

# Flappy Walkthrough

by jololi

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Flappy (NES)- Complete Walkthrough v0.53  
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Latest version may be found at [www.gamefaqs.com](http://www.gamefaqs.com)

Flappy was created by Nintendo (I am in no way affiliated with Nintendo)

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### IMPORTANT ###  
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I took the time to write up this Guide for anyone that needs a little help with the game. All I ask is that you give credit where credit is due. Please do not copy this Guide in full or in part without referencing JoLolli/www.gamefaqs.com Thanks.

Also, many of the codes have been provided by keile(rbnwares@yahoo.com)

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I. A FEW WORDS  
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I remember playing this puzzle game as a small lad, and had a lot of fun in the process. To this day, I still can't get that damn song out of my head...

I'm not aware of any instruction manual that may have accompanied the game cartridge, so I'm basically winging this. If you have found an electronic copy of the manual, or any other info, please let me know at rshabadoo@hotmail.com

The stage solutions outlined in this guide may not be the most efficient -kudos to you if you figure out a better way, but I'm not necessarily interested in efficiency, so please do not email me your better ideas.

Also, I believe this game was only released in Japan, hence I'm sure many North Americans have never even heard of it. (I played it on a multi-cart)  
Yet everything is in english???

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II. Characters  
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Like I said before, I've yet to see a manual or guide or some sort for this game, so I'll be making up names for everyone.

Flappy

This is who you will be controlling. You begin with several of these little guys. They can move up, down, left and right, and are not affected by gravity.

'Bouncer'

This yellow guy looks similar to Flappy, except that he has a small horn on his head, and does not appear to have any legs. He can move only horizontally.

'Crab'

This red guy looks like a crab. He can move in all directions, much like Flappy. Crab doesn't feel the effects of gravity either.

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III. Items  
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Blue Boulder

Can be pushed left and right, and is indestructible. It obeys the laws of gravity. If it falls on a character, they will be squashed.

Red Boulder

Is just like the blue boulder, except it can be squashed up against another object when pushed.

Darts

These are found within stages. Once picked up, you may fire it up, down, left or right. Once fired, the dart will fly all the way across the screen until it encounters an object. If it hits an enemy, the dart puts the enemy to sleep for a period of time (about 20 seconds), and the dart is spent. While an enemy is asleep, it can be pushed around. If the dart hits some other object, it will fall harmlessly to the floor, and can be picked up again. Darts aren't carried between stages.

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IV. Controls  
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Keypad

Up - Move up  
Down - Move Down  
Left - Move Left (Push boulders left)  
Right - Move Right (Push boulders right)

#### Select Button

Menu: Toggles between different areas of the menu.  
Gameplay: No effect.

#### Start Button

Menu: Begins a game.  
Gameplay: Pauses/Unpauses game.

#### A Button

Menu: Selects letters of keyword.  
Gameplay: Fires dart when darts have been collected.

#### B Button

Menu: Removes the last letter of keyword.  
Gameplay: No effect.

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V. Objective  
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I have no idea what the story behind this game is supposed to be, if any, but in each stage you will find a blue boulder. The goal is to move this boulder so that it rests upon the blue flashing bricks.

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VI. Walkthrough  
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a) Keywords  
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- Levels 1-5: 4NADA
- Levels 6-10: MATUI
- Levels 11-15: OMORI
- Levels 16-20: OK8MA
- Levels 21-25: YO4DA
- Levels 26-30: MA2NO
- Levels 31-35: MORII
- Levels 36-40: KA582
- Levels 41-45: H8SHI
- Levels 46-50: MEGU3
- Levels 51-55: EAMRA
- Levels 56-60: KITA9
- Levels 61-65: SAPP6
- Levels 66-70: CHUO9
- Levels 71-75: KITA1
- Levels 76-80: ZAXES
- Levels 81-85: VOLGD
- Levels 86-90: 08ATA
- Levels 91-95: OIKA8
- Levels 96-100: MRSRM
- Levels 101-105: 7GB17
- Levels 106-110: NZ100

Levels 111-115: HINAM  
Levels 116-120: KOD00  
Levels 121-125: ATTAK  
Levels 126-130: NO130  
Levels 131-135: PAPAT  
Levels 136-140: MAMAA  
Levels 141-145: 110NN  
Levels 146-150: LUCKY  
Levels 151-155: B5BAY  
Levels 156-160: EBIRA  
Levels 161-165: YA32W  
Levels 166-170: YA379  
Levels 171-175: WOMAN  
Levels 176-180: 00ZAR  
Levels 181-185: BOKUD  
Levels 186-190: X3Y48  
Levels 191-195: LAST1  
Levels 196-200: O4MA5

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b) Bonus Stages

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After every 5 stages, a bonus stage takes place. In it, the characters' roles are reversed, and you are trying to get Flappy to catch as many of the enemies as possible before the time runs out. The more you get, the more points you score.

TIP: Try and corral and catch the Crabs first, the Bouncers are easy.

Because the bonus enemies' movements are essentially random, I won't be discussing the bonus stages in any detail other than what I have already said. (Besides, the points don't really matter, to me anyways...)

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c) Stage Solutions

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In order to make it easier for me to describe which objects I'm talking about, I will refer to the red boulders as BOULDER#1, BOULDER#2, etc. The boulders will be numbered from left to right, then top to bottom, according to their original positions.

When I say SHIMMY a number of boulders, I mean move them all, one push at a time in one direction, so that they stay stacked on each other.

Stage 1

SQUASH BOULDER#1.  
PUSH the BLUEBOULDER twice to the right.  
PUSH BOULDER#2 once to the right.  
PUSH the BLUEBOULDER once to the right.  
SQUASH BOULDER#3 and BOULDER#4.  
PUSH BOULDER#5 off the ledge and to the left.  
PUSH BOULDER#2 once to the right, letting both it and the blue boulder fall off the ledge.  
PUSH the BLUEBOULDER four times to the right, landing it on the blue bricks.

Stage 2

Collect the two darts if you want to make it easier later on.  
PUSH the BLUEBOULDER off the edge to the right.

PUSH BOULDER#1 to the right, squashing it against the blue boulder.  
PUSH the BLUEBOULDER off the edge to the right.  
PUSH BOULDER#2 from the left, squashing it into the blue boulder.  
Now you want to get rid of that pesky Bouncer. If you grabbed the darts,  
shoot the Bouncer, and then push him underneath one of the edges so you  
can squash him with a red boulder.  
PUSH either BOULDER#3 or BOULDER#4 off of the edge so that it squashes the  
Bouncer on the level below.  
If you haven't already, PUSH BOULDER#3 off the edge to the right, filling in  
the hole in the bricks.  
PUSH the BLUEBOULDER all the way to the left and off the edge.  
PUSH the BLUEBOULDER all the way to the right and off the ledge.  
PUSH the BLUEBOULDER onto the blue bricks.

### Stage 3

Grab the darts if you want to try and make it easier to squash the Bouncers.  
PUSH the boulders off the edge of their respective levels so that they  
squash all of the Bouncers. I recommend trying to get the most out of  
BOULDER#1 so that you can have several tries at the later two Bouncers.  
Once that is done, simply keep PUSHing the BLUEBOULDER to the right,  
dropping it off edges, until you reach the blue bricks.

### Stage 4

Grab the darts, just in case.  
Position yourself next to BOULDER#3.  
PUSH BOULDER#3 to the right, and off the edge so that it squashes at least  
one of the Crabs. (You'll want to start at the bottom of the screen then  
quickly move up and push the boulder over so that you don't accidentally  
push the boulder into a Crab, squashing the boulder)  
If you only got one Crab, quickly move through the opening you came through,  
and position yourself next to BOULDER#1.  
PUSH BOULDER#1 to the right, so that it squashes the second Crab.  
Even if you got both Crabs in the first go, you'll still have to push  
BOULDER#1 off the ledge.  
SHIMMY BOULDER#5 and BOULDER#6 two pushes to the right.  
PUSH BOULDER#5 to the right, so that it falls into the hole.  
PUSH BOULDER#6 all the way to the left.  
PUSH BOULDER#7 to the right, off the ledge and into the hole.  
PUSH BOULDER#2 to the right and off the edge.  
PUSH BOULDER#4 to the left, and off the edge.  
Now simply PUSH the BLUEBOULDER all the way to the right and off of ledges,  
squashing red boulders as necessary, until the blue boulder reaches the  
blue bricks.

### Stage 5

Grab both darts.  
Lure the Crab over to the left of the '5' shaped bricks, and shoot him.  
Push him around, so that you can squash him with the red boulder up above.  
Squash him. (Hopefully you squash the Bouncer as well)  
Don't worry about the Bouncer, he shouldn't be a problem.  
Shimmy BOULDER#5 and BOULDER#6 over to the left, so that BOULDER#6 hangs off  
the right edge, and BOULDER#5 should be hanging off the other edge to the  
left.  
PUSH BOULDER#7 once to the left.  
PUSH BOULDER#1 and BOULDER#4 off their ledges to the left so that they rest  
on BOULDER#7.  
PUSH BOULDER#1 once to the left.  
PUSH BOULDER#7 to the left, knocking all three red boulders onto the ground.  
PUSH the BLUEBOULDER to the right, squashing the red boulders as necessary,  
until it is on the blue bricks.

---Bonus Stage---

#### Stage 6

Grab the first two darts, and quickly move into the second open column to the right of the 'Z'.

SHOOT the first Crab with a dart, and position him so that you can PUSH BOULDER#2 to the right and off the edge, squashing the sleeping Crab. Squash him.

CAREFULLY SHIMMY BOULDER#1 and BOULDER#3 to the right until BOULDER#3 is hanging off the edge, being careful not to squash one of the boulders against the second Crab.

PUSH BOULDER#1 to the right, and off of BOULDER#3, timing it so that it squashes the last Crab, and fills in the hole.

SQUASH BOULDER#3.

PUSH BOULDER#2 once to the right so that it hangs on the ledge.

PUSH the BLUEBOULDER all the way left, until it falls over the edge.

PUSH the BLUEBOULDER once to the left.

SQUASH the red boulder under the blue boulder, so that it drops onto the blue bricks.

#### Stage 7

GRAB the DARTS.

SHOOT the CRAB.

PUSH the sleeping CRAB under the ledge by the blue boulder.

PUSH the BLUEBOULDER onto the Crab.

PUSH the BLUEBOULDER to the right, onto the blue bricks.

#### Stage 8

GRAB the DARTS.

SHOOT the first BOUNCER.

PUSH the sleeping BOUNCER under the opening to the left of boulder#1.

PUSH BOULDER#1 to the left, squashing the bouncer.

Do the same thing with the next Bouncer, so that you can use the same red boulder through the opening to the right. The red boulder should fill in the left hole at the bottom of the screen.

PUSH the BLUEBOULDER so that it follows the path of the red boulder.

PUSH the BLUEBOULDER to the right, onto the blue bricks.

#### Stage 9

HURRY all the way around to the two red boulders covering the blue bricks.

Grab a dart or two along the way.

Squash them both.

PUSH the BLUEBOULDER to the right and onto the blue bricks.

\*If the Crabs start to make it out of their little tunnel (which probably won't happen if you're quick), you can just shoot the first one with a dart, which will hold off the rest for long enough to finish.

#### Stage 10

GRAB the DART closest to where you begin.

QUICKLY position yourself to the left of BOULDER#1.

PUSH BOULDER#1 to the right, timing it so that it crushes the first Crab.

If the second Crab is still in the open area in the bottom right of the screen, just push the same red boulder to the right and off the edge like you did for the first Crab.

However, if the Crab makes it around to your left, you'll have to shoot it, then push it down the second column, so you can push BOULDER#1 to the left and crush him.

PUSH BOULDER#5 once to the left, leaving it hanging.

PUSH BOULDER#2 down so that it falls onto hanging BOULDER#5.  
PUSH the BLUEBOULDER down so that it falls onto BOULDER#2.  
SHIMMY the three boulders to the right until the bottom boulder hangs off the edge to the right.  
PUSH BOULDER#3 and BOULDER#4 into the second pit from the right.  
SHIMMY the BLUEBOULDER and BOULDER#2 over to the right so that the red boulder falls into the pit along with the other two red boulders.  
PUSH the BLUEBOULDER to the right, and off the edge onto the blue bricks.

---Bonus Stage---

#### Stage 11

You're going to have to have quick fingers here.  
While avoiding the Crab, you need to PUSH the BLUEBOULDER all the way to the left, so that when the REDBOULDER is pushed off of the ledge it will fall on top of the blue boulder. BUT leave enough room to the left so that you can still push the blue boulder back.  
Lure the Crab around, so that you're both going clockwise around the 'EM'.  
QUICKLY get around the REDBOULDER, and PUSH it off the edge to the left, onto the Crab who should be following fairly close behind you.  
The REDBOULDER should be on top of the BLUEBOULDER at this point, and you'll want to shimmy them both all the way over to the right, until you can drop the REDBOULDER into the hole.  
PUSH the BLUEBOULDER onto the blue bricks.

#### Stage 12

USE the darts and the boulders to squash the two Bouncers and the Crab. You don't need any of the boulders.  
Once the baddies are gone, just push the BLUEBOULDER to the left and onto the blue bricks, making sure that you get rid of any red boulders that might be in the way (first!).

#### Stage 13

Position yourself to the left of BOULDER#1.  
Time it so you push BOULDER#1 to the right and off the edge, so that it squashes the Crab.  
Don't worry about the Bouncer.  
PUSH BOULDER#3 once to the left so it hangs.  
PUSH BOULDER#2 onto the hanging boulder.  
PUSH the BLUEBOULDER to the right and down, onto the blue bricks.

#### Stage 14

Be quick and just squash down all of the red boulders. The blue boulder will fall straight down onto the blue bricks.

#### Stage 15

SHIMMY BOULDER#1 and BOULDER#4 to the right, so that BOULDER#4 hangs on the edge, then PUSH BOULDER#1 off to the right.  
PUSH BOULDER#4 off to the right, onto BOULDER#1.  
PUSH BOULDER#4 off to the left.  
PUSH BOULDER#5 to the right so that it hangs on the edge.  
PUSH BOULDER#2 to the right, off the edge and onto the BOULDER#5.  
PUSH BOULDER#2 to the right again, and off BOULDER#5.  
PUSH BOULDER#5 onto BOULDER#2.  
PUSH the BLUEBOULDER all the way to the left, squashing red boulders as necessary. I will drop right onto the blue bricks.

#### Stage 16

Grab the darts.  
Lure the Crab so that he comes up from where the pair of darts were. Shoot

him as he comes up between the BLUEBOULDER and BOULDER#1.  
PUSH BOULDER#1 to the left and off the edge, squashing the Crab.  
QUICKLY SQUASH BOULDER#3 and retreat down and to the left. The Crab should be following right behind you.  
As you're running horizontally across the bottom (above the Bouncer), turn around and shoot the Crab.  
Push the Crab all the way to the left, and squash him with the red boulder above him. The boulder should fill in the hole.  
Shoot the Bouncer and place him to the right of the center hole on the bottom.  
PUSH BOULDER#2 off the edge, squashing the Bouncer. Push this boulder left into the hole.  
PUSH the BLUEBOULDER down, and then all the way to the left, onto the blue bricks.

#### Stage 17

PUSH BOULDER#1 once to the right, and wait for the Crab to wake up.  
PUSH BOULDER#1 to the right, so it falls off of the blue boulder. Be sure and time it so that it squashes the Crab.  
SHOOT the BOUNCER so that you could push the blue boulder to the right and off the edge, crushing him.  
PUSH the BLUEBOULDER right, off the edge.  
PUSH the BLUEBOULDER once to the right so it hangs.  
SQUASH BOULDER#2, and PUSH BOULDER#4 left so it falls on the blue boulder.  
PUSH BOULDER#4 to the right so that it fills in the hole.  
PUSH BOULDER#3 down and to the left (as a buffer for the blue boulder).  
PUSH the BLUEBOULDER all the way to the right, squashing red boulders as necessary, right onto the blue bricks.

#### Stage 18

Use the darts and the boulders to squash all the baddies. It's hard to go wrong here, just set it up so that you can fill the three holes with three red boulders. AND remember to keep one for the very end, so you can squash it, and push the blue boulder to the left.

#### Stage 19

Grab the darts.  
PUSH BOULDER#3 to the right so that it squashes one of the Crabs.  
The second crab should come charging through the hole. SHOOT the CRAB.  
PUSH the CRAB so that it sits directly in the middle of the large hole at the bottom.  
PUSH BOULDER#4 left into the hole, squashing the Crab.  
SHIMMY BOULDER#5 and BOULDER#6 left.  
PUSH BOULDER#5 left, filling the hole.  
PUSH BOULDER#6 left into the next hole.  
SQUASH BOULDER#1.  
SHIMMY the BLUEBOULDER and BOULDER#2 left until they drop into the last hole, and PUSH the BLUEBOULDER onto the blue bricks.

#### Stage 20

Use the darts and the top two boulders to squash the Crab.  
Push BOULDER#3 once to the right.  
PUSH the BLUEBOULDER to the right and down, all the way to the blue bricks.

---Bonus Stage---

#### Stage 21

SHIMMY all of the boulders bit by bit to the right. They must all stay stacked.  
Use the darts to stall a couple Bouncers a a bit if you need to.



This one's a tricky one.

Once everything's far enough to the right, PUSH the BLUEBOULDER to the right, and down onto the blue bricks.

#### Stage 22

PUSH BOULDER#1 to the right and off the edge, timed so it SQUASHES the first BOUNCER.

GRAB some DARTS if you haven't already.

SQUASH BOULDER#3, and retreat to the left.

The Crab will come after you. SHOOT the CRAB.

PUSH the CRAB below and to the left of BOULDER#2.

PUSH BOULDER#2 off the edge, squashing the Crab.

SQUASH BOULDER#4 and BOULDER#5.

PUSH BOULDER#6 to the left so that it squashes the last Bouncer.

PUSH BOULDER#2 to the right and into the hole.

PUSH the BLUEBOULDER all the way to the right, onto the blue bricks.

#### Stage 23

GRAB at least two DARTS.

If you can, PUSH BOULDER#1 to the right and squash the Crab.

LURE and SHOOT both the Crab (if you didn't get him already) and the lower Bouncer over to the left, and position them so that they can be crushed by the two leftmost boulders.

PUSH the two leftmost boulders left onto the two enemies, so that they are crushed, and the boulders are stacked.

SHIMMY the two stacked boulders over so that they are directly in the center of the big hole to the right of the blue boulder.

SHOOT the last BOUNCER, and push him where he can be squashed by one of the two red boulders above him.

PUSH the BLUEBOULDER to the right so that it hangs on the edge.

One at a time, push BOULDER#2 and BOULDER#3 down onto the BLUEBOULDER, and then to the right, creating a stack of 4 red boulders.

If you did this correctly, you should be able to PUSH the BLUEBOULDER to the right, directly onto the blue bricks.

#### Stage 24

SQUASH all of the enemies, fill in the holes, and PUSH the BLUEBOULDER all the way to the right, and down to the blue bricks. Many ways to do this.

GRAB some DARTS.

Carefully push the BOULDER#2 to the right so it hangs on the edge.

PUSH the BLUEBOULDER to the right, off the edge, on top of the hanging red boulder.

Go all the way across the top, and SQUASH the CRAB with the BOULDER#1.

PUSH BOULDER#5 left into the hole.

PUSH BOULDER#4 right into the hole.

SQUASH the red boulder under the blue boulder, so that the falling blue boulder squashes the upper Bouncer.

SHOOT the lower BOUNCER, and position him for the next step.

PUSH BOULDER#3 to the left, squashing the sleeping Bouncer.

Get rid of BOULDER#3

PUSH the BLUEBOULDER to the right, onto the blue bricks.

#### Stage 25

Straightforward level.

You'll have to be tricky in order to squash everyone.

Darts will definitely make this easier.

The blue boulder can be pushed to the right and down, then all the way left to the blue bricks.

---Bonus Stage---

Stage 26

GRAB the DARTS.  
Move to the center above BOULDER#4.  
SHOOT the CRAB as he approaches you.  
PUSH the CRAB into the small opening below BOULDER#3.  
Go down and SHOOT the Bouncer on the right.  
PUSH the BOUNCER all the way to the right.  
PUSH BOULDER#3 to the left so that it squashes the Crab.  
PUSH BOULDER#5 to the left so that it squashes the sleeping Bouncer.  
PUSH BOULDER#4 once to the left to leave it hanging.  
PUSH BOULDER#1 off the ledge to the right and onto BOULDER#4.  
PUSH BOULDER#1 to the left, off of BOULDER#4. It should now be hanging off the edge below.  
PUSH BOULDER#4 twice to the right, so that it now hangs off the right side.  
PUSH the BLUEBOULDER off its ledge to the left, landing on BOULDER#4.  
SHIMMY the BLUEBOULDER and BOULDER#4 to the left as far as they will go (keep the blue boulder directly on top of BOULDER#4).  
SQUASH down on BOULDER#1, causing the BLUEBOULDER and BOULDER#4 to fall to the bottom. Try and squash the Bouncer in this step, saving you a lot of trouble.  
PUSH the BLUEBOULDER to the left, onto the blue bricks.

Stage 27

GRAB the two nearest DARTS.  
Position yourself at the far left of the second row from the bottom (between the two Bouncers vertically).  
When the Crab comes towards you, SHOOT the CRAB, so that you can push him to the right, into the second "chute", or open column from the left.  
PUSH BOULDER#6 to the right and off the ledge, crushing the Crab.  
PUSH BOULDER#6 to the right and into the hole.  
SHOOT the BOUNCER on the bottom.  
Position the sleeping Bouncer under the same chute.  
PUSH BOULDER#1 off the edge to the right, crushing the Bouncer far below.  
Grab another Dart, and SHOOT the last BOUNCER.  
PUSH the BOUNCER all the way to the left.  
PUSH BOULDER#2 to the left, off the edge, and crush the Bouncer.  
SHIMMY BOULDER#1 and BOULDER#2 to the right, so that BOULDER#2 can be pushed off the top, into the center of the big hole to the right, filling it in.  
Now that the big hole is filled, PUSH BOULDER#1 into the next hole.  
PUSH BOULDER#3 to the right and down to the bottom.  
PUSH BOULDER#3 all the way to the right, knocking it off that final edge.  
PUSH BOULDER#5 to the left and down.  
PUSH BOULDER#5 all the way to the right.  
PUSH BOULDER#4 off the ledge to the left.  
PUSH the BLUEBOULDER off the edge to the right, then push it to the right again to land on the blue bricks.

Stage 28

GRAB the two nearest DARTS.  
LURE the CRAB up, and SHOOT the CRAB.  
PUSH the CRAB into the third space from the left.  
PUSH BOULDER#3 to the right, off the edge, and SQUASH the CRAB.  
SHOOT the top BOUNCER.  
PUSH the BOUNCER so that it is horizontally between the two red boulders at the top.  
PUSH BOULDER#1 to the right and off the edge, squashing the Bouncer.  
PUSH BOULDER#1 to the right so it hangs on the edge.  
PUSH BOULDER#3 to the right so it hangs on the edge.

PUSH BOULDER#2 to the left and off the edge.  
PUSH BOULDER#2 to the right and off the edge.  
PUSH BOULDER#1 to the right until it falls off the edge.  
PUSH BOULDER#4 once to the right so that it hangs.  
Now you are going to need to push the blue boulder to the left, and to do that, you need to go all the way around, and past the Bouncer.  
GRAB the two last DARTS.  
SHOOT the BOUNCER and go around him.  
PUSH the BLUEBOULDER to the left and down, squashing the first red boulder as necessary.  
PUSH the BLUEBOULDER all the way to the left, but before you push it off the last edge, you need to get rid of that pesky last Bouncer.  
SHOOT the BOUNCER.  
Position the Bouncer under the ledge.  
SQUASH the BOUNCER with the BLUEBOULDER.  
PUSH the BLUEBOULDER all the way to the right and onto the blue bricks.

#### Stage 29

GRAB the two nearest DARTS.  
CAREFULLY PUSH BOULDER#3 to the right, bit by bit, timing it so that you squash the Crab.  
Go down to the Bouncer's level, and SHOOT the BOUNCER when he's on your right. The Crab should come out at you to the left right away, SHOOT the CRAB.  
PUSH the BOUNCER under the opening to the right, and squash him with BOULDER#5.  
PUSH the CRAB under the opening to the left.  
SQUASH down BOULDER#2.  
PUSH BOULDER#4 onto the CRAB.  
PUSH BOULDER#5 to the right and off the edge.  
PUSH the BLUEBOULDER to the left and off the edge.  
PUSH the BLUEBOULDER down and to the right, squashing red boulders as necessary, until it reaches the blue bricks.

#### Stage 30

Go down and get next to BOULDER#4 (grab some darts quickly along the way).  
PUSH BOULDER#4 to the right and off the edge, timing it so it crushes the Crab below.  
The other Crab should be on you to your right, so you need to shoot him right away.  
PUSH the CRAB over so that can squash him with BOULDER#3 to the right.  
SQUASH the CRAB (try and get the Bouncer too).  
If you didn't ge the Bouncer already, SHOOT the BOUNCER, and push him to the left of BOULDER#2.  
PUSH BOULDER#2 to the left, and off the ledge.  
PUSH BOULDER#2 once to the right so it hangs.  
PUSH BOULDER#1 off the edge to the left, and then to the left off the other edge.  
PUSH BOULDER#1 to the right, filling in the big hole.  
PUSH BOULDER#2 twice to the left, leaving it hanging.  
PUSH the BLUEBOULDER down and to the right, squashing red boulders as necessary, until it reaches the blue bricks.

---Bonus Stage---

#### Stage 31

Right away, go straight down, and GRAB a DART at the bottom.  
SHOOT the CRAB at the very last second.  
SQUASH BOULDER#4.  
PUSH BOULDER#5 to the left and off, squashing the Crab.

PUSH BOULDER#2 to the left and off the edge.  
SHIMMY the BLUEBOULDER and BOULDER#1 to the left until the BLUEBOULDER is hanging.  
PUSH BOULDER#1 to the left so it fills the hole.  
PUSH the BLUEBOULDER to the left all the way and off the edge.  
SQUASH BOULDER#2, and PUSH the BLUEBOULDER to the left and off.  
SQUASH BOULDER#3, and PUSH the BLUEBOULDER to the left and off.  
PUSH the BLUEBOULDER to the right and off.  
SQUASH BOULDER#6 and PUSH the BLUEBOULDER to the right, onto the blue bricks.

#### Stage 32

GRAB some DARTS.  
LURE the CRAB up to the third row.  
SHOOT the CRAB.  
PUSH the CRAB under the hole between BOULDER#1 and the BLUEBOULDER.  
SQUASH the CRAB with BOULDER#1.  
PUSH BOULDER#6 to the right, and into the hole.  
SQUASH BOULDER#3.  
PUSH BOULDER#4 to the left and off the edge.  
PUSH BOULDER#4 to the right, and into the hole.  
SQUASH BOULDER#2.  
PUSH the BLUEBOULDER to the left and off the edge X3.  
PUSH the BLUEBOULDER to the right and onto the blue bricks.

#### Stage 33

GRAB two DARTS.  
SQUASH BOULDER#1.  
SQUASH BOULDER#2 and get the heck out of there.  
Lure at least one Crab out of the little 'room', and SHOOT him.  
SHOOT the other CRAB.  
Push the Crabs out of the way as needed while you:  
SQUASH BOULDER#4.  
SQUASH BOULDER#6 and BOULDER#7.  
PUSH the BLUEBOULDER to the left, and onto the blue bricks.

#### Stage 34

GRAB a DART and make you way into the row underneath the blue boulder.  
SHOOT the CRAB coming at you to your right.  
PUSH the CRAB to the right so you can crush him with BOULDER#1.  
PUSH BOULDER#1 to the right and off the edge, crushing the Crab.  
Shoot the first Bouncer if necessary, and PUSH BOULDER#4 to the left so that it hangs off the edge.  
PUSH BOULDER#2 to the left so that it hangs.  
PUSH the BLUEBOULDER to the right and off the edge.  
SQUASH BOULDER#2.  
PUSH the BLUEBOULDER off the edge to the right.  
SHOOT the first BOUNCER with a dart.  
Quickly SHIMMY the BLUEBOULDER and BOULDER#4 to the right while the Bouncer sleeps. Let both boulders fall off the edge.  
PUSH the BLUEBOULDER to the right, onto the blue bricks.

#### Stage 35

GRAB some DARTS.  
LURE the CRAB all the way to the left side of the screen so you can SHOOT him, and then SQUASH him with BOULDER#1.  
SHOOT the first BOUNCER.  
PUSH the BOUNCER in between BOULDER#3 and BOULDER#5.  
PUSH BOULDER#3 to the right and off, squashing the sleeping Bouncer.  
SHOOT the last BOUNCER.

PUSH the BOUNCER to the right of the ledge BOULDER#3 is now on.  
PUSH BOULDER#3 of the ledge to the right, squashing the Bouncer.  
PUSH BOULDER#5 to the right and off.  
PUSH BOULDER#5 to the right and into the hole.  
PUSH BOULDER#4 to the left and off the edge.  
PUSH BOULDER#2 to the left and off the edge.  
PUSH BOULDER#2 to the right, filling in the hole.  
PUSH the BLUEBOULDER to the right and down.  
PUSH the BLUE BOULDER to the left and down.  
PUSH the BLUEBOULDER to the right and down, until it reaches the blue bricks.

---Bonus Stage---

#### Stage 36

Seems tricky, but is actually very simple.  
Carefully PUSH BOULDER#3 to the right and off the edge, timing it so that you crush the Crab.  
Now, you need to be quick when you, SQUASH BOULDER#2 upwards, and quickly run to the right, avoiding the falling boulder.  
Once this is done, simply PUSH the BLUEBOULDER to the left, until it falls onto the blue bricks.

#### Stage 37

GRAB the three DARTS.  
SHOOT the CRAB as he comes up the left side.  
PUSH BOULDER#1 to the left and off the edge, squashing the Crab.  
PUSH BOULDER#3 to the right, trying to kill at least the top Bouncer.  
Go to the far right, where the single dart is.  
SHOOT the BOUNCER to your left.  
PUSH the sleeping BOUNCER under one of the opening up above.  
PUSH the corresponding red boulder down onto the sleeping Bouncer.  
Do the same thing with the second Bouncer along the bottom.  
Clear the red boulders.  
Avoid the remaining Bouncers (use your leftover darts if you like), and PUSH the BLUEBOULDER all the way to the right, onto the blue bricks.

#### Stage 38

PUSH BOULDER#1 off the edge on the right, killing the Crab below.  
PUSH BOULDER#3 to the right, off the edge.  
PUSH BOULDER#2 to the left, and off the edge, squashing the Bouncer.  
SQUASH BOULDER#5.  
PUSH BOULDER#4 to the left, into the hole.  
PUSH BOULDER#2 to the left and down X2.  
PUSH BOULDER#3 to the left and off the edge, squashing the Crab.  
PUSH the BLUEBOULDER to the left and down until it falls onto the blue bricks.

#### Stage 39

GRAB the nearest two DARTS.  
Go beside the brick they were on to the right.  
When the first Crab comes towards the right, back up and shoot him (leave enough room for the second Crab to make it by).  
When the second Crab comes by the sleeping Crab, shoot him when he's right above the first Crab.  
PUSH BOULDER#1 to the left and off.  
PUSH the BLUEBOULDER once to the right so it hangs.  
SHOOT the BOUNCER and push him all the way to the left.  
PUSH BOULDER#1 to the right and off X2 (killing the Bouncer).  
PUSH BOULDER#3 to the right and off.

PUSH BOULDER#3 to the left and off X2.  
PUSH BOULDER#3 to the right and off.  
PUSH BOULDER#2 to the left and off X3.  
PUSH BOULDER#2 to the right and off.  
PUSH BOULDER#5 to the left and off then again to the left, filling in the hole.  
PUSH BOULDER#4 to the right and off.  
PUSH BOULDER#4 to the left and off.  
PUSH the BLUEBOULDER straight across to the right until it reaches the blue bricks.

#### Stage 40

PUSH the BLUEBOULDER to the right and off.  
PUSH the BLUEBOULDER to the left and off, squashing the Crab.  
PUSH the BLUEBOULDER to the right and off.  
PUSH the BLUEBOULDER to the left and off.  
PUSH the BLUEBOULDER to the right, onto the blue bricks.

#### ---Bonus Stage---

#### Stage 41

GRAB the DARTS.  
LURE and SHOOT the CRAB so you can squash him with BOULDER#1.  
SHOOT the BOUNCER.  
MOVE the BOUNCER, and SQUASH him with BOULDER#3 being pushed to the right.  
PUSH BOULDER#3 to the right so it hangs.  
PUSH BOULDER#2 to the left and off.  
PUSH BOULDER#2 to the right and off.  
PUSH BOULDER#2 right so it hangs on the blue bricks.  
PUSH BOULDER#6 left and off.  
PUSH BOULDER#5 off to the left.  
PUSH BOULDER#5 left onto BOULDER#6.  
SQUASH BOULDER#2.  
SHIMMY BOULDER#5 and BOULDER#6 all the way to the left.  
PUSH the BLUEBOULDER to the right and down, squashing red boulders as necessary, until it reaches the blue bricks.

#### Stage 42

This requires some good timing.  
GRAB the DARTS.  
PUSH the REDBOULDER left and off, crushing a Bouncer.  
\*Do the following fast!\*SHOOT the third Bouncer from the left so that it leaves you enough room to get by on the right.  
PUSH the REDBOULDER to the right until you can get around it safely, then PUSH the REDBOULDER all the way to the left until it falls in the hole.  
Hurry! back up to the top.  
PUSH the BLUEBOULDER off to the right.  
SHOOT the left bouncer, leaving you enough room to sneak by on the left.  
PUSH the BLUEBOULDER all the way to the left, dropping it onto the blue bricks.

#### Stage 43

GRAB the first DART.  
LURE the CRAB up the center, and SHOOT the CRAB.  
Quickly make your way around the right, and push BOULDER#2 off the left edge, crushing the Crab.  
PUSH BOULDER#1 left, into the hole.  
PUSH BOULDER#2 left, into the hole.  
PUSH the BLUEBOULDER left and off the edge.

PUSH the BLUEBOULDER all the way to the left, and onto the blue bricks.

#### Stage 44

GRAB some DARTS.

SHOOT the CRAB and SHOOT the lower BOUNCER.

SQUASH them with BOULDER#6.

PUSH BOULDER#6 right so that BOULDER#7 will fall onto it when pushed left.

PUSH BOULDER#7 left and off, onto BOULDER#6.

SHIMMY the bottom boulders over under the ledge to the left of the blue boulder.

SHOOT the BOUNCER.

SQUASH BOULDER#2.

PUSH BOULDER#1 off the edge to the left, so it lands on the column of boulders below.

PUSH BOULDER#3 off the edge to the left.

SHIMMY the column to the right, positioning it under the hole separating the blue boulder from the blue bricks.

SQUASH BOULDER#4.

SHIMMY BOULDER#5 and the BLUEBOULDER to the right, and PUSH BOULDER#5 into the hole.

PUSH the BLUEBOULDER to the right and onto the blue bricks.

#### Stage 45

GRAB the two DARTS.

Sneak around to the far right side of the screen.

SHOOT the CRAB as he comes down the right side.

SQUASH the CRAB with BOULDER#4.

SHOOT the first BOUNCER.

POSITION the sleeping BOUNCER right in the center.

PUSH BOULDER#1 to the right and off X2, squashing the sleeping Bouncer.

SHOOT the BOUNCER.

PUSH BOULDER#1 off to the right, squashing the Bouncer.

PUSH the BLUEBOULDER off to the left X2.

PUSH the BLUEBOULDER off to the right.

PUSH the BLUEBOULDER off to the left, onto the blue bricks.

---Bonus Stage---

#### Stage 46

GRAB all the DARTS.

SHOOT the top BOUNCER.

PUSH BOULDER#5 to the right, squashing the Crab. (If he gets out, shoot him, then wait for him to wake up and lure him to be shot in position to be squashed by BOULDER#5)

PUSH BOULDER#3 once to the left so it hangs.

PUSH BOULDER#2 once to the left so it hangs.

SHOOT the top BOUNCER.

PUSH BOULDER#1 to the right and off the edge.

PUSH the BLUEBOULDER on top of BOULDER#2.

SQUASH BOULDER#1.

SHIMMY the BLUEBOULDER, BOULDER#2 and BOULDER#4 to the right, until the BLUEBOULDER can be pushed onto BOULDER#3.

SQUASH BOULDER#2.

SHIMMY the BLUEBOULDER and BOULDER#3 right until the BLUE BOULDER can be pushed onto the ledge.

PUSH the BLUEBOULDER all the way to the right, until it falls down onto the blue bricks.

#### Stage 47

GRAB some DARTS.

SHOOT the first CRAB as he moves along the bottom.  
PUSH him over where you can SQUASH him with BOULDER#1.  
PUSH the BLUEBOULDER to the right and off.  
Quickly move down so the Crabs don't get you.

#### Stage 48

GRAB some DARTS.  
SHOOT and POSITION the CRABS so that they are squashed by the boulders being manipulated in the following fashion:  
  
PUSH BOULDER#3 to the left under the hole.  
PUSH BOULDER#1 to the left and off, into the hole.  
PUSH BOULDER#4 to the left and off.  
PUSH BOULDER#2 to the right and off.  
PUSH BOULDER#2 to the left and off, filling the hole.  
PUSH the BLUEBOULDER to the right and down, until it drops onto the blue bricks.

#### Stage 49

GRAB the DARTS.  
SHOOT the CRAB as necessary.  
SQUASH BOULDER#2.  
SHOOT the BOUNCER.  
PUSH the BOUNCER so you squash him in the next step.  
PUSH the BOULDER#1 to the right and off.  
PUSH the BOULDER#1 to the left and off, filling the hole.  
PUSH the BLUEBOULDER to the left and off X2.  
PUSH the BLUEBOULDER left onto the blue bricks.

#### Stage 50

GRAB the DARTS.  
SQUASH the bottom REDBOULDER.  
SHOOT the CRABS. (squash them if you like)  
PUSH the BLUEBOULDER right, onto the blue bricks.

---Bonus Stage---

#### Stage 51

GRAB some DARTS.  
SHOOT the right CRAB as he comes across the middle.  
SQUASH the sleeping CRAB with BOULDER#2.  
PUSH BOULDER#4 to the right and off, squashing the Crab.  
PUSH BOULDER#6 once to the left so it hangs.  
PUSH BOULDER#3 to the right and off.  
PUSH BOULDER#1 to the right and off.  
PUSH BOULDER#1 to the left and off.  
PUSH BOULDER#1 to the right and off.  
PUSH the BLUEBOULDER to the left and off X2.  
PUSH the BLUEBOULDER to the right and off.  
SQUASH some red boulders and PUSH the BLUEBOULDER to the right and onto the blue bricks.

#### Stage 52

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VII. Final Notes  
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There are more levels to come, I've been informed that there are 200 in all. I will update soon.



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Flappy (NES)- Complete Walkthrough v0.53

Created by: JoLolli (rshabadoo@hotmail.com) 04/2004

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