

# Mickey's Safari in Letterland Walkthrough

by The Lost Gamer

Updated to v1.4 on Jan 13, 2004

Version 1.4 5/20/03

```
MMMMM      MMMMM
MMMMM      MMMMM
MMMMM      MMMMM
  MMMMMMMMMMMM
  MMMMMMMMMMMM
MMMMMMMMMMMMMMMMMMMM
```

Mickey's Safari in Letterland Walkthrough  
by The Lost Gamer (ilovecartoonssomuch@yahoo.com)  
Copyright 2003

## Table of Contents:

- 001. General Information
- 002. General Overview
- 003. Characters
- 004. Walkthrough
  - 004a. Normal
  - 004b. Advanced
  - 004c. Super Advanced
- 005. Credits

## 001-General Information

-----

This is a walkthrough for the Nintendo Entertainment System (NES) game called Mickey's Safari in Letterland. This game isn't that hard as it's made for little kids who are learning their alphabet, and as most people who are going to be reading this guide already know their alphabet (as you need to know that to READ this guide).

If you want to e-mail me, do so at [ilovecartoonssomuch@yahoo.com](mailto:ilovecartoonssomuch@yahoo.com), but make the subject blank if you do. If you want to reproduce this guide, please ask my permission first.

Also, the general overview section will just go over how to beat the game. It's best to read that section first.

## 002-General Overview

-----

The main point of this game is to help Mickey and Goofy find the ancient stone remnants of today's alphabet so they can get it to a museum.

When the game starts, you can choose which level of difficulty you want. You then get to the main map. The map has six places you can go to the Yukon, the Swamp, the Forest, the

Pyramids, the Jungle and the Caribbean.

At the map screen you can press Select to enter the Free Play section. When the A Button is pressed, Mickey will say the letter you select. When the B Button is pressed, Mickey will say "Oh Boy!" When the A and B Buttons are pressed together, Mickey will say "Oops!" Press Start and Mickey will laugh. Press Select to go back to the map screen.

Choose the level you want to play on the map screen by pressing A. In the level, press A to make Mickey jump. Press B to have Mickey take out his butterfly net and catch something.

Note that it is impossible to have Mickey die.

In each level are three diamonds. The diamonds have letters on them (the letter on the diamonds switches constantly). Press B to catch the diamond. If you get all three diamonds, you spell a word (you can see it at the bottom of the screen). You then see the word in the level-ending screen.

At the rightmost part of the level is a block. Press B to catch the block (it doesn't move). When you catch it, the level ends.

The blocks gets imprinted with a letter. Match it up with the letter from the list of all the letters. You then get sent to the main map.

If you beat all of the levels on a stage, you see a Mickey Mouse head where the level picture was. On the advanced and super advanced levels, it takes more levels to beat each stage.

Once all the stages are beaten, you win the game.

### 003-Characters

---

Mickey: The main character, a mouse who is being an archeologist.

Goofy: Mickey's buddy helps drive Mickey to where he wants to go, and helps Mickey whenever he can.

Ludwig Von Drake: A duck who is museum curator.

Seal: Black seal that moves left and right in the Yukon. Mickey bounces over them.

Turtle: A Caribbean inhabitant that moves slowly and lives in a shell. Also shows up in the pyramids.

Snake: A legless and armless reptile.

Mushroom: From Disney's movie Fantasia, the mushroom walks left and right.

Hippo: Also from Fantasia, although in the movie the hippos danced and in this game the hippos act like hippos. They stay in the water, and if Mickey lands on one, it will open its mouth and send Mickey into the air.

Hedgehog: An enemy that is covered in spikes.

Crocodile: Like the hippo, it throws Mickey into the air.

Freddy the Penguin: Freddy hangs out in the Yukon; he likes going down slopes Mickey is going up, so he trips Mickey to the bottom.

Snowman: A snowman is an imitation of human, except it is built of snow.

Clam: If something lands on the clam, it tosses whatever it is into the air.

Monkey: From Disney's movie The Jungle Book, this monkey throws things at Mickey.

Bat: A flying mammal whose path of evolution is currently unknown, as half-evolved wings are pretty much useless. Also, this is a popular animal to use as an enemy in video games.

Purple Bird: A flying bird.

004-Walkthrough

-----  
004a-Normal  
-----

If you're a slacker, all you have to do is hold on the right button, and you will beat all of the levels eventually.

The Yukon

-----  
Walk right (jump over the seal), and walk up the icy slope (if you stop moving, you slide down). At the top of the slope is an alphabet diamond; get it. Slide down the right side of this mountain.

You come to an icy bridge. Jump over the seal and go up the mountain right of it. Halfway through the slope is a break of flat ground. Jump to the platforms above here, and keep jumping up (on the third platform is a letter diamond).

Once you get the letter diamond, continue going up the mountain. Jump over the seal at the top. Hold on the right button and slide down the mountain until you reach the bottom (as long as you hold onto the right button, Mickey will jump over some seals).

At the bottom, get the alphabet diamond. Walk right and get the block to win the level.

## Caribbean

-----

Walk right and get the letter diamond. Keep moving right, and you land on a trampoline/hammock. Fall off the left side of the trampoline as to land on the ground. From there, walk right (under the trampoline) to get a letter diamond.

Jump onto the trampoline, and jump right off it. Note the palm tree that you can walk on. Continue right until you reach a second trampoline.

Jump on the hammock onto another of those palms you can walk on (it's right of the trampoline). Jump right onto the castle, and walk right.

Jump up to the highest part of this castle. Right in the middle there is a letter diamond. Run right and jump off the castle (you see a funny animation of Mickey falling, his hat flying off, and Mickey grabbing it back).

Once you land, just go right to the block. Get it to beat the level.

## Jungle

-----

Go across the bridge to your right (jump over the snake). Jump onto the top of the cave (where a mushroom is). Go right across it to find a letter diamond.

Past the cave, go across the bridge (a mushroom is on it), and land on the hippo right of the bridge. It sends you into the air, use that to get to the platform there.

Go across the bridge, and jump over the snake. Use the hippo here to get to the next high platform, which has a letter diamond on it. Go right down the steep slope to the bottom.

At the bottom, go right across the bridge. Past the bridge, use the hippo to get to the platform with the hedgehog on it. At the end of this platform, jump to the top of the cave (it has a letter diamond on it).

Go back left and enter the cave. The block is inside the cave, get the block to beat this level.

## Pyramid

-----

Go right up the stairs. Walk right; a letter diamond is above the door that leads to the pyramid. Jump over the turtle, and go down the stairs, then up again.

Jump over the snake and continue right. There are two sarcophaguses here, which look like Donald Duck and Pluto (Donald is Mickey's friend, Pluto is his dog). The tops of the sarcophaguses are connected by a platform. On it is a letter diamond. Get it by jumping and pressing B in

midair.

Continue right and go up the stairs. Fall right off the top stair and go left down the stairs. You end up near a sarcophagus that looks like Mickey. Get the letter diamond there.

Go right back up the stairs. Jump over the turtle, and down the steep stairs past it. At the bottom of the stairs is the block; get it to end the level.

Forest

-----

Walk right, and go across the log that serves as a bridge (a hedgehog is on it). Keep going right (jump over the hedgehog), and get the letter diamond.

Past the diamond, walk right over a bridge. Jump over the mushroom, and across the next bridge. Jump to the top of the cave (if you walk through the cave, Mickey crawls through). Get the letter diamond on top of the cave.

Past the cave, walk right. Walk past the tree, over the bridge, and over the mushroom. Right after the mushroom is another cave. Get the letter diamond on top of the cave. Right of the cave is the block. Get it to end this level.

Swamp

-----

Jump over the mushroom and fall down. Walk past the house and fall down again. Walk right and get the letter diamond there.

Walk onto the crocodile. It throws you in the air; use that to get to the higher ground. Go onto the next crocodile and do the same thing. Jump onto the tree branches and keep jumping up until you reach a letter diamond. Get it.

Use the next crocodile, then walk right. Jump over the mushroom. Walk right across the top level of the boat. When you land on the paddlewheel, walk left. When you land on the bottom level of the boat, walk right to the letter diamond. Get it.

Once you get the letter diamond, jump out of the boat. Right past it is the block. Get it to beat the level and the game.

004b-Advanced

-----

Uh oh, advanced level. You have more than one level for each stage. Also, you have to use the net to get the diamonds and blocks, unlike before.

The Yukon-Level One

-----

Walk right (jump over the seal), and walk up the icy slope (if you stop moving, you slide down). At the top of the slope is an alphabet diamond; get it. Slide down the right side of this mountain.

You come to an icy bridge. Jump over the seal and go up the mountain right of it. Halfway through the slope is a break of flat ground. Jump to the platforms above here, and keep jumping up (on the third platform is a letter diamond).

Once you get the letter diamond, continue going up the mountain. Jump over the seal at the top. Hold on the right button and slide down the mountain until you reach the bottom (as long as you hold onto the right button, Mickey will jump over some seals).

At the bottom, get the alphabet diamond. Walk right and get the block to win the level.

#### The Yukon-Level Two

-----

Slide down the slope to your right. Mickey lands on a platform with a letter diamond on it; get the letter diamond.

Fall right off this platform, and head right up the slope. Near the top, Freddy the Penguin will slide down right at you. Try to jump over him (no big deal if you don't). Anyway, get to the top of the slope.

At the top of the slope are some platforms. Jump to the first one, then to the second. A letter diamond is on the second platform. Get it, and fall off the platform.

A snowman who apparently has been hanging out with Freddy attacks Mickey. Jump over it if you can. Either way, walk right up another slope. Then slide down the slope to the right.

At the bottom is a patch of ice and a seal. Jump over the seal and continue right. Get the letter diamond you find.

Walk up the slope past the letter diamond, and get the block to end this level.

#### Caribbean-Level One

-----

Walk right and get the letter diamond. Keep moving right, and you land on a trampoline/hammock. Fall off the left side of the trampoline as to land on the ground. From there, walk right (under the trampoline) to get a letter diamond.

Jump onto the trampoline, and jump right off it. Note the palm tree that you can walk on. Continue right until you reach a second trampoline.

Jump on the hammock onto another of those palms you can walk on (it's right of the trampoline). Jump right onto

the castle, and walk right.

Jump up to the highest part of this castle. Right in the middle there is a letter diamond. Run right and jump off the castle (you see a funny animation of Mickey falling, his hat flying off, and Mickey grabbing it back).

Once you land, just go right to the block. Get it to beat the level.

#### Caribbean-Level Two

-----  
Walk right and jump on the clam. It shoots you into the air. Land on the castle to the right. Get to the top of the castle and get the letter diamond there. Then jump right off the castle.

You land on a trampoline thing. Use it to land on the palm tree branch. Jump on the castle thing that is touching the palm tree branch. Walk right and you reach a letter diamond; get it.

A monkey that drops coconuts is right above Mickey (you can't see it) so don't be surprised if a coconut falls down and hits Mickey on his head. Walk right and jump to the next castle.

Get to the top of this castle. At the top right part of the castle is a letter diamond. Get it and jump right off the castle. Walk right and jump up the steps, then get the block to end this level.

#### Jungle-Level One

-----  
Go across the bridge to your right (jump over the snake). Jump onto the top of the cave (where a mushroom is). Go right across it to find a letter diamond.

Past the cave, go across the bridge (a mushroom is on it), and land on the hippo right of the bridge. It sends you into the air, use that to get to the platform there.

Go across the bridge, and jump over the snake. Use the hippo here to get to the next high platform, which has a letter diamond on it. Go right down the steep slope to the bottom.

At the bottom, go right across the bridge. Past the bridge, use the hippo to get to the platform with the hedgehog on it. At the end of this platform, jump to the top of the cave (it has a letter diamond on it).

Go back left and enter the cave. The block is inside the cave, get the block to beat this level.

#### Jungle-Level Two

-----

Walk right and jump over the turtle. Get the letter diamond and keep going up the stairs. Jump over the mushroom and continue across the bridges.

Fall off the cliff, and use the hippo to get to another platform. Get the letter diamond there. Continue right and jump over the snake. Use the hippo to get to the stairs, and go up them.

At the top, go across a bridge with a hedgehog on it. Get the letter diamond on the first tree after the bridge. From there, walk right until you reach the block. Get it to beat this level.

#### Pyramid-Level One

-----

Go right up the stairs. Walk right; a letter diamond is above the door that leads to the pyramid. Jump over the turtle, and go down the stairs, then up again.

Jump over the snake and continue right. There are two sarcophaguses here, which look like Donald Duck and Pluto (Donald is Mickey's friend, Pluto is his dog). The tops of the sarcophaguses are connected by a platform. On it is a letter diamond. Get it by jumping and pressing B in midair.

Continue right and go up the stairs. Fall right off the top stair and go left down the stairs. You end up near a sarcophagus that looks like Mickey. Get the letter diamond there.

Go right back up the stairs. Jump over the turtle, and down the steep stairs past it. At the bottom of the stairs is the block; get it to end the level.

#### Pyramid-Level Two

-----

Go right past the bat. Go down and then up the stairs, and jump over the snake. Continue right, and near the second snake is a letter diamond (it is at the top of the doorway). Get it.

From there, hold onto the right button until Mickey falls through a trap floor. From here, go left (note that you can walk through the pillars, so when you reach a seemingly dead end, go through the pillars there). In the end, you reach a letter diamond (it's above a sarcophagus).

Once you get the letter diamond, go back right. Go right as far as you can. Here, you can stand on the red blocks and pass through the orange ones. Get on the rightmost red block, then jump left to the block.

Do not get the block. Walk left and fall through the orange blocks. Walk left to a letter diamond. Get it, then go back right and get the block to end this level.



## Forest-Level One

-----

Walk right, and go across the log that serves as a bridge (a hedgehog is on it). Keep going right (jump over the hedgehog), and get the letter diamond.

Past the diamond, walk right over a bridge. Jump over the mushroom, and across the next bridge. Jump to the top of the cave (if you walk through the cave, Mickey crawls through). Get the letter diamond on top of the cave.

Past the cave, walk right. Walk past the tree, over the bridge, and over the mushroom. Right after the mushroom is another cave. Get the letter diamond on top of the cave. Right of the cave is the block. Get it to end this level.

## Forest-Level Two

-----

Jump over the hedgehog and go up the steps. At the top, jump over the hedgehog and across the gap (don't fall down into it). Get the letter diamond in the tree and jump right off of the platform.

If you fell in the gap, go right through the cave. When you exit, jump back left to the tree. Then jump right.

From here, go right. Jump over the mushroom. Hey, there's a statue of Goofy! Jump to the top of the statue, and get to the platform right of the statue.

Jump over the mushroom, and go up the stairs. At the top, jump across the gap. Get the letter diamond there. Jump right off of the cliff.

From there, go right across the water. At the end, get the letter diamond in the tree. Then get the block to beat the level.

## Swamp-Level One

-----

Jump over the mushroom and fall down. Walk past the house and fall down again. Walk right and get the letter diamond there.

Walk onto the crocodile. It throws you in the air; use that to get to the higher ground. Go onto the next crocodile and do the same thing. Jump onto the tree branches and keep jumping up until you reach a letter diamond. Get it.

Use the next crocodile, then walk right. Jump over the mushroom. Walk right across the top level of the boat. When you land on the paddlewheel, walk left. When you land on the bottom level of the boat, walk right to the letter diamond. Get it.

Once you get the letter diamond, jump out of the boat.

Right past it is the block. Get it to beat the level.

#### Swamp-Level Two

-----

Walk right and jump over the paddle wheel. Get the letter diamond, then jump to the top of the boat. Jump off the boat to the right and jump up the tree. At the top branch, jump left.

Get on top of the house and get the letter diamond. Jump right off the house and jump up the tree. Get the letter diamond on one of the branches.

Go left from the top branch. Jump over the turtle and avoid the bat. Get the block to end this level and win the game.

#### 004c-Super Advanced

-----

Super advanced? That means...26 levels to beat before the game's over? Oh no...

#### The Yukon-Level One

-----

Walk right (jump over the seal), and walk up the icy slope (if you stop moving, you slide down). At the top of the slope is an alphabet diamond; get it. Slide down the right side of this mountain.

You come to an icy bridge. Jump over the seal and go up the mountain right of it. Halfway through the slope is a break of flat ground. Jump to the platforms above here, and keep jumping up (on the third platform is a letter diamond).

Once you get the letter diamond, continue going up the mountain. Jump over the seal at the top. Hold on the right button and slide down the mountain until you reach the bottom (as long as you hold onto the right button, Mickey will jump over some seals).

At the bottom, get the alphabet diamond. Walk right and get the block to win the level.

#### The Yukon-Level Two

-----

Slide down the slope to your right. Mickey lands on a platform with a letter diamond on it; get the letter diamond.

Fall right off this platform, and head right up the slope. Near the top, Freddy the Penguin will slide down right at you. Try to jump over him (no big deal if you don't). Anyway, get to the top of the slope.

At the top of the slope are some platforms. Jump to the first one, then to the second. A letter diamond is on the second platform. Get it, and fall off the platform.

A snowman who apparently has been hanging out with Freddy attacks Mickey. Jump over it if you can. Either way, walk right up another slope. Then slide down the slope to the right.

At the bottom is a patch of ice and a seal. Jump over the seal and continue right. Get the letter diamond you find.

Walk up the slope past the letter diamond, and get the block to end this level.

#### The Yukon-Level Three

-----

Instead of going up the slope, jump to the platforms that are left of the slope. On the top one is a letter diamond. Once you get the letter diamond, walk right to the top of the slope (you run into Freddy the Penguin, but strangely you don't slide down to the bottom).

Slide down the right slope. Walk right over the bridge (jump over the seal), and jump to the first platform in the air that you come to. Keep jumping up to the top of the platforms, and get the two letter diamonds there on the way.

From there, simply walk right until you reach the block. Get it to beat this level.

#### The Yukon-Level Four

-----

Jump to the platform with the seal on it. See how there is an identical platform above it? You want to jump up to it, and get hit by the seal on the upper platform, that way Mickey lands on the upper platform.

Jump to the platform with the letter diamond on it (it's right of the one you're on). Jump right from platform to platform until you hit the ground.

From there, go right up a slope (Freddy's at the top). Walk right across a bridge, and go up a slope. Halfway up is a snowman.

Past halfway up the slope, walk up the slope. A snowman is at the top, so you have to pull off a tricky jump. When the snowman comes at Mickey, jump, and once Mickey is over the snowman, press right and try to land on the top of the slope. If you mess up, well, you can always try again. Get the letter diamond at the top of the slope when you reach it.

Once you get the letter diamond, go down the right side of the slope. Get to the highest platform of the platforms there. A letter diamond is on it; get it.

From there, hold right until you reach the block. Get it to end this level.

## The Yukon-Level Five

-----

Walk right. See the large cliff? You have to get to the top of it. Jump from platform to platform upwards until you can reach the top of the cliff. It takes a while, and it is somewhat difficult.

Once you get to the top of the cliff, walk right and go down the really big slope. Walk across the bridge (jump over the seal) and start walking up the slope (partway up is Freddy, so jump over him to avoid sliding to the bottom).

Past Freddy, a snowman is partway up (it doesn't slide down like Freddy, so all you have to do is time your ascent so he doesn't hit you; starting when he is on the leftmost part but facing right seems to work).

Continue going up the slope past the snowman (Freddy is at the top, but he doesn't slide down, so you have to time your ascent just like with the snowman). Slide down the slope right of Freddy.

When you stop sliding, you end up right in front of a letter diamond. Get it. Go right and slide down the slope. Note that there are three mountains in the background. Jump from platform to platform. At the highest platform of the first two mountains are letter diamonds. Get them.

On the lowest platform in the third mountain is the block. Get it to end this level.

## Caribbean-Level One

-----

Walk right and get the letter diamond. Keep moving right, and you land on a trampoline/hammock. Fall off the left side of the trampoline as to land on the ground. From there, walk right (under the trampoline) to get a letter diamond.

Jump onto the trampoline, and jump right off it. Note the palm tree that you can walk on. Continue right until you reach a second trampoline.

Jump on the hammock onto another of those palms you can walk on (it's right of the trampoline). Jump right onto the castle, and walk right.

Jump up to the highest part of this castle. Right in the middle there is a letter diamond. Run right and jump off the castle (you see a funny animation of Mickey falling, his hat flying off, and Mickey grabbing it back).

Once you land, just go right to the block. Get it to beat the level.

## Caribbean-Level Two

-----

Walk right and jump on the clam. It shoots you into the

air. Land on the castle to the right. Get to the top of the castle and get the letter diamond there. Then jump right off the castle.

You land on a trampoline thing. Use it to land on the palm tree branch. Jump on the castle thing that is touching the palm tree branch. Walk right and you reach a letter diamond; get it.

A monkey that drops coconuts is right above Mickey (you can't see it) so don't be surprised if a coconut falls down and hits Mickey on his head. Walk right and jump to the next castle.

Get to the top of this castle. At the top right part of the castle is a letter diamond. Get it and jump right off the castle. Walk right and jump up the steps, then get the block to end this level.

#### Caribbean-Level Three

-----

Walk right past the bird (wait until you figure out its pattern, then walk by when it doesn't fly down). Keep going right across the red area.

When you reach the tree with the monkey in it, walk across the branches. At the end, jump right to another tree's branches. Get the letter diamond on the tree.

Walk right. Note at the sand castle that there is a stair like pattern. You can actually use those as platforms. Get to the top of the castle. At the very top (and in the middle) of the castle is a letter diamond. Get it.

Jump right off the castle. You should land on a palm tree (if not, use a clam to get on one). Jump from palm tree to palm tree in a rightward direction until you reach more red ground.

On the red ground is a letter diamond. Get it and fall to the ground below the palm trees. The block is right there. Get it to beat this level.

#### Caribbean-Level Four

-----

Jump to the castle with the turtle on it. Jump right off it to another castle. Jump off the castle to a palm tree. Jump left off the palm tree to get the letter diamond at the top of the castle.

Get back to the palm tree. Walk across it to another castle. Jump right off this castle to another castle. Jump off the castle to a palm tree, off the palm tree to a castle, and off the castle to another castle.

Get to the right part of the castle. Jump off it to a palm tree, and jump back to the top of the castle to a letter diamond. Get it and jump back to the palm tree.

Fall off the palm tree to a trampoline. Use the trampoline to get to the palm tree right of the trampoline. Go off the trampoline to some more red area.

Go right across the red area, and jump to the top of the first palm tree you see. A letter diamond is on it. Get the letter diamond, and fall off the tree to the right. Get the block there to end the level.

#### Jungle-Level One

-----

Go across the bridge to your right (jump over the snake). Jump onto the top of the cave (where a mushroom is). Go right across it to find a letter diamond.

Past the cave, go across the bridge (a mushroom is on it), and land on the hippo right of the bridge. It sends you into the air, use that to get to the platform there.

Go across the bridge, and jump over the snake. Use the hippo here to get to the next high platform, which has a letter diamond on it. Go right down the steep slope to the bottom.

At the bottom, go right across the bridge. Past the bridge, use the hippo to get to the platform with the hedgehog on it. At the end of this platform, jump to the top of the cave (it has a letter diamond on it).

Go back left and enter the cave. The block is inside the cave, get the block to beat this level.

#### Jungle-Level Two

-----

Walk right and jump over the turtle. Get the letter diamond and keep going up the stairs. Jump over the mushroom and continue across the bridges.

Fall off the cliff, and use the hippo to get to another platform. Get the letter diamond there. Continue right and jump over the snake. Use the hippo to get to the stairs, and go up them.

At the top, go across a bridge with a hedgehog on it. Get the letter diamond on the first tree after the bridge. From there, walk right until you reach the block. Get it to beat this level.

#### Jungle-Level Three

-----

Go right (jumping over enemies and going across bridges). On top of the second palm tree you see is a letter diamond. Get it.

Walk right off the tree and then go left down the steps. At the bottom of the steps is a letter diamond. Get it.

Use the hippo to get to the platform to the left. Crawl left through the area with the low ceiling. Get the letter diamond at the end of it.

From there, go left. Jump over the hedgehog and go up the steps. Go down the steps to the left, and jump over the mushroom to reach the block. Get it to beat this level.

#### Jungle-Level Four

-----

Go right. Jump over the hedgehog and go up the steps. On the top step, jump over the gap and land on the ground to your right. There is a letter diamond on top of it. Get it.

Jump right off of this platform. Walk right and jump over the mushrooms. You enter a cave. Use the hippo to continue going on.

Past the hippo are some stairs. At the top one, jump left onto the top of the cavern. Jump right from there to a platform with a letter diamond on top of it. Get it.

From there, jump right across the treetops and cavern tops. At the right end is a letter diamond. Get it, then drop left to find the block. Get the block to end this level.

#### Pyramid-Level One

-----

Go right up the stairs. Walk right; a letter diamond is above the door that leads to the pyramid. Jump over the turtle, and go down the stairs, then up again.

Jump over the snake and continue right. There are two sarcophaguses here, which look like Donald Duck and Pluto (Donald is Mickey's friend, Pluto is his dog). The tops of the sarcophaguses are connected by a platform. On it is a letter diamond. Get it by jumping and pressing B in midair.

Continue right and go up the stairs. Fall right off the top stair and go left down the stairs. You end up near a sarcophagus that looks like Mickey. Get the letter diamond there.

Go right back up the stairs. Jump over the turtle, and down the steep stairs past it. At the bottom of the stairs is the block; get it to end the level.

#### Pyramid-Level Two

-----

Go right past the bat. Go down and then up the stairs, and jump over the snake. Continue right, and near the second snake is a letter diamond (it is at the top of the doorway). Get it.

From there, hold onto the right button until Mickey falls through a trap floor. From here, go left (note that you can walk through the pillars, so when you reach a seemingly dead end, go through the pillars there). In the end, you reach a letter diamond (it's above a sarcophagus).

Once you get the letter diamond, go back right. Go right as far as you can. Here, you can stand on the red blocks and pass through the orange ones. Get on the rightmost red block, then jump left to the block.

Do not get the block. Walk left and fall through the orange blocks. Walk left to a letter diamond. Get it, then go back right and get the block to end this level.

### Pyramid-Level Three

-----

Walk right and fall through the false floor. Go right and fall down a floor. Go left and fall down a floor. Go right and fall down a floor.

Walk left (don't fall down). Note the orange pillar and bricks to your left. Jump to that area (if you miss the jump, there's no way to make up for it).

After the jump, go left and go down as far as possible. Get the letter diamond by the Donald sarcophagus. Using the top of the sarcophagus as a ledge, get back up to the orange pillar and fall off it to the right.

From there, go right and fall down (you reach the bottom level). Go right, and go up a level. Go left from there.

You pass an orange pillar. Above it is a red block, and above the red block are some orange blocks. Jump to the orange blocks and crawl right under a red block.

You reach a seemingly pointless area with a bat and Mickey's sarcophagus. Jump to the top of the sarcophagus. Look above you and to the left. See the red block that is half as tall as normal? Jump on top of it.

From there, jump right twice. Get the letter diamond there, and then go back to the orange pillar I talked about two paragraphs earlier.

From there, go up by jumping on the red blocks. You'll have to jump from a left block to a right block, and back to the left block.

At the end is an orange pillar and a definite staircase heading right. Go up the staircase, but jump left off of it into some orange blocks. Crawl left under two red blocks and get the letter diamond there.

Go back to the staircase. Follow the stairs upward. On the top stair is the block. Get it to beat the level.

### Pyramid-Level Four



-----  
Walk right (jump over the turtle) and fall down the first hole you can.

When you land, go left (you crawl under some red blocks). You end up in a sarcophagus room. Get the letter diamond, and go back right.

Past the first orange pillar is a doorway that is, strangely, doorless. Get the letter diamond on top of it and continue right.

When you start heading up and to the right, look above you. When you can, jump left, then starting heading up and to the left.

While doing this, look up for your first opportunity to jump right (a snake is right by this place). Jump there when you can and go right.

A letter diamond is by the second snake you meet (if you count the snake I mentioned in the last paragraph). Get it and continue right. You walk right into the block. Get it to end the level.

#### Pyramid-Level Five

-----

Go right (jump over the enemies you see). Fall down the first false floor you can fall down. From there, go left. Jump across the first false floor you come to, and jump across the blocks to a letter diamond. Get it, then fall down the false floor.

Go right (jump over the snake) and fall down the floor. Head left (jump over the first false floor you come to). Jump left past some orange blocks and fall down to the floor. Get the letter diamond there.

From there, go back up and fall down the false floor to your right. From there, go right. Jump from one of the red blocks on the left to the orange blocks on the right.

Crawl right under some red blocks. Jump right off this place, and go as far right as you can. Start jumping upwards.

At the first opportunity, go left through some orange blocks. Jump to the top of the small structure there, and fall through an orange block to a letter diamond. Get it and fall down through another orange block.

Go as far right as you can again, and start jumping upwards. You make it to the block; get it to end this level.

#### Forest-Level One

-----

Walk right, and go across the log that serves as a bridge (a hedgehog is on it). Keep going right (jump over the

hedgehog), and get the letter diamond.

Past the diamond, walk right over a bridge. Jump over the mushroom, and across the next bridge. Jump to the top of the cave (if you walk through the cave, Mickey crawls through). Get the letter diamond on top of the cave.

Past the cave, walk right. Walk past the tree, over the bridge, and over the mushroom. Right after the mushroom is another cave. Get the letter diamond on top of the cave. Right of the cave is the block. Get it to end this level.

#### Forest-Level Two

-----

Jump over the hedgehog and go up the steps. At the top, jump over the hedgehog and across the gap (don't fall down into it). Get the letter diamond in the tree and jump right off of the platform.

If you fell in the gap, go right through the cave. When you exit, jump back left to the tree. Then jump right.

From here, go right. Jump over the mushroom. Hey, there's a statue of Goofy! Jump to the top of the statue, and get to the platform right of the statue.

Jump over the mushroom, and go up the stairs. At the top, jump across the gap. Get the letter diamond there. Jump right off of the cliff.

From there, go right across the water. At the end, get the letter diamond in the tree. Then get the block to beat the level.

#### Forest-Level Three

-----

Go right and jump over the hedgehog. Enter the cavern, and on the second platform inside is a letter diamond. Get it, and go right through the exit to the cavern.

Go through the next cavern, and use the Goofy statue to continue going right. Enter the next cavern, and go down two steps.

Jump right to some platforms in midair (if you miss, go back and try again). When you make it, jump right to another platform with a letter diamond on it. Get the letter diamond, and fall down left, then fall down the hole to the right.

From there, go as far left as possible (on the fourth platform in midair that you see is a letter diamond; get it) to reach the block. Get it to end the level.

#### Forest-Level Four

-----

Oh boy, this level is a maze. Go right and enter the cavern,

then fall down the hole.

Go right here. Get as far up/right as possible from here by following along the cavern (you end up exiting the cavern). Get the letter diamond there.

Go back in the cavern. Follow it along and get to the bottom left hand corner. A letter diamond is there; get it.

From there, try to get to the upper left hand corner (but still inside the cavern) to get a letter diamond. Once you get it, go to the bottom right hand corner of the screen to reach the block. Get it to beat the level.

#### Swamp-Level One

-----

Jump over the mushroom and fall down. Walk past the house and fall down again. Walk right and get the letter diamond there.

Walk onto the crocodile. It throws you in the air; use that to get to the higher ground. Go onto the next crocodile and do the same thing. Jump onto the tree branches and keep jumping up until you reach a letter diamond. Get it.

Use the next crocodile, then walk right. Jump over the mushroom. Walk right across the top level of the boat. When you land on the paddlewheel, walk left. When you land on the bottom level of the boat, walk right to the letter diamond. Get it.

Once you get the letter diamond, jump out of the boat. Right past it is the block. Get it to beat the level.

#### Swamp-Level Two

-----

Walk right and jump over the paddle wheel. Get the letter diamond, then jump to the top of the boat. Jump off the boat to the right and jump up the tree. At the top branch, jump left.

Get on top of the house and get the letter diamond. Jump right off the house and jump up the tree. Get the letter diamond on one of the branches.

Go left from the top branch. Jump over the turtle and avoid the bat. Get the block to end this level.

#### Swamp-Level Three

-----

Go right and fall down as far as possible (you end up near a steamboat). From there, go as far left as possible (which is the tree left of the floating log). Jump from branch to branch to the top of the tree.

At the top of the tree, jump right to get a letter diamond. Go back to the steamboat. On the lowest level of the

steamboat is a letter diamond; get it. Then jump over the paddlewheel and get the letter diamond to the right of it.

Get to the top of the steamboat. Jump right to a tree near a mushroom. Get to the top of the tree and jump left to a house. Jump right off the top of the house to the block; get it to beat the level.

#### Swamp-Level Four

-----

Start going up the tree you start by. Partway up, jump to the tree left of the one you're on. Go to the top of that tree, and jump left off it to get a letter diamond. Go back to the tree you started by.

Start going up the tree. On the way will be a platform to your left. A mushroom is on it. Jump to that platform, and continue going left/down to a letter diamond. Get it and go back to the tree you started by.

Keep going up the tree, and get to the first platform that is above the one you just were on (a mushroom is left of it). Follow this area along to a letter diamond, get it, and go back to the tree you started by.

Get to the top of this tree now. Once at the top, go right and get the block on the house to beat the level and the game. You then get to see the credits. Like Mickey says, "Oh boy!"

#### 005-Credits

-----

This FAQ is copyright of The Lost Gamer, 2003. If you want to use any part of this FAQ, ask me first (instructions under general information)