

Mickey Mousecapade Walkthrough

by The Lost Gamer

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Mickey Mousecapades Walkthrough
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001-General Information

This is a walkthrough for the Nintendo Entertainment System (NES) game called Mickey Mousecapade. Don't ask me about the name because I don't know. I'm completely lost (that's why I'm the lost gamer). Well, I'm really the lost gamer because I got lost in time and all I'm doing is making FAQs for old games that nobody plays anymore. You can contact me at ilovecartoonssomuch@yahoo.com, but make the subject "Mickey Mousecapade Walkthrough" or else I'll delete it assuming that it's spam. Mickey Mousecapade is pretty much the first game I played. I spent a LOT of time playing and then my cousin came in and beat the game on his first try. Okay, enough nostalgia. Just give some time to wipe my tears away and I'll be back.

(Prolonged pause)

Okay, I got a drink of water and I'm ready to continue. Make sure to e-mail me at the above address if you want

to reproduce this guide in some way, or else you're breaking the law, which is bad.

Also, thanks to Greg for his help in enhancing the secrets section of this guide.

002-Story

Hey, there's a story? Just kidding, but I couldn't find any story. You don't even know what you're playing for until you beat the game and find out that it's Alice. I think the plot is something like:

Mickey and Minnie need your help! The evil witch and her evil henchmen have stolen Alice! Guide Mickey and Minnie through five levels to help them get her back!

003-Characters

Mickey Mouse: We all know this guy. He's a mouse who has red pants with big red buttons. You guide him through the game.

Minnie Mouse: Minnie is Mickey's rather pointless girlfriend. She follows you around and does jack-diddley. She also responsible for getting you killed many times during the game. You'll probably be relieved when she gets stolen.

Evil Owl: The evil owl is a blessing in disguise. If you find him, he will steal Minnie. If you actually like her and want her back (well, you need her to pass onto the next level) just do what you did to find the owl and you'll be taken to a secret place with several doors. One of them has Minnie, but it's placed randomly so you'll have to try a lot

Guardian Angel: You get her just like the owl and she makes you immortal for ten seconds.

Jewel: Get it like the owl and angel; it kills every bad guy in sight or gives you more life.

Extra Life: Hidden like the jewel.

Cake: Cake refills part of your life, to get it just shoot at the weird lamp like things to make them explode and it could be inside.

Sea dragon: This sea dragon is in the fun house and not the ocean. He moves left and right and takes one hit to kill.

Cats: The cats move left and right, but at quick speeds and take two hits to kill.

Chandelier: It falls from the ceiling and lands on you.

Chair: The chairs move left and right, but bounce a little bit.

Spider: The spider moves up and down whenever you're close to it and takes two hits to kill.

Sofa chair: This is like the chair except it's red and not chair-shaped. It bounces left and right quickly.

Jumping blue thing: When you're next to it, it jumps up and down quickly to stop you from passing. Hit it twice to kill it.

Pooping owl: I'm serious. This owl flies left and right at the top of the room and drops stuff on you.

Big Cat: This cat throws stuff at you and takes several hits before it dies. You're best off avoiding it because killing it doesn't do anything.

Brooms: You remember Mickey in the soccerer's apprentice? The brooms move left and right and bounce. Hit them on the handles to kill them.

Spark: This guy is in many games, he just flies around the room and it hurts if he hits you.

Witch: She has a key and wants to keep it. She shoots her spells at you and you must hit her many times before she dies. She's the boss of the funhouse.

Jumping fish: It jumps out of the ocean and tries to hit you. One hit kills him.

Pooping bird: Related to the pooping owl, it flies over you and drops brown stuff on you.

Shrimp: The shrimp bounces crazily, which makes it hard to hit.

Wave: The ocean waves fly up and try to drown you. Don't touch them.

Jelly fish: The jelly fish is in the wave and jumps up when the wave is at its highest point. It tries to land on you.

Tic-Toc Crocodile: The crocodile from Peter Pan is back. He shoots bubbles at you and sometimes your stars hit his bubbles and not him. Hard to beat without Minnie's stars, so if you skipped the fun house (see secrets) use the game genie code to get stars.

Weird Fly: This weird flying thing goes up and down quickly and attempts to hit you.

Flowers: These flowers spit stuff at you.

Pit: These pits have flowers on each side and if you fall down one you die.

Mushroom Monk: This mushroom monk hits you, jumps back, and repeats the process.

Scorpion: This is a normal scorpion, except it shoots a laser at you.

Pig: These pig run fast and try to hit you.

Honey bears: These honey bears throw honey combs at you.

Caterpillar: The boss of the woods, from Alice in Wonderland. He shoots "O"s at you. You have to jump and hit him on his face to kill him. The good part is that you have to jump to hurt him and so you avoid his "O"s while jumping.

Pink Pooper: A pink bird flies left and right like the owl and poops on you like the bird. Did the owl and bird have babies?

Pirate: This matey runs left and right. When you're not touching the ground, he moves slow, but when you touch the ground he moves fast. Jumping makes you leave the ground and he goes slower.

Tall Pirate: This pirate is tall, he jumps up and down and shoots stuff at you. Hard to kill.

Pirate Pete: The boss of the Pirate Ship. He fires daggers at you, and you have to dodge them by jumping. Shoot his face to kill him. He isn't tough when you meet him on his ship, but he's tough in the castle.

Card: A card from Alice in Wonderland runs right and left.

Pink Flyer: It's the pink pooper except he flies in any direction he wants to and he doesn't poop.

Red Flyer: Does what the pink flyer does but it's red and not pink.

Blue Mosquito: The blue mosquito flies like the two fliers

Weird Spider: Just like a normal spider except it's yellow and can crawl across the floor.

Walrus: The walrus is from Alice in Wonderland (Jeez, they have a lot of Alice in Wonderland stuff). He shoots stuff at you.

Malificent: The bad guy in Sleeping Beauty. She's short and fat, but still has spells.

Alice: She's from Alice in Wonderland.

004-Walkthrough

004a-The Fun House

The game starts with a sign that says "The Fun House". Mickey walks to it, turns around, and calls for Minnie.

When she shows up, they continue to the fun house. Then the game really starts.

You control Mickey. Minnie just follows you, rather pointlessly. You notice that if you turn to the other direction Mickey and Minnie seemingly "kiss". Okay, just move around a bit until you figure out how things work.

The door to the right is unpassable without the key. Looks like there's nothing for you to do but go up the ladder. Go up the ladder and cross the room to the other ladder by jumping over the sea dragons. Climb up the ladder. Then jump over the cats and head through the door to your right.

Take note of this room because it's important. Cross over to the chest, but look out for the chandelier because it will fall on you. Go under it and quickly move back so you don't get hit. Whatever you do, get to the chest so Mickey gets...the star! Mickey can shoot stars now! Practice by shooting the brown things on the wall with stars. If you shoot them, they disappear, sometimes leaving cake or diamonds, both of which are useful. Leave the room.

Now you're back in the cat room. Press B to shoot stars at them (two hits kills one cat). Then climb up the ladder. Shoot the chair. Then go up to the spiders. When you are right next to one, it starts going down and up. Two shots kills one spider. Kill the spiders, pop the brown things, and go up.

You're in a room with a sofa chair and a bouncing blue thing. Kill the chair as fast as you can, you might have trouble because it bounces. Remember the trick about being next to the spiders? Good. Stand next to the jumping blue thing to make it start jumping. Kill it and head to the right.

This room has two sofa chairs and a locked window. Kill the chairs and head to the right. Then kill the blue thing and grab the chest. It unlocks the door in the room with the big cat right above you. Head left and kill the chairs. Now use your skills and hit the lock on the window with a star. Did you see it hit? Good. Keep on doing that until the window unlocks. You got an extra life! Throughout the rooms there are invisible chambers. Just jump and shoot stars across the room. If the star hits something, then keep shooting it. You end up getting an angel, owl, or jewel. The invisible chambers are hidden randomly through the fun house.

Head left after getting a life and then go up. Kill the sea dragons and try the invisible chamber trick. It should work. Whatever happens, head right. You enter a room with a chair and a pooping owl. You won't believe it until you see it. Kill the chair quickly and jump up and kill the owl. It takes two hits to kill the owl. You have to kill it or else it will fly over you and drop brown stuff on your head and you'll lose some life. I'm not joking about the poop.

In the room to the right, you see the big cat and another pooping owl. Jump over what the cat throws at you and then

jump over the cat and head through the door you unlocked earlier. You should be in a room with two brooms and a spider. To kill the brooms, shoot them with stars on their handles. Head down and cross to the left. Head down, but don't go to the bottom of the ladder. Jump off to the left to avoid being hit by monsters.

You enter a room with a pooping owl and spiders. Kill them and then hit the brown wall things to get some cake. You probably need it after the cat and the brooms. Go left.

You're in the room above the room where Mickey got his star. Guess what's in the chest? Kill the spiders and hit the chest. It will have Minnie's stars or the spark. The spark looks like a red piece of flame, it flies around the room trying to hit you. If you get a spark, exit and re-enter. Repeat until you get Minnie's stars. The stars are pretty much Minnie's sole point in the game.

Once you have the stars, head right and kill the monsters. Head right again and kill the monsters. Go down and head to the left, but be careful of the falling chandelier. Go down and kill the broom. Shoot the brown things and hope for some pie. Go down, kill the monsters and again shoot the brown things in hopes for pie. Go right.

Kill the monster and shoot the brown things and hope for some pie because right above you is the boss of the fun house, a witch. She shoots her spells at you. Just shoot her with stars many times and she dies. If your life is full enough, you don't even have to dodge the spells. Kill the witch and open the chest to get the key. The key is THE key you needed in the first room.

Backtrack time: Go down, left, up twice, right, up thrice, left thrice, down fivice (five times). Go through the door on your right using the key, then jump on the platform. Yay! You beat the fun house!

004b-The Ocean

Next up, the ocean and you start with full life. You meet a couple of new bad guys in this level, but I really can't make much of a guide because all you have to do is go right. Also be careful during your jumps because Mickey tends to make the jump but Minnie doesn't. I'll try to make a guide for this as best as I can.

Okay, jump to the platform to your right. Make sure that both Mickey and Minnie make the jump. A jumping fish will jump out of the water at you. Kill him or avoid him. A good strategy in this level is to jump halfway to the next platform, but turn around and land on the one you jumped from. The enemies come and so it's easier to deal with them and when you do make your jump it's easier because you already dealt with the enemies.

Jump to the right and you'll meet a pooping bird (is it related to the pooping owl?) a jumping fish, a shrimp (those

things are weird) and another pooping bird. Jump to the next platform and you'll get a tidal wave. Don't touch the wave (jumping helps) and avoid the jelly fish. Then jump on the log.

On the first log you get a wave and a jelly fish. The second log has two waves and two jellyfish. On the third log, they shoot two shrimp, a pooping bird, and a jumping fish at you all at once. The shrimp don't hit you, so just worry about the fish and the bird. Jump onto the cliff.

The cliff has a wave with a jellyfish, a jumping fish and a pooping bird. The next cliff has two jumping fish, a shrimp and a pooping bird. Jump to the log to get two waves with jellyfish.

The next platform has a jumping fish and a wave with a jelly fish. The next platform has a wave and the next platform is the last platform. Jump on it and go to the right to meet the boss of the ocean...Tic-toc crocodile.

You remember the crocodile from Peter Pan? The one that ate Captain Hook's hand and a clock? Well, he's on land and now he wants Mickey and Minnie for lunch. He shoots bubbles at you. You can jump to avoid the bubbles. Just shoot him with your stars and they usually go through the bubbles to the crocodile. On occasion, a star pops a bubble and doesn't hit the croc, but it doesn't happen often. He's a piece of cake if you have Minnie's stars, but if you used the secret (in the secrets section) to get here then he'll be tough. I recommend using Game Genie to have Minnie's stars.

004c-The Woods

Welcome to the woods. This level depends on your brains because the way out of it is secret. If you remember what I told you earlier about shooting at invisible chambers (also listed as secret #1) you'll do fine.

You meet a couple of new bad guys, and the only one you'll remember is the pooping bird. You meet a weird fly that flies up and down and tries to hit you, so avoid hit when he comes down. You'll see pits with flowers on either side. The flowers shoot stuff at you and falling in a pit makes you die. You'll also see what I call a mushroom monk, a jumping mushroom with its hands folded in prayer. You meet a scorpion that shoots lasers, pigs that try to run over you and honey bears. The honey bears come in groups of two and they throw honey combs at you.

More importantly, you'll see trees in the background. Some of the trees have big black doorways in them and paths that lead to the doorways. Stand in front of one of these trees and press up to get to another part of the forest.

In the first part of the forest (summer), go right until you get to the second tree with a doorway (don't go in the first one). Enter the doorway and you end up in the second

part of the forest (Spring). Enter the second tree with a doorway to get to the third part of the forest (fall).

In fall you meet honey bears, who come in groups of two. Kill the first group and continue right until you meet the second group, which is right of a pit. Kill the bears, but keep the pit on the screen. When the bears die, use the invisible chamber trick on the base of the third tree to the right of the pit. Just shoot stars at the base of that tree until a doorway appears in the tree. Go through the doorway to get to the fourth part of the woods (winter).

In winter, head right. You'll eventually head so far right that for some reason you see another start sign. Shoot the base of the tree to the right of the start sign just like the tree in fall. Enter the doorway to get out of the woods and into the garden.

The garden is from Alice in Wonderland, the singing flowers are in the background. Head right until you meet the boss, the caterpillar, also from Alice in Wonderland. He shoots the letter "O" at you. To kill him, jump up and shoot a star at his face. This is trickier than the crocodile because the "O"s come from the place you aim for. Kill him to get to the Pirate Ship.

004d-The Pirate Ship

Ahoy, matey! The pirate ship is more like the fun house than any other level, and the same can be said of the castle. Head down the rope ladder, but don't go all the way down. Stay level with the pink pooping bird (did the owl have a kid with the bird) and turn towards it (while staying on the ladder) and kill it. The pirate down below is slow, but if you are touching the ground he moves fast. Jump to avoid him and go down in the ship.

In the ship you meet a tall pirate who throws stuff at you. Avoid the stuff by jumping and kill him. Go down and head right, while avoiding the small pirates. After you head right, you meet a tall pirate. Kill him and go up. Avoid the small pirate and go up twice. Hey! You meet the boss!

No, the boss isn't Captain Hook or a Pirate of the Carribean. It's Pirate Pete or Pete in a Pirate suit. He throws knives at you. To kill him, hit his face. Since he is on a lower level than you, shooting his face is easy. If you need to, jump to avoid his daggers. Once you kill him, you get to the castle.

004e-The Castle

The castle is the last and biggest level. It is shaped like the pirate ship and fun house. It's easily the best level, with the fun house in second. So let's get started...

You start in a room with a door and windows. Shoot the windows to make the window panes explode. They act like the

brown lamp things in the fun house, so shoot them for cake. Go right to enter a room with a card, two pink flyers and a red flyer. You might want to try to get rid of Minnie here because she does nothing but mess up your jumps. Whatever you do, head up twice. Head right twice and jump to get the keys. I recommend paying attention only to Mickey because Minnie will mess up and fall. Make Mickey get to the key with or without Minnie, and he will get the key.

Head left twice and down. Go left, but make sure you take the upper left door. Go up three times and then right to get to an empty room with several windows. Shoot the windows for cake, and then jump up and go right to meet Pete again. You can kill him or just jump over him, whatever you do, head right. Then head down and you meet the Walrus. Kill him and use the key on the door to meet the castle boss

Malicifent is from Sleeping Beauty. She's short and fat in the game. She shoots spells just like the witch. You kill her by aiming for her face. Since she always shoots to the left, you can jump over her so that you're on her right. Turn and shoot her because she won't shoot back. Kill her to beat the game, but if you used secret #2 to skip to the castle, you won't see the ending scene. Well, what's the ending scene? Mickey and Minnie land on the ground outside a castle. Alice wakes up when they hit the ground. Mickey says "Alice!". She walks up to them and all three pose. Somehow a picture of them posing appears in a picture frame

005-Secrets

These are some things you can do in the game which enhance gameplay:

*In the first level (and a couple of other levels) if you just stand at one end of the room and turn towards the other end, you'll be in the right position. Jump up and shoot stars through the air. Most of the time, it's in vain but sometimes your star will hit something invisible. Hit the invisible thing a couple of times to get a guardian angel, the evil owl, a jewel, or an extra life.

*Remember the first screen that says press start? At that screen, press select and up button at the same time to skip to the castle. If you replace the up button with the left button you go to the woods, with the down you get the pirate ship and with the right you get the ocean.

*When you die and see the "GAME OVER" screen, press the Down and A buttons, then press the Start button, and you continue the game at the level you died on.

006-Game Genie Codes

If you're not using your NES, put these in the screen that pops up when you press F6. The first code is good, and so use that over the next three codes. Infinite energy is

good and the last code is great if you use the second secret. I recommend the last and second to last codes if you're on the NES, but on the computer add the first code to that so you're covered for levels with many pits like the woods and the ocean.

SZSOPZVG	Infinite lives
PESOIPGA	Start with two lives
IESOIPGA	Start with six lives
AESOIPGE	Start with nine lives
OVOPTSV	Infinite energy
GPSIEVGE + LAVSVTZA	Mickey and Minne start with stars

007-Disney references

This is just a section identifying where all the things in the game come from. The brooms are from Mickey as the Soccerer's Apprentice. The crocodile is from Peter Pan and the fish is from The Little Mermaid. The honey bears are from the country bear jamboree in Disneyland. The singing flowers and caterpillar are from Alice in Wonderland. The pigs are from the Black Cauldron. The cards and the walrus are from Alice in Wonderland. Malicifent is from Sleeping Beauty. The Pirates are from Peter Pan/Pirates of the Carribean and Pete is a Disney classic. Take a wild guess as to where Alice is from.

008-Credits

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