

Monster In My Pocket FAQ/Walkthrough

by Seraph 0

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1. Copyright

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2. Introduction

Monster in my Pocket was a series of miniature one-inch toys depicting some of the classic monsters like the Frankenstein Monster, monsters of myth like the Griffon, and many other monsters. When Nintendo was on its final days, Konami develop the Monster in my Pocket videogame, which is based on the comic book story.

3. Story

Background

Sources from Wikipedia have informed me that the story from the comic book goes a follows:

The Warlock wants to control the monsters and would cast a spell to shrink any monster who did not join him. However, the spell was botched by Ogre and all monsters were shrunk. All the good monsters, which were lead by the Vampire, ended up at a kid's house.

Now for the story of the game:

The Vampire and Monster were sitting down watching TV, when the Warlock appeared on it.

"Ha! Ha! Ha! Ha!!..... I sent out my henchman while you were watching TV! They will defeat you."

The TV turns to static.

"Come on, Warlock!! We will beat you!!.
"Yeah..."

The Vampire and Monster run off to battle the Warlock and his henchman.

4. Controls/Tips

D-Pad - Move Vampire/The Monster
Start Button - Pause
B Button - Attack
A Button - Jump

- Your attack sends out an energy arc in front of you.
 - Press Down on the D-Pad to Crouch.
 - Double Jump by pressing the A Button again while in the air.
 - Press Down on the D-Pad and the B Button to Pick Up a Key or Screw.
 - Press Down on the D-Pad and the A Button to jump down one elevation level.
 - Once you pick up a Key or Screw, throw it by pressing the B Button.
 - Your attack can destroy most projectile attacks from enemies.
 - When you run down steep inclines, you will increase in speed and when you reach Maximum Velocity, you will glow and become invincible. You can also destroy any enemy that comes in contact with you.
 - You will get a 1-Up when your score reaches 500. Afterwards, you will need to get an additional 2000 points each time to get another 1-Up.
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5. Item List

Heart Bottle - Appears as a small bottle with a red heart on the side. Restores one health point.

Key/Bolt - The Key and Bolt look like any other Key and Bolt. You can pick these up and throw them at your enemies, including bosses. Key/Bolts can kill all enemies in one hit, but for bosses, they usually do a little more or the same amount of damage as a regular attack.

6. Enemy List

The Enemy List is ordered alphabetically. Thanks to Wikipedia and their sources, these are the official names of the monsters.

Baba Yaga

HP - 1

Points - 15

Baba Yaga are strange humanoids that fly around in pots, with pale blue skin, blood red hair and wear a blood red shirt. They fly across the screen, make a u-turn at the edge and continue to fly in the other direction. They continue this until destroyed. Just attack them when they come in your direction.

Behemoth

HP - 1

Points - 25

Behemoths are muscular, blood red furred creatures. They move back and forth at moderate speeds until they spot you in front of them. Then when they get close, they will jump and try to belly flop on top of you. It is best to wait for them to come to you and attack, then attack yourself.

Beast, The

HP - 1

Points - 5

The Beast is a humanoid creature with a lion's head. Its skin is blood red, wears armor, a cape and carries a short sword. The Beast moves in one direction and continue to move until destroyed or moves off the screen. The Beast is quite fast and nearly matches your speed. Just attack it when it gets close.

Catoblepas

HP - 1

Points - 15

Catoblepas are four legged creatures, with a human face, bat like wings and have blood red skin. They slowly fly around until they spot you. They will then attack by swooping down onto you, then they will fly off screen. It is best to keep pressing the attack button, so the Catoblepas flies into the energy arc.

Cerberus

HP - 1

Points - 10

Cerberus is a three-headed canine with apple green skin. It runs about the screen jumping and pouncing to various heights, even though you may not be the

target. It may be best to avoid them, because of their random jumping. Other than that, try your best to anticipate their movement and attack.

Charon

HP - 2

Points - 5

Charons are humanoid creatures who wears a blood red hat and kilt, and carry a red row paddle. They move across the screen until they disappear off the screen or destroyed. Either wait for them to come to you to attack, or take the intuitive and run them through.

Chimera

HP - 1

Points - 10

Chimeras are magical beasts with the body and head of a lion, a snake for a tail and a goat's head on the back of the beast. The Chimera will stand still until you come into view. Then they will spew out a cone of fire projectile, and after a few seconds, they will gallop towards you and off the screen, if you do not destroy it when it passes by. Note that their cone of fire projectile cannot be destroyed.

Coatllicue

HP - 2

Points - 15

Coatllicues are yellow skinned humanoids with a blocky body, two heads and a skirt of snakes. Its movement is unique, because if you face the creature, it will walk slowly away from you. However, if you do not face the creature, Coatllicue will run right at you. The best tactic is to let it run up to you, then quickly turn around and attack.

Cockatrice

HP - 1

Points - 20

Cockatrices are flying creatures with a snake body, wings of a bat, and head and talons of a rooster. They slowly fly back and forth around your head, while firing a piercing projectile beam at an angle. It is best to wait/dodge their first projectile, then quickly jump up to it and attack.

Cyclops

HP - 1

Points - 20

Cyclops' are muscular, pale blue skinned humanoids with one eye, blood red kilt, wristbands and shoulder covers. They jump out of the wall and run towards you, until they are either destroyed or off the screen. Either kill them when they jump out of the wall or run up to you, or just avoid them by jumping over them.

Ghost

HP - 1

Points - 10

The Ghost's appearance is similar to the famous "The Scream" painting with sky blue coloring. It poses little threat as it flies slowly towards you, homing in on your every move. Just wait for it to get close and attack.

Ghoul
HP - 1
Points - 10

Ghouls are short, chubby humanoids with pale blue skin, wear a blood red kilt and carry a small double bladed axe. They run across the screen with speed nearly equivalent to yours, and throw the axes in arcs. However, the axes will not vary in range, so you may figure out their range and easily dodge their attacks. Other than that, attack when they get close.

Goblin
HP - 1
Points - 10

Goblins are sky blue in color and seem to be wearing a blue kilt. They are stationary creatures who will hop upwards every three seconds and throw a cubicle object in an arc. Keep moving to avoid the cubes and attack when it has paused.

Great Beast, The
HP - 3
Points - 25

The Great Beasts are muscular, green skinned humanoids with bat wings and four snake-like heads. They flies back and forth on the screen and when they get close to you, it fires an arc of energy from its lower head. The trouble with these monsters is that it is the only flying monster with three HP and having a projectile attack does not help. It is best to stay at the left side of the screen and let them come to you. Then when it attacks, quickly dodge the arc and wait for it to turn around. Now just run after it and jump attack it. It is also a good idea to stay under it, so it does not unleash its energy arc.

Haniver
HP - 2
Points - 15

Hanivers are large dragon like heads with no body, one large stubby horn, large ears and sky blue skin. They pop out of the ground and after a second, they open their mouth and spews a fireball three times. It will then return to the ground and repeat the tactic. Wait for Haniver to pop up and dodge its attack, then wait near the ground it disappears into and quickly attack it twice as it pops up.

Harpy
HP - 1
Points - 15

Harpies are flying creatures with the body of a snake, wings of an insect, talons of an eagle and a head of a women. They have two skin colors, green or brown Usually in groups of three, they slowly fly until they spot you, then they swoop down on you and fly off screen. Attack when they swoop down.

Hobgoblin
HP - 1
Points - 15

Hobgoblins are small, muscular humanoids with blood red skin, wear pale blue wristbands and strangely shaped pale blue horns protruding from either side of the nose. They move in one direction until they disappear off screen or are destroyed. Kill them when they get close.

Hunchback

HP - 1

Points - 5

The Hunchbacks are humanoids with a large hump on their backs, hence the name. Their skin is pale blue in color and wear blood red pants and shirt. The Hunchbacks have great agility, allowing themselves to jump great distances and height. They will continue to chase you with jumps, and if they get close enough, they will punch you twice. Its best to play possum and allow them to get near you, so you may attack.

Hydra

HP - 1

Points - 25

Hydras are flying monsters with three heads, bat like wings and light violet skin. They slowly fly around until they spot you. They will then swoop down, but stop right in front of you. They will then spew out a sky blue projectile, and then fly off the screen. It is best to wait for them to swoop down and pause, allowing your attack to reach them.

Kali

HP - 3

Points - 15

Kalis are muscular humanoids with four arms, sky blue skin, spiky hair and wear a blue skirt and shirt. They are stationary monsters that will launch a hook chain every two seconds or so. It is best to dodge their attack and quickly attack them three times.

Karnack

HP - 2

Points - 15

Karnacks are pale blue skinned humanoids with the head of a jackal, wears a blood red jump suit, a belt of beads, and a blood red pharaoh headdress. The Karnacks move slowly in one direction and jump if they need to reach a higher elevation. They are not difficult to defeat, so attack at your own leisure.

Manticore

HP - 2

Points - 15

Manticores are pale yellow skinned creatures with the body of a lion, head of a human male and a tail of a scorpion. It across the screen and either stops behind you or in front of you. Then it chucks bones twice in an arc, then runs off screen. It is best to avoid or jump over it first and wait for it to stop. Then quickly attack it before it runs again.

Minotaur

HP - 1

Points - 20

Minotaurs are muscular, sky blue skinned humanoids with the body of a male and the head of a bull. They slowly walk on screen until they spot you in front of them, then they charge a full speed. Wait for them to run at you, then attack.

Ogre

HP - 1

Points - 10

These muscular, bearded humanoids are pale blue in color, wear a blood red toga like shirt and carry a club with a single spike. They move across the screen until they disappear or are destroyed, and they move nearly as fast as you. If they reach the end of the path, they will turn around. Just attack it when it gets close.

Red Cap

HP - 2

Points - 10

Redcaps are humanoids who have pointy ears, blood red shoes and shirt, like the name says a blood red cap. They are stationary creatures until you get to close. Then they slide kick across the floor until they vanish of the screen. Attack them quickly when they get close, or just jump over them.

Roc

HP - 1

Points - 10

Points (Egg) - 5

The Rocs is a large green bird that carries an egg in its talons. The Roc will slowly fly in one direction until it disappears or is destroyed. If you are under the Roc when it flies over you, it will drop its large egg onto you. Try to attack it before it passes you, or just run quickly under it.

Skeleton

HP - 1

Points - 5

The reanimated creatures are pale blue in color, with highlights of blood red. They move back and forth in a small area, until you come into their line of sight. Then they will roll a skull towards you when they reach the end of their path. Its best to get in the path that they move in and Crouch, they wait for them to come to you. Also, you have to Crouch to destroy the rolling skulls.

Tengu

HP - 1

Points - 20

Tengus are green skinned humanoids with a strange beast face, has feathered wings, and wears a yellow tunic and anklets. They fly slowly until they spot you. Then they swoop down to land and punch you. They will continue to follow you and attack, until destroyed. Just wait for them to land in front of you and attack.

Triton

HP - 1

Points - 20

Tritons are creatures with the upper torso and head of a human, and the lower torso of a fish. They lunge out of the water to attack and then disappear back in the water. You will see splashing in the water before they jump out of the water. Either avoid them or attack when they jump out of the water.

Tyrannosaurus Rex

HP - 3

Points - 25

The T-Rex is a green skinned, bipedal reptile. It moves at a moderate speed until it spots you in front of it. It then moves forward three steps, pauses, then breathes a cone of fire from its mouth. The length of the cone is limited to only a short distance away from the mouth. The best way to fight is attack it as it moves, then when it pauses, quickly crouch and continue the assault.

Windigo

HP - 3

Points - 15

Windigos are muscular, blood red skinned creatures with a man-like head and horns of a ram. They move in one direction until they are off the screen or are destroyed. It is best to attack them, move away from them a bit, then turn around and attack.

Winged Panther

HP - 1

Points - 5

This winged feline is golden yellow in color. At first, the creature will seem non-threatening as it flies high in a wave formation, but when it spots you, it will air dive with lightning speed and continue to do so until killed. Its best to keep pressing the attack button so the energy wave you create will destroy it.

Witch

HP - 1

Points - 5

The Witch has sky blue skin, wears a blue robe and rides a broom. She will disappear and reappear around you. When she appears, she fires an pulsating energy ring from her fingertip, before disappearing again. She usually appears and disappears in only two places, so stay near one of the teleportation spots and wait for her to appear to attack.

Zombie

HP - 1

Points - 10

These undead creatures have sky blue skin, blue hair, ragged blue pants and ragged blue shirt. They walk from one side of the screen to the next, until you destroy them or they walk off the screen. Despite being undead, their speed of which they move is nearly as fast as you can move. Just attack it when it gets close.

7. Boss List

The Boss List is ordered by appearance. Thanks to Wikipedia and their sources, these are the official names of the monsters.

Spring Heeled Jack

HP - 17

HP (Key) - 14

Points - 5

This humanoid has pale blue skin, wears dark teal pants, dark teal coat and a yellow/orange mask. He moves about the screen in great leaps in the air, and launches three daggers in a spread shot pattern at you. He does this three

times, before he takes a break for two seconds. It is best to run under him, while dodging his daggers and attack him when he lands. Of course, it is also a good idea to attack him when he takes a break from his leaping. The other way requires the Key. Use the Key to attack him when he is jumping about, then when he pauses, attacking him regularly until he jumps around again.

Bigfoot

HP - 17

HP (Key) - 17

Points - 15

Bigfoot has sky blue fur and blue skin. It will slowly walk back and forth until you attack it. When attacked, it will do three actions. The first thing it does is pause for about a second. The second action is it will run towards you, turn around when it hits the wall and stop near you. Lastly, it will blow icy mist, which will freeze you for about five seconds. It will then return to its slow moving state until it is attacked again. There are two ways to do this, unless you forgot the Key from the last area. One way to defeat it is to throw the Key at it, quickly jump over it and grab the Key, attack it when it gets close again and repeat the tactic. The second way is to attack it twice, jump over it and wait for it to get near you after it hits the wall, then jump over it again, attack its back twice and repeat the tactic.

Kraken

HP - 32

Points - 20

The Kraken is a large octopus monster with a monstrous humanoid face. The creature will announce itself by splashing about in two spots. The Kraken's head will then pop up, and the splashing spots will then erect large tentacles and thrash about. Wait near the side of the screen until you see splashing. Get as close to the splashing and wait for the tentacles to pop out of the ground then rescind. Now quickly attack the Kraken's head twice and jump away from the tentacles. Finally, once the tentacles withdraw again, attack the head twice and repeat.

Gremlin

HP - 25

Points - 10

The Gremlin appears as a humanoid with green skin, large pointy teeth, orange lips and orange pointy ears. The Gremlin will be using a crane hook for movement and if you come in contact with it as it moves, you will get hurt. The Gremlin will always move to the center of the screen, attack, then move off screen. The Gremlin moves in five patterns; down-up, right-right, left-left, down-right, right-up. The Gremlin attacks by throwing four blue orbs upwards in an arc spread. The best tactic to fight, is to wait for the Gremlin to come on screen and reach the center. Jump over the hook if you need to, then attack it twice. Quickly run under the space between the blue orbs as they fall to avoid them, and jump if necessary to avoid the Hook. The only time you should have trouble avoiding getting hurt is the left-left pattern.

Medusa

HP - 13

HP (Bolt) - 13

Points - 10

Medusa is a sky blue skinned female monster, with snakes for hair and wears a purple gown. Medusa flies on screen with four mock Medusas, so you have to figure which one is the real one. The Medusas appear on the left, upper left,

up, upper right and right side of the screen. When they enter the screen, they will pause for a second or two. Then the Medusas will flash and the real Medusa will fire three pulsating energy rings from her eyes, then fly straight towards you. These energy rings will turn you to stone for about five seconds. The best tactic I find, assuming you do not have the Bolt, is to run back and forth in the middle of the screen while waiting for the real Medusa to fire her petrifying stare. When she does, avoid the rings and attack her as she gets close to you, then dodge her. If you have the Bolt, Double Jump and throw from the center of the screen, so that it travels and hits at least three of the Medusas. This way you can either hit the real Medusa or rule out that those three were not the real ones.

Warlock
HP - 25
Points - 50

The Warlock is a humanoid who wears a brown magician tuxedo, yellow pants and shoes, and carries a scepter in his left hand. He appears in the middle of the screen first, then hovers upwards and unleashes his attack. He will then disappear and reappear in different areas of the screen. The Warlock fires large, sky blue arcs of energy from his right hand that home in on your position, so you will have to keep moving to avoid these beams. The best tactic is to attack him twice when he appears, then run away from him. Other than that, just keep sticking and moving until you destroy him.

Warlock, Uber
HP - 17
Points - 50

Warlock is know just a large, human head on the TV screen. His will flash and he will fire a spherical projectile of energy from each of his eyes, before disappearing and reappearing again. He tracks your last position, before he fires the projectiles, so it is a good idea to move around. If the spherical projectiles hit the ground, they will form Windigos. There is two strategies that work well to defeat Uber Warlock. The first is to wait at one of the side of the screen, until he fires his projectiles. Then when they form Windigos, quickly jump over them and now wait near the TV. When the Uber Warlock appears, attack him twice and then quickly run to the side again to repeat the process. The second tactic is slightly trickery, but you can defeat him faster this way. Wait near the TV for Uber Warlock to appear. Then quickly attack him twice while Double Jumping. The goal is to make Uber Warlock fire up in the air so you may continue to attack him, with no Windigos two worry about. Either way, he should not be to much trouble.

8. Walkthrough

Before you begin, you can either choose the Vampire or the Monster. They have both the same skills, but the Monster is slightly taller and I believe his energy arc has slightly longer length from its body.

Stage 1 - "Monsters in my House"
Enemies - Beast, The
 Hunchback
 Skeleton
 Winged Panther
 Witch
 Zombie

This stage is pretty straight forward and you should have little trouble with it. You will begin in the bedroom, then move down the stairs and then face the boss.

Area 1 - Bedroom

Begin moving forward and after a few Zombies, you will reach a stereo with two Skeletons around it. You can take the high road by jumping on the stereo and onto the window, and continue forwards. The high road has less enemies and a Heart Bottle. If you take the low road, you will encounter more enemies. Either way, grab the Key on top of the stereo and continue forward. After you pass the desk, you will reach the bed where Witches will pop up. If you took the low road, you will also encounter Hunchbacks. A little ways after the bed and you will reach the door to the next area.

Area 2 - Stairs

Continue forward and you will reach an end table with a Heart Bottle on its leg. Once again you can take the high road where there is less enemies and one of the few places where you can reach Maximum Velocity by running down the rail. If you go down the stairs, you will encounter more enemies. Either way, be careful of the Winged Panthers and watch your back for other enemies. When you reach the bottom, continue forwards and you will exit the area and face the boss.

Area 3 - Crawlspace

Spring Heeled Jack

HP - 17

HP (Key) - 14

Points - 5

This humanoid has pale blue skin, wears dark teal pants, dark teal coat and a yellow/orange mask. He moves about the screen in great leaps in the air, and launches three daggers in a spread shot pattern at you. He does this three times, before he takes a break for two seconds. It is best to run under him, while dodging his daggers and attack him when he lands. Of course, it is also a good idea to attack him when he takes a break from his leaping. The other way requires the Key. Use the Key to attack him when he is jumping about, then when he pauses, attacking him regularly until he jumps around again.

Stage 2 - "Big Trouble in the Kitchen"

Enemies - Cerberus

Ghost

Ghoul

Goblin

Ogre

Roc

The stage should pose little problem. The only dangers is that both areas have quite a few enemies, and the second area has stoves, but are easily avoided. The first area will require you to do a u-turn to progress.

Area 1 - Dining Room

As soon as you begin, Ogres will come pouring in. Begin moving forward, and if you wish, grab the Key from the first chair. Continue forward and the second chair will have a Heart Bottle near the leg. When you reach the third chair,

you have to jump up until you reach the table. Then you have to move to the left to continue through the level. The table top will be slightly difficult, due to the Goblins and Cerberus'. If you still have the Key, it will help you through gauntlet. Keep an eye from behind and continue through the gauntlet until you reach the next area.

Area 2 - Kitchen

Continue forward and after a few Ogres, you will encounter the Ghouls and Rocs. After a few Ghouls and Rocs, the Ogres will appear again with some Ghosts. When you reach the stove, make sure to watch your back and Double Jump over the flames. When you reach the end of the stove, drop straight down and you can grab a Key. The Key will help it the boss battle, but is not necessary. Slowly move forward so you do not get overrun with Rocs and Ghouls, then you will reach the next area.

Area 3 - Fridge

Bigfoot

HP - 17

HP (Key) - 17

Points - 15

Bigfoot has sky blue fur and blue skin. It will slowly walk back and forth until you attack it. When attacked, it will do three actions. The first thing it does is pause for about a second. The second action is it will run towards you, turn around when it hits the wall and stop near you. Lastly, it will blow icy mist, which will freeze you for about five seconds. It will then return to its slow moving state until it is attacked again. There is two ways to do this, unless you forgot the Key from the last area. One way to defeat it is to throw the Key at it, quickly jump over it and grab the Key, attack it when it gets close again and repeat the tactic. The second way is to attack it twice, jump over it and wait for it to get near you after it hits the wall, then jump over it again, attacked its back twice and repeat the tactic.

Stage 3 - "Crisis from Underground"

Enemies - Catoblepas

Charon

Haniver

Hydra

Triton

These level is slightly more difficult. The first area is swarming with annoying Catoblepas', Hydras and there is rolling golf balls. The second area has Charons, which continually respawn, and Tritons that fly up from the sewer water.

Area 1 - Street

As soon as you start, beware of the Catoblepas from the right. Begin jumping down the steps watch out for a Catoblepas from the right and one from the left. When your reach the street, there will be two Hanivers. Continue down the street, watching for more Catoblepas' and Hanivers. After you pass a pole with two Heart Bottles at its base, two golf balls will roll from the left. When you reach a fire hydrant, another golf ball will roll from the left and Hydras will make their first appearance from the right. Continue forward and after the fire hydrant is off the screen, another two golf balls will roll down from the left. Continue forward and when you see another Heart Bottle, you will have

reach the end of this area.

Area 2 - Sewer

After landing from the fall, begin moving forward and Charons will keep popping out of the sewer drains. It is best to get through this as quickly as possible, but watch out for the sewer water as well. After you pass three Charon pipes, you will reach an open area where Tritons will pop out of the sewer water. Take it slow and watch for splashing in this area, until you can no longer go anywhere except move onto a floating platform in the sewer water. The platform will move automatically, and if you jump, the platform will stop. Use this to your advantage to attack the Tritons. Once you reach the end, grab the Heart Bottle and you will enter the last area.

Area 3 - Underground

Kraken

HP - 32

Points - 20

The Kraken is a large octopus monster with a monstrous humanoid face. The creature will announce itself by splashing about in two spots. The Krakens head will then pop up, and the splashing spots will then erect large tentacles and thrash about. Wait near the side of the screen until you see splashing. Get as close to the splashing and wait for the tentacles to pop out of the ground then rescind. Now quickly attack the Krakens head twice and jump away from the tentacles. Finally, once the tentacles withdraw again, attack the head twice and repeat.

Stage 4 - "Towering Catastrophe"

Enemies - Baba Yaga

Chimera

Harpy

Hobgoblin

Kali

Red Cap

This level is more difficult than last. The Harpies can be annoying and there are a few hazards like pits.

Area 1 - Construction Site

As soon as you begin, take out the Hobgoblin that comes your way. Now you have a choice of either going left, or going up. Going left will have more monsters, but you can get Heart Bottle. Going up will only get you a few enemies. Either way, you have to get on top of the fence and continue left. Once on top of the fence, continue left and jump over a pair of spiked floors. When you reach the hook, jump on it and it will automatically move. As you move, Baba Yagas will swoop around you and unlike the last automatic moving platform, jumping will not stop the crane. Soon or later you will see a Heart Bottle, but I would not bother unless you really need it. The crane will stop only if you touch the spiked or bare floor. Once you reach the end, you will have to jump from platform to platform, while quickly killing the Kalis. Make sure to dodge their chains so you do not get knocked off the platform and lose a life. Slowly jump from platform to platform and after five Kalis, you will reach the next area.

Area 2 - Crane Tower

Continue moving forward and watch out for two Chimeras. After you deal with them, you will have to continually jump up the tower. The tower is swarming with Red Caps, and increase in number as you get higher. Take it slow, so you only have to deal with one Red Cap at a time. After seven floors of Red Caps, you will reach the top. Continue forward and after five or six Chimeras, you will reach a elevator that will bring you up. As you ascend, you will be attacked by Harpies. They will first attack with two groups of three from the left, then from the right and continue this until you reach the top. Continue forward, grab the two Heart Bottles and you will reach the next area.

Area 3 - Top of the Crane Tower

Gremlin
HP - 25
Points - 10

The Gremlin appears as a humanoid with green skin, large pointy teeth, orange lips and orange pointy ears. The Gremlin will be using a crane hook for movement and if you come in contact with it as it moves, you will get hurt. The Gremlin will always move to the center of the screen, attack, then move off screen. The Gremlin moves in five patterns; down-up, right-right, left-left, down-right, right-up. The Gremlin attacks by throwing four blue orbs upwards in a arc spread. The best tactic to fight, is to wait for the Gremlin to come on screen and reach the center. Jump over the hook if you need to, then attack it twice. Quickly run under the space between the blue orbs as they fall to avoid them, and jump if necessary to avoid the Hook. The only time you should have trouble avoiding getting hurt is the left-left pattern.

Stage 5 - "Oriental Illusion"

Enemies - Coatlicue
Cockatrice
Cyclops
Karnack
Manticore
Tengu

This level is not too difficult. The first area has a few hazards, like water pits, but they are not too annoying. The second area has nothing worth worrying about.

Area 1 - Bamboo Garden

Begin moving forward and you will be attacked by Karnacks and Tengus. Take it slow and make sure you let the Tengus come to you to attack. Continue past the bridge and you will reach some water pits. Carefully Double Jump to land and watch for a Tengu. Once you reach the fence, be careful of the barbed wire and watch out for Cockatrices. You can choose to go up the fence, where there is less enemies, a Bolt and two Heart Bottles, or you can take the low road where you will encounter more enemies. Either way, you will soon encounter the Coatlicues. Take it slow, because the Coatlicues can pester you quite a bit and the Cockatrice do make matters easier. Continue past the stone lanterns and bamboo, and soon you will reach the next area.

Area 2 - Oriental Home

You will begin near a fence, which has three elevation levels. The bottom level has a few enemies and one Heart Bottle. The second level has a few enemies, two Heart Bottles and a Bolt. The third level has the most enemies and has no

items. Either way, after you pass the fence you will reach the hallway into the house, which has Manticores prowling about. Take it slow and be careful, because the Manticores can be hiding behind the pillars. Continue through the hall of Manticores and you will reach the end when you enter a yellow room. Grab the Heart Bottle and continue through a paper wall hall. Cyclopeses will jump out of the walls, so take it slow. After the hall of Cyclopeses, a few more Manticores will pop up, and then you will reach the end of the area.

Area 3 - Oriental Room

Medusa

HP - 13

HP (Bolt) - 13

Points - 10

Medusa is a sky blue skinned female monster, with snakes for hair and wears a purple gown. Medusa flies on screen with four mock Medusas, so you have to figure which one is the real one. The Medusas appear on the left, upper left, up, upper right and right side of the screen. When they enter the screen, they will pause for a second or two. Then the Medusas will flash and the real Medusa will fire three pulsating energy rings from her eyes, then fly straight towards you. These energy rings will turn you to stone for about five seconds. The best tactic I find, assuming you do not have the Bolt, is to run back and forth in the middle of the screen while waiting for the real Medusa to fire her petrifying stare. When she does, avoid the rings and attack her as she gets close to you, then dodge her. If you have the Bolt, Double Jump and throw from the center of the screen, so that it travels and hits at least three of the Medusas. This way you can either hit the real Medusa or rule out that those three were not the real ones.

Stage 6 - "Last Battle at Monster Mountain"

Enemies - Behemoth

Great Beast, The

Minotaur

Tyrannosaurus Rex

This is of course, the most difficult of the levels, due to strong monsters and the fact that the second area is a gauntlet of the past bosses.

Area 1 - The Great Halls of Monster Mountain

As soon as you land, a T-Rex will come from the right. Quickly attack or dodge the T-Rex and continue forward. After the second T-Rex, you will enter a narrow tunnel with stalactites that drip harmful water. After a few more T-Rexes, the tunnel will widen and you will face Minotaurs. Continue forward and when you see pointy stalactites, you will enter a tunnel where the floor will rise and fall, trying to squish you. Take it slow, crouch when you are getting to close to the ceiling, and note that the stalactites will kill the Minotaurs. Continue forward and when the floor and ceiling stop shaking, you will soon encounter The Great Beasts. Take it slow when fighting with these monsters and continue forward. When you reach a hall of pillars, you will soon reach two Heart Bottles and an elevator. The elevator will bring you down, and pass four sets of three windows in the background. A Behemoth will fall from each window and attack you. It is best to wait at the left window, attack the Behemoth that comes down and wait for the rest to come to you. When the elevator stops, continue forward and after three T-Rexes, you will reach the end of the area.

Area 2 - Monster Mountain

Like I explained before, the second area is devoted to fighting all the previous bosses and then the final boss. You will travel on elevators and when they reach the bottom, the boss will appear on the right side near the pillar. The battles are essentially the same, however there are a few things you can do to make it easier. The rest I will just copy and past the previous descriptions. Begin moving forward and run to the right side of the screen. Now move to the left a little so that your back faces the pillar and you are not too far away from it. Spring Heeled Jack will appear right beside you so you can get in a few shots, before you use the regular tactic.

Spring Heeled Jack

HP - 17

HP (Key) - 14

Points - 5

This humanoid has pale blue skin, wears dark teal pants, dark teal coat and a yellow/orange mask. He moves about the screen in great leaps in the air, and launches three daggers in a spread shot pattern at you. He does this three times, before he takes a break for two seconds. It is best to run under him, while dodging his daggers and attack him when he lands. Of course, it is also a good idea to attack him when he takes a break from his leaping. The other way requires the Key. Use the Key to attack him when he is jumping about, then when he pauses, attacking him regularly until he jumps around again.

Continue forward and Bigfoot will appear in the exact same spot Spring Heeled Jack was. However, because of Bigfoots temperament, you will not be able to get in more than two shots.

Bigfoot

HP - 17

HP (Key) - 17

Points - 15

Bigfoot has sky blue fur and blue skin. It will slowly walk back and forth until you attack it. When attacked, it will do three actions. The first thing it does is pause for about a second. The second action is it will run towards you, turn around when it hits the wall and stop near you. Lastly, it will blow icy mist, which will freeze you for about five seconds. It will then return to its slow moving state until it is attacked again. There are two ways to do this, unless you forgot the Key from the last area. One way to defeat it is to throw the Key at it, quickly jump over it and grab the Key, attack it when it gets close again and repeat the tactic. The second way is to attack it twice, jump over it and wait for it to get near you after it hits the wall, then jump over it again, attack its back twice and repeat the tactic.

Once again, continue forward and fight the Kraken as you did before.

Kraken

HP - 32

Points - 20

The Kraken is a large octopus monster with a monstrous humanoid face. The creature will announce itself by splashing about in two spots. The Krakens head will then pop up, and the splashing spots will then erect large tentacles and thrash about. Wait near the side of the screen until you see splashing. Get as close to the splashing and wait for the tentacles to pop out of the ground then rescind. Now quickly attack the Krakens head twice and jump away from the tentacles. Finally, once the tentacles withdraw again, attack the head twice and repeat.

Once again, continue forward and fight the Gremlin as you did before.

Gremlin
HP - 25
Points - 10

The Gremlin appears as a humanoid with green skin, large pointy teeth, orange lips and orange pointy ears. The Gremlin will be using a crane hook for movement and if you come in contact with it as it moves, you will get hurt. The Gremlin will always move to the center of the screen, attack, then move off screen. The Gremlin moves in five patterns; down-up, right-right, left-left, down-right, right-up. The Gremlin attacks by throwing four blue orbs upwards in a arc spread. The best tactic to fight, is to wait for the Gremlin to come on screen and reach the center. Jump over the hook if you need to, then attack it twice. Quickly run under the space between the blue orbs as they fall to avoid them, and jump if necessary to avoid the Hook. The only time you should have trouble avoiding getting hurt is the left-left pattern.

For the last time, continue forward and fight the Medusa as you did before.

Medusa
HP - 13
HP (Bolt) - 13
Points - 10

Medusa is a sky blue skinned female monster, with snakes for hair and wears a purple gown. Medusa flies on screen with four mock Medusas, so you have to figure which one is the real one. The Medusas appear on the left, upper left, up, upper right and right side of the screen. When they enter the screen, they will pause for a second or two. Then the Medusas will flash and the real Medusa will fire three pulsating energy rings from her eyes, then fly straight towards you. These energy rings will turn you to stone for about five seconds. The best tactic I find, assuming you do not have the Bolt, is to run back and forth in the middle of the screen while waiting for the real Medusa to fire her petrifying stare. When she does, avoid the rings and attack her as she gets close to you, then dodge her. If you have the Bolt, Double Jump and throw from the center of the screen, so that it travels and hits at least three of the Medusas. This way you can either hit the real Medusa or rule out that those three were not the real ones.

Now move forward, grab the two Heart Bottles and soon you will enter the final battle with the Warlock.

Warlock
HP - 25
Points - 50

The Warlock is a humanoid who wears a brown magician tuxedo, yellow pants and shoes, and carries a scepter in his left hand. He appears in the middle of the screen first, then hovers upwards and unleashes his attack. He will then disappear and reappear in different areas of the screen. The Warlock fires large, sky blue arcs of energy from his right hand that home in on your position, so you will have to keep moving to avoid these beams. The best tactic is to attack him twice when he appears, then run away from him. Other than that, just keep sticking and moving until you destroy him.

Enemies - Windigo

"You defeated you arch rival, the sinister Warlock. Peaceful days will now return to Vampires and Monsters."

The Vampire and the Monster are watching TV again when the Warlock appears.

"Ha! Ha! Ha!... I have returned!"

"...Warlock!..."

"You thought you defeated me. I'm much stronger than you expected. Now I will destroy you!!"

"...What!..."

Warlock, Uber

HP - 17

Points - 50

Warlock is know just a large, human head on the TV screen. His will flash and he will fire a spherical projectile of energy from each of his eyes, before disappearing and reappearing again. He tracks your last position, before he fires the projectiles, so it is a good idea to move around. If the spherical projectiles hit the ground, they will form Windigos. There is two strategies that work well to defeat Uber Warlock. The first is to wait at one of the side of the screen, until he fires his projectiles. Then when they form Windigos, quickly jump over them and now wait near the TV. When the Uber Warlock appears, attack him twice and then quickly run to the side again to repeat the process. The second tactic is slightly trickery, but you can defeat him faster this way. Wait near the TV for Uber Warlock to appear. Then quickly attack him twice while Double Jumping. The goal is to make Uber Warlock fire up in the air so you may continue to attack him, with no Windigos two worry about. Either way, he should not be to much trouble.

Ending

The Warlock cries in agony and disappears in the static screen and then the TV goes black.

"I sure hope that was the final battle."

The Vampire and/or Monster then sit down and watch the credits on the TV, then run off when it is done.

Final Score: 8355

9. Review

Graphics = 5/5
Music/Sound = 3.5/5
Gameplay = 3.5/5
Overall = 4/5

Graphics = 5

Graphically, this is probably one of the best there is to offer for the classic Nintendo. The colors are used well and there a great amount of attention was

paid for in the detail of the monsters. There was only one monster that I had trouble at first recognizing from the list of monsters, but soon realized it was the Goblin. The backgrounds are also quite astonishing. Seeing though the eyes of a one inch monster in a street where golf balls can be your undoing. My only small complaint is that I wished the colors for the monsters were a little bit better. For instance, Coatlicue is supposed to be a snake green color, not a pale yellow. Another example is that Cerberus is supposed to be a wolf gray/black color, not green. Other than that though, spectacular.

Music/Sound = 3.5

Somewhat of a mixed bag for the Music/Sound department. Each level has its own sound track and most are quite memorable. Of course, there is only one boss track, but that is just classic 8-bit era. The Sound FX however, is not exactly great. There is nothing really wrong with it, but there are not that many and some are from other games, {Castlevania}. Other than that, Music/Sound is quite good overall.

Gameplay = 3.5

The most important part of the game, Gameplay. They did a good jump in turning a toy series into a fun action/platform game. It is a simple yet fun formula where allow you do is run around, avoiding hazards while fighting monsters. Thankfully, there where able to get most of the series 1 toys in there. The game can be beaten within two to three hours, but even though its short, it still a fun game to pick up and play and is probably more fun with a second player. However, there are flaws in this game. For one, I wish there was at least two more monsters to choose from like the Werewolf and that each monster had different abilities. Another flaw is that it is easy, and it would have been better if there was a difficult setting. Other than that, it is a solid fun game to play.

Overall = 4/5

Despite its flaws, Overall I find this to be a simple yet fun game to play and I can see myself playing and beating this game more than once.