

Karnov FAQ/Walkthrough

by Da Hui

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This FAQ was made for the NES FAQ Completion Project. You could contribute to this yourself! Just check out Devin Morgan's web site about it:
<http://faqs.retronintendo.com>

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----- Table of Contents -----
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```

1. - Controls.....	0001
2. - Walkthrough.....	0002
3. - Items.....	0003
4. - Enemies.....	0004
5. - Bosses.....	0005
6. - Codes.....	0006
7. - Disclaimer.....	0007

Please Note - This whole FAQ is searchable. That means you could easily find whichever section you are looking for. Just press ctrl+f and type in the name of the section or the password (the four digit number to the far right) and press enter. It will bring you straight to that section.

```
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----- 1. - Controls -----
-----
```

- ```
=====0001=====
* D-Pad - Move
* A - Jump
* B - Attack
* Start - Pause
* Select - Use Item
```

----- 2. - Walkthrough -----

-----0002-----

=====----- Level 1 - On the Road Again -----=====

Go to the right along the higher platforms. Collect the items up there except for the boots, you can't reach those. If you do want them, get the ladder. Go back to the left and use the ladder right next to it. Climb the ladder and get it. Either way, you will have to continue to the right. There will be two low platforms there, on the second will be a rock man. Kill it with your fireballs. Continue to the right and collect all of the K symbols in your way. Continue to the right and you will reach the soldiers. Keep killing them and slowly advance to the right. Attack the gargoyle when it swoops down from the tree.

Keep going to the right and you will see two more rock men, a gray one will be on the ground and an orange one will be on the higher platform. Keep going to the right and climb the stairs. You will now reach a few floating demons. Keep moving to the right as you kill them and you will eventually reach different enemies. You will reach a gray rock man, then an orange rock man, then a gargoyle. After those will be a few floating eyes and more floating demons. Keep moving to the right until you get to the Merman. He will just walk, shoot, and jump. Duck and keep shooting at him. Whenever he jumps, just walk right under him. Keep doing that until you defeat him.

=====----- Level 2 - Animal House -----=====

Go to the right and kill the blockheads. Keep climbing up this structure as you kill them. There are two paths you could go by here. At the end of this large structure with blockheads, you could fall down. You could also stay on the higher platform. You will have to choose one or the other. Look for whichever path you take below:

High Path:

You will see two rock men, then you have to climb a ladder. You could jump onto the wall up here and move to the right. Attack the blockhead and keep moving to the right. There will be a lot of floating enemies here. Fall down and you will reach a lot of items. Collect them and attack the starman. Climb up the stairs to the right and fall down there. Look at the paragraph after the Low Path to learn what to do from here.

Low Path:

Grab the items and keep moving to the right without stopping. Fall down and collect these items. Go to the right and attack the starman. Climb the platform and avoid the jumpers. Keep going to the top and avoid the fireballs. Go to the right and you will be trapped in a room. Move to the right corner until you see bats appear. Attack them all until they are all dead and continue to the right. Move to the right and climb those stairs to the top while collecting all of the items.

Keep going to the right and attack all of the floating eyes and soldiers. After a while, you will see the boss. Just duck and keep shooting at him quickly and the lion and tamer will die quickly.

=====----- Level 3 - Karnov, Dinosaur Hunter -----=====

Go to the right and kill the gargoyle. Climb up to the top of the tree just before the gap. From there, you could jump over the gap to the right. Keep moving to the right and kill all of the enemies in your way. Keep moving to the right until you see a hole with a dark background. Fall down there and move to

the right while collecting the items. Kill the starmen that get in your way too. Climb the ladder at the end and keep moving to the right. Kill the rock man and climb the stairs. Fall down at the end and keep moving to the right. You will eventually reach the boss.

=====  
----- Level 4 - The Frozen North -----  
=====

Go to the right and you will see a lot of bombs to the left appear. Grab them and go to the right. Kill the floating eyes and gargoyles as you go up the stairs. Keep going to the right and kill the flying enemies. Get to the top of the mountain and keep going to the right. Avoid the volcanoes and jump the gaps. Stay on the highest path as possible. You will then reach the boss. Just keep attacking her like you attacked the Rex.

=====  
----- Level 5 - Under the Sea -----  
=====

Fall into the water to the right. Keep moving to the right and kill all of the enemies in your way. Climb onto the island when you reach it. Collect the items at the top and kill the mermen. Now go to the right and swim some more. Get to the next island by swimming. Avoid the flying enemies and you will fight the boss. It's another Rex. Just take him out quickly.

=====  
----- Level 6 - Tower of Power -----  
=====

Go to the right and clear out the soldiers. You could take the high path for items but there are a lot of enemies there. Go through the lower path if you don't want to fight them. Continue to the right and fight off the flying demons. Climb to the top of the pyramid and fall off to the right. Keep going to the right and fight off all of the enemies. You will reach another Lamia boss. Fight her just like you fought her last time.

=====  
----- Level 7 - It's a Dry Heat -----  
=====

Go to the right and you will fight the same few enemies in a row. Afterwards you will fight the blockheads. Climb that structure and then climb the pyramid right after. Use the boots to jump over the pillar and keep moving to the right, you'll have to fight another Rex boss here.

=====  
----- Level 8 - Come Fly With Me -----  
=====

Jump around here until some wings appear. Use them to fly to the right. Stay along the bottom of the screen and grab the next set of wings. Shoot the eye of the statue and look at the base of the pillars here. Stop at the pillar with wings at the base of it. Shoot the eye of the next statue to get past it. Collect the bombs at the wall and blow through it. Grab the next set of wings and fall. Start jumping to the right across the platforms. When you reach the end, fly to the top right to fight the boss. Just attack the top of its head while you avoid its shots to kill it.

=====  
----- Level 9 - Out of the Frying Pan... -----  
=====

Go to the right and kill the enemies in your way. Climb up the ladder and start moving to the left. Climb the ladder and run all the way to the right. Stay on the high path and drop when you reach the wall. Keep heading for the top right corner of this level. When you reach the top right, you will see three windows. The snake boss will pop out of one of the windows and then shoot a fireball at you. Avoid the fireballs and keep shooting him until he dies.

=====  
----- 3. - Items -----  
=====

Jump Boots:

These will let you jump twice as high for a limited amount of time.

Bomb:

These will blow up right where you are standing a few seconds after dropping them.

Ladder:

These will make a tall ladder where you are standing.

Boomerang:

This is just like a real boomerang. You throw it, and it will come back.

Big Bomb:

These are more powerful than normal bombs and clears out the whole screen.

Diving Helmet:

This will help Karnov swim much faster.

Shield:

This will block enemy attacks.

Wings:

This will let you fly for a certain amount of time.

K Symbols:

These are just used for extra points and if you collect fifty, you get an extra life.

----- 4. - Enemies -----

Most of these names are taken out of Ashande's FAQ/Walkthrough for less confusion.

|                                       |  |
|---------------------------------------|--|
| Name - Floating Eye                   |  |
| Points - 30                           |  |
| Description - They just float around. |  |
| They're not going to chase you, they  |  |
| just go in random spots.              |  |
|                                       |  |
| Name - Gray Rock Man                  |  |
| Points - 100                          |  |
| Description - These large men will    |  |
| just throw rocks at you. You could    |  |
| destroy the rocks by attacking them.  |  |
|                                       |  |
| Name - Long Dragon                    |  |
| Points - 500                          |  |
| Description - These will just float   |  |
| around like the floating eye, except  |  |
| these will try to attack you.         |  |
|                                       |  |
| Name - Soldier                        |  |
| Points - 100                          |  |
| Description - The blue soldiers will  |  |
| simply walk towards you waving their  |  |

| swords, they are easy to kill. |

| |

| Name - Gargoyle |

| Points - 100 |

| Description - These will swoop down |

| from trees and land on the ground. |

| Once on the ground, they will start |

| shooting at you. |

| |

| Name - Red Rock Man |

| Points - 120 [Destroying the rocks |

| will get you an extra |

| 120 points.] |

| Description - These are the same as |

| the gray rock men except they throw |

| two boulders instead of one. |

| |

| Name - Flating Demon |

| Points - 100 |

| Description - These will come on |

| objects floating from the right. |

| They will move up then down and will |

| shoot. |

| |

| Name - Blockheads |

| Points - 200 |

| Description - These will just sit |

| there and keep shooting at you. They |

| take a while to kill though. |

| |

| Name - Tengu |

| Points - 200 |

| Description - They will fly by and |

| swoop down at you. If you just keep |

| walking you could avoid them most of |

| the time. If they look close, just |

| duck. They're very hard to kill. |

| |

| Name - Jumpers |

| Points - 120 |

| Description - The Jumpers do exactly |

| what you'd think they'd do. They hop |

| around and bounce off the ground. |

| |

| Name - Giant Bat |

| Points - 120 |

| Description - These weak enemies |

| appear in packs and are easy to |

| kill. |

| |

| Name - Starman |

| Points - 200 |

| Description - These will pop up in |

| front of you. Kill them quick or |

| they will explode and roll towards |

| you. After the get past you, they'll |

| reform. |

| |

| Name - Light Snake |

| Points - 150 per part |

| Description - These will move around |  
| a lot. They take a long time to take |  
| out. |  
| |  
| Name - Crag Man |  
| Points - 220 |  
| Description - These will jump up out |  
| of the ground and walk towards you. |  
| They will also shoot a few |  
| fireballs. |  
| |  
| Name - Fish |  
| Points - 80 |  
| Description - They just move to the |  
| left. |  
| |  
| Name - Plankton |  
| Points - 100 |  
| Description - These will shoot at you |  
| but they'll never move. |  
| |  
| Name - Clam |  
| Points - 200 |  
| Description - They will be just like |  
| the plankton but they're stronger. |  
| |

-----  
----- 5. - Bosses -----

=====0005=====

| |  
| Name - Merman |  
| Level - 1 |  
| Points - 300 |  
| Description - This boss is simple. He |  
| will walk, shoot, and jump. Duck |  
| under his shots and keep firing at |  
| him. Walk right under him whenever |  
| he jumps. Keep doing that until you |  
| defeat him. |  
| |  
| Name - Nemean Lion and Tamer |  
| Level - 2 |  
| Points - 100 |  
| Description - This is the easiest |  
| boss. Just duck once you see them |  
| and keep firing at them until they |  
| both die. |  
| |  
| Name - Rex |  
| Level - 3 |  
| Points - 500 |  
| Description - Just keep attacking his |  
| head until he dies. It's a tough |  
| fight but you have to do it. |  
| |  
| Name - Lamia |  
| Level - 4 |

```

| Points - 300 |
| Description - Just like the Rex but |
| you don't have to aim for the head. |
| |
| Name - Snake |
| Level - 9 |
| Points - 1000 |
| Description - Just keep aiming at his |
| head. |
|_____|

```

-----  
----- 6. - Codes -----  
-----

====0006=====

These are Game Genie codes. You need a Game Genie to use them.

```

SXKISXVK - Infinite lives
GZVZNIVG - Freeze timer
LEEGOYPA - Gain 3 of most items
AEOKSYPA - Never lose most items
PAUSAAAA - Start on stage 2
ZAUSAAAA - Start on stage 3
LAUSAAAA - Start on stage 4
GAUSAAAA - Start on stage 5
IAUSAAAA - Start on stage 6
TAUSAAAA - Start on stage 7
YAUSAAAA - Start on stage 8
AAUSAAAE - Start on stage 9

```

```

AAOSIAZA
AESIVTZA - Start with 1 life

```

```

IAOSIAZA
IESIVTZA - Start with 6 lives

```

```

AAOSIAZE
AESIVTZE - Start with 9 lives

```

-----  
----- 7. - Disclaimer -----  
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====0007=====

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