

Guardian Legend Lost Frontier FAQ

by zoogelio

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THE GUARDIAN LEGEND:
Lost Frontier FAQ
by zoogelio
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The numbers are for easy reference so anyone can type it into 'Find' on this page and jump quickly to that section.

VERSION HISTORY [1001]

0.99- 6/22/05- contained all the basic sections, but formatting in corridor index was a little sloppy

1.6- 11/17/05- cleaned up the Corridor Index, added a whole bunch of passwords, corrected some math errors in the Coordinate System section, resequenced all miniboss and corridor indexes by Y-coordinate not X-coordinate, added some additional notes in the miniboss section, and added all current theories and research explaining the Lost Frontier. I also added a more corridor & miniboss data from more wanderings, and another labyrinth-corridor too. Added the section How It All Works.

OTHER INFO

This FAQ is copyrighted, yadda yadda yadda. You know the routine. If you copy-paste it, just cite my user name. I give credit where it is due, but I never take credit where it is not due. I wrote this, at least give me the credit if you ever put it anyplace else, especially since I spent days exploring the Lost Frontier and documenting what corridors are where and what I found. Yes, I do not mind this being distributed, so long as I am given credit for it.

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Just a note when reading this. It may look like a large file, but in fact, most of this FAQ is just an index of the Corridors I encountered (just a pile of data). The explanatory part of the FAQ takes up only about 25% of the file size.

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#####  
#####  
##### THE LOST FRONTIER OF NAJU #####  
#####  
#####  
[1002]
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NAJU is a vast world. There is an undiscovered frontier of NAJU lying beyond the borders of the mapped out areas of NAJU. This vast region is never mapped on the select screen; it remains black. It is seemingly a very fluctuating place, where a room is many times different when you backtrack to it. This frontier has very strange mechanics, some of which follow the mechanics of the regular game, some of which defy the mechanics of the regular game. In this frontier are the many other corridors of NAJU. Corridors numbering up to Corridor 127 have been found.

The Lost Frontier, summarized, is a vast region larger than the regular game in terms of number of rooms which has strange, bizarre properties not found in the regular game, glitched up screens and enemies, as well as strange corridors of junk. It was not intentionally created by the programmers and we do not as of yet know the mechanics of how it gets created. It is similar to the Hidden Worlds of Metroid, which are a jumble of rooms resulting from a mapping error. While that game looks to have 1 map with 5 parts (different areas), it actually has 1 map with 5 layers, each of which we only normally explore one part of. The layout of that map is the layout of the whole game on the ROM. The Hidden World was the portions of those 5 layers that are rendered inaccessible in the normal course of the game. In other words, of the Norfair Layer, we can only explore the portion of the map we know of as Norfair, not the portions of the Norfair Layer which underlie the other 4 areas. Metroid's Hidden Worlds are much more well known about in part due to the popularity of the game and the history of exploring the glitches. TGL is not nearly as well known and the glitch was just discovered recently.

This is intended to be the first FAQ describing this newly uncovered place. I would hope the readers get some inspiration at hearing the strange tales from this place and explore it themselves and contribute to this guide or even create their own guide, but regardless, contribute to the base of knowledge on TGL's Lost Frontier. How can something be discovered if it is

not explored?

The first question on everybody's minds is how does one get into the Lost Frontier? The answer is passwords. The regular map is on a 24 x 24 grid, but the passwords are programmed to cover all coordinates for a 32 x 32 grid. I asked more knowledgeable people about it, and I found out the reason why is passwords can be generated for every coordinate, including for rooms that are not save rooms. Thus, the X, Y position is encoded in the password. Programming 4 bits to the password system allows for a range of coordinates from 0-15, not enough to cover the map of the game, but programming 5 bits allows for a range of coordinates from 0-31, enough to cover the 0-23 range found in the game.

Now, for exploring the Lost Frontier, it is possible to do so without an emulator, but I would not recommend it. As you will read, the Lost Frontier is a very chaotic place where timing of less than a second determines what the next room looks like, so save states are necessary to counter frustration of running into an exitless room (of which there are *many* in the Lost Frontier) and having to start all over from the password again. Save states are also vital to making progress through the frontier. If you want to get anywhere in the frontier past say the first row or so, you need save states. I use NESicle, an old emulator, but there are a whole slew of NES emulators out there. I would recommend an emulator with multiple save slots (NESicle has 10 save slots) because to explore the Lost Frontier, it is recommended to save at every major junction, so you can explore one direction, save additional states to that, and be able to branch off from other directions from that original save state. It is vital to have save states from earlier on because sometimes you will find you have saved in a room where you can't really progress any further and all it leads to are dead ends. I explored Metroid's Hidden Worlds and mapped them out. It was also possible on the regular system (an old NES and Metroid cartridge), but it would have taken weeks more and a lot of frustrated attempts at when I got trapped. The point is, use emulators and save states to explore this place.

There are a number of types of glitches and crashes that can affect the game in the Lost Frontier. Corridor Blackouts- These are the most common types. There are 2 categories of these. Basically, with many corridors, when you jump into them, you will see the transformation sequence, but after it is completed, instead of picking up where a corridor would start, the game goes black. Occasionally, there will be an auto-reset or a reset if you mash the buttons, but that is uncommon. The less common one is the post-victory transformation sequence blackout, where the game blacks out during the return transformation sequence. On a rare occasion, mashing the buttons, I was able to get the transformation sequence to resume, but that was only in some of the cases where the music continued to play while the screen is black, which is rather common with this crash. On rare occasion, the corridor can cause a blackout the moment you jump into it. With some corridors, you get to see a frozen screen with an image which then goes black after a few seconds.

Miniboss Blackouts- These are also very common. On many screens, you will hear the warning klaxons, then the graphics start to break down for objects, like portal boxes and those green boxes that appear, being reduced to red and black lines, then the screen goes black. Sometimes miniboss music begins playing and sometimes you can hear the Guardian firing too, if you hold down the fire button. And many times when the screen goes black and music plays, the screen flashes different colors, such as yellow, blue, purple, green. The whole screen is that color and after a few seconds it goes to another color. Once I was able to keep in the game and the object graphics

were all screwed up for a while, but the background looked normal and the game was playable. Sometimes when the klaxons sound, the graphics remain, but the Guardian glitches up a little. This is very common and has no impact. Don't worry about it. Sometimes, it is possible to take a portal or cross an open threshold when the graphics are beginning to break down and you will arrive on the adjacent screen without the game crashing.

Random Screen Freezes- These are rather rare. Basically, when you arrive on a screen, well, some screens, there is a chance this will be one of the possibilities. It is a strange screen that has open thresholds on the top and bottom and walls on the left and right. The game will freeze, and the title screen music will be playing. This screen has several horizontal lines on it and is very miscolored, usually light blue and white. I noticed the screen keeps the same format across all areas, but I was able to control the Guardian on a Jungle area screen like this, but not the Grass area screen or other area screens like this. Occasionally on these screens, the Guardian will become uncontrollable and wander around the screen firing aimlessly.

And very very rarely, sometimes when you cross an open threshold, the game will freeze on that screen, and the music will remain playing, but there is no way to break that freeze. It happens, but is, like I said, among the rarer phenomena of the Lost Frontier and is not a common occurrence.

Then there are glitches that result from teleporting using glitch weapons (you can read more about them further below). These cause the graphics to go really strange and change patterns, with the game freezing and the music to stop except for a random note here or there. It's hard to describe the graphics when the game has crashed this way. I'll probably link up some pictures of how they look at a later update. Regardless, there is a wide assortment of different graphical displays that result with the breakdown.

So, a full index is:

Corridor Blackouts

 After Starting Transformation Sequence

 During Ending Transformation Sequence

 Unbreakable

 Breakable

 Instant Blackout

Miniboss Blackouts

 Total Blackout

 Multi-colors, music plays

Random Screen Freezes

 Grass Area Freeze

 Water Area Freeze

 Jungle Area Freeze

 Ice Area Freeze

 Organic Area Freeze

 (Desert Area Freeze have not been encountered yet)

Threshold Freezes

Teleporter Crashes

Can the glitches and crashes encountered in the Lost Frontier mess up the emulator or computer? No, they can't. I've seen the game crash probably a hundred times. My computer is still perfectly fine and my emulator functions just as it has before I started exploring the Lost Frontier. I cannot vouch for other emulators, but they should not be corrupted by the game messing up. Many of the glitches seem like something you just reset the game after. The crashes affect the software, not the simulated hardware (the emulator, which is also software, but that's beside the point). I understand some fear

since we have all heard about some glitches that permanently corrupt files, such as some for Legend of Zelda and one for Secret of Mana (well, in those cases, it isn't permanent, it just stands a chance of ruining that one saved file, not the game itself or the save slot itself). If it eases your fears, my computer has crashed and frozen up FAR FEWER times than everyone else I know; even my mother's computer has crashed/frozen up more often than mine. If you worry about computer stability, there are much bigger things and many more things to worry about than TGL's Lost Frontier. Like I said, what produces this glitch is something relating to mapping, like in Metroid's case (though there are differences) and Metroid's Hidden Worlds aren't dangerous to explore.

I noticed in the Y030s, the screens keep the same layout. In other words, there is no random variance. Yes, the Area of the same room can change by going through a portal, then going back in the Y30s, but there is much more stability here than in the Y200s. Seeing as the Y200s are very variable and always hop around, with nothing being for certain and there being a wild range of possibilities for many rooms, I have a theory that the general level of chaos (randomness, well actually chaos is speculated to be a very advanced, hard to grasp, and intricate order) increases as the Y coordinate increases in the Lost Frontier. This would explain why the lower Ys are stable and the higher Ys aren't, but an area known as the "Desert of Instability" (read more about it below, but to give you a brief idea, an area where most rooms in that region cause the game to crash), located in the Y230s debunks this. However, the chaos theory of the Y coordinate may hold as a general rule with exceptions. I will only be able to confirm or deny it should I ever get to visit the Y040s to Y216. In the Lost Frontier part that I explored, there are patches where the graphics for rooms have a higher probability of being glitchy in addition to that one notorious region. The whole area is very random though, so I think while there may be local variation, the chaos theory of Y may apply for a region as a whole.

Some questions about the Lost Frontier:

I don't have answers to these, but these are vital questions that would be nice to have answered. Some of the questions I ask are based on what I explain further down, so if you get confused, just read this section last. I put the question section here because it fits more under the general section of what the Lost Frontier is than anywhere else.

Why is their room data for coordinates off the 24 x 24 grid? The same applies to rooms in the black spaces on the 24 x 24 grid. In other words, why doesn't the game crash when a password goes to those coordinates. And, speaking of the rooms on the 32 x 32 grid, why is that room data the same every time, even down to what enemies appear if they even appear.

How can higher numbered corridors (Corridors 23- 127) even exist? And how can they be playable in some circumstances? Why are some of these corridors playable, and other ones black out every time? And for that matter, why do some numbers always have their corridor sealed and others produce an automatic victory? There is some "logic" to it, some method to the madness, but the reasoning behind it is anything but clear.

Why does the Select button have such significance in the Lost Frontier?
What is it about going to the map and item inventory screen and then going

back to the normal screen that changes the background and enemy patterns in glitch corridors and in some cases, open up a locked corridor! (the same mechanism as touching the 4 panels, firing at the gate, etc).

Why are all versions of Corridor 4 in the Lost Frontier sealed? Every other regular corridor (Corridor 0-22) are accessible at least once in there. This fact seems strange especially since in the regular course of the game, Corridor 4 is the one the text box rooms which provide clues said was messed up and botched during the locking process and needed help from the Lander to open.

How is it possible that minibosses are triggered at some coordinates or staggered coordinates in the Lost Frontier? What exactly determines which will be glitch ones where no enemy ever appears and an item gets left in the room and which will be a real miniboss you have to fight?

Why is timing an important element of determine what the room at the next set of coordinates will look like in the Lost Frontier in the Y200s?

Why do some glitch weapons exist and why are they all teleporters? I mean, how does the teleportation mechanism exist in the game and why does it have a certain graphics display which resembles teleportation in other NES games?

Why are there weird bosses in some corridors which have behavior patterns not resembling any boss? How does the game create distinct enemies (a behavior protocol + a graphics display, though in this case, it's just junk they're made out of) which are not programmed for?

Why are there "regions" in the Lost Frontier in some areas? How can a whole set of coordinates, beyond the maximum extent of staggered coordinates, have a similar theme to it in a zone that wasn't even programmed for?

And one final question, one which I can provide an answer to- Why the name? Though it is more appropriate to call it the "undiscovered" frontier because it was not known about before, I will call it the Lost Frontier because typing out the Undiscovered Frontier gets a little tiresome (even though it's not lost because lost implies it was known about before, but forgotten about). I didn't want to call it the Hidden World (or Worlds) because it's not a world of its own; it's a part of NAJU. And it is on a frontier because it lies beyond the mapped borders of NAJU.

() ()

Refresher Section

() ()

[1002A]

This is for the reader's reference. This is the central information about the game they will need to know to better understand this FAQ.

labyrinth: the Zelda-like wandering portion of the game where the Guardian walks around and finds weapons and powerups. There are 2 minibosses per area here

corridor: the shoot-em-up portion of the game where the Guardian flies through a scrolling landscape being hit with enemies from all sides and eventually facing a boss at the end

area: these are regions that contain 1 labyrinth and 2 corridors. They are each self-enclosed from other areas and require special keys to get from one area to another

Here is a listing of all areas in the game:

- Area 0- Grass
- Area 1- Water #1
- Area 2- Water #2
- Area 3- Jungle #1
- Area 4- Jungle #2
- Area 5- Ice #1
- Area 6- Ice #2
- Area 7- Organic #1
- Area 8- Organic #2
- Area 9- Desert #1
- Area 10- Desert #2

NAJU: the world The Guardian Legend is set on

klaxons: a fancy word for alarms or sirens. Klaxons tend to be associated with a more automatic alarm than a blaring one or few note blast like a tornado or air raid siren. The actual definition is "a loud electronic horn"

You will see me refer to the "empty orange corridor room" occasionally. This is a type of room seen only once in the game, in Area 0 at X9 Y11. It becomes Corridor 21 at the end of the game.

Sometimes I refer to a boss track I say sounds like "military aquatica". There are three boss tracks- one has the same music as the minibosses, another is common and seen for 3 of the 4 water corridor bosses. That track is the one I am referring to. The 3rd track sounds more ominous and is used for Green Optomon and a few other bosses.

You will see me use the word threshold many times. This simply refers to an open edge of the screen, open edge meaning you can walk off that edge and appear on the opposite side of an adjacent screen.

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***** COORDINATE SYSTEM *****  
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[1003]

First off, a discussion on mapping. X-values and Y-values follow the standard Cartesian arrangement, X numbers increase incrementally from left to right, Y numbers increase incrementally from top to bottom. X0, Y0 is in the upper left (this differs from the usual Cartesian origin in the lower left).

The areas beyond the map in all directions are accessible. Above Y0 is the value Y55. The further up one goes, the lower the Y-value. The highest coordinates that appear on the map are Y43. The fringe of Y42 can be seen though. Y-values between Y42- Y35 do not appear at all on the screen (they don't display on the select screen). I suspect there is some sort of invisible space we cannot see due to the dimensions of the screen on the computer monitor, tv, etc, which is different from the display dimensions of the game

by a small degree. The select screen does have a looping effect on map coordinates. While it does display coordinates in the black space beyond the map or even over weapon images or text on the status screen, map coordinates accessed from the northern fringe that are higher than Y43 disappear and do not appear on the bottom until going up to Y34 (Y34 is the 1st coordinate to appear at the bottom of the chart), but values of Y43 and higher would display if accessed from the southern fringe down to the bottom limit on the map. As for what Y coordinate is the bottom of the screen, I don't know because I haven't been able to get down there.

So, here is the sequence of Y values starting with 0, which is the highest playable row in the game, and going upward to higher rows: Y0,55,54,53,52,51,50, 49,48,47,46,45,44,43,42,41,40, etc. To the left of X0 is X55. So, basically, while the normal map appears to be X & Y values from 0 to 23, the true range of the X & Y values is 0 to 55, nearly double the original size... or so it would seem. As with so many maps, they loop around, meaning left of 0 is 55 and right of 55 is 0, or above 0 is 55 and below 55 is 0.

One of the leading theories as to why this exists is that the true grid of NAJU is 256 x 256, X0-255 Y0-255. There is speculation TGL used 8 bits to program for all the Y coordinates. Only 5 bits are needed to cover all normal rooms in the game, but it is believed programmers used the whole byte for convenience. And the same was probably done for the X coordinates. If that theory were true (we have no way of confirming or rejecting it), it would mean the Lost Frontier is a byproduct of empty space which itself was created out of convenience and somehow, the game filled that empty space up with "stuff". How the game creates that stuff (even an exitless room of any type is "something") is unknown, but we're starting to get some clues.

One of the key pieces of proof for 256 is when I arrived at the coordinates listed as Y23- Y17 (any number of rooms in the X row), which are real coordinates on the game's original map, these were rooms that were definately not the rooms in the real game, nor rooms with a different area projected onto them. And also when I arrived at those coordinates, I was several spaces below the position of the real Y23-Y17 on the map. While that could be explained away as a disjunct in the map from the icon moving off the screen, then back, the different rooms cannot be. All things in NES games loop around; if you go far enough right, you come out on the left, and so on. If there were only 56 rows (0-55), then I should be back in the real levels, the organic labyrinths and the lower jungle labyrinth, but I was not.

It is also known that the highest number for many numerical counts in games is 255. You can only have 255 Enemy Erasers (and in other games, such as Zelda, you can only have 255 Rupees). There are 256 values associated with 255 (remember, 0 counts). Why would a game go by a 56 count and not a 256 count?

We know the game can only display 2 digits for each coordinate. Thus, any larger number gets truncated. In other NES games, when larger numbers are logged than can be displayed, the first number always gets left off. This is because only certain spaces are left open. In the case of games limited by 4 digits, the maximum value registerable is 9999. A value of 10,832 would register as 0832. Why? Remember, the game is encoding only for the single, the ten, the hundred, and the thousand space in that circumstance. The ten-thousand space gets left out. In this case, the coordinates can only display the single and the ten space, not the hundred space. In this case, the maximum value recordable is usually 65,535, another one of those numbers like 256 that tends to crop up a lot as limiting numbers in games.

All rooms in X24-X31 that I encountered produced exitless rooms. Virtually all were Area 0, though a few exitless rooms of other areas were scattered about. There is a delay before they appear. If they are portalled into (this only applies to X24, and also X255), they tend to appear as empty orange corridor rooms. I use a ROM, however, other people, using an actual cart, have found that X24- X31 while they often produce exitless rooms, have been known on occasion to produce rooms with exits that allow for exploration. Why this occurs is unknown, but it is speculated to be that the cart users are using one version of the game which is different from the version of the game the ROM online was taken from. It is speculated some minor alteration was made in the code that changes the display equations for the X coordinates past X23 removing whatever was the limiting factor in the ROM version. Just a note, games sometimes undergo revisions as they are re-released. Usually small bugs are fixed or other such changes are made to fix errors. There are version differences with games like The Legend of Zelda: Ocarina of Time and The Legend of Zelda: Link's Awakening. If you look at lists of tricks and exploits for games, some note they only work on certain versions of the cart. This is exactly what I'm talking about in this case with TGL.

So far, I have only explored two components of the Lost Frontier, the Vast Northern Realm (which is technically a large block in the southwest corner of the true 256 x 256 map) and the Near Southeastern Island. What I call the Vast Northern Realm is the rooms you get to by walking up from a room in the Y0 row. This is the realm 95-99% of my data and observations and explorations comes from. It seems to have barriers on one side by X24, where all rooms are dead end traps, and the same with X255 on the other side. The Near Southeastern Island is a small section of rooms below the Y031 edge of the map which can be walked onto. I describe both of these in more detail below.

You will notice a huge ring surrounds the main map. There is nothing special about those rooms as far as I can tell. The ring side to the north of the main map is the Y[2]54 row.

X-values can exceed 24, but so far, only isolated rooms can be visited there via password (once again, there are version differences).

The original map is 24 rooms x 24 rooms (rows 0-23), which comes out to 576 rooms total.

The password range map is 32 x 32 rooms (rows 0-31), which comes out to 1024 rooms total.

The expanded fringes of the map which are covered by the password, but not in the game are rows 24-31, which are 448 rooms total. The true map of NAJU is believed to be 256 rooms x 256 rooms (rows 0-255), which comes out to a total of 65,536 theoretical rooms.

I have explored from X0-23 for Y217-255, which is a total of 1056 rooms. Take that number, add 1024 to it (the 32 x 32 grid) and the 38 or so rooms I've explored by walking down from the password map to some of the Y030s, and subtract all that from 65,536 and that means there are still about 63,418 rooms that are completely unknown. In other words, about 97% of the game's total theoretical map remains unexplored. I should explain here that I ran into a row of exitless rooms at the Y217 row. I have tried several times in vain to find a way through them.

How do I know the "Great Wall" at Y217 is breachable? Simple. With the insurmountable barriers, such as X024- X031 and Y255, when you portal in there, there is a delay in the transition between when the previous screen

fades and the new screen loads. With all Y217 rooms, there is no delay, meaning it is a normal room.

It is possible that all rooms from X24-X255 Y0- Y255 are exitless rooms with nothing of note. If that were true, then of the possible 65,536 rooms, 59,392 of those rooms are meaningless to explore and contain nothing of note (and thus 6144 rooms would be the only rooms of note). But, the problem is we cannot confirm that speculation. Yes, X24- X31 and X255 are exitless rooms with time delayed arrivals, but we have never seen any room between X32 and X254, so such a guess cannot be verified yet. If that were true, only 6144 rooms would be of note, and we already know 576 of those belong to the original map, 192 to the password's map, leaving 5376 rooms to explore. Subtracting the 1056 rooms I've been to, that's 4320 rooms that haven't been reached yet. But once again, the version differences lead to more questions.

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***** HOW TO ACCESS THE LOST FRONTIER *****
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*****
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[1004]

The only way to get up here is through using passwords. Lee Eric Kirwan has cracked the password system and posted all the details on the Gamefaqs Message Board for TGL during 2004-5. The credit for all the passwords goes to him because he gave me a bunch of passwords and taught me how to generate passwords for the rest of the rooms on the 32 x 32 map.

The Vast Northern Realm is accessible by the following password:

3stG	0gBG	XYRF	UMdE
RAtD	OIHD	nkQC	IcJA

[note: 0 is zero, O is capital o]

This room extends from some rooms in the Y0 row in the black space (X4 Y0, X5 Y0, X6 Y0, X7 Y0, X21 Y0, X22 Y0, X23 Y0) and a few rooms down in one section, X15 Y0, X15 Y1, and X15 Y2. It extends from X255 to X24, 2 columns of rooms which consist always of exitless rooms or exitless empty orange corridor rooms. It extends from Y255 all the way to Y217, which forms a row of exitless rooms or exitless empty orange corridor rooms (with no delay though). This huge realm is filled with variable rooms, where timing affects what the next room looks like (this is discussed at length in the Game Mechanics section). Start by walking up to the Y255 row and then you can explore from there.

The Near Southeastern Island is accessible by the following password:

wMfY	scfL	qwSC	nc0K
6YeM	hoxI	WGpM	mI7F

This sends the Guardian to Area 1 X22 Y30. Unlike the Vast Northern Realm, the rooms here remain the same every time you cross a threshold or enter a portal and go back to it. Portals, however, can change what Area the room is, but not the layout. This area only has 38 rooms and extends from X18-X24 and Y30-Y37. All the X24 rooms here are likewise exitless rooms. There is one Save Lander room, one Corridor room (Corridor 30), and one Lander selling a Wave Attack for 50 Chips. The only areas I encountered here were Areas

0,1,3,4,5. Area 4 is the most extensive of them.

As for how to get to the spaces between the labyrinths on the 24 x 24 map, those require individual passwords. The same applies for all the spaces past the 24 x 24 grid on the 32 x 32 grid. All the passwords for the spaces inbetween on the 24 x 24 grid are listed here. They are all either corridors, Lander rooms of any type, text box rooms, or empty orange corridor rooms.

All the following passwords provided are the last 2 blocks in the 8-block password code. They all plug into a universal password, which was graciously provided by Lee. Just plug the passwords listed into the 2 ____ spaces in the password to access that coordinate.

3stG 0gBG XYRF UMdE
RAtD OIHD _____

Y ROW 0

X4 Y0

X5 Y0

X6 Y0

X7 Y0

X15 Y0

v1QC IAPA

[note: blacks out upon entry]

X21 Y0

fmQC I8CA

X22 Y0

7mQC I2DA

X23 Y0

vmQC I8DA

Y ROW 1

X1 Y1

[note: this is the "eye" of Area 9; blacks out upon entry]

X4 Y1

nIQC IAKA

X5 Y1

fIQC IcKA

X6 Y1

7IQC IALA

X7 Y1
vIQc IcLA

X15 Y1

X20 Y1
nKQC I8CA

X21 Y1
fKQC I2DA

X22 Y1
7KQC I8DA

X23 Y1
vKQC I2EA

Y ROW 2

X4 Y2
nkRC IcKA

X5 Y2
fkRC IALA

X6 Y2
7kRC IcLA

X7 Y2
vkRC IAMA
[note: blacks out upon entry]

X15 Y2

X20 Y2
nmRC I2DA
[note: blacks out upon entry]

Y ROW 3

X7 Y3
vIRC IcMA

X9 Y3

[note: this is the left "eye" of Area 10; it blacks out upon entry]

X13 Y3

[note: this is the right "eye" of Area 10]

X15 Y3
vJRC I2BA

X18 Y3

1KRC I8CA

X18 Y3

X19 Y3

TKRC I2DA

X20 Y3

nKRC I8DA

Y ROW 4

X0 Y4

X1 Y4

DkSC IAKA

X2 Y4

1kSC IcKA

[note: blacks out upon entry]

X7 Y4

X15 Y4

v1SC I8BA

X16 Y4

LmSC I2CA

X20 Y4

nmSC I2EA

Y ROW 5

X0 Y5

X1 Y5

DISC IcKA

X2 Y5

1ISC IALA

X7 Y5

X8 Y5

LJSC IAOA

X9 Y5

DJSC IcOA

X10 Y5

1JSC IAPA

X13 Y5

fJSC I2BA

X14 Y5
7JSC I8BA

X15 Y5
vJSC I2CA

X16 Y5
LKSC I8CA

X20 Y5
nKSC I8EA

Y ROW 6

X1 Y6
DkTC IALA

X2 Y6
1kTC IcLA

X9 Y6
DlTC IAPA

X10 Y6
1lTC IcPA

X12 Y6
n1TC I2BA

X13 Y6
f1TC I8BA

X20 Y6
nmTC I2FA

Y ROW 7

X2 Y7
1lTC IAMA

X3 Y7
TlTC IcMA

X4 Y7
nITC IANA

X5 Y7
fITC IcNA

X6 Y7
7ITC IAOA

X7 Y7
vITC IcOA

X10 Y7

1JTC I8AA

X12 Y7

nJTC I8BA

X15 Y7

vJTC I2DA

X16 Y7

LKTC I8DA

X17 Y7

DKTC I2EA

X18 Y7

1KTC I8EA

X19 Y7

TKTC I2FA

X20 Y7

nKTC I8FA

Y ROW 8

X2 Y8

1kUC IcMA

[note: blacks out upon entry]

X7 Y8

vkUC IAPA

X8 Y8

L1UC IcPA

X10 Y8

11UC I2BA

X12 Y8

n1UC I2CA

X14 Y8

71UC I2DA

X15 Y8

v1UC I8DA

[note: blacks out upon entry]

Y ROW 9

X4 Y9

nIUC IAOA

X5 Y9

fIUC IcOA

X7 Y9
vIUC IcPA

X17 Y9
DKUC I2FA

X18 Y9
1KUC I8FA

X19 Y9
TKUC I2GA

X20 Y9
nKUC I8GA

X21 Y9
fKUC I2HA

X22 Y9
7KUC I8HA

X23 Y9
vKUC I2IA
[note: blacks out upon entry]

Y ROW 10

X4 Y10
nkVC IcOA

X5 Y10
fkVC IAPA

X15 Y10
v1VC I8EA

X16 Y10
LmVC I2FA

X17 Y10
DmVC I8FA

X19 Y10
TmVC I8GA
[note: blacks out upon entry]

X21 Y10
fmVC I8HA

X22 Y10
7mVC I2IA

X23 Y10
vmVC I8IA

Y ROW 11

X2 Y11

[note: this is the "eye" of Area 1]

X5 Y11

fIVC IcPA

X6 Y11

7IVC I8AA

X7 Y11

vIVC I2BA

X22 Y11

7KVC I8IA

X23 Y11

vKVC I2JA

Y ROW 12

X5 Y12

fkWC I8AA

X6 Y12

7kWC I2BA

X7 Y12

vkWC I8BA

X19 Y12

[note: this is the "upper" eye of Area 6]

X21 Y12

fmWC I8IA

X22 Y12

7mWC I2JA

X23 Y12

vmWC I8JA

Y ROW 13

X0 Y13

X1 Y13

DIWC IcOA

X2 Y13

1IWC IAPA

X3 Y13

TIWC IcPA

X4 Y13
nIWC I8AA

X5 Y13
fIWC I2BA

X15 Y13

X16 Y13

X22 Y13
7KWC I8JA

X23 Y13
vKWC I2KA
[note: blacks out upon entry]

Y ROW 14

X7 Y14

X16 Y14

X17 Y14

X19 Y14

[note: this is the lower "eye" of Area 6]

X21 Y14
fmXC I8JA

X22 Y14
7mXC I2KA

X23 Y14
vmXC I8KA

Y ROW 15

X7 Y15
vIXC I2DA

X9 Y15
DJXC I2EA

X11 Y15
TJXC I2FA

X14 Y15
7JXC I8GA

X16 Y15

X22 Y15

7KXC I8KA

X23 Y15
vKXC I2LA

Y ROW 16

X1 Y16

[note: this is the left "eye" of Area 2]

X3 Y16

[note: this is the right "eye" of Area 2]

X5 Y16
fkYC I8CA

X6 Y16
7kYC I2DA

X7 Y16
vkYC I8DA

X9 Y16
DlYC I8EA

X11 Y16
TlYC I8FA

X12 Y16
nlYC I2GA

X14 Y16
7lYC I2HA

X16 Y16

X19 Y16
TmYC I8JA

X21 Y16
fmYC I8KA

X22 Y16
7mYC I2LA

X23 Y16
vmYC I8LA

Y ROW 17

X6 Y17
7IYC I8DA

[note: blacks out upon entry]

X9 Y17
DJYC I2FA

X11 Y17
TJYC I2GA

X12 Y17
nJYC I8GA

X13 Y17
fJYC I2HA

X14 Y17
7JYC I8HA

X16 Y17

X17 Y17

X19 Y17
TKYC I2KA

X20 Y17
nKYC I8KA

X21 Y17
fKYC I2LA

X22 Y17
7KYC I8LA

X23 Y17
vKYC I2MA

Y ROW 18

X0 Y18

X2 Y18
1kZC I2CA

X3 Y18
TkZC I8CA

X4 Y18
nkZC I2DA

X6 Y18
7kZC I2EA

X8 Y18
L1ZC I2FA

X9 Y18
D1ZC I8FA

X13 Y18
f1ZC I8HA

X14 Y18
7LZC I2IA

X21 Y18
fmZC I8LA

X22 Y18
7mZC I2MA

X23 Y18
vmZC I8MA

Y ROW 19

X0 Y19

X1 Y19

X2 Y19
1IZC I8CA

X3 Y19
TIZC I2DA

X4 Y19
nIZC I8DA

X5 Y19

X6 Y19
7IZC I8EA

X8 Y19
LJZC I8FA

X14 Y19
7JZC I8IA

X15 Y19
vJZC I2JA

X16 Y19
LKZC I8JA

X23 Y19
vKZC I2NA

[note: blacks out upon entry]

Y ROW 20

X8 Y20
L10C I2GA

X11 Y20

[note: this is the upper part of the hole in Area 8]

X15 Y20
v10C I8JA

X23 Y20
vm0C I8NA

Y ROW 21

X6 Y21

[note: this is the "eye" of Area 3]

X8 Y21
LJ0C I8GA

X11 Y21

[note: this is the lower part of the hole in Area 8]

X15 Y21
vJ0C I2KA

X21 Y21
fK0C I2NA

[note: this is the "eye" of Area 7]

Y ROW 22

X8 Y22
L11C I2HA

X14 Y22
711C I2KA

X15 Y22
v11C I8KA

X23 Y22
vm1C I8OA

Y ROW 23

X2 Y23
111C I8EA

X3 Y23
T11C I2FA

X5 Y23
f11C I2GA

X8 Y23

LJ1C I8HA

X13 Y23
fJ1C I2KA

X14 Y23
7J1C I8KA

X15 Y23
vJ1C I2LA

X23 Y23
vK1C I2PA

And now for the expanded range of the map, X0-23 Y24-31.

Y ROW 24

X0 Y24

X1 Y24
Dk2C I8EA

X2 Y24
1k2C I2FA

X3 Y24
Tk2C I8FA

X4 Y24
nk2C I2GA

X5 Y24
fk2C I8GA

X6 Y24
7k2C I2HA

X7 Y24
vk2C I8HA

X8 Y24

X9 Y24
Dl2C I8IA

X10 Y24
1l2C I2JA

X11 Y24
Tl2C I8JA

X12 Y24
nl2C I2KA

X13 Y24

f12C I8KA

X14 Y24
712C I2LA

X15 Y24
v12C I8LA

X16 Y24
Lm2C I2MA

X17 Y24
Dm2C I8MA

X18 Y24
1m2C I2NA

X19 Y24
Tm2C I8NA

X20 Y24
nm2C I2OA

X21 Y24
fm2C I8OA

X22 Y24
7m2C I2PA
[note: blacks out upon entry]

X23 Y24
vm2C I8PA

Y ROW 25

X0 Y25

X1 Y25
DI2C I2FA

X2 Y25
1I2C I8FA

X3 Y25
TI2C I2GA

X4 Y25
nI2C I8GA

X5 Y25
fI2C I2HA

X6 Y25
7I2C I8HA

X7 Y25
vI2C I2IA

X8 Y25
LJ2C I8IA

X9 Y25
DJ2C I2JA

X10 Y25
1J2C I8JA

X11 Y25
TJ2C I2KA

X12 Y25
nJ2C I8KA

X13 Y25
fJ2C I2LA

X14 Y25
7J2C I8LA

X15 Y25
vJ2C I2MA

X16 Y25
LK2C I8MA

X17 Y25
DK2C I2NA

X18 Y25
1K2C I8NA

X19 Y25
TK2C I2OA

X20 Y25
nK2C I8OA

X21 Y25
fK2C I2PA

X22 Y25
7K2C I8PA

X23 Y25
vK2C IYAA

Y ROW 26

X0 Y26

X1 Y26
Dk3C I8FA

X2 Y26
1k3C I2GA

X3 Y26
Tk3C I8GA

X4 Y26
nk3C I2HA

X5 Y26
fk3C I8HA

X6 Y26
7k3C I2IA

X7 Y26
vk3C I8IA
[note: blacks out upon entry]

X8 Y26
L13C I2JA

X9 Y26
D13C I8JA

X10 Y26
113C I2KA

X11 Y26
T13C I8KA

X12 Y26
n13C I2LA

X13 Y26
f13C I8LA

X14 Y26
713C I2MA
[has a fightable miniboss]

X15 Y26
v13C I8MA
[note: blacks out upon entry]

X16 Y26

X17 Y26

X18 Y26

X19 Y26

X20 Y26

X21 Y26

X22 Y26

X23 Y26

X0 Y27

X1 Y27

DI3C I2GA

X2 Y27

1I3C I8GA

[note: miniboss, game glitches up]

X3 Y27

TI3C I2HA

[note: blacks out upon entry]

X4 Y27

nI3C I8HA

[note: blacks out upon entry]

X5 Y27

fI3C I2IA

[note: game glitches up]

X6 Y27

7I3C I8IA

[note: blacks out upon entry]

X7 Y27

vI3C I2JA

[note: blacks out upon entry]

X8 Y27

LJ3C I8JA

X9 Y27

DJ3C I2KA

[note: blacks out upon entry]

X10 Y27

1J3C I8KA

X11 Y27

TJ3C I2LA

X12 Y27

nJ3C I8LA

X13 Y27

fJ3C I2MA

X14 Y27

7J3C I8MA

X15 Y27

vJ3C I2NA

X16 Y27

LK3C I8NA

X17 Y27

X18 Y27
1K3C I80A

X19 Y27
TK3C I2PA

X20 Y27
nK3C I8PA

X21 Y27
fK3C IYAA

X22 Y27
7K3C I4AA

X23 Y27
vK3C IYBA
[note: blacks out upon entry]

Y ROW 28

X0 Y28

X1 Y28
DkaC I8GA

X2 Y28
1kaC I2HA

X3 Y28
TkaC I8HA

X4 Y28
nkaC I2IA
[note: blacks out upon entry]

X5 Y28
fkaC I8IA

X6 Y28
7kaC I2JA

X7 Y28
vkaC I8JA

X8 Y28
LlaC I2KA

X9 Y28
DlaC I8KA

X10 Y28
1laC I2LA

X11 Y28
TlaC I8LA

X12 Y28
n1aC I2MA

X13 Y28
flaC I8MA

X14 Y28
71aC I2NA

X15 Y28

[note: glitches up]

X16 Y28
LmaC I2OA

X17 Y28
DmaC I8OA

X18 Y28
1maC I2PA

X19 Y28
TmaC I8PA

X20 Y28
nmaC IYAA

X21 Y28
fmaC I4AA

X22 Y28
7maC IYBA

X23 Y28
vmaC I4BA

Y ROW 29

X0 Y29

X1 Y29
DIaC I2HA

X2 Y29
1IaC I8HA

X3 Y29
TIaC I2IA

X4 Y29
nIaC I8IA

X5 Y29
fIaC I2JA

X6 Y29
7IaC I8JA

X7 Y29
vIaC I2KA

X8 Y29
LJaC I8KA
[note: blacks out upon entry]

X9 Y29
DJaC I2LA

X10 Y29
lJaC I8LA

X11 Y29

X12 Y29
nJaC I8MA
[note: blacks out upon entry]

X13 Y29
fJaC I2NA

X14 Y29
7JaC I8NA
[note: blacks out upon entry]

X15 Y29

X16 Y29

X17 Y29
DKaC I2PA
[note: glitches up]

X18 Y29
lKaC I8PA
[note: blacks out upon entry]

X19 Y29
TKaC IYAA
[note: glitches up]

X20 Y29
nKaC I4AA

X21 Y29
fKaC IYBA

X22 Y29
7KaC I4BA

X23 Y29
vKaC IYCA
[note: blacks out upon entry]

X0 Y30

X1 Y30

DkbC I8HA

[note: blacks out upon entry]

X2 Y30

lkbC I2IA

[note: glitches up]

X3 Y30

TkbC I8IA

[note: blacks out upon entry]

X4 Y30

nkbC I2JA

X5 Y30

fkbc I8JA

[note: glitches up]

X6 Y30

7kbC I2KA

[note: blacks out upon entry]

X7 Y30

vkbC I8KA

[note: glitches up]

X8 Y30

LlbC I2LA

[note: blacks out upon entry]

X9 Y30

DlbC I8LA

[note: glitches up]

X10 Y30

llbC I2MA

[note: blacks out upon entry]

X11 Y30

TlbC I8MA

X12 Y30

nlbC I2NA

[note: blacks out upon entry]

X13 Y30

flbC I8NA

X14 Y30

7lbC I2OA

X15 Y30

X16 Y30

LmbC I2PA

X17 Y30

X18 Y30

X19 Y30
TmbC I4AA

X20 Y30
nmbC IYBA
[note: blacks out upon entry]

X21 Y30

X22 Y30

X23 Y30

Y ROW 31

X0 Y31
LIbC I8HA
[note: blacks out upon entry]

X1 Y31
DIbC I2IA

X2 Y31
1IbC I8IA

X3 Y31
TIbC I2JA

X4 Y31
nIbC I8JA

X5 Y31
fIbC I2KA

X6 Y31
7IbC I8KA
[note: glitches up]

X7 Y31
vIbC I2LA
[note: blacks out upon entry]

X8 Y31
LJbC I8LA
[note: blacks out upon entry]

X9 Y31
DJbC I2MA
[note: blacks out upon entry]

X10 Y31
1JbC I8MA

X11 Y31
TJbC I2NA

X12 Y31
nJbC I8NA

X13 Y31
fJbC I20A

X14 Y31
TJbC I80A

X15 Y31
vJbC I2PA

X16 Y31
LKbC I8PA

X17 Y31
DKbC IYAA

X18 Y31
lKbC I4AA

X19 Y31
TKbC IYBA

X20 Y31
nKbC I4BA

X21 Y31
fKbC IYCA

X22 Y31
7KbC I4CA

X23 Y31
vKbC IYDA

And for good measure, for those of you with cartridges that can access
the X-coordinate past X23, here are X24-31 Y0-31

Y ROW 0

X24 Y0

X25 Y0

X26 Y0

X27 Y0

X28 Y0

X29 Y0

X30 Y0

X31 Y0
vnQC I8HA

Y ROW 1

X24 Y1
LLQC I8EA

X25 Y1
DLQC I2FA

X26 Y1
1LQC I8FA

X27 Y1
TLQC I2GA

X28 Y1
nLQC I8GA

X29 Y1
fLQC I2HA

X30 Y1
7LQC I8HA

X31 Y1
vLQC I2IA

Y ROW 2

X24 Y2
LnRC I2FA

X25 Y2
DnRC I8FA

X26 Y2
1nRC I2GA

X27 Y2
TnRC I8GA

X28 Y2
nnRC I2HA

X29 Y2
fnRC I8HA

X30 Y2
7nRC I2IA

X31 Y2
vnRC I8IA

Y ROW 3

X24 Y3
LLRC I8FA

X25 Y3
DLRC I2GA

X26 Y3
1LRC I8GA

X27 Y3
TLRC I2HA

X28 Y3
nLRC I8HA

X29 Y3
fLRC I2IA

X30 Y3
7LRC I8IA

X31 Y3
vLRC I2JA

Y ROW 4

X24 Y4
LnSC I2GA

X25 Y4
DnSC I8GA

X26 Y4
1nSC I2HA

X27 Y4
TnSC I8HA

X28 Y4
nnSC I2IA

X29 Y4
fnSC I8IA

X30 Y4
7nSC I2JA

X31 Y4
vnSC I8JA

Y ROW 5

X24 Y5

LLSC I8GA

X25 Y5
DLSC I2HA

X26 Y5
1LSC I8HA

X27 Y5
TLSC I2IA

X28 Y5
nLSC I8IA

X29 Y5
fLSC I2JA

X30 Y5
7LSC I8JA

X31 Y5
vLSC I2KA

Y ROW 6

X24 Y6
LnTC I2HA

X25 Y6
DnTC I8HA

X26 Y6
1nTC I2IA

X27 Y6
TnTC I8IA

X28 Y6
nnTC I2JA

X29 Y6
fnTC I8JA

X30 Y6
7nTC I2KA

X31 Y6
vnTC I8KA

Y ROW 7

X24 Y7
LLTC I8HA

X25 Y7
DLTC I2IA

X26 Y7
1LTC I8IA

X27 Y7
TLTC I2JA

X28 Y7
nLTC I8JA

X29 Y7
fLTC I2KA

X30 Y7
7LTC I8KA

X31 Y7
vLTC I2LA

Y ROW 8

X24 Y8
LnUC I2IA

X25 Y8
DnUC I8IA

X26 Y8
1nUC I2JA

X27 Y8
TnUC I8JA

X28 Y8
nnUC I2KA

X29 Y8
fnUC I8KA

X30 Y8
7nUC I2LA

X31 Y8
vnUC I8LA

Y ROW 9

X24 Y9
LLUC I8IA

X25 Y9
DLUC I2JA

X26 Y9
1LUC I8JA

X27 Y9
TLUC I2KA

X28 Y9
nLUC I8KA

X29 Y9
fLUC I2LA

X30 Y9
7LUC I8LA

X31 Y9
vLUC I2MA

Y ROW 10

X24 Y10
LnVC I2JA

X25 Y10
DnVC I8JA

X26 Y10
1nVC I2KA

X27 Y10
TnVC I8KA

X28 Y10

X29 Y10
fnVC I8LA

X30 Y10
7nVC I2MA

X31 Y10
vnVC I8MA

Y ROW 11

X24 Y11
LLVC I8JA

X25 Y11
DLVC I2KA

X26 Y11
1LVC I8KA

X27 Y11
TLVC I2LA

X28 Y11
nLVC I8LA

X29 Y11
fLVC I2MA

X30 Y11
7LVC I8MA

X31 Y11
vLVC I2NA

Y ROW 12

X24 Y12
LnWC I2KA

X25 Y12
DnWC I8KA

X26 Y12
1nWC I2LA

X27 Y12
TrnWC I8LA

X28 Y12
nnWC I2MA

X29 Y12
fnWC I8MA

X30 Y12
7nWC I2NA

X31 Y12
vnWC I8NA

Y ROW 13

X24 Y13
LLWC I8KA

X25 Y13
DLWC I2LA

X26 Y13
1LWC I8LA

X27 Y13
TLWC I2MA

X28 Y13
nLWC I8MA

X29 Y13
fLWC I2NA

X30 Y13
7LWC I8NA

X31 Y13
vLWC I2OA

Y ROW 14

X24 Y14

X25 Y14
DnXC I8LA

X26 Y14
1nXC I2MA

X27 Y14
TnXC I8MA

X28 Y14
nnXC I2NA

X29 Y14
fnXC I8NA

X30 Y14
7nXC I2OA

X31 Y14
vnXC I8OA

Y ROW 15

X24 Y15
LLXC I8LA

X25 Y15
DLXC I2MA

X26 Y15
1LXC I8MA

X27 Y15
TLXC I2NA

X28 Y15
nLXC I8NA

X29 Y15
fLXC I2OA

X30 Y15
7LXC I8OA

X31 Y15
vLXC I2PA

Y ROW 16

X24 Y16
LnYC I2MA

X25 Y16
DnYC I8MA

X26 Y16
lnYC I2NA

X27 Y16
TnUC I8NA

X28 Y16
nnYC I2OA

X29 Y16
fnYC I8OA

X30 Y16
7nYC I2PA

X31 Y16
vnYC I8PA

Y ROW 17

X24 Y17
LLYC I8MA

X25 Y17
DLYC I2NA

X26 Y17
1LYC I8NA

X27 Y17
TLYC I2OA

X28 Y17
nLYC I8OA

X29 Y17
fLYC I2PA

X30 Y17
7LYC I8PA

X31 Y17
vLYC IYAA

Y ROW 18

X24 Y18
LnZC I2NA

X25 Y18
DnZC I8NA

X26 Y18
lnZC I20A

X27 Y18
TnZC I80A

X28 Y18
nnZC I2PA

X29 Y18
fnZC I8PA

X30 Y18
7nZC IYAA

X31 Y18
vnZC I4AA

Y ROW 19

X24 Y19
LLZC I8NA

X25 Y19
DLZC I20A

X26 Y19
lLZC I80A

X27 Y19

X28 Y19
nLZC I8PA

X29 Y19
fLZC IYAA

X30 Y19
7LZC I4AA

X31 Y19
vLZC IYBA

Y ROW 20

X24 Y20
Ln0C I20A

X25 Y20

Dn0C I80A

X26 Y20
1n0C I2PA

X27 Y20
Tn0C I8PA

X28 Y20
nn0C IYAA

X29 Y20
fn0C I4AA

X30 Y20
7n0C IYBA

X31 Y20
vn0C I4BA

Y ROW 21

X24 Y21
LL0C I80A

X25 Y21
DL0C I2PA

X26 Y21
1L0C I8PA

X27 Y21
TL0C IYAA

X28 Y21
nL0C I4AA

X29 Y21
fL0C IYBA

X30 Y21
7L0C I4BA

X31 Y21
vL0C IYCA

Y ROW 22

X24 Y22
Ln1C I2PA

X25 Y22
Dn1C I8PA

X26 Y22
1n1C IYAA

X27 Y22
Tn1C I4AA

X28 Y22
nn1C IYBA

X29 Y22
fn1C I4BA

X30 Y22
7n1C IYCA

X31 Y22
vn1C I4CA

Y ROW 23

X24 Y23
LL1C I8PA

X25 Y23
DL1C IYAA

X26 Y23
1L1C I4AA

X27 Y23
TL1C IYBA

X28 Y23
nL1C I4BA

X29 Y23
fL1C IYCA

X30 Y23
7L1C I4CA

X31 Y23
vL1C IYDA

Y ROW 24

X24 Y24
Ln2C IYAA

X25 Y24
Dn2C I4AA

X26 Y24
1n2C IYBA

X27 Y24
Tn2C I4BA

X28 Y24
nn2C IYCA

X29 Y24
fn2C I4CA

X30 Y24
7n2C IYDA

X31 Y24
vn2C I4DA

Y ROW 25

X24 Y25
LL2C I4AA

X25 Y25
DL2C IYBA

X26 Y25
1L2C I4BA

X27 Y25
TL2C IYCA

X28 Y25
nL2C I4CA

X29 Y25
fL2C IYDA

X30 Y25
7L2C I4DA

X31 Y25
vL2C IYEA

Y ROW 26

X24 Y26

X25 Y26
Dn3C I4BA

X26 Y26
1n3C IYCA

X27 Y26
Tn3C I4CA

X28 Y26
nn3C IYDA

X29 Y26

X30 Y26
7n3C IYEA

X31 Y26
vn3C I4EA

Y ROW 27

X24 Y27
LL3C I4BA

X25 Y27
DL3C IYCA

X26 Y27
1L3C I4CA

X27 Y27
TL3C IYDA

X28 Y27
nL3C I4DA

X29 Y27
fL3C IYEA

X30 Y27
7L3C I4EA

X31 Y27
vL3C IYFA

Y ROW 28

X24 Y28
LnaC IYCA

X25 Y28
DnaC I4CA

X26 Y28
1naC IYDA

X27 Y28
TnaC I4DA

X28 Y28

X29 Y28
fnaC I4EA

X30 Y28
7naC IYFA

X31 Y28
vnaC I4FA

Y ROW 29

X24 Y29
LLaC I4CA

X25 Y29
DLaC IYDA

X26 Y29
lLaC I4DA

X27 Y29
TLaC IYEA

X28 Y29
nLaC I4EA

X29 Y29
fLaC IYFA

X30 Y29
7LaC I4FA

X31 Y29
vLaC IYGA

Y ROW 30

X24 Y30
LnbC IYDA

X25 Y30
DnbC I4DA

X26 Y30
lnbC IYEA

X27 Y30
TnbC I4EA

X28 Y30
nnbC IYFA

X29 Y30
fnbC I4FA

X30 Y30

X31 Y30
vnbC I4GA

Y ROW 31

X24 Y31
LLbC I4DA

X25 Y31
DLbC IYEA

X26 Y31
lLbC I4EA

X27 Y31
TLbC IYFA

X28 Y31
nLbC I4FA

X29 Y31
fLbC IYGA

X30 Y31
7LbC I4GA

X31 Y31
vLbC IYHA

There are some coordinates on the 32 x 32 grid where entering a password causes the game to black out. Surprisingly, these rooms, if adjacent rooms have an open threshold to them, are accessible. Why passwords cannot access them, but they turn out to be accessible by foot is unknown at this time.

```
*****  
*****  
***** GAME MECHANICS OF THE LOST FRONTIER *****  
*****  
*****  
[1005]
```

All games have a system of rules they operate by. These are the game's equivalent of the laws of physics. For example, in Super Mario Bros, based on the game's rules, Mario can jump. In TGL, however, based on the rules, the Guardian cannot jump. I will start you off by giving you some of the normal rules this game is governed by. These same rules are found in many of the same games. These are common sense rules everyone will say "duh, it's obvious" to, but I reiterate them because some of these rules... they don't apply to the Lost Frontier.

Rule: When you cross a threshold (the edge of a screen), the next room will always appear the same no matter what time you cross it. The next room will also appear the same regardless of which adjacent room it is approached from. And when you cross back to go back to the room you came from, that original room will appear the same as when you left it. The same applies for use of portals.

Rule: When a special weapon is used, it has the same effect each time (barring Chip limitation, levelling a weapon up, or an enemy's weaknesses or

strengths). Basically, when you use the Laser Saber, a little laser saber comes out of the Guardian in the same position every time.

Rule: If the threshold you cross is open, the adjacent room will have a corresponding open threshold on the side the two rooms share.

Rule: You cannot cross from an Area of one number to an Area of a different number by crossing a threshold. Such a transition can only occur by using a portal and passing through an intermediary room, usually a Lander room of some sort or a Corridor room.

Rule: There are a series of protocols the game follows when there is a miniboss at a location. First, when you arrive on the screen, warning klaxons sound, then green blocks appear to cover every open space along any side with a threshold. The boss then appears. When the boss is defeated, a victory tune is played and an item box is left in the center of the room. When the item is collected, one block in every wall of green blocks becomes brown, meaning it can be broken. Should you ever return to the same screen again, no step in the series of protocols will be carried out. The game "remembers" the miniboss has been beaten.

Rule: When you beat a Corridor, you will return to the same Corridor room, but the Corridor will be sealed.

Now for the strange, bizarre rules which govern the Lost Frontier. Having spent dozens of hours exploring this place, I have seen them play out.

The strangest property to moving around the labyrinth in the Lost Frontier is depending on the time you cross the screen's threshold, the next room will appear differently from if you cross the threshold at a different time. There are many different possibilities for each screen. The arrangement of the room, whether or not there are portals are not, and what Keys are needed for those portals can and does vary. Likewise, when entering a portal, the timing in which you move onto it will determine what the room on the other side of the portal will be. This explains why there can be several corridors found at the exact same coordinates. I've tested this using save states and when I move at the exact same speed, I always land the same possibility. This proves it is not entirely random as if it were random, the possibility would be different each time I load up the same state. If my speed is slower or faster by even a margin of less than a second, a different screen appears. The switching of room possibilities occurs on the millisecond scale. In the normal game, everything is bi-directional. A screen with an open threshold on the left will correspondingly have a screen left of it with an open threshold on the right. Here, nothing is necessarily bi-directional. Sometimes, the Guardian can arrive in rooms that have no exits. These are basically trap rooms, where there is only a one-way entry and there is no escape, other than by loading up an earlier save state. In other cases, an open threshold on one side can be adjacent to a wall which cannot be walked through once passed through.

In some screens, there is an overlap which would normally not occur. There is an open threshold on the edge of the screen, but also a blue portal box there. When this occurs, the threshold cannot be crossed. Anywhere there is a portal, there is a de facto wall, visible or not. On some screens with portals, there are invisible walls even on thresholds that do not have a portal. There are some screens where there is a threshold, but there is also

an invisible wall there as well. I've seen this often on some screens with the slime enemies. There are some screens that have small invisible walls in the middle of the screen.

Theory: I suspect this portal = wall rule is actually a rule in the normal game (but which we never see since the programmers make sure there is always a visible wall by a portal).

It is also possible to walk through some walls. When the Guardian transitions from a screen with an open threshold say on the right side to a room where the left side is a wall, she can walk through the wall so long as she is moving straight and nothing is there to obstruct her. Also, if there is some glitchy tiles on the wall which can be walked on, in some cases the Guardian can walk on those glitchy tiles and cross the wall. This is even possible with glitchy tiles in some corridor rooms or text box rooms, where you can scroll to another special room type (non-overworld Area room). With glitched blocks that can be walked upon, if it is a Corridor Room (active), the screen will scroll to another Corridor Room (active). That Corridor Room, in the cases I've seen will be open, but you can walk on the black space without entering, there may or may not be red tech panels there, and the "Corridor #" sign will be completely black. Basically, it's a false corridor room, a dummy corridor. I have not had the chance to scroll screens in Sealed Corridor Rooms. With empty orange corridor rooms, walking through the wall results in another empty orange corridor room. With Save Lander rooms, walking through the wall results in a Save Lander room with no text in the text box accompanying it. With Lander rooms saying "Any Luck?", the Lander is in the next room, but says nothing. I have not walked through the wall of either Lander room selling anything (single or "only one"). With text box rooms, walking through the walls results in another text box room except the text box says nothing.

Theory: The game organizes room types by several layers. Areas 0 through 10 are each in separate layers, distinctly isolated from one another, thus why you cannot walk from an Area 7 room to an Area 2 room, and why you cannot walk from an Area 3 room to an Area 4 room. I suspect that all Save Lander rooms are one layer, the "Only One" Lander rooms are a different layer, the Lander shop rooms are yet another layer, Active Corridor rooms are one layer, Empty Corridor Rooms are another layer. We can't see that they have this categorizational structure because all special rooms never have open thresholds in the game.

On the subject of room formation, it seems like if you move to the next room, either via threshold or portal fast, that room will often be an exitless room or an empty corridor room with no exits. However, it does not mean after you wait a long enough time, a room with a corridor or exits will be there. There always remains the possibility of the exitless room, but the possibility of reaching an exitless room is extremely high early on and declines as time goes on, but after a certain time the possibility levels off. I think the pattern repeats after that, but I am not sure. I'm also not even sure there is a pattern, but there are definite probabilities.

There are some... stranger types of possibilities for rooms. One of the possibilities is that the screen will go black when the Guardian crosses that threshold or enters the portal. Another possibility is one that only

occurs with threshold movement; it is where the Guardian enters a screen and all movement is frozen, and the screen is blue, white and red, and the TGL title screen music plays. This screen resembles an Area 0 room open on the top and bottom with walls on the left and white. The only way out of this is resetting the game. With one instance here though, I observed the Guardian moving around the screen, albeit uncontrollably. And another instance, notably in Area 4, I was able to control movement on this screen, and even walk onto an invisible portal and warp to another room.

Another possibility is miniboss warning klaxons will go off. Now, this event has a few possibilities. The first, and among the most common ones is the graphics will glitch up, becoming simpler (I think this is called the graphics decompiling) and the game screen freezing up and either going to black or black alternating with a screen of a solid color every so often. Either way, it means you have to reset. The other possibility with the miniboss klaxons is that a miniboss will appear. Now this possibility has a few possibilities: either a real boss will appear, which means it can be defeated and an item box dropped, or no miniboss will appear but the miniboss music will stop after some duration (on the scale of seconds), victory over miniboss music will play and an item box will appear, or the klaxons sound, no miniboss appears, but the music continues playing (at least for over 2 minutes) without the miniboss being defeated. Consider in these cases the minibosses to be invisible and that they cannot be interacted with (i.e. they cannot harm you, you cannot harm them) which self-destruct after x interval of seconds (with x varying from invisible miniboss to miniboss). This has some credence as on a number of screens with no miniboss, maybe 1/5th or 1/6th, an explosion like that of a miniboss being beaten occurs on the upper fringes of the screen, half on the screen half off the screen. In all cases, as following the game's normal mechanics, green blocks appear on all thresholds, the klaxons sound, and when the miniboss is defeated, victory over miniboss music plays and an item box appears in the center of the room. Another possibility is one I observed only once, a demo starts playing. This demo was a corridor, as is the case with all the demos. Note that there is a different situation where a labyrinth can turn into a corridor. That is different from this. This corridor was a conventional one in the game.

I've said earlier how the type of arrangement with a room and whether there are portals or not and what types of portals they are can vary, but accessing rooms from different portals or wandering to the same coordinates after taking portals somewhere in the vicinity can allow for a multiplicity of different Areas at the same coordinates. For the screen X4 Y244, I've seen it as Areas 0,4,6,8,10. For the screen X17 Y238, I've seen it as Areas 0,2,3,8,9. At X6 Y255, I've seen Areas 0,2,5,7,8. At X8 Y255, I've seen Areas 0,2,3,4,5,6,7,8,9. So, for some coordinates, there can be at least up to 9 different Areas for that coordinates and possibly even 1 or more Corridors too. I suspect all 11 Areas are possible at some or more coordinates.

So, the ultimate factors which affect the appearance of a room are timing and passage through a portal, even if it was several screens away. To help understand the changing appearance of a room in this area, imagine there is an invisible Z-coordinate to the mapping structure and the time at which the Guardian crosses the screen's threshold or enters the portal determines what

Z-coordinate for those X,Y coordinates she arrives at. X & Y coordinates are used to map planes, but X, Y, and Z coordinates are used to map realms (three-dimensional spaces). I'm not saying there is a Z-coordinate, I'm saying it's a useful mental device to help frame the concept of the flux of possibilities for the same room. Imagine that the different Areas for each coordinate, such as the cases of X4 Y244 and X17 Y238 I noted earlier, each Area is at a different Z-coordinate and imagine that for the rules governing this system, the Z-coordinates for different Areas are not accessible when walking across a threshold. So, for let's say all the Area 0 room possibilities for a specific set of coordinates, imagine they have Z-values of say 30-40, and the other Areas possible for those coordinates are different sets of coordinates, like say Area 1 is 11-20 and Area 3 is 67-72. Merely walking across a threshold only allows movement in the range of Z-values between 30-40. Any Z-values that have Corridors, text box rooms, Lander rooms, empty corridor rooms, etc associated with them are excluded in the range of movement. If there is a portal on that screen, it determines movement both in an X or Y direction depending on the location of the portal (left or right vs. top or bottom), but there is also movement on the Z-axis. The portal's range of possibilities for movement when going from an Area room to a special room exclude all Z-values associated with Areas, but include all possibilities with Corridors, text rooms, empty corridor rooms, Lander rooms, etc. The possibilities for Z-values when going through a portal in a special room include all possible Z-values since some special rooms can be adjacent to other special rooms. Now, under this imaginary system, movement along the Z-axis would be disabled for all rooms officially mapped, such as those on the X0-X23, Y0-Y23 grid which appear as white on the map when all the Keys are obtained. However, using the teleporter (read further down), Z-coordinates for rooms on the regular map are accessible.

Some rooms (i.e. coordinates), depending on where you enter them from and more importantly, when you enter them, can display multiple corridors. Or sometimes after beating an open corridor there, you'll arrive back in the same room, but it's a different corridor there! I found several examples of this. One is X22, Y245, which I've seen as Corridors 61, 88, and 8. I've found a maximum of 5-6 corridors in the same room in some instances. Timing determines whether a special room has an empty orange corridor room, a Lander merchant, a text box room, a Save Lander, an active corridor, and what number the active corridor is. There are only a handful of corridor #s available at each coordinate. As far as I know, there is no master room where every corridor is available, from 0 to the highest number.

Now, when a Corridor is beaten, should it be playable, there are a few possible results. Sometimes, the game blacks out upon the transition between corridor and labyrinth again. A few occasions I was able, by mashing the buttons, to break the blackout and get the game to resume, but this was only in some of the cases where the music continued to play. Many times, the transition is completed. In some of those cases, the Guardian is sent back to an empty orange corridor room. There may or may not be portals to provide an exit here. In the cases where there is no exit, completing the corridor is basically a trap. Many times, the Guardian is sent back to the active corridor room and either the same corridor remains open or a completely different corridor is there! That new corridor may be open or closed. Rarely does the Guardian return and the corridor explode and leave an item like it would normally in the game. Many times that second corridor blacks out upon entry, but sometimes they are playable. Double-links, one playable corridor

which when beaten leads to a new corridor at the same coordinates which is also playable is a semi-common occurrence. Once I found a triple-link and a quadra-link. That is noted under weird occurrences.

In the Lost Frontier, the coordinate system is not exact. I've noticed the existence of staggered coordinates. The same Corridor is frequently found in several rooms located at coordinates close to one another. This made me think the coordinate system doesn't matter for precision, just for ballpark area (though I noted the precise coordinates I found corridors and minibosses at). I don't know why, but that's the way it is. I also noticed sometimes the same room can be found as a possibility in an adjacent room, a rarely occurring room with a portal on the same side, thresholds on the same side, and sometimes even the same enemies. Staggered coordinates apply to all types and categories of rooms it seems.

Theory: Just as the variability of the rooms in the Lost Frontier seem to intensify with the higher the Y value, so to do the coordinates become less exact it seems.

There are also some areas or rooms which seem to be a nexus of corridors. These are a grouping of coordinates which have rooms which produce many corridors and produce them at a frequent occurrence (some special rooms seem to produce empty orange corridor rooms always). In these areas, corridors can be found with great ease.

The game is affected by some of the same game mechanics: the labyrinths do not change from one Area to another without having to pass through a portal and there is in most cases a buffer room (Lander, textbox, corridor, etc), and you cannot wander from a labyrinth screen into a corridor room, Lander room of any type, or text box room without passing through a portal. You also cannot enter a Corridor unless you have jumped through the gate in the Corridor room. Labyrinth enemies will never appear in Corridors, but some Corridor enemies have been found in the labyrinths. There are instances, though, of a labyrinth turning into a Labyrinth-Corridor and of taking a portal directly from one Labyrinth Area to another Labyrinth Area. This is very rare though. I took a portal and went directly from Area 2 X4 Y224 to Area 8 X4 Y223. Another time, I took a portal and went from Area 8 to Area 8 without passing through a buffer room.

Some rooms seem to almost always be the same. For example, some in the Y0 series are always a Corridor room or a labyrinth room with a portal on the top fringe of the screen. Many rooms also have a frequency of appearing the same way. This can be seen easily especially in the Y255 and Y254 rows of rooms, where they all look like the three-way Area 0 room or the Area 4 room open only on one side, to the left. With some row in the low Y230s in Area 9, it frequently occurs as a desert room with only a threshold on the left. Often with jungle labyrinths in some areas, it is common to get screens with a threshold on the left only as well. Water areas seem to have equal probabilities of either a room with only a threshold on the left or only a threshold on the right. Obviously exitless rooms are a very high possibility in each area.

If you walk through the walls back onto a room on the real map of NAJU, it projects the current Area you were in on the other side of that wall onto the real Area. For example, walking from an Area 0 room into a real Area 9 room would make that desert labyrinth look like Area 0, except it would display the same enemies, except for the spider-donuts and little slimes, which will not have their Area 9 colors, rather, they would have their Area 0 colors. Area 0 music would play too. Minibosses are playable here. Entering warp portals in these template-exchanged Areas will result in you going back to the real Area and not the overlapped area. All corridors play normally because when you enter them via portal, using the portal sends you back to the real area. This layering confusion also occurs in Metroid and is in fact what causes the Hidden Worlds in that game.

Glitched corridors appear the same way every time you jump into them at that set of coordinates. They may be consistent across the board for that set of coordinates, or they may vary wildly. It's not just completely random garbled jumble of component images, it has the same pattern each time. Hitting the select button often can change their appearance to a completely different background and even make enemies appear where there were none. Basically, the enemies are associated with the background, not the corridor itself. With some, the corridor remains the same, just some component of the background or the whole background remains glitched permanently (i.e. cannot be undone). With many types of glitched corridors though, select can make it swap between half a dozen background or well over 2 dozen backgrounds (many of those backgrounds are variations on the same theme with a minute difference though). Many of the glitched corridor backgrounds are just endlessly looping. From one, I suspect that the corridor may only be about 1-3 screens long and just looped over and over. With some however, they have had a unique pattern while flying several minutes into it.

Every time I went to the X24 column, it was always an exitless overworld room or an exitless orange corridor room and there was always a slight delay when transitioning from an X23 room to an X24 room, longer than the usual transition time. The same applied for X255 rooms. X24 and X255 form barrier rooms. It is possible to get past it with other passwords, but it is not possible by wandering.

With Save Lander rooms in the Lost Frontier, if you hit A and go to the password, then click "go out", the Save Lander room will disappear. Often you will be in an Area 0 exitless room. Sometimes the room will be of any of the 11 area types and have an exit or just be another exitless room of different areas. Other possibilities include corridor rooms or the game blacking out. I noticed, even with a Save Lander at the same coordinates that the password it gives you varies. I noticed this even when I used save states inside a Save Lander room.

Save Lander rooms in the Lost Frontier do give passwords, but those passwords do not bring you to that coordinate. Those passwords bring you to a place on a 32 x 32 grid or cause the game to crash. The password will bring you to the same X coordinate as the Save Lander room in the Lost Frontier, but you will

be at a different Y coordinate, Y0-31. I've checked, and there is a consistent pattern. For example, any Save Lander room in the Y223 row ends up sending you to Y31 and any in Y224 sends you to Y0. And X22 Y032 (correct, I mean Y32 and not Y232) had passwords that sent me to X22 Y0. I surmise from this, that the Lost Frontier (beyond the 32 x 32 grid) has Save Landers that record passwords that send you to the same X coordinate, but a different Y coordinate. Starting with Y032, it sends you to Y0, and counts upward until it reaches Y31 and then repeats over and over again all the way through to Y255.

The majority of screens here have no enemies, but sometimes, I've encountered enemies. More can be read about that in the next section.

Some portals, even if on one side of the screen, don't necessarily send you one room in that direction. I've encountered portals on the right side of the screen which sent me to the room adjacent to the room I'm in on the left.

() ()

How It All Works

() ()

[1005A]

This section is incomplete. It will continue to be developed when further information and discoveries become available.

The basis of this are the game's hex numbers in the code. Numbers encode for some value, some property, be it music, graphics, weapons, whatnot. The same numbers are used for many different types of properties. The game is able to read these numbers based on where they are in the game's code. It is able to tell 0B in one place means one thing, and 0B in another place means a very different thing. I will list all the hex values for known properties of the game for reference since everything after them utilizes the data they have.

TGL SOUND TEST

Track

[hex] Track #- sound

00, 48-FF hex values encode for no music, so produce nothing at all

[01] 1-Title screen

[02] 2-Labyrinths 3,4,8 (long journey)

[03] 3-Boss music 1 (military aquatica)

[04] 4-Jungle corridors

[05] 5-Arctic corridors

[06] 6-Boss music 2/ Miniboss (miniboss)

[07] 7-Labyrinth 1,2,5,7 (sad walkabout)

[08] 8-Desert corridors (harder, darker opening, nuances, blurred audio)

[09] 9-Labyrinth 0 (optimistic start)

[0A] 10-Game Over

[0B] 11-Organic corridors (jingling opening, underlying ding ling ling to audio)

(unused one)

[0C] 12-Organic corridors (repeat of #11) (real one)

[0D] 13-Labyrinth 6,9 (retro '50s music)

[0E] 14-Labyrinth 10 (newer darker music)

[0F] 15-Ending music

- [10] 16-Empty corridor room
- [11] 17-Active corridor room
- [12] 18-Active corridor room (repeat of #17)
- [13] 19-Computer room
- [14] 20-Water corridors (unused one)
- [15] 21-Water corridors (repeat of #20) (real one)
- [16] 22-Boss music 3 (ominous opponent)
- [17] 23-Transformation sequence returning from corridor
- [18] 24-Lander room
- [19] 25-Password screen/ Corridor 22
- [1A] 26-Victory over the Miniboss
- [1B] 27-Victory over the Corridor
- [1C] 28-Corridor 21
- [1D] 29-Transformation sequence entering corridor
- [1E] 30-Corridor 0
- [1F] 31-N/A (is this the music track used when they want no music?)
- [20] 32-Bullets hitting a target- penetrating
- [21] 33-Bullets hitting a target- not penetrating
- [22] 34-Sound of enemies being destroyed
- [23] 35-Fire sound #1 (faint)
- [24] 36-Fire sound #2 (faint, but slightly louder and longer)
- [25] 37-Main weapon sound
- [26] 38-Multibullet sound
- [27] 39-Fire sound #3 (sounds like flipping through a bunch of papers)
- [28] 40-Hyper Laser sound
- [29] 41-Fire sound #4 (sounds more spaced out)
- [2A] 42-Wave weapons fired
- [2B] 43-???????
- [2C] 44-Laser Saber & Cutting Saber sound
- [2D] 45-Fire sound #5 (sounds the same as earlier ones)
- [2E] 46-Grenade sound
- [2F] 47-Enemy Eraser sound
- [30] 48-picking up a Heart
- [31] 49-picking up a Lander
- [32] 50-picking up an Energy Tank
- [33] 51-picking up a Chip
- [34] 52-entering letters in the password
- [35] 53-weapon being collected
- [36] 54-received _ Key sound
- [37] 55-Fire sound #6 (louder, more continuous, paper flipping sound)
- [38] 56-sound of receiving damage
- [39] 57-sound of miniboss or boss being hit
- [3A] 58-teleporting out
- [3B] 59-teleporting out (repeat of #58)
- [3C] 60-teleporting in
- [3D] 61-moving cursor on select screen and password cursor
- [3E] 62-moving cursor on select screen and password cursor (repeat of #61)
- [3F] 63-corridor gate opens
- [40] 64-Fire sound #7 (short, brief)
- [41] 65-Fire sound #8 (short, brief)
- [42] 66-Fire sound #9 (longer)
- [43] 67-boss klaxons (it's actually only a single klaxon sounded once)
- [44] 68-N/A
- [45] 69-N/A
- [46] 70-Hitting start or select button
- [47] 71-Hitting start or select button (repeat of #70)

COLLECTIBLE OBJECTS

- [00] MultiBullet
- [01] Backfire

[02] Wave Attack
[03] Bullet Shield
[04] Grenade
[05] Fireball
[06] Area Blaster
[07] Repeller
[08] Hyper Laser
[09] Saber Laser
[0A] Cutter Laser
[0B] Enemy Erasers
[0C] Energy Tank
[0D] Blue Lander
[0E] Attack Booster
[0F] Shield Booster
[10] Consecutive Fire (?)
[11] Red Lander
object values 12 and above I cannot determine.

The first string of code I received from my source (Kuzeelar) contains the music for the Corridors. Every line of code below this are the lines that come after it. All of these lines contain the data for all the corridors, including the ones numbering above 22.

Hex Code for music in Corridors 0-22
Corridor 0- 1E [Track 30: Corridor 0]
Corridor 1- 15 [Track 21: water corridors]
Corridor 2- 15 [Track 21: water corridors]
Corridor 3- 04 [Track 4: jungle corridors]
Corridor 4- 04 [Track 4: jungle corridors]
Corridor 5- 05 [Track 5: arctic corridors]
Corridor 6- 05 [Track 5: arctic corridors]
Corridor 7- 0C [Track 12: organic corridors]
Corridor 8- 0C [Track 12: organic corridors]
Corridor 9- 08 [Track 8: desert corridors]
Corridor 10- 08 [Track 8: desert corridors]
Corridor 11- 15 [Track 21: water corridors]
Corridor 12- 15 [Track 21: water corridors]
Corridor 13- 04 [Track 4: jungle corridors]
Corridor 14- 04 [Track 4: jungle corridors]
Corridor 15- 05 [Track 5: arctic corridors]
Corridor 16- 05 [Track 5: arctic corridors]
Corridor 17- 0C [Track 12: organic corridors]
Corridor 18- 0C [Track 12: organic corridors]
Corridor 19- 08 [Track 8: desert corridors]
Corridor 20- 08 [Track 8: desert corridors]
Corridor 21- 1C [Track 28: Corridor 21]
Corridor 22- 19 [Track 25: password screen/ Corridor 22]

The next string of code which occurs directly after the musical string is the one that encodes for the weapons you receive from beating the corridor.

Corridor 0- __ (it's blank)
Corridor 1- 07 [Repeller]
Corridor 2- 09 [Saber Laser]
Corridor 3- 0C [Energy Tank]
Corridor 4- 00 [MultiBullet]
Corridor 5- 0B [Enemy Erasers]
Corridor 6- 06 [Area Blaster]
Corridor 7- 0A [Cutter Laser]

Corridor 8- 03 [Bullet Shield]
 Corridor 9- 06 [Area Blaster]
 Corridor 10- 0B [Enemy Erasers]
 Corridor 11- 04 [Grenade]
 Corridor 12- 08 [Hyper Laser]
 Corridor 13- 0F [Shield Booster]
 Corridor 14- 0D [Blue Lander]
 Corridor 15- 11 [Red Lander]
 Corridor 16- 01 [Backfire]
 Corridor 17- 09 [Saber Laser]
 Corridor 18- 05 [Fireball]
 Corridor 19- 0F [Shield Booster]
 Corridor 20- 0E [Attack Booster]
 Corridor 21- __ (it's blank)
 Corridor 22- __ (it's blank)

But, Kuzeelar determined by looking at the corridor weapons line of code that the music played in Corridors 23-42, the music's hex numbers, corresponded precisely with the weapons' (well, they're not all weapons, such as the Landers and Boosters, but that's beside the point) hex numbers. Basically, for corridors numbering above 22, the game gets confused and thinks the line below the corridor music code is a continuation of the corridor music code. So, looking at the above table, renumbering the corridors to be 23-42 and looking up the hex number for music and not weapons, this is what we get. Note that the line of code where I have designated it is blank apparently skips those corridors, with some other line of code taking precedence. The game is apparently able to tell it should skip Corridors 0, 21, 22 for weapons and doesn't interpret 07 [Repeller], the prize for Corridor 1, as the prize for Corridor 0. Anyway,

Corridor #- hex [music track]- ***= confirmed to match
 Corridor 23- 07 [Track 7: Labyrinth 1,2,5,7]- ***
 Corridor 24- 09 [Track 9: Labyrinth 0]- ***
 Corridor 25- 0C [Track 12: organic corridors- real one]
 Corridor 26- 00 [nothing]- ***
 Corridor 27- 0B [Track 11: organic corridors- fake one]- ***
 Corridor 28- 06 [Track 6: boss music #2/miniboss]
 Corridor 29- 0A [Track 10: game over]
 Corridor 30- 03 [Track 3: boss music #1- "military aquatica"]
 Corridor 31- 06 [Track 6: boss music #2/miniboss]
 Corridor 32- 0B [Track 11: organic corridors- fake one]- ***
 Corridor 33- 04 [Track 4: jungle corridors]
 Corridor 34- 08 [Track 8: desert corridors]
 Corridor 35- 0F [Track 15: ending music]
 Corridor 36- 0D [Track 13: Labyrinth 6,9]
 Corridor 37- 11 [Track 17: active corridor room- <><> one]- ***
 Corridor 38- 01 [Track 1: title screen]- ***
 Corridor 39- 09 [Track 9: Labyrinth 0]- ***
 Corridor 40- 05 [Track 5: arctic corridors]
 Corridor 41- 0F [Track 15: ending music]
 Corridor 42- 0E [Track 14: Labyrinth 10]- ***

There is near perfect correlation with my corridor notes. The exceptions are basically exclusively versions of real corridors (Corridors 0-22) playing as that number. Corridors 25, 29, 30, 33, 34, 35, 36, 41 could not be confirmed because all versions were either sealed or blacked out upon entry. Corridor 28 could not be confirmed since it has not yet been encountered. Corridor 31 had 1 version play miniboss music, but many did not play any music. The one unique version of Corridor 40 that worked played no music.

Corridor 26 is a bizarre corridor with a double transformation sequence, the 1st being normal, the 2nd being a silent one on a glitched red background which blacks out when completed. If hex 00 means no music is played, then we have a confirmed match.

We can explain away all exceptions as an example of false labels! The music code allows us to determine which Corridors numbering 23-42 are really 23-42 and which ones are impostors, mislabelled corridors.

Using this pattern, it follows that the line of code below the weapon prize code will contain the music for Corridors 43+. The line of code encodes for the graphical loading data for the corridor (the habitat, the environment, the template, the set of graphics that will be loaded). Here is the line of code as it is properly read in the game.

```
Corridor 0- 20 [space environment]
Corridor 1- 21 [water environment]
Corridor 2- 21 [water environment]
Corridor 3- 22 [jungle environment]
Corridor 4- 22 [jungle environment]
Corridor 5- 23 [arctic environment]
Corridor 6- 23 [arctic environment]
Corridor 7- 24 [organic environment]
Corridor 8- 24 [organic environment]
Corridor 9- 26 [desert environment- type II]
Corridor 10- 26 [desert environment- type II]
Corridor 11- 21 [water environment]
Corridor 12- 21 [water environment]
Corridor 13- 22 [jungle environment]
Corridor 14- 22 [jungle environment]
Corridor 15- 23 [arctic environment]
Corridor 16- 23 [arctic environment]
Corridor 17- 24 [organic environment]
Corridor 18- 24 [organic environment]
Corridor 19- 25 [desert environment- type I]
Corridor 20- 25 [desert environment- type I]
Corridor 21- 25 [desert environment- type I]
Corridor 22- 20 [space environment]
```

Apparently, the desert environment has 2 types, something no other environment has. Now, for how that set of hex values is played for music in more of the corridors.

```
Corridor 43- 20 [Track 32: bullet hitting a target, penetrating]
Corridor 44- 21 [Track 33: bullet hitting a target, not penetrating]
Corridor 45- 21 [Track 33: bullet hitting a target, not penetrating]
Corridor 46- 22 [Track 34: sound of enemy being destroyed]
Corridor 47- 22 [Track 34: sound of enemy being destroyed]
Corridor 48- 23 [Track 35- firing sound #1- faint]
Corridor 49- 23 [Track 35- firing sound #1- faint]
Corridor 50- 24 [Track 36- firing sound #2- faint, but slightly louder
& longer]
Corridor 51- 24 [Track 36- firing sound #2- faint, but slightly louder
& longer]
Corridor 52- 26 [Track 38: MultiBullet firing sound]
Corridor 53- 26 [Track 38: MultiBullet firing sound]
Corridor 54- 21 [Track 33: bullet hitting a target, not penetrating]
Corridor 55- 21 [Track 33: bullet hitting a target, not penetrating]
Corridor 56- 22 [Track 34: sound of enemy being destroyed]
```

Corridor 57- 22 [Track 34: sound of enemy being destroyed]
Corridor 58- 23 [Track 35- firing sound #1- faint]
Corridor 59- 23 [Track 35- firing sound #1- faint]
Corridor 60- 24 [Track 36- firing sound #2- faint, but slightly louder
& longer]
Corridor 61- 24 [Track 36- firing sound #2- faint, but slightly louder
& longer]
Corridor 62- 25 [Track 37- Main Weapon firing sound]
Corridor 63- 25 [Track 37- Main Weapon firing sound]
Corridor 64- 25 [Track 37- Main Weapon firing sound]
Corridor 65- 20 [Track 32: bullet hitting a target, penetrating]

They're all sound effects since only hex values 01- 1E encode for musical tracks. All my data on Corridors 43-65 matches up with no music. I never recorded sound effects, but I do remember hearing some at the start of some corridors (select button sound, heart collecting sound), so I cannot confirm these with precision. But, I have 2 exceptions, Corridor 47 (one version played desert corridor music [hex 08]) and Corridor 64 (one version played Labyrinth 0 music [hex 09]).

I can confirm that Corridor 56 does produce the sound effect listed in the hex.

The following is the hex values for after the graphic set. It is unknown what they encode for in the game, but here they are for all of the remaining corridors. No hex values above 47 encode for any sound in the game, so they are left blank.

Corridor 66- ___* [this is assumed to be a blank space, since all data here after seems to be in error by being one corridor behind if we do not place it in]
Corridor 67- CC
Corridor 68- EE
Corridor 69- A9
Corridor 70- 01 [Track 1: title screen]
Corridor 71- 20 [Track 32: bullet hitting a target, penetrating]
Corridor 72- 00 [nothing]
Corridor 73- 80
Corridor 74- A4
Corridor 75- 51
Corridor 76- B9
Corridor 77- 55
Corridor 78- EF
Corridor 79- 85
Corridor 80- 5C
Corridor 81- 20 [Track 32: bullet hitting a target, penetrating]
Corridor 82- 00 [nothing]
Corridor 83- 80
Corridor 84- 20 [Track 32: bullet hitting a target, penetrating]
Corridor 85- C3
Corridor 86- D7
Corridor 87- 20 [Track 32: bullet hitting a target, penetrating]
Corridor 88- 36 [Track 54: receiving any of the Keys]
Corridor 89- 80
Corridor 90- A0
Corridor 91- 06 [Track 6: boss music #2/miniboss]
Corridor 92- B9
Corridor 93- 6F
Corridor 94- 01 [Track 1: title screen]
Corridor 95- 99

Corridor 96- B8
Corridor 97- 04 [Track 4: jungle corridors]
Corridor 98- 88
Corridor 99- D0
Corridor 100- F7
Corridor 101- A5
Corridor 102- 47 [Track 71: hitting start or select button]
Corridor 103- 85
Corridor 104- 78
Corridor 105- A5
Corridor 106- 30 [Track 48: collecting a Heart item]
Corridor 107- 29 [Track 41: firing sound #4- sounds more spaced out]
Corridor 108- 9F
Corridor 109- 09 [Track 9: Labyrinth 0]
Corridor 110- 50
Corridor 111- 85
Corridor 112- 30 [Track 48: collecting a Heart item]
Corridor 113- 20 [Track 32: bullet hitting a target, penetrating]
Corridor 114- 48
Corridor 115- D7
Corridor 116- A5
Corridor 117- 51
Corridor 118- 20 [Track 32: bullet hitting a target, penetrating]
Corridor 119- 00 [nothing]
Corridor 120- 80
Corridor 121- 20 [Track 32: bullet hitting a target, penetrating]
Corridor 122- 60
Corridor 123- E5
Corridor 124- 20 [Track 32: bullet hitting a target, penetrating]
Corridor 125- BD
Corridor 126- E5
Corridor 127- 4C

For all of these corridors, my data has no music indicated with the following exceptions.

I must note, and I will post this in two sections, that I am assuming there is a blank space for Corridor 66 based on the data I have, which seems to indicate that placing music track CC at Corridor 66 produces misaligned data, but placing it at Corridor 67 produces data that fits observations. If I am wrong and indeed I am simply encountering several corridors which are falsely labelled by being +1 ahead of the number they are listed as, they I will correct this data set. I just want all readers to know this, to know that while Corridors 0-65 are 100% confirmed with regards to music track hexes, but Corridor 66-127 are not 100% confirmed. The order is certain, but where it exactly starts does not.

I have encountered several different versions of Corridor 70, all of which play title screen music. I have encountered several different versions of Corridor 94, all of which play title screen music. I only encountered Corridor 97 once in a functional form, and it played jungle corridor music. Now, according to the original hex values, Corridor 69 and 93 should have title screen music and Corridor 96 should have the jungle corridor music. And I played one Corridor 112 which played heart music, the track I have listed for Corridor 111. That is my justification for inserting the blank space before CC. If I was wrong and CC was Corridor 66, then Corridor 127 is hex 55.

Other exceptions to this set are: one version of Corridor 76 plays jungle corridor music, Corridor 86 & 113 play Labyrinth 1-2 music, Corridor 98

played desert corridor music in some cases and one instance of jungle corridor music, Corridor 118 played Labyrinth 10 music once, Corridor 120 played Labyrinth 10 music once and organic corridor music once and no music all other times, and Corridor 127 played miniboss music once. All of this means these are probably false labels.

Here's the raw data for what comes after the value that plugs into Corridor 65. I am not sure if this is all part of the same string of code or multiple strings of code.

```
CC EE A9 01 20 00 80 A4 51 B9 55 EF 85 5C 20 00 80 20 C3 D7 20 36
80 A0 06 B9 6F 01 99 B8 04 88 D0 F7 A5 47 85 78 A5 30 29 9F 09 50
85 30 20 48 D7 A5 51 20 00 80 20 60 E5 20 BD E5 4C 55 D7 38 E9 01
20 C7 EF 39 A9 04 18 D0 01 38 60 38 E9 01 20 C7 EF 19 A9 04 99 A9
04 60 48 29 07 A8 B9 D8 EF 85 10 68 4A 4A 4A A8 A5 10 60 01 02 04
08 10 20 40 80 20 C7 EF 39 A0 04 4C B5 EF 20 C7 EF 19 A0 04 99 A0
04 60 A0 00 84 AE 84 16 85 17 84 B7 A9 20 85 AF 20 EB E5 20 3D FO
A5 17 C9 20 D0 03 20 2A 80 A5 AF 18 69 10 85 AF E6 AE A5 AE C9 OD
D0 E2 A5 17 C9 20 D0 15 20 CC D5 20
```

Minstrel mentioned the NES Assembly Language and said it cannot put boundaries on a variable (i.e. only except values between this and that), plus it lacks failsafes like crashing the program or create some sort of error response that other programming languages have. Basically, it allows the game to continue running with error values.

The mechanism behind the Lost Frontier and all of its strangeness is the game lacks limits placed on its programming (or more precisely, has limits far beyond the conventional boundaries, such as coordinates going past 0-24, and even past 31, all the way to 255, and corridors exceeding 22, going as far as 127). Instead of crashing when faced with such far out values (such as Y255 as a coordinate), the game reads the code in a manner that wasn't intended. It will read a separate line of code as if it were a continuation of the line above it if that is the line of code it turns to for data. The game continues that manner of reading over whatever a line is supposed to mean to generate something for the value it is confronted with.

As for the coordinates on the 31 x 31 grid which cannot be passworded into, they each have a reason why. There is a quality at those coordinates that when the game reads it, it crashes. I have been informed by Kuzeelar that a coordinate needs to have an area byte of 80+ to be a corridor. These coordinates all have problems because they are left of a real room on the map and in the case of the X23 Y# coordinate rooms, they are read by the game as being "left" of X0 Y#+1 coordinate rooms. The content of the rooms they are to the left of creates the problem. There are many rooms which are left of real rooms which do load up.

Here are the reasons why for some coordinates:

X1 Y1- doesn't load because the area byte is 3E

X9 Y3- doesn't load because the area byte is 3F

X11 Y20- doesn't load because the area byte is 3D

X19 Y10- doesn't load because the area byte is 1C

X2 Y8, X7 Y2, X13 Y6, X6 Y17, X8 Y19, X15 Y8,

X20 Y2, X23 Y9, X23 Y13, X23 Y19 all share similar problems.

```
*****
*****
***** LOST FRONTIER ENEMIES *****
*****
*****
[1006]
```

The majority of the screens in the Lost Frontier have no enemies. Some screens though, have enemies. Many of the enemies are common enemies found in the game. Enemies have certain appearance patterns, appearing in some Areas, but not others. In here, however, enemies are not bound by these patterns and enemies appear in Areas they never did, like the Skeleton Warrior that runs down the screen, laying a trail of slimes can appear in Area 0 here. Some corridor enemies can even appear in the labyrinths. The blue spherical creatures with a mouth of sharp teeth that appear in the desert corridors can be found in several Areas. There are a few other crossover enemies as well. Now, in Corridor rooms, text box rooms, Save Lander rooms, and merchant Lander rooms, there are normally no enemies. However, here there are enemies in some of these rooms. The most common occurrence is glitched or unglitched blue mouth-spheres from the desert corridors in the empty orange corridor rooms. There are also glitched enemies in the labyrinths which do give points when defeated and sometimes powerup boxes. In the desert parts of the frontier, especially in the far northeast, the giant brown skulls are in the labyrinth, as are the jumping blue mouths, who are also found in the ice areas of the labyrinth. Some of the corridors numbering above 22 have glitched out enemies as do some alternate corridors.

There are commonly enemies in empty orange corridor rooms, but I've seen some enemies in active corridor rooms, always glitched up though (like mirror-rdr in the Corridor 13 rooms). With walking through walls, I've encountered sky blue slimes, orange rocks, and green squids in dummy corridor rooms.

Many times, enemies will appear glitched, especially in corridors. The image files seem arranged in categories, where for some, a displaced enemy may look normal, like the Green Flying Skull Miniboss looks in Areas 0,1,2, yet in others, like Areas 3,4,5,6,7,8, it looks glitched. A glitched appearance means the image file is not in the "folder" (that Area, which encompasses Labyrinth and Corridor). The desert files seem to be in with the water files as the Flying Blue Skulls, Flying Green Skulls, and Giant Brown Skulls all appear just fine graphically, but glitched in other areas. There is a copy of Clawbot that appears in several miniboss rooms. It can't fire but clearly has the same set of behaviors and procedures as Clawbot. However, it does not look like Clawbot, merely an arrangement of Guardian sprites in the pattern of Clawbot. This is because Clawbot cannot be properly imaged in the Areas it appears in, so it substitutes the Guardian's images for its component images. For monsters that have no files to draw on, they appear invisible. I've never seen an invisible enemy deal harm, but they can be hurt and give you points. Notice how every enemy in glitched corridors look glitched. That's because there are no images in the glitch folder. It's just a garbled construct. However, the only enemy that definitively appears here are the Turrets, which only appear in Area 0's Corridor 0. And I've seen them with color palettes unseen in the game (white shell, gray turret, red shell, green turret, and light green shell, green turret). The Guardian's appearance also varies in these corridors (likely due to color palette limitations, since Nintendo had a limit of only 8 colors on the screen at a given time). The normal Guardian is red, white, and black, with light blue

pulse fire and engine jets. I've seen the Guardian as orange and white with light pulse & jet fire or green pulse fire (green pulse fire was only one instance), as red, white, and light blue with orange pulse & jet fire, and also red, white, and black with red pulse & jet fire or orange jet & pulse fire. The most bizarre one was a yellow & green Guardian with red pulse & jet fire.

In some of the corridors are "instanced bosses". These are bosses that only appear when you use select too much. Almost every time that are assembled out of the graphics of the Guardian, which again is a sign there is no graphic template for it, so it uses the Guardian's, or a part of it to be specific, to assemble itself. Many times, I enter the exact same Corridor at the exact same coordinates and I get 2 very different "bosses" or sometimes no boss at all. However, in several corridors, I observed the same "boss", albeit different colors, what I call "fragment boss" for lack of a better term. It behaves the same each and every time. I still don't know why glitches that seemingly arise out of nothing significant can have a behavior pattern of their own.

Once, in an Area 0 room, I encountered 8 of those red mechanical spiders at a time! You will recognize those spiders as minibosses in the later levels and enemies in Area 10. And when I destroyed one, another immediately replaced it. I would have to guess there were around 24 of them. The room was X5 Y223. You can read more about encounters like this in one of the sections further down where I document all the weird experiences I had in the Lost Frontier.

I should note there are many times when you kill an enemy and another appears soon after. In this case, there are more enemies programmed for the room than can be displayed and all the other enemies don't just get forgotten about; they remain in queue until an enemy is defeated, then they will appear. There is one time in the regular game this occurs, which is with those green asteroids raining down on some desert labyrinth rooms. If you wait long enough, they will run out. There are no enemies in truly infinite supply.

()
() () () () () () () Labyrinth Enemies (regular) () () () () () () () ()
()
[1006A]

Sky blue slime- Area 0,5,6

Orange slime- Area 1,3,4

Green slime- Area 7,8

Red slime- Area 9,10

[I also found slow appearing Red slimes in Area 9]

Red donut-spiders (crawlers)- Area 0,1,3,4

Orange donut-spiders (crawlers)- Area 5,6

Blue donut-spiders (crawlers)- Area 7,8

Green donut-spiders (crawlers)- Area 9,10

Orange bats- Area 0,1,2,4,6

Blue bats- Area 8,9,10

Red shrimp- Area 0 (correct; I've found these in several different screens),
1,2,4

Blue shrimp- Area 7,8,10

Jumping blue mouths- Area 1 (one screen had 8 on the screen at one time), 2,
5 (on one screen there was 12 at the same time!), 6 (ibid with 12), 9,10

Blue turtles, red turtles- Area 0,1,2,3,4,5,6,7,8,9,10

Blue disks, red disks- Area 0,1,2,4,5,6,8,10

Orange rocks- Area 0,1,3,4,5,7,8,10

[I found slow appearing Orange rocks also in Areas 1,6,7,9,10]

Green rocks- Area 0,1,2,3,4,5,7,8,10

[I found slow appearing Green rocks also in Area 0 and also in Area 1, I
encountered slow appearing Green rocks where only one would be on the
screen at a time and when you destroyed it, another would appear]

Blue rocks- Area 0,1,3,4,8,10

Red rocks- Area 0,1,3,4,6,8,10

[I found slow appearing Red rocks also in Area 3]

Skeleton warrior that leaves slimes- Area 0 (blue slime), 1 (orange slime),
3 (orange slime), 4 (orange slime), 5 (blue slime), 6 (blue slime),
8 (green slime)

[one room in Area 0 had seemingly infinite # of Skeleton Warriors- destroy
a few, another few appeared]

Green walking/wiggling sticks- Area 0,4,8

Giant brown skulls- Area 9,10 [one Area 9 screen had 17 of these on the
screen at one time!]

Giant blue skulls- Area 1,2

Floating blue horned skulls- Area 1,2,9,10; chase after you spitting
flashing projectiles (480 pts)

Green squid- Area 1,3,8,9,10

Multiplying Ice Cubes- Area 0,1,2,3,5,7,8,9,10

Orange razor disks- Area 2,3,4

Blue razor disks- Area 0,2,5,6,8,9,10

Multiplying Blue Spider- Area 4

Green Sentry-Spider (as enemy)- Area 0,3,10

Blue Sentry-spider (as enemy)- Area 0,1,3,4 (this was on 2 different
occasions),8,10

Red Sentry-Spider (as enemy)- Area 0,3,4,8,10

Green asteroids (raining down from the sky): Area 0 (correct) (finite number),1,3,4,7,8,9

()
() () () () () Labyrinth Enemies (glitched) () () () () () () ()
()
[1006B]

Small green eye-blocks- found in Area 0, appear in packs of 2, they are immobile and produce an explosion on them alternating with their appearance (200 pts)

Pink deformed blocks- found in packs in Area 8, they are immobile but spew out diamond-bubbles.

Blinking green & white panels- found in Area 0, they are 2 horizontal blocks (500 pts)

Morphing green-brown blocks, are 2 vertical blocks, spit bubbles (600 pts)

Brown bubble spitting blocks- spit diamond-bubbles (300 pts)

Xmas Crater: left half red, right half green, only in Area 5. It's the center of the Craters in the ice corridors (500 pts)

Green/Gray Crater- left half gray, right half green, only in Area 5

Large blue glitched blocks- (take up 9 squares), spit flashing projectiles, leave powerups; Area 3

Blue glitched blocks- Area 7

Red glitched blocks, spit flashing projectiles- Area 4 (20 pts)

Exploding blue square-rock- Area 1 (500 pts)

Green/Brown blocks, split flashing pointy-ended objects (1000 pts)

Moving brown walls- 2 vertical blocks; Area 2 (300 pts)

Invisible enemies on the edge of the screen, remain there, cannot hurt you, but explode when hit- Area 2 (300 pts), Area 5 (300 pts), Area 7 (300 pts), Area 0 (500 pts)

Pink exploding blocks- Area 6 (200 pts)

Brown rotating blocks- Area 10 (200 pts)

Green exploding consoles- Area 0 (200 pts)

Red & Green moving mouth- mouth atop a tube which opens and closes; Area 3 [clearly based off the big red mouth thing in Corridor 14, is 2 tiles tall]

Green moving mouth- mouth that opens and closes; Area 3, Area 4 (500 pts) [clearly based off the big red mouth thing in Corridor 14, is 2 tiles tall]

Red glitched masses- swoop down then up in an arc manner in a near infinite #; I've seen up to 5 on the screen at a time- Area 4
[glitched version of some corridor enemy it seems]

Ghost mouths- rise up and hop off screen at you; Area 0, Area 3, Area 4, Area 7, Area 8 [clearly glitched versions of those Jumping Blue Mouths]

Morphing organic walls- 2 horizontal blocks, are seemingly rotating. When shot, they leave 2 black tiles- Area 7 (500 pts)

Brown Flowers- spit diamond bubbles (there were a field of 19 of them on the screen at the same time)- Area 4 (300 pts)

Brown Desert Rock Tiles- a field of single brown rocks, dark brown pieces of the landscape which rotate around (no, these are not the bouncing rocks)- Area 10

Brown Geometric Pillars- these are 3 or so vertical blocks high and have a black bar running down their left side and the right side is a bunch of changing geometric shapes, triangles and squares of different colors. This one has brown, white, and yellow as its colors. When they are destroyed, they leave warp tiles beneath them- Area 0

Green Geometric Pillars- these are also 3 or so vertical blocks high and have a black bar running down their left side and their right side is a bunch of changing geometric shapes, triangles and squares of different colors. This one has green, light green, and white as its colors. When they are destroyed, they leave warp tiles beneath them- Area 0

()
() () Corridor Room, Text Room, () ()
() () Lander Room Enemies (all glitched) () ()
()
[1006C]

Ghost mouths- found in orange empty corridor rooms, they appear in packs of 3 and jump at you and fall off screen. Based on the blue mouth enemy from the desert corridors [glitched up version of the Blue Jumping Mouths]

Blue Jumping Mouths- not glitched up

Blue long skulls- spit flashing projectiles

Giant blue & orange blocks-found in empty corridor rooms, they are very large, immobile, and leave Warp portals, even in the middle of the room (1500 pts)

exploding brown/blue blocks- found in empty corridor rooms, they are morphing brown/blue exploding blocks (300 pts)

exploding green/black blocks- found in empty corridor rooms, they are morphing green/black exploding blocks (200 pts)

orange exploding Lander eyes- (300 pts)

white alternating Lander eyes- Save rooms (200 pts)

alternating orange Lander eyes/orange panels- spit flashing projectiles
(400 pts)

glyphs- morphing green tiles with brown glyph graphics on it, spit
diamond-bubbles (300 pts)

dq/bp- floating enemy, appears, moves a little, then vanishes permanently.
The 2 halves are actually mirror images of one another; text room

d b

q p

Growing pink/white blocks- found in a Lander room once

Green and black single block- spit flashing projectiles

Rotating light blue panels- (500 pts)

Rotating dark blue panels- (500 pts)

Moving green & beige panels- found in active corridor room

wlln lsll- floats by right to left along the bottom of the screen

(300 pts)

wlln

lsll

rotating pink/green blocks- spit diamonds, in Lander room (300 pts)

pink blocks- spit diamonds, in Save Lander room (300 pts)

Green Asteroids- correct

Orange Asteroids (normally form circle, but just fly by)- indestructible

Sky Blue Slimes- only by walkthroughs

Orange Rocks- only by walkthroughs

Blue Disks- only by walkthroughs

Red Disks- only by walkthroughs

Green Squids- only by walkthroughs

Note: by walkthroughs, I mean walking through the wall to a dummy corridor
room or dummy lander room.

() ()

() () () () () () Corridor Enemies (glitched) () () () () () ()

() ()

[1006D]

Virtually all the corridor enemies leave powerups, and some are very generous
with powerups, dropping Energy Tanks often.

rdr: this enemy is a block of 4 letters found in some corridors. It tends

to fly at the Guardian in large streams/packs from the lower right-hand side of the screen. Another rdrv has a different behavior, floats slowly in a pack of 2-4 from the sides of the screen (the description I gave is for the most common version of rdrv)

r d
r r

mirror-rdrv: this enemy is a block of 4 letters found in some corridors. It is a mirror image of rdrv and tends to come from the left while rdrv comes from the right. It looks something like:

b ,
, ,

Note that rdrv and b,,, are the same. If the enemy faces right it's rdrv, left it's b,,,. Also note that not all rdrv's are the same. Several different enemies display as rdrv. If b,,, acts the same as rdrv, then it is the same enemy, but if it acts different, it is a different enemy.

Duck: this enemy is a block of 5 letters found only in Corridor 100. It tends to fly at the Guardian in a steady stream from the right to lower-right-hand side of the screen. Yes, it is very weird and amazing that of all the possible letter combinations, this one spells duck. Yes, the 4 letters are d,u,c,k, and an ! in the upper right.

d c !
u k

hmsv suhl d: slow moving, slightly larger enemy

hmsv
suhl
d

ot: small, vertical floating enemy

o
t

hs"w sr"s uh: another enemy

hs"w
sr"s
uh

invisible enemies: found in one corridor, they cannot interact with you but explode into a blue and white cloud (300 pts in some instances, 200 pts in another instance, 500 pts in another instance)

glitched red bubble spitters: these are those little things found in the ice corridors which just spin around spitting diamond-bubbles out, only they look extremely glitched.

blue sand piles: spit flashing chevrons, emerge from the side of the screen (300 pts)

hidden red & blue giant desert skulls: glitched counterparts of the giant desert skulls hidden under red rubble

hidden small eyes: those red eyes hidden in the ground. They are probably those little one-eyed shellfish from the Water corridors

morphing tiles: when hit they make a pretty big explosion

rotating fixed flashing projectiles: exactly what I said it was

black holes: spit a series of diamond bubbles. They can be destroyed

clouds of blue gas: make no sound when hit/destroyed

green clouds: accompanied by explosion sounds, touching them hurts you. They often leave item boxes

dark blue clouds: accompanied by explosion sounds, touching them hurts you. They often leave item boxes

bubble spitters: unknown fixed enemies which spit out those diamond-bubbles

unknown flashing projectile spitters: they were not rdr

hidden shellfish: when hit they make the sounds like those shellfish organisms that spew bubbles in the Water corridors

hidden buried enemies: exactly that, hidden underneath the ground, they cannot be seen, but when destroyed take out a piece of the landscape with them. What the ground looks like varies from corridor to corridor. They usually leave a large circular crater (300 pts)

hidden enemies that spit twisted red projectiles: the projectiles would arc up and down at you

hidden enemies under flat white bricks: there are a whole series of them in a straight vertical line going back forever (200 pts)

Red Giant Turrets: look exactly like the Defense System Turrets in Corridor 0, only they are a green turret encased in a red casing

Gray Giant Turrets: look exactly like the Defense System Turrets in Corridor 0, only they are a gray turret encased in gray rubble

Small Green Turrets: look exactly like Corridor 0's small turrets. Shoot flashing projectiles

Green Giant Quarter-Turrets: look like the Defense System Turrets, but only 1 corner(1/4th) of the whole enemy.

Small Strange Turrets: look like red turrets in a white casing, they shoot rdr as a projectile

"Bosses": These are things found in the corridors which make the sound of bosses being hit or minibosses being hit. They are undefeatable. Some have been found to reoccur, others I suspect only arise from certain elements of how the corridor is played. They also, when they come in contact with the Guardian, cause her shields to activate (which indicate she is taking damage). The exact same corridor at the same coordinates can produce different results each time with these instanced bosses.

Orange Square: an orange square made out of fragments, mostly empty, which

tracks the Guardian's vertical movement. Sometimes it can teleport, sometimes it can't.

Guardian Ship Wreckage: a few pieces of the Guardian's ship which hang out in one corner doing nothing.

String of Pearls: 8 red-white explosion clouds arranged in the form of "a string of pearls" along the bottom of the screen. They would flicker in a random pattern and when they flickered, they revealed a red ring which was vulnerable to being hit. 2 or 3 would flicker at any one time out of the 8.

7 Pirahna Plants: made out of fragments of the Guardian's ship, they would randomly appear, with a vertical portion rising up, then receding, then disappear and repeat that cycle. They looked like piranha plants from Super Mario Bros. They were only vulnerable when the vertical part was raised and behaved a bit like the Donut Spider-thing Miniboss

Gem Wall: a giant, slightly arced wall of gem-like fragments which tracked you horizontally. It spanned the length of the entire screen from top to bottom. There was a small orange gem fragment with a small orange cloud above it on the opposite side of the wall. Both, firing at this "core" and the wall itself would result in the sound like that of a boss/miniboss being hit

Dark Wings: 2 dark blue "wings", they would move around the screen fast, with only 2 possible forms of movement: directly horizontal or directly vertical

Hourglass Tracker: shaped like an hourglass with a green pyramid of sorts on the bottom of the screen and a white, red, and light blue inverted pyramid on the top of the screen, both of which track your movement horizontally at the same time.

Single Shot: made up of one of the Guardian's shots, it tracks the Guardian both horizontally and vertically

Red Shots: made up of 8 Guardian's shots colored red, they tracked the Guardian vertically

Red & Blue Glitched Blocks: 2 glitched blocks, one red, one blue. They both moved back and forth horizontally at the same position, blue on top, red on bottom

Dark Dogs: a few collections of dark blue glitched blocks which look like they are "wagging their tail" (I don't know how else to describe it). I encountered them a few times at different coordinates

Chain Bosses: glitched block with clear segments in a chain separated by space. It moves back and forth, reaching out from the top of the screen only at angles. There were 8 of them on the screen, 6 were normal colored, 2 were shadow colored (dark). Shooting them made the sound of bullets bouncing off armor. They would rearrange their base positions very slowly over time. I also encountered these another time and there were 4 of them behaving the same way.

Unique String: 4 things lined up horizontally, a red small cloud, a blue small cloud, a small red explosion, and another small red cloud. They each spit different colored "double-bits" (2 little circles of the same color joined together)- red double-bits, orange double-bits, blue double-bits. They

tracked the Guardian vertically.

Thundercloud: a small light blue cloud that spit out little red double-bits

Seeker: a medium sized square of ship fragments which moves around fast in horizontal and vertical lines, shooting out diamond-bubbles. It moves like bosses from some other NES games, but does not move at all like any enemy or boss in TGL.

Broken Light/Dark Face: glitched object with a light half and dark half which teleports around. Each half is very large, boss sized, and it resembles 2 halves of a broken face

Dark Small Objects: 2 small dark objects. My notes are incomplete on them

I have no idea why these instanced "bosses" get created, but they are glitched graphics which become enemies basically.

Now for the only real bosses I encountered. They appear when you use select after a while in some corridors. A few times, they appear at the start of a corridor before you even do anything, even before using select.

Mystery Fragment Boss- This one has been found in a few different corridors and has a definite behavior to it. From saving screen shots, I've found its appearance morphs back and forth between 2 fairly similar looking fragmental arrangements. To the new observer, it just looks like a bunch of fragments dancing around the screen, but when you pause the game, the fragments always have the same arrangement. These "fragments" move in a specific pattern and even spit projectiles. The "fragments" are actually an extremely fast moving "boss" which spits diamond-bubbles every so often, moves in a circular pattern and seems to leave what may be glitched seaweed trails every so often. Some of these I observed were the red type, and some were the blue type based on its color and the color of the glitched seaweed it leaves. I suspect this boss is partially patterned on Optomon, but it does move in a very un-Optomon pattern, circling around you. I would call it Two-Face or Janus since it flips back and forth between these 2 slightly different faces.

[Red one: Corridor 22-ALT, 24, 32, 74, 76, 126]- moves in a hyper-fast circling pattern. Once, on the face of this one in Corridor 32, there was a series of numbers on the left side and the mirror reflection of those numbers on the right. The display was as follows, with the mirror-reflection numbers being in brackets:

2 [2]

3 [3]

04[4][0]

15[5][1]

[Blue one: Corridor 24, 32]- moves in a hyper-fast circling pattern

[Green one: Corridor 24]- moves in a hyper-fast circling pattern

[Dark Blue one: Corridor 24]- moved in a hyper-fast circling pattern

[Red-white-light blue one: Corridor 24]- would appear, fade out, and reappear at the same position on the screen. It was like it was teleporting, but it kept appearing in the same position. Another time, it was just stuck in the same place, unable to teleport.

This one I can confirm is beatable, but has HP= 4294 Chips worth of hits with LV1 Cutter Saber (the side lasers) with every hit scoring. Beating it nets 10,000 points

Glitched Clawbot- constructed from ship fragments, only the arms were

visible. It opened up its arms at a moderate frequency, but only maybe 1 in 10 times or so did a glitched superbeam come out. It tracked the Guardian horizontally [Corridor 24]

Glitched Zibzub- constructed from red & white parts of the Guardian's ship, it has 2 graphics templates, each looking very close to one another. It hops around seeking you out, just like Zibzub. It has no projectiles. [Corridor 22-ALT]

Red Pyramid- looks like a giant red pyramid which resembles no boss in the game. I encountered it once briefly, but the game glitched out. I managed to encounter it again, but 1 hit from it killed the Guardian instantly, causing the ship to explode and then freeze looking unexploded [Corridor 126]

Glitched Cone- It looks like an elongate object, cone-like which doesn't move, doesn't fire any projectiles and teleports around after a long period of time. It seems that one hit from it kills you instantly, at least in the orange and blue varieties; the red-white-light blue one did not have that property. It doesn't resemble any boss in the game. In terms of size, it is the size of Zibzub's conical head, excluding the tentacles. The blue and orange ones just randomly teleported around with no other behaviors, but the red-white-light blue one not only teleported around, but tracked the Guardian's vertical movement and always kept a certain distance from her, so if she advanced, it would retreat and when she retreated, it would advance. This one also took a long time to teleport around, disappearing for a while before appearing again.

[Orange one: Corridor 24]

[Blue one: Corridor 32]

[Red-white-light blue one: Corridor 0-ALT]

()
() () () () () () () () Minibosses () () () () () () () () () () () ()
()
[1006E]

There are Minibosses here too. Some are real and appear, some are invisible and cannot be interacted with and can never be defeated, some are invisible and are instantly defeated automatically. All the time for these, the green blocks appear by connecting rooms and the miniboss music sounds and when defeated they leave an item box. A few times when you hear the warning klaxons on some screens, the game instantly gets a very glitched appearance and freezes.

Sometimes the minibosses leave a regular item, sometimes they leave some weird glitched object which often has no effect or has the effect of being a music box, changing the tune that is being played.

And even stranger, I've found minibosses in some corridor rooms! This is extremely rare and the game often experiences a near-total slowdown and then freezes in these situations.

Can there be enemies in miniboss rooms? Yes. One Miniboss room I found (Area 10 X4 Y222) had ~8 jumping blue piranha mouths and 2 floating blue (long) skulls. Once they were all dead, klaxons sounded, the green barriers formed, and the miniboss sequence was activated. Enemies can be in miniboss rooms, but its clear programmers wanted to keep all miniboss rooms clear. What can we learn from this? The miniboss protocol only activates when there are no other enemies in the room.

Notice that for the same coordinates, even for the same Area, different Minibosses can occur. Also notice that staggered coordinates exist for Minibosses too.

For reference, here are all the normal minibosses in the game and where they are encountered. In parentheses is what item you win from them there:

Green Sentry Spider- Area 0 (Bullet Shield)
Blue Sentry Spider- Area 1 (Red Lander), Area 2 (Red Lander), Area 4 (MultiBullets), Area 5 (Wave Attack)
Red Sentry Spider- Area 8 (Enemy Erasers), Area 9 (Wave Attack)
Red Donut Worm (splits into 1 crawler)- Area 0 (Blue Lander)
Red Donut Worm (splits into 3 crawlers)- Area 3 (Enemy Erasers)
Orange Donut Worm (splits into 4 crawlers)- Area 6 (Shield Booster)
Blue Donut Worm (splits into 6 crawlers)- Area 7 (Grenade)
Green Donut Worm (splits into 7 crawlers)- Area 9 (Blue Lander)
Green Bubble Crab- Area 1 (Fireball)
Blue Bubble Crab- Area 2 (Attack Booster)
Red Bubble Crab- Area 6 (Red Lander), Area 7 (Shield Booster)
Green Nuisance- Area 3 (Shield Booster)
Blue Nuisance- Area 4 (Attack Booster)
Red Nuisance- Area 8 (Red Lander)
Giant Ice Crystal- Area 5 (Shield Booster)
Green Flying Skull- Area 10 (Shield Booster)
Glider- Area 10 (Enemy Erasers)

Here is a list of all minibosses I encountered:

Green Sentry-Spider- Area 0,8
Blue Sentry-Spider- Area 0,8
Red Donut Worm (1-split)- Area 0
Red Donut Worm (2-split)- Area 1 *
*= not found in the normal game
Red Donut Worm (3-split)- Area 4
Blue Donut Worm (7-split)- Area 8 *
*= not found in the normal game
Green Bubble Crab- Area 8
Blue Bubble Crab- Area 1,6
Red Bubble Crab- Area 0,4
Green Nuisance- Area 0,1,3,4,8,10
Blue Nuisance- Area 5,8
Red Nuisance- Area 10
Giant Ice Crystal- Area 0,5
Glider- Area 3,8,10
Flying rdrv/b,,, palette- Area 0
[it is clearly a glitched version of the Green Flying Skull]
Glitched Green Square- Area 3,4,7
[clearly a glitched version of the Green Flying Skull]

So far, a Red Sentry-Spider has never been encountered in the Lost Frontier as a miniboss (as an enemy, it's semi-common), nor have Orange or Green Donut Worms, nor has Red Nuisance.

I just want to comment here that those Donut Worm minibosses which split into a number of crawlers, their color is linked to the environment they appear in and the number they split into is linked with the area. I encountered some Donut Worms in areas that don't normally have a Donut Worm as one of their minibosses and also don't split into that number in the game. I'll provide a summary table:

Area 0- Red Donut Worm (1-split)- normal game & Lost Frontier
Area 1- Red Donut Worm (2-split)- Lost Frontier only
Area 2- ?????- never encountered, probably red and splits in 2/3
Area 3- Red Donut Worm (3-split)- normal game
Area 4- Red Donut Worm (3-split)- Lost Frontier only
Area 5- ?????- never encountered, probably orange and splits in 3/4
Area 6- Orange Donut Worm (4-split)- normal game
Area 7- Blue Donut Worm (6-split)- normal game
Area 8- Blue Donut Worm (7-split)- Lost Frontier only
Area 9- Green Donut Worm (7-split)- normal game
Area 10- ?????- never encountered, probably green and splits in 7/8

There are pseudo-minibosses. These are boss-like creatures which appear in the miniboss room, but which are not the miniboss. We know this because they appear about at the same time as the item appears and you can collect the item, causing the green barriers to have one block in each turn brown so you can leave the screen. Thus, they appear independent of the miniboss protocol and load up after the miniboss or the absence of the miniboss disappears. Well, here they are.

Orange Glitched Clawbot- Area 1,2,3,4,6,8,9,10
(It's worth 20,000 points, the main body)
Oranged Glitched Clawbot with blue fragment field filling screen- Area 6,8
Green Glitched Clawbot- Area 4
Red Glitched Clawbot- Area 4
Red Tower teleporter- Area 7
Blue Tower teleporter- Area 8
Blue Crack-Filler- Area 9

The following is a list of all the data I collected, listing who appears at what coordinates and drops what item.

Miniboss- Area 0 X14 Y026- Blue Sentry-Spider, leaves Red Lander
Miniboss- Area 0 X3 Y221- never appears, leaves Red Lander
Miniboss- Area 0 X5 Y222- Giant Crystal, leaves Shield Booster
Miniboss- Area 0 X6 Y223- never appears, leaves Red Lander
Miniboss- Area 0 X4 Y225- never appears, leaves a blank warp portal, which when collected plays organic corridor music
Miniboss- Area 0 X5 Y225- never appears, leaves Backfire
Miniboss- Area 0 X5 Y225- never appears, leaves blank warp portal, which when collected plays organic corridor music
Miniboss- Area 0 X5 Y225- rrr/b,,, - spits orange spheres out which seek you out-- it is clearly the green long skull miniboss, leaves LMNO box which when collected teleports you to Area 1 X4 Y8 [this happened both times and the teleport was the same, everything on screen except the Guardian goes black, then after a while, she appears in that water corridor screen]
Miniboss- Area 0 X6 Y226- never appears, leaves a blank warp portal, which when collected plays organic corridor music
Miniboss- Area 0 X6 Y226- Red Bubble Crab, leaves Red Lander
Miniboss- Area 0 X9 Y226- never appears, leaves blank warp portal, which when collected plays organic corridor music.
Miniboss- Area 0 X5 Y229- never appears, leaves Shield Booster
Miniboss- Area 0 X6 Y229- never appears, leaves Shield Booster
Miniboss- Area 0 X5 Y235- never appears, leaves glitched t-box, which when collected restores +1 to the lifebar
Miniboss- Area 0 X21 Y240- never appears, leaves Wave Attack
Miniboss- Area 0 X9 Y241- never appears, undefeatable

Miniboss- Area 0 X12 Y241- Blue Sentry-Spider, leaves Red Lander
Miniboss- Area 0 X12 Y241- never appears, leaves Wave Attack
Miniboss- Area 0 X23 Y242- never appears, leaves MultiBullet
Miniboss- Area 0 X8 Y245- never appears, leaves a glitch box. Touching it stops the music and all sound, and on the select menu, you can see a Green Wave Attack icon now there
Miniboss- Area 0 X10 Y248- Green Nuisance, leaves Shield Booster
Miniboss- Area 0 X1 Y252- Red Donut Worm (1-split), leaves Shield Booster
Miniboss- Area 0 X2 Y252- Red Donut Worm (1-split), leaves Shield Booster
Miniboss- Area 0 X7 Y252- ?????? [I went off the screen as the klaxons sounded, would have been viable, not a game freeze]
Miniboss- Area 0 X1 Y253- Red Donut Worm (1-split), leaves Shield Booster

Miniboss- Area 1 X17 Y218- never appears, leaves Backfire (accessed via Save Lander/go out)
Miniboss- Area 1 X18 Y218- never appears, leaves Backfire (accessed via Save Lander/go out once and by normal means another time)
Miniboss- Area 1 X19 Y218- never appears, leaves Shield Booster [Orange Clawbot glitched appears here as well]
Miniboss- Area 1 X19 Y218- never appears, leaves Backfire
Miniboss- Area 1 X21 Y218- never appeared, leaves Backfire (accessed via Save Lander/go out)
Miniboss- Area 1 X1 Y219- never appears, leaves Backfire
Miniboss- Area 1 X18 Y219- never appears, leaves HIJK box, which when collected has no effect
Miniboss- Area 1 X20 Y221- Green Sentry-Spider, leaves t-box which plays ice corridor music when collected
Miniboss- Area 1 X18 Y240- never appears, leaves glitch box which when collected makes the sound of firing the main gun
Miniboss- Area 1 X4 Y241- never appears, leaves Wave Attack
Miniboss- Area 1 X4 Y241- never appears, leaves Enemy Erasers
Miniboss- Area 1 X18 Y241- Green Nuisance, leaves Bullet Shield
Miniboss- Area 1 X3 Y242- never appears, leaves Enemy Erasers (exitless room)
Miniboss- Area 1 X3 Y242- Blue Bubble Crab, leaves Attack Booster
Miniboss- Area 1 X5 Y242- never appears, leaves Enemy Erasers (this is in an exitless room)
Miniboss- Area 1 X6 Y242- Blue Bubble Crab, leaves Attack Booster
Miniboss- Area 1 X2 Y243- never appears, leaves Wave Attack
Miniboss- Area 1 X4 Y243- never appears, leaves Wave Attack
Miniboss- Area 1 X5 Y245- never appears, cannot interact with, music continues playing, cannot be defeated
Miniboss- Area 1 X3 Y252- never appears, leaves glitched box, no effect
note: the game experiences a significant slowdown here
Miniboss- Area 1 X1 Y253- Red Donut Worm (2-split), leaves Shield Booster
Miniboss- Area 1 X1 Y254- Red Donut Worm (2-split), leaves Shield Booster

Miniboss- Area 2 X3 Y219- never appears (explodes offscreen), leaves a Rectangle Key Portal, which when collected plays organic corridor music
Miniboss- Area 2 X17 Y240- never appears, leaves Grenade (confirmed this 2 different times)
Miniboss- Area 2 X15 Y241- never appears, but explodes in the upper left corner meaning it exists, but beyond the wall, leaves "HIJK" box, which makes the music very low key
Miniboss- Area 2 X17 Y241- never appears, leaves a T-box, makes no sound, no change when collected
Miniboss- Area 2 X5 Y255- never appears, leaves Laser Saber [the Clawbot made out of orange Guardian images appears here too, but is not the Miniboss since the item box appears at the same time it appears]
Miniboss- Area 2 X6 Y255- never appears, leaves black box which when collected plays ice corridor music

Miniboss- Area 3 X16 Y030- never appears, leaves glitch box, which when collected plays desert corridor music

Miniboss- Area 3 or 4- X12 Y219- never appears, leaves glitched box which when collected plays Area 6/Area 9 music.

Note: coordinates listed as "Area 12 X6 Y19" onscreen.

This is due to a mapping error which occurs around X6 Y19.

Miniboss- Area 3 X3 Y221- never appears, leaves Energy Tank (registers as real)

Miniboss- Area 3 X5 Y221- glitched green square (clearly the floating green skull Miniboss from Area 10), leaves LMNO box, which when collected causes the game to freeze, the screen to go black except for the Guardian, then it warped to Area 1 X4 Y8, a room on the regular map

Miniboss- Area 3 X5 Y221- never appears, leaves Grenade

Miniboss- Area 3 X3 Y222- Green Nuisance, leaves Shield Booster

Miniboss- Area 3 X3 Y222- never appears, leaves Red Lander

Miniboss- Area 3 X3 Y222- never appears, leaves a glitched up box which when collected has no effect

Miniboss- Area 3 X3 Y222- never appears, leaves Shield Booster [glitched orange Clawbot appears in this room]

Miniboss- Area 3 X5 Y222- Green Nuisance, leaves Shield Booster

Miniboss- Area 3 X6 Y222- never appears, leaves Energy Tank (registers as real)

Miniboss- Area 3 X6 Y225- Glider, win 20 Enemy Erasers

Miniboss- Area 3 X17 Y238- never appears, leaves Enemy Erasers

Miniboss- Area 4 X21 Y032- never appears, leaves a glitch box which when collected has no effect

[I've seen most often a Green Clawbot glitched here, except this one opens up and sometimes fires a black & red laser beam! It can be hurt but cannot be killed. Once I saw a Red Clawbot glitched here which could not be hurt, could open up and fire a glitched laser]; a strange thing about this room is at first there is 16 Ghost Mouths on the screen as the klaxons sound

(this is in the southern realm and is X21 Y[0]32)

Miniboss- Area 4 X6 Y219- never appears, leave a glitch box which when collected plays Area 6/9 music

Miniboss- Area 4 X3 Y222- Green Nuisance, leaves Shield Booster

Miniboss- Area 4 X4 Y223- Red Crab, leaves Shield Booster

Miniboss- Area 4 X22 Y239- never appears, leaves "HIJK" box, which when collected makes the sound of shooting open an item box, but a Wave Attack appears on the select screen

Miniboss- Area 4 X22 Y239- never appears, leaves Backfire

Miniboss- Area 4 X22 Y239- glitched green square (clearly the floating green skull Miniboss from Area 10), leaves Shield Booster

Miniboss- Area 4 X19 Y240- never appears, leaves a black box, which when collected plays ice corridor music

Miniboss- Area 4 X19 Y240- never appears, leaves MultiBullet

[but on this screen, an orange ghost of the Guardian appears in the shape of Clawbot, no beam, it mirrors your movements, fire at it, it makes miniboss sound, then long orange vertical part detaches and with a few more shots explodes, leaving a red Guardian fragment part which when it takes enough rounds turns orange, then explodes].

Miniboss- Area 4 X21 Y240- never appears, leaves Backfire

Miniboss- Area 4 X4 Y252- never appears, leaves Bullet Shield

Miniboss- Area 4 X5 Y252- never appears, leaves a glitch box, which when collected has no effect; significant slowdown here

Miniboss- Area 4 X5 Y252- Red Donut Worm (3-split), leaves Shield Booster

Miniboss- Area 4 X6 Y252- Red Donut Worm (3-split), leaves Shield Booster

Miniboss- Area 4 X7 Y252- Red Donut Worm (3-split), leaves Shield Booster

Miniboss- Area 4 X4 Y253- Red Donut Worm (3-split), leaves Shield Booster
Miniboss- Area 4 X4 Y254- never appears, leaves a glitch box, which
when collected starts playing Area 6/Area 9 labyrinth music
[the boss explodes just off the edge of the upper left part of the screen:
this happens with many other minibosses, though I haven't listed it]
Miniboss- Area 4 X6 Y255- never appears, leaves glitched black box which when
collected plays Area 6 labyrinth music
Miniboss- Area 4 X8 Y255- never appears, leaves a glitch box, which when
collected plays Area 6,9 music

Miniboss- Area 5 X3 Y219- never appears, leaves item box, which
when collected mutes all sound
Miniboss- Area 5 X6 Y219- never appears, leaves item box, which
when collected has no effect
Miniboss- Area 5 X6 Y219- never appears, leaves item box, which
when collected mutes all sound
Miniboss- Area 5 X7 Y219- never appears, leaves item box which
when collected mutes all sound
Miniboss- Area 5 X8 Y219- never appears, leaves item box which
when collected mutes all sound
Miniboss- Area 5 X10 Y219- never appears, leaves item box which
when collected mutes all sound

Note: coordinates listed as "Area 12 X6 Y19" on screen.

This is due to a mapping error that occurs around X6 Y19

Miniboss- Area 5 X19 Y219- never appears, leaves item box which
when collected mutes all sound
Miniboss- Area 5 X3 Y220- never appears, leaves item box, which
when collected mutes all sound
Miniboss- Area 5 X4 Y254- never appears, leaves a box which
when shot, leaves another box, which when collected makes no sound
Miniboss- Area 5 X3 Y255- never appears, leaves Repeller
Miniboss- Area 5 X5 Y255- never appears, leaves item box which
when collected mutes all sound
Miniboss- Area 5 X8 Y255- never appears, leaves item box which
when collected makes no sound
Miniboss- Area 5 X11 Y255- never appears, leaves item box which
when collected mutes all sound
Miniboss- Area 5 X20 Y255- Blue Nuisance, leaves Attack Booster
Miniboss- Area 5 X20 Y255- Giant Crystal, leaves Shield Booster

Miniboss- Area 6 X7 Y219- never appears, leaves Repeller
Miniboss- Area 6 X5 Y220- Blue Bubble Crab, leaves Attack Booster
Miniboss- Area 6 X21 Y221- never appears, leaves Repeller
Miniboss- Area 6 X14 Y241- never appears, leaves Square Warp Portal, which
when collected plays organic corridor music and registers as having
collected "Enemy Erasers: 0"

[orange images of the Guardian appear here together, obviously a glitched
Clawbot. They only track you, never opening. When fired upon they slowly
move down the screen]

Miniboss- Area 6 X15 Y241- never appears, but a blue field of fragments of
the Guardian appears with a cluster of 4 orange Guardians together, moving
slowly back and forth and firing at the orange cluster makes the sound of a
boss/miniboss being hit and can be defeated], leaves behind a blank Warp
Portal, which when touched makes the music change to ice corridor music
(displays a new item on the menu though: Enemy Erasers with 0 uses). The
fragment field is not the miniboss and remains there even after the
miniboss' box has appeared. It is based on Clawbot based on the same thing
encountered elsewhere.

Miniboss- Area 6 X20 Y242- never appears, leaves Speed Booster
Miniboss- Area 6 X23 Y242- never appears, leaves Hyper Laser

Miniboss- Area 6 X21 Y243- never appears, leaves Speed Booster

Miniboss- Area 7 X4 Y221- never appears, leaves Energy Tank

Miniboss- Area 7 X20 Y221- never appears, could not see what it left behind due to arrangement of the room, but when collected it made the sound of a boss/miniboss being hit

Miniboss- Area 7 X21 Y240- never appears, leaves Cutter Laser

Miniboss- Area 7 X21 Y240- never appears, leaves [no Key] Portal, which when collected, starts playing organic corridor music

Miniboss- Area 7 X21 Y240- never appears, leaves item box which when shot leaves another item box and when collected creates a double echo effect to the music, as if there are 2 versions of the tune playing, except the 2nd one is off-key. There is also an enemy which appears in this room. It is not the boss since it appears when the item box appears and can be fought with regular music playing. It is a giant "red tower", a towering red mass with one blue part. It teleports around the room and has no projectiles. It absorbs hits like a boss and when destroyed, makes a big explosion, but beating it plays no victory music. It is very large. Obviously a glitched transplant of a teleporter boss (Bombarder most likely, possibly Teramute).

Miniboss- Area 7 X20 Y241- glitched green mass, part transparent, spits orange seeker spheres [is clearly based on the Area 10 miniboss], leaves "LMNO" box, which when collected causes the game to freeze briefly, then warps you back to the room you started with, where the top portal leads to Area 4 (with origin being X4 Y0).

Miniboss- Area 8 X3 Y217- never appears, leaves ?????

[the screen went green & black and the game became very choppy. The screen started flashing the multiple colors it does when it glitches out. The music returned after disappearing briefly, and sound could be heard, like the Guardian firing. I heard the sound of a powerup being collected. Using select made the game black out]

[another time at these coordinates, it glitched out, went to the multiple colors, but no sound returned]

Miniboss- Area 8 X3 Y219- Blue Donut Worm (7-split), leaves Grenade

Miniboss- Area 8 X3 Y219- never appears, leaves Backfire

Miniboss- Area 8 X3 Y221- never appears, leaves Repeller

Miniboss- Area 8 X4 Y221- never appears, leaves Repeller

Miniboss- Area 8 X4 Y222- Green Sentry-Spider, leaves Bullet Shield

Miniboss- Area 8 X4 Y222- Blue Sentry-Spider, leaves Wave Attack

Miniboss- Area 8 X4 Y222- Blue Sentry-Spider, leaves Red Lander

Miniboss- Area 8 X4 Y222- Green Crab, leaves Fireball

Miniboss- Area 8 X4 Y222- never appears, leaves Grenade

Miniboss- Area 8 X4 Y222- never appears, leaves Red Lander

Miniboss- Area 8 X4 Y222- never appears, leaves glitched box, which when collected plays game over music

Miniboss- Area 8 X4 Y222- never appears, leaves glitched box, which when collected has no effect

Miniboss- Area 8 X5 Y222- Green Nuisance, leaves Fireball

Miniboss- Area 8 X5 Y222- Green Nuisance, leaves item box resembling one-quarter of a red eye, which when collected plays jungle corridor music

Miniboss- Area 8 X5 Y222- never appears, leaves Shield Booster. There is an enemy in this room. It is a blue glitch field which tracks with a glitched version of an orange Clawbot. Basically, it's as if it has this huge shell of glitched blue fragments. The field goes from blue to green when it is almost defeated and then disappears when it is defeated

Miniboss- Area 8 X5 Y222- never appears, leaves blank warp portal, which when collected resets the music

Miniboss- Area 8 X5 Y222- never appears, leaves a black box, which when collected plays ice corridor music [the screen is partially glitched during this miniboss, where some of the blocks look "simple"]

Miniboss- Area 8 X5 Y222- never appears, leaves HIJK box, which when collected has no effect

Miniboss- Area 8 X5 Y222- never appears, leaves Cutter Laser

Miniboss- Area 8 X5 Y222- never appears, leaves Grenade

Miniboss- Area 8 X6 Y222- Glider, leaves Enemy Erasers

Miniboss- Area 8 X6 Y222- Green Nuisance, leaves Repeller

Miniboss- Area 8 X6 Y222- Green Nuisance, leaves glitched box, which when collected plays the sound of a boss being hit

Miniboss- Area 8 X6 Y222- Green Nuisance, leaves t-box, which when collected has no effect

Miniboss- Area 8 X6 Y222- Green Sentry-Spider, leaves t-box, which when collected plays ice corridor music

Miniboss- Area 8 X6 Y222- Blue Donut Worm (7-split), leaves glitched box which when collected makes the sound of a boss being hit

Miniboss- Area 8 X6 Y222- never appears, leaves Cutter Laser

Miniboss- Area 8 X6 Y222- never appears, leaves Shield Booster

A glitched orange Clawbot appears in this room

Miniboss- Area 8 X6 Y222- never appears, leaves a t-box, which when collected plays ice corridor music. Another enemy is in this room, it is a blue colored large pyramid which teleports around. It is just like the "red tower", only blue. This "blue tower" is killed with a single shot. When destroyed, it produces a big explosion.

Miniboss- Area 8 X6 Y222- never appears, leaves HIJK box, which when collected has no effect. Another enemy is in this room, it is a blue colored large pyramid which teleports around. It is just like the "red tower", only blue. This "blue tower" is killed with a single shot. When destroyed, it produces a big explosion.

Miniboss- Area 8 X6 Y222- never appears, leaves black box, which when collected plays ice corridor music

Miniboss- Area 8 X6 Y222- never appears, leaves glitch box, which when collected plays the game over sound

Miniboss- Area 8 X6 Y222- never appears, leaves a glitch box, which when collected, resets the area's music track

Miniboss- Area 8 X7 Y222- never appears, leaves glitch box, which when collected makes a the sound of when the Guardian picks up a Heart item

Miniboss- Area 8 X18 Y222- Blue Nuisance, leaves Attack Booster

Miniboss- Area 8 X17 Y240- never appears, leaves glitched box, collect it and it makes a sound like collecting an Energy Tank

Miniboss- Area 8 X17 Y240- Green Nuisance, leaves glitched box (adds Fireball to the menu)

Miniboss- Area 8 X22 Y241- never appears, leaves Speed Booster
(this is the room that produces the glitched Corridor where the gate is made out of eyes and the floor is black= but only after the miniboss is beaten)

Miniboss- Area 8 X19 Y242- never appears, leaves Grenade (registers as real)

Miniboss- Area 8 X21 Y243- never appears, leaves MultiBullet

Miniboss- Area 8 X21 Y243- never appears, leaves Hyper Laser. Yes, different points of entry produce different screens and there are 2 different Minibosses for this screen. This one I've seen appear the same way 3 times when it produces the same room.

Miniboss- Area 8 X11 Y246- never appears, leaves black box. Touching it triggers ice corridor music to play (so it's a music box)

Miniboss- Area 8 X8 Y254- Blue Donut Worm (7-split), leaves Shield Booster

Miniboss- Area 8 X8 Y254- never appears, leaves glitch box; the game experiences a significant slowdown here

Miniboss- Area 8 X8 Y254- never appears, leaves Shield Booster

Miniboss- Area 8 X3 Y255- never appears, leaves Repeller

Miniboss- Area 8 X5 Y255- never appears, leaves Backfire

Miniboss- Area 9 X15 Y031- never appears, leaves SSS Portal which when collected begins playing Area 8 music. On the select screen,

Enemy Erasers: 0 will appear

A glitched orange Clawbot appears independent of the miniboss. When destroyed, it leaves 8000 pts

Miniboss- Area 9 X18 Y031- never appears. The game glitches up, the screen goes black, but I was able to make the game come back to the screen and there was a Cutter Laser there

Miniboss- Area 9 X21 Y031- never appears, leaves glitched box, which when collected plays game over music

Miniboss- Area 9 X4 Y221- never appears, leaves glitched box, which when collected makes the sound of a boss being hit.

There is an enemy which appears in this room. It is an extremely fragmented blue colored teleporting enemy. It resembles a tenuous web. It changes configuration each time it appears (it has ~8-12 different configurations). I realized what its shape was and why it was changing. Wherever it is at on the screen, it fills the cracks. The desert floor has a large cracked field on it, and the walls have crevices. Thus, I call it "the Crack-Filler". It took 6 bullet hits with a LV1 Attack Power and 4000+ Chips and when destroyed, produced a big explosion.

Miniboss- Area 9 X8 Y235- never appears, leaves glitched t-box, which restores +1 to the lifebar

Miniboss- Area 9 X13 Y235- never appears, leaves glitched t-box, which restores +1 to the lifebar

Miniboss- Area 9 X13 Y240- never appears, leaves glitched box, collecting it makes no sound

Miniboss- Area 9 X21 Y242- never appears, couldn't get to prize box

Miniboss- Area 9 X22 Y242- never appears, leaves Wave Attack

Miniboss- Area 9 X11 Y244- never appears, leaves glitched box, collect it and it makes sound like select screen button

Miniboss- Area 9 X8 Y254- never appears, leaves MultiBullet
[glitched Clawbot appears here]

Miniboss- Area 10 X3 Y222- Green Nuisance, leaves Fireball

Miniboss- Area 10 X3 Y222- never appears, leaves MultiBullets
(Orange Clawbot appears on the screen, glitched as usual)

Miniboss- Area 10 X4 Y222- never appears, leaves Grenade

Miniboss- Area 10 X4 Y222- never appears, leaves glitched t-box, which when collected mutes most of the sound, making it sound like a soft, dull hum

Miniboss- Area 10 X2 Y223- never appears, leaves Energy Tank

Miniboss- Area 10 X3 Y223- Red Nuisance, leaves Backfire

Miniboss- Area 10 X3 Y223- Glider, leaves 20 Enemy Erasers

Miniboss- Area 10 X3 Y223- never appears, leaves 20 Enemy Erasers

Miniboss- Area 10 X3 Y223- never appears, leaves a black box, which when collected plays ice corridor music

Miniboss- Area 10 X4 Y223- never appears, but the miniboss music keeps on playing, so a prize could not be obtained.

Miniboss- Area 10 X9 Y223- Glider, leaves 20 Enemy Erasers

Miniboss- Area 10 X4 Y224- never appears, leaves 20 Enemy Erasers

Miniboss- Area 10 X10 Y225- never appears, leave a blank warp portal, which when collected plays organic corridor music

Miniboss- Area 10 X18 Y240- never appears, leaves Wave Attack

Miniboss- Area 10 X19 Y240- never appears, leaves Wave Attack

Miniboss- Area 10 X20 Y240- never appears, leaves Wave Attack

Miniboss- Area 10 X19 Y241- never appears, leaves Wave Attack

Miniboss- Area 10 X23 Y241- never appears, leaves MultiBullet

Miniboss- Area 10 X20 Y242- never appears, leaves Cutter Laser

Miniboss- Corridor Room X9 Y254- never appears, leaves glitch box which plays TGL title screen music when collected; game experiences dramatic slowdown during the appearance of the item box

Miniboss- Corridor Room X9 Y254- never appears, leaves a glitch box which when collected plays Area 6,9 music

Miniboss- Corridor Room X5 Y255- never appears, leaves item box which mutes all sound and changes what Keys and Weapons the Guardian has

Miniboss- Area <> X23 Y244- never appears, leaves Blue Lander

Miniboss- Area <> X6 Y247- Blue Sentry-Spider, leaves <><>

Miniboss- Area <> X10 Y249 (check coordinates)- never appears, leaves glitched box which makes the same sound as when a Heart item is collected

"Miniboss- Area 7 X240- never appears, leaves Backfire" (incomplete notes)

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*****OTHER FEATURES OF THE LOST FRONTIER*****
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[1007]

There are also Landers that sell regular items, or glitched items. They frequently sell these items for odd prices. There was a Lander at X5 Y[2]43 selling an item for 9999 Chips. Another screen had an item on sale for 1910 Chips. X8 Y[2]51 had a Lander selling 3 glitched items for 9999 each. X13 Y[2]51 had a Lander selling 3 items for 1694 each. Sometimes the Lander would sell real items for reasonable prices, but the same Lander room never varied what it sold. A Repeller was sold for 9999 Chips also, a Hyper Laser for 9999 Chips, and an Area Blaster for 8381 Chips. There was also a Lander selling a Fireball for 1677 Chips. Some screens are the objects for sale or the choice of one of three and some are copies of real screens found in the game. One of the funnier ones was a Lander selling a Blue Lander for 9999 Chips

Save Landers are located in strange areas as well.

Some Area 1 screens have 11 Energy Tanks on them. Also, one Area 8 room had 11 MultiBullets on it. Touching them registered as the real item, and when you touched 3, on the select screen the MultiBullet icon had a purple box around it. One Area 10 room had 11H-boxes on it (when collected make sound of regular gun firing; no changes in item menu). One Area 10 room had 11 Speed Boosters on it. All did register. Collecting all results in one tap of the button firing 4 bullets in a cluster, regardless if in labyrinth or corridor. One tap has enough bullets to get rid of the blue warp panel boxes. 3 sets of these 4-cluster shots can kill Blue Fleepa. Some Area 7 screens had 11 Enemy Erasers on it. Area 8 screens had 11 Blue Landers on it, or 11 Red Landers on it, or 11 Energy Tanks on it. In one room of Area 1, 2 MultiBullets were on the floor. They both registered. In one room of Area 2 there was 11 "HIJK" boxes, which made a sound, but nothing else. Here is an index of the "11s" I found on the screens of different areas:

- Area 0- 11 Red Landers, 11 Energy Tanks, 11 Blue Chips
- Area 1- 11 Red Landers, 11 Energy Tanks, 11 MultiBullets, 11 Repellers, 11 LMNO boxes (they make the sound of an enemy hitting you)
- Area 2- 11 Enemy Erasers, 11 HIJK boxes
- Area 3- 11 Red Landers, 11 Backfires
- Area 4- none to date
- Area 5- 11 Hearts
- Area 6- none to date

Area 7- 11 Enemy Erasers

Area 8- 11 MultiBullets, 11 Red Landers, 11 Energy Tanks, 11 Bullet Shields, 19 MultiBullets, 11 Grenades, 11 blue glitch blocks (play Miniboss music when collected), 11 HIJK (mute the area music only), 11 red & blue glitch blocks (silences music), 4 Grenades, 19 Red Landers, 11 black boxes (play ice corridor music [+ add 10 points to the score]), 11 Hyper Lasers, 11 Fireballs, 11 Bullet Shields, 11 Repellers

Area 9- 11 Cutter Sabers, 11 Enemy Erasers, 11 Wave Attacks

Area 10- 11 Speed Boosters, 11 Fireballs, 11 Backfires, 11 Grenades, 11 H-boxes

There are text box rooms in the Lost Frontier. Some are copies of real screens in the game. There are quite a few text boxes not found in the game, however. Many are blank screens (no text). They have no message programmed into them. Also, the following messages were found on some text boxes: "00", "0", "Corridor", some indecipherable text (not even letters, weird glyphs), "[the same text the lander says across from Corridor 4 when you get it to open up Corridor 4 for you]", "I will sell only one of these to you", "0000[gibberish]j[gibberish]ZZZZZZZZ", and "Good Luck!".

Every now and then, you will run across an extremely glitched corridor room. There is no gate, no sign, and the screen is entirely filled with junk. Often times, water corridor music will be playing. In every room like this I encountered, there were portals out of it. The rooms are hard to navigate through due to all the junk. These rooms are very special because often when passing through these rooms, I noticed the weapon select box is over a blank space, and thus, gives the Guardian a glitch weapon (read more about glitch weapons below). In some situations, these turn parts of the status bar at the bottom of the screen into junk or whatnot or in two occasions, mess with the coordinate system where one or both coordinates don't change even despite you moving coordinates. If you want to get the teleporter glitch weapon, from my experience, you have to pass through one of these glitched corridor rooms.

I noticed occasionally there will be invisible walls. On some screens where there are open thresholds, you can walk to the edge, but you won't scroll to the next room. Now, on screens where there is a portal box/portal on an open threshold, those will *never* scroll, but these invisible walls on screens without portals or sides of the screen without portals are another matter.

Some regions of this Lost Frontier, such as a region around X16-X18, Y[2]49 is very very labyrinthine, many transitions to orange corridor rooms with portals that have openings on the top and right. There may be several Corridors here. The same is with X10-13, X[2]45-48, which is also very mazy with several orange empty corridor rooms. These areas might be nexuses of corridors, but they don't seem to be triggerable or the frequency at which the Corridor appears in the room is low compared to the frequency the empty orange corridor room appears.

There are other regions I noticed had things in common with several rooms that it did not have in common with areas around it. Besides the X24, X[2]55 barriers, there is a "Desert of Instability" where out of 2-3 dozen rooms, only 1-2 contained a room with a portal as a possibility and a remote one at that, and every screen had a high probability of miniboss klaxons which triggered the game to break down. Usually with the break downs, the graphics develop red & black lines in some areas, then the colored areas morph, and the graphics get simpler and degrade until the screen goes black. Here, the

screen went mostly black, leaving some desert areas visible, then immediately went black. It was a much more "chilling" glitch up. Usually 2-3 rooms in an area near one another can have this miniboss glitch-up possibility, but here I encountered it in room after room after room. That in itself was highly unusual. Also, the next highest priority was exitless rooms or rooms open only to the left, occasionally only open to the right. Progress through this region, which is located around the low Y[2]30s all the way across was extremely slow and I was lucky to find a way out (it starts ~Y[2]36 and runs up to I think Y[2]30 all the way across from X0-X23). Things normalized at lower Y coordinates and got easier to navigate through. I have never in all my extensive travels encountered an area where breakdown minibosses could be encountered in around 2 dozen or more rooms.

The other area of note is the "Glitch Forest". It exists in several rooms around X4 Y[2]51 (move down, right, up, left of it and the whole expanse of rooms are in this area). Designated Area 4, it produces a high proportion of uniquely glitched rooms I have found nowhere else, like screens with "patches of grass", a field of brown flowers, a fairy ring (that's the term for a ring of mushrooms), thornbushes in a maze pattern, a field of those strange green plate plants from Corridor 14, an arrow of strange red curls, a maze of those strange red curls, a maze of strange green glyphs on the ground, a field of things that look like wooden totems, a field where "8"s are grown, a square of lycopods (horsetail ferns), a screen with over a dozen of those red crawling donut things, and more. There was also a weird patch of grass screen here which had several Jumping Ghostmouths, a swarm of glitched red masses which would arc down from the sky and arc back up, sometimes 5 at a time, and the Multiplying Spider too. This was all on a single screen! I think I saw the mushroom square in one other place but all of those other rooms I only found there.

There is also a very glitched patch around X4-6 Y221-223 where the forest looked very strange and had many glitched up screens. Another time, I arrived here in Area 9, the desert, and got some very glitched up screens, though they had little variation, a field of "thunderbolt" symbols on orange background and skull faces which can be shot at. That was X4-6 Y221-23 or so. Therefore, I conclude this is a glitch zone for any and all area types. I would call it "Glitch Valley" and it seems to extend from X4-6 Y221-23. Why call it valley? Because it's a small patch of rooms. I've seen it glitched as several different areas. These coordinates consistently produced glitched results.

There is also "120 Alley", a few rows (Y[2]21-Y[2]22) of room after room where Corridor 120 can be found, open, with glitch blocks on it in a square which one touched trigger the game ending music. In 120 Alley there are some regular rooms and other corridors as well.

I noticed the whole Y[2]20 row is extremely difficult to advance through, ending up arriving in an exitless room of any Area type. I was able to break through it though, but found a whole row which is even more difficult to pass through, Y17 [Y217] which is actually on the southern part of the map ring after one whole looping. Y[2]18-Y[2]19 were filled with normal rooms. I would call these the "220 Wall" and the "217 Great Wall". There is also a "218 Wall" where virtually all the rooms at this row are exitless rooms or empty orange corridor rooms without portals. Y219 does not seem affected by this however.

I also noticed patterns in where some Corridors are found often, yet huge areas devoid of those same Corridors. This may just be staggered coordinates or something more, but I've also seen this with the glitched corridors. The

black & white geometric pattern corridors are only found in the rooms in the Y-coordinates just north of the map's northernmost border. There is also a red steel girder grid corridor which is only found in one small area and is not universal, like many other glitch corridor "habitats" are. It seems strange, but there are definitive patterns here. The nature of the Lost Frontier is hard to assess and only by exploring can one find regions that have commonalities, like the Desert of Instability, the Glitch Forest, and 120 Alley. And, at the same coordinates, but a different set of Z-coordinates on a different layer, may have a different area or even just be the average format for most of the Frontier. In other words, it's virtually impossible for any one person to find all the different areas in the Lost Frontier.

When you beat a Corridor of the numbers 1-20 in the Lost Frontier and return to the labyrinth, the game registers you as having beaten the real Corridor and the blinking indicator on the real map where that Corridor's location is in the game goes out. The same applies for Corridors numbering over 22 which play as copies of a Corridor numbered 1-20. Examples are Corridor 36, which is identical to Corridor 16. Beating Corridor 36 will make the indicator for the real Corridor 16 will go out. This applies even if you beat the boss, then reappear in the same room with the gate still open. From this we can confirm:

- {@} A corridor is "beaten" when the boss is defeated, not when the corridor explodes and the gate is sealed
- {@} Any corridor numbering 1-22 appearing outside their official location is still a legitimate version of the corridor and beating it will result in the official version also being beaten.
- {@} Corridors have multiple points of entry. Think of it as one highway, many different on-ramps.
- {@} Any Corridor numbered 23-127 which plays identical to any corridor numbering 0-22 and is beaten will result in the Corridor it is identical to being beaten. Thus, these corridors are analogs of their lowered number corridor counterparts.

Collecting many Speed Boosters can result in the Guardian's fire moving extremely rapidly. In other words, Speed can reach values above the maximum level available in the game normally. With a certain speed, 4 bullets are fired as a single volley and one tap of the button can remove a blue warp portal box. With even more speed, 16 bullets appear as one pulse in the firing followed rapidly by another with little delay. With even more speed, firing the primary weapon results in teleportation (see Weird Occurrences for all the properties of teleporters).

Of the many Corridors in the frontier, there was a high frequency of some while none of others. Almost all were encountered at least once, but Teramute (C-4) was not, except in the weird corridors that convert to TGL Mode.

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*****WEIRD OCCURRENCES*****
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[1008]

In this section I'll detail all the strange things I saw happen while exploring the Lost Frontier. This is basically a collection of events I experienced in these areas.

Some of these weird occurrences illustrate properties of the game we never get to test out due to not being accessible during the normal game, such as 0 Shields, 0 Weapons, and the like.

I found one room to be incredibly strange, X23 Y[2]43. When I reached it one time, it was a Corridor room called "Corridor [black box]" and was a very glitched screen. Depending on what time you entered it, you get widely varying results. Also, walking on the black areas of the screen switched the music from active corridor room to ice area corridor music, and stepping on different regions of the black areas would reset the ice area corridor track to the beginning. I've gotten inside the corridor: white-blue glitched graphics playing Area 1 overworld music, the game blacks out, Corridor 22 which when it is beaten, the game is beaten and shows the end screen, blue glitched rocky squares, Corridor 6 which is playable, Corridor 0 which is playable, Corridor 21 which is playable and when the TGL's Greatest Hits are beaten, the NAJU being destroyed sequence shows and the game transitions to Corridor 22. Re-entering the room, I've found Corridors 86, 122 and 102. I have never seen any other corridor have this strange property of timing of entry varying the result. Every other Lost Frontier corridor is the same regardless of the time you jump into it.

Theory: just like how the game is programmed for the Guardian to return to the Corridor room after beating Corridors 0-20, for 21, it is programmed to show the sequence of destruction and transition automatically to Corridor 22, and for 22 it is automatically programmed to show the ending. For Corridor 0, it is programmed to send you back to the room it is located at, as seen when playing Corridor 0 in this lost frontier, but that in the real game, it sends you to a text box room instead of a Corridor room. In other words, the Corridor 0 chamber has no formal Corridor room in the game).

There was a glitched block in Area 1, which when touched played desert corridor music. I've noticed this as a trend with many items left behind by the minibosses in the Lost Frontier, but rarely with items just onscreen normally.

One room I was in, a glitched corridor room, had 6 portals! And another one had 7 portals! That room was at X22 Y[2]41 and was extremely jumbled. The portals didn't always take you the same direction. Some took you one room to the right, and one just next to it could also take you one room up. The screen with the most portals I ever saw... it had 32 portals. Thus, we can conclude a room can have more warp portals on it than it has sides.

One weird instance was on X11 Y[2]45, which was a regular room, but the screen was very glitched. It played water corridor music and the room was very jumbled.

In another instance, in a very glitched corridor room, there was an "rdr" which killed the Guardian in one hit (due to the status bar being glitched and her having a life bar of true 0). Another glitched corridor room was at

X8 Y[2]42 accessed from Area 8. It was playing water corridor music and the room was very jumbled. I found about half a dozen corridor rooms that appeared extremely glitched. These glitched corridor rooms use the graphics set of a corridor room, but they have no corridor gate in them or they have a sealed gate (too many glitched sprites to tell). No matter what Area # you access them from, they all play water corridor music [Track 20 or 21, that's 14 or 15 in hex numbers].

Another instance had a sequence of 3 corridors. In X8 Y[2]45, there was Corridor 17. I played it, beat it, and returned to Corridor 10, which I played, then beat, and returned to Corridor 16, which I played, then beat, but it blacked out upon return. Usually only 2 corridors are linked up in a room if there is a link, but this is an example of a triple-link. And I found a quadra-link too. At X23 Y[2]40, at the time I accessed it from Area 8, here is what resulted: Corridor 12 (which played as Red Fleepa's corridor), when beaten sent me to Corridor 68 (which also played as Red Fleepa's corridor), which when beaten sent me to Corridor 35 (which again played as Red Fleepa's corridor), which when beaten sent me to Corridor 34 (likewise played as Red Fleepa's corridor), which when beaten sent me to an exitless room with a Lander selling a glitched item for 9999 Chips. All of these 5 rooms were at the same coordinates and accessed by playing one corridor after another and beating it. Double-links, triple-links, and quadra-links are functionally meaningless and more of a novelty than anything actually relevant other than being based on the probability of reappearing in a corridor room with a different corridor number and the gate being open.

Theory: This is my speculation, but linked corridors are the game returning you to the same X,Y coordinates, but a different Z-coordinate. In other words, using the X23 Y[2]40 example, I entered Corridor 12 and played through it and it linked to Corridors 68, 35, 34. I'm speculating that I could have just as easily entered those coordinates and arrived in Corridor 68 or 35 or 34 on its own and those corridors may or may not link to the other corridors at that coordinate. Many times a beaten corridor sends you back to an empty orange corridor room or sometimes a Lander room, but never any Area 0-10 room. I think what room you arrive back at is pure chance within a certain range of possibilities.

One of the weirder things I saw was at X22 Y[2]41 in Area 8, a room with a miniboss. After the miniboss was "beaten", the item appeared. Now, I saw this twice in the same room and collecting the item or waiting has nothing to do with it, it appears regardless. The label "Corridor 8" appears in the floor of the organic room and the floor turns mostly black, and what are clearly patterned after 2 corridor gates open up, only the gates are made out of blue and white eyes. Hopping into the opening allows warping to Corridor 24 at X8 Y8, which played as a glitched corridor. The thing is this happened normally and involved no use at all of any glitch weapons.

On an Area 6 glitch out screen where it plays the opening screen music, I got the TGL sound test on that screen.

On some screens in Area 10 Lost Frontier rooms, those blue boxes took 16 hits to shoot open and when destroyed they looked like an empty item box.

And for another corridor room (X21 Y[2]41 accessed from Area 1), when I entered it, there was a long delay, then ice corridor music started playing,

the Guardian was blue, red, and white, and the corridor room was all red & black. There were those jumping mouths which emerged, except they were orange. Hmm, notice the coordinates in this case and in the earlier case with the corridor gate made out of eyeballs were *both* Y241 and their X-coordinate was off by only a single space. I suspect certain coordinates have anomalies to them and generate more chaotic results than other coordinates.

And in another corridor room when I entered it (X22 Y[2]18, accessed from Area 6), the room was almost entirely filled with brown boxes, "Good Luck!" was written on it and forest corridor music was playing. I could scroll off the left threshold and an Area 0 screen with glitched walls appeared and portal boxes to the east and south. This seems to be another category in the group of glitched corridor rooms, with this being the only time I saw one not playing water corridor music.

At Area 8 X23 Y[2]18 there was a room with 19 black boxes (disguised as yellow-green corners of giant eyes), which when collected changed the Area music to a very weird remix of the track not found in the game. It was glitched, but it sounded extremely cool.

There is a mapping error which occurs around X6 Y[2]19. Around this coordinate, after visiting it, all rooms for a while bear the coordinates X6 Y19 even though on the map you can tell its not X6 Y19. And also, some really weird Area numbers began to be displayed. Now, occasionally, for corridor rooms (all non-labyrinth rooms normally in the game are listed as Area 0), sometimes they are listed as Area 8 for some reason, but I never before saw the labyrinth rooms labelled otherwise. Here were some of the area numbers:

- Area 0- displayed Area 1 or 2 (water), Area 6 (arctic)
- Area 3- displayed Area 0 (grass)
- Area 12- displayed Area 0 (grass), Area 3 or 4 (jungle)
- Area 14- displayed Area 1 or 2 (water)
- Area 15- displayed Area 7 or 8 (organic), Area 9 (desert)

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Labyrinth-Corridors and Corridor Room-Corridors
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[1008A]

Now, this was the weirdest one of all. In 3 different coordinates, I had a labyrinth turn into a corridor! All times the Guardian was uncontrollable and looked glitched. In one instance, there were only enemies from the corridors there, and in another instance there were enemies both from corridors and labyrinths. Teleporters or other glitched weapons were not used in any way here. It is strange since it operates like a corridor where there are onslaughts and there are lulls in the # of enemies. Then, at a 3rd set of coordinates, I portaled into a corridor room and it turned into a Corridor-Room-Corridor. In this situation, the Guardian was controllable.

Here are the details of the Labyrinth-Corridors:

- Area 9 X22 Y242
- Accessed by walking from Area 9 X21 Y[2]42
- Plays Area 9 music
- The Guardian is uncontrollable
- It ends with receiving the Hook Key and flying off, and the game going black

Enemies: Red slime, blue disks, jumping blue mouths

Area 9 X13 Y239

Accessed by walking from Area 9 X13 Y[2]40

Plays Area 9 music

The Guardian is uncontrollable

It resets after 2 minutes or so of flying, like a demo

Enemies: Blue floating skulls, giant brown desert skulls, jumping blue mouths

Area 10 X4 Y224

Accessed by walking from an adjacent screen (either X4 Y223 or X5 Y224)

Listed as "Area 14 X4 Y24"

Plays Area 10 music or no music at all (I didn't record this data)

Enemies: blue long-skull spitting projectiles (only a few early on)

The Guardian is uncontrollable and her graphics are glitched

Resets after something like 40 seconds- 1 minute, like a demo

And here is the details for the Corridor Room-Corridor:

Area 0 X5 Y222

Accessed by portal-ing in from Area 3 X5 Y[2]21

Plays active corridor room music

The Guardian is controllable here

Guardian's weapon fire is a bunch of green glitches

The closed active corridor gate could be seen through the overlaying graphics

It went on endlessly

Enemies: Rdr (spits flashing projectiles), Mirror-rdr (spits flashing projectiles), unknown diamond-bubble spitters

() ()

Glitch Weapons

() ()

[1008B]

Sometimes when moving around the Lost Frontier, you'll find the weapon select box over blank spaces or spaces anywhere but on the weapon part of the screen, such as over a blank space or inappropriate area, like the right side of the screen by the Chip #s or Shield/Weapon stats. These are the glitch weapons. Sometimes, the weapon select box on the select screen will be over a blank space and indicate you have a number of shots and either displays no box or a glitched box on the status bar, Be warned, if you fire it, in many cases the game will glitch up and freeze. Occasionally, the weapon will have... weirder effects. Once, the game produced the Guardian as having 1872 Chips and a glitched weapon in a weird area of the select screen that on the status bar displayed as a fireball graphic, slightly glitched with 234 Shots. When used, it made the sound like the MultiBullet being fired, but nothing displayed and it warped the Guardian over by one room and drained her life from 32 down to 1 and turned the graphic icon into a Repeller icon. I'll talk more about the teleporter weapon in a moment, but I want to note that it is advisable to use a save state to save the game before using or even moving the weapon. You see, sometimes when you move the weapon select box when it is on a strange section of the select screen, if you move it up or down, the game will freeze and it will be making this shrill noise which is the sound of the weapon box being moved, only held at a constant note (it is not a pleasant sound). If you move the box left or right, odds are you will find the weapon select box on one of the normal weapons. Once the weapon select box is on a normal weapon, you cannot get it to go back to a glitch weapon unless you come across one of the rooms

that creates glitch weapons, which I note in the next paragraph.

How do you get access to glitch weapons? I often find the cursor on one of these spots on the select screen where weapons are not found when I enter an extremely glitched up Corridor room. Sometimes in the Lost Frontier, there are corridor rooms that are very messed up. I'm not talking about the ones with some junk in the room, I'm talking about ones which are filled with junk all over the screen and occasionally even have enemies in there. These weapons only exist so long as you don't move your cursor off of them. I also found the weapon select box over a glitch weapon when I walked onto a normal area screen which was a little more glitched up than normal.

These glitch weapons have wildly unpredictable effects. Sometimes their effect is consistent, but occasionally, when you enter a certain room, the effect is different. There are several weird occurrences which result from these weapons. One glitch made the lifebar disappear completely, as in it was not 0, there was not even a lifebar, period. One hit from any enemy meant instant death. Another glitch weapon drains the lifebar to 0, but this 0 is virtual invincibility. One glitch gave me 0 Weapons. Now, 0 Shields means near invincibility, but 0 Weapon levels means you fire one bullet at a time, but there is no auto-fire function to it. With 1 Weapon level, holding down the firing button means the gun will constantly fire, not with 0 Weapon level though.

One changes the music to the sound of flying off into a corridor, another freezes the game, and yet another teleports the Guardian most of the time, and sometimes freezes the game/causes it to black out and glitch up. The teleporter occasionally sends the Guardian to a random room, but after a few uses, it sends the Guardian to some prescribed coordinates, some on the map, some off the map. The teleporter is strange. It looks like the teleport effect from other 8-bit video games. The guardian's image moves in a wavy pattern up and down in one direction along the screen (up and down moving left or right, or side to side moving up and down, or at angles moving in a direction), changing to green and white color, then the screen switches to another screen of different coordinates. Perhaps there was going to be a teleporter function in the game and it was programmed for, but then abandoned. Anyway, I accessed the Y[2]55 series and thereabout of rooms through the teleporter glitch-weapon. Normally it's a bunch of grassy 3-way rooms, but here I landed in a Corridor room with portals and used save states to explore all around it. This weapon has many defects, often making the screen go black & freezing the game, or making the graphics decompile and the game freeze, or making glitchy graphics appear and the game freeze, or requires 2 uses, the 1st use turning every red enemy on the screen green, including the Guardian too, the 2nd completing the teleport. But, I noticed something strange. When the teleporter often fails and causes the game to scramble, it commonly freezes the game, but plays "military aquatica" (Track 03, the most common type of boss music, or 03 in hex). Kinda strange. The teleporter does have a pattern. It frequents the following coordinates: X1 Y0, X6 Y7, X9 Y10, X10 Y9, X10 Y11, X11 Y12, X15 Y10, among others. Also, when used in some corridors, most notably glitched ones that don't resemble Corridors 0-22, it produces an instant victory, triggering the victory music, sending the Guardian flying forward, then turning around and flying backwards, as is the behavior when a corridor is beaten. Another glitched weapon turned the Guardian-ship green, giving the Guardian paralysis, but invincibility. I saw this in both a corridor and in the labyrinth. Enemies just pass through you. They cannot interact with you. Note that the teleporter can send you to Z-coordinates in the regular mapped area. This means different versions of the real rooms

you see in the game, such as some of the rooms in Area 0, with the same block arrangements and enemies, only in an empty orange corridor room or the like.

Here is an index of some glitched weapons I saw. Their position is hard to describe on the select screen, but its all in fringe areas. I describe the pictures by their icons. Some glitch weapons produce different results even despite having the same icon, depending on how they are generated. Many are teleporters. Some are highly glitched, some have higher rates of success. Teleporters can be used in corridors to produce instant victories regardless of where you are in the corridor, but they do not have a 100% success rate.

Saber Laser- a rather successful teleporter in some circumstances, in others, it freezes

Weapon Power: 1 Chip Usage: 30

Chip totals- 1st time used: 50 --> 2450 --> 2266 --> 1986 --> 1756

(so, the cost of using each time is N/A, 184, 280, 230)

Chip totals- 2nd time used: 50 --> 2520 --> 2480 --> 2254 --> 2028 -->

1712 --> 1486 --> 1200 --> 944 --> 688 --> 432 --> 206 --> 9999 --> 9999

(loops at 9999)

Here is the # Shots left:

(chip usage calculated from fitting the # shots into the Chips)

944 Chips: 31 Shots (30 Chips/use)

688 Chips: 22 shots (31 Chips/use)

432 Chips: 14 shots (30 Chips/use)

206 Chips: 6 shots (34 Chips/use)

9999 Chips: 255 shots

Red Lander- a teleporter with a high failure rate

Weapon Power: 3 Chip Usage: 6

Chip totals when used: 50 --> 26 --> 2 --> 2 --> 2

(so, the cost of using each time is: 24, 24, 0, 0, 0)

Speed Booster- a teleporter with a high failure rate

Weapon Power: 3 Chip Usage: 154

Hyper Laser- turns all blue portal boxes into empty item boxes. Yes, it means the portals disappear

Fireball- a teleporter that always fails, causing the screen to black out

Backfire- a teleporter

Glitch-Shield- a teleporter

Glitch with corner box- turns portals into item boxes

Glitch 4 square- freezes screen

Another glitch block- no use

Another glitch block- freezes game, makes screen very glitched

Another glitch block- no use

Another Red Lander- often fails, has some bizarre effects when the game freezes, like changing the color of the room or creating a "strobe light" effect on the frozen screen. Another time it resulted in a transformation sequence on a bizarre background, then the game blacking out

As you can see, the exact Chip costs of these weapons varies with each shot, but seems to remain consistent around a certain number (kind of like staggered coordinates, only "staggered Chip costs").

I wonder if the distance it teleports the Guardian has some impact on the chip value or if it is entirely random, or exponential, or what.

```
*****
*****
***** LOST FRONTIER CORRIDORS *****
*****
*****
```

[1009]

In this section you will find a lot of details pertaining around the corridors found in the Lost Frontier as well as an index of all the corridors I encountered there and how it appeared to me. There are a grand total of 128 Corridors, spanning Corridors 0 through Corridor 127. You will remember that only Corridors 0-22 are in the game, meaning there are 105 Corridors found in the Lost Frontier that are not found in the normal course of the game.

Much of this exploration was done with the "nkQC IcJA" code. Some of the rooms (many around the Y[2]55 coordinates) were accessed via a teleport glitch.

I originally included the Area I accessed the Corridor from purely for bookkeeping purposes even though the Area or origin has no impact on what corridors are there, but I decided to remove it as it was extraneous data and made the logs appear too convoluted. I will leave the Area of Origin data for Corridors 0-22 though, to display the random nature of the Lost Frontier and how water corridors can be accessed from desert areas and so on.

"Accessed from" refers to what area the room in the Lost Frontier belonged to that I entered the corridor room from. It does not refer to the point of departure from the real map, which is not possible in this game. "Accessed via teleporter" did not mean I reached each room by using a teleporter; it means I reached one of those rooms via teleporter, saved, and branched out from there by foot.

When you see "Blacks out upon entry", that means you can jump into the corridor and undergo the transformation sequence, but after that, the game blacks out.

When you see {FALSE} that does not mean the data is wrong, it means that corridor entry is known to be a False Label (in other words, the Corridor # documented is the one listed on the screen, but it's known to be wrong). The concept of false labels is explained further below.

It is also worth noting that I did not test almost all the Corridor 0s I found. There may be some Alternate Corridor 0s, but I never tried them all out.

The first thing about the corridors here that stands out is there are multiple versions of all corridors. More than one location for a corridor has

been found for most of these corridors and some of those even fall outside the range of staggered coordinates, meaning there are multiples of these. I've found several Corridor 1s, Corridor 8s, and even of higher numbered corridors too. Beating any of these lower numbered Corridors results in the blinking indicator light over the real corridor going out. Basically, it seems like several corridors have multiple entry points.

There is also the existence of parallel corridors. These are Corridors numbering above 22 which play identical to some Corridor numbered between 0 and 22. Some examples are Corridor 36, which frequently plays as Corridor 16, Corridor 56, which played as Corridor 12 (though the fact all other versions of Corridor 56 are different makes me think this is a result of false labels), and Corridor 87 played identical to Corridor 12. When these parallel corridors are beaten, it registers as if the real Corridor it is a copy of is beaten!

The most commonly occurring corridors, whether multiple points of entry or parallel corridors, are Corridors 16 (Red Optomon), 8 (Red Grimgrin), and 12 (Red Fleepa).

Having used a teleporter to get back to the regular map and confirm it, I can say that when a blinking indicator at a real corridor's coordinates goes out as a result of being an identical or parallel corridor in the Lost Frontier, the corridor in the room at the real coordinates does become sealed.

Another strange behavior is the auto-victory. This is where upon the Guardian passing through the portal in the adjacent room to the corridor room in question, you will see the Guardian automatically jumping out of the Corridor and any portal boxes being indestructible green, the corridor explode and an item left behind. This was seen in all the encounters with or the vast majority of encounters with Corridors 5, 53, and 117. A point worth noting here is the auto-victory Corridor 5s never make the blinking indicator for Corridor 5 go out.

Alternate corridors have also been found. These bear the same number as a real corridor, but have a different terrain (i.e. glitched) from the same numerical corridor in the real game. I've observed alternates with Corridors 1, 8, and 16. Now, there are multiple normal versions of these same corridors in the Lost Frontier as well. They're just like every other glitched corridor except they have a number the same as Corridors 0-22.

One incident made me realize some of the Corridor labels may not be truthful. There seem to be "false labels". I noticed this for one set of coordinates, where there was an auto-victory for Corridor 5 there, producing a glitching Energy Tank as the prize and for the same coordinates there was an auto-victory for Corridor 4 there, producing the exact same prize and result. Now, the auto-victory thing is common for Corridor 5, but unheard of for Corridor 4. This, and the fact some corridors produce one set of results multiple times, but then for that one other time play like Corridor 12, 16, or something like that, makes me think that one result that differs from all the others is a result of false labels. For example, Corridor 24 at the same coordinates played once as if it were Corridor 16 and another time if it were Corridor 8. At those coordinates, a Corridor 8 can be obtained. This makes me think that time I entered it had the label "Corridor 24", but was really Corridor 8. The same thing happened with Corridor 40, which played once as Corridor 12 and another time as Corridor 5. The Alternate Corridors may in fact be a result of false labels. Parallel corridors may likewise be a result of false labels.

Fact: False Labels have been confirmed. In the section discussing how the Lost Frontier works, we have been able to identify what the proper music track is for each higher corridor. Therefore, any corridor labelled as a number which does not play that music track is a falsely labelled corridor. I should note this does not rule out all falsely labelled corridors since if, let's say, Corridor # is supposed to play Track 17 and an impostor corridor (not Corridor #) is labelled as Corridor # but just happens to play Track 17, then we cannot tell it is an impostor corridor.

Now for the glitched corridors. Some of these play identical no matter what coordinates they are found at. Some of these play differently at different coordinates. I have found though, that all corridors seem to play identical at the coordinates you find them when false labels seem not to be a factor. I have been able to replicate entering the same room and hopping in the corridor at different time intervals, reaching the same coordinates by different means, several times, all producing the same results. Corridor 32 looks identical at 4 different coordinates, Corridor 27 looks the same at 2 different coordinates, and likewise with Corridors 37, 51, 75, 96, 104. Some of these are very variable though, like Corridor 74, which at 3 different locations produced 3 very different results.

There are some common "habitats" for the glitched corridors. Many appear as an endless corridor of white technological wiring like that between the metal panels in Corridor 0. There are some white tech-wiring corridors like this which have a brown metal panel near the start of the corridor. There are some green tech-wiring corridors as well. Many higher up numbered corridors, especially in the 90s and over, appear as this strange black and white geometric pattern. Another common occurrence is a scrolling grid, light blue with some number as a part of it and some brown panels in it as well. Another variation of this is a red grid with numbers in it which is a still screen. There are also glitched corridors which look like heaps of junk and some of which almost resemble city blocks (at least in an 8-bit system). Many of the junked up glitch corridors resemble Zanac, a flying shoot-em-up game made by the same company that made TGL (in fact, the Landers come from that game).

Select button can glitch up some of the glitched corridors, making their background change or break down. Many of the "white bones" technological corridors are susceptible to this, but not all of them. The "white bones" deform only once with select and they remain deformed no matter how many times select is used. With other corridors, some deform differently each time with the use of the select button (though they only have so many possibilities of deformation) and others deform once with select button and keep that deformed pattern. In other words, the graphical integrity of many of the higher numbered corridors is low. When flying in glitched corridors, I recommending using the select button; it's the only way to see the different aspects of the corridors.

All normal corridors have the exact same Area listing on the status bar when they are being played unless otherwise noted. All glitch corridors have Area 10 on their status bar unless otherwise noted.

Corridor 0 has the more versions of itself out there than any other Corridor. There are 3 possibilities for Corridor 0 in the Lost Frontier, first that it is open and has 4 panels there, second that it is open but has no panels, and third, it is sealed. Those 4 red panels only exist on Corridors 1-10 in the real game. They are the failsafe devices which need to be destroyed for the self-destruct to be initiated. It's bizarre that Corridor 0 would have

them. What's more too, is that normally in the game Corridor 0 does not have a formal Corridor room. It warps the Guardian to the text box room at its coordinates when beaten. Beating some of the Corridor 0s sent the Guardian back to the same room with the corridor still open, or to the same corridor except closed, or to a different corridor room, or even to an empty orange corridor room. All Corridor 0s do not have a transformation sequence at the beginning nor at the end, unlike all other Corridors except 22.

Corridor 21 in all cases were auto-victories, meaning entering the room resulted in automatically jumping out of the corridor, it exploding, and leaving some item.

Corridor 22 has been located in the Lost Frontier. The fact that it always plays the same level, that short space level with the password screen music, confirms that the final level is deemed Corridor 22. This Corridor, like the real version, has no opening transformation sequence. Its boss is It, and when It is defeated, the game's ending is shown. Yes, it is possible in the Lost Frontier to beat the game with all corridors still active! And surprisingly, some sealed Corridor 22s have been found. It seems like that shouldn't be possible, but it is. Even the fact that there is a Corridor for the final level is absurd since it is only supposed to occur after NAJU is destroyed, not be a part of NAJU. Theoretically, one might say it is the Corridor, the habitat in which It came out of and escaped. It was able to escape into space because space is its environment, not water or jungle or arctic, etc.

In all corridors in the Lost Frontier, regular ones or not, if there is that red asteroid enemy, the one that generates a circle of asteroids that fly at you, it just flies by from left to right and never generates the circle. Its function is seemingly disabled in the Lost Frontier.

Corridors 0 and 22, regardless if in the game or in the Lost Frontier, both lack an opening transformation sequence and a closing transformation sequence. All bizarre corridors have opening transformation sequences and if they don't black out after flying off from the boss, closing transformation sequences as well.

() ()

Corridor Index

() ()

Note: This section is rather long. If you want to jump to the section containing a specific corridor, each Corridor has been given a code you can put into a "find on this page" search box to jump down to. The code is CL###. So, for Corridor 127, type in CL127, for Corridor 0, type in CL000, for Corridor 1, type in CL001, for Corridor 24, CL024, you get the idea. All unclassifiable corridors are labelled CL???. So, type that into a search box to jump down to them.

Below is the index of Corridors I have encountered in the game. Some of these corridor listings (0-22) have a Corridor listed separated from the rest of the index of corridors by a dotted line. That corridor is the Prime Corridor, the one accessed in the normal course of the game. Anything below that dotted line are corridors in the Lost Frontier, including anything inbetween regular areas on the 24 x 24 grid, everything on the 32 x 32 grid, and everything from there to X & Y 255 coordinates.

I have listed the proper hex data read for music, weapons, and graphics for each corridor. This is taken from the game's code. With this, we can know, even if a corridor blacks out or otherwise cannot be played, what its music would be and even what weapon would theoretically be won from it. This hex data is important because all the properties of a corridor are generated from it. And random values are not used for these properties, the same one is used each time (well, other than false labels).

I must note, and I will post this in two sections, that I am assuming there is a blank space for Corridor 66 based on the data I have, which seems to indicate that placing music track CC at Corridor 66 produces misaligned data, but placing it at Corridor 67 produces data that fits observations. If I am wrong and indeed I am simply encountering several corridors which are falsely labelled by being +1 ahead of the number they are listed as, they I will correct this data set. I just want all readers to know this, to know that while Corridors 0-65 are 100% confirmed with regards to music track hexes, but Corridor 66-127 are not 100% confirmed. The order is certain, but where it exactly starts does not.

Corridor 0

[CL000]

Music Hex: 1E [Track 30: Corridor 0]

Weapon Hex: __ [it's blank]

Graphic Hex: 20 [space environment]

X11 Y012

Area 0

Boss: Defense System

WIN: nothing

Is unique in that it has no Corridor room. It is covered with a text box room.

Yes, X11 Y12, the text box room *is* the Corridor 0 room; it's just replaced with something else instead of a sealed gate.

Note: many of the following Corridor 0 rooms could be accessed via the teleporter from the Northern Frontier. The ones that were accessed by teleporter have that noted on them. All of these rooms were accessible by passwords too.

Due to the large number of Corridor 0s found in the "valleys" between the mapped areas on the 24 x 24 grid, I will streamline the data here. All of the following are open and have 4 panels. They play normally and when beaten send you back to the same coordinates with the gate still open. Note that I did not test that for all of these, only many of these.

X4 Y000		X7 Y005	X17 Y009	X0 Y013	X2 Y018
X5 Y000	X8 Y005	X18 Y009	X1 Y013	X21 Y018	
X21 Y000		X13 Y005	X19 Y009	X2 Y013	X22 Y018
X4 Y001	X14 Y005	X20 Y009	X3 Y013	X23 Y018	
X5 Y001	X2 Y007	X21 Y009	X21 Y014	X0 Y019	
X20 Y001		X3 Y007	X15 Y010	X5 Y016	X1 Y019
X21 Y001		X4 Y007	X21 Y010	X21 Y016	X2 Y019
X4 Y002	X5 Y007	X5 Y011	X11 Y017	X3 Y019	
X5 Y002	X15 Y007	X5 Y012	X12 Y017	X4 Y019	
X18 Y003		X16 Y007	X21 Y012	X19 Y017	X14 Y019
X0 Y004	X17 Y007	X22 Y012	X20 Y017	X13 Y023	
X0 Y005	X18 Y007	X23 Y012	X21 Y017		

X7 Y005, X8 Y005, X2 Y007, X3 Y007, X4 Y007, X5 Y007, X17 Y009,
X15 Y010, X5 Y011, X5 Y012 can also be reached via teleporter.

X15 Y000

Valley 10-4

open, 4 panels (accessed via teleporter)- yes, overlaps with real room

X12 Y012

open, 4 panels (accessed via teleporter)- yes, overlaps with real room

X18 Y218 open, ?? panels (plays normal)

X2 Y219 open, ?? panels

X4 Y219 open, no panels- plays normal

Boss: Defense System

beating it reveals it is in TGL Mode

it jumps next to Corridor 15

Boss: Green Clawbot

[did not continue playing]

X6 Y219 open, no panels (plays normal)

Beating it results in being teleported to the same room, outside Corridor 0
again, only this time when you jump in, it blacks out

X18 Y221 open, ?? panels

X5 Y223 open, no panel

X6 Y224 open, 4 panels (plays normal)

X12 Y226 sealed

X6 Y227 open, 4 panels (plays normal, when beaten, sends the Guardian
back to the same room with Corridor 0 open)

X10 Y238 open, 4 panels

X17 Y239 open, 4 panels

X18 Y239 open, 4 panels (accessed when Corridor 8 in the same room is beaten;
beating Corridor 0 results in being sent to an orange empty corridor room)

X21 Y239 open, 4 panels

X22 Y239 open, 4 panels

X16 Y240 open, 4 panels, accessed from a very glitched Area 9 (beating it
sends you to the same room, except replaced by Corridor 51)

X17 Y240 open, 4 panels

X15 Y240 open, 4 panels

X20 Y240 open, 4 panels (plays normal)

X10 Y241 open, 4 panels

X13 Y241 open, 4 panels

X14 Y241 open, 4 panels

X15 Y241 open, 4 panels

X21 Y241 open, 4 panels

X22 Y241 open, 4 panels

X17 Y242 open, 4 panels

X18 Y242 sealed

X6 Y243 open, no panels

X10 Y245 open, no panels

X11 Y245 open, no panels

X13 Y245 open, no panels

X22 Y245 open, no panels (plays normal, beating it warped to Corridor 0 room,
except it is sealed now)- another time, sealed

X4 Y246 open, no panels

X22 Y247 sealed

X5 Y248 open, 4 panels

X8 Y248 open

X20 Y248 sealed

X22 Y248 open, no panels?

X5 Y249 open, 4 panels

X21 Y249 sealed

X23 Y249 open, no panels?
X12 Y250 open, no panels
X16 Y250 open
X1 Y251 open, 4 panels (plays normal)
X7 Y251 sealed
X13 Y251 missing data for
X15 Y251 open
X2 Y252 open, 4 panels (plays normal)
X7 Y252 open, 4 panels
X14 Y252 open
X5 Y254 open, 4 panels, accessed by beating Corridor 16 at the same coordinates (itself accessed from Area 9), beating it sends the Guardian to the same coordinates with Corridor 0 with 4 panels only the room was more glitched
X17 Y254 open, 4 panels, accessed via teleporter
X19 Y255 open, 4 panels (accessed via teleporter)

For all of these, they play identical to the real Corridor 0, the level played when you select a new game, the one with the defense system (the mechanical turrets or eyes) at the end as the boss. From my experience (I've played some Corridor 0s, not all), they always send you back to the Corridor room intact with the gate still open, but in one instance, beating the corridor sealed the gate. Some of the Corridor 0 screens appear glitchy, with arrows appearing over them, but the corridor can be entered regardless. The Corridor 0 room is one possibility for several rooms that have the empty orange corridor rooms as another possibility. Beating X13 Y[2]51 Corridor 0 sent the Guardian back to the same room, except it became a Save Lander room.

Notice, an interesting pattern. There are virtually no Corridor 0s from Y225 to Y238.

Corridor 0 (ALT)

These are all known to be the result of False Labels.

X6 Y219 {FALSE}

Guardian's ship red, light blue, white
Orange engine fire and pulse fire
appears as a red grid over black space
1 tap= the ship moves across the screen
plays Area 0 music
listed as "Area 10"

Has created bosses from fragments which act like these weird chains, like Chain Chomps from Super Mario Bros or something like that, where they extend a chain part towards you, then retract it, teleport around, and repeat. There were 4 of these.

Also, a glitched slightly large orange square was there which tracked the Guardian's vertical movement and teleported around.

Another time...

Guardian's ship red, light blue, white
Orange engine fire and pulse fire
appears as a red grid over black space
plays Area 0 music

Enemies: rdr

Another weird boss appeared. This one was a red, light blue, and white elongated cone constructed from fragments. It would always keep in front of the Guardian and track her vertical movement, pulling back when she moved forward and advancing when she would pull back. It also teleported around. It would only move/react rather slowly and when it teleported, it took a really long time to reappear relative to the usual teleporting bosses

X4 Y224 {FALSE}
Has 4 panels
Fire at the gate for it to open
plays identical to Corridor 1
Boss: Blue Fleepa
[did not beat]
X20 Y243 {FALSE}
The room had no panels
Appeared as a light blue grid with the #22 and green tiles in it
Plays organic corridor music
Select-glitch works only once
Enemies: rdr, mirror-rdr
X21 Y243 {FALSE}
The room had no panels
Screen frozen, game frozen
No Guardian, no music
Dark blue lifebar, stat bar is all black
Red tech wiring is the background
[these versions of Corridor 0 all have transformation sequences]

Corridor 1

[CL001]
Music Hex: 15 [Track 21: Water Corridors]
Weapon Hex: 07 [Repeller]
Graphic Hex: 21 [water environment]

X6 Y010
Area 0/1*
Has 4 panels
Boss: Blue Fleepa
WIN: Moon Key, Repeller
*= affiliated with Area 1, but is an island outside the lock of the
Moon Key and accessible from Area 0

X1 Y016
"Eye" of Area 2
plays normal
X0 Y018
Valley 2-3
plays normal
X4 Y018
Valley 2-3
4 panels; fire at gate to open
plays normal
X19 Y218
Sealed
X22 Y218
Accessed from Area 6
Sealed
X3 Y219
Has no panels
Fire at the gate for it to open
plays normal
Boss: Blue Fleepa
[did not beat]
X22 Y239
Accessed from Area 0
Has 4 panels

Fire at the gate for it to open
Plays normal
Boss: Blue Fleepa
[did not beat]
X20 Y240
Accessed from Area 1
4 panels, shoot at gate to open
plays normal
Boss: Blue Fleepa
[did not beat]
X23 Y240
Accessed by beating Corridor 27 at the same coordinates with
an automatic victory (not glitch related)
4 panels
fire at the gate to open
[did not try]
X19 Y241
Accessed from Area 8
4 panels, shoot at gate to open
[did not try]
X20 Y241
Accessed from Area 6
4 panels, shoot at gate to open
[did not try]
X21 Y241
Accessed from Area 1, Area 5, Area 6
4 panels, fire at gate to open
plays normally
Boss: Blue Fleepa
[did not play]
X22 Y241
Accessed from Area 5
4 panels
fire at the gate to open
plays normal
Boss: Blue Fleepa
[did not play]
X6 Y242
Accessed from Area 10
4 panels
plays normally
Boss: Blue Fleepa
WIN: Moon Key, Repeller
X7 Y242
Accessed from Area 7
4 panels
Fire at the gate for it to open
Plays normally
Boss: Blue Fleepa
WIN: Moon Key, Repeller
No exit to room though
X9 Y242
Accessed from Area 2
4 panels
Plays normally
Boss: Blue Fleepa
WIN: Moon Key, Repeller
Can leave if exit exists
X11 Y242
Accessed from Area 1

4 panels
plays normal
Boss: Blue Fleepa
[did not play]
X20 Y242
Accessed from Area 1
4 panels, shoot at gate to open
plays normal
Boss: Blue Fleepa
[did not beat]
X21 Y242
Accessed from Area 5
4 panels
fire at the gate to open
plays normal
Boss: Blue Fleepa
[did not beat]
X3 Y243
Accessed from Area 1
It has 4 panels
The level plays normally and is identical to the real Corridor 1
Boss: Blue Fleepa
WIN: Moon Key, Repeller
X5 Y243
Fire at the gate to open, just like the real Corridor 1
It has 4 panels
The level plays normally and is identical to the real Corridor 1.
Boss: Blue Fleepa
WIN: Moon Key, Repeller
X8 Y243
Accessed from Area 2
4 panels
Plays normally
Boss: Blue Fleepa
[did not beat]
X12 Y243
Accessed from Area 1
4 panels, shoot at gate to open
plays normal
Boss: Blue Fleepa
[did not play]
X4 Y244
Accessed from Area 1
It has 4 panels
The level plays normally and is identical to the real Corridor 1
Boss: Blue Fleepa
WIN: Moon Key, Repeller
X1 Y252
Accessed from Area 0
4 panels, fire at gate to open
plays normally
Boss: Blue Fleepa
[did not beat]
Another time-
Sealed
X5 Y253
Accessed from Area 9
Sealed
X10 Y253
Accessed from Area 8

The number "1" is yellow, not the normal white

No panels

Fire at the gate to open

Plays as if it were the real Corridor 1

Boss: Blue Fleepa

[did not beat]

X0 Y254

Accessed from Area 0

Sealed

X5 Y254

Accessed from Area 0

Sealed

X20 Y254

Accessed from Area 5

Sealed

X5 Y255

Accessed from Area 4

Sealed

[all of these register as beating the real Corridor 1]

Corridor 1 (ALT)

This one can be confirmed to be falsely labelled.

X7 Y241 {FALSE}

Accessed from Area 8

4 panels

playable, designated as Area 10 X7 Y41

No music

Starts off with green tech, then turns into blue and red glitchy panels along the sides

There are the Corridor 0 turrets here, the small ones with red panels and Green eyes.

There are also some inactive giant red metal/green eye turrets

Corridor repeats in a segment with a "brown and red panel pyramid"

Moves at a moderate speed

Enemies: morphing tiles, target them and they explode

Corridor 2

[CL002]

Music Hex: 15 [Track 21: Water Corridors]

Weapon Hex: 09 [Saber Laser]

Graphic Hex: 21 [water environment]

X2 Y016

Area 2

Has 4 panels

Boss: Clawdaddy

WIN: Hook Key , Saber Laser

X2 Y023

Area 3 niche

4 panels; touch all 4 to open

plays normal

Boss: Clawdaddy

WIN: Hook Key, Saber Laser

X3 Y023
Area 3 niche
4 panels; touch all 4 to open
plays normal
Boss: Clawdaddy
WIN: Hook Key, Saber Laser
X4 Y010
Valley 1-2
4 panels; touch all 4 to open
plays normal
X4 Y013
Valley 1-2
4 panels; touch all 4 to open
plays normal
X6 Y001
Valley 9-10
4 panels; touch all 4 to open
plays normal
X9 Y005
Valley 9-10
4 panels; touch all 4 to open
plays normal
X15 Y004
Valley 10-4
4 panels; touch all 4 to open
plays norma;
X16 Y017
Valley 6-7
X3 Y223
Accessed from Area 0
Sealed
X6 Y228
Has 4 panels
plays normal
X19 Y241
Accessed from Area 8
Blacks out upon entry

Corridor 3

[CL003]
Music Hex: 04 [Track 4: Jungle Corridors]
Weapon Hex: 0C [Energy Tank]
Graphic Hex: 22 [jungle environment]

X4 Y020
Area 3
Boss: Blue Optomon
WIN: Wave Key, Energy Tank

X12 Y016
Valley 7-8
4 panels
wait 30 seconds for it to open
plays normal
Boss: Blue Optomon
WIN: Wave Key, Energy Tank (indicator light for real Corridor 3 goes out)
X17 Y241
Accessed from Area 10

Opens automatically
Blacks out upon entry
X21 Y241
Accessed from Area 0, Area 5
Has 4 panels
Status of opening=???
Plays normally
Boss: Blue Optomon
[did not try]
Another time from the same coordinates, it opened automatically and
blacked out upon entry
X8 Y245
Accessed from Corridor 117 room
Has 4 panels
Plays normally
Boss: Blue Optomon
WIN: Wave Key
Beating it returns the Guardian to the same room, except she's jumping out
of Corridor 25 (see Corridor 25 X8 Y45 entry for further information)
X11 Y246
Accessed from Area 7
Has 4 panels
Need to wait 30 seconds for it to open
Boss: Blue Optomon
WIN: Wave Key
When beat the corridor, the screen goes black and ice corridor music plays
X12 Y246
Has 4 panels
Opens automatically, no wait
Boss: Blue Optomon
[did not try]
X4 Y250
Accessed from Area 4
Sealed
X1 Y251
Accessed from Area 1
Sealed
X2 Y252
Accessed from Area 1
Sealed
X5 Y252
Accessed from Area 8
Sealed
X0 Y254
Accessed from Area 0
Has 4 panels
Blacks out upon entry

Corridor 4

[CL004]
Music Hex: 04 [Track 4: Jungle Corridors]
Weapon Hex: 00 [MultiBullet]
Graphic Hex: 22 [jungle environment]

X20 Y000
Area 4
Boss: Teramute
WIN: Square Key, MultiBullets

X16 Y016
Valley 6-7
Sealed
X18 Y219
Sealed
X8 Y224
Accessed from Area 10
Sealed
X5 Y225
Accessed from Area ??
Sealed
X6 Y225
Accessed from Area 9
Sealed
X9 Y225
Accessed from Area 10
Sealed
X0 Y226
Accessed from Area 10
Sealed
X21 Y238
Accessed from Area 6
Sealed
X17 Y239
Accessed from Area 4
Sealed
X14 Y240
Accessed from Area 9
Sealed
X17 Y240
Accessed from Area 1, Area 2
Sealed
X20 Y240
Accessed from Area 1, Area 7, Area 10
Sealed
X21 Y240
Accessed from Area 1, Area 8
Sealed
X22 Y240
Accessed by beating Corridor 32 at the same coordinates by
using a glitch weapon
Sealed
X13 Y241
Sealed
X17 Y241
Accessed from Area 7
Sealed
X20 Y241
Accessed from Area 0
Sealed
X9 Y244
Accessed from Area 6
Sealed
Another time at these same coordinates, it appeared as active,
with 4 panels, but would not open
X23 Y249 {FALSE}
Accessed from Area 0
Entering the room causes the Guardian to automatically jump out, the corridor
to explode, and an Energy Tank left behind. Touching it causes the screen to

freeze, then the Guardian to warp to the 1st text box room in the game with the Guardian uncontrollable (it becomes a sort of demo). There are no red panels on the Corridor.

[Given at X23 Y249 a Corridor 5 appears with an auto-jump-out and an energy tank left behind, I think this might be another instance of false labels]

X1 Y251

Accessed from Area 1

Sealed

X4 Y251

Accessed from Area 1, Area 4

Sealed

X22 Y251

Accessed from Area 0

Sealed

X2 Y252

Accessed from Area 1

Sealed

X3 Y252

Accessed from Area 1

Sealed

X5 Y252

Accessed from Area 0, Area 4

Sealed

X0 Y253

Accessed from Area 1

Sealed

X4 Y253

Accessed from Area 0, Area 4, Area 8

Sealed

X3 Y254

Accessed from Area 4

Sealed

X4 Y254

Accessed from Area 4

Sealed

X5 Y254

Accessed from Area 4

Sealed

X7 Y254

Accessed from Area 7

Sealed

X3 Y255

Accessed from Area 4, Area 8

Sealed

X4 Y255

Accessed from Area 0, Area 4

Sealed

X5 Y255

Accessed from Area 0

Sealed

X21 Y255

Accessed from Area 5

Sealed

Corridor 5

[CL005]

Music Hex: 05 [Track 5: Arctic Corridors]

Weapon Hex: 0B [Enemy Erasers]

Graphic Hex: 23 [arctic environment]

X23 Y004

Area 5

Boss: Zibzub

WIN: Enemy Erasers

X23 Y217

Accessed from Area 6

Entering the room results in the Guardian automatically jumping out of the corridor, it exploding, and Hyper Laser being left behind. It registers as real (the item)

X4 Y220

Entering the room results in the Guardian automatically jumping out of the corridor, it exploding, and Repeller being left behind

X17 Y222

Accessed from 120 Alley

Entering the room results in the Guardian automatically jumping out of the corridor, it exploding, and Red Lander being left behind

X18 Y240

Accessed from Area 1

Entering the room results in the Guardian automatically jumping out of the corridor, it exploding, and an Energy Tank being left behind. Touching it results in desert corridor music playing

X12 Y241

Entering the room results in the Guardian automatically jumping out of the corridor, it exploding, and an Energy Tank being left behind

X9 Y244

Accessed from Area 5

Has 4 panels

Opens by firing at the corridor sign

Plays normally

Boss: Zibzub

WIN: Enemy Erasers

[real Corridor 5's blinking indicator disappears]

X11 Y244

Accessed from Area 2

Shoot sign to open

4 panels

plays normally

Boss: Zibzub

WIN: Enemy Erasers

X12 Y245

Accessed from Area 0

Entering the room results in the Guardian automatically jumping out of the corridor, it exploding, and MultiBullets being left behind

X23 Y249

Accessed from Area 0

Entering the room results in the Guardian automatically jumping out of the corridor, it exploding, and an Energy Tank being left behind. Touching it causes the screen to freeze, and the Guardian to then warp to the 1st text box room, where she is uncontrollable (the game becomes a sort of demo).

X2 Y250

Entering the room results in the Guardian automatically jumping out of the corridor, it exploding, and a Blue Lander being left behind, which counts

X4 Y250

Accessed from Area 4

Entering the room results in the Guardian automatically jumping out of the corridor, it exploding, and a Blue Lander being left behind, which counts

X3 Y251

Accessed from Area 1

Entering the room results in the Guardian automatically jumping out of the corridor, it exploding, and a Blue Lander being left behind, which registers as real

Accessed from Area 1

Entering the room results in the Guardian automatically jumping out of the corridor, it exploding, and an Energy Tank being left behind, which when collected sounds like firing at a boss/miniboss

Another time-

Accessed from Area 1

Entering the room results in the Guardian automatically jumping out of the corridor, it exploding, and a Blue Lander being left behind, which counts X4 Y251

Accessed from Area 1

Entering the room results in the Guardian automatically jumping out of the corridor, it exploding, and a Blue Lander being left behind, which counts X2 Y252

missing data for

X5 Y252

Accessed from Area 1

Entering the room results in the Guardian automatically jumping out of the corridor, it exploding, and a Blue Lander being left behind, which counts X1 Y253

Accessed from Area 1

Entering the room results in the Guardian automatically jumping out of the corridor, it exploding, and an Energy Tank being left behind, which when collected sounds like firing at a boss/miniboss

X2 Y253

Accessed from Area 1

Entering the room results in the Guardian automatically jumping out of the corridor, it exploding, and an Energy Tank being left behind, which when collected sounds like firing at a boss/miniboss

X3 Y253

Accessed from Area 4, Area 9

(Area 9)

Entering the room results in the Guardian automatically jumping out of the corridor, it exploding, and an Energy Tank being left behind, which makes no sound and has no effect. Sound resumes when the Guardian reaches another room

(Area 4)

Entering the room results in the Guardian automatically jumping out of the corridor, it exploding, and an Energy Tank being left behind, which when collected plays Area 6,9 music

X4 Y253

Accessed from Area 0, Area 8

(Area 8)

Entering the room results in the Guardian automatically jumping out of the corridor, it exploding, and Hyper Laser being left behind (it does register as real)

(Area 0)

Entering the room results in the Guardian automatically jumping out of the corridor, it exploding, and MultiBullet being left behind

X6 Y253

Accessed from Area 7

Entering the room results in the Guardian automatically jumping out of the corridor, it exploding, and an Energy Tank being left behind, which when collected mutes all sound until you switch to another room

X11 Y253

Accessed from Area 1

Entering the room results in the Guardian automatically jumping out of the

corridor, it exploding, and an Energy Tank being left behind, which when collected plays desert corridor music

X17 Y253

Entering the room results in the Guardian automatically jumping out of the corridor, it exploding, and a Blue Lander being left behind

X0 Y254

Accessed from Area 0

Entering the room results in the Guardian automatically jumping out of the corridor, it exploding, and an Energy Tank being left behind, which when collected makes Area 6,9 music play

X1 Y254

Accessed from Area 1

Entering the room results in the Guardian automatically jumping out of the corridor, it exploding, and a Shield Booster being left behind

X5 Y254

Entering the room results in the Guardian automatically jumping out of the corridor, it exploding, and an Energy Tank being left behind, which when collected plays Area 6,9 music

X7 Y254

Accessed from Area 8

Entering the room results in the Guardian automatically jumping out of the corridor, it exploding, and Bullet Shield being left behind

X9 Y254

Accessed from Area 8

Entering the room results in the Guardian automatically jumping out of the corridor, it exploding, and an Energy Tank being left behind, which when collected makes the music change to the Miniboss track

X20 Y254

Accessed from Area 5

Entering the room results in the Guardian automatically jumping out of the corridor, it exploding, and a glitched black box with a white "m" on it in one corner. There was also a heart box on the corner. Touching both resulted in the sound made when a heart is collected

X4 Y255

Accessed from Area 0, Area 4, Area 8

(Area 4)

Entering the room results in the Guardian automatically jumping out of the corridor, it exploding, and a Blue Lander being left behind

[the same prize results from the same room, I entered X4 Y55 with Corridor 5 twice and got the same result]

(Area 0)

Entering the room results in the Guardian automatically jumping out of the corridor, it exploding, and MultiBullet being left behind

(Area 8)

Entering the room results in the Guardian automatically jumping out of the corridor, it exploding, and an Energy Tank being left behind, which when collected plays Area 6,9 music

X5 Y255

Entering the room results in the Guardian automatically jumping out of the corridor, it exploding, and MultiBullet being left behind

X6 Y255

Accessed from Area 5, Area 7

(Area 7)

Entering the room results in the Guardian automatically jumping out of the corridor, it exploding, and an Energy Tank being left behind, which when collected mutes all sound until you switch to another room

(Area 5)

Entering the room results in the Guardian automatically jumping out of the corridor, it exploding, and an Energy Tank being left behind, which when collected makes the sound of a Heart being collected

X21 Y007

Accessed via teleporter

Entering the room results in the Guardian automatically jumping out of the corridor, it exploding, and Enemy Erasers being left behind. The Enemy Erasers register as real, but the real Corridor 5 indicator remains active. [overlays a real room]

All of the times an item was collected and the corridor sealed, the real Corridor 5's indicator never went out. Thus, it seems all of these, except for the ones which played identical to Corridor 5, are false labels.

Corridor 5 (ALT)

X16 Y221 {FALSE}

Accessed from Area 0

Has no panels

Plays identical to Corridor 0

Boss: Defense System

Sends the Guardian back to Corridor 5 open, which still plays as Corridor 0

X21 Y221 {FALSE}

Accessed from Area 1

Has no panels

Plays identical to Corridor 0

Boss: Defense System

[did not beat]

X5 Y222 {FALSE}

Has no panels

plays identical to Corridor 0

Boss: Defense System

warps Guardian back to the same room, corridor open

All of these are clearly cases of false labels.

Corridor 6

[CL006]

Music Hex: 05 [Track 5: Arctic Corridors]

Weapon Hex: 06 [Area Blaster]

Graphic Hex: 23 [arctic environment]

X16 Y011

Area 6

Boss: Glider

WIN: Plus Key, Area Blaster

X11 Y240

4 panels

cannot open

X23 Y243

Accessible from Area 1?

4 panels

plays normally and identical to the real Corridor 6

Boss: Glider

WIN: Plus Key

Beating the level takes the Guardian back to the same room, but Corridor 116 is in its place

Corridor 7

[CL007]

Music Hex: 0C [Track 12: Organic Corridors]

Weapon Hex: 0A [Cutter Laser]

Graphic Hex:

X19 Y023

Area 7

Boss: Eyeball Formation II

WIN: Cutter Laser

X20 Y246

Accessed from Area 0

It has 4 panels and cannot be opened

X8 Y253

Accessed from Area 8

It had no panels and cannot be opened

Corridor 7 (ALT)

X2 Y219 {FALSE}

The active corridor room is listed as "Area 8 X1 Y19" but is really X2 Y19. Around X1-2 Y18-20, there is some weird glitch that messes with the coordinate display. It remains the same though the Area designation changes. In regular rooms, it displays the correct Area #, and in one Lander room, a Lander selling one item, it listed it as Area 6. The map display shows the Guardian in the correct position.

Accessed from Area 1

Note that this room was accessed by jumping in Corridor 64 at X2 Y19 (itself accessed from Area 1), which brought the Guardian to a region where the coordinate system is messed up. This Corridor 64 room was the source of the problems with the coordinate system.

Has no panels

Won't open until either standing on it or using the select button (I did both right consecutively so cannot tell which did it)

Appears as a strange grid of white and gray concrete

No music

Scrolls slowly

Has no enemies

All of the Guardian's special weapons display very weird graphics

Oddly enough, it is listed as "Area 96 X1 Y19"- yes, it actually said Area 96

X3 Y219 {FALSE}

The active corridor room is listed as "Area 8 X3 Y19"

It has no panels

The gate is closed, but using Select button opens it up

Appears as a strange grid of white and gray concrete

No music, but there is a loud, continuous beep noise in the background (almost like the sound from the tests of the Emergency Broadcast System)

Scrolls slowly

Has no enemies

The corridor is listed as "Area 96 X3 Y19" one time, another time, it was listed as "Area 10"

X4 Y219 {FALSE}

Use select to open the gate

Plays identical to Corridor 16

Boss: Red Optomon
[did not beat]
The corridor was listed as "Area 6 X4 Y19"
X5 Y219 {FALSE}
Accessed from Area 6
The active corridor room is listed as "Area 8 X5 Y19"
There is no transformation sequence
Appears as a strange grid of white stone and that black and green soil from
the Ice area labyrinths with some green bubbles in there
No music
No enemies
The corridor is listed as "Area 96 X5 Y19"
X6 Y219 {FALSE}
Gate closed, but active
Press select to open the gate
appears as light gray and white ruins resembling highways
Listed as "Area 96" in the corridor
No music except for a constant shrill sound in the background
X10 Y219 {FALSE}
The active corridor room is listed as "Area 8 X6 Y19"
Has no panels
press select to open the gate
no transformation
plays as Corridor 16
Corridor listed as "Area 16 X6 Y19"
Boss: Red Optomon
It turns out to be TGL Mode, and then proceeds onto Corridor 15
[did not play from there]

Corridor 8

[CL008]
Music Hex: 0C [Track 12: Organic Corridors]
Weapon Hex: 03 [Bullet Shield]
Graphic Hex: 24 [organic environment]

X10 Y016
Area 8
Boss: Red Grimgrin
WIN: Triangle Key, Bullet Shield

X22 Y219
Accessed from Area 6
Has 4 panels
Use "no use" to enter
Plays normal
Boss: Red Grimgrin
[did not try]
X10 Y238
4 panels
use "no use" to enter
[did not try]
X18 Y238
Accessed from Area 8
4 panels, use "no use" to enter
plays normal
Boss: Red Grimgrin
[did not try]
X17 Y239

Accessed from Area 9, Area 4

4 panels

"no use" to enter

plays normally

Boss: Red Grimgrin

WIN: Triangle Key

Warped back to an empty orange corridor room

Another time- it was Corridor 8 (ALT)

X18 Y239

Accessed from Area 1

4 panels, use "no use" to open

plays normally

Boss: Red Grimgrin

WIN: Triangle Key

Beating it warps to the same room, except it's Corridor 0

X15 Y240

Accessed from Area 2

4 panels

[did not try]

X17 Y240

Accessed from Area 1

[did not try]

X18 Y240

Accessed from Area ??, Area 10

4 panels

use "no use" to enter

(Area ??)

[did not try]

(Area 10)

Blacks out upon entry

X19 Y240

4 panels

use "no use" to enter

plays normal

Boss: Red Grimgrin

[did not beat]

X23 Y240

4 panels

use "no use" to enter

plays normally

Boss: Red Grimgrin

[did not try]

X18 Y241

4 panels

[did not try]

X19 Y241

Accessed from Area 10

4 panels

use "no use" to enter

plays normal

Boss: Red Grimgrin

[did not beat]

X20 Y241

Accessed from Area 6

4 panels

use "no use" to enter

[did not try]

X21 Y241

Accessed from Area 1, Area 6

4 panels

use "no use" to enter
plays normal
Boss: Red Grimgrin
[did not try]
X22 Y241
4 panels
use "no use" to enter
Plays normally
Boss: Red Grimgrin
[did not play]
X23 Y241
Accessed from Area 5
4 panels
use "no use" to enter
[did not try]
X8 Y242
Accessed from Area 0
4 panels
Also works
Boss: Red Grimgrin
[did not play]
X21 Y242
Accessed from Area 5
4 panels
use "no use" to enter
plays normal
Boss: Red Grimgrin
WIN: Triangle Key
Warped back to a pink and white room with a lander selling
1 object for 9999 Chips, with no exits
X2 Y243
4 panels
Also works
Boss: Red Grimgrin
WIN: Triangle Key
Game freezes as return to labyrinth
X3 Y243
4 panels
Also works
Boss: Red Grimgrin
[did not play]
X4 Y243
Also works.
Boss: Red Grimgrin
[did not play]
X12 Y243
Accessed from Area 1
4 panels, use "no use" to open
plays normal
Boss: Red Grimgrin
[did not play]
X9 Y244
Accessed from Area 2
4 panels
select "no use" and fire to open gate
plays normally
Boss: Red Grimgrin
WIN: Triangle Key
Screen blacks out after victory
X22 Y245

Has 4 panels there

It opens up if you walk on gate and hit special weapon fire when
"No Use" is selected

The level plays normally and is identical to the real Corridor 8

Boss: Red Grimgrin

WIN: Triangle Key

It ended up transporting the Guardian back to the same room,
but Corridor 92

X11 Y246

Accessed from Area 0

Plays normally

Boss: Red Grimgrin

WIN: Triangle Key

Sends the Guardian back to an empty orange corridor room that may have warps

X3 Y252

Accessed from Area 0

4 panels

use "no use" to enter

plays normal

Boss: Red Grimgrin

[did not beat]

X4 Y253

Accessed from Area 8

4 panels

"no use" to enter

plays normal

Boss: Red Grimgrin

[did not beat]

X5 Y253

4 panels

use "no use"

[did not try]

X7 Y253

Accessed from Area 8

4 panels

"no use" to enter

plays normal

Boss: Red Grimgrin

[did not beat]

X10 Y253

Accessed from Area 2

4 panels, "no use" to enter

plays normal

Boss: Red Grimgrin

[did not beat]

X12 Y253

Accessed from Area 1

4 panels, use "no use" to enter

plays normal

Boss: Red Grimgrin

[did not beat]

X0 Y254

Accessed from Area 8

4 panels

use "no use" to enter

plays normally

Boss: Red Grimgrin

[did not beat]

X4 Y254

Accessed from Area 7

4 panels, use "no use" to enter
plays normal
Boss: Red Grimgrin
[did not beat]
X5 Y254
Accessed from Area 4
4 panels
use "no use"
plays normal
Boss: Red Grimgrin
[did not beat]
X9 Y254
Accessed from Area 2
4 panels, "no use" to enter
plays normal
Boss: Red Grimgrin
[did not beat]
X11 Y254
Accessed from Area 2
4 panels, use "no use" to open
plays normal
Boss: Red Grimgrin
[did not beat]
X12 Y254
Accessed from Area 1
4 panels, use "no use" to enter
plays normal
Boss: Red Grimgrin
[did not beat]
X22 Y254
Accessed from Area 5
4 panels
Identical to Corridor 8
Boss: Red Grimgrin
WIN: Triangle Key
Reappear at the Corridor 8 room with the gate still open
X5 Y255
Accessed from Area 4
4 panels
"no use" to enter
[did not try]

Corridor 8 (ALT)

X17 Y239 {FALSE}
Accessed from Area 7
4 panels, opens automatically
red grid over black background with the number 12 in it
No scrolling
No music
Guardian has red pulse fire & red jet fire
Red lifebar
[Another time, it was a regular Corridor 8 at those same coordinates]
X21 Y241 {FALSE}
Accessed from Area 1
4 panels, opens automatically
plays identical to Corridor 16
Boss: Red Optomon
Warped to empty orange corridor room

[at these same coordinates, another time it was the regular Corridor 8]

Corridor 9

[CL009]

Music Hex: 08 [Track 8: Desert Corridors]

Weapon Hex: 06 [Area Blaster]

Graphic Hex: 26 [desert environment- type #2]

X2 Y002

Area 9

Boss: Blue Eyegore

WIN: Rectangle Key, Area Blaster

X5 Y223

4 panels

walk on gate to open it

plays normal

Boss: Blue Eyegore

[did not beat]

X3 Y224

4 panels

walk on gate to open it

plays normal

Boss: Blue Eyegore

[did not beat]

Another time...

blacks out upon entry

X18 Y241

Accessed from Area 0

4 panels, stand on gate to open

plays normal

Boss: Blue Eyegore

WIN: Rectangle Key, Area Blaster

X22 Y249

Accessed from Area 0

4 panels, open by walking on the gate

plays normal

Boss: Blue Eyegore

[did not try]

X4 Y250

Accessed from Area 4

4 panels

walk on the gate to open it

plays normal

Boss: Blue Eyegore

[did not beat]

X22 Y250

Accessed from Area 0

4 panels, open by walking on the gate

[did not try]

X0 Y251

4 panels

Playable

Identical to Corridor 9

Boss: Blue Eyegore

WIN: Rectangle Key, Area Blaster

X3 Y251

Accessed from Area 0

4 panels
Walk on the gate to open it
Plays normal
Boss: Blue Eyegore
WIN: Rectangle Key, Area Blaster

X4 Y251
Accessed from Area 4

4 panels
walk on the gate to open it
plays normal
Boss: Blue Eyegore

[did not beat]
X23 Y251

4 panels, open by walking on the gate
plays normal
Boss: Blue Eyegore
[did not try]

X4 Y253
Accessed from Area 8

4 panels
walk on gate to open it
plays normal
Boss: Blue Eyegore

[did not beat]
X4 Y254

Accessed from Area 0
4 panels

Identical to Corridor 9
Boss: Blue Eyegore
[did not try]

X5 Y255
Accessed from Area 0, Area 4

4 panels
Identical to Corridor 9
Boss: Blue Eyegore

WIN: Rectangle Key, Area Blaster

Corridor 9 (ALT)

X6 Y254 {FALSE}
Accessed from Area 0
Opens automatically
The Guardian's ship is all gray here
the shots and the jet engine flames are also gray
Appears as a grid of light blue wiring with red lights in it
No music
At the start are brown steel panels
Select glitches it up

Corridor 10

[CL010]
Music Hex: 08 [Track 8: Desert Corridors]
Weapon Hex: 0B [Enemy Erasers]
Graphic Hex: 26 [desert environment- type #2]

X11 Y000
Area 10

Boss: Red Eyegore
WIN: Enemy Erasers

X9 Y242
4 panels

Plays normally
Boss: Red Eyegore

Beating it warps into Corridor 32

X8 Y245

Accessed by beating Corridor 17 in the same room

Plays normally

Boss: Red Eyegore

Beating it leads the Guardian to return to the same room, only to find

Corridor 16

X0 Y251

Accessed from Area 1

Sealed

Corridor 11

[CL011]

Music Hex: 15 [Track 21: Water Corridors]

Weapon Hex: 04 [Grenade]

Graphic Hex: 21 [water environment]

X1 Y008

Area 1

Boss: Green Optomon

WIN: Fireball

X0 Y253

Accessed from Area 1

Plays normal

Boss: Green Optomon

Beating it sends the Guardian to the same room with the same Corridor
still open

Corridor 12

[CL012]

Music Hex: 15 [Track 21: Water Corridors]

Weapon Hex: 08 [Hyper Laser]

Graphic Hex: 21 [water environment]

X4 Y015

Area 2

Boss: Red Fleepa

WIN: Hyper Laser

X19 Y016

Valley 5-6-7

plays normal

Boss: Red Fleepa

X23 Y240

Accessed from Area 8

Plays normal

Boss: Red Fleepa

Warped to the same coordinates, except Corridor 68

X13 Y241
Accessed from Area 0
Sealed
X20 Y241

Accessed from Area 6
Plays normal
Boss: Red Fleepa

[did not try]

X11 Y242
Accessed from Area 1

Upon entering the room, the Guardian automatically jumps out of the corridor, it explodes, and leaves a MultiBullet as the prize. This corridor here had 4 panels.

X22 Y243
Accessible from Area 8

The level plays normally and is identical to the real Corridor 12

Boss: Red Fleepa

After you fly off when beating the boss, the game glitches out

Corridor 13

[CL013]

If you continue searching for [CL013], you will find all the remaining Corridor 13s which can be found in the Lost Frontier. Virtually all Corridor 13 rooms in the Lost Frontier display with glitches on the screen and the 3 blocked. The few entries here are the few versions of Corridor 13 which display without the corridor sign partially obscured.

Music Hex: 04 [Track 4: Jungle Corridors]

Weapon Hex: 0F [Shield Booster]

Graphic Hex: 22 [jungle environment]

X5 Y020
Boss: Blue Bombarder
WIN: Shield Booster

X17 Y241
Accessed from Area 0
Blacks out upon entry
X1 Y255

Accessed by beating "Corridor 1[Yellow; 2nd number blocked]" at the same coordinates, which plays as Corridor 13 (the room was originally accessed from Area 8)
[did not try]

Corridor 13 (ALT)

X19 Y240 {FALSE}

Accessed from Area 0

Plays identical to Corridor 0

Boss: Defense System

Beating it resulting in automatically jumping out of Corridor 21 at the same coordinates and a Repeller being left behind

Corridor 14

[CL014]

Music Hex: 04 [Track 4: Jungle Corridors]

Weapon Hex: 0D [Blue Lander]

Graphic Hex: 22 [jungle environment]

X17 Y004

Area 4

Boss: Blue Clawbot

WIN: Blue Lander

X10 Y241

Plays normally

Boss: Blue Clawbot

Sends the Guardian back to a Save Room

Corridor 15

[CL015]

Music Hex: 05 [Track 5: Arctic Corridors]

Weapon Hex: 11 [Red Lander]

Graphic Hex: 23 [arctic environment]

X21 Y008

Area 5

Boss: Green Clawbot

WIN: Red Lander

X8 Y255

Accessed by beating Corridor 19 at the same coordinates, itself accessed from Area 8

Has 4 panels!

Plays normal

Boss: Green Clawbot

Beating it results in the game blacking out, the music glitching up, then stopping, and the game doing weird things

Corridor 16

[CL016]

Music Hex: 05 [Track 5: Arctic Corridors]

Weapon Hex: 01 [Backfire]

Graphic Hex: 23 [arctic environment]

X18 Y013

Area 6

Boss: Red Optomon

WIN: Backfire

X10 Y008

Valley 9-10

plays normal

Boss: Red Optomon

X16 Y240

Accessed from Area 2

Plays normally

Boss: Red Optomon

Beating level warps the Guardian back to the same coordinates, except the room is a sealed Corridor 116 now.

X17 Y240

Also accessible via teleporter

Plays normal

Boss: Red Optomon

[did not try to beat]

when I used a glitch weapon, the graphics scrambled and an endless stream of blue spore balls would pound me. The boss music played, but no Optomon appeared, only a field of blue spore balls. They all destroyed normally, but when I hit one, the victory music played. In other words, the glitch weapon replaced Red Optomon with a blue spore ball, making the boss easy to kill. Another time at these coordinates, I used a glitch weapon and I won a Backfire.

Glitch version- WIN: Triangle Key (correct)

X10 Y241

Plays normally

Boss: Red Optomon

Sent back to the same coordinates, but the room is now a Corridor 89 room

X15 Y241

Accessed from Area 9

Plays normally

Boss: Red Optomon

[did not play]

X16 Y241

Accessed from Area 0

This level plays normally

Boss: Red Optomon

[did not play]

X18 Y241

Plays normally

Boss: Red Optomon

[did not play]

X21 Y241

Plays normally

Boss: Red Optomon

[did not play]

X17 Y242

Accessed from Area 0

This level plays normally

Boss: Red Optomon

[did not play]

X8 Y245

Accessible by beating Corridor 10 in the same room, which itself is accessible by beating Corridor 17 in the same room

Plays normally

Boss: Red Optomon

Blacks out upon return, music gets very glitchy

X2 Y250

Accessed from Area 1

Plays normal

Boss: Red Optomon

Beating it sends the Guardian back to the same room with the same corridor still open

X23 Y250

Accessed from Area 0

Plays normal

Boss: Red Optomon

[did not try]

X1 Y251

Accessed from Area 1

Plays normal

Boss: Red Optomon

Beating it sends the Guardian back to the same room with the same corridor still open

X2 Y252

Accessed from Area 1

Plays normal

Boss: Red Optomon

[did not beat]

X4 Y254

Accessed from Area 0, Area 4

This level plays normally and is identical to the real Corridor 16

Boss: Red Optomon

Reappear at an open Corridor 16

X5 Y254

Accessed from Area 9

Plays normal

Boss: Red Optomon

Beating it sends the Guardian to the same coordinates, only it's

Corridor 0, open with 4 panels

X21 Y255

Accessed from Area 5

Identical to real Corridor 16

Boss: Red Optomon

Beating the boss results in the Guardian reappearing in the corridor room with the gate still open

X10 Y010

Accessed via teleporter when beating Corridor 16 (X10 Y8)

Plays normally

Boss: Red Optomon

[did not try to beat]

Beat by glitch without reaching boss, for that, I found a Backfire in the corridor room.

[overlays a real room]

Corridor 16 (ALT)

X5 Y255 {FALSE}

Accessed from Area 5

Playable

Very weird looking, bizarre colors <> describe <>

Guardian appears blue & white and has a salmon (pink-orange color) life bar.

Listed as Area 10 X5 Y55

No music

Going to the select screen changes its appearance

Enemy: rdr

rdr appears in a consistent stream from the lower right side of the screen.

They leave powerups often

Unbeatable

Corridor 17

[CL017]

Music Hex: 0C [Track 12: Organic Corridors]

Weapon Hex: 09 [Saber Laser]

Graphic Hex: 24 [organic environment]

X18 Y019

Area 7
Boss: Eyeball Formation I
WIN: Saber Laser

X3 Y221

did not try

X5 Y221

Accessed from Area 8

plays normally

Boss: Eyeball Formation 1

WIN: Saber Laser

X3 Y224

Accessed from Area ??

Blacks out upon entry

X5 Y224

Accessed from Area 0

Blacks out upon entry

X6 Y224

Accessed from Area 0

Blacks out upon entry

X4 Y225

Accessed from Area 0

Blacks out upon entry

X6 Y225

Accessed from Area 0

Blacks out upon entry

X8 Y245

Accessed from Area 5

Plays normally

Boss: Eyeball Formation 1

Beating it returns the Guardian to the same room, except Corridor 10 is in its place

Corridor 18

[CL018]

Music Hex: 0C [Track 12: Organic Corridors]

Weapon Hex: 05 [Fireball]

Graphic Hex: 24 [organic environment]

X11 Y019

Area 8

Boss: Blue Grimgrin

WIN: Fireball

X7 Y015

Valley 2-3

plays normal

Boss: Blue Grimgrin

WIN: Fireball [the indicator light for the real Corridor 18 goes out]

X7 Y016

Valley 2-3

plays normal; did not beat

Boss: Blue Grimgrin

X4 Y255

Accessed from Area 8

Plays normal

Boss: Blue Grimgrin

WIN: Fireball

X5 Y221
Accessed from Area 8
Plays normal
Boss: Blue Grimgrin
Blacks out after beating it

Corridor 18 (ALT)

X10 Y251 {FALSE}
Accessed from Area 8
Red grid over black background with the #22 and red blocks in it
Red pulse fire
No music
No scrolling

Corridor 19

[CL019]
Music Hex: 08 [Track 8: Desert Corridors]
Weapon Hex: 0F [Shield Booster]
Graphic Hex: 25 [desert environment- type #1]

X4 Y004
Area 9
Boss: Red Bombarder
WIN: Shield Booster

X6 Y221
plays normal
Boss: Red Bombarder
WIN: Shield Booster
X5 Y255
Plays normal
Boss: Red Bombarder
Game freezes with victory music playing after it is beat
X8 Y255
Accessed from Area 8
Plays normal
Boss: Red Bombarder
Beating it warps the Guardian to Corridor 15 at the same coordinates,
only this Corridor 15 has 4 panels!

Corridor 20

[CL020]
Music Hex: 08 [Track 8: Desert Corridors]
Weapon Hex: 0E [Gun Booster]
Graphic Hex: 25 [desert environment- type #1]

X11 Y005
Area 10
Boss: Red Clawbot
WIN: Gun Booster

X14 Y023
Valley 7-8
Sealed

X17 Y010
Valley 5-6-7
Sealed
X19 Y012
"Eye" of Area 6

<><>

X16 Y014
Valley 6-7

<><>

X17 Y014
Valley 6-7

<><>

X19 Y014
"Eye" of Area 6

<><>

X22 Y014
Valley 5-6-7

Sealed

X6 Y228
Accessed from Area ??
Sealed

X14 Y240
Accessed from Area 9
Sealed

X17 Y240
Accessed from Area 1
Sealed

X0 Y253
Accessed from Area 0
Sealed

Sealed

Sealed

Sealed

Corridor 21

[CL021]

Music Hex: 1C [Track 28: Corridor 21]

Weapon Hex: __ [it's blank]

Graphic Hex: 25 [desert environment- type #1]

X9 Y011

Area 0*

Boss: TGL's Greatest Hits

WIN: N/A

*= The corridor is situated in Area 0, but is a desert corridor and listed as "Area 10". We know, however, "Area 10" refers to Area 10 (a desert) and Area 10 (a catchall for virtually all glitchy corridors).

X22 Y001

Valley 4-5

Upon entry, the Guardian automatically jumps out, the corridor explodes, and MultiBullet is left behind

4 panels

X6 Y002

Valley 9-10

Upon entry, the Guardian automatically jumps out, the corridor explodes, and MultiBullet is left behind

X1 Y004

Valley 9-1

Also accessible by teleporter

4 panels

Upon entry, the Guardian automatically jumps out, the corridor explodes, and an Energy Tank is left behind. When collected, it makes the normal noise.

X9 Y006

Valley 9-10

Upon entry, the Guardian automatically jumps out, the corridor explodes, and MultiBullet is left behind

X22 Y010

Valley 5-6-7

Upon entry, the Guardian automatically jumps out, the corridor explodes, and MultiBullet is left behind

X22 Y011

Valley 5-6-7

Upon entry, the Guardian automatically jumps out, the corridor explodes, and MultiBullet is left behind

X6 Y012

Valley 1-2

Upon entry, the Guardian automatically jumps out, the corridor explodes, and MultiBullet is left behind

X22 Y015

Valley 5-6-7

Upon entry, the Guardian automatically jumps out, the corridor explodes, and MultiBullet is left behind

X22 Y016

Valley 5-6-7

Upon entry, the Guardian automatically jumps out, the corridor explodes, and MultiBullet is left behind

X13 Y018

Valley 7-8

Upon entry, the Guardian automatically jumps out, the corridor explodes, and MultiBullet is left behind

X14 Y022

Valley 7-8

Upon entry, the Guardian automatically jumps out, the corridor explodes, and MultiBullet is left behind

X5 Y221

Upon entry to the screen, the Guardian jumps out automatically of the corridor, it explodes, leaving a Shield Booster as the prize

X19 Y240

Accessed from Area 0

4 panels

Upon entry, the Guardian automatically jumps out, the corridor explodes, and Repeller is left behind

Accessed by beating Corridor 13 at the same coordinates (itself accessible from Area 0)

Upon entry, the Guardian automatically jumps out, the corridor explodes, and Repeller is left behind

X20 Y240

Accessed from Area 1

4 panels

Upon entry, the Guardian automatically jumps out, the corridor explodes, and Grenade is left behind, which when collected makes no sound and does not register as the weapon

X21 Y40

Accessed from Area 1, Area 7

(Area 7)

4 panels

Upon entry, the Guardian automatically jumps out, the corridor explodes, and Backfire is left behind (it registers as real)

(Area 1)

4 panels

Upon entry, the Guardian automatically jumps out, the corridor explodes, and Grenade is left behind, which when collected makes no sound and does not register as the weapon

X23 Y240

Accessed from Area 9

Upon entry, the Guardian automatically jumps out, the corridor explodes, and MultiBullet is left behind

X19 Y241

Accessed from Area 10

4 panels

Upon entry, the Guardian automatically jumps out, the corridor explodes, and an Energy Tank is left behind. When collected, it makes the sound of a weapon being fired.

X20 Y241

Accessed from Area 1, Area 8, Area ??

(Area 8)

4 panels

Upon entry, the Guardian automatically jumps out, the corridor explodes, and Grenade is left behind, which when collected makes no sound and does not register as the weapon

(Area 1)

4 panels

Upon entry, the Guardian automatically jumps out, the corridor explodes, and an Energy Tank is left behind, which when collected makes desert corridor music play

(Area ??)

4 panels

Upon entry, the Guardian automatically jumps out, the corridor explodes, and Repeller is left behind (it counts)

These are all probably cases of false labels.

Corridor 22

[CL022]

Music Hex: 19 [Track 25: password screen/ Corridor 22]

Weapon Hex: __ [it's blank]

Graphic Hex: 20 [space environment]

X9 Y011

Area 0*

Boss: It

WIN: N/A

*= this Corridor has no formal Corridor room, being initiated directly upon beating Corridor 21. Other versions of it, however, have actual corridor rooms. It is listed as "Area 10" in the corridor though.

X23 Y000

Valley 4-5

no panels

Playable, identical to the real Corridor 22

Boss: It

Beating It will result in the game's ending being shown

This is one location that Corridor 22 can be found in with virtually all the possibilities

X4 Y219

no panels

plays normal

Boss: It
beating it results in the ending
X19 Y243
Functional
plays normal
Boss: It
X20 Y254
Accessed from Area 5
Sealed [that's correct, it's sealed]
X6 Y255
Accessed from Area 0
[did not try]

Corridor 22 (ALT)

X18 Y218 {FALSE}
Accessed from Area 8
Appears as a light blue grid over a black background with pink squares
Plays no music
Select changes the backgrounds
Enemies: rdr, glitched red spinning bubble-spitters
I got the same glitched ship fragment block that zipped around horizontally
and vertically spitting diamond-bubbles as Corridor 24 (X23 Y19)
X21 Y218 {FALSE}
Accessed from Area 6
Has a transformation sequence
Light blue grid over black background with pink squares
No music
Many item box clouds appear early on
Enemies: rdr, mirror-rdr
A blue-white shot which when hit makes boss sounds tracks the Guardian both
vertically and horizontally; it is a good seeker. A small red cloud does the
same.
Boss: Glitched Zibzub
Then, a boss appears, no music still. It is made up from red & white Guardian
ship parts and hops around, seeking you out. It has 2 forms, each looking
extremely close to one another. It is elongated. It is clearly Zibzub, with
no image file, so it has to borrow from fragments of the Guardian. It has
no projectiles
Using select enough times makes the game move extremely slowly, to the point
of not being playable
X2 Y219 {FALSE}
Accessed from Area 1
Has a transformation sequence
Light blue grid over black background with pink squares
No music
A weird set of graphics appears, which looks like a red boss- there are
actually 2 of these, they merge into one on the top of the screen and track
the Guardian's horizontal movements. It is not a boss since it cannot damage
the Guardian and she can't damage it
Scrolls fast
Many item box clouds appear early on
Select changes the backgrounds
X2 Y219 {FALSE}
Accessed by jumping into Corridor 64 at the same coordinates, which led to
an instant teleport to Corridor 22's room at X2 Y19
The corridor room was listed as "Area 8 X2 Y19" (just like Corridor 64 at
the same coordinates)
Plays as Corridor 0

Boss: Defense System

After the boss is beaten, it becomes clear the game is in TGL mode, but interestingly, it skips to Corridor 15

Boss: Green Clawbot

[did not play past this point]

X4 Y219 {FALSE}

Accessed from Area 6

Appears as a light blue grid over a black background with pink squares

Scrolls extremely fast

No music

Enemies: rdr

The screen gets choppy and slow whenever it is on the blue and pink grid

3 red "fragment" bosses appeared at once in this corridor

Corridor 23

[CL023]

Music Hex: 07 [Track 7: Labyrinth 1,2,5,7]

Weapon Hex:

Graphic Hex:

X7 Y003

Valley 9-10

Also accessible via teleporter

"White Bones" tech appearance

Plays Area 1 labyrinth music

Scrolls fast

Glitch-proof

X10 Y007

Valley 9-10

Also accessible via teleporter

"White Bones" tech appearance

plays Area 1 labyrinth music

glitch-proof

Beat it with a glitch weapon, sent me to Corridor 23 open at X10 Y10

X4 Y222

Sealed

X18 Y241

Plays music from Area 1 and 2 labyrinths

"White Bones" tech appearance

Cannot glitch it up with select

There is a way to win it. When I entered it at these coordinates, the item select box was on the upper right side, over something that displayed as Fireball on the select bar and when fired played the victory track. I moved it down one, which displayed as a Laser Saber with 0 Shots on the status bar. When I used it, it was an instant victory and the Guardian flew off, but her life was drained from 32 down to 2. The Guardian returns to a screen with Corridor 23 still open.

X10 Y010

Accessed via beating Corridor 23 at X10 Y7 with a glitch weapon, that room accessible via teleporter

"White Bones" tech appearance

plays Area 1 labyrinth music

glitch-proof

Beat with a glitch weapon, sends Guardian to Corridor 23 open at the same coordinates

[overlays a real room]

Corridor 24

[CL024]

Music Hex: 09 [Track 9: Labyrinth 0]

Weapon Hex:

Graphic Hex:

X8 Y008

Valley 9-1

Appears as a red grid over a black background with number 2s in it
plays Area 0 music

Guardian's ship red, light blue, white, with orange pulse fire
variable as usual with select

Accessible also by other means: See Weird Occurrences for how this was
accessed

Appears as a strange red techno-like grid over black background

Guardian appears red, blue, and white, with orange pulse fire

Status bar is red

Select can glitch it up

Scrolls very fast

X12 Y008

Valley 10-4

appears as a red grid over a black background

Guardian is red, light blue, white, with orange pulse fire

blue-white clouds occasionally appear here

2 Green "mystery fragment bosses" appear at the same time

A 3rd "mystery fragment boss" appeared, a red, light blue, and white one,
and the Guardian was stuck inside it, being constantly hurt by it, but it
could not move on its own.

X7 Y011

Valley 1-2

appears as red grid over a black background with number 2s in it
plays Area 0 music

Guardian's ship red, light blue, white in color

orange pulse fire & engine fire

enemies: red wiggling panels, wall of flashing projectiles

Speeds up part way through

Blue clouds of smoke puff around

X9 Y015

Valley 8-3

Appears as a red grid over a black background with number 2s in it

Guardian is red, light blue, white, with orange pulse fire

This corridor has many new backgrounds when select button is hit
compared to other corridors

plays Area 0 music

row of flashing blue projectiles (8x) moving up and down, they
disappear when select is hit

2 red, light blue, and white "mystery fragment bosses" appear and
a 3rd one does too, but its stuck with the Guardian inside it

X18 Y219

[did not try]

X19 Y219

Appears as a red strange, slightly off grid over a black background
with red blocks in it

Red lifebar

Guardian's ship is red, white, and light blue

No music

Strange glitched frames of boxes appear, the same color as the Guardian and
track the Guardian's vertical movements; when hit they make boss sounds

(another time)

Appears as a red grid over a black background

Guardian's ship is red, light blue, white

orange pulse fire

Enemies: rdr, giant hidden enemies (leave a large circular crater)

One of the "mystery fragment boss" appears after using select, an orange & white one which lays orange seaweed, very glitched though

Using select results in a slew of "instanced" bosses appearing, the "dark dogs", 2 small dark objects, and a half-light half-dark teleporting boss which looks like "2 halves of a broken face"

X21 Y219

Appears as a red grid on a black background

Guardian's ship red, light blue, white

Red lifebar

Orange pulse fire

Plays Area 0 music

Boss: 2 Green "fragment bosses". That's right, 2 of them. They did lay down green glitched seaweed and shot out some diamond-bubbles

X22 Y219

Guardian's ship red, light blue, and white

Red grid over black background, red blocks and the letter T are a part of it,

Red lifebar

Plays Area 0 music

Multiple images of some strange thing appear at the top, but they cannot hurt the Guardian

Another time, I got the glitched arms of a Clawbot, which did shoot down every so often a glitched super-beam. What's interesting is it opens its arms many times and tracks the Guardian horizontally, but the beam only came out maybe 1 in 10 times.

Enemies: rdr, mirror-rdr

X23 Y219

I should note that the corridor room was extremely glitched up

Guardian's ship red, light blue, and white

Red grid over black background

Red lifebar

Plays Area 0 music

I got from firing my shot at the start of the corridor, a weird small assemblage of ship fragments which moved around vertically and horizontally in straight lines very fast, spitting diamond-bubbles. What's interesting is it moved like I've seen some bosses move in other games, but it moves like no enemy or boss in TGL. A red "fragment boss" appeared after a while

X2 Y220

Appears as a red grid over a black background

Guardian's ship red, light blue, white

orange pulse and jet fire

Plays Area 0 music

Corridor scrolls extremely fast after part way through

A bunch of puffs of small blue clouds appear early on (harmless)

Enemies: blue spinning projectiles

A red, light blue, and white "mystery fragment" boss appears, but it is fixed in one position and cannot move. I used this opportunity to try and kill it (every other attempt resulted in a half-hour or so battle where I ended up dying [yes, you can die with 0 Shields even though it seems like infinite life]). I used the LV1 Cutter Saber (the side lasers), starting at 5980 Chips and I taped down the special weapon button and left the game running. At 1686 Chips, the boss suddenly disappeared in 3 blue-white clouds, not the usual red-white clouds of an explosion. Its worth 10,000 pts

X3 Y220

The corridor room appeared extremely glitched

Red grid over black background

Guardian was red, light blue, white

Orange pulse and jet fire

Plays Area 0 music

A boss appeared at the start, a weird orange cone boss. It was about the size of Zibzub's cone without the tentacles. It was basically elongated, didn't move, stayed on the screen for a while, then teleported and appeared elsewhere. 1 hit from it killed me, I think. It may have also been the light blue and white debris field of fragments on the other side of the screen that did me in

X5 Y220

Red grid over black background

Guardian was red, light blue, white

Plays Area 0 music

scrolls fast

X19 Y220

[did not try]

X20 Y220

One time...

Guardian's ship red, light blue, white

Red lifebar

Orange pulse fire

At first, can move super fast, then scrolls normally

Scrolls fast

Enemies: invisible enemies [hidden under the 8888s] (300 pts), rdr

Another time...

appears as a red strange grid with red blocks in it

Guardian's ship red, light blue, white

Red lifebar

Orange pulse fire

Plays Area 0 music

Speeds up part way through

Several explosions and item boxes appear beneath the status bar

Enemies: rdr, mirror-rdr (spits flashing projectiles), dark cloud, red (and black) large turrets

Boss: red, light blue, white "fragment boss"

X2 Y221

Appears as a red grid over a black background

Guardian was red, light blue, white

plays Area 0 music

freeze sup very quickly

X7 Y221

Appears as a red strange grid with red blocks that are corners of the red pyramid blocks

Plays Area 0 music

Red lifebar

Guardian is red, blue, and white

Pulse fire and jet engine fire is orange

Enemies: rotating flashing projectiles (fixed position), rdr

"boss": dark blue "wings", 2x, they zip around the area fast, with only 2 possible forms of movement, directly horizontal or directly vertical. I glitched the game up further via select to get more bosses to appear.

Another was an hourglass shaped boss with a green pyramid of sorts on the bottom of the screen and a white, red, and light blue inverted pyramid on the top which tracks your movements at the same time. Yet another boss was a dark blue "fragment boss" which moves in the hyper-fast circling pattern it usually does. And another boss was a white, red, and sky blue "fragment boss" which just appeared, faded out, and reappeared at the same position on the screen. No one shot any projectiles because when a screen gets crowded, projectiles are sacrificed for the enemies' continued appearance on the screen (try this with the Red Crab that shoots bubbles- just shoot

the bubbles so that the screen is filled with item boxes and eventually, it will not shoot any projectiles). So, the index of bosses was: the light blue top & green bottom of the hourglass boss, 2 dark wings, 1 fixed teleporting fragment boss, and 1 dark blue fragment boss- all at the same time! All made the sound of bosses when hit.

X8 Y223

Sealed

X5 Y224

Sealed

X6 Y224 {FALSE}

Plays as Corridor 15

Boss: Green Clawbot

Game blacks out during return transformation sequence

Note that this corridor is **not** in TGL Mode, unlike many other encountered Corridor 15's

X18 Y238

Looks like a red grid over black space with the number 12 in it

Orange pulse fire and jet fire

Red lifebar

Plays Area 0 labyrinth music

Scrolls very fast

Select glitches it up, making enemies like rdr and mirror-rdr appear.

Result is a very glitched up field of garbage

Select glitch changes the setting only once.

X17 Y239 {FALSE}

Plays as Corridor 16

Boss: Red Optomon

Beating it sends the Guardian back to an empty orange corridor room

X17 Y240

Identical to Corridor 16

Boss: Red Optomon

[did not finish normally]

X19 Y241 {FALSE}

No music

Appears as glitchy blue craters with a banded pattern similar to the blue metal plates at the start of the transformation sequence, but then reaches the blue rock squares that repeat endlessly

X20 Y241 {FALSE}

Appears as a black & white geometric pattern

Silent, no music, no sound

X22 Y241 {FALSE}

Playable

Identical to Corridor 16

Boss: Red Optomon

When the corridor is beaten, warped back to an orange exitless room

This was what happened the first time I played the corridor. The 2nd time

I played the corridor:

Identical to Corridor 8

Boss: Red Grimgrin

[did not play]

Now, there was also a Corridor 8 in X22 Y41, which makes me suspect

"Corridor 24" is actually a false label for Corridor 8 and most likely Corridor 16 as well.

X21 Y244

Accessible after beating Corridor 36 in the same room

Blacks out upon entry

X5 Y254

One time...

Red grid over black background with #22 and red blocks

Guardian is red, blue, white

Orange pulse and jet fire
Plays Area 0 music
Enemies: rdr, rotating fixed flashing projectiles, clouds of blue gas (which make no sound when hit)
Another time...
Red grid over black background with #22 and red blocks
Guardian is red, blue, white
Orange pulse and jet fire
Plays Area 0 music
Part of the corridor speeds up
After a while, a series of fast moving green clouds appear accompanied with explosion sounds; touching them hurts you. Once destroyed or hit, they would make an explosion sound, leave an item box and another one would appear rapidly. Some of these were dark blue clouds
Enemies: rdr, mirror-rdr, green clouds, dark blue clouds
X7 Y254
Red grid over black background with the #22 in it
Guardian appears red, blue, and white, with orange pulse fire
Enemies: rdr, mirror-rdr
X8 Y254
Guardian's ship red, blue, white
Orange pulse fire
Red lifebar
Plays Area 0 music
A bunch of glitched blocks appear and make a boss sound when hit, they are dark blue and seem to "wag their tail" (I don't know how to describe it)
Enemies: invisible buried enemies (300 pts), rdr
Boss: a few dark "dogs"
X5 Y255
Plays Area 0 labyrinth music
Guardian's ship is red, blue, and white
Lifebar is red
Scrolls fast
Guardian has orange pulse fire and jet fire
Appears as a red grid with some red blocks in it and the number 22
Select glitches it up, works more than once
Some sections are "red skies"
Enemies: rdr (come out in stream)
Wait long enough/go through enough changes of scenery and "fragment boss" appears. This time it was white & blue mostly, some red. It spun around the room fast as usual. It occasionally let out what looked to be blue glitched seaweed and occasionally spit out diamond-bubbles
(Area ??)
Red grid over black background with the #22 and a red block in it
red lifebar
plays Area 0 music
orange pulse and jet fire
Guardian is red, blue, white
Scrolls fast
Glitches up as a red field
One select glitch gave red tech-spikes as the background with some hidden enemies here which make the sounds of those giant red eyed shelled organisms
One background is red skies
Enemies: rdr, mirror-rdr, hidden shellfish
X6 Y255
Red grid over black background, #22 a part of it
Red, blue, white Guardian ship
Orange pulse fire
Field of blue clouds making the Laser Saber sound with one select glitch-

not an enemy

Enemies: rdr, mirror-rdr (both spit flashing projectiles)

X8 Y255

Red grid over black background with #22 and red blocks

Guardian is red, blue, white

Orange pulse and jet fire

Plays Area 0 music

Enemies: rdr, mirror-rdr, hidden enemies under flat white bricks (200 pts)

[they're hidden in a whole straight vertical line]

Boss: chain boss. Glitched block with clear segments in a chain separated by

space, they move back and forth, reaching out from the top of the screen

only at angles. There were 8 of them on the screen. 6 were normal colored,

2 were shadow colored. Shooting them made the sound of bullets bouncing off

armor. They would rearrange their base positions very slowly over time

X12 Y018

Accessed via teleporter

At same coordinates as a real room

Appears as strange red grid, not perfect squares

Guardian's ship is blue, red and white

Orange jet and pulse fire

Red status bar

Corridor 25

[CL025]

Music Hex: 0C [Track 12: Organic Corridors- real version]

Weapon Hex:

Graphic Hex:

X5 Y009

Valley 1-2

Also accessible via teleporter

Blacks out upon entry

X23 Y015

Valley 5-6-7

Blacks out upon entry

X3 Y016

"Eye" of Area 2

<><>

X3 Y223

Sealed

X5 Y223

Sealed

X9 Y224

Sealed

X0 Y226

Sealed

X5 Y226

Sealed

X10 Y226

Sealed

X12 Y226

Sealed

X6 Y227

Sealed

X6 Y228

Sealed

X8 Y226

Sealed
X9 Y227
Sealed
X17 Y239
Sealed
X20 Y239
Sealed
X17 Y240
Sealed
X20 Y240
Sealed
X8 Y245

Accessed by beating Corridor 3 at the same coordinates
This one is strange. X8 Y45 has Corridor 3 in it. Beat the corridor and you win the Wave Key, the Guardian flies off and when the game switches to the labyrinth mode again, the Guardian is hopping out of Corridor 25! The prize left there is another Wave Key/a Wave Portal. Collecting it changes the music to one of the boss music tracks ("military aquatica" sound)

Corridor 26

[CL026]
Music Hex: 00 [no track exists, thus no music]
Weapon Hex:
Graphic Hex:

X6 Y018
Valley 2-3
The screen blacks out upon entry, but then we see the screen scroll over red metal panels & red geometric shapes and freeze after a few seconds
We see a light blue & white glitched Guardian transform into a fragmented ship before flying off and blacking out
No music
So, this one basically has a double transformation sequence, one normal one, one bizarro one

X6 Y019
Valley 2-3
Blacks out upon entry
X23 Y020
Valley 5-6-7
Appears as red metal squares with a red geometric grid beyond
The game freezes after a few seconds
no music
This is the double transformation sequence as noted earlier

X6 Y021
"Eye" of Area 3
<><>

X1 Y223
Sealed
X6 Y225 {FALSE}
Plays identical to Corridor 0
Beating it results in being sent back to the same coordinates, only Corridor 127 open

X12 Y012
Accessed when used glitch weapon to beat Corridor 48 (X17 Y40)
Blacks out upon entry
[yes, that's correct, it overlays a real room]

Corridor 27

[CL027]

Music Hex: 0B [Track 11: Organic Corridors- fake version]

Weapon Hex:

Graphic Hex:

X15 Y002

Playable

Has organic corridor music

Listed as Area 10 X15 Y2

Starts off with a gray morphing wall that spans the whole screen, building up, which can be shot at and produce powerups

Enemies: morphing, growing gray walls along the right and left sides (only the right side can be targeted). They tend to leave hordes of powerups

The level is actually only a segment of about 4 seconds which endlessly repeats

The way to beat it is hanging out in the lower left and firing at the initial wall. I was able to replicate this a few times, and the Guardian went out of my control, victory music for beating the corridor began playing and the Guardian flew off.

Beating the corridor produces a black screen where the victory music continues to play, but mashing the buttons can break this, which sends you to the Corridor 27 room with the corridor open again. The Corridor can be beaten, but it never closes.

X23 Y240

Appears as white lined, black "files" as the background, with white walls of turrets rising and white-gray stuff, just like the other versions of this level

X23 Y242

Appears as white lined, black "files" as the background with white walls of turrets rising and white-gray stuff, just like the other versions of this level

Plays organic corridor music

X11 Y244

Playable

Appears as a white strange grid over black background, but quickly turns into morphing gray turrets which flip up and can be targeted

Select distorts the enemies' appearance and works only once

Enemy: gray large turrets (hidden under gray rubble)

Music= ?

Corridor 28

[CL028]

Music Hex: 06 [Track 6: Boss Music #2/ Miniboss]

Weapon Hex:

Graphic Hex:

-

Corridor 29

[CL029]

Music Hex: 0A [Track 10: Game Over]

Weapon Hex:

Graphic Hex:

X14 Y015
Valley 7-8
Also accessible via teleporter
Blacks out upon entry
X9 Y017
Valley 8-3
Blacks out upon entry
X14 Y017
Valley 7-8
Blacks out upon entry
X16 Y019
Valley 7-8
Blacks out upon entry
X15 Y021
Valley 7-8
Blacks out upon entry
X18 Y241
Blacks out upon entry
X9 Y244
Blacks out upon entry
X12 Y247
Blacks out upon entry

Corridor 30

[CL030]
Music Hex: 03 [Track 3: Boss Music #1]
Weapon Hex:
Graphic Hex:

X2 Y005
Valley 9-1
Also accessible via teleporter
Blacks out upon entry
X19 Y033
*** not accessed via the vast northern realm, accessed via the small
southern realm***
accessed from Area 3
screen is very glitchy
blacks out upon entry
X10 Y241
Blacks out upon entry
X11 Y241
Blacks out upon entry
X12 Y241
Blacks out upon entry

Corridor 31

[CL031]
Music Hex: 06 [Track 6: Boss Music #2/ Miniboss]
Weapon Hex:
Graphic Hex:

X13 Y003
"Eye" of Area 10
<><>

X10 Y006

Valley 9-10

Also accessible by teleporter

Blacks out upon entry, then plays miniboss music

green lines appear over black space, with some yellow squares

The Guardian's graphics look extremely simple and glitched

Using select once glitches the graphics into more yellow blocks

Using select a 2nd time glitches the game frozen

X6 Y221 {FALSE}

Has 4 panels

No music

"White Bones" tech appearance

Enemies: invisible enemies (500 pts)

Select glitches it up once

X7 Y221 {FALSE}

4 panels

appears as "White bones" tech-wiring

game freezes shortly into it

X17 Y221

Upon entering, the Guardian automatically jumps out, the corridor

explodes, and MultiBullet is left behind

X20 Y221

Upon entry to the screen, the Guardian jumps out automatically of the

corridor, it explodes, leaving a MultiBullet as the prize

X23 Y221 {FALSE}

Has 4 panels

"White Bones" tech-wiring

no music

select glitches it up once

enemies: invisible enemies (500 pts)

X4 Y222 {FALSE}

One time...

Upon entry of the room, the Guardian automatically jumps out, the corridor

explodes, leaving a MultiBullet left behind

Another time...

White Bones tech-wiring

no music, except for a chhkh sound at the start

invisible enemies are here (500 pts)

X5 Y222 {FALSE}

Has 4 panels

Appears as "White Bones" tech-wiring

No music

Glitches up once

Enemies: invisible enemies (500 pts)

X10 Y241

Blacks out upon entry

X1 Y254 {FALSE}

4 panels

"White Bones" tech-wiring

no music

select glitches it up once

X7 Y255 {FALSE}

4 panels

"White Bones" tech-wiring

no music

glitches up once

[CL032]

Music Hex: 0B [Track 11: Organic Corridors- fake version]

Weapon Hex:

Graphic Hex:

X5 Y010

Valley 1-2

Also accessible by teleporter

Appears as a light blue grid that does not form perfect squares, like technological

Scrolls slowly

Plays organic corridor music

Select glitches it up only once

Enemy: rdr

X11 Y015

Valley 7-8

Appears as a light blue grid over black space, with the number 22 in it

plays organic corridor music

Select glitches it up only once

Enemy: rdr

X15 Y030

Appears as a light blue grid over a black background with 2s in it

plays organic corridor music

select glitches it up once

enemies: rdr, mirror-rdr

X17 Y218

Appears as a light blue grid over black space

plays organic corridor music

X18 Y218

Appears as a light blue grid over black space

plays organic corridor music

X19 Y218

Appears as a light blue grid with green blocks

Plays organic corridor music

Changes to red & green "suitcases"

Select glitches it up only once

Enemy: rdr

X2 Y219

Appears as a light blue grid over black space with green blocks in it

Plays organic corridor music

Select glitches it up once

Oddly enough rdr doesn't appear until select is used twice (background doesn't change then though)

X3 Y219

Appears as a light blue grid over black space with green 'suitcases' in it (green and brown blocks together).

Plays organic corridor music

Select glitches it up once

Enemy: rdr

X4 Y219

Appears as a light blue grid over black space with green blocks in it

Enemies: rdr

Select glitches it up once

Plays organic corridor music

Sometimes when I played this corridor, the "fragment boss" would appear at the start of the level (in other words, not resulting from select). I've seen the red "fragment boss" here and the blue "fragment boss" here. And oddly enough, the red "fragment boss's" face had a strange display on it, a series of numbers on the left side, and the mirror image of those numbers on the right side. The display and arrangement was as follows. Note that

[#] means the mirror reflection of that number:

2 [2]

3 [3]

0 4 [4][0]

1 5 [5][1]

Once, I saw a blue cone like thing which was about the size of Zibzub's cone, except without the tentacles. It stayed in one place and did not move, only teleporting every so often. I think one hit from it killed me.

X5 Y219

Appears as a light blue grid over black space with green blocks

plays organic corridor music

There are some strafing shots resembling the Guardian's firing from the lower left and lower right at angles 45 degrees from the screen's edge

select glitches the screen

If you fire at the start, a red "fragment boss" appears

Enemies: rdr

X6 Y219

[did not try]

X9 Y219

Corridor room listed as "X6 Y19"

no transformation sequence

Appears as a light blue grid over black space with green blocks

plays organic corridor music

select glitches it up once

Enemies: rdr

Listed as "Area 32 X6 Y19"

X6 Y221

Light blue grid over black space with brown-green blocks among it

Plays organic corridor music

Oddly enough, this one is select immune

Status bar flickers intensely here

X3 Y222

light blue grid over black space with green things in it

plays organic corridor music

X3 Y224

light blue grid over a black background

plays organic corridor music

X6 Y224

Appears as a light blue grid

Plays organic corridor music

Select glitches it up

X11 Y225

[did not try]

X8 Y226

[missing notes from]

X20 Y239

Light blue grid over black background, #22 and green tiles in it

Glitches into strange field, works only once

Enemies: rdr

Organic corridor music

X21 Y239

Light blue grid over black background, #22 and green tiles in it

Glitches into strange field, works only once

Enemies: rdr, mirror-rdr

Organic corridor music

X22 Y239

Appears as a light blue grid over black background with the #22

Glitches up only once

Enemies: rdr, mirror-rdr

Organic corridor music

X17 Y240

Appears as a blue grid over black space with the number 12 on it

Plays organic corridor music

Scrolls slowly

Select glitches it up, but works only once

Enemies: rdr, mirror-rdr

X18 Y240

Light blue grid over black background, #22 and green tiles in it

Glitches into strange field, works only once

Enemies: rdr

Organic corridor music

X20 Y240

Light blue grid over black background, #22 and green tiles in it

Glitches into strange field, works only once

Enemies: rdr

Organic corridor music

X21 Y240

Appears as a light blue grid over black background with the #22

Glitches up only once

Enemies: rdr, mirror-rdr

Organic corridor music

X22 Y240

Appears as a light blue grid over black background with the #22 (in one instance had green tiles in there too, in another it did not)

Plays organic corridor music

Enemies: rdr, mirror-rdr

Used a glitch-weapon to beat it, which ended up sending the Guardian to the same coordinates, but a sealed Corridor 4

X23 Y240

Appears as a light blue grid over black background with the #22

Glitches up only once

Enemies: rdr, mirror-rdr

Organic corridor music

X19 Y241

Light blue grid over black background, #22 on it

Glitches into strange field, works only once

Enemies: rdr, mirror-rdr

Organic corridor music

X20 Y241

[didn't try]

X7 Y242

Appears as a light blue grid over black space with the number 22 on it

Organic corridor music plays

Listed as Area 10 X10 Y42

Select glitches it up, but this works only once

Enemies: rdr, mirror-rdr

X8 Y242

Appears as a light blue grid over black space with the number 22 on it

Organic corridor music plays

Listed as Area 10 X10 Y42

Select glitches it up, but this works only once

Enemies: rdr, mirror-rdr

X9 Y242

Accessed after beating Corridor 10 in the same room

[did not play it]

X10 Y242

Appears as a light blue grid over black space with the number 22 on it

Organic corridor music plays

Listed as Area 10 X10 Y42

Select glitches it up, but this works only once

Enemies: rdr, mirror-rdr

All of these glitch as a brown, blue, green jumble

X12 Y243

Appears as a light blue grid with the number 22 over black background

Organic corridor music

Select glitches it up, which works only once

Enemies: rdr, mirror-rdr

Corridor 33

[CL033]

Music Hex: 04 [Track 4: Jungle Corridors]

Weapon Hex:

Graphic Hex:

X6 Y224

Sealed

X11 Y225

Blacks out upon entry

X20 Y240

Sealed

X21 Y240

Sealed

X17 Y241

Sealed

X19 Y241

Sealed

X19 Y242

Sealed

X22 Y242

Sealed

Corridor 34

[CL034]

Music Hex: 08 [Track 8: Desert Corridors]

Weapon Hex:

Graphic Hex:

X5 Y023

Area 3 niche

Blacks out upon entry

X17 Y240

Blacks out upon entry

X23 Y240 {FALSE}

Accessed by beating Corridor 35 at the same coordinates, which itself is accessible by beating Corridor 68 at the same coordinates, and that corridor is accessible by beating Corridor 12 at the same coordinates (the first one is accessible from Area 8)

Plays identical to Corridor 12

Boss: Red Fleepa

Warped to a pink and white Lander room with a single item for sale for

9999 Chips

X18 Y241

Blacks out upon entry

Corridor 35

[CL035]

Music Hex: 0F [Track 15: Ending Music]

Weapon Hex:

Graphic Hex:

X6 Y000

Valley 9-10

Blacks out upon entry

X15 Y003

Valley 10-4

Blacks out upon entry

X16 Y004

Valley 10-4

Blacks out upon entry

X15 Y005

Valley 10-4

Blacks out upon entry

X11 Y016

Valley 7-8

Blacks out upon entry

X23 Y017

Valley 5-6-7

Blacks out upon entry

X3 Y018

Valley 2-3

Blacks out upon entry

X7 Y224

Accessed from Area 0

Blacks out upon entry

X23 Y240 {FALSE}

Accessed by beating Corridor 68 at the same coordinates, which itself is accessible by beating Corridor 12 at the same coordinates, (that first one is accessible from Area 8)

Plays identical to Corridor 12

Boss: Red Fleepa

Warp to Corridor 34 at the same coordinates

X17 Y241

Accessed from Area 0

Blacks out upon entry

Corridor 36

[CL036]

Music Hex: 0D [Track 13: Labyrinth 6,9]

Weapon Hex:

Graphic Hex:

X17 Y221 {FALSE}

Has 4 panels

Plays identical to Corridor 7

Boss: Eyeball Formation II

Arrive back at the same room with the same corridor open, with 4 panels too

X10 Y240

Accessed by beating Corridor 94 (X16 Y40) by using a glitch weapon

Blacks out upon entry

X15 Y240

Blacks out upon entry

X23 Y241

Sealed

X21 Y244 {FALSE}

Playable, identical to Corridor 16

Boss: Red Optomon

WIN: nothing

It ended up transporting the Guardian back to the same room, except morphed into Corridor 24

X4 Y254

Blacks out upon entry

X22 Y255

Blacks out upon entry

Corridor 37

[CL037]

Music Hex: 11 [Track 17: Active Corridor Room- <><> version]

Weapon Hex:

Graphic Hex:

X8 Y023

Valley 8-3

Also accessible by teleporter

Appears as a weird light blue tech-like grid over black space

Plays active corridor room music

No scrolling

X15 Y023

Valley 7-8

appears as a light blue grid over black space with the number 22 in it

no scrolling

plays active corridor room music

X13 Y031

Upon entering, the Guardian automatically jumps out of the corridor, it explodes and

Blue Lander is the prize

X5 Y221

appears as a blue grid over black space with some pink blocks

no enemies

no scrolling

plays active corridor room music

X17 Y221

Appears as a light blue grid over black background with pink blocks as a part of it

No scrolling

Plays active corridor room music

X6 Y222

appears as a blue grid over black space with some pink blocks

no enemies

no scrolling

plays active corridor room music

X22 Y240

Appears as a light blue grid over a black background with pink blocks

Plays active corridor room music

No scrolling

X23 Y250

Appears as light blue grid with the number "22" and brown blocks over black background

No scrolling

Plays active corridor room music

Hitting the special weapon button causes the game to freeze in here

X3 Y255

Playable
no scrolling (it's a single screen in other words)
no enemies
music is that of an active corridor room
appears as a blue grid over black space with some brown tiles and the number 2
X4 Y255

Blue grid over black background, some brown blocks and the number 2
Music is that of an active corridor room
No scrolling
No enemies

Listed as Area 10 X4 Y55

[I accessed this one when I was ~X11 Y46 and just walked onto a screen, it went black, I hit a few buttons, and I found myself automatically hopping out of Corridor 0 on X4 Y0 and found the area was jungle instead of the usual grass & stone, and walked over to these coordinates and back through a portal]

X5 Y255

Playable
no scrolling (it's a single screen in other words)
no enemies
music is that of an active corridor room
appears as a blue grid over black space with some brown tiles and the number 2

Corridor 38

[CL038]

Music Hex: 01 [Track 1: Title Screen]

Weapon Hex:

Graphic Hex:

X3 Y222

Has 4 panels
does not open until Select button is used
Blacks out upon entry

X16 Y241

Appears as "White Bones" tech-wiring

Plays TGL title screen music

Glitch-proof

When I used a glitch weapon to beat it (the glitch weapon that displays a Repeller graphic), the corridor was beat, a Triangle Key received, and the Guardian was sent to X8 Y8, a text box room located in the black space on the map, which said "I will sell only one of these to you" and 3 item boxes were over it (blue chips)

Corridor 39

[CL039]

Music Hex: 09 [Track 9: Labyrinth 0]

Weapon Hex:

Graphic Hex:

X19 Y240

Looks like "White Bones" (the wiring inbetween panels in Corridor 0)

Plays Central Hub music (overworld Area 0 music)

Scrolls very slowly

No enemies

X21 Y240

Looks like "White Bones" (the wiring inbetween panels in Corridor 0)
Plays Central Hub music (overworld Area 0 music)
Scrolls very slowly
No enemies
X21 Y241
Plays Area 0 labyrinth music
Scrolls slowly
Looks like "White Bones" (the wiring inbetween panels in Corridor 0)
Select glitches it
X11 Y248
Playable
Looks like "White Bones" (the wiring inbetween panels in Corridor 0)
Plays Central Hub music (overworld Area 0 music)
Scrolls very slowly
No enemies
Listed as Area 10 X11 Y48
[this has been confirmed on 2 occasions, all the info here]

Corridor 40

[CL040]

Music Hex: 05 [Track 5: Arctic Corridors]

Weapon Hex:

Graphic Hex:

X17 Y240

Blacks out upon entry

X10 Y241 {FALSE}

Plays normally, identical to Corridor 5

Boss: Zibzub

Beating it warps you back to an empty orange corridor room with no exits

X22 Y241 {FALSE}

Appears as black & white geometric pattern

No music

Glitch-proof

X23 Y241

Blacks out upon entry

X15 Y242

Blacks out upon entry

X18 Y242

Blacks out upon entry

X21 Y242 {FALSE}

One time...

Blacks out upon entry

Another time...

plays identical to Corridor 12

Boss: Red Fleepa

Warped back to an empty orange corridor room

X2 Y243

Blacks out upon entry

X3 Y243 {FALSE}

Playable

Identical to Corridor 12

Boss: Red Fleepa

WIN: nothing

The Guardian is warped back to an empty orange corridor room

X5 Y243

Blacks out upon entry

X7 Y245
Blacks out upon entry
X13 Y248
Blacks out upon entry

X12 Y012
Accessed by teleporter
Blacks out upon entry
Yes, it overlaps with a real room

Corridor 41

[CL041]
Music Hex: 0F [Track 15: Ending Music]
Weapon Hex:
Graphic Hex:

X2 Y011
"Eye" of Area 1
<><>
X23 Y011
Valley 5-6-7
Blacks out upon entry
X23 Y016
Valley 5-6-7
Blacks out upon entry

Corridor 42

[CL042]
Music Hex: 0E [Track 14: Labyrinth 10]
Weapon Hex:
Graphic Hex:

X23 Y022
Area 7 niche
Appears as green tech-wiring
plays Area 10 labyrinth music
Select glitches it up once
X18 Y241
Appears as green tech-wiring
Plays Area 10 labyrinth music
Glitches up with select button

Corridor 43

[CL043]
Music Hex: 20 [Track 32: bullet hitting target, penetrating]
Weapon Hex:
Graphic Hex:

X17 Y240
Accessed by beating Corridor 32 (X17 Y40) by use of a glitch weapon
Auto-jump out when used in Corridor 32, leading to the corridor exploding,
and an Energy Tank being left behind, which triggers ice corridor music to
play. And when the teleporter is used in Corridor 43 room here, warps the

Guardian into a transformation sequence and then corridor at Area 10 X10 Y10

Corridor 44

[CL044]

Music Hex: 21 [Track 33: bullet hitting target, not penetrating]

Weapon Hex:

Graphic Hex:

X16 Y013

Valley 6-7

<><>

Corridor 45

[CL045]

Music Hex: 21 [Track 33: bullet hitting target, not penetrating]

Weapon Hex:

Graphic Hex:

X9 Y018

Valley 8-3

Blacks out upon entry

X14 Y018

Valley 7-8

Blacks out upon entry

X11 Y021

"Hole" of Area 8

also accessible via teleporter

Blacks out upon entry

X7 Y223

Blacks out upon entry

X14 Y240

Blacks out upon entry

X16 Y240

Blacks out upon entry

X12 Y247

Blacks out upon entry

Corridor 46

[CL046]

Music Hex: 22 [Track 34: sound of an enemy being destroyed]

Weapon Hex:

Graphic Hex:

X2 Y006

Valley 9-1

Also accessible via teleporter

Blacks out upon entry

X7 Y007

Valley 9-1

Also accessible via teleporter

Blacks out upon entry

X14 Y242

Accessed from Area 0

Blacks out upon entry

X6 Y007

Accessed via teleporter

Blacks out upon entry [overshadows a room that should be Corridor 117]

Corridor 47

[CL047]

Music Hex: 22 [Track 34: sound of an enemy being destroyed]

Weapon Hex:

Graphic Hex:

X7 Y004

Valley 9-10

Also accessible via teleporter

Blacks out upon entry

X10 Y241

Blacks out upon entry

X13 Y241

Blacks out upon entry

X4 Y253 {FALSE}

One time...

Blacks out upon entry

Another time...

red tech-wiring background

salmon colored lifebar

plays desert corridor music

scrolls slowly

glitches up

Corridor 48

[CL048]

Music Hex: 23 [Track 35- firing sound #1- faint]

Weapon Hex:

Graphic Hex:

X22 Y218

Blue rock squares

No music

X5 Y219

Blue rock squares

no music

X6 Y223

No music

Appears as blue rock squares

Flies fast

Another time... {FALSE}

No Guardian, no scrolling, the game was frozen

The screen was all black, the lifebar was orange, the special weapon box's frame was orange, and the heart for the lifebar was dark red

No music

X17 Y240

Appears as blue rock squares

Glitch-proof

Listed as Area 10 X17 Y40

No music

Scrolls slowly

X18 Y241
Blue rock squares
No music
(this was repeated twice with 2 different areas)

X21 Y241
Blue rock squares
Scrolls fast
No music
X3 Y255
No music
Appears as blue cratered rocks with glitchy structures of bands across it,
then reaches a grid of blue rock squares
When I used a glitch weapon to beat it, I received a Triangle Key and was
warped back to Corridor 48 open, only it was at X8 Y8 now

Corridor 49

[CL049]
Music Hex: 23 [Track 35: firing sound #1- faint]
Weapon Hex:
Graphic Hex:

X23 Y014
Valley 5-6-7
Light blue grid over black background with number 2s in it
select glitches it up
scrolls very fast
no music
X23 Y240
Appears as a light blue grid over blackness with the #22 in it
No music
Scrolls fast
Glitches up only once
Enemies: rdr, mirror-rdr
For me, when I was in it, it produced an automatic victory at a certain
point, which warped me to Corridor 127 at the same coordinates
X22 Y241
Appears as a light blue grid over blackness with the #22 in it as well
as some green tiles
No music
Select glitches it up, but only once
Enemies: rdr, mirror-drr

Corridor 50

[CL050]
Music Hex: 24 [Track 36: firing sound #2- faint, but slightly louder & longer]
Weapon Hex:
Graphic Hex:

X6 Y228
Blacks out upon entry
X12 Y239
Blacks out upon entry
X2 Y252
Sealed

Corridor 51

[CL051]

Music Hex: 24 [Track 36: firing sound #2- faint, but slightly louder & longer]

Weapon Hex:

Graphic Hex:

X3 Y223

Blacks out upon entry

X4 Y223

Blacks out upon entry

X7 Y223

Blacks out upon entry

X20 Y239

Appears as white tech wiring with light green and brown metal panels arranged in strips much like the transformation corridor at the start, then moves to field of white tech

Slow

No music

Glitches up, works once only

X16 Y240

Accessed by beating Corridor 0 at the same coordinates, itself accessible from a very glitched Area 9

Blacks out upon entry

X17 Y241

Blacks out upon entry

X18 Y241

"White Bones" appearance, but green and brown panels near the start, in rows

No music

X22 Y241

Blacks out upon entry (confirmed with 2 different wanderings)

X14 Y251

"White Bones" tech appearance with green & brown panels at the start, then moves to all "White Bones" tech

select screen permanently glitches it up

no music

Corridor 52

[CL052]

Music Hex: 26 [Track 38: MultiBullet firing sound]

Weapon Hex:

Graphic Hex:

X20 Y004

Valley 4-5

Blacks out upon entry

X16 Y015

Valley 6-7

<><>

X5 Y223

Blacks out upon entry

X21 Y223

Sealed

X17 Y224

Sealed

X17 Y240

Blacks out upon entry

X17 Y242

Sealed

Corridor 53

[CL053]

Music Hex: 26 [Track 38: MultiBullet firing sound]

Weapon Hex:

Graphic Hex:

X15 Y020

Valley 7-8

Upon entry, the Guardian automatically jumps out, the corridor explodes, and MultiBullet is left behind

X8 Y021

Valley 8-3

Blacks out upon entry

X16 Y240

Upon entering the room, the Guardian automatically leaps out of the corridor, it explodes, and leaves a Grenade item, which when collected triggers the TGL title screen music and drains the life down to 1 (these results were confirmed twice)

X18 Y241

Upon entering the room, the Guardian automatically leaps out of the corridor, it explodes, and leaves a Grenade item, which when collected, triggers the TGL title screen music

X21 Y241

Upon entering the room, the Guardian automatically leaps out of the corridor, it explodes, and leaves a Grenade item, which when collected, triggers desert corridor music

X22 Y241

Upon entering the room, the Guardian automatically leaps out of the corridor, it explodes, and leaves a Grenade item, which when collected, triggers desert corridor music

X2 Y244

Upon entering the room, the Guardian automatically leaps out of the corridor, it explodes, and leaves a Grenade item.

X9 Y244

Upon entering the room, the Guardian automatically leaps out of the corridor, it explodes, and leaves a Speed Booster (I repeated this twice with the same room and got the same results)

X6 Y254

Briefly, after the transformation sequence, a screen with junk like green turrets with a black and white "file" background was displayed, frozen, but the game then blacked out a few seconds later

Corridor 54

[CL054]

Music Hex: 21 [Track 33: bullet hitting target, not penetrating]

Weapon Hex:

Graphic Hex:

X3 Y223

No music

Appears as a field of blue rocks

Corridor 55

[CL055]

Music Hex: 21 [Track 33: bullet hitting target, not penetrating]

Weapon Hex:

Graphic Hex:

X10 Y005

Valley 9-10

Normally....

Appears as white techno-wiring, with large red turrets hidden and small green turrets (the Corridor 0 enemies), all buried in a bunch of junk. There are also some bubble-spitters on the side too. Much of the junk is green & brown metal panels. After a while, the junk gives way to an endless stretch of white wiring

no music

Via teleporter...

Appears as a green field of several one-quarter of the shell of large turrets

Select glitches the graphics once

no music

X22 Y223

green techno-wiring

jumble

no music

Enemies: Light Green Turrets, Large Hidden Red Turrets (shoot rdrd & mirror-rdrd as projectiles), Large Green Turrets

Select glitches up the background

X17 Y255

Accessed via teleporter

Sealed

Corridor 56

[CL056]

Music Hex: 22 [Track 34: sound of an enemy being destroyed]

Weapon Hex:

Graphic Hex:

X7 Y009

Valley 9-1

Also accessible via teleporter

The screen is still

Red grid on black background, some number 2s there

The Guardian's ship is red & white here, but the pulse fire is red and the engine fire too

The lifebar is red here too

No music

Can be beaten by using one of the glitch weapons which provides an instant victory

Warps back to an open Corridor 56

Another time at these coordinates, appeared as a strange red techno grid over black background with no numbers with a red & white Guardian ship, red pulse and jet fire, a red status bar, and no music

Enemy: Hidden Red Quarter-Turret

Some explosions of green clouds one time

X7 Y012

Valley 1-2

Appears as red grid over black background, some number 2s there

The Guardian's ship is red & white here, pulse fire is red

No music

No scrolling
X7 Y014
Valley 2-3
Appears as red grid over black background, some number 2s there
The Guardian's ship is red & white here, pulse fire is red
No music
No scrolling
X18 Y242
Appears as a red grid over a black background with the #22 in it
No scrolling
No music
Red pulse fire
X9 Y244 {FALSE}
Plays identical to Corridor 12
Boss: Red Fleepa
Winning results in the screen going black, but victory music continues
to play
X4 Y251
Red grid over black background, #22 there
No music
Pulse fire red
No scrolling
X6 Y253
Appears as a red grid with the #22 as a part of it
Red lifebar
Red pulse fire and jet engine fire
No music
No scrolling
X5 Y255
The screen is still
Red grid on black background, some number 2s there
The Guardian's ship is red & white here, but the pulse fire is red and
the engine fire too
The lifebar is red here too
No music

Corridor 57 #####
[CL057]
Music Hex: 22 [Track 34: sound of an enemy being destroyed]
Weapon Hex:
Graphic Hex:

X23 Y010
Valley 5-6-7
Sealed
X6 Y223
Sealed

Corridor 58 #####
[CL058]
Music Hex: 23 [Track 35: firing sound #1- faint]
Weapon Hex:
Graphic Hex:

X16 Y221
Upon entering, the Guardian automatically jumps out, the corridor explodes,

and a Red Lander is left behind

X20 Y221

Upon entering, the Guardian automatically jumps out, the corridor explodes,
and MultiBullet is left behind

X17 Y222

Sealed

X3 Y223

Sealed

X6 Y248

Sealed

Corridor 59

[CL059]

Music Hex: 23 [Track 35: firing sound #1- faint]

Weapon Hex:

Graphic Hex:

X15 Y001

Valley 10-4

Sealed

X11 Y254

Sealed

Corridor 60

[CL060]

Music Hex: 24 [Track 36: firing sound #2- faint, but slightly louder & longer]

Weapon Hex:

Graphic Hex:

X20 Y003

Valley 4-5

Sealed

X20 Y005

Valley 4-5

Sealed

X20 Y006

Valley 4-5

Sealed

X20 Y007

Valley 4-5

Sealed

X11 Y223

Sealed

X11 Y248

Sealed

Corridor 61

[CL061]

Music Hex: 24 [Track 36: firing sound #2- faint, but slightly louder & longer]

Weapon Hex:

Graphic Hex:

X8 Y020

Valley 8-3

Sealed
X21 Y021
"Eye" of Area 7
Sealed
X8 Y022
Valley 8-3
Sealed
X15 Y022
Valley 7-8
Sealed
X8 Y222
Sealed
X5 Y223
Sealed
X13 Y244
Sealed
X16 Y244
Sealed
X10 Y245
Sealed
X11 Y245
Sealed
X12 Y245
Sealed
X22 Y245
Sealed
X11 Y248
Sealed

Corridor 62

[CL062]

Music Hex: 25 [Track 37: Main Weapon firing sound]

Weapon Hex:

Graphic Hex:

X23 Y001
Valley 4-5
Sealed
X10 Y241
Sealed
X15 Y241
Sealed
X2 Y243
Sealed
X10 Y244
Sealed
X14 Y244
Sealed

Corridor 63

[CL063]

Music Hex: 25 [Track 37: Main Weapon firing sound]

Weapon Hex:

Graphic Hex:

X6 Y219

Sealed
X19 Y219
Sealed
X20 Y219
Sealed
X21 Y219
Sealed
X5 Y222
Sealed
X18 Y222
Sealed
X21 Y222
Sealed
X3 Y223
Sealed
X6 Y223
Sealed
X8 Y223
Sealed
X0 Y224
Sealed
X11 Y254
Sealed

Corridor 64 #####
[CL064]
Music Hex: 25 [Track 37: Main Weapon firing sound]
Weapon Hex:
Graphic Hex:

X11 Y029
Blacks out upon entry
X20 Y218
Blacks out upon entry
X2 Y219
One time...

Note that when entering this room, it is listed as "Area 8 X2 Y19". This room and specifically this corridor room seems to start a glitch that persists for a few rooms around it

Jumping in the corridor results in immediately warping to the same coordinates, only the room houses Corridor 97, which is also listed as "Area 8 X2 Y19"

Another time...

Note that when entering this room, it is listed as "Area 8 X2 Y19".

When I jumped in, there was no transformation sequence, only an instant teleport to Corridor 22 at the coordinates X2 Y19 (and it had the room listed as "Area 8 X2 Y19")

X3 Y219

Jumping in the corridor results in an instant teleport to "Area 8 X4 Y19", which is Corridor 70

X5 Y219

has 4 panels

Use Select button to open gate

Blacks out upon entry

Another time...

Has no panels

room listed as Area 4

Sealed

Another time...
Has no panels
Blacks out upon entry
X6 Y219 {FALSE}
Has 4 panels
fire at the gate to open... or use select button to open it
The time I fired at the gate to open, it played identical to Corridor 1
Boss: Blue Fleepa
[did not beat]
However, I used select button to open it another time (the gate could be
fired at, unlike all other select button opens gates I encountered),
the result was
Blacked out upon entry
X9 Y219 {FALSE} [based on the music and the Area listing, this one is
Corridor 24 in TGL mode]
coordinates in room listed as "Area 8 X6 Y19"
no transformation sequence
appears as a red grid over black space
Guardian's ship, red, light blue, and white
orange engine fire and pulse fire
listed as "Area 24 X6 Y19"
plays Area 0 music
select changes the background
Enemies: rdr
X3 Y225
Blacks out upon entry
X5 Y225
Blacks out upon entry
X6 Y225
Blacks out upon entry
X18 Y239
Blacks out upon entry
X17 Y240
Blacks out upon entry
X10 Y244
Blacks out upon entry
X12 Y245
Blacks out upon entry
X4 Y253
[didn't try]
X5 Y253 {FALSE}
Has 4 panels
Fire at the gate for it to open
Plays identical to Corridor 1
Boss: Blue Fleepa
WIN: Moon Key
Warped to the same room with Corridor 64 open (which plays identical
to Corridor 1 again)
[this one registers as beating the real Corridor 1]
X7 Y253
Upon entering, there is no transformation sequence, just an immediate
teleportation to an empty orange corridor room at the same coordinates
The room with the corridor was listed as "Area 8 X7 Y53"
X6 Y255
Upon entering, there was no transformation sequence, just an immediate
teleportation to an empty orange corridor room at the same coordinates
X7 Y255
[didn't try]
X10 Y255
Labeled as Area 8 in the room (even though it was accessed from Area 1)

Upon entering, there was no transformation sequence, just an immediate teleportation to an empty orange corridor room at the same coordinates

Corridor 65

[CL065]

Music Hex: 20 [Track 32: bullet hitting target, penetrating]

Weapon Hex:

Graphic Hex:

X14 Y218

Blacks out upon entry, hitting buttons= auto-reset

X15 Y218

Blacks out upon entry, hitting buttons= auto-reset

X17 Y218

Blacks out upon entry, hitting buttons= auto-reset

X18 Y218

Blacks out upon entry, hitting buttons= auto-reset

X21 Y218

Blacks out upon entry

X5 Y251

Blacks out upon entry, hitting buttons= auto-reset

X3 Y253

Blacks out upon entry, hitting buttons= auto-reset

X4 Y253

Blacks out upon entry, hitting buttons= auto-reset

X2 Y254

Blacks out upon entry

X3 Y254

Blacks out upon entry, hitting buttons= auto-reset

X4 Y254

Blacks out upon entry

X10 Y254

Blacks out upon entry

X11 Y254

Blacks out upon entry, hitting buttons= auto-reset

X5 Y255

Blacks out upon entry, hitting buttons= auto-reset

Corridor 66

[CL066]

Music Hex: __ (a blank space, but it registers, ... or a value was missing for some reason. Whatever it is, it means no music)

Weapon Hex:

Graphic Hex:

X12 Y245

"White Bones" tech wiring appearance, however, there is one large brown metal square by the start

No music

Labeled as Area 10 X12 Y45

Scrolls extremely fast

Corridor 67

[CL067]

Music Hex: CC

Weapon Hex:

Graphic Hex:

X9 Y244

Sealed

X0 Y254

Blacks out upon entry

Corridor 68

[CL068]

Music Hex: EE

Weapon Hex:

Graphic Hex:

X2 Y219

Blacks out upon entry

X18 Y219

4 panels

Blacked out upon entry

X19 Y219

4 panels

blacks out upon entry

X23 Y219

Has 4 panels

Blacks out upon entry

X3 Y220

Blacks out upon entry

X4 Y220

4 panels

Blacks out upon entry

X6 Y220

Has 4 panels

Blacks out upon entry

X23 Y240 {FALSE}

Accessed by beating Corridor 12 at the same coordinates (itself
accessible from Area 8)

Plays identical to Corridor 12

Boss: Red Fleepa

Warp to Corridor 35 at the same coordinates

X21 Y242

Blacks out upon entry

X6 Y253

Blacks out upon entry

X10 Y253

Blacks out upon entry

X5 Y254

Blacks out upon entry

X11 Y254

4 panels

Blacks out upon entry

X3 Y255

Blacks out upon entry

X6 Y255

Has 4 panels

Blacks out upon entry

Corridor 69

[CL069]

Music Hex: A9

Weapon Hex:

Graphic Hex:

X4 Y219

Accessed from a Save Lander/ "go out"

Blacks out upon entry

X4 Y220

Has 4 panels

Blacks out upon entry

X6 Y219

Blacks out upon entry

X7 Y219

Room listed as "Area 8 X7 Y19"

instant blackout

X8 Y219

Blacks out upon entry

X19 Y219

One time... {FALSE}

Has 4 panels

Plays identical to Corridor 5

Boss: Zibzub

Sends the Guardian back to the same room with the same corridor open,
though the graphics were slightly different in the room

Another time...

has 4 panels

blacks out upon entry

X20 Y219

Has 4 panels

Blacks out upon entry

X22 Y219

Has 4 panels

Blacks out upon entry

X23 Y219

Has 4 panels

Blacks out upon entry

X4 Y244

Blacks out upon entry

X0 Y253

Accessed from a Save Lander/"go out"

Blacks out upon entry

X0 Y254

Blacks out upon entry

X5 Y255

Blacks out upon entry

X6 Y255

Blacks out upon entry

X7 Y255

Blacks out immediately upon jumping in, no transformation sequence

Corridor 70

[CL070]

Music Hex: 01 [Track 1: TGL title screen]

Weapon Hex:

Graphic Hex:

X3 Y219

Plays as "White Bones" techno-wiring look

Plays TGL title screen music

Glitch-proof

Scrolls slow

X4 Y219

One time...

did not try

Another time...

Arrived in the room when I jumped into Corridor 64 in X3 Y19,

which provided an instant teleport to X4 Y19, a room with

Corridor 70 open in it (the room was listed as "Area 8 X4 Y19")

no transformation sequence

Plays as "White Bones" techno-wiring look

Plays TGL title screen music

Glitch-proof

Scrolls slow

The coordinates inside were listed as "Area 70 X4 Y19"

X5 Y219

[did not try]

X6 Y219

Plays as "White Bones" techno-wiring look

Plays TGL title screen music

Glitch-proof

Scrolls slow

X17 Y219

Has "White Bones" techno-wiring look

Plays TGL title screen music

X18 Y219

One time...

has 4 panels

"White Bones" tech appearance

plays TGL music

glitch-proof

Another time...

Has 4 panels

No transformation sequence

Plays identical to Corridor 15

Listed as "Area 15 X18 Y18"

Boss: Green Clawbot

Item screen

Plays Corridor 15 again

Listed as "Area 15 X18 Y18"

Boss: Green Clawbot

Item screen

Then switches to Corridor 5

Listed as "Area 5 X18 Y18"

Boss: Zibzub

[stopped playing here; I assume that it plays through the whole TGL Mode]

[yes, there is a mapping/coordinate error here]

X19 Y219

One time...

4 panels

[did not try]

Another time...

Sealed

X20 Y219

Has 4 panels

Appears as "White Bones" tech
Plays TGL title screen music
Glitch-proof
X22 Y219
"White Bones" tech appearance
plays TGL music
glitch-proof
X23 Y219
Has 4 panels
"White Bones" tech appearance
Plays TGL music
Glitch-proof
In another case, the same, but has no panels
X1 Y220
Has 4 panels
Plays as "White Bones" techno-wiring look
Plays TGL title screen music
Glitch-proof
X2 Y220
Plays as "White Bones" techno-wiring look
plays TGL title screen music
Glitch-proof
X4 Y220
Has 4 panels
Plays as "White Bones" techno-wiring look
Plays TGL title screen music
Glitch-proof
Scrolls slow
X21 Y221 {FALSE}
Press Select to open the gate
plays identical to Corridor 6
Boss: Glider
WIN: Plus Key
beating it results in being warped back to the same room
X2 Y222 {FALSE}
Gate is closed, but active
Use Select button to open gate
Plays identical to Corridor 6
Boss: Glider
WIN: + Key
beating it results in reappearing at the same coordinates,
with Corridor 70 still open
(I forgot to check the real Corridor 6 indicator light)
X6 Y253
Has 4 panels, opens automatically
Plays identical to Corridor 15
Listed as "Area 15 X6 Y53"
Boss: Green Clawbot
A screen of items with point values appears after it is beat- it's TGL
mode (regular point values at certain scores increase the life-bar
by +1 as well too)
Sent to inside Corridor 1
Listed as "Area 1 X6 Y53"
Boss: Blue Fleepa
Item screen appears
Sent to inside Corridor 11
Listed as "Area 11 X6 Y53"
Boss: Green Optomon
Item screen appears
Sent to inside Corridor 12

Listed as "Area 12 X6 Y53"
Boss: Red Fleepa
Item screen appears
Sent to inside Corridor 2
Listed as "Area 2 X6 Y53"
Boss: Clawdaddy
Item screen appears
Sent to inside Corridor 13
Listed as "Area 13 X6 Y53"
Boss: Blue Bombarder
Item screen appears
Sent to inside Corridor 3
Listed as "Area 3 X6 Y53"
Boss: Blue Optomon
Item screen appears
Sent to inside Corridor 14
Listed as "Area 14 X6 Y53"
Boss: Blue Clawbot
Item screen appears
Sent to inside Corridor 4
Listed as "Area 4 X6 Y53"
Boss: Teramute
Item screen appears
Sent to inside Corridor 15 (yes, again)
Listed as "Area 15 X6 Y53"
Boss: Green Clawbot
Item screen appears
Sent to inside Corridor 5
Listed as "Area 5 X6 Y53"
Boss: Zibzub
Item screen appears
Sent to inside Corridor 16
Listed as "Area 16 X6 Y53"
Boss: Red Optomon
Item screen appears
Sent to inside Corridor 6
Listed as "Area 6 X6 Y53"
Boss: Glider
Item screen appears
Sent to inside Corridor 17
Listed as "Area 17 X6 Y53"
Boss: Eyeball Formation I
Item screen appears
Sent to inside Corridor 7
Listed as "Area 7 X6 Y53"
Boss: Eyeball Formation II
Now this is weird, it just sits there doing nothing, shooting no
projectiles at all until you attack it, then it starts shooting projectiles
Item screen appears
Sent to inside Corridor 18
Listed as "Area 18 X6 Y53"
Boss: Blue Grimgrin
Item screen appears
Sent to inside Corridor 8
Listed as "Area 8 X6 Y53"
Boss: Red Grimgrin
Item screen appears
Sent to inside Corridor 19
Listed as "Area 19 X6 Y53"
Boss: Red Bombarder

Item screen appears
Sent to inside Corridor 9
Listed as "Area 9 X6 Y53"
Boss: Blue Eyegore
Item screen appears
Sent to inside Corridor 20
Listed as "Area 20 X6 Y53"
Boss: Red Clawbot
Item screen appears
Sent to inside Corridor 10
Listed as "Area 10 X6 Y53"
Boss: Red Eyegore
Item screen appears
Sent to inside Corridor 21
Listed as "Area 21 X6 Y53"
Boss: TGL's Greatest Hits
No item scene at the end of this corridor
NAJU being destroyed sequence, transfer to inside Corridor 22
Listed as "Area 22 X6 Y53"
Boss: It
Beating it= the end of the game
There were no Keys in all of this
X1 Y254 {FALSE}
No panels, but is closed initially
The gate does not open by waiting, walking on it, firing at it, firing at
the sign. It only opens by hitting the select button (thus going to the
item select/map screen) and going back to the main screen. Basically,
hit select button to open the gate
Plays identical to Corridor 6
Boss: Glider
WIN: Plus Key
Beating it warps the Guardian back to Corridor 70 closed. Select button
opens it up again. It again plays as Corridor 6
X3 Y254
Plays as "White Bones" techno-wiring look
Plays TGL title screen music
Glitch-proof
X4 Y254
Has 4 panels
Plays as "White Bones" techno-wiring look
Plays TGL title screen music
Glitch-proof
X5 Y254
Plays as "White Bones" techno-wiring look
Plays TGL title screen music
Glitch-proof
X6 Y254
Has 4 panels
There is no transformation sequence
Plays as "White Bones" techno-wiring look
plays TGL title screen music
Glitch-proof
Listed as "Area 70 X6 Y53"
X7 Y254
Has 4 panels
Plays as "White Bones" techno-wiring look
Plays TGL title screen music
Glitch-proof
X10 Y254
Has 4 panels

There is no transformation sequence
Plays as "White Bones" techno-wiring look
Plays TGL title screen music
Glitch-proof
X20 Y254
"White Bones" tech appearance
TGL title screen music plays
Scrolls very slowly
Listed as Area 10 X20 Y54
X2 Y255
Has 4 panels
[did not try]
X3 Y255
Has 4 panels
Plays as "White Bones" techno-wiring look
Plays TGL title screen music
Glitch-proof
Scrolls slow
X4 Y255
Plays as "White Bones" techno-wiring look
Plays TGL title screen music
Glitch-proof
X6 Y255
Has 4 panels
Plays as "White Bones" techno-wiring look
Plays TGL title screen music
Glitch-proof
X7 Y255
Plays as "White Bones" techno-wiring look
Plays TGL title screen music
Glitch-proof
X9 Y255
Has "White Bones" techno-wiring look
Plays TGL title screen music
Glitch-proof

Corridor 71

[CL071]

Music Hex: 20 [Track 32: bullet hitting a target, penetrating]

Weapon Hex:

Graphic Hex:

X19 Y219

Once had 4 panels, another time had no panels

Appears as very glitched light blue graphics which look like "fish bones"

No music

Select used once glitched it up one time, and a 2nd time made the game freeze. Another time, the game glitched up with select the first time

X20 Y219

Long delay where it blacks out, then the screen comes back, but it's all black with no music and extremely simple looking white and blue graphics for the Guardian. Using select results in a screen with weird blue graphics, but using it again freezes the game.

X23 Y219

One time...

Has 4 panels

Blacks out, then appears with an extremely glitched screen

The status bar is red & black columns, the screen is all black with greenish

and green-brown graphics in a semi-grid and the Guardian's ship is some black thing with a flashing white & light blue part. The firing graphics look black as well. It looks like the game has partially decompiled or something like that. Using select makes it scroll as some light green strange graphics, but doing it again freezes the game

Another time...

Appears as blue fish bones look

Plays no music

X1 Y220

One time had no panels, another time it had 4 panels

Appears as very glitched light blue graphics which look like "fish bones" no music, but the level opens up with a firing sound with a "chhk" quality to it

Select glitches it up. I noticed a pattern with this level which I remember applies to all levels with "fishes bones". Use select and it glitches up the field as blue glitchy squares. Use select again, no change. Use it a 3rd time, you get different glitchy squares, this time rectangles with a different texture and style to them. Use it a 4th time, no change. Use it a 5th time, and it goes back to glitchy blue squares.

So, there are 2 glitched backgrounds for this level type and the graphics remain constant for 2 selects before switching.

X2 Y244

Blacks out upon entry, but then displays a screen filled with blue streams of data, no Guardian playable here, no music

X1 Y252

Sealed

X5 Y254 {FALSE}

Plays identical to Corridor 15

Boss: Green Clawbot

Beating it results in returning to the same room, with Corridor 71 open still

X6 Y254

Blacks out upon entry

X11 Y254

Blacks out upon entry

X4 Y255

Blacks out upon entry

X5 Y255

Blacks out upon entry

Corridor 72

[CL072]

Music Hex: 00 [nothing]

Weapon Hex:

Graphic Hex:

X6 Y225

Blacks out upon entry

X20 Y240

Blacks out upon entry

X19 Y242

Blacks out upon entry

X21 Y242

Blacks out upon entry

Corridor 73

[CL073]

Music Hex: 80

Weapon Hex:

Graphic Hex:

X10 Y241

Appears as grid over black background, with the number 12 all over
[my notes are missing the color of the grid]

No music

Select button causes the grid to turn red, then to change into many different
types of grids or streams of letters over black space, like QR, PR, and OR

X18 Y250

Sealed

X0 Y251

Sealed

Corridor 74

[CL074]

Music Hex: A4

Weapon Hex:

Graphic Hex:

X17 Y240

Sealed

X18 Y240

Sealed

X9 Y241

Appears at first like a light blue grid over black space with the number
22 as part of it

No music

Select-manipulatable

Enemy: rdr, twirling flashing projectiles in holes which can be permanently
destroyed (not possible in the regular game) and which leave item boxes

Brown 'city blocks' one of morphed forms

Destroying enough enemies makes the "fragment boss" (same as Corridor 76)
appear. It is a red glitched thing/spider/face. It moves extremely fast in
circles around the screen that it almost appears as debris flying all over
the screen but when you hit start each time, you see the debris is in the
exact same arrangement each time. Firing at it makes the sound made when
hitting a boss/miniboss and when it touches you, your shields show up.

It DOES spit those diamond-bubbles. I saw diamond-bubbles come from it
when the game was paused. It also, associated only with some backgrounds,
spits out long strings of red v-shaped material in a vertical row (this
seems to be glitched seaweed). I only saw this in this corridor on some
backgrounds. The color of the thing is definitely red. When you are
defeated, the game screen freezes up, just like with the Corridor 76 "boss".

Listed as Area 10 X9 Y41

X18 Y241

Accessed from Area 0

Sealed

X19 Y241

Sealed

X8 Y242 {FALSE}

Playable

Identical to Corridor 7

Boss: Eyeball Formation 2

Warp back to an empty orange corridor room with no exits when beat it

X11 Y245

Has a green tech wiring appearance
No music
No enemies
Scrolls at an average speed
Silent, firing the main weapon makes no noise
Listed as Area 10 X11 Y45

Corridor 75

[CL075]

Music Hex: 51

Weapon Hex:

Graphic Hex:

X18 Y240

Blacks out upon entry

X13 Y241

Blacks out upon entry

X15 Y241

One time...

Blacks out upon entry

Another time... {FALSE}

Plays identical to Corridor 1

Boss: Blue Fleepa

WIN: Moon Key

Warped back to an empty orange corridor room

X20 Y241

Produces a weird green glitch screen, then blacks out

X4 Y244

Playable

Looks like green tech (the wiring inbetween the panels in Corridor 0)

No music, no enemies

Unbeatable

Listed as Area 10 X4 Y44

X10 Y245

Green tech-wiring

No music, no enemies

Graphics glitch with select

Corridor 76

[CL076]

Music Hex: B9

Weapon Hex:

Graphic Hex:

X10 Y225

Blacks out upon entry

X22 Y255

Forest corridor music plays

Scrolls rather fast

Appears at first as a blue grid over black background, some brown squares with the number 2

Going to select screen changes the background

"rdr" did appear every once and a while, but only strays, never in their usual stream

one section is sky blue entirely

When one background is reached, the Guardian begins to move super-fast.

This is one tap sends the Guardian $\frac{3}{4}$ across the screen.
Your ghost on the side takes damage and when it takes damage, you take damage too. Even if you are far away, your shields still appear, meaning you have taken damage despite not being hit directly
There was some fragment field, which looks like fragments in the shape of a head with some prongs. It was circling around extremely fast, much faster than anything in the game by a long shot.
The "fragment boss" did have behavior to it. It circled around extremely fast with about $\frac{1}{3}$ the circle it makes being offscreen, and the Guardian's ghost being on the top part of its circular path. This circle was on the right side of the screen. Occasionally it broke the circle to go to the lower left side of the screen and shoot a diamond-bubble. This detour was only made once every 20 or so loops (in other words, very infrequently). Hits did register on it, producing the boss hit sound and a little red explosion.
When the life bar reached 0, the screen froze and eventually the colors of the background and status bar shifted slightly instead of going to the game over screen
No boss music played. It's actually a "boss", as in it makes the noise bosses make when hit and it's impossible to kill.

Corridor 77

[CL077]

Music Hex: 55

Weapon Hex:

Graphic Hex:

X15 Y240

Blacks out upon entry

X18 Y241

Blacks out upon entry

X19 Y241

Blacks out upon entry

X20 Y241

Accessed via a Save Lander/"go out"

Blacks out upon entry

X22 Y241

Blacks out upon entry

X21 Y242

Blacks out upon entry

X21 Y243

Blacks out upon entry

Corridor 78

[CL078]

Music Hex: EF

Weapon Hex:

Graphic Hex:

X4 Y222

Blacks out upon entry

X6 Y224

Blacks out upon entry

X18 Y240

Blacks out upon entry

X10 Y241

Screen is still, game is frozen

Looks like gray tech-wiring with brown and gray panels, but what's interesting is there are blue lights pulsating in the holes in the panels (something that does not occur in the game)

No music

X16 Y241

Blacks out upon entry

X21 Y241

Blacks out upon entry

X19 Y242

Blacks out upon entry

X3 Y243

Blacks out upon entry

Corridor 79

[CL079]

Music Hex: 85

Weapon Hex:

Graphic Hex:

X21 Y220

Blacks out upon entry, then resets when you hit a button

X5 Y221

Blacks out upon entry, then resets when you hit a button

X5 Y222

Blacks out upon entry, then resets when you hit a button

X8 Y222

Blacks out upon entry, then resets when you hit a button

X6 Y221

Blacks out upon entry, then resets when you hit a button

X17 Y221

Blacks out upon entry, then resets when you hit a button

X19 Y241

Blacks out upon entry

X21 Y241

Blacks out upon entry

X23 Y241

Blacks out upon entry, then switched to some very weird glitched screen

(I only saw it briefly because I accidentally hit load save state)

X7 Y243

Blacks out upon entry, mashing buttons will reset the game

Corridor 80

[CL080]

Music Hex: 5C

Weapon Hex:

Graphic Hex:

X18 Y240

"White Bones" tech appearance with one large brown metal square

at the beginning

No music

Scrolls very fast

Glitches up when select button is used

The way to beat it is with one of the glitched weapons, which causes the

Guardian to fly back, but the game blacks out upon return

X20 Y240

Blacks out upon entry

X8 Y242

Black & white geometric

No music

X13 Y243

"White Bones" tech appearance, with one brown panel in the front

No music

Moves extremely fast

Select glitches its graphics up once and only once

X12 Y247

"White Bones" tech appearance with one large brown metal square towards the beginning of the level

No music

Scrolls extremely fast, which makes the background almost impossible to distinguish when it's moving

Corridor 81

[CL081]

Music Hex: 20 [Track 32: bullet hitting a target, penetrating]

Weapon Hex:

Graphic Hex:

X17 Y240

Blacks out upon entry

Corridor 82

[CL082]

Music Hex: 00 [nothing]

Weapon Hex:

Graphic Hex:

X3 Y224

Sealed

X6 Y228

Appears as red tech, with blue strips of tech in it

No music

Freezes easily

Enemies: rdrv (spit flashing projectiles), bubble spitters

Corridor 83

[CL083]

Music Hex: 80

Weapon Hex:

Graphic Hex:

X18 Y241

"White Bones" tech appearance

no music

scrolls fast

select-glitch/once

X19 Y241

"White Bones" tech appearance

no music

scrolls fast

select-glitch/once
X21 Y241
"White Bones" tech appearance
no music
scrolls very fast
select glitches it up once
X21 Y242
"White Bones" tech appearance
no music
scrolls very fast
select glitches it up once
X23 Y250
"White Bones" tech appearance
no music
select glitches it up once
X4 Y251
"White Bones" tech appearance
no music
select-glitch/once
X10 Y252
"White Bones" appearance
no music
scrolls fast
glitches once & permanently with select
X2 Y252
"White Bones" appearance
no music
scrolls fast
glitches once & permanently with select
X4 Y253
"White Bones" appearance
no music
scrolls fast
glitches once & permanently with select
X3 Y254
"White Bones" appearance
no music
scrolls fast
glitches once & permanently with select

Corridor 84 #####
[CL084]
Music Hex: 20 [Track 32: bullet hitting a target, penetrating]
Weapon Hex:
Graphic Hex:

<><> [check the coordinates with the screenshot]
Accessed via using "go out" at a Save Lander
Blacks out upon entry

Corridor 85 #####
[CL085]
Music Hex: C3
Weapon Hex:
Graphic Hex:

X7 Y221
Blacks out upon entry
X20 Y240
Accessed via using "go out" at a Save Lander
"White Bones" tech-wiring
no music
scrolls fast
glitches up with select once
X19 Y241
Green tech-wiring
No music
Scrolls slow
Glitches up only once

Corridor 86

[CL086]
Music Hex: D7
Weapon Hex:
Graphic Hex:

X8 Y223
Accessed by beating Corridor 107 at the same coordinates, which is
accessible by beating Corridor 100 at the same coordinates
Beating Corridor 107 results in automatically jumping out of Corridor 86,
it exploding, and leaving behind an Energy Tank, which when collected plays
boss music ("military aquatica" track)
X13 Y241
"White Bones" tech appearance
plays music the same as the Areas 1,2 labyrinths
glitch-proof
X23 Y243
Blacks out upon entry

Corridor 87

[CL087]
Music Hex: 20 [Track 32: bullet hitting a target, penetrating]
Weapon Hex:
Graphic Hex:

X20 Y220
Blacks out upon entry
X17 Y221
"White Bones" tech appearance
no music
select glitches it up once
X6 Y224
Blacks out upon entry
X18 Y240
Blue rock squares level
Scrolls very fast
No music?
X23 Y242 {FALSE}
Plays identical to Corridor 6
Boss: Glider
WIN: Plus key
Warped back to empty orange corridor room with 1 exit (to X24 coordinate)

X4 Y243 {FALSE}

Identical to Corridor 12

Boss: Red Fleepa

Beating it sends the Guardian to an orange empty corridor room

Corridor 88

[CL088]

Music Hex: 36 [Track 54: receiving any of the Keys]

Weapon Hex:

Graphic Hex:

X4 Y031

4 panels

Blacks out upon entry

X16 Y218

Blacks out upon entry

X17 Y218

Blacks out upon entry

X18 Y218

Blacks out upon entry

X19 Y218

Blacks out upon entry

X20 Y218

Blacks out upon entry

X21 Y218

Blacks out upon entry

X22 Y218

Blacks out upon entry

X0 Y219

Blacks out upon entry

X1 Y219

Blacks out upon entry

X2 Y219

Blacks out upon entry

X3 Y222

Blacks out upon entry

X22 Y245

Blacks out upon entry

X4 Y253

Blacks out upon entry

X5 Y253

Blacks out upon entry

X7 Y253

Blacks out upon entry

X10 Y253

Blacks out upon entry

X11 Y253

Blacks out upon entry

X0 Y254

Blacks out upon entry

X5 Y254

Blacks out upon entry

X10 Y254

Blacks out upon entry

X11 Y254

Blacks out upon entry

X2 Y255

Blacks out upon entry

X4 Y255
Blacks out upon entry
X6 Y255
Blacks out upon entry
X8 Y255
Blacks out upon entry

Corridor 89

[CL089]

Music Hex: 80

Weapon Hex:

Graphic Hex:

X12 Y247 {FALSE}

Identical to Corridor 3 in every way

Boss: Blue Optomon

WIN: Wave Key

Beating the corridor sends you back to the same room, except its an orange empty corridor room now with no exits

Listed as Area 3 X12 Y47

X10 Y241

Accessed from beating the Corridor 16 located in the same room

Blacks out upon entry, hitting buttons causes the game to reset

X10 Y244

Blacks out upon entry, hitting buttons causes the game to reset

X22 Y238 {FALSE}

Identical to Corridor 12

Boss: Red Fleepa

Warped to an empty orange corridor room

Corridor 90

[CL090]

Music Hex: A0

Weapon Hex:

Graphic Hex:

-

Corridor 91

[CL091]

Music Hex: 06 [Track 6: Boss Music #2/ Miniboss]

Weapon Hex:

Graphic Hex:

X9 Y244

Blacks out upon entry

X22 Y244

Blacks out upon entry

X4 Y253

Blacks out upon entry

X5 Y253

Blacks out upon entry (but a weird glitched screen appeared briefly, the Guardian in a transformation sequence area littered with item boxes still unopened; it then reset)

Corridor 92

[CL092]

Music Hex: B9

Weapon Hex:

Graphic Hex:

X5 Y221

Blacks out upon entry

X22 Y245

Accessible after beating Corridor 8 at the same coordinates

Blacks out upon entry

X6 Y255

Blacks out upon entry

X8 Y255

Blacks out upon entry

Corridor 93

[CL093]

Music Hex: 6F

Weapon Hex:

Graphic Hex:

-

Corridor 94

[CL094]

Music Hex: 01 [Track 1: TGL title screen]

Weapon Hex:

Graphic Hex:

X3 Y224

Blacks out upon entry

X6 Y224

Blacks out upon entry

X8 Y224

Red steel girder appearance to level

plays TGL title screen music

Text appears in it, clicking one of the buttons makes it move (same text as found in textbox rooms in the game).

Invisible enemies here (500 pts)

X3 Y225

Blacks out upon entry

X6 Y225

Blacks out upon entry

X16 Y240

Red steel girder appearance to level

Red lifebar

Guardian's ship is blue & red

Orange pulse fire and orange jet fire

Plays TGL title screen music

Scrolls slowly

Glitch-proof

Enemies: invisible, cannot harm you, they explode into blue clouds when hit

and stream at you vertically (500 pts each).

X22 Y241

Red steel girder appearance to level

Guardian's ship blue and red

Orange pulse fire and jet fire

Plays TGL title screen music

Enemies: invisible, cannot harm you, they explode into blue clouds when hit and stream at you vertically (500 pts each).

X23 Y241

Red steel girder appearance to level

Guardian's ship blue and red

Orange pulse fire and jet fire

Plays TGL title screen music

Enemies: invisible, cannot harm you, they explode into blue clouds when hit and stream at you vertically (500 pts each).

Corridor 95

[CL095]

Music Hex: 99

Weapon Hex:

Graphic Hex:

X15 Y218

Blacks out upon entry

X17 Y218

Blacks out upon entry

X18 Y218

Blacks out upon entry

X21 Y218

Blacks out upon entry

X18 Y219

Instant blackout, no transformation sequence

X5 Y244

playable

Black & white geometric pattern

No music, no enemies

Unbeatable

X1 Y252

Blacks out upon entry

X3 Y253

Blacks out upon entry

X4 Y253

Blacks out upon entry

X5 Y254

Blacks out upon entry

X9 Y254

Blacks out upon entry

X10 Y254

Blacks out upon entry

X4 Y255

Blacks out upon entry

Corridor 96

[CL096]

Music Hex: B8

Weapon Hex:

Graphic Hex:

X14 Y235
Blacks out upon entry
X23 Y240
Black and white geometric patterns
No music
Scrolls slow
X10 Y241
Geometric black & white pattern
No music
Moves at a moderate speed
Glitch-proof
X4 Y243
Playable
Black and white geometric pattern
No music, no enemies
Unbeatable
X5 Y244
Blacks out upon entry
X7 Y248
Playable
Black and white geometric patterns
No music, no enemies
Unbeatable
Listed as Area 10 X7 Y48

Corridor 97

[CL097]

Music Hex: 04 [Track 4: Jungle Corridors]

Weapon Hex:

Graphic Hex:

X19 Y218
Blacks out upon entry
X19 Y218
Blacks out upon entry
"97" is in yellow text in the corridor box
X20 Y218
Blacks out upon entry
X22 Y218
blacks out upon entry
X2 Y219
Accessed by jumping in Corridor 64 at the same coordinates
Corridor room listed as "Area 8 X2 Y19"
Blacks out upon entry
X4 Y219
Blacks out upon entry
X5 Y219
One time...
Blacks out upon entry
Another time... {FALSE}
Plays identical to Corridor 0
Boss: Defense System
beating it results in being sent back to the same room, with Corridor 97
still open
X6 Y219
Blacks out upon entry

X13 Y241

Blacks out upon entry

X13 Y248

Playable

Red panels and red wiring, like a red version of Corridor 0

Plays forest/jungle corridor music

Enemy: rdr

Listed as Area 10 X13 Y48

Automatically win when reach a certain point

Returns Guardian to same room, except Corridor 40 is in the room

X5 Y249

Blacks out upon entry

X6 Y253

Blacks out upon entry

X8 Y254

[did not try]

Corridor 98

[CL098]

Music Hex: 88

Weapon Hex:

Graphic Hex:

X18 Y241

"White Bones" tech appearance

plays desert corridor music

glitches up permanently when use select button, making enemies appear

enemies: rdr, mirror-rdr

X22 Y241

"White Bones" tech-wiring background, but has a field of strange green panels here

item boxes and a bunch of other litter is all over

after playing for a long time, enters an endless white tech stretch

Plays desert corridor music

Enemies: small green turrets (spit flashing projectiles), large green

quarter-turrets, red turrets in white shells (which shoots rdr as a

projectile), rdr (spits flashing projectiles), mirror-rdr (spits flashing

projectiles too), unknown tiles (spit diamond-bubbles)

X23 Y241

appears as glitched brown and green metal panels with item boxes all over.

There are some green giant and small turrets here with red casings. Much of

the rubble of walls of white giant turret casings and portions of those

casings

This level does have a pattern and variation to it

Towards the end, it ends in a repeating loop with vertical columns of objects

Select button glitches the level to advance, but after a while returns the

level to its original state

plays desert corridor music

enemies: rdr, mirror-rdr, red giant turrets (actually flipping

quarter-turrets), black holes

The enemies in this level are generous with Energy Tanks. The rdrs here spit

flashing chevrons and black holes spit diamond bubbles (the holes can be

destroyed)

X21 Y242

Plays forest corridor music

Appears as a light blue grid over black background with the #22 and some

green tiles

Scrolls very fast

Select glitches it into a field of red and black tiles, then various other forms, including one light blue skies
Enemies: rdr (some spit flashing projectiles, some don't), unknown enemy which spits flashing projectiles (not rdr)
X8 Y244
"White Bones" tech appearance
plays desert corridor music
glitches up permanently when use select button

Corridor 99

[CL099]

Music Hex: D0

Weapon Hex:

Graphic Hex:

-

Corridor 100

[CL100]

Music Hex: F7

Weapon Hex:

Graphic Hex:

X17 Y222

Sealed

X5 Y223

One time...

Blacks out upon entry

Another time... {FALSE}

Plays identical to Corridor 13

Boss: Blue Bombarder

Upon beating the Corridor, the Guardian returns to the same coordinates, only it's Corridor 107 now

X7 Y223

Has 4 panels

Blacks out upon entry

X8 Y223 {FALSE}

Plays identical to Corridor 13

Listed as "Area 3 X8 Y23"

Boss: Blue Bombarder

Beating it warps the Guardian to the same room, except its Corridor 107, which is open

X1 Y224 {FALSE}

plays identical to Corridor 13

Boss: Blue Bombarder

when beaten, arrive at same room, only its Corridor 107

X3 Y224

Has 4 panels

Blacks out upon entry

X6 Y227

Sealed

X17 Y240

Appears as a brown grid over black space with the number 12 on it

Select glitches it up

With the first use of select, several explosions (which could hurt the Guardian) kept occurring all over the screen, like a display of explosives

[a very interesting concept]. The explosives cannot be hit; they are not an enemy

Guardian's ship is orange, with blue jets and blue pulse fire

Status bar is brown

Scrolls fast

No music

Enemies: rdr, mirror-rdr

"Boss": Gem Wall

giant slightly arced wall of "gem-like" fragments, which moves after you. Touching the wall hurts you. In the center of the arc on the opposite side, and latter on the bottom in the gem-wall was an orange gem fragment with a small single tile orange cloud above it. Firing at the wall and at the core both registers as boss/miniboss hits. It has no projectiles.

X10 Y241

Sealed

X11 Y241

Appears as an olive colored grid with the numbers "12" all over it

The status bar appears olive and green and the Guardian has orange pulse fire

Select changes its appearance

During this time, red overlapping squares occasionally appear (blue overlapping squares result from enemies disappearing when boss klaxons sound in some levels in the real course of the game)

Enemy: rdr, hmsv suhl d, ot, hs"w sr"s uh

"Boss": 7 Piranha Plants

The "boss" is fragments of the ship, namely the lower half, which appear as red & blue, orange tone, or green tone, which randomly appear and reappear. There are 7 of these. They look like "piranha plants", behaving like the donut worm miniboss. They teleport around, materialize, then a vertical portion rises up, then recedes, then the thing disappears. They make a boss/miniboss noise when hit and are vulnerable only when the vertical portion is raised

X13 Y241

Sealed

X15 Y241

Sealed

X2 Y243

Playable

The Guardian's ship here is a yellow-green and her pulse fire and engine flame are red.

Initially appears as a black & <> grid with the number 1 interspersed

Level's background changes when you go to the select screen and return

Some of the possible segments based on going to the select screen produce areas that resemble Zanac or look like cities.

No Music

Moves very fast

Unbeatable

Enemy: Ducks, rdr

"Boss": Ghost of the Guardian's Wreck, String of Pearls, or likely other possibilities

I played this level twice, and the two times I was there, there was something there that made the sound bosses & minibosses make when hit, but an infinite number of shots could not beat them. Also, when touched, the Guardian makes the sound of being hit and her white shields appear around her. One time it took the form of a pile of wreckage of the Guardian's yellow-green ship in the upper right. Another time it had a "string of pearls" appearance on the lower screen. This one was weird. There was 8 of them and they looked like red-white explosion clouds and would flicker in a random pattern, only when they flickered and revealed an empty interior with a red ring form were they vulnerable to being hit. This produced the effect of being like a shelled

boss that is only vulnerable when it flickers/rotates its shell. It had a definite pattern to it. 2-3 would flicker at one time out of 8. It is very tough to move and respond to the short window they are vulnerable.

X22 Y248

Sealed

X2 Y252

Sealed

X4 Y252

Sealed

X7 Y252

Sealed

X0 Y253

Sealed

X1 Y253

Sealed

X3 Y253

Sealed

X5 Y253

Sealed

X7 Y253

Sealed

X11 Y253

Sealed

X5 Y254

Sealed

X7 Y254

Sealed

X10 Y255

Sealed

Corridor 101

[CL101]

Music Hex: A5

Weapon Hex:

Graphic Hex:

X4 Y221

"White Bones" tech-wiring appearance

no music

glitches up once

X3 Y222

"White Bones" tech-wiring appearance

no music

glitches up once

listed as Area 10

X4 Y222

"White Bones" tech-wiring appearance

no music

glitches up once

scrolls fast

X5 Y222

"White Bones" tech-wiring appearance

no music

glitches up once

X20 Y241

Entering the room results in the Guardian automatically jumping out and the corridor exploding, leaving a Grenade

X21 Y241

Entering the room results in the Guardian automatically jumping out and the corridor exploding, leaving a Grenade

X22 Y241

Entering the room results in the Guardian automatically jumping out and the corridor exploding, leaving a Grenade

X23 Y241

Blacks out upon entry

X21 Y242

Entering the room results in the Guardian automatically jumping out and the corridor exploding, leaving a Grenade

X2 Y243

"White Bones" appearance

No music, no enemies, level moves very fast

X4 Y243

"White Bones" appearance

No music, no enemies

Unbeatable

X10 Y245

Entering the room results in the Guardian automatically jumping out and the corridor exploding, leaving a MultiBullet (which when collected makes no sound)

X23 Y245

Entering the room results in the Guardian automatically jumping out and the corridor exploding, leaving a Cutter Laser

X1 Y254

"White Bones" tech-wiring appearance

no music

glitches up once

X7 Y255

"White Bones" appearance

no music

scrolls fast

glitches once & permanently with select

X8 Y255

"White Bones" appearance

no music

scrolls fast

glitches once & permanently with select

Corridor 102

[CL102]

Music Hex: 47 [Track 71: hitting start or select button]

Weapon Hex:

Graphic Hex:

X22 Y242

Blacks out upon entry, but if you hit a few buttons, you'll be able to see a frozen glitched screen

X23 Y243

Blacks out upon entry, but mashing some buttons produces a frozen glitched screen

Corridor 103

[CL103]

Music Hex: 85

Weapon Hex:

Graphic Hex:

-

Corridor 104

[CL104]

Music Hex: 78

Weapon Hex:

Graphic Hex:

X21 Y241

Screen frozen, game frozen

No Guardian, no music

Dark blue lifebar, stat bar is all black

Red tech wiring is the background

X22 Y241

Red tech wiring in the background

Screen frozen, game frozen

No Guardian, no music

Dark blue lifebar, stat bar is all black

X21 Y242

Appears as a screen of red tech-wiring

Status bar is black and dark blue

The screen and game are frozen

X5 Y244

Screen frozen, game frozen

Red tech wiring is the background

Blue lifebar

X9 Y244

Screen frozen, game frozen

No Guardian, no music

Dark blue lifebar, stat bar is all black

Red tech wiring is the background

Corridor 105

[CL105]

Music Hex: A5

Weapon Hex:

Graphic Hex:

X6 Y224

did not try

Corridor 106

[CL106]

Music Hex: 30 [Track 48: collecting a Heart item]

Weapon Hex:

Graphic Hex:

X20 Y242

Blacks out upon entry

Corridor 107

[CL107]

Music Hex: 29 [Track 41: firing sound #4- sounds more spaced out]

Weapon Hex:

Graphic Hex:

X5 Y223

Accessed by beating Corridor 100 at the same coordinates (itself accessible from Area 3)

Blacks out upon entry

X8 Y223 {FALSE}

Accessed by beating Corridor 100 at the same coordinates (itself accessible from Area 0)

Plays identical to Corridor 15

Listed as "Area 5 X8 Y23"

Boss: Green Clawbot

Beating it results in jumping out of Corridor 86 at the same coordinates and leaving an Energy Tank behind, which when collected makes boss music play ("military aquatica" track)

X1 Y224 {FALSE}

Accessed by beating Corridor 100 at the same coordinates

Plays identical to Corridor 15

Boss: Green Clawbot

Beating it results in appearing outside Corridor 107 with the gates open

X4 Y225

Appears as a strange, irregular red grid

no music

no scrolling; is a single screen

Red pulse fire and red jet engine flame

The lifebar is a dark red

Corridor 108

[CL108]

Music Hex: 9F

Weapon Hex:

Graphic Hex:

-

Corridor 109

[CL109]

Music Hex: 09 [Track 9: Labyrinth 0]

Weapon Hex:

Graphic Hex:

-

Corridor 110

[CL110]

Music Hex: 50

Weapon Hex:

Graphic Hex:

-

Corridor 111

[CL111]

Music Hex: 85

Weapon Hex:

Graphic Hex:

X19 Y218

Blacks out upon entry

X5 Y219

Blacks out upon entry

X23 Y246

Blacks out upon entry

X6 Y255

Blacks out upon entry

Corridor 112

[CL112]

Music Hex: 30 [Track 48: sound of collecting a Heart item]

Weapon Hex:

Graphic Hex:

X3 Y217

"White Bones" tech appearance

no music, but plays the same sound as collecting a Heart item at the start

select/glitch once

X2 Y219

"White Bones" tech appearance

no music

X5 Y219

"White Bones" tech appearance

no music

select/glitch once

X5 Y232

"White Bones" tech appearance

no music

select/glitches once

X19 Y239

"White Bones" tech appearance

no music

select-glitch/once

X1 Y252

"White Bones" tech appearance

no music

select/glitch once

X3 Y252

"White Bones" tech appearance

no music

select glitches it up once

X6 Y252

"White Bones" tech appearance

no music

select glitches the graphics up, works only once

X7 Y252

"White Bones" tech appearance

no music

select glitches it up once
X0 Y253
"White Bones" tech appearance
no music
select/glitch once
X1 Y253
"White Bones" appearance
no music
scrolls fast
glitches once & permanently with select
X4 Y253
"White Bones" tech appearance
no music
select/glitch once
X5 Y253
"White Bones" tech appearance
no music
select-glitch/once
X6 Y253
"White Bones" tech appearance
no music
select glitches the graphics up, works only once
X8 Y253
"White Bones" tech appearance
no music
select glitches the graphics up, works only once
X10 Y253
"White Bones" appearance
no music
scrolls fast
glitches once & permanently with select
X12 Y253
"White Bones" appearance
no music
scrolls fast
glitches once & permanently with select

Corridor 113 #####
[CL113]
Music Hex: 20 [Track 32: bullet hitting a target, penetrating]
Weapon Hex:
Graphic Hex:

X19 Y222
Blacks out upon entry
X4 Y223
Blacks out upon entry
X5 Y226 {FALSE}
Appears as "White Bones" tech-wiring
Plays Area 1,2 music
Scrolls fast
Glitch-proof

Corridor 114 #####
[CL114]
Music Hex: 48

Weapon Hex:
Graphic Hex:

-

Corridor 115

[CL115]

Music Hex: D7

Weapon Hex:

Graphic Hex:

-

Corridor 116

[CL116]

Music Hex: A5

Weapon Hex:

Graphic Hex:

X6 Y016

Valley 2-3

Sealed

X16 Y240

Accessed by beating Corridor 16 at the same coordinates

Sealed

X17 Y240

Sealed

X20 Y240

Sealed

X21 Y240

Sealed

X21 Y241

Sealed

X22 Y241

Sealed

X19 Y242

Sealed

X22 Y242

Sealed

X23 Y243

Accessed by beating Corridor 6 in the same room

Sealed

X9 Y244

Sealed

Corridor 117

[CL117]

Music Hex: 51

Weapon Hex:

Graphic Hex:

X6 Y007

Valley 9-1

Also accessible via teleporter

Upon entry to the screen, the Guardian jumps out automatically of the corridor, it explodes, leaving Enemy Erasers as the prize or in another instance, a Shield Booster as the prize, and another time, a Speed Booster
When accessed by password, it leaves a MultiBullet

X7 Y008

Valley 9-1

Also accessible via teleporter

Upon entry to the screen, the Guardian jumps out automatically of the corridor, it explodes, leaving Enemy Erasers as the prize. Another time, it was a Speed Booster

When accessed by password, it leaves a MultiBullet

X14 Y008

Valley 4-5

Upon entry to the screen, the Guardian jumps out automatically of the corridor, it explodes, leaving MultiBullet as the prize.

X4 Y009

Valley 1-2

Also accessible via teleporter

Upon entry to the screen, the Guardian jumps out automatically of the corridor, it explodes, leaving a Speed Booster as the prize, and another time a Fireball

When accessed by password, it leaves a MultiBullet

X5 Y019

Valley 2-3

Upon entry, the Guardian automatically jumps out, the corridor explodes, and MultiBullet is left behind

X4 Y222

Upon entry to the screen, the Guardian jumps out automatically of the corridor and beats it, leaving a Grenade as the prize

X5 Y223

Upon entry to the screen, the Guardian jumps out automatically of the corridor, it explodes, leaving a Red Lander as the prize

X19 Y222

Upon entry to the screen, the Guardian jumps out automatically of the corridor, it explodes, leaving a MultiBullet as the prize

X20 Y222

Upon entry to the screen, the Guardian jumps out automatically of the corridor, it explodes, leaving a MultiBullet as the prize

X17 Y240

Upon entry to the screen, the Guardian jumps out automatically of the corridor, it explodes, leaving a Speed Booster as the prize

X21 Y243

One time...

Upon entry to the screen, the Guardian jumps out automatically of the corridor and beats it, leaving a Cutter Laser as the prize

Another time...

Upon entry to the screen, the Guardian jumps out automatically of the corridor and beats it, leaving a Grenade as the prize, which makes no sound when collected

X9 Y244

Upon entry to the screen, the Guardian jumps out automatically of the corridor, it explodes, leaving a MultiBullet as the prize

[with all of these, all real corridors are left intact meaning this does not correspond with any of those]

Corridor 118

[CL118]

Music Hex: 20 [Track 32: bullet hitting a target, penetrating]

Weapon Hex:
Graphic Hex:

X4 Y223
Plays identical to Corridor 1
Boss: Blue Fleepa
[did not beat]
X7 Y223
Blacks out upon entry
X5 Y224
did not try
X6 Y224
4 panels
Blacks out upon entry
X5 Y254
Appears as green tech-wiring
Plays Area 10 labyrinth music

Corridor 119

[CL119]
Music Hex: 00 [nothing]
Weapon Hex:
Graphic Hex:

X11 Y225
Plays identical to Corridor 1
Boss: Blue Fleepa
[did not beat]
X4 Y251
Blacks out upon entry
X2 Y252
Blacks out upon entry

Corridor 120

[CL120]
Music Hex: 80
Weapon Hex:
Graphic Hex:

X1 Y025
Blacks out upon entry
X5 Y221
Sealed
X8 Y221
Blacks out upon entry
X15 Y221
Blacks out upon entry
X16 Y221
One time...
Blacks out upon entry
Another time...
Upon entering, the Guardian automatically jumps out, the corridor
explodes and leaves a MultiBullet behind
X17 Y221
No panels, but did not open up!
Opens when you hit select button or just when you are in the process of

transporting out of the room with one of the room's portals
"White Bones" tech-wiring
parts of Guardian's ship missing
no music
select glitches it up once
X18 Y221
Blacks out upon entry
X19 Y221
One time it was open
[did not try]
one time it was
Sealed
X20 Y221
[did not try]
X21 Y221
[did not try]
X22 Y221
[did not try]
X23 Y221
[did not try]
X2 Y222 {FALSE}
Plays identical to Corridor 10
listed as "Area 10"
Boss: Red Eyegore
beating it results in being teleported back to the same room,
with Corridor 120's gate still open
X3 Y222
One time...
Blacks out upon entry
Another time...
Sealed
X4 Y222
Blacks out upon entry
X5 Y222
One time...
No panels
Blacks out upon entry
Another time...
Sealed
Another time...
Appears as "White Bones" techno-wiring
Desert corridor music
Select glitches it up permanently
Another time...
Has 4 panels
Blacks out upon entry
Another time... {FALSE}
Plays identical to Corridor 8
Boss: Red Grimgrin
WIN: Triangle Key
Warped back to the same coordinates, but it's a different Corridor 120
THAT Corridor 120 then plays identical to Corridor 0
Boss: Defense System
Beating this one results in being warped back to an empty orange corridor
room
X6 Y222
One time...
No panels
Blacks out upon entry
One time...

Sealed
One time...
4 panels
Blacks out upon entry
X7 Y222
Blacks out upon entry
X8 Y222
Blacks out upon entry
X9 Y222
Blacks out upon entry
X10 Y222
Blacks out upon entry
X11 Y222
Blacks out upon entry
X12 Y222
Blacks out upon entry
X13 Y222
Blacks out upon entry
X14 Y222
Blacks out upon entry
X15 Y222
Blacks out upon entry
X16 Y222
Blacks out upon entry
X17 Y222
Blacks out upon entry
X18 Y222
Sealed
X19 Y222
Sealed
X21 Y222
Sealed
X18 Y222
Blacks out upon entry
X19 Y222
Sealed
X20 Y222
[did not try]
X21 Y222
[did not try]
X22 Y222
Sealed
X0 Y223
did not try
X3 Y223
Blacks out upon entry
X4 Y223
Sometimes with 4 panels, sometimes with no panels
[did not try]
X5 Y223
[did not try]
X6 Y223
[did not try]
X7 Y223
[did not try]
X9 Y223
[did not try]
X10 Y223
[did not try]
X1 Y224

[did not try]

X4 Y224

[did not try]

X5 Y224

[did not try]

X7 Y224

[did not try]

X4 Y225

[did not try]

X5 Y225

[did not try]

X6 Y225

[did not try]

X5 Y232

Blacks out upon entry

X21 Y241

Blacks out upon entry

X22 Y241

One time...

Appears as green tech-wiring, with red and brown panels by the start

Leads to a repeating loop of a single giant red panel with a light blue center in the midst of all the green wiring

No music, no sound

Parts of the Guardian's ship are missing

Select glitches up the green wiring part

Another time...

blacks out upon entry

X21 Y242

Blacks out upon entry

X13 Y243

Blacks out upon entry

X1 Y254

Blacks out upon entry

X6 Y254

Blacks out upon entry

X10 Y254

reached via teleporter

Blacks out upon entry

X17 Y254

Accessed via teleporter

Appears as all black background, no details of any sort

Plays organic corridor music

Glitch-proof

X0 Y255

Accessed via teleporter

Blacks out upon entry

[this room, any many others, have a square of glitched blocks in them, which when collected, make it appear as if the corridor is closed

{it is not} and play the end of the game music]

X2 Y255

Blacks out upon entry

X4 Y255

One time...

Blacks out upon entry

Another time...

Appears as "White Bones" techno-wiring

No music

Glitches up permanently with select

X6 Y255

Blacks out upon entry

X7 Y255

One time...

Has 4 panels

Blacks out upon entry

Another time...

Has no panels

Blacks out upon entry

Another time...

Sealed

Another time...

No panels

Appears as green tech-wiring

Plays Area 10 music

Glitches up

X8 Y255

[did not try]

X9 Y255

Has 4 panels

Blacks out upon entry

X10 Y255

Appears as a salmon (pink-orange) grid over black space with the #
22 in it

The Guardian's ship is orange & white

The lifebar is also a salmon color

Pulse fire and jet engine fire is green

No music

[no movement?]

X17 Y255

Accessed via teleporter

Blacks out upon entry

X18 Y255

Accessed via teleporter

Blacks out upon entry

X19 Y255

Accessed via teleporter

Blacks out upon entry

Corridor 121

[CL121]

Music Hex: 20 [Track 32: bullet hitting a target, penetrating]

Weapon Hex:

Graphic Hex:

X15 Y240

Blacks out upon entry

X18 Y241

Blacks out upon entry

X23 Y242

Blacks out upon entry

X2 Y255

Blacks out upon entry

Corridor 122

[CL122]

Music Hex: 60

Weapon Hex:

Graphic Hex:

X18 Y241

Blacks out upon entry

X23 Y243

Could not reach to enter due to gray blocks being in the way and unable to walk through them- unreachable basically

X23 Y250

Blacks out upon entry

Corridor 123

[CL123]

Music Hex: E5

Weapon Hex:

Graphic Hex:

X18 Y240

Green tech-wiring appearance, with brown & red metal panels near the start and red metal bars every so often

No music, no sound

Parts of the Guardian's ship are missing here

X4 Y251

Green tech-wiring appearance

No music

Parts of the Guardian's ship are missing here

Enemies: hidden enemies that spit red twisted projectiles that arc up and down at you

Endless sequence of colored pyramids on the left side here

Corridor 124

[CL124]

Music Hex: 20 [Track 32: bullet hitting a target, penetrating]

Weapon Hex:

Graphic Hex:

X9 Y029

Blacks out upon entry

X2 Y219

Blacks out upon entry

X5 Y243

Playable

Black & white geometric pattern

No music, no enemies

Unbeatable

Corridor 125

[CL125]

Music Hex: BD

Weapon Hex:

Graphic Hex:

X0 Y253

Has 4 panels

Blacks out upon entry

X4 Y253

Blacks out upon entry

Corridor 126

[CL126]

Music Hex: E5

Weapon Hex:

Graphic Hex:

X22 Y218

Purple, blue, red, white, black garble

No sound

Freezes up very easily

Enemies: blue sandpiles

X3 Y219

Blacks out upon entry

X6 Y223

Sealed

X3 Y224

Sealed

X4 Y224

Sealed

X17 Y240

Corridor room is very glitchy

Playable

Appears as extremely glitchy level with the status bar blacked out and black bars on the sides, text segments can be seen in the blue, red and white central part which is the level, things like "someone is ding t", "this ", "huo s star 'NAJU' have"

No Music, no sound

The screen freezes up for a few seconds every so often, and the level freezes eventually. This level has severe playability problems

X20 Y240

One time...

Blue, red, and white gibberish with a central red & blue aisle

No music

Scrolls fast

Field of blue & red rocks with red rocks amidst the patterns

Loops around after this

Can glitch into blue and red field of the #90

Select/glitch works only once

Enemies: blue sand piles, hidden glitched giant-skulls, invisible enemies, hidden small eyes

Blue sand piles come from the side and sometimes spit flashing projectiles (300 pts)

There are also red & blue glitched hidden giant immobile skulls

There are also invisible things that can be blasted (200 pts)

[the results here were found twice with 2 different wanderings]

other patterns are a light blue grid over black background

one background has blue sandpiles stream out

Boss: Red "fragment boss". With some backgrounds, it lays red glitched

seaweed, Red Pyramid Boss, Unique String, Thundercloud, 8 red pulse

shots, Red & Blue Glitch-Blocks- all these bosses could be hurt and could hurt you

Once got a white field with red rocks, where one tap makes the Guardian move superfast

At one point I got an automatic victory without even trying, where no sound was made and the transformation sequence back was occurring, which

played twice after a pause and black screen inbetween, then sent me back to the same room except without any music

Another time I played it, I found a boss that was a giant red pyramid, it appeared briefly, then the game glitched out. I was able to encounter the giant red pyramid again, but 1 hit from it killed the Guardian instantly, causing the ship to explode, then freeze unexploded.

Another time I played it there were 4 things lined up horizontally, from left to right, a red small cloud, a blue small cloud, a small red explosion, and another red small cloud. They each spit different colored double bits (2 little circles of the same color adjoined), red double bits, blue double bits, and orange double bits. They track the Guardian vertically (not horizontally). The game froze after a while. This boss appeared when I got a flashing small light blue cloud that spit out little red double bits (2 little red circles adjoined). The rest followed after a while. Another time I played it, I got 8 red pulse shots aligned across horizontally. They tracked the Guardian vertically. Another time I played it, I got 2 glitched blocks, one red and one blue, they both moved back and forth horizontally at the same position, blue on top, red on bottom. The game glitched up after a while. Another time...

Blacks out upon entry

X20 Y241 {FALSE}

Plays identical to Corridor 0

Boss: Defense System

Returns the Guardian to an empty orange corridor room

X19 Y254

Blue grid on a black background, then a jumble, one section is a sky blue grid, then goes back to the blue grid.

This one has the same 4 extra weapons as X16 Y55 Corridor 126

At the start these strange ghost light blue things jump from the sides, looking like Boss 3 from Blaster Master (grid circle in the center, circle-bars coming out from it, overall square shape). This only occurs at the start.

X16 Y255

Blue grid on black background, some masses of blue-red organic shapes

After that segment, it normally reaches a lighter blue grid with red computer chips interspersed about

No music

Scrolls extremely fast

Automatically start out with: MultiBullets (blue), Backfire (blue), Wave Attack (green), Bullet Shield (purple)

Corridor 127

[CL127]

Music Hex: 4C

Weapon Hex:

Graphic Hex:

X17 Y221

[did not try]

X18 Y221

Blacks out upon entry

X6 Y222

Blacks out upon entry

X10 Y222

[did not try]

X3 Y223

Blacks out upon entry

X4 Y223
Sealed
X5 Y223
Blacks out upon entry
X6 Y225
Accessed by beating Corridor 26 at the same coordinates, itself
Blacks out upon entry
Another time... {FALSE}
Plays as Corridor 0
Boss: Defense System
When beaten, it warps you back to the same room with Corridor 127 open
again
X9 Y225
[did not try]
X18 Y239
Blacks out upon entry
X21 Y239
Blacks out upon entry
X19 Y240
Blacks out upon entry
X20 Y240 {FALSE}
Plays identical to Corridor 0
Boss: Defense System
Warped to empty orange corridor room
X21 Y240
Blacks out upon entry
X23 Y240
Accessed by an automatic victory (no glitch weapon used) in
Corridor 49 at the same coordinates
Blacks out upon entry
X13 Y241
Appears as extremely glitched (meaning the Guardian & status bar are
deformed) red & green streams over black background
Plays Miniboss music
Select button freezes it
X20 Y241
Blacks out upon entry
X21 Y241
Blacks out upon entry
X11 Y242
Blacks out upon entry
X19 Y242
"White Bones" appearance
no music
scrolls fast
glitches once & permanently with select
X3 Y243
Blacks out upon entry
X4 Y255
Blacks out upon entry
X8 Y255
Blacks out upon entry
X17 Y255
Accessed via teleporter
Blacks out upon entry
X19 Y255
Accessed via teleporter
Blacks out upon entry

Corridor [black box] #####
[CLBB]

X23 Y243

In place of the number is a black box which spills over the metal rim of the corridor sign

Results vary randomly. Timing of entry and perhaps even whether the ice corridor music has been triggered has an impact on the results.

Here is a list of the possible results for this Corridor. These are all known possibilities, not necessarily all possibilities:

Blacks out upon entry

Playable, graphics intact, white-blue structures, Area 1 overworld music, no enemies, unbeatable

Playable, blue rocky squares (part of underwater habitat), no music, no enemies, unbeatable

Identical to Corridor 0- Boss: Defense System, sent back to an empty orange corridor room

Identical to Corridor 6- Boss: Glider, WIN: Plus Key, sent back to a very very glitchy room. Listed as Area 6 X23 Y43 during flight.

Identical to Corridor 21- Boss: TGL's Greatest Hits, beating all 6 bosses results in the NAJU destruction sequence shown and an automatic transition to Corridor 22.

Identical to Corridor 22- Boss: It, beating the boss results in the game's ending being shown

Corridor [blank space] #####
[CLBL]

X1 Y218

Entering the room results in the Guardian automatically jumping out of the corridor, it exploding, and MultiBullet being left behind

X3 Y219

Plays identical to Corridor 0

[did not beat]

Corridor [glitch symbol] #####
[CLGL]

X2 Y219

One time...

Blacks out upon entry

Another time...

plays identical to Corridor 0

[did not beat]

Corridor [Yellow 1, 2nd number blocked], AKA De Facto Corridor 13 ####
[CL013]

The room appears the same each time, text saying "Corridor 1" with the 2nd digit spot blocked, with Corridor in white and 1 in yellow, a square of brown blocks over the corridor gate and an enemy, rdrv flying off from the top to the right side of the screen. I'm 100% confident the hidden number is a 3 and thus this is Corridor 13. The consistent results across many rooms and what happened at X1 Y255, where beating Corridor 1[X]

resulted in being sent back to Corridor 13 confirm this.

X5 Y253

Accessed from Area 4

Plays identical to Corridor 13

Boss: Blue Bombarder

[did not beat]

X9 Y254

Accessed from Area 2

Plays identical to Corridor 13

Boss: Blue Bombarder

[did not beat]

X10 Y254

Accessed from Area 1

Plays identical to Corridor 13

Boss: Blue Bombarder

[did not beat]

X11 Y254

Accessed from Area 2

Plays identical to Corridor 13

Boss: Blue Bombarder

[did not beat]

X12 Y254

Accessed from Area 1

Plays identical to Corridor 13

Boss: Blue Bombarder

[did not beat]

X1 Y255

Accessed from Area 8

Plays identical to Corridor 13

Boss: Blue Bombarder

Sent back to the same coordinates, only the room is Corridor 13 now
(definitively)

Corridor 1[2nd number blocked, if any]

X21 Y218

Sealed

Corridor 2[2nd number blocked, if any]

X4 Y223

Sealed

Corridor 2[Black Box]

X15 Y222

Sealed

X19 Y222

Sealed

Corridor [first digit blocked]4

X17 Y219
Hit select button to open it
Blacks out upon entry
Note: This may be Corridor 64

#Corridor [1st digit, if it exists, is blocked]1[3rd digit space blocked]#

X4 Y219
Sealed

Corridor [???] #####
[CL??]

One time...
Corridor listed as Area 10 X10 Y010
Accessed via teleporter- used the teleporter in Corridor 32 (X17 Y240)
sending the player to auto-jump out of Corridor 43 at the same coordinates.
When the teleporter is used in that room, it leads to a transformation
sequence at these coordinates
"White Bones" tech appearance
Plays miniboss music
Scrolls extremely fast
Glitch-proof
Another time...
Corridor listed as Area 10 X10 Y010
Accessed via teleporter, using it resulting in just suddenly playing the
corridor.
A segmented blue grid over a black background with a broken up red grid
inbetween it

Corridor [???] #####
[CLJNK]

All of these are different rooms where the Corridor number was obscured by
junk, debris, or other material

X18 Y218
mirror-rdr enemy in the room
Played as Corridor 13
X18 Y218
Instant blackout
X18 Y218
Upon entering the room, the Guardian automatically jumps out, the
corridor explodes, leaving a Red Lander
X18 Y218
At these coordinates, I was in a corridor room that was very messed
up (the gate couldn't be opened or even seen as it was under a whole bunch
of junk). I used a teleporter glitch weapon, the game froze for a while,
then I appeared playing inside Corridor 12
Boss: Red Fleepa
When beaten, it was apparent the game was in TGL mode, only thing is it
went next to Corridor 15
Boss: Green Clawbot

Corridor 5

Boss: Zibzub

[I did not play past this point]

X20 Y218

rdr enemy in the room

played identical to Corridor 13

Boss: Blue Bombarder

[did not beat]

X2 Y219

Appears as grid of blue underwater rocks

no music

Glitchproof

Firing MultiBullet caused victory music to play and the Guardian to fly off

Blacks out upon the return sequence, then resumes, with Guardian appearing

back at the same room with the gate open

X3 Y219

Appears as a light blue grid over a black background with green blocks

amongst it

plays organic corridor music

listed as Area 10

enemies: rdr, mirror-rdr

select glitches it up once

Another time, it had the same results, but one difference,

shortly after the start of the level, 4 red & white fragments of ships

appeared. All would make the sound of a boss being hit when fired upon.

Sometime later, a giant , shield shaped "head" (narrow, cone-like, with the tip facing down) appeared in the upper left corner and started to scroll

over. Then it and the 4 fragments disappeared. This was all before select

was used. The head was red & white too.

X18 Y219

Has 4 panels

Mirror-rdr is in the room

Gate is closed, use select to open it up

Jumping in results in an instant blackout, no transformation sequence

X2 Y220

Entering the room results in the Guardian automatically jumping out of the

corridor, it exploding, and a glitched box being left behind, which when

collected plays Area Labyrinth 6,9 music

X5 Y254

Accessed from Area 8

Appears as a light blue grid with the #22 and brown blocks

Glitches up once

Enemies: rdr

"Corridor ???"

listed as "? ??? ? ? ???"

going to the map reveals this is [Area ??] X2 Y254

blacks out upon entry

Glitched Corridor 0

When I used a glitch weapon at Corridor 0 (X15 Y0), accessed via teleporter,

and then used select, the graphics for the level were dramatically altered.

The enemies were the same, except those diamond-shaped tiles, which were red

and the small turrets were simply glitched. The whole level looked organic,

with red & blue colors. The end boss was a blue set of eyes instead of a set of turrets. The eyes were all blue, including the white parts. It was listed as Area L X15 Y10

Always Mislabeled Corridor

Using the teleporter, I arrived at X19 Y255, a Corridor 0 room, and entered, but it played as Corridor 9. I beat Blue Eyegore, got the Rectangle Key, and arrived back at the same coordinates, but it was Corridor 11. I entered it, but found it played as Corridor 5. I beat Zibzub and the game blacked out upon return. So, to sum it up:

- Corridor 0- False Label, really Corridor 9
- Corridor 11- False Label, really Corridor 5

***** SUBMISSIONS *****

[1010]

I welcome all submissions to expand our collective knowledge of this strange realm. People can contact me by email at zoogelio@yahoo.com. I will only check it once a week since it is not my primary account. If you report a new corridor, new version of a documented corridor, or some strange observation, please provide coordinates and screenshots if possible (I like visual proof. Besides, it helps me to compare it with other screenshots from the Lost Frontier. Screenshots can be taken with a NES emulator, though ideally, I would prefer submitters post their pics on some image hosting website like Image Shack and then provide me the link to the pics rather than send them to me as an email attachment. If anyone wants to chime in and provide a theory as to why the game has these strange properties for the Lost Frontier, be my guest. People have deciphered Metroid's hidden worlds as well as other strange glitches from the NES and SNES era, but since this one was never documented before, no one has given it any thought. Whenever anyone contributes, I will note their name next to whatever piece they contributed. I would really like people with technical knowledge to provide their voice to a discussion since that is the way the strange rules governing the Lost Frontier will be understood. If anyone can provide any expertise or answers to the mysteries of the Lost Frontier, please, by all means, email me.

***** THANKS TO... *****

[1011]

Lee Eric Kirwan, who deciphered the password system enough to provide me with *the* password to a room which provides access to the Lost Frontier as well as the formula for generating passwords to every room on the 32 x 32 grid, allowing me to explore areas I can't get to simply by

walking. He also answered many of my technical questions about the game on the Gamefaqs message board for TGL.

Kuzeelar, who made the jump in logic that the game reads the next line of code as a continuation of the first line of code for every quality in the corridor and who also supplied the hex data for me.

Minstrel, who discussed the NES assembly language.

And, i would hope, more people as some readers of this become explorers of the Lost Frontier themselves and provide me with accounts and data from their explorations so I can have more people to thank.

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Tasks to do in Later version updates:

Fill in any remaining missing passwords

Fill in data entries for some corridors that just give the coordinates

Identify areas of some miniboss entries

Get a complete index of the different appearances inside the glitch corridors and create an index of the habitats and variations.

Get graphics and weapon hex data for Corridors 23-127.

Select the best pictures from my few thousand that I took of the Lost Frontier as well as the most representative of certain aspects of the frontier and host them on some site like Image Shack and provide the links in this FAQ

Maybe get some ASCII art of the Guardian or whatnot to form a better looking title for the FAQ than the simple text I have there now