

Spelunker FAQ/Walkthrough

by hfpseudonym

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Spelunker FAQ/Walkthrough
For the Nintendo NES
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Version 1.0
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Revision History
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December November 25th, 2005
Version 1.0

Started the walkthrough and the game basics sections.

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FAQ
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Introduction
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If you have any suggestions, comments, or constructive criticism, please email me at <shdswrm@hotmail.com> with the heading Spelunker. All flames, threats, childish comments, etc. will be deleted and you're email address filtered.

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Game Basics
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Controls

Start Button: Pause the game.

Select Button: Not used.

B Button: Fire your gun.

A Button: Jump.

Directional Pad: Moves your character around.

Items

Bombs: Destroys the large piles of rubble that occasionally get in your way.

Blue Key: Opens the blue doors in the game.

Red Key: Opens the red doors in the game.

Scrolls: I'm not sure what these do. I'll look into it though.

Energy Tank: Restores your energy to MAX.

Gold Nugget: Gives you points

Money Bag: Gives you points.

Crystal: It does one of four things: restores your energy to MAX, adds a bomb to your inventory, adds a scroll to your inventory, or gives you points.

Enemies

There are only two enemies in the game but I figure I should mention them.

Bat: It doesn't attack you directly. Instead it drops stuff onto you in groups of two or three. It hovers above a small area but there is usually other obstacles to avoid as well as the bat droppings.

Ghost: A pretty weak enemy really since it's slow moving and easily destroyed with your gun. It appears after awhile if you live long enough.

Obstacles

Geyser: There are two types of geysers, ones that shoot out steam and ones that don't. The steam will kill you so you should wait a second or so when you approach one to see if it does or not.

Pit: There are two types of pits too, open ones and concealed ones. Open pits you can easily see since it's an open hole. Concealed pits often have a narrow stretch of ground covering it that will collapse when you step on it.

Screen Info

All information that you need can be found along the top of the screen when you're playing the game.

```
BOMBS #    SCROLL #  
LIVES #          MIN-----MAX  
                SCORE #####
```

Everything should be self explanatory but I'd like to mention your energy, which is the long bar to the right of the SCROLL. You start with full energy meaning that the arrow is next to the MAX on the right. As you play the game, that arrow will gradually move to the left and when it reaches the MIN, you'll die and have to start again. You have to collect energy tanks to make the arrow move to the MAX again.

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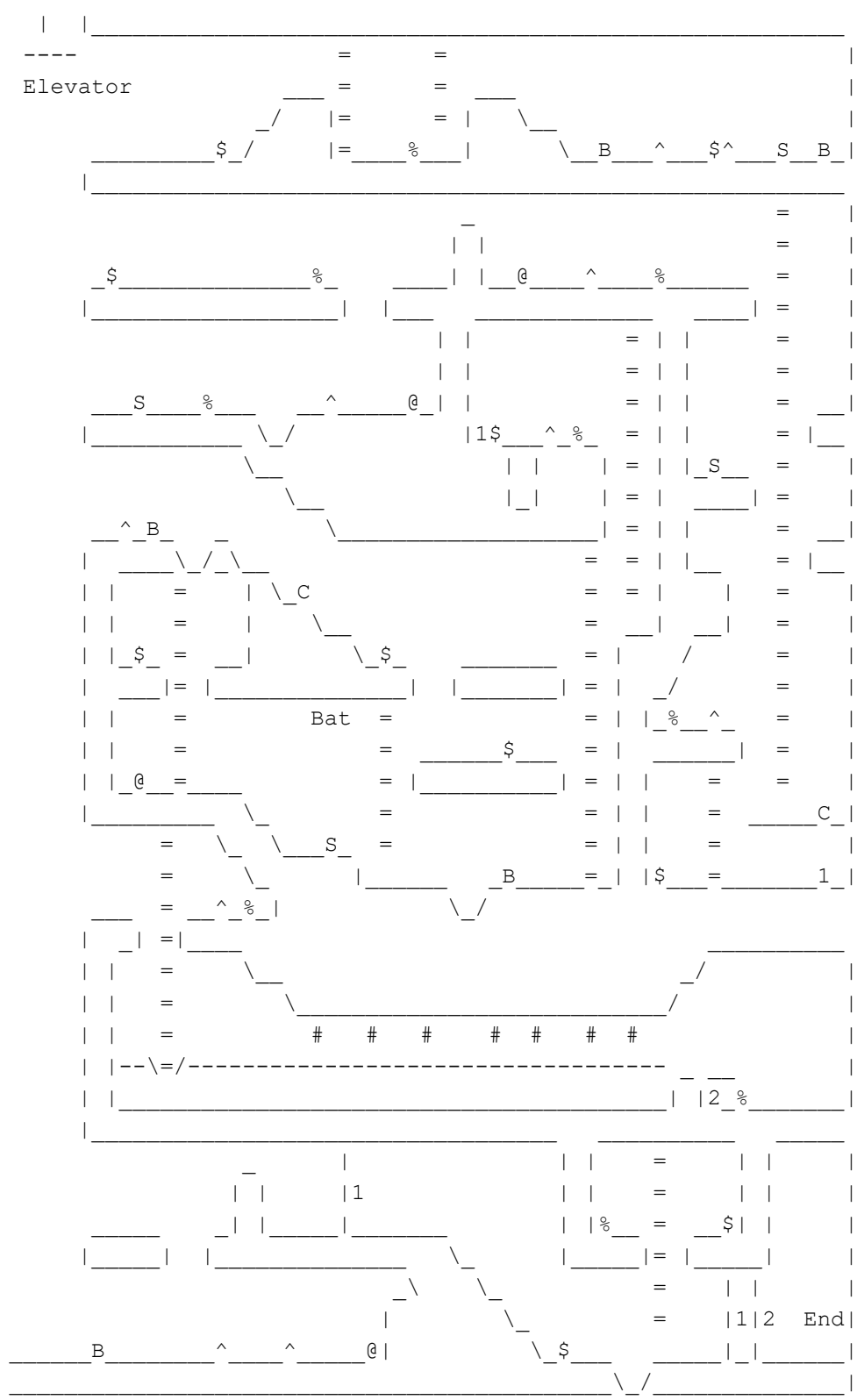
Walkthrough

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Area 01

```
$ : Money Bag          ^ : Geyser  
% : Gold Nugget       \=/ : Mine Cart, Boat  
B : Bomb              = : Rope, Conveyor, Ladder, Bridge
```

S : Scroll _/_ : Pit (death)
@ : Energy Tank # : Flame
C : Crystal |_| : Pit (death)
1 : Blue Key |1 : Door (needs blue or red key)
2 : Red Key ~ : Water



This part of the cave is relatively simple if you're careful. There will be some places where you will die but you can practice here until you can clear it. The other parts of the cave are similar to the first one, only a little harder as you progress but you'll have more experience. You start on the elevator. Move it down one level and jump off. If you don't you'll do the first basic mistake of this game and die a horrible death down the elevator shaft.

Well, maybe not but you'll lose a life. Walk right and jump or walk onto the conveyor. Let it take you to the ground and continue on. Grab the Gold Nugget and climb the rope. Jump off of it and grab the items on the right and then backtrack to the elevator again. When you get back onto the conveyor, you don't have to jump. Just walk across to the platform on the other side and then walk back onto the higher ground on the left.

Move the elevator down to floor 2 and jump off. The weird moving ground doesn't damage you at all, it just impedes your movement a little as you're going across it. When you're on the other side, jump over the hole and set a bomb against the rocks in your way. Once you set it, walk to the edge of the hole on the left and wait for the bomb to go off and then continue right. Grab the items here and jump over the geyser when there's no steam coming out.

Don't touch the geyser when the steam is coming out either or you'll get killed. Keep going and jump to the rope and head down. You can grab the items on the ledges here if you want but it's not important. If you try to get the Gold Nugget where the geyser is, jump at the same level as the ledge or you'll hit the geyser and get knocked back onto the rope. Head down again and grab the Blue Key at the very bottom. Now backtrack to the elevator.

Here's your first encounter with the pit and geyser combination so you should be careful here. Grab the items and jump across the pit to the other side. Don't touch the geyser or it will likely bump you back into the pit you just crossed. Carefully jump over the geyser and grab the Energy Tank in the corner. You can back up a little bit to get some momentum if you like. Jump back across to the elevator and continue on with your little adventure.

This floor is likely the first difficult you'll head through. Jump over the geyser and the pit and head down the slope to the hole ahead. You don't have to worry about dying in the small holes down the slope unless you jump into one. You can either fall into the small holes and then jump out the other side or simply jump over them. Jump over the hole at the bottom of the slope and again onto the conveyor platform heading upwards.

Just walk onto the conveyor platforms instead of jumping and then jump to the ledge on the right and go up the rope. There's another geyser and pit combination ahead and this one is somewhat tougher than the last one. Stand about half to the whole length of your character away from the geyser and jump across. You obviously can't just walk across that narrow band across the pit ahead so jump and grab the second Blue Key on the far end.

Finally, jump back across the pit and the geyser and then head back down the rope to the conveyor. If you're getting low on energy and you probably are if you haven't died yet, you can either head down to the lower part of this floor and grab the Energy Tank there. The Bat that flies around there doesn't hit you directly but drops... stuff onto you. Whatever the Bat drops usually falls in groups of two or three and then there's a lapse for a second or so.

Use that time while it's not doing anything to jump to the left past the Bat and grab the Energy Tank. Dodge the Bat droppings again and make your way back to the elevator and go down a level. If you have sufficient energy, just skip the Energy Tank and continue on. On the next floor, jump onto the rope and drop into the mine cart. Head right when the first flame is gone and stay between the first two flames.

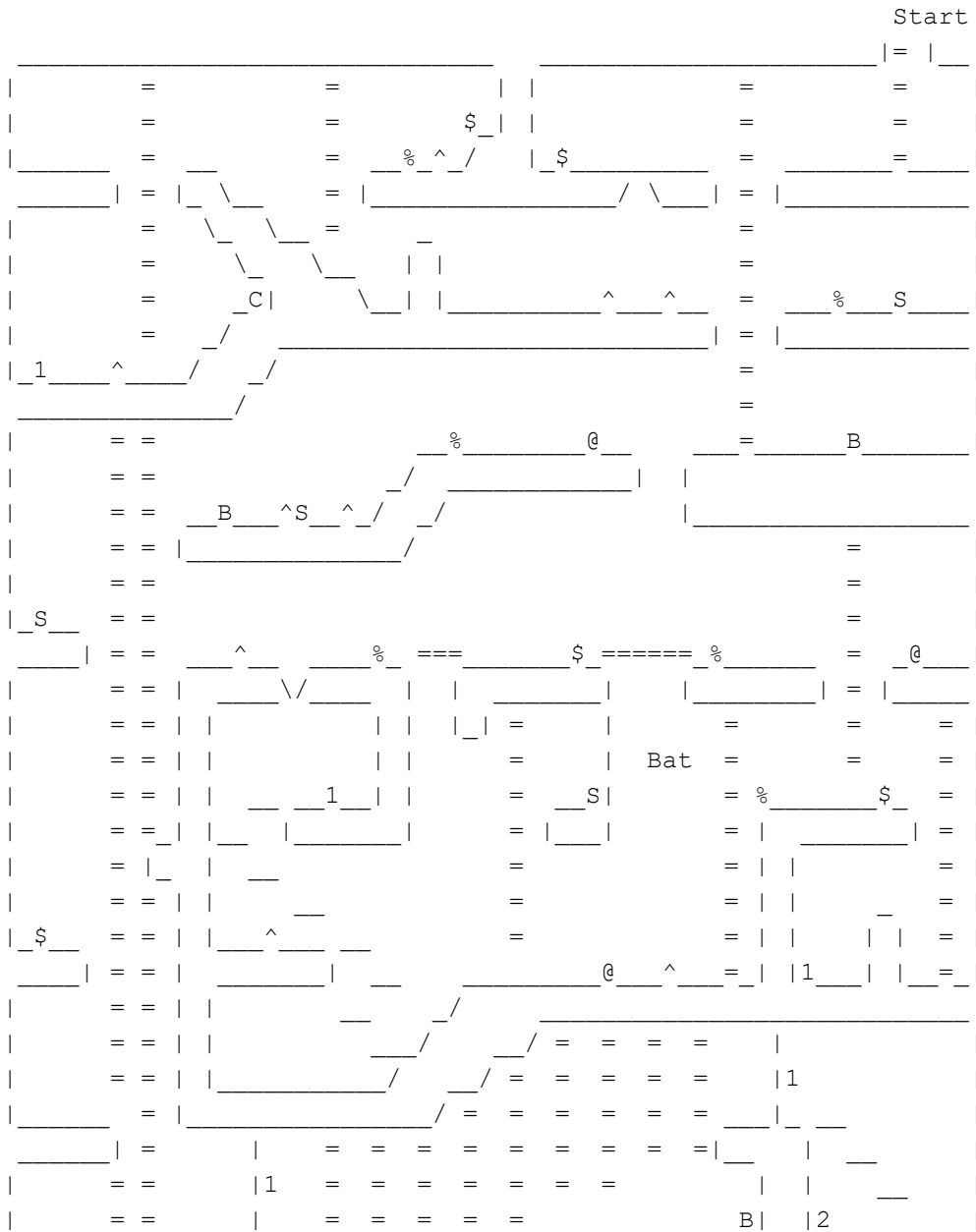
You have to stay away from the flames since the movement of your character is a little jumpy. The next two sets of flames are closer that's why this is important to know. Once you're through the gauntlet of flames, grab the Red Key

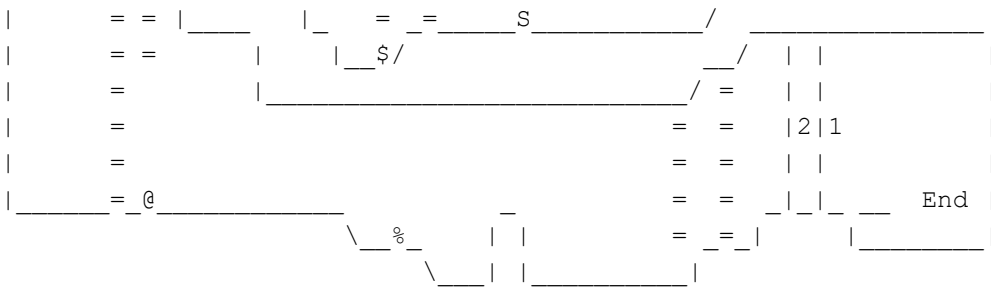
but don't fall from the platforms above it. After that, continue down a level via the elevator. This is the final floor, or rather, the floor that you need to clear out to finish this area. The bottom level has a Energy Tank.

Ignore the odd looking ground (it won't kill you) and grab the Energy Tank. Now set a bomb next to the rubble on the floor above and jump over the hole before the bomb explodes. Jump back across and open the door with one of the keys you have. It's pretty straight forward from this point. Head down the slope, jump over the pit and continue straight to reach the stone statue. There's more treasure up the rope further back if you want it, otherwise, touch the statue to finish this area.

Area 02

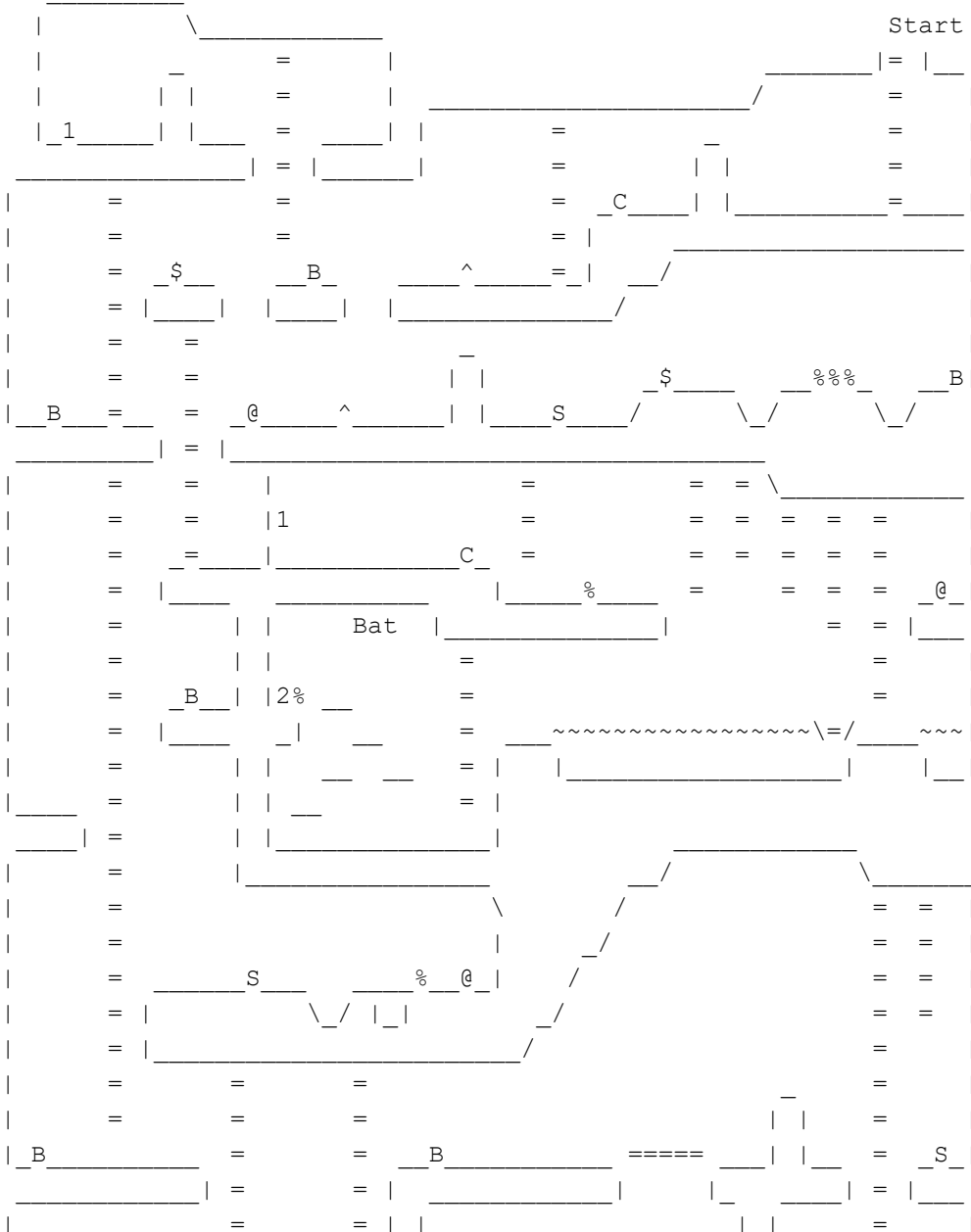
- \$: Money Bag ^ : Geyser
- % : Gold Nugget \=/ : Mine Cart, Boat
- B : Bomb = : Rope, Conveyor, Ladder, Bridge
- S : Scroll _/_ : Pit (death)
- @ : Energy Tank # : Flame
- C : Crystal |_ | : Pit (death)
- 1 : Blue Key |1 : Door (needs blue or red key)
- 2 : Red Key ~ : Water





Area 03

- \$: Money Bag ^ : Geyser
- % : Gold Nugget \=/ : Mine Cart, Boat
- B : Bomb = : Rope, Conveyor, Ladder, Bridge
- S : Scroll _/ : Pit (death)
- @ : Energy Tank # : Flame
- C : Crystal |_| : Pit (death)
- 1 : Blue Key |1 : Door (needs blue or red key)
- 2 : Red Key ~ : Water



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Area 04

- \$: Money Bag ^ : Geyser
- % : Gold Nugget \=/ : Mine Cart, Boat
- B : Bomb = : Rope, Conveyor, Ladder, Bridge
- S : Scroll _/ : Pit (death)
- @ : Energy Tank # : Flame
- C : Crystal |_| : Pit (death)
- 1 : Blue Key |1 : Door (needs blue or red key)
- 2 : Red Key ~ : Water

Start

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Credits

Broderbund for creating this game.

Mountain Dew, Pepsi, and Coke for when I'm writing.

And thank you for reading.

Anyone else who contributes will get a nifty spot here, so don't delay,
contribute today!

End of Document _____

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