to the upper left Snakey.
3. Egg it and push it down one past the Emerald Framers.
4. Push Emerald Framers F07 left 2, down 2, left 2 making sure not to get shot by the left Don.
5. Get Heart Framers G07, more shots.
6. Push Emerald Framers G08 left 3, then down 2, this will give you some defense from the bottom Don Medusa while you trap the left one.
7. The Emerald Framers to your left, push it left when Don Medusa is all the way up, trapping him against the rock.
8. The Framers you placed in 6, push it down when the lower Don Medusa is to the right. then push it right to trap it against the rock.
9. Egg the Snakey you placed in 3. Push it right, then down on top of the Don Medusa.
10. Trap the other Don Medusa from the right with the one remaining Emerald Framers. Push it up beside him.
11. Collect all the Heart Framers.
12. Take the REGION KEY from the chest. Use this in L5.

\*---Stage 0-2---\*

```

01 02 03 04 05 06 07 08 09 10 11 12 13
| | | | | | | | | | | | | |
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+

```

```

A-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-A
+---+---+---+---+---+---+---+---+---+---+---+---+---+
B-|MW|Me| | |&&|&&|Hf| | |Le| |&&|MW|-B
+---+---+---+---+---+---+---+---+---+---+---+---+
C-|MW|@@| | |Le| |&&|&&|&&|&&| |&&|MW|-C
+---+---+---+---+---+---+---+---+---+---+---+---+
D-|MW|&&| |&&|&&| | | |&&| | |MW|-D
+---+---+---+---+---+---+---+---+---+---+---+---+
E-|MW| | |@@|@@|@@|@@|&&|Le|&&|&&| |MW|-E
+---+---+---+---+---+---+---+---+---+---+---+---+
F-|MW| |Ef| | | |@@|@@| | |&&|Le|MW|-F
+---+---+---+---+---+---+---+---+---+---+---+---+
G-|Dr| | | | | |Hf|@@|@@| |&&| |MW|-G
+---+---+---+---+---+---+---+---+---+---+---+---+
H-|MW| |Ef| | | |@@|&&|&&| |&&| |MW|-H
+---+---+---+---+---+---+---+---+---+---+---+---+
I-|MW|&&| |@@|@@|@@|@@| |Le| |&&|Le|MW|-I
+---+---+---+---+---+---+---+---+---+---+---+---+
J-|MW|&&| |&&|&&|&&| | |&&|&&|&&| |MW|-J
+---+---+---+---+---+---+---+---+---+---+---+---+
K-|MW|@@| | |Ch|&&|Le|&&| |Le| | |MW|-K
+---+---+---+---+---+---+---+---+---+---+---+---+
L-|MW|Me| |&&|&&|Hf| | | |&&|&&|Hf|MW|-L
+---+---+---+---+---+---+---+---+---+---+---+---+
M-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-M
+---+---+---+---+---+---+---+---+---+---+---+---+
| | | | | | | | | | | | | |
01 02 03 04 05 06 07 08 09 10 11 12 13

```

Truly, truly annoying. You will have to arrange the EIGHT Leepers in the chamber in which you start. This is almost TOTALLY luck of the draw because they come VERY fast without many behind them at all. You'll restart this one more than once.

And there's a REGION KEY here, so keep at it ;).

ANYWAYS, start with the left wall, then the top wall, then the bottom. Wait on the farthest clear square (H02 for left, F06 for top, H06 for bottom) until Leepers change course toward you and stack them in lines.

This is VERY easy to mess up. VERY. Especially when you have two on a wall.

Luckily I do have a strategy that works for me... but not always. Sorry dudes, but this is really precise shit and it's bound to aggravate.

- Get two on the top wall, two on the bottom wall.
- To get a third one on the top wall, wait H02, Leeper goes down, walk right 2, Leeper goes right, walk up, Leeper goes up, walk left and trap Leeper at the top wall.
- To get a third one on the bottom row, wait at H02, Leeper goes down, move right, leeper goes right, wait at halfway G04/G05, Leeper falls asleep.
- Sleep two on the left wall. Lure them down, then head right 1, down 0.5.

This does it for me, but like I said it's easy to screw up.

Halfway cover is important here too. That is, if Leeper touches half your body, it falls asleep. To get a Leeper to fall asleep where you want it to, lure it, move out of the way one, then further by a half. So...



Top wall: Down 1, right 0.5  
Bottom wall: up 1, right 0.5  
Left Wall: Right 1, down 0.5

If multiple are coming at once you may have to dash away then back to touch Leeper.

Other than that, block the two Medusas with Emerald Framers. Good luck.

\*---Stage 0-3---\*

```
  01 02 03 04 05 06 07 08 09 10 11 12 13
  |  |  |  |  |  |  |  |  |  |  |  |
+---+---+---+---+---+---+---+---+---+---+---+---+---+
A-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-A
+---+---+---+---+---+---+---+---+---+---+---+---+---+
B-|MW| |Ro| | | | | | | | |&&|MW|-B
+---+---+---+---+---+---+---+---+---+---+---+---+---+
C-|MW| |@@| | |@@| |Hf|@@| | | |MW|-C
+---+---+---+---+---+---+---+---+---+---+---+---+---+
D-|MW| |&&| |@@|@@|@@|@@|@@| | | |MW|-D
+---+---+---+---+---+---+---+---+---+---+---+---+---+
E-|MW| |Hf| | |@@|Hs|@@|@@|Hf| |Hf|MW|-E
+---+---+---+---+---+---+---+---+---+---+---+---+---+
F-|MW| |&&| | |@@|@@|@@|&&|&&| |&&|MW|-F
+---+---+---+---+---+---+---+---+---+---+---+---+---+
G-|MW| | | | |Ch|@@|Hf|&&| | | |MW|-G
+---+---+---+---+---+---+---+---+---+---+---+---+---+
H-|MW| | |&&| | | |Sn|@@|&&| |&&|MW|-H
+---+---+---+---+---+---+---+---+---+---+---+---+---+
I-|Dr| | | | | | | | | | | |Hf|MW|-I
+---+---+---+---+---+---+---+---+---+---+---+---+---+
J-|MW| | | | | | | | | | | |@@|MW|-J
+---+---+---+---+---+---+---+---+---+---+---+---+---+
K-|MW| | | | | | | | | | | | |Dr|-K
+---+---+---+---+---+---+---+---+---+---+---+---+---+
L-|MW| | | |&&|Hf|&&|@@|Hf|@@|&&| |MW|-L
+---+---+---+---+---+---+---+---+---+---+---+---+---+
M-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-M
+---+---+---+---+---+---+---+---+---+---+---+---+---+
  |  |  |  |  |  |  |  |  |  |  |  |
  01 02 03 04 05 06 07 08 09 10 11 12 13
```

\*7 Hearts for Hammer power.

No problemo, just don't get trapped by the Rocky. The hammer has a pretty obvious target here - what's the one Heart Framer completely surrounded by rocks?

1. While Rocky walks across the top, get the two Heart Framers at the bottom.
2. Run up the left side as Rocky walks down the right, get Heart Framer E03.
3. Get the heart framer at the top while he walks across the bottom.
4. Yep, get those on the right as he walks up the left. You will now have one use of the Hammer.
5. Here's the trick. Break rock E06 to get to the Heart Framer completely surrounded by rocks. It will give you shots.
6. Shoot Snakey twice and grab the last Heart Framer.
7. Take the Key and leave to the east.

\*---Stage 0-4---\*

```
  01 02 03 04 05 06 07 08 09 10 11 12 13
```

```

| | | | | | | | | | | | |
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
A- |MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-A
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
B- |MW|Ch| | | |Le| | | | | | | | | | |MW|-B
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
C- |Dr| | &&| | | | &&|@@|@@|@@|Ef| |MW|-C
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
D- |MW| | |Hf|@@| |@@| | |Hf| | | |MW|-D
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
E- |MW|Le| |@@|@@| | &&|Hf|@@|@@|@@|@@| |MW|-E
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
F- |MW| | | | | | | |@@|@@| | | |MW|-F
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
G- |MW| | &&|@@|&&| | &&|@@|Hs| | | |MW|-G
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
H- |MW| |@@| |Hf|@@|@@|@@|@@|@@|@@|@@| |MW|-H
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
I- |MW| |@@| |@@|@@|Hf|@@|&&| |Hs| |MW|-I
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
J- |MW| |@@|Hf|@@| | |@@| | &&|&&| |MW|-J
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
K- |MW| |Ef| |@@| | |@@|Hf|&&|&&| |MW|-K
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
L- |MW| | | | | | | | | | | | | |Dr|-L
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
M- |MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-M
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
| | | | | | | | | | | | |
01 02 03 04 05 06 07 08 09 10 11 12 13

```

Your introduction to Leepers is pretty easy. You need to make both fall asleep in a way that one block you.

Leeper 1: Run to space J07 and stand here until it touches you. It should fall asleep in K07, easy to move around it.

Leeper 2: Immediately move down to L06 to catch the second guy. He should fall asleep in L07. You can still walk everywhere in the stage.

Now, just collect all of the Heart Framers and proceed to Room N-4.

\*---Stage O-5---\*

```

01 02 03 04 05 06 07 08 09 10 11 12 13
| | | | | | | | | | | | |
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
A- |MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-A
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
B- |MW|@@|@@|@@|Le| | | | | | | | |Le|MW|-B
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
C- |MW|@@| &&|@@| | | | | | | | | |MW|-C
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
D- |MW|@@|Hf|@@|@@|Ef| | | | &&|@@|@@|MW|-D
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
E- |MW|&&| | | | | | | | |@@|Hf|Hf|MW|-E
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
F- |MW| | | | |Ef| |Ef| |Sn| | &&|MW|-F
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+

```

\*Special in this stage: see the walkthrough...

```

G-|MW| | | | | | | | | |@@| |Ch|MW|-G
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
H-|Dr| | | | |Ef| |Ef| |Sn| |&&|MW|-H
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
I-|MW|&&| | | | | | | | |@@|Hf|Hf|MW|-I
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
J-|MW|@@|Hf|@@|@@|Ef| | | |&&|@@|@@|MW|-J
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
K-|MW|@@|&&|@@| | | | | | | | |MW|-K
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
L-|MW|@@|@@|@@|Le| | | | | | | |Le|MW|-L
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
M-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-M
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
| | | | | | | | | | | | | |
01 02 03 04 05 06 07 08 09 10 11 12 13

```

The key is to activate the special "?" power of the stage. It has to do with Leepers. Surround yourself with 4 leapers on North, West, East, and South. Like a cross.

1. Run into the middle of the four Emerald Framers. Let a Leeper touch you on every side to activate the special mode.
2. As a green Lolo, walk over to the chest area and press egging button to reform. Get all heart framers here for 2 shots.
3. Shoot a Snakey twice, grab the last two Heart Framers and run all the way back here.
4. Take the BELL.

\*---Stage 0-6---\*

```

01 02 03 04 05 06 07 08 09 10 11 12 13
| | | | | | | | | | | | | |
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
A-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-A
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
B-|MW| | | |Hf|&&|&&|&&|Hf| | | |MW|-B
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
C-|MW| |&&|@@|@@| |Ch| |@@|@@|&&| |MW|-C
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
D-|MW|Hf|@@|Sk| | | | | |Sk|@@|Hf|MW|-D
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
E-|MW| |@@|@@| | | | | |@@|@@| |MW|-E
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
F-|MW|Hf|@@|Sk| | | | | |Sk|@@|Hf|MW|-F
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
G-|MW| |@@|@@| |Sn| |Sn| |@@|@@| |MW|-G
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
H-|MW|Hf|@@|Sk| | | | | |Sk|@@|Hf|MW|-H
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
I-|MW| | |@@| | | | | |@@| | |MW|-I
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
J-|MW| |Ef|&&| |Ef|Hs|Ef| |&&|Ef| |MW|-J
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
K-|MW| | | | | | | | | | | | |MW|-K
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
L-|MW| | | | | | | | | | | | |Dr|-L
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
M-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-M
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+

```

\*Chest holds the Map.

```

| | | | | | | | | | | | |
01 02 03 04 05 06 07 08 09 10 11 12 13

```

Don't worry, it only looks more complicated than it actually is. Check it - you can block two skulls by egging and pushing Snakeys, and four Skulls can be blocked by Emerald Framers. The map is as good as yours.

1. Grab Heart Framer J07 for shots.
2. Egg Snakey G06 (shoot once). Push it up 3, left 1.
3. Egg Snakey G08. Push it up 3, right 1.
4. Push Emerald Framer J08 up 4, right 1.
5. Push Emerald Framer J06 up 4, left 1.
6. Push Emerald Framer J11 down 1, left 2, up 3.
7. Push Emerald Framer J03 down 1, right 2, up 3.
8. Collect all heart framers.
9. Collect the Map.

\*---Stage 0-7---\*

```

01 02 03 04 05 06 07 08 09 10 11 12 13
| | | | | | | | | | | | |
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
A-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-A
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
B-|MW|  |@@|Hf|Hf|Hf|@@|Hf|Hf|Hf|@@|  |MW|-B
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
C-|MW|  |@@|  |  |@@|  |  |@@|  |MW|-C
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
D-|MW|  |@@|Ef|Ef|Ef|Ef|Ef|Ef|Ef|@@|  |MW|-D
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
E-|MW|  |  |  |  |  |Hf|  |  |  |  |MW|-E
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
F-|MW|&&|  |&&|  |Ch|  |  |&&|  |&&|MW|-F
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
G-|MW|Me|  |  |  |  |  |  |  |  |Me|MW|-G
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
H-|MW|  |Ef|  |Hf|  |Me|  |Hf|  |Ef|  |MW|-H
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
I-|Dr|  |  |  |  |  |  |  |  |  |  |MW|-I
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
J-|MW|&&|  |  |  |Hf|  |  |  |  |&&|MW|-J
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
K-|MW|  |  |Ef|  |Ef|  |Ef|  |  |  |MW|-K
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
L-|MW|  |&&|Me|@@|  |  |  |@@|Me|&&|  |MW|-L
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
M-|MW|MW|MW|MW|MW|MW|Dr|MW|MW|MW|MW|MW|MW|MW|-M
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
| | | | | | | | | | | | |
01 02 03 04 05 06 07 08 09 10 11 12 13

```

A simple case of blocking the Medusas. Keep the Heart Framers unless you NEED the space to move.

1. Push Emerald Framer K09 right 1 and K05 left 1.
2. Push Emerald Framer K07 right 1, up 3.
3. Push Emerald Framer H11 and H03 both up 1. Walk below heart framers to make it from side to side.
4. Push Emerald Framers D08 and D10 both up 1, D09 right 1. Get the Heart Framers (3) up here.

5. Push the Emerald Framer now in C08 down 4, left 1. Get Heart Framer E07.
6. Push Emerald Framers D04 and D06 both up 1, D05 left 1. Get the three Heart Framers up here.
7. Push the Emerald Framer now in C06 down beside the Medusa (the left side of Medusa H07). Get Heart Framer H05.
8. Push Emerald Framer D07 left 2, down 5, right 2. Get the last heart framer.
9. Get the key and head off to the west.

\*---Stage 0-8---\*

```

01 02 03 04 05 06 07 08 09 10 11 12 13
|  |  |  |  |  |  |  |  |  |  |  |
+---+---+---+---+---+---+---+---+---+---+---+---+---+
A-|MW|MW|MW|MW|MW|MW|Dr|MW|MW|MW|MW|MW|MW|-A      *3 Hearts for Arrow Power.
+---+---+---+---+---+---+---+---+---+---+---+---+---+
B-|MW|Ch|  |  |>>|  |  |  |  |  |  |  |MW|-B      *4 Hearts for Arrow Power 2.
+---+---+---+---+---+---+---+---+---+---+---+---+---+
C-|MW|  |  |  |@@|VV|@@|@@|@@|Sn|@@|@@|MW|-C
+---+---+---+---+---+---+---+---+---+---+---+---+---+
D-|MW|VV|@@|VV|Sk|Hf|  |>>|Hf|  |  |<<|MW|-D
+---+---+---+---+---+---+---+---+---+---+---+---+---+
E-|MW|  |>>|Hf|<<|>>|  |  |@@|^|^|@@|Hf|MW|-E
+---+---+---+---+---+---+---+---+---+---+---+---+---+
F-|MW|  |@@|  |@@|^|^|@@|@@|@@|  |@@|^|^|MW|-F
+---+---+---+---+---+---+---+---+---+---+---+---+---+
G-|MW|VV|<<|VV|@@|VV|@@|  |<<|<<|@@|  |MW|-G
+---+---+---+---+---+---+---+---+---+---+---+---+---+
H-|MW|^|^|<<|^|^|@@|  |  |Hf|@@|Hf|@@|Hf|MW|-H
+---+---+---+---+---+---+---+---+---+---+---+---+---+
I-|MW|Hf|@@|Hf|@@|^|^|@@|@@|@@|  |>>|VV|MW|-I
+---+---+---+---+---+---+---+---+---+---+---+---+---+
J-|MW|  |<<|  |<<|Hf|>>|  |  |  |@@|  |MW|-J
+---+---+---+---+---+---+---+---+---+---+---+---+---+
K-|Dr|  |@@|@@|@@|@@|@@|@@|^|^|@@|@@|  |MW|-K
+---+---+---+---+---+---+---+---+---+---+---+---+---+
L-|MW|  |  |  |  |  |  |  |  |  |  |  |MW|-L
+---+---+---+---+---+---+---+---+---+---+---+---+---+
M-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-M
+---+---+---+---+---+---+---+---+---+---+---+---+---+
|  |  |  |  |  |  |  |  |  |  |  |
01 02 03 04 05 06 07 08 09 10 11 12 13

```

You have two arrows, but seemingly 3 places to use them - one can be circumvented when the skull starts to move. This is a tricky level, but if you can navigate the arrows fast enough, you shouldn't have too much trouble.

Leave HEart Framer I02 for the end.

1. Go up on Up Arrow K09, get Heart Framer H10.
2. Go right on Right Arrow I11, and up on down arrow I12. Get Heart Framer H12.
3. Go up on Up Arrow F12, get the Heart Framer for one Arrow Power use. Go left on left arrow D12, you'll get another Arrow Power when you grab Heart Framer D09.
4. Use one Arrow Power on Right Arrow D08.
5. Grab the Heart Framer next to the Skull, D06. Head down onto the right arrow then off to the left onto the left arrow. Grab the Heart Framer here and run down onto the Down Arrow G04.
6. From Down Arrow G04, move left 1, down 1, right 1, down 1 to get another Heart framer. Leave this section via the Left Arrow J03.
7. Head back up on Up Arrow K09. then go up on Left Arrow G10, left on G09, and

- grab Heart Framer H08.
8. Use the Arrow Power on Up Arrow I06 and grab Heart Framer J06.
  9. Grab the final Heart Framer.
  10. Get the Skull to chase you. Take the path - - - Up on K09, up on Left Arrow G10, up on the up arrow above you, left on the Down arrow to your left, and up on the down arrow to your far left - next to where the Skull was. Grab the key.
  11. The right arrow to the next door.

\*\*\*\*\*

EMFCP: Col P

\*\*\*\*\*

\*---Stage P-1---\*

```

01 02 03 04 05 06 07 08 09 10 11 12 13
|  |  |  |  |  |  |  |  |  |  |  |  |
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
A-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-A
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
B-|MW|Ch| |Ef| |@@| |Ef| | | |@@|MW|-B
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
C-|MW| | |Gl| | | |&&| |Le| | |MW|-C
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
D-|MW| | |Gl|&&| | |&&| | | |MW|-D
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
E-|MW| | | | | |&&| | | |&&|Hf|MW|-E
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
F-|Dr| | | | | |&&| | | | |@@|MW|-F
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
G-|MW|Gu|&&| | |&&|@@|Hf|&&| | | |MW|-G
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
H-|MW|Hf|@@|&&| |&&|@@|&&|##|##|Br|##|MW|-H
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
I-|MW| | | | | | | |##| |Ef| |MW|-I
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
J-|MW| | | | | | | |##|Ef|Hf| |MW|-J
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
K-|MW|Hf|@@| | | | | |Br| | | |MW|-K
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
L-|MW|&&|Hf| | | | |Hf|##| | | |MW|-L
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
M-|MW|MW|MW|MW|MW|MW|MW|MW|##|MW|Br|MW|MW|-M
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
|  |  |  |  |  |  |  |  |  |  |  |  |
01 02 03 04 05 06 07 08 09 10 11 12 13

```

The two Emerald Framers you start near are essential in blocking the Gols.

1. Push Emerald Framer I11 up onto the bridge.
2. Push Emerald Framer J10 down 1, left (over the bridge) 5, up to the tree, left 2, and up 1.5 - between the two Gols.
3. Wait at Emerald Framer B08 and push it all the way right when Leeper is at lower right of his path. Let Leeper touch you when you are in position C10.
4. Collect all Heart Framers.
5. Push the Emerald Framer you left on the bridge in step 1 down 3, left 6, up 5, and left 3 above Gol.
6. Grab the Key and continue.

\*---Stage P-2---\*

```

01 02 03 04 05 06 07 08 09 10 11 12 13
| | | | | | | | | | | | |
+---+---+---+---+---+---+---+---+---+---+---+---+---+
A-|MW|MW|MW|MW|MW|MW|MW|MW|##|MW|Dr|MW|MW|-A
+---+---+---+---+---+---+---+---+---+---+---+---+---+
B-|MW|Sk|Hf| | | |##|##|##| | |Ch|MW|-B
+---+---+---+---+---+---+---+---+---+---+---+---+---+
C-|MW| | | |Ef| |##| | | | | |MW|-C
+---+---+---+---+---+---+---+---+---+---+---+---+---+
D-|MW| | | |##|##|##| | | | |&&|MW|-D
+---+---+---+---+---+---+---+---+---+---+---+---+---+
E-|MW|Hf| | |##| | | | | |Me|MW|-E
+---+---+---+---+---+---+---+---+---+---+---+---+---+
F-|MW|Sk| | |##|Hf| |Hf| | | |&&|MW|-F
+---+---+---+---+---+---+---+---+---+---+---+---+---+
G-|MW| | |&&|##| |&&| | | | | |MW|-G
+---+---+---+---+---+---+---+---+---+---+---+---+---+
H-|MW| | | |##|Hf| |Hf| | | |&&|MW|-H
+---+---+---+---+---+---+---+---+---+---+---+---+---+
I-|MW| | |Ef|##| | | | | |Me|MW|-I
+---+---+---+---+---+---+---+---+---+---+---+---+---+
J-|MW| | | |##|##|Hs|@@| |Sn| |&&|MW|-J
+---+---+---+---+---+---+---+---+---+---+---+---+---+
K-|MW|@@| |Ef| |##| | | | | | |MW|-K
+---+---+---+---+---+---+---+---+---+---+---+---+---+
L-|MW|@@| | | |##| | | | | |Hf|MW|-L
+---+---+---+---+---+---+---+---+---+---+---+---+---+
M-|MW|MW|MW|MW|MW|MW|##|MW|MW|MW|MW|MW|MW|MW|-M
+---+---+---+---+---+---+---+---+---+---+---+---+---+
| | | | | | | | | | | | |
01 02 03 04 05 06 07 08 09 10 11 12 13

```

\*5 Hearts for Bridge Power.

You have to place the bridge correctly or you won't be able to get all of the Emerald Framers over the river - these framers are essential in blocking Medusa and getting to the chest.

1. Let's start by grabbing the Heart Framers J07, for two shots.
2. Egg Snakey and push him up 1, right 1, to block Medusa.
3. Collect the four Heart Framers: F06, F08, H06, H08.
4. You now have a bridge. Place it at the water tile K06.
5. Push Emerald Framers K04 all the way right, over the bridge.
6. Push Emerald Framers I04 down 2, right 6, up 6, right 1. Beside the Medusa.
7. Collect Heart Framers E02, and B03.
8. Push Emerald Framers C05 left 2, down to J03, right 1, down 1, right 6, up C10, right 2 (above Medusa).
9. Grab the last Heart Framers.
10. Run to the chest and Exit.

\*---Stage P-3---\*

```

01 02 03 04 05 06 07 08 09 10 11 12 13
| | | | | | | | | | | | |
+---+---+---+---+---+---+---+---+---+---+---+---+---+
A-|MW|MW|MW|MW|MW|##|MW|Dr|MW|MW|MW|MW|MW|-A
+---+---+---+---+---+---+---+---+---+---+---+---+---+
B-|MW| | |hf| |Br|Hf| |Ef| | | |MW|-B
+---+---+---+---+---+---+---+---+---+---+---+---+---+
C-|MW| |##|##|##|##|WW| | | |@@| |MW|-C

```





```

+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
H-|MW| | |&&| |Ef| |Ef| |&&| | |MW|-H
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
I-|MW|Hf| | | | | | | | | |Hf|MW|-I
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
J-|MW|&&| |Hf| | | | | |Hf| |&&|MW|-J
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
K-|MW|@@|@@| | | | | | | |@@|@@|MW|-K
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
L-|Dr| | | |@@| | | |@@|@@|@@|@@|MW|-L
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
M-|MW|MW|MW|MW|MW|MW|Dr|MW|MW|MW|MW|MW|MW|-M
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
| | | | | | | | | | | | | |
01 02 03 04 05 06 07 08 09 10 11 12 13

```

This will be your first encounter with a Medusa in this particular Eggerland. The level is actually quite easy, and serves only as an introduction.

1. Push Emerald Framer G05 left 1, under the Medusa.
2. Push Emerald Framer G09 right 1, under the Medusa.
3. Push Emerald Framer G06 up 2.
4. Push Emerald Framer G08 up 2.
5. Collect all of the Heart Framers.
6. Grab the chest and proceed to O-4.

\*---Stage P-5---\*

```

01 02 03 04 05 06 07 08 09 10 11 12 13
| | | | | | | | | | | | | |
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
A-|MW|MW|MW|MW|MW|MW|DrMW|MW|MW|MW|MW|MW|-A
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
B-|MW|@@| | | |Hf|Ch|Hf| | | |@@|MW|-B
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
C-|MW| | | | | | | | | | | |MW|-C
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
D-|MW| | |&&| | | | | |&&| | |MW|-D
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
E-|MW|Hf| | | | |Al| | | | |Hf|MW|-E
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
F-|MW|Hf| |@@| | | | | |@@| |Hf|MW|-F
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
G-|MW| | |Ef| | | | | |Ef| | |MW|-G
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
H-|MW| |&&|&&| | | | | |&&|&&| |MW|-H
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
I-|MW| |&&|&&| | | | | |&&|&&| |MW|-I
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
J-|MW| | |@@| | | | | |@@| | |MW|-J
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
K-|MW| | |@@|Ef| | | |Ef|@@| | |MW|-K
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
L-|MW|&&| | | | | | | | | |&&|MW|-L
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
M-|MW|MW|MW|MW|MW|MW|Dr|MW|MW|MW|MW|MW|MW|-M
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
| | | | | | | | | | | | | |
01 02 03 04 05 06 07 08 09 10 11 12 13

```

You can either try and run from the Alma, or trap. I'll provide the steps for trapping it.

The Alma is this version of the stage (it has appeared in other Eggerlands, or at least one very close has) is quite fast - VERY difficult to catch. Your best bet is to run around the stage collecting heart framers, and grabbing the key when the chets opens.

Alma will not be able to catch you under most circumstances, however, if you line up with him on the X-axis, he will roll until he hits a wall. use this knowledge to force him to one side of the screen while you clean up on the other.

This strategy really lacks finesse, but who cares? It gets the job done.

\*---Stage P-6---\*

```

  01 02 03 04 05 06 07 08 09 10 11 12 13
  |  |  |  |  |  |  |  |  |  |  |  |
+---+---+---+---+---+---+---+---+---+---+---+---+
A-|MW|MW|MW|MW|MW|MW|Dr|MW|MW|MW|MW|MW|MW|-A
+---+---+---+---+---+---+---+---+---+---+---+---+
B-|MW|!!!|!!!|!!!|Hf|Hf|!!!!|!!!|MW|-B
+---+---+---+---+---+---+---+---+---+---+---+---+
C-|MW|!!!|!!!|!!!|&&|&&|Gd|&&|&&|!!!!|!!!|MW|-C
+---+---+---+---+---+---+---+---+---+---+---+---+
D-|MW|@@| | | | | | |@@| |MW|-D
+---+---+---+---+---+---+---+---+---+---+---+---+
E-|MW| | | | | |Hf| | | | |MW|-E
+---+---+---+---+---+---+---+---+---+---+---+---+
F-|MW|&&| | |&&| |Gu| |&&| | |&&|MW|-F
+---+---+---+---+---+---+---+---+---+---+---+---+
G-|MW|Hf| |Ef| |Gl|Ch|Gr| |Hf| |Hf|MW|-G
+---+---+---+---+---+---+---+---+---+---+---+---+
H-|MW|&&| | |&&| | | |&&| | |&&|MW|-H
+---+---+---+---+---+---+---+---+---+---+---+---+
I-|MW| | | |&&| | | |&&| | | |MW|-I
+---+---+---+---+---+---+---+---+---+---+---+---+
J-|MW|&&| | |Hf| | | |Hf| | |&&|MW|-J
+---+---+---+---+---+---+---+---+---+---+---+---+
K-|MW|&&|@@| | | | | | | |&&|MW|-K
+---+---+---+---+---+---+---+---+---+---+---+---+
L-|Dr| | |@@|Gu| | | |Gu|@@| | |MW|-L
+---+---+---+---+---+---+---+---+---+---+---+---+
M-|MW|MW|Dr|MW|MW|MW|MW|MW|MW|MW|Dr|MW|MW|-M
+---+---+---+---+---+---+---+---+---+---+---+---+
  |  |  |  |  |  |  |  |  |  |  |  |
  01 02 03 04 05 06 07 08 09 10 11 12 13
```

The Emerald framer must be set in a way to defend against only one of the Gols. This Gol will be the one beneath the Heart Framer we wish to collect last. So tread carefully, one of the Bottom two HF's must be last.

1. Collect Heart Framer J05.
2. Push Emerald framer G04 down 3, right 4, down 1, right 1 into K09. Do NOT collect Heart Framer J09 until the end of the room.
3. Collect Heart Framers B06, B08, G02, E07, G10, and G12.
4. Collect the final Heart Framer, J09. No Gols will kill you if you move straight to the chest.



```

+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
F-|MW|@@|Hf|Ef| | | | | |Ef|Hf|@@|MW|-F
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
G-|MW| | |Sn| | |Ch| | |Sn| | |MW|-G
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
H-|MW|@@|Hf|Ef| | | | | |Ef|Hs|@@|MW|-H
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
I-|MW| |@@| | | |Hs| | | |@@| |MW|-I
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
J-|MW| | | | | | | | | | | | |MW|-J
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
K-|MW| | | | | | | | | | | | |MW|-K
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
L-|MW| | | | | |LL| | | | | |MW|-L
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
M-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-M
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
| | | | | | | | | | | | | |
01 02 03 04 05 06 07 08 09 10 11 12 13

```

The first level, easy if you've played Eggerland or Lolo before.

1. First, grab Heart Framer I07 for some shots.
2. Now, Shoot Snakey G04 once, and push him 2 to the left.
3. Shoot Snakey G10 once and push him two to the right.
4. Collect the four exposed Heart Framers, you will have more shots.
5. Shoot Snakey C06 twice, and get the two heart framers up here.
6. Grab the chest and run through the door.

-----  
EMF06.3: Stage Solutions: Final Rounds  
-----

STOP.

Do you have the four gods?

Do you have four region keys?

If not, make sure to get them before trying to conquer this.

Alright, this is the final lap.

Here's some quick search terms for you...

-EGGER FINAL A: FINAL PART 1-

- FINAL A1: START
- FINAL A2: WEST
- FINAL A3: NORTH
- FINAL A4: EAST
- FINAL A5: SOUTH

-EGGER FINAL B: FINAL PART 2

- FINAL B0: Dummy Room
- FINAL B1: Room 1
- FINAL B2: Room 2
- FINAL B3: Room 3
- FINAL B4: Room 4
- FINAL B5: Room 5
- FINAL B6: Room 6

FINAL B7: Room 7  
FINAL B8: Room 8  
FINAL SCENE

\*\*\*\*\*  
-EGGER FINAL A: FINAL PART 1-  
\*\*\*\*\*

---FINAL A1: START---

You start in a room with four doors, each locked. You need a REGION KEY to enter any one of these. Use a region key on a door of your choice and finish the puzzle within.

When the four puzzles are complete

---FINAL A2: WEST---

```
01 02 03 04 05 06 07 08 09 10 11 12 13
|  |  |  |  |  |  |  |  |  |  |  |
+--+--+--+--+--+--+--+--+--+--+--+--+--+--+
A-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-A
+--+--+--+--+--+--+--+--+--+--+--+--+--+--+
B-|MW|  |  |  |  |  |  |  |  |  |Hf|MW|-B
+--+--+--+--+--+--+--+--+--+--+--+--+--+--+
C-|MW|  |  |  |  |  |  |Ef|  |@@|@@|MW|-C
+--+--+--+--+--+--+--+--+--+--+--+--+--+--+
D-|MW|  |  |@@|  |  |  |Dh|@@|Ch|@@|MW|-D
+--+--+--+--+--+--+--+--+--+--+--+--+--+--+
E-|MW|  |Ef|  |  |  |  |  |@@|  |MW|-E
+--+--+--+--+--+--+--+--+--+--+--+--+--+--+
F-|MW|  |  |  |Hf|  |  |  |@@|  |MW|-F
+--+--+--+--+--+--+--+--+--+--+--+--+--+--+
G-|MW|  |  |  |  |Me|  |  |@@|  |Dr|-G
+--+--+--+--+--+--+--+--+--+--+--+--+--+--+
H-|MW|  |  |  |Hf|  |Hf|  |@@|  |MW|-H
+--+--+--+--+--+--+--+--+--+--+--+--+--+--+
I-|MW|  |Dv|  |  |  |  |@@|Ef|  |MW|-I
+--+--+--+--+--+--+--+--+--+--+--+--+--+--+
J-|MW|  |  |@@|  |  |  |Dh|@@|  |MW|-J
+--+--+--+--+--+--+--+--+--+--+--+--+--+--+
K-|MW|  |  |Ef|  |  |  |  |  |  |MW|-K
+--+--+--+--+--+--+--+--+--+--+--+--+--+--+
L-|MW|  |  |  |  |  |  |  |  |  |MW|-L
+--+--+--+--+--+--+--+--+--+--+--+--+--+--+
M-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-M
+--+--+--+--+--+--+--+--+--+--+--+--+--+--+
|  |  |  |  |  |  |  |  |  |  |  |
01 02 03 04 05 06 07 08 09 10 11 12 13
```

Some simple blocking.

1. Push Emerald Framer I11 down 2, left 2.5.
2. Watch out for the Dons, make your way up tp Heart Framer B12. You need to run half a space behind them for protection from Medusa.
3. Push Emerald Framer C09 left 1.5. Push it down 1 when Don Medusa D09 is to the right of it. Collect Heart Framer F06.
4. Push Emerald Framer E03 down 1.5. Push it right when the vertical Don is above it. Grab Heart Framer H06.
5. Push Emerald Framer K05 right 1.5. Push it up 1 when the final Don is to the

left of it. Collect the last Heart Framer.  
6. Grab the chest and proceed.

---FINAL A3: NORTH---

```
01 02 03 04 05 06 07 08 09 10 11 12 13
| | | | | | | | | | | | |
+---+---+---+---+---+---+---+---+---+---+---+---+---+
A- |MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW| -A
+---+---+---+---+---+---+---+---+---+---+---+---+---+
B- |MW|&&|Hf|&&|&&|&&|&&|Ch|&&|&&|&&|&&|&&|MW| -B
+---+---+---+---+---+---+---+---+---+---+---+---+---+
C- |MW|&&| |&&|&&| | | |Hs| |Le|&&|MW| -C
+---+---+---+---+---+---+---+---+---+---+---+---+---+
D- |MW|&&|Le|&&| | | | |&&| | |&&|MW| -D
+---+---+---+---+---+---+---+---+---+---+---+---+---+
E- |MW|&&| |&&| | | |&&|&&| | |&&|MW| -E
+---+---+---+---+---+---+---+---+---+---+---+---+---+
F- |MW|&&| |&&| | | |&&|&&| | |&&|MW| -F
+---+---+---+---+---+---+---+---+---+---+---+---+---+
G- |MW|&&|Hs|&&|&&| | | |&&|&&|Hs|&&|MW| -G
+---+---+---+---+---+---+---+---+---+---+---+---+---+
H- |MW|&&| |&&|&&| | | |&&|&&|Le|&&|MW| -H
+---+---+---+---+---+---+---+---+---+---+---+---+---+
I- |MW|&&|Le|&&| | | | | |&&| |&&|MW| -I
+---+---+---+---+---+---+---+---+---+---+---+---+---+
J- |MW|&&| |&&| | | | | |&&| |&&|MW| -J
+---+---+---+---+---+---+---+---+---+---+---+---+---+
K- |MW|&&| |Hs| | | | | |&&| |&&|MW| -K
+---+---+---+---+---+---+---+---+---+---+---+---+---+
L- |MW|&&|&&|&&|&&| | | |&&|&&|Hf|&&|MW| -L
+---+---+---+---+---+---+---+---+---+---+---+---+---+
M- |MW|MW|MW|MW|MW|MW|Dr|MW|MW|MW|MW|MW|MW|MW| -M
+---+---+---+---+---+---+---+---+---+---+---+---+---+
| | | | | | | | | | | | |
01 02 03 04 05 06 07 08 09 10 11 12 13
```

Really easy. Do this one Leeper at a time. Free one when it is farthest away from you and lure it out into the main chambers. Egg it, push it out of the way and wait for it to hatch. Touch it when it hatches and it will be out of the way.

Repeat this process for the other three Leepers, grab the chest and continue.

---FINAL A4: EAST---

```
01 02 03 04 05 06 07 08 09 10 11 12 13
| | | | | | | | | | | | |
+---+---+---+---+---+---+---+---+---+---+---+---+---+
A- |MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW| -A
+---+---+---+---+---+---+---+---+---+---+---+---+---+
B- |MW|@@|@@|@@|@@|@@|@@|@@|Gd|@@|@@|MW| -B
+---+---+---+---+---+---+---+---+---+---+---+---+---+
C- |MW|@@|@@| | | | | |@@|Hf|@@|@@|MW| -C
+---+---+---+---+---+---+---+---+---+---+---+---+---+
D- |MW|Gr|Hf| | |&&|&&| | | | |@@|MW| -D
+---+---+---+---+---+---+---+---+---+---+---+---+---+
E- |MW|@@|@@| |@@|@@|@@|@@|@@| | |@@|MW| -E
+---+---+---+---+---+---+---+---+---+---+---+---+---+
F- |MW|@@|@@| | | | | |@@|@@| |@@|MW| -F
```

```

+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
G-|Dr| | | |@@| |Ch| |@@|@@| |@@|MW|-G
+---+---+---+---+---+---+---+---+---+---+---+---+---+
H-|MW|@@|@@|@@|@@| | | |@@| | |@@|MW|-H
+---+---+---+---+---+---+---+---+---+---+---+---+
I-|MW|@@|Hs| |@@|@@|@@|@@|@@| |@@|@@|MW|-I
+---+---+---+---+---+---+---+---+---+---+---+---+
J-|MW|@@| | | | |&&&&| | |Hf|G1|MW|-J
+---+---+---+---+---+---+---+---+---+---+---+---+
K-|MW|@@|@@|Hf|@@| | | | | |@@|@@|MW|-K
+---+---+---+---+---+---+---+---+---+---+---+---+
L-|MW|@@|@@|Gu|@@|@@|@@|@@|@@|@@|@@|@@|@@|MW|-L
+---+---+---+---+---+---+---+---+---+---+---+---+
M-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-M
+---+---+---+---+---+---+---+---+---+---+---+---+
| | | | | | | | | | | | | |
01 02 03 04 05 06 07 08 09 10 11 12 13

```

Ok, this one is kind of tricky - but those two shots you get at the end will help you out. I'm not going to include steps here, but give you a strategy that will work with the proper timing.

Collect the Heart Framers in order until you arrive at the end, getting I03 for the last. This gives you two shots.

Stand 1.5 blocks above Gol, step across right, head down and shoot the fireball. Pass the Gol before it fires the fireball again. The Gol across from you will likely fire through the trees. Dodge this. This Gol is simpler to pass - just pass it when the fireball is travelling through the trees.

Do the same with the second set, except you will be standing 1.5 blocks BELOW Gol. Grab the chest and continue along.

---FINAL A5: SOUTH---

```

01 02 03 04 05 06 07 08 09 10 11 12 13
| | | | | | | | | | | | |
+---+---+---+---+---+---+---+---+---+---+---+---+
A-|MW|MW|MW|MW|MW|MW|Dr|MW|MW|MW|MW|MW|MW|-A
+---+---+---+---+---+---+---+---+---+---+---+---+
B-|MW|##|)|)|)|)|)|WW| |WW|((|((|((|##|MW|-B
+---+---+---+---+---+---+---+---+---+---+---+---+
C-|MW|##|Hf|Ef| |WW| |WW| |Ef|Hs|##|MW|-C
+---+---+---+---+---+---+---+---+---+---+---+---+
D-|MW|##| | | |Br| |Br| | | |##|MW|-D
+---+---+---+---+---+---+---+---+---+---+---+---+
E-|MW|##| | | |##|Ch|##| | | |##|MW|-E
+---+---+---+---+---+---+---+---+---+---+---+---+
F-|MW|&&| | | |##|##|##| | | |&&|MW|-F
+---+---+---+---+---+---+---+---+---+---+---+---+
G-|MW|&&| | | | | | | | | |&&|MW|-G
+---+---+---+---+---+---+---+---+---+---+---+---+
H-|MW|&&| |&&|Hf|Hf|&&|Hf|Hf|&&| |&&|MW|-H
+---+---+---+---+---+---+---+---+---+---+---+---+
I-|MW|&&| |&&| | |&&| |Al|&&| |&&|MW|-I
+---+---+---+---+---+---+---+---+---+---+---+---+
J-|MW|Me| |&&| | |&&| | |&&| |Me|MW|-J
+---+---+---+---+---+---+---+---+---+---+---+---+
K-|MW|&&| |&&|Al| |&&| | |&&| |&&|MW|-K
+---+---+---+---+---+---+---+---+---+---+---+---+

```

```

L- |MW|Me|   |&&|Hf|Hf|&&|Hf|Hf|&&|   |Me|MW|-L
  +---+---+---+---+---+---+---+---+---+---+---+---+---+---+
M- |MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-M
  +---+---+---+---+---+---+---+---+---+---+---+---+---+---
    | | | | | | | | | | | | | |
    01 02 03 04 05 06 07 08 09 10 11 12 13

```

You've only got two shots - one for each Alma and you need to use them as rafts to get the Emerald Framers.

1. Collect Heart Framers C03 and C11. You'll have two shots.
2. Free the left Alma and run up and right, then lure it back left. Run up at the end and egg it when it follows you up. Push it along the trees up all the way. Ride it to the right and push Emerald Framer C04 down 3, left 1 space.

When Alma revives, lure it right, then left. Head down into its chamber when you dodge it coming left. When it goes down the left side, trap it with the Emerald Framer.

Continue to push this Emerald Framer down to halfway between rows J and K-half cover of the Medusa.

3. Free the right Alma and run up and left, then lure it back right. Run up at the end and egg it when it follows you up. Push it along the trees up all the way. Ride it to the left and push Emerald Framer C11 down 3, right 1 space.

When Alma revives, lure it left, then right. Head down into its chamber when you dodge it coming right. When it goes down the right side, trap it with the Emerald Framer.

Continue to push this Emerald Framer down to halfway between rows J and K-half cover of the Medusa.

4. Collect the last Heart Framers.
5. Take the chest and exit.

```

*****
                        -EGGER FINAL B: FINAL PART 2-
*****

```

At this point, we're just rooms away from the final scene. Each room has fake doors - doors that will lead you to the Dummy Room.

Here is the proper pathway:

---FINAL B0: Dummy Room---

This room is where you will end up if you fail to take the proper exit from any of the Final B-section rooms. IF you have already completed this, it can and will reset.

```

    01 02 03 04 05 06 07 08 09 10 11 12 13
    | | | | | | | | | | | | | |
  +---+---+---+---+---+---+---+---+---+---+---+---+---+---
A- |MW|Dr|MW|MW|MW|MW|MW|MW|MW|MW|MW|Dr|MW|-A
  +---+---+---+---+---+---+---+---+---+---+---+---+---+---
B- |Dr|  | | | | | | | | | | | | |Dr|-B

```





```

I-|MW| |@@|@@| | | | | | | |G| |MW|-I
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
J-|MW| |@@|@@| | | | |@@|@@|@@| |MW|-J
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
K-|MW| | |@@|Gu|Gu|Gu|Gu|@@|@@|@@| |MW|-K
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
L-|Fd| | | | | | | | | | |LL|Fd|-L
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
M-|MW|Dr|MW|MW|MW|MW|MW|MW|MW|MW|MW|Fd|MW|-M
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
| | | | | | | | | | | | | |
01 02 03 04 05 06 07 08 09 10 11 12 13

```

Notice how you're much faster here? Well, use this speed to your advantage. Basically, this is one swift running stage.

Grab the one heart framer by walking onto it from the right. Then run down all the way, left all the way, up all the way, right all the way. That's ALL there is to it. Seriously.

When you have the chest, it's time to pick a door. M02 should be your first choice here.

---FINAL B2: Room 2---

```

01 02 03 04 05 06 07 08 09 10 11 12 13
| | | | | | | | | | | | | |
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
A-|MW|Fd|MW|MW|MW|MW|MW|MW|MW|MW|MW|Fd|MW|-A
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
B-|Fd| | | | | | | | | | | |Dr|-B
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
C-|MW| |@@|@@|@@|@@|@@|@@|@@|Hf|@@| |MW|-C
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
D-|MW| |@@| |Hf| |Al| |@@|Al|@@| |MW|-D
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
E-|MW| |@@| |@@|@@|@@|Hf|@@| |@@| |MW|-E
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
F-|MW| |@@|Al|@@| |@@|Al|@@| |@@| |MW|-F
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
G-|MW| |@@|Hf|@@|Al|@@| |@@|Hf|@@| |MW|-G
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
H-|MW| |@@| |@@| |Hf| |@@| |@@| |MW|-H
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
I-|MW| |@@|Al|@@|@@|@@|@@|@@|Al|@@| |MW|-I
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
J-|MW| |@@| |HF|Al| | |Hf| |@@| |MW|-J
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
K-|MW| |@@|@@|@@|@@|@@|@@|@@|@@|@@| |MW|-K
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
L-|Fd| | | | | |Ch| | | | | |Fd|-L
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
M-|MW|Fd|MW|MW|MW|MW|MW|MW|MW|MW|MW|Fd|MW|-M
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
| | | | | | | | | | | | | |
01 02 03 04 05 06 07 08 09 10 11 12 13

```

\*Notice your infinite shots.

You have infinite shots. There's not much strategy involved anymore eh? But I want you to keep one thing in mind - Almas Roll when you are horizontal to them and as such I believe you should wait for them to move away before approaching

them - just to give you the time to react.

But other than that, just work your way to the last heart framer blasting Almas as you go. If an Alma respawns BEHIND you, just egg it. That's pretty much it.

Try door B13 first.

---FINAL B3: Room 3---

```

  01 02 03 04 05 06 07 08 09 10 11 12 13
  |  |  |  |  |  |  |  |  |  |  |  |
+---+---+---+---+---+---+---+---+---+---+---+---+---+
A-|MW|Fd|MW|MW|MW|MW|MW|MW|MW|MW|Fd|MW|-A
+---+---+---+---+---+---+---+---+---+---+---+---+---+
B-|Fd|  |  |  |  |  |Ch|  |  |  |  |Fd|-B
+---+---+---+---+---+---+---+---+---+---+---+---+---+
C-|MW|  |  |  |Hf|  |  |  |  |  |  |MW|-C
+---+---+---+---+---+---+---+---+---+---+---+---+---+
D-|MW|  |  |@@|  |  |  |Dh|@@|  |  |MW|-D
+---+---+---+---+---+---+---+---+---+---+---+---+---+
E-|MW|  |  |Dv|  |  |  |  |  |Hf|  |MW|-E
+---+---+---+---+---+---+---+---+---+---+---+---+---+
F-|MW|  |  |  |  |  |  |  |  |  |  |MW|-F
+---+---+---+---+---+---+---+---+---+---+---+---+---+
G-|MW|  |  |  |  |  |  |  |  |  |  |MW|-G
+---+---+---+---+---+---+---+---+---+---+---+---+---+
H-|MW|  |  |  |  |  |  |  |  |  |  |MW|-H
+---+---+---+---+---+---+---+---+---+---+---+---+---+
I-|MW|  |Hf|  |  |  |  |  |Dv|  |  |MW|-I
+---+---+---+---+---+---+---+---+---+---+---+---+---+
J-|MW|  |  |@@|Dh|  |  |  |@@|  |  |MW|-J
+---+---+---+---+---+---+---+---+---+---+---+---+---+
K-|MW|  |  |  |  |  |  |  |Hf|  |  |MW|-K
+---+---+---+---+---+---+---+---+---+---+---+---+---+
L-|Fd|  |  |  |  |  |  |  |  |  |  |Dr|-L
+---+---+---+---+---+---+---+---+---+---+---+---+---+
M-|MW|Fd|MW|MW|MW|MW|MW|MW|MW|MW|MW|Fd|MW|-M
+---+---+---+---+---+---+---+---+---+---+---+---+---+
  |  |  |  |  |  |  |  |  |  |  |  |
  01 02 03 04 05 06 07 08 09 10 11 12 13
```

Alright, just start this one fromt he upper left corner. You need to use the Don Medusas to pass Medusa - that is run along side of them. Wait halfway past a rock and just as your dOn hits the rock, run down. He should shield you from Medusa and the opposite Don Medusa. The Heart Framer you're running towards will shield you from him.

Now, you're doing this counter-clockwise. So you'll be doing it down, right, up and left. It is necessary to take this path - if you do not land on a Heart Framer you WILL be killed.

When it comes time to get the Chest, stand halfway between B04 and B05. Just like when you were collecting those Heart Framers, you need to wait for Don Medusa (the top horizontal Don in this case) to hit the rock. Run right and grab the chest.

As for picking a door, I'd start with L13...

---FINAL B4: Room 4---

```

01 02 03 04 05 06 07 08 09 10 11 12 13
|  |  |  |  |  |  |  |  |  |  |  |  |
+---+---+---+---+---+---+---+---+---+---+---+---+---+
A-|MW|Fd|MW|MW|MW|MW|MW|MW|MW|MW|MW|Dr|MW|-A
+---+---+---+---+---+---+---+---+---+---+---+---+---+
B-|Fd|  |  |  |  |  |  |  |  |  |  |  |Fd|-B
+---+---+---+---+---+---+---+---+---+---+---+---+---+
C-|MW|  |@@|@@|@@|@@|@@|@@|  |  |  |  |MW|-C
+---+---+---+---+---+---+---+---+---+---+---+---+---+
D-|MW|  |@@|Hf|  |  |  |  |@@|@@|  |  |MW|-D
+---+---+---+---+---+---+---+---+---+---+---+---+---+
E-|MW|  |@@|@@|  |@@|@@|@@|  |  |  |  |MW|-E
+---+---+---+---+---+---+---+---+---+---+---+---+---+
F-|MW|  |  |@@|  |Gl|@@|Gr|  |@@|@@|  |MW|-F
+---+---+---+---+---+---+---+---+---+---+---+---+---+
G-|MW|  |  |@@|  |Gl|@@|Gr|  |@@|Ch|  |MW|-G
+---+---+---+---+---+---+---+---+---+---+---+---+---+
H-|MW|  |  |@@|  |Gl|@@|Gr|  |@@|@@|  |MW|-H
+---+---+---+---+---+---+---+---+---+---+---+---+---+
I-|MW|  |  |@@|  |Gl|@@|@@|  |@@|  |  |MW|-I
+---+---+---+---+---+---+---+---+---+---+---+---+---+
J-|MW|  |  |@@|  |@@|@@|  |  |@@|Ro|  |MW|-J
+---+---+---+---+---+---+---+---+---+---+---+---+---+
K-|MW|  |  |@@|  |  |  |  |@@|@@|  |  |MW|-K
+---+---+---+---+---+---+---+---+---+---+---+---+---+
L-|Fd|  |  |@@|@@|@@|@@|@@|  |  |  |  |Fd|-L
+---+---+---+---+---+---+---+---+---+---+---+---+---+
M-|MW|Fd|MW|MW|MW|MW|MW|MW|MW|MW|MW|Fd|MW|-M
+---+---+---+---+---+---+---+---+---+---+---+---+---+
|  |  |  |  |  |  |  |  |  |  |  |  |
01 02 03 04 05 06 07 08 09 10 11 12 13

```

Remember a previous room where you needed Rocky to push you past some active Gols? Same principle here.

1. Attract Rocky into the chamber by standing at E11 when he's above you. Walk right and allow Rocky to enter the chamber himself. Follow him without EVER lining up vertically with him.
2. Just as he turns right at D05, step onto K05, run up and grab the Heart Framer. If you change Rocky's course before you can get the Framer, try again.
3. Stand halfway between rows D and E and get Rocky to push you down, the Gols will nto kill you.
4. Get him to push you up by standing between H09 and I09. Again, the Gols will not damage you.
5. Grab the Key. As for the doors, start with A12.

---FINAL B5: Room 5---

```

01 02 03 04 05 06 07 08 09 10 11 12 13
|  |  |  |  |  |  |  |  |  |  |  |  |
+---+---+---+---+---+---+---+---+---+---+---+---+---+
A-|MW|Dr|MW|MW|MW|MW|MW|MW|MW|MW|MW|Fd|MW|-A
+---+---+---+---+---+---+---+---+---+---+---+---+---+
B-|Fd|  |  |  |  |  |  |  |  |  |  |  |Fd|-B
+---+---+---+---+---+---+---+---+---+---+---+---+---+

```

```

C-|MW|&&| | | |@@|@@|@@|@@| | | |MW|-C
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
D-|MW| | | |@@|@@|@@|@@|Sk|Sk|@@| | | |MW|-D
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
E-|MW| |@@|@@|@@|@@|Sk| | |Sk|@@| |MW|-E
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
F-|MW| |Gd|@@|@@|Gd| | | | |@@| |MW|-F
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
G-|MW| |Ch|@@|Hf| | | | | | | |MW|-G
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
H-|MW| |Gu|@@|@@|Gu| | | | |@@| |MW|-H
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
I-|MW| |@@|@@|@@|@@|Sk| | |Sk|@@| |MW|-I
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
J-|MW| | |@@|@@|@@|@@|Sk|Sk|@@| | | |MW|-J
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
K-|MW|&&| | | |@@|@@|@@|@@| | | |MW|-K
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
L-|Fd| | | | | | | | | | | | | |Fd|-L
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
M-|MW|Fd|MW|MW|MW|MW|MW|MW|MW|MW|MW|Fd|MW|-M
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
| | | | | | | | | | | | | |
01 02 03 04 05 06 07 08 09 10 11 12 13

```

Scary level, right> Well, all you need to do is take the Heart Framer. All of the enemies will be removed from the screen. Just grab the key and you'll be on your way - just don't hesitate or they'll be back and you won't win then.

As for the door? Try A02 first.

---FINAL B6: Room 6---

```

01 02 03 04 05 06 07 08 09 10 11 12 13
| | | | | | | | | | | | | |
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
A-|MW|Fd|MW|MW|MW|MW|MW|MW|MW|MW|MW|Fd|MW|-A
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
B-|Fd| | | | | | | | | | | | | |Fd|-B
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
C-|MW| |Hs|Hf|Hs|Hf|Hf|Hf|Hs|HF|Hs| |MW|-C
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
D-|MW| |Hf|Al|Hf|Hf|Hf|Hf|Hf|Al|Hf| |MW|-D
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
E-|MW| |Hs|Hf|Hs|Hf|Hf|Hf|Hs|HF|Hs| |MW|-E
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
F-|MW| |Hf|Hf|Hf|Hf|Hf|Hf|Hf|HF|Hf| |MW|-F
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
G-|MW| |Hf|Hf|Hf|Hf|Hf|Hf|Hf|HF|Hf| |MW|-G
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
H-|MW| |Hf|Hf|Hf|Hf|Hf|Hf|Hf|HF|Hf| |MW|-H
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
I-|MW| |Hs|Hf|Hs|Hf|Hf|Hf|Hs|HF|Hs| |MW|-I
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
J-|MW| |Hf|Al|Hf|Hf|Hf|Hf|Hf|Al|Hf| |MW|-J
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
K-|MW| |Hs|Hf|Hs|Hf|Hf|Hf|Hs|HF|Hs| |MW|-K
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
L-|Dr| | | | | |Ch| | | | | | | |Fd|-L
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+

```

```

M-|MW|Fd|MW|MW|MW|MW|MW|MW|MW|MW|Fd|MW|-M
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
| | | | | | | | | | | | | |
01 02 03 04 05 06 07 08 09 10 11 12 13

```

This one is honestly dexterity based, but it's not completely without strategy.

1. Collect EVERY Heart Framer except those blocking in Almas - that is, they each have a framer to the north, east, south and west. Do not take any of these - meaning you will be leaving 16 Hearts. You will have 32 shots now.
2. From here, stand on a heart facing an alma halfway. Move in and fire at it with the intent to kill it. Grab the rest of the Framers that were around it and then repeat this step for the other 3 sets. If an Alma revives, kill it.
3. Take the key. As for the door, start with L01.

---FINAL B7: Room 7---

```

01 02 03 04 05 06 07 08 09 10 11 12 13
| | | | | | | | | | | | | |
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
A-|MW|Fd|MW|MW|MW|MW|MW|MW|MW|MW|Fd|MW|-A
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
B-|Fd| | | | |@@|@@|@@| | | | |Fd|-B
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
C-|MW| |@@|@@| |Hf| |Hf| | |@@|Al|MW|-C
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
D-|MW| | |@@| |@@| |@@| |@@|@@| |MW|-D
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
E-|MW| | | | | | | | | | | | |MW|-E
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
F-|MW|@@|Hf|@@| | | | | | |@@| |MW|-F
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
G-|MW|@@| | | | |Me| | | |Ch| |MW|-G
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
H-|MW|@@|Hf|@@| | | | | | |@@| |MW|-H
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
I-|MW| | | | | | | | | | | | |MW|-I
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
J-|MW| |@@|@@| |@@| |@@| | |@@| |MW|-J
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
K-|MW| |@@| | |Hf| |Hf| |@@|@@| |MW|-K
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
L-|Fd| | | | |@@|@@|@@| | | | |Fd|-L
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
M-|MW|Fd|MW|MW|MW|MW|MW|MW|MW|MW|Dr|MW|-M
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
| | | | | | | | | | | | | |
01 02 03 04 05 06 07 08 09 10 11 12 13

```

Alma has to block Medusa for you, but at the same time Alma's behaviour must be known. So, yes, there is a strategy here but you must execute it QUICKLY.

1. Run up front he start to I12 and run left to I10. Once Alma is rolling left along row I, go down to row K and run left here grabbing K06 and K08 while Alma blocks Medusa.
2. Before Alma hits I02, head up towards H03 and get the Heart Framer. When Alma goes up along column 05, head up to D03 - you want him to continue up to B05, and to block Medusa as you run up.
3. Ok, if he went up to B05, run to point E05 as he will be heading left around the rocks. once he starts rolling right, head up to row B and run right to

- collect the Heart Framers, he will protect you from the Medusa's glare.
4. Finally, he will hit the right wall and head up. Move to F12 or half a space lower. He needs to go down column 09. When he is between the Medusa and Key- grab the key.
  5. As for the door, start with M12...

---FINAL B8: Room 8---

```

01 02 03 04 05 06 07 08 09 10 11 12 13
|  |  |  |  |  |  |  |  |  |  |  |
+---+---+---+---+---+---+---+---+---+---+---+---+---+
A-|MW|Dr|MW|MW|MW|MW|MW|MW|MW|MW|Dr|MW|-A
+---+---+---+---+---+---+---+---+---+---+---+---+---+
B-|Fd|  |  |  |&&|Hf|&&|Ch|&&|  |  |  |Fd|-B
+---+---+---+---+---+---+---+---+---+---+---+---+---+
C-|MW|  |  |&&|Al|&&|  |&&|  |&&|  |  |MW|-C
+---+---+---+---+---+---+---+---+---+---+---+---+---+
D-|MW|  |&&|Hf|&&|  |&&|Al|&&|Hf|&&|  |MW|-D
+---+---+---+---+---+---+---+---+---+---+---+---+---+
E-|MW|&&|  |&&|  |&&|  |&&|  |&&|&&|MW|-E
+---+---+---+---+---+---+---+---+---+---+---+---+---+
F-|MW|  |&&|  |&&|  |&&|  |&&|  |&&|Al|MW|-F
+---+---+---+---+---+---+---+---+---+---+---+---+---+
G-|MW|&&|  |&&|  |&&|Al|&&|  |&&|  |&&|MW|-G
+---+---+---+---+---+---+---+---+---+---+---+---+---+
H-|MW|  |&&|Hf|&&|  |&&|  |&&|Hf|&&|  |MW|-H
+---+---+---+---+---+---+---+---+---+---+---+---+---+
I-|MW|&&|  |&&|  |&&|  |&&|  |&&|&&|MW|-I
+---+---+---+---+---+---+---+---+---+---+---+---+---+
J-|MW|  |&&|Al|&&|  |&&|  |&&|Al|&&|  |MW|-J
+---+---+---+---+---+---+---+---+---+---+---+---+---+
K-|MW|  |  |&&|  |&&|  |&&|  |&&|  |  |MW|-K
+---+---+---+---+---+---+---+---+---+---+---+---+---+
L-|Fd|  |  |  |&&|  |&&|Hf|&&|  |  |  |Fd|-L
+---+---+---+---+---+---+---+---+---+---+---+---+---+
M-|MW|Fd|MW|MW|MW|MW|MW|MW|MW|MW|MW|Fd|MW|-M
+---+---+---+---+---+---+---+---+---+---+---+---+---+
|  |  |  |  |  |  |  |  |  |  |  |  |
01 02 03 04 05 06 07 08 09 10 11 12 13

```

\*Pressing the "shot" button cuts down a tree...

The last level is actually pretty easy if you've been diligent ;). You should be able to cut down a tree with the shot button.

1. Start at the upper right corner of the level. Stand at B10 and cut down, three trees, collecting two heart framers as you go.
2. Cut these trees, in this order - H09, I08 and K08. Grab the Heart Framer L08 down here.
3. Now cut I06 and H05. Grab Heart Framer H04.
4. Cut two trees up from H04 and grab the Heart Framer D04.
5. Return to the upper right. Cut B09 and B07. Take teh final heart framer and then key. As for the door I believe A02 and A12 both work.

---FINAL SCENE---

Well, keep choosing the first option against King Egger until your HP is at 1, then start choosing the second option. You WILL win.





| | | | | | | | | | | | | | |  
01 02 03 04 05 06 07 08 09 10 11 12 13

No problem at all. Just collect all of the Heart Framers and take the chest.  
The next room won't be so easy.

--Part 2--

01 02 03 04 05 06 07 08 09 10 11 12 13  
| | | | | | | | | | | | | | |  
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+  
A-|MW|MW|MW|MW|MW|MW|Dr|MW|MW|MW|MW|MW|MW|-A \*4 Hearts for Hammer Power  
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+  
B-|MW| | | | | | | | | | | | |MW|-B \*5 Hearts for second use  
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+ Hammer Power  
C-|MW|Me| |Hs|&&|Ef| |Ef|&&|Hs| | |MW|-C  
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+  
D-|MW| | |&&|&&| | | |&&|&&| | |MW|-D  
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+  
E-|MW| | |&&| | | | | |&&| | |MW|-E  
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+  
F-|MW| | | | | | | | | | | | |MW|-F  
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+  
G-|MW| | | | | | | | | | | | |MW|-G  
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+  
H-|MW| |Sn| |@@|@@|Hf|@@|@@| |Sn| |MW|-H  
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+  
I-|MW| | | |@@| | | |@@| | | |MW|-I  
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+  
J-|MW| | | |@@| | | |@@| | | |MW|-J  
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+  
K-|MW| | | |@@| | | |@@| | | |MW|-K  
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+  
L-|MW|Hs| | |@@| |Ch| |@@| | |Hs|MW|-L  
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+  
M-|MW|MW|MW|MW|MW|MW|MW|MW|MW|Dr|MW|MW|MW|-M  
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+  
| | | | | | | | | | | | | | |  
01 02 03 04 05 06 07 08 09 10 11 12 13

Not as bad as it looks. The Hammer will let us block the bottom Medusa. The Snakeys need to be used twice.

1. Push emerald Framer down 3, left all the way, up beneath Medusa. Push Emerald Framer down 3, right all the way, up underneath Medusa.
2. Collect Heart Framers L02 and L12 for four shots.
3. Egg Snakey H03 and push it up beside Medusa. Egg and Push Snakey H11 up beside Medusa.
4. Get Heart Framers H04 and H10 for four more shots, and Hammer Power.
5. Shoot both Snakeys twice.
6. Use hammer on rock I09.
7. When Snakey H11 respawns, egg him and push him down 1, left 4. Above Medusa.
8. Get Heart Framer H07 for Hammer Power.
9. Use the second Hammer on Rock K05.
10. Egg Snakey H03. Push him down 3, right 4.

--Part 3--

```

01 02 03 04 05 06 07 08 09 10 11 12 13
| | | | | | | | | | | | |
+---+---+---+---+---+---+---+---+---+---+---+---+---+
A- |MW|MW|MW|MW|MW|MW|MW|MW|MW|Dr|MW|MW|MW|-A
+---+---+---+---+---+---+---+---+---+---+---+---+---+
B- |MW| | | | | | | | | | | |MW|-B
+---+---+---+---+---+---+---+---+---+---+---+---+---+
C- |MW| | | | | | | | | | | |MW|-C
+---+---+---+---+---+---+---+---+---+---+---+---+---+
D- |MW| | | |##|##|##|##|##| | | |MW|-D
+---+---+---+---+---+---+---+---+---+---+---+---+---+
E- |MW| | |##|##|Al| | |##|##| | |MW|-E
+---+---+---+---+---+---+---+---+---+---+---+---+---+
F- |MW| | |##|##| | | |Hf| | |MW|-F
+---+---+---+---+---+---+---+---+---+---+---+---+---+
G- |MW| | |Hf|##|##|##|##|##|Hf| | |MW|-G
+---+---+---+---+---+---+---+---+---+---+---+---+---+
H- |MW| | |Hf| | | |##|##| | |MW|-H
+---+---+---+---+---+---+---+---+---+---+---+---+---+
I- |MW| | |##|##| | |Al|##|##| | |MW|-I
+---+---+---+---+---+---+---+---+---+---+---+---+---+
J- |MW| | | |##|##|##|##|##| | | |MW|-J
+---+---+---+---+---+---+---+---+---+---+---+---+---+
K- |MW| | | | | | | | | | | |MW|-K
+---+---+---+---+---+---+---+---+---+---+---+---+---+
L- |MW|Ch| | | | | | | | | | |MW|-L
+---+---+---+---+---+---+---+---+---+---+---+---+---+
M- |MW|MW|MW|MW|MW|MW|Dr|MW|MW|MW|MW|MW|MW|-M
+---+---+---+---+---+---+---+---+---+---+---+---+---+
| | | | | | | | | | | | |
01 02 03 04 05 06 07 08 09 10 11 12 13

```

All you can really do is wait for the Almas to gravitate toward the middle and grab the Heart Framers. If you get the first one you free to roll away, it will buy you some time to get through to the second one. This si really a test of speed above all.

--Part 4--

```

01 02 03 04 05 06 07 08 09 10 11 12 13
| | | | | | | | | | | | |
+---+---+---+---+---+---+---+---+---+---+---+---+---+
A- |MW|MW|MW|MW|MW|MW|Dr|MW|MW|MW|MW|MW|MW|-A
+---+---+---+---+---+---+---+---+---+---+---+---+---+
B- |MW|Me|@@| | | | | | | |@@|Me|MW|-B
+---+---+---+---+---+---+---+---+---+---+---+---+---+
C- |MW| |Gd| | | | | | | |Gd| |MW|-C
+---+---+---+---+---+---+---+---+---+---+---+---+---+
D- |MW| |Hf| | | | | | | |Hf| |MW|-D
+---+---+---+---+---+---+---+---+---+---+---+---+---+
E- |MW| | | | | | | | | | | |MW|-E
+---+---+---+---+---+---+---+---+---+---+---+---+---+
F- |MW| | |&&|&&| |Hs| |&&|&&| | |MW|-F
+---+---+---+---+---+---+---+---+---+---+---+---+---+
G- |MW| | |&&|Gr| | | |Gl|&&| | |MW|-G
+---+---+---+---+---+---+---+---+---+---+---+---+---+
H- |MW|Hf| |Gl|@@| | | |@@|Gr| |Hf|MW|-H
+---+---+---+---+---+---+---+---+---+---+---+---+---+

```

```

I-|MW| | |@@| | | | |@@| | |MW|-I
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
J-|MW|Hs|Gl|@@|Gr| | | |Gl|@@|Gr|Hs|MW|-J
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
K-|MW| | |@@| | | | |@@| | |MW|-K
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
L-|MW|Gu| | |@@| |Ch| |@@| | |Gu|MW|-L
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
M-|MW|MW|Dr|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-M
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
| | | | | | | | | | | | | | |
01 02 03 04 05 06 07 08 09 10 11 12 13

```

1. Run down and grab Heart Framers (and only these) J02 and J12. This supplies you with 4 shots.
2. Egg Gol C03 and push it in front of the top left Medusa. Egg Gol C11 and push it in front of the top right Medusa.
3. Collect Heart Framers D03, H02, D11, and H12.
4. Egg the two Gols G05 and G09. Grab Heart Framer F07 (two shots). Go down past teh two eggs.
5. Egg Gol J05 and J09. Grab the chest.
6. Proceed through the door.

--Part 5--

No actual puzzle. One of the Four Gods will join you.

```

=====
                !!!!SPECIAL ROUNDS B-7!!!!
=====

```

--Part 1--

```

01 02 03 04 05 06 07 08 09 10 11 12 13
| | | | | | | | | | | | | |
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
A-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-A
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
B-|MW| | | | | | | | | | |Ch|MW|-B
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
C-|MW| | | | | | | | | | | |MW|-C
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
D-|MW| | |Hf|Hf|Hf|Hf|Hf|Hf|Hf| | |Br|-D
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
E-|MW| | |Hf|Hf| | | | | | | |MW|-E
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
F-|MW| | |Hf|Hf| | | | | | | |MW|-F
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
G-|MW|LL| |Hf|Hf|Hf|Hf|Hf|Hf| | | |MW|-G
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
H-|MW| | |Hf|Hf| | | | | | | |MW|-H
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
I-|MW| | |Hf|Hf| | | | | | | |MW|-I
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
J-|MW| | |Hf|Hf|Hf|Hf|Hf|Hf|Hf| | | |MW|-J
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
K-|MW| | | | | | | | | | | |MW|-K
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
L-|MW| | | | | | | | | | | |MW|-L
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+

```

```

M-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-M
+---+---+---+---+---+---+---+---+---+---+---+---+---+
| | | | | | | | | | | | | |
01 02 03 04 05 06 07 08 09 10 11 12 13

```

As with the "S" in the H-8 Bonus Round Part 1, just collect all of the Heart Framers and continue through to the next room "East."

--Part 2--

```

01 02 03 04 05 06 07 08 09 10 11 12 13
| | | | | | | | | | | | | |
+---+---+---+---+---+---+---+---+---+---+---+---+
A-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-A
+---+---+---+---+---+---+---+---+---+---+---+---+
B-|MW| |&&| | | | | | | | | |MW|-B
+---+---+---+---+---+---+---+---+---+---+---+---+
C-|MW| |&&| |&&|&&|&&|&&|&&|&&|&&|MW|-C
+---+---+---+---+---+---+---+---+---+---+---+---+
D-|Dr| |&&| |&&| | | |&&|Ch|&&| |MW|-D
+---+---+---+---+---+---+---+---+---+---+---+---+
E-|MW| |&&| |&&| |&&|&&|&&| |&&| |MW|-E
+---+---+---+---+---+---+---+---+---+---+---+---+
F-|MW|Hf|&&| |&&| |&&|Le|&&| |&&| |MW|-F
+---+---+---+---+---+---+---+---+---+---+---+---+
G-|MW| |&&| |&&| |Me| |&&| |&&| |MW|-G
+---+---+---+---+---+---+---+---+---+---+---+---+
H-|MW| |&&| |&&| | | |&&| |&&| |MW|-H
+---+---+---+---+---+---+---+---+---+---+---+---+
I-|MW| |&&| |&&|&&|&&|&&|&&| |&&| |MW|-I
+---+---+---+---+---+---+---+---+---+---+---+---+
J-|MW| |&&| | | | | | | |&&| |Dr|-J
+---+---+---+---+---+---+---+---+---+---+---+---+
K-|MW| |&&|&&|&&|&&|&&|&&|&&|&&|&&|MW|-K
+---+---+---+---+---+---+---+---+---+---+---+---+
L-|MW| | | | | | | | | | | |MW|-L
+---+---+---+---+---+---+---+---+---+---+---+---+
M-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-M
+---+---+---+---+---+---+---+---+---+---+---+---+
| | | | | | | | | | | | | |
01 02 03 04 05 06 07 08 09 10 11 12 13

```

The leeper will guard you against Medusa - be patient and the stage should be pretty easy.

1. Grab the Heart Framer. Wait for Leeper to pass Medusa heading Down then run down.
2. Wait at L06. When Leeper is passing right, under Medusa, move right.
3. Wait at H12 for the Leeper to move up, beside Medusa. Move up.
4. Wait at B08 for Leeper to move right, above Medusa. Move Right.
5. Wait at E04 for Leeper to move down, to the left of Medusa. Move down.
6. Wait at J06 for Leeper to move right, under Medusa. Move right.
7. Wait at H10 for Leeper to move up, to the right of Medusa. Move up.
8. Grab the key and exit to the east.

--Part 3--

```

01 02 03 04 05 06 07 08 09 10 11 12 13
| | | | | | | | | | | | | |
+---+---+---+---+---+---+---+---+---+---+---+---+

```



```

+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
I-|MW|@@| |Sn|##|Sn|Hs| |##|Sn| |Hs|MW|-I
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
J-|MW| | | |##| | | |##| | | |MW|-J
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
K-|Dr| | | |##| | | |##| | | |MW|-K
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
L-|MW| | | |>>| | | |>>| | | |MW|-L
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
M-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-M
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
| | | | | | | | | | | | | |
01 02 03 04 05 06 07 08 09 10 11 12 13

```

Alright, there's a combo of Heart Framers and eggs in this level, it's the goal to decipher this pattern.

1. Use the right arrows to collect Heart Framers I07 and I12 for four shots.
2. Egg Snakey I10, push it into the water and step across. Egg Snakey I06. Push it left, step on it, egg the next Snakey and push it left 1. Push that egg up another 4, beside Medusa.
3. Egg Snakey F11 and push it up into the water. Step across, get the Heart Framer (more shots), then step back onto the egg and ride it left. When you reach the Gol, egg it and push it left all the way.
4. When Snakey revives, egg it and push it all the way left.
5. Get the rest of the Heart Framers.
6. Take the key and exit East.

--Part 5--

No actual puzzle. You will recruit a God.

```

=====
                !!!!SPECIAL ROUNDS J-4!!!!
=====

```

--Part 1--

```

01 02 03 04 05 06 07 08 09 10 11 12 13
| | | | | | | | | | | | |
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
A-|MW|MW|MW|Dr|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-A
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
B-|MW|Ch| | | | | | | | | |MW|-B
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
C-|MW| | | | | | | | | | |MW|-C
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
D-|MW| | |Hf|Hf| | | |Hf|Hf| | |MW|-D
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
E-|MW| | |Hf|Hf|Hf| | |Hf|Hf| | |MW|-E
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
F-|MW| | |Hf|Hf|Hf|Hf| |Hf|Hf| | |MW|-F
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
G-|MW| | |Hf|Hf|Hf|Hf|Hf|Hf|Hf| | |MW|-G
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
H-|MW| | |Hf|Hf| |Hf|Hf|Hf|Hf| | |MW|-H
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
I-|MW| | |Hf|Hf| | |Hf|Hf|Hf| | |MW|-I
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
J-|MW| | |Hf|Hf| | | |Hf|Hf| | |MW|-J

```



5. Take the key and head north.

--Part 3--

```

01 02 03 04 05 06 07 08 09 10 11 12 13
| | | | | | | | | | | | |
+---+---+---+---+---+---+---+---+---+---+---+---+---+
A-|MW|MW|MW|MW|MW|MW|Dr|MW|MW|MW|MW|MW|MW|-A
+---+---+---+---+---+---+---+---+---+---+---+---+---+
B-|MW| | | | | | | | | | |Ch|MW|-B
+---+---+---+---+---+---+---+---+---+---+---+---+---+
C-|MW| | | | |Hf|Hf|Hf| | | | |MW|-C
+---+---+---+---+---+---+---+---+---+---+---+---+---+
D-|MW| | |##|##| | | |##|##| | |MW|-D
+---+---+---+---+---+---+---+---+---+---+---+---+---+
E-|MW| | |##|##|##| | |##|##| | |MW|-E
+---+---+---+---+---+---+---+---+---+---+---+---+---+
F-|MW| | |##|##|##|##| |##|##| | |MW|-F
+---+---+---+---+---+---+---+---+---+---+---+---+---+
G-|MW| | |##|##|##|##|##|##|##| | |MW|-G
+---+---+---+---+---+---+---+---+---+---+---+---+---+
H-|MW| | |##|##|Al|##|##|##|##| | |MW|-H
+---+---+---+---+---+---+---+---+---+---+---+---+---+
I-|MW| | |##|##| | |##|##|##| | |MW|-I
+---+---+---+---+---+---+---+---+---+---+---+---+---+
J-|MW| | |##|##| | | |##|##| | |MW|-J
+---+---+---+---+---+---+---+---+---+---+---+---+---+
K-|MW| | | | |Hf|Hf|Hf| | | | |MW|-K
+---+---+---+---+---+---+---+---+---+---+---+---+---+
L-|MW| | | | | | | | | | | |MW|-L
+---+---+---+---+---+---+---+---+---+---+---+---+---+
M-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|Dr|MW|MW|-M
+---+---+---+---+---+---+---+---+---+---+---+---+---+
| | | | | | | | | | | | |
01 02 03 04 05 06 07 08 09 10 11 12 13

```

As has become commonplace, this one is a run from the Almas stage. This is more difficult, but still doable.

It may be worthwhile to FREE an Alma by taking one Heart Framer, hacing it roll somewhere, then getting the other two. This takes a little more time but could be considered safer.

The othe method is to wait for the bottom ALma to go up, run right to left to collect the bottom three heart framer, then left to right to collect the top three.

Grab the Key and head north regardless of what you do.

```

01 02 03 04 05 06 07 08 09 10 11 12 13
| | | | | | | | | | | | |
+---+---+---+---+---+---+---+---+---+---+---+---+---+
A-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|Dr|MW|MW|-A
+---+---+---+---+---+---+---+---+---+---+---+---+---+
B-|MW|Hs| | |Me| |Ch| |Me| | |Hs|MW|-B
+---+---+---+---+---+---+---+---+---+---+---+---+---+
C-|MW| | | |Gr| |Hf| |Gl| | | |MW|-C
+---+---+---+---+---+---+---+---+---+---+---+---+---+

```



```

D-|MW|Gu|&&| |@@| | | |@@| |&&|Gu|MW|-D
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
E-|MW|&&|&&| |@@| | | |@@| |&&|&&|MW|-E
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
F-|MW|Hf|@@| |@@| | | |@@| |@@|Hf|MW|-F
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
G-|MW|Al|@@| |Sn| |Hs| |Sn| |@@|Al|MW|-G
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
H-|MW| |@@| | | | | | | |@@| |MW|-H
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
I-|MW| |@@|@@|@@|@@|^|^|@@|@@|@@|@@| |MW|-I
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
J-|MW|Hf| | | | | | | | | |Hf|MW|-J
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
K-|MW| |Ef| | | | | | | | |Ef| |MW|-K
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
L-|MW| |&&| | | | | | | | |&&| |MW|-L
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
M-|MW|MW|MW|MW|MW|MW|Dr|MW|MW|MW|MW|MW|MW|-M
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
| | | | | | | | | | | | | |
01 02 03 04 05 06 07 08 09 10 11 12 13

```

Kind of tricky, but's like two separate stages. Think of the top and bottom as different rooms - don't get yourself confused trying to link their solutions.

1. Grab Heart Framer J02 when Alma is up. Run right a bit and let Alma roll right. Dodge down, then get back up so he rolls back left. When he does, head to L04 so he goes DOWN when it stops rolling. Push Emerald Framer K03 left to trap him in the bottom left corner.
2. Grab Heart Framer J12 when Alma is up. Run left a bit and let Alma roll left. Dodge down, then get back up so he rolls back right. When he does, head to L10 so he goes DOWN when it stops rolling. Push Emerald Framer K11 right to trap him in the bottom right corner.
3. Grab Heart Framers F02 and F12. Head up on up arrow I07.
4. Grab Heart Framer G07 for some shots.
5. Shoot Snakey G05 and push it left 1, up all the way. Grab the Heart Framer up here for some shots, head back down and shoot Snakey's egg before it hatches.
6. Shoot Snakey G09 and push it right 1, up all the way. Grab the Heart Framer up here for some shots, head back down and shoot Snakey's egg before it hatches.
7. Shoot Snakey G05 and push it right 1, up 4.5. Shoot Snakey G09 and push it left 1, up 4.5. Each Snakey should block both a Gol and Medusa.
8. Grab the key and continue along.

--Part-5--

No actual puzzle, you will recruit the North God.

```

=====
                !!!!SPECIAL ROUNDS N-1!!!!
=====

```

--Part 1--

```

01 02 03 04 05 06 07 08 09 10 11 12 13
| | | | | | | | | | | | | |
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
A-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-A

```



```

M- |MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW| -M
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
| | | | | | | | | | | | | | |
01 02 03 04 05 06 07 08 09 10 11 12 13

```

The Gols on the far left prove to be the biggest obstacle, but really, the Rocky will block them for you. Just hold tight...

1. Push Emerald Framer G11 left 1. Let Don go up, Grab Heart Framer E11 for two shots then get out of the way of Don Medusa. Push the Emerald framer back right 1, then up 2.
2. Collect the rest of the Heart Framers.
3. Push Emerald Framer J05 down 1, right 6 (1 space below Snakey).
4. Egg Snakey, push it up 1. Push the Emerald Framer you placed in K11 up 2. Push Snakey's egg left into the water, and step off to the left as soon as you get a chance.
5. When Snakey respawns at C11, egg it and push it over Don Medusa when it is headed down so that Don is completely sealed.
6. Now, lure the Rocky over to the left. Provoke it to run and charge after Lolo UP column 02. It will absorb the Gol's fireballs, and you will be safe.
7. Grab the key and continue west.

--Part 3--

```

01 02 03 04 05 06 07 08 09 10 11 12 13
| | | | | | | | | | | | | | |
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
A- |MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW| -A
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
B- |MW|Ch| | | | | | | | | | | | |MW| -B
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
C- |MW| | | | |Hf| |Hf| | | | | |MW| -C
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
D- |MW| | |##|##|Al|Hf| |##|##| | |MW| -D
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
E- |MW| | |##|##| |Hf| |##|##| | |MW| -E
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
F- |MW| | |##|##| |##| |##|##| | |Dr| -F
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
G- |MW| | |##|##| |##|Al|##|##| | |MW| -G
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
H- |MW| | |##|##|##|##|##|##|##| | |MW| -H
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
I- |MW| | |##|##|##| |##|##|##| | |MW| -I
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
J- |MW| | | |##| | | |##| | | |MW| -J
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
K- |MW| | | | | | | | | | | | |MW| -K
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
L- |Dr| | | | | | | | | | | | |MW| -L
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
M- |MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW| -M
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
| | | | | | | | | | | | | | |
01 02 03 04 05 06 07 08 09 10 11 12 13

```

There's a little more finesse involved here than in the other water-letter levels. When the right Alma is down, grab the top right Heart Framer, then grab the top left.

When one Alma comes up, have it roll across row C. Then run tot he other side and have the other Alma roll across row C.

Grab the key and continue west.

--Part 4--

```

  01 02 03 04 05 06 07 08 09 10 11 12 13
  |  |  |  |  |  |  |  |  |  |  |  |
+---+---+---+---+---+---+---+---+---+---+---+---+---+
A-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-A
+---+---+---+---+---+---+---+---+---+---+---+---+
B-|MW|Ch|&&| |Me| |Me| |Me| |Me| |MW|-B
+---+---+---+---+---+---+---+---+---+---+---+
C-|MW| |&&|&&| | | | | | | | |MW|-C
+---+---+---+---+---+---+---+---+---+---+---+
D-|Dr| | |&&|&&|&&|&&|&&|&&|&&|&&| |MW|-D
+---+---+---+---+---+---+---+---+---+---+---+
E-|MW| | | |Hs| |Hf| |Hf| |Hf| |MW|-E
+---+---+---+---+---+---+---+---+---+---+---+
F-|MW|@@|@@|@@|@@|@@| | | | | | |MW|-F
+---+---+---+---+---+---+---+---+---+---+---+
G-|MW| |@@| | |@@| | |Ef| |Ef| |MW|-G
+---+---+---+---+---+---+---+---+---+---+---+
H-|MW| |@@| | |@@| | |&&|&&|&&| |MW|-H
+---+---+---+---+---+---+---+---+---+---+---+
I-|MW| |@@|Al| |@@| | |&&| |&&| |MW|-I
+---+---+---+---+---+---+---+---+---+---+---+
J-|MW| |@@| | |Hf| | | | |&&| |MW|-J
+---+---+---+---+---+---+---+---+---+---+---+
K-|MW| |@@|@@|@@|@@| | |&&|&&|&&| |MW|-K
+---+---+---+---+---+---+---+---+---+---+---+
L-|MW|Al| | | |Hf| | | | | | |Dr|-L
+---+---+---+---+---+---+---+---+---+---+---+
M-|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|MW|-M
+---+---+---+---+---+---+---+---+---+---+---+
  |  |  |  |  |  |  |  |  |  |  |  |
  01 02 03 04 05 06 07 08 09 10 11 12 13
```

Warp holes, of course! That, and using Alma as a mobile Medusa shield. It can be hard, the solution is simple but the execution isn't so much.

1. Push Emerald Framer G09 left 1, down 3 to J08. Push Emerald Framer G11 left 3, up 1, and right 3.
2. Free Alma I04. Run to space G10. When Alma rolls to the right along row G, head up. It should go up toward the Medusas. Push The Emerald Framer in F11 right 1 and up 3 to trap it.
3. Push the Emerald Framer you left in J08 down 2, right 1.
4. Using the Alma above as a Medusa shield, that is - walking under it as it passes a Medusa, collect Heart Framers E05 (two shots) and E07 (en route).
5. Free the bottom Alma by standing halfway onto the Heart Framer in front of him. Step left, and immediately shoot it twice. Move right when the Alma at top is blocking Medusa then run around to the right side of the screen. Before Alma respawns, push the Emerald framer you left at L09 all the way left - again, at column 7 waiting for the top Alma's protection.

If you take too long, reset the room and start from scratch. You NEED Alma to respawn between the chest and the leftmost Medusa.

6. Collect the last two heart framers, again using Alma as a medusa shield.
7. Take the key and exit west.

--Part 5--

No actual puzzle. You will recruit the West God.

```
=====
|                                     |
|                               EMF08: Credits                               |
|                                     |
=====
```

Thanks to HAL for the game, and the Eggerland/Lolo series altogether. It's a terrific series and this game stands among its best and most challenging.

And of course to my hosts, I give thanks, as you wouldn't be able to see this guide without them.

And Triwailende, stage F-2 I actually discussed with him long before I did this guide so I had a predisposed notion of how to solve it. It also seems I picked a similar stage naming scheme as you did. This was completely coincidence, but I felt I should mention that.

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[www.GameFAQS.com](http://www.GameFAQS.com)

[www.neoseeker.com](http://www.neoseeker.com)

[faqs.IGN.com](http://faqs.IGN.com)

[www.1up.com](http://www.1up.com)

[www.honestgamer.com](http://www.honestgamer.com)

Game by Hal

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