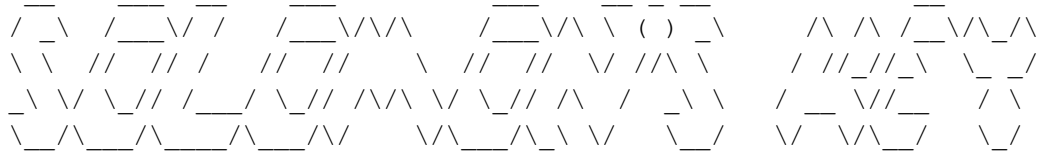


Solomon's Key Mini-FAQ

by AdamL

Updated on Feb 1, 2004

A Mini-FAQ for...



by Tecmo

The Mini-FAQ section is straight from the pages of THE GAME COUNSELLOR'S ANSWERBOOK FOR NINTENDO GAME PLAYERS.

Transcribed by Adam Lamontagne (adamant@bigfoot.com) on 11/15/00

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INTRODUCTION
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Solomon's Key is perhaps one of the most difficult NES games ever released. Not only do you need to have quick reflexes to avoid the various beasties and traps, but also must use your brain to solve a variety of puzzles.

I beat this game years ago using a Game Genie, but apparently never got the good ending. Seeing how this game is so difficult and might never get the full walkthrough it deserves, I figured I would copy the FAQ from THE GAME COUNSELLOR'S ANSWERBOOK FOR NINTENDO GAME PLAYERS so maybe a future FAQ writer can incorporate it into a full walkthrough for the game.

Everything in the FAQ below comes straight from the above mentioned book. Hopefully it helps someone.

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MINI-FAQ
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Q: What is the star found in Room 9?

A: The star in Room 9 is Solomon's seal.

Q: How many seals are there in the game?

A: Eight.

Q: Where do I find the seals?

A: They can be found in Rooms 9, 13, 17, 19, 21, 29, 46, and 47.

Q: How do I find the Page of Time?

A: When you get the seals from Rooms 9, 13, 17, and 19, a constellation symbol will appear in Room 20. Grab this symbol, and you'll enter the room that contains the Page of Time.

Q: How do I find the Page of Space?

A: When you get the seals from Rooms 21 and 29, a constellation symbol will appear in Room 40. Grab the symbol to enter the room that contains the Page of Space.

Q: Why didn't I go to the Princess Shrine after Room 48?

A: You must have missed one of the seals. If you had picked up all the seals, you would have entered the Princess Shrine and received a different ending to the game.

Q: I found the gold flags. What do they do?

A: Those are gold wings. When you touch them, they'll warp you ahead six rooms!

Q: Where are all the gold wings in the game?

A: You'll find the gold wings in Rooms 7, 15, 23, 31, and 39. Be careful, though. If you take all the gold wings you find, you may warp right past a room that contains a seal.

Q: A friend told me about some hidden rooms in the game. Are there really hidden rooms in Solomon's Key?

A: There are 12 hidden rooms in the game. The first hidden room can be found in Room 4 and then in every fourth room that follows.

Q: Which rooms contain the extra men?

A: Rooms 3, 14, 19, 27, 30, 35, 40, 47, and 48 have extra men inside.

Q: What are those faces that look like chipmunks in Rooms 20 and 38?

A: When you pick up those faces, you'll receive 500,000 points and a 1-up. To get the faces to appear, you must create a block and then break the block with you head.

Q: I found some other faces in Rooms 19, 30, 41, 42, and 48. Are those chipmunk faces also?

A: No, but they are worth a 200,000-point bonus!

Q: I heard about something called a golden goose. Where can I find it?

A: The golden geese are located in Rooms 23, 26, 32, 33, 44, 45, 46, 48, and in the Princess Shrine. They're worth 100,000 bonus points each.

Q: Where can I find a gold sphinx?

A: In Rooms 31 and 43. Each gold sphinx is worth 500,000 points.

Q: I found this worthless gold head in Room 47. What does it do for me?

A: Worthless!? That head is worth one million points!

Q: Is there a continue code for the game?

A: To continue, press UP, A, and B on Controller 1.

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GAME GENIE CODES
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Game Genie Codes:

XTKKKEKX Infinite lives
GZOXLAAX Indestructible fireball
AAXZIALZ Continuous fairies
KAXOOEVE Start with 40,000 life points
GZUPTOSE Start on last level reached
VTUPTOSE Start on next level
SZUOPOSE + UPUOLPGA + PAUPIPAE Start on level 10
SZUOPOSE + UPUOLPGA + LPUPIPAA Start on level 20
SZUOPOSE + UPUOLPGA + IPUPIPAE Start on level 30
SZUOPOSE + UPUOLPGA + YZUPIPAA Start on level 40

And perhaps the coolest Game Genie codes of all:

SAXOOEVE - Start with over 330,000 life before each level!

SZUOPOSE+UPUOLPGA+**UPIPA* Start on Level_____

** * Level

PA A 2	PP E 26
ZA A 3	ZP E 27
LA A 4	LP E 28
GA A 5	GP E 29
IA A 6	IP E 30
TA A 7	TP E 31
YA A 8	YP E 32
AA E 9	AZ A 33
PA E 10	PZ A 34
ZA E 11	ZZ A 35
LA E 12	LZ A 36
GA E 13	GZ A 37
IA E 14	IZ A 38
TA E 15	TZ A 39
YA E 16	YZ A 40
AP A 17	AZ E 41
PP A 18	PZ E 42
ZP A 19	ZZ E 43
LP A 20	LZ E 44
GP A 21	GZ E 45
IP A 22	IZ E 46
TP A 23	TZ E 47
YP A 24	YZ E 48
	AL A Princesses Room
	PL A Solomon's Room

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OTHER HINTS
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Make Mighty Bomb Jack appear:

Reach level 17 on your first life. Hit the gray unbreakable block on the far right side eleven times. Dana will transform into Mighty Bomb Jack. All the enemies in the room will transform into fairies with bonus items.

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DISCLAIMER
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