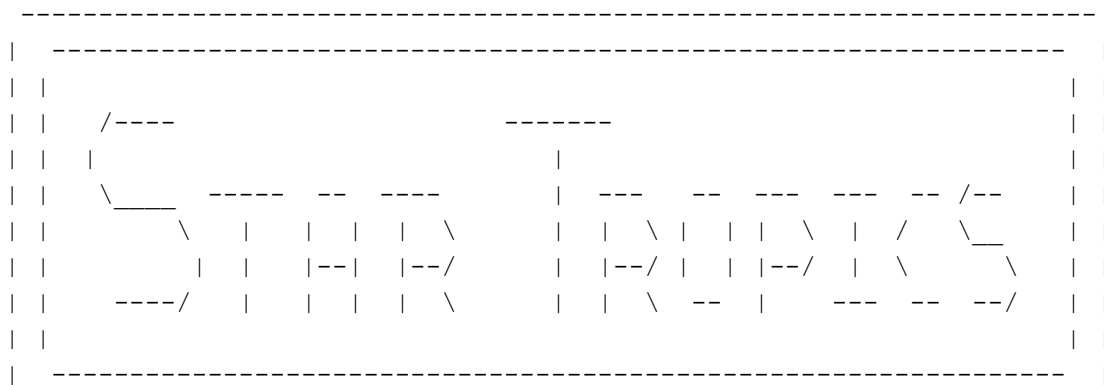


StarTropics FAQ/Walkthrough

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Updated to v1.0 on Apr 22, 2008



F O R T H E 8 - B I T N I N T E N D O

V e r s i o n 1 . 0

M a d e B y S t a r F i g h t e r s 7 6

Welcome all to my walkthrough on a very fun and under-rated tough game called Star Tropics for the Nintendo Entertainment System. I hope this walkthrough helps out as much as possible. Below is nothing but spoilers on the game, so if you don't want to be spoiled, please take a detour and hit the Back button now. However if you want to be spoiled or need some help, please scroll down as far as you need to. Consider this as your Spoiler Warning!

TABLE OF CONTENTS

SECTION 1: Intro

- A: Version Guide
- B: The Story Of Star Tropics
- C: What Is Star Tropics
- D: About This Walkthrough
- E: Control Configuration
- F: Status Screen

SECTION 2: Walkthrough

- A: Before The Walkthrough
- B: Chapter 1: Prelude
 - 1: Dungeon 1-1 (Part A & Part B)
- C: Chapter 2: Dolphins
 - 2: Dungeon 2-1 (Part A, Part B & Part C)
- D: Chapter 3: Storm And Calm
 - 1: Dungeon 3-1 (Part A)
 - 2: Dungeon 3-2 (Part A & Part B)
 - 3: Dungeon 3-3 (Part A, Part B & Part C)
 - 4: Dungeon 3-4 (Part A)
 - 5: Dungeon 3-5 (Part A, Part B & Part C)
- E: Chapter 4: Confessions
 - 1: Dungeon 4-1
- F: Chapter 5: Captain Bell

- 1: Dungeon 5-1 (Part A, Part B & Part C)
- G: Chapter 6: Reunion
 - 1: Dungeon 6-1 (Part A & Part B)
 - 2: Dungeon 6-2 (Part A, Part B, Part C & Part D)
- H: Chapter 7: Alien Spaceship
 - 1: Dungeon 7-1 (Part A)
 - 2: Dungeon 7-2 (Part A, Part B & Part C)
- I: Chapter 8: Final Battle
 - 1: Dungeon 8-1 (Part A)

SECTION 3: The Goodies

- A: Main Weapons
- B: Secondary Weapons
- C: Magic Items
- D: Other Items
- E: Game Story Items
- F: Puzzle Solutions

SECTION 4: The Baddies

- A: Enemies
- B: Bosses

SECTION 5: In Conclusion

- A: What's To Come
- B: Special Thanks
- C: The Disclaimer
- D: Final Words

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 SECTION 1: |INTRO|

 A: |Version Guide|

Version 1.0: Just finished making the walkthrough for the game,
 and submitted it to GameFAQS (04/23/08)

 B: |The Story Of Star Tropics|

Taken from first part of the page found on Wikipedia.org:

"The story revolves around Mike Jones, a star pitcher from Seattle, who went to C-Island for a vacation and to visit his uncle, an archaeologist named Dr. Steve Jones, more commonly known as "Dr. J", after receiving a letter from him. Visiting the nearby village of Coralcola, Mike discovers that Dr. J has gone missing. However, the path to the lab is blocked, so the Chief gives Mike the Island Yo-Yo as his first weapon, sends him to meet his sister, the Shaman, and Mike goes through the monster-infested tunnel. After defeating the vicious C-Serpent, Mike reaches his uncle's lab. Once there, he meets Baboo, Dr. J's assistant, who lets him take Dr. J's submarine, the

Sub-C, which is navigated by a robot named Nav-Com. Mike travels off the island in the Sub-C, and his journey begins."

C: |What Is Star Tropics|

Star Tropics is like the first Legend Of Zelda game, only with a few twists in it. You get to play as a kid who has to search for his uncle who has been abducted by aliens. The dungeons are laid out sorta like Legend Of Zelda as it is overhead, where you must fight hordes of creatures, while the overworld is simple walking around, collecting key items and visiting villages. Saving only takes place when entering a tunnel, finishing a tunnel or finishing a chapter. Other than that, this is a challenging game, but an enjoyable one (and educational at some parts). Do enjoy!

D: |About This Walkthrough|

Several times throughout the walkthrough I will probably repeat myself. A few times would possibly be necessary, such as a Boss guide, as well as a few other things. Sometimes I do this without even realizing it, and sometimes I do it to make it easier for people to find what they are looking for on this walkthrough. This guide, like others, is described on how I played/beat the game. You have your methods as do I. This is just my way of doing it. I hope this helps out in anyways possible.

E: |Control Configuration|

These are the basic controls for both Overworld navigation and Dungeon navigation:

CONTROLS FOR OVERWORLD NAVIGATION:

- D-PAD = Moves left, right, up or down.
- 'A' BUTTON = Talks to people/Picks up certain items
- 'B' BUTTON = Does nothing
- START BUTTON = Does nothing
- SELECT BUTTON = Does nothing

CONTROLS FOR DUNGEONS NAVIGATION:

- D-PAD = Moves left, right, up or down.
- 'A' BUTTON = Allows you to jump
- 'B' BUTTON = Allows you to use weapons.
- START BUTTON = Pauses the game/
Selects Magic Items (press DOWN D-PAD)
- SELECT BUTTON = Switches between weapons.

|||||

A: |Before The Walkthrough|

1. Just like most of my other FAQ/Walkthroughs, I have broke down each dungeon room by room. For this game however, after you get so far into the the dungeon and lose a life, you will start back at a "midway point". For this I decided to break down the dungeons by seperate parts. Example, in Dungeon 1-1, if you lose your life from Room #10 and onwards, you will start off at Room #10. Room #01 - Room #09 would be Part A, while Room #10 - Room #18 would be Part B. This is done to make things easy for you when you use this walkthrough. Also note, all items and puzzles will reset once you start a new life.
2. On top of all the items in the game, there are a couple items that are dropped by enemies (though very rarely). These are Power Stars (which are white) and One Hearts. Collecting 5 Power Stars will refill one lost Heart Point. Collecting a One Heart will also refill one lost Heart Point.

B: |Chapter 1: Prelude|

"One day in summer, you land at C-Island where Dr. Jones has his labratory..."

O V E R W O R L D (ITEMS: None)

And now, the new adventure beings! After a cutscene, you wake up on an island known as C-Island. Unaware of what's going on, you begin your journey now! From where you start off at, head left until you get to some trees, then up and around the trees until you reach the village. Welcome to Coralcola Village!

C O R A L C O L A V I L L A G E (ITEMS: Yo-Yo)

This will be the first of many villages you will come across in the game, so get use to it. Starting off, by talking to people, they will recognize you off the bat, which is good. So what is needed to be done, well you need to speak to the village cheif. To get there, follow the dark path to the big dark central path thingy. From there, head left to the covered hut and enter it. Now go up to the village cheif and talk to him. He will give you some distressing news about your uncle. Seems that he's been abducted by aliens (how cliché). He asks for your help, which you obviously will oblidge, and by doing so, he will give you the YO-YO weapon (hey, it worked on Ninja Turtles 2).

He will tell you about a tunnel that's in the village, which will take you to your uncles lab. The tunnel's location is in the northeast corner of the village, however there is a guard blocking your way into it. Talk to various of people around the village then go back to him. He will then recognize you and let you pass. Go into the small covered hut and into the stairs. As

you do, the Shaman (and sister of the island cheif) will tell you about why your uncle was snatched and what lurks in the dungeons (obviously) and to be careful. With that, your game will automatically save. Now get ready for your adventures in Dungeon 1-1!

1: |Dungeon 1-1|

DUNGEON STATS: This dungeon has 2 parts and 18 rooms in it.

- - - D U N G E O N 1 - 1 P A R T A - - -

```

[10]          LEGEND FOR PART A:
|             01 = Starting Point
[08]-[07]-[09] 10 = Fire Torches/Leads to 11 (Part B)
|
[06]
|
[---05---]
|
[04]
|
[03]
|
[02]
|
[01]
```

ROOM #01:

You start off in this first room. Nothing here really, so just head north to ROOM #02.

ROOM #02:

In here will be three Rabbit Slugs as well as four tiles. Nothing is gained from the tiles, so just take out the enemies and the north door will open, taking you to ROOM #03.

ROOM #03:

In here is six Rabbit Slugs, but nothing more. Just take them all out and the north door will open, taking you to ROOM #04.

ROOM #04:

For this room are four Rabbit Slugs and a Blue Rat and several tiles. Take out the first Rabbit Slug you see, then starting with the first left tile you see, jump up 1, left 1 and take out the next Rabbit Slug. Jump on the top tile to reveal a switch. Go to the switch to open the north door. You don't need to take out the other Rabbit Slugs, but the Blue Rat you can. After that, go through the door, taking you to ROOM #05.

ROOM #05:

This is the first long room you'll be in. Right away you will be greeted by two Blue Rats. Take them out and go right to find another three. At the otherside, head up to the tiles, and simply jump across them until you get to the one under the door. Now jump down 1 to reveal a switch. Jump to the switch

to open the door. Go into the door, taking you to ROOM #06.

ROOM #06:

Three Blue Rats and two Rabbit Slugs inhabit this room, so take them out and the north door will open, taking you to ROOM #07.

ROOM #07:

In here is four Rabbit Slugs and a bunch of tiles. Starting with the left tile, take out the first Rabbit Slug, then jump up 1 to reveal a switch, then right 1 for another (take out the Rabbit Slug). These switches open the west and east doors, leading to ROOM #08 and ROOM #09 (respectively) but nothing can be gained from either room (just five Blue Bats each). Instead, you need to make your way to the top section. To get there, head to the east door (or west, don't matter), then via the tiles, jump up 1, left 2, up 1, then onto solid ground. Once there, jump on the far left tile to reveal a switch. Step on that and the north wall will open, taking you to ROOM #10.

ROOM #10:

This is simple, just hit the right switch (no sense in telling since it's easy to figure out) and the chest will reveal FIRE TORCHES (save these!). Now hit the right switch again to open the north door and go through it, taking you to ROOM #11, as well as PART B.

- - - D U N G E O N 1 - 2 P A R T B - - -

```
[18]          LEGEND FOR PART B
|            11 = Starting Point for Part B
[17]          12 = Fire Torches
|            13 = Magic Potion
[16] [14]     14 = Magic Potion
|    |       16 = BOSS: Red Serpent
[15] [13]     18 = Leads to Overworld
|    |
[---12---]
|
[11]
```

ROOM #11:

Here begins Part B. For this room, you will be faced with a Blue Bat and two Blue Rats. Take them out and the north door will open, taking you to ROOM #12.

ROOM #12:

In here, the music will change, but don't be too threaten by it. You will see a Rabbit Slug and a Brown Snake. Take these out as well as the second Brown Snake you see. Now head to the north tiles and jump left 2 to find a switch. This will open the north door. Jump left 1 to find another switch, which will reveal more FIRE TORCHES from the chest. Now back to the first switch, jump north 1 to reveal a third one. Jump to that and the far east wall will open. Go to it and through the opening, taking you to ROOM #13.

ROOM #13:

Happy music!! Right away you will find a MAGIC POTION, so get it! While you're at it, find the correct tile to reveal a

switch that will make the north wall open, which will take you to ROOM #14.

ROOM #14:

In here is another MAGIC POTION so get it (but don't use them). There's also another switch, but forget finding it as it will reveal another opening in the north wall, but this will take you to your doom if you go through it (don't believe me, find out yourself then!). Now head back down to ROOM #13.

ROOM #13 (REVISITED):

Head through the left entrance, back to ROOM #12.

ROOM #12 (REVISITED):

Be careful in here, because the monsters has regenerated! Make your way to the switch that opened the north door, then go through the door, taking you to ROOM #15.

ROOM #15:

In here might be slightly tricky. There are three Blue Bats and two Brown Snakes. Take them out, and the north door will open. Go through it and you will be taken to ROOM #16.

ROOM #16:

Get ready, it's time for your very first boss fight!

BOSS #01: C-SERPENT

Okay here's how this fight will setup. The boss will stay in the middle and after waddling a bit, will open it's mouth and shoot fireballs at you. The thing is, that's when you need to strike. To do so, stand on the middle tile and use your FIRE TORCHES on it. When it's about to shoot fireballs, throw a torch or two then jump to the left or right tile to avoid them. After that, back to the middle tile and keep shooting. After those run out, hit it with your main weapon, which it shouldn't take long to take out. Use your MAGIC POTIONS when needed. After enough hits, it will be defeated!

And with that, the boss is gone. The pathway will now be cleared so continue upwards and you will be taken to ROOM #17. Just by experimenting, you don't have to defeat the boss to complete this stage. If you have all of your life, simply walk up to the boss, and jump onto the platform it's on and continue going upwards. You'll lose a heart or two (having a Magic Potion will help) but you can easily bypass this fight altogether ^_^.

ROOM #17:

Make your way to the tile and jump on it to reveal a switch. Hit the switch to make the north door open. Go through it and you'll be at ROOM #18.

ROOM #18:

Simply go north and you will have completed Dungeon 1-1!

Wow, now wasn't that fun? Guess what, it won't always be this easy! Anyways, you should now be on the C-Island Overworld now. With your score tallied up (why is there a scoring system for?!) plus two more Heart Containers added to your life (bring it up to 5 Heart Points), and the game saved, it's time to move on! Simple follow the path around and you will come across a half naked person. Talk to him and he will introduce himself as Baboo, who is your uncles assistant. He will tell you about your uncles sub known as Sub-C, after which, you will get the ID CODE. He then tells you to board the sub, and that he wants to tell you more, but he's afraid of something (oh goodie, plot twists this early!). Now head onto the beach and south to the lab in the middle. You will then be introduced to Nav-Com. After inputting the ID Code, you will get a cutscene showing the Sub-C taking off. After which, your game will be saved and it's time to move onto the next chapter. You have now completed Chapter 1!

C: |Chapter 2: Dolphins|

"After a few hours voyage, Sub-C is still cruising on the ocean...."

O V E R W O R L D (ITEMS: Bottle & ID CODE 1776, Big Heart)

You start off in the middle of the ocean. Go east and a dolphin will come out speaking gibberish. Nav-Com, being the almighty brains, will translate. It seems her son has disappeared (OH NOES!). Nav-Com decides for you that you will help the mother dolphin (gee thanks?). With that, continue going east until you a wall. From there, head back a few steps and then up to the tunnel. Go through it and head to the N-Shaped docking. Once there, head over to the lighthouse. Once there, talk to the guy. He will tell you he hasn't seen the dolphin, but suggests you visit his wife, as she loves company. Once back at the overworld, head back to the ship. Now, look at the spot just southeast of the ship. See the bubbles (it's kinda faint), well, go to it and you can go through the wall. There will be another after that, so do the same and then head down to the docking area.

On dry land, head south to the small lone hut. Go into it and talk to the lighthouse dude's wife. She will also tell you she hasn't seen the boy dolphin (shocking), but she did say she saw a bottle on the beach. Could this be a clue, let's find out! Back on the overworld, head onto the beach and around it till you reach the rocks. Go up to the north rock, and go into it and a pathway will open. Follow the pathway and you will be able to retrieve the Bottle. There's a note in the bottle (how cliche), and you decide to read it. Well, it's not a message about the dolphin, but it is from your uncle. Seems he was captured by evil aliens (like duh!). You will receive ID CODE 1776 with that. Well, much good this does us, now head back to the ship and a cutscene will take place. With the ID CODE in place, we have a new ability, submerging!

See the dark tiles, go up to it and press 'B' BUTTON and you will travel over to the next dark tile (this will come in handy). Do

so, then do it again with the next tile. After that, go through the tunnel and to the docking area. On dry land, you will see another tunnel, but don't go to it yet. Instead head south to the narrow path and go through the rocks. After that you will net you a BIG HEART, which will now give you 6 Heart Points! Now you can head up to the tunnel. With your game now saved, it's time to take on Dungeon 2-1!

1: |Dungeon 2-1|

DUNGEON STATS: This dungeon has 3 parts and 18 rooms in it.

- - - D U N G E O N 2 - 1 P A R T A - - -

[05]-[---04--]-[---03--] LEGEND FOR PART A:
 | 01 = Starting Point
 [---02--] 02 = Baseball Bats
 | 05 = Leads to Room #06 (Part B)
 [01]

ROOM #01:

You obviously start off here, but of course nothing is here, so go north to ROOM #02.

ROOM #02:

In here, head up and right along the path, and a Red Crawler will come out. Take it out and continue going right and another will come out. Also you will see a BASEBALL BAT. Get this as it might come in handy. Now head to the north door, taking you to ROOM #03.

ROOM #03:

Starting off will be two Blue Bats, so take them out. A new obstacle is here, and that's the submerging tiles. These will be a pain to get around in the future. You need to time your jumping and make it across to the next ground. You will sink if you're not quick enough. Past this first one, will be more Blue Bats and a Brown Snake. Take them out and continue onwards and you will be in ROOM #04.

ROOM #04:

In here, continue going left, and Crawlers will come out to play. There are four here as you progress, so once that's done, continue left and you will be in ROOM #05.

ROOM #05:

Simple room, there are three Blue Bats, so take them out and the north door will open, taking you to ROOM #06, as well as Part B.

- - - D U N G E O N 2 - 1 P A R T B - - -

[10] LEGEND FOR PART B:
 | 06 = Starting Point for Part B
 [---09--] 07 = Two Hearts/Baseball Bat
 | 10 = Two Hearts/Leads to 11 (Part C)

[08]
|
[---07---]
|
[---06---]

ROOM #06:

Here starts Part B. You start off by seeing a Cross Speeder, simple enough to take out. Now continue going left and you will see Red Octojumpers and a submerging tile (amongst regulars ones). Time your moves and head either to the north or south, then go left 2, up 1, to reveal a switch (how conveniently placed). Head back to the switch to open the north door. With nothing else to do here, head through the north door, taking you to ROOM #07.

ROOM #07:

Here's another long room. Right away will be a Brown Snake, but it's of no bother. Another one will come towards you so take it out. After that, proceed to the left and continue on till you get to the wall, where another Brown Snake will be. Take it out and see the small dark shadow, well you can go through the wall at that point. Here's the thing, if there's another shadow on the otherside, this will be a two way tunnel, if not, it's a one way. After going through it, you will see TWO HEARTS and a BASEBALL BAT and a Blue Bat. After that, jump on the correct tile and go through the next shadow. At the otherside is another Blue Bat and a switch. Hit the switch to open the north door, which will take you to ROOM #08.

ROOM #08:

Simple room, take out the four Cross Speeders, and the north door will open, taking you to ROOM #09.

ROOM #09:

In here, jump up to the tiles and a Big Fish will come out shooting fireballs at you. Simply dodge these as you make your way left across the tiles. As you do, you will come across four Red Octojumpers. Take all of them out to open the north door. Go through it, and it will take you to ROOM #10.

ROOM #10:

In here is TWO HEARTS, as well as a tile which will reveal a switch, which will open the north door. Go through the door to ROOM #11, as well as Part C.

- - - D U N G E O N 2 - 1 P A R T C - - -

[18] LEGEND FOR PART C:
| 11 = Starting Point for Part C
[17] 12 = Magic Snowman
| 15 = Magic Potion
[14]-[13] [16] 18 = BOSS: Giant Octo
| | |
[15]-[---12---]
|
[11]

ROOM #11:

Here starts Part C. For this room, you will be greeted by five

Blue Bats. Take them out and the north door will open, taking you to ROOM #12.

ROOM #12:

In here you will see four Cross Speeders, an open north door and a shadow wall. Nothing to be gained from the enemies, so go through the north door (for now) taking you to ROOM #13.

ROOM #13:

There is literally nothing in here, so simply head to the left side and you'll jump over to ROOM #14.

ROOM #14:

Greeting you here is two Brown Snakes and two Blue Bats. By taking out the right one, will cause the south wall to open up revealing a passageway. Go into it and you'll be in ROOM #15.

ROOM #15:

In here, you will see a MAGIC POTION, so get that. Also by hitting the right tile will cause a switch to appear. That switch will open up the right wall, which you will go through, taking you back to ROOM #12.

ROOM #12 (REVISITED):

Once back here, avoid the Cross Speeders and head through the shadow wall. At the otherside, hit the right tile first, then it's switch which will cause a MAGIC SNOWMAN to appear. Get that (but don't use them) as it will be very useful. Now hit the top tile to reveal a switching opening the north door. Now go through the north door and it will take you to ROOM #16.

ROOM #16:

In here is four Red Octojumpers, simply take them out (watch out for the Big Fish) and the north door will open, taking you to ROOM #17.

ROOM #17:

Upon entering here, you will see a lone Red Octojumper, as well as the dolphin boy! Guess it was captured afterall. Take out the enemy and the north door will open. Go through it, and you will be in ROOM #18.

ROOM #18:

Get ready, because another boss fight is about to take place!

BOSS #02: GIANT OCTO

Okay this is how the fight will setup. You'll see a gittery squid shoot bullets at you which is easy to dodge. It will come in close which will be your chance to strike. Here's the easiest part of it. When it gets close to you, use your MAGIC SNOWMAN to freeze it. While it's stuck in place, you can attack the crap out of it. When the water starts to change to blue, use another one and continue beating it down. Soon you will have defeated this boss!

After that, the boy dolphin will be free and come out to thank you. And with that, you have completed Dungeon 2-1!

O V E R W O R L D (ITEMS: None)

Back on the Overworld, your score is tallied up and the game is saved, so now you can move on! And doing so, head to the dolphin and talk to it. The boy dolphin will thank you, and Nav-Com will signal his mommy. Soon mommy dolphin will come out expressing her gratitude. she will then help you get out of where you are (oh how sweet). A cutscene will take place, showing you going through the rocks. After that's over, the dolphins will never forget your kindness and bid you farewell, and then you begin to take off. The game will now save, and you will have completed with Chapter 2!

D: |Chapter 3: Storm And Calm|

"Suddenly it gets dark and storm on the ocean. The sea tosses Sub-C...."

O V E R W O R L D (ITEMS: None)

Before I begin, I want to say that this is going to a massively long and tough chapter (5 Dungeons), so be ready! Anyways it looks like after a terrible storm takes place, you land face down into the beach (yeah, that sand taste good don't it!). It seems once you come around, it's rather calm, almost too calm. Well time to move on. From where you start off at, make your way up on the grassy land, then follow the path all the way to the lone hut. Upon entering it, you will see a man and by talking to him, he will offer you some coconut milk which will refill your life (if it works, go with it?). He will then suggest you to go to Miracola to find help for your ship. Now leave here, and keep following the path then around the rocks and trees and you'll see a tunnel. With your game now saved, it's time to take on Dungeon 3-1!

1: |Dungeon 3-1|

DUNGEON STATS: This dungeon has 1 part and 11 rooms in it.

- - - D U N G E O N 3 - 1 P A R T A - - -

[11]	LEGEND FOR PART A
	01 = Starting Point
[10]-[09]-[08]	03 = Throwing Bolas
	06 = Throwing Bolas
[07]	09 = Two Hearts
	10 = Leads to Overworld (AVOID ROOM)
[06]	11 = Exiting Point
[05]	
[04]	

[03]

|

[02]

|

[01]

ROOM #01:

You start off (like always) in this room, and seeing as there is nothing of interest, just go through the north door taking you to ROOM #02.

ROOM #02:

In this room you will be greeted by three Blue Tucans, so take them out and the north door will open, taking you to ROOM #03.

ROOM #03:

In here is two more Blue Tucans, so take them out to make the north door open. Also on the center island is a chest. To get to that, hit the upper right tile to reveal a switch. Jump on the switch to reveal THROWING BOLAS. Now get those, and head through the north door, taking you to ROOM #04.

ROOM #04:

In here is four Jumping Monkeys, so take them out and the north door will open. Go through that, and you'll be in ROOM #05.

ROOM #05:

In this room, there are six Jumping Monkeys. So just like before, take them out and the north door will open, taking you to ROOM #06.

ROOM #06:

This room can be a bit tricky. You have three Brown Snakes and a chest. First off, walk up to the chest and take out the first Brown Snake. Now hit the left tile and a switch will appear. After jumping on the switch, you will see more THROWING BOLAS. Get them and jump up so the Brown Snakes don't hurt you. Now take them out, and the north door will open. Go through it and you'll be in ROOM #07.

ROOM #07:

Now this room might be tricky as well. You are presented with several tiles, half of which are submerging tiles. Time your moves, and make it across here. But if you are feeling ballzy, hit the left and right tile for TWO HEARTS each. Now go through the north door, taking you to ROOM #08.

ROOM #08:

In here are two Blue Tucans and two Ostrich Skulls. Take out all of them and the west door will open. Go through that, and it will take you to ROOM #09.

ROOM #09:

Now get ready for another surprise, because when you walk in here, the room will go pitch black. In these rooms, there is a tile which turns on the light. So where is it in this one, well follow the path left until you can't continue going left. From there, take two steps back right, then jump up one and you will have turned on the lights. Now, there are three Blue Bats here as well which will be easy to take out, but what after that?

Well you could go left and jump into ROOM #10.

ROOM #10:

In here is nothing but a staircase. However you don't want that, because it'll take you back to the Overworld, but not where you need to be, so just ignore that room altogether. So let's just jump back into ROOM #09.

ROOM #09 (REVISITED):

Back into the dark room again, just remember how to get to the light switch and you'll be fine. After jumping on the light switch, jump up one more to find another switch. Jump on that switch to open the north door, which going through it will take you to ROOM #11.

ROOM #11:

Nothing here, but the exit pathway, so go up through the north door and you will be out of here (how easy is that)! And with that, you have completed Dungeon 3-1.

O V E R W O R L D (ITEMS: None)

You are now back on the Overworld, on the correct side might I add. Your score once again is tallied up and your game is now saved, you can move on! And do so by heading north a short bit to the village you see. Go into it and you will be in Miracola Village!

M I R A C O L A V I L L A G E (ITEMS: None)

Welcome to Miracola Village! Right away go up to the first guy you see, and he will greet you. So what shall we do here? Well head north and then east, talking to various people who will give you little help. An old lady near the lake will tell you the island cheifs daughter is sick! So we must now visit the island cheif, but where is he? Well you'll notice a guard at the hut, but he won't let you in. Maybe there's a back way in? Well, head back behind the giant hut and maybe one of the walls will let you in. After finding the right entrance, head up the stairs and the guard will tell you to get out! Rude jerk! Back outside of the hut and head right and you'll come to a maze of trees, but no worries, it's easy to get through. In the northeast corner of the maze is a guard who will say nothing (seriously!). And in the far southeast corner is another man you tells you not to go to the castle in Shecola O_o.

Lastly, make your way to the small hut you see, and the little boy will give you some coconut milk to refill your life (w00t!). Now back out of the hut, head across the small bridge and head west to the giant hut. Make sure you talk to everyone, or else the guard won't move (WTF is up with that I ask?!). Now you can enter the hut, and when you do, talk to the cheif. A cutscene will take place, with him telling you that he's head of your adventures. He then asks for your help on helping his daughter, and that a mountain hermit might be the answer! Do this and he'll fix the Sub-C. So now, head out of the hut, and make your way to the back and see the cheif's daughter ONCE. After that, back into the forest maze. Make your way to the

northeast corner and the guard will let you pass. With that, head right and you will back on the Overworld.

O V E R W O R L D (ITEMS: None)

Once back on the Overworld, simply head east and into the tunnel. With your game now saved, it's time to take on Dungeon 3-2!

2: |Dungeon 3-2|

DUNGEON STATS: This dungeon has 2 parts and 22 rooms in it.

- - - D U N G E O N 3 - 2 P A R T A - - -

[08]	[09]	[10]-[11]	LEGEND FOR PART A:
			01 = Starting Point
[07]			04 = Baseball Bat/Super Slingshot
			05 = Magic Potion
[06]-[---04--]-[03]			07 = Two Hearts
			08 = Leads to 09
[05]	[02]		09 = Leads to 08/Leads to 10
			10 = Leads to 09
	[01]		11 = Life Sign/Leads to 12 (Part B)

ROOM #01:

Once again, you start off in this room, but there is nothing here, so just head through the north door to ROOM #02.

ROOM #02:

In here is six Brown Snakes, but you don't need to take them out, so simply run in between them nonstop. Head through the north door, taking you to ROOM #03.

ROOM #03:

In here are two Ostrich Skulls, so take them out and the west wall will open, making a passageway leading to ROOM #04.

ROOM #04:

This is another dark room, but it's also long. Right away you will be greeted by a Brown Snake so take it out. Now head left until you can't go any further. You will see four Brown Snakes. Now travel up and down and you will cause them to move. Watch how far they move because this will help you. Jump to the flooring where the third one is, and you will be safe. Continue going left, and take out the other Brown Snakes. Now see the Red Octojumper, pay attention to it as it's jumping across tiles. You should be at an edge (after dealing with the Brown Snakes), so jump up 1, left 2, up 1 to turn on the lights. Now jump left 1 and collect the BASEBALL BAT and SUPER SLINGSHOT. Now head to the lone tile at the bottom and jump downwards to ROOM #05.

ROOM #05:

In here is some happy music! Now head to the bottom left tile and step on it to reveal a switch. Hit the switch and a MAGIC

POTION will appear from the chest. Get that, and then head back up to ROOM #04.

ROOM #04 (REVISITED):

Despite it being dark, this'll be easy. Jump left 1 and follow the path around and take out the Red Octojumper. This'll cause an opening in the west wall, which'll take you to ROOM #06.

ROOM #06:

In here will be three Brown Flies and a couple tiles. Step on the left one to reveal a switch in the right one. Step on the switch to open the north door, taking you to ROOM #07.

ROOM #07:

In here is some submerging tiles, so time your move and make your way across them. The left tile will reveal TWO HEARTS, so get that if you're feeling up to it. Either way, go through the north door, taking you to ROOM #08.

ROOM #08:

There's nothing in here but a staircase, so take it and you will be in ROOM #09.

ROOM #09:

There's nothing in here but a staircase, so take it and you will be in ROOM #10.

ROOM #10:

We are now in the basement area of this dungeon. Nothing in here, so head to the right side and jump over to ROOM #11.

ROOM #11:

In here, you will see four Fire Squids, but don't worry about them, just avoid their fireballs. You will also see a LIFE SIGN. Do you feel lucky? If so, go up to it to see if you gain or lose lives. Now hit the tile near it, to reveal a switch. Hit that to open up the north door, which will take you to ROOM #12, as well as Part B.

- - - D U N G E O N 3 - 2 P A R T B - - -

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    [18]-[19] [20] [22]  LEGEND FOR PART B:
      |                |  12 = Starting Point for Part B/
    [17]                [21]    Stopwatch
      |                |  14 = Throwing Bolas
    [16]                |  15 = Two Hearts
      |                |  18 = BOSS: Magma The Fierce
    [15]                |  19 = Leads to 20
      |                |  20 = Leads to 19/Leads to 21
    [14]                |  21 = Leads to 20
      |                |  22 = Exiting Point
    [---13---]
      |
    [12]
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ROOM #12:

Here starts Part B. You will be greeted by Speding Flies, but avoid those for the moment. Instead jump on the second tile from the left on the bottom row to reveal a STOPWATCH. Quickly get to that, to freeze (or slow them down) the enemies and take

them out. After that, the north door will open, taking you to ROOM #13.

ROOM #13:

For this room, you will see a Red Slime Monster come out of the water, so avoid it's fireballs. Jump across the tiles, and then head right. Continue on until you see the lone tile. Step on that to reveal a switch near the door. Jump on that then go through the newly opened door, taking you to ROOM #14.

ROOM #14:

Now this is an interesting room. You will see a Speeding Fly, as well as a Red Slime Monster in here. Now taking out the Speeding Fly will cause an opening on the north wall, but it won't do any good. Taking the left path of tiles might be okay, so let's do that first! Once you do, you'll be in ROOM #15.

ROOM #15:

In here is three Brown Flies and a TWO HEART. Just get the item and head back to ROOM #14 (don't go north as that will be the end of you).

ROOM #14 (REVISITED):

Head down the tile path onto solid ground, then cross over to the right path of tiles. Hitting the second one will cause THROWING BOLAS to appear, so get that, and then continue along the right tile path until you're back in ROOM #15.

ROOM #15 (REVISITED):

Ignore the Brown Flies, and just keep heading upwards and you will then be in ROOM #16.

ROOM #16:

Upon entering here, this will be tough. You will see three submerging tiles and several normal tiles. Time your moves and make your way to the open doorway (nothing is to be gained from tiles). Once there, go through it and you'll be in ROOM #17.

ROOM #17:

In here, nothing is to be gained, so go through the north door which will take you to ROOM #18.

ROOM #18:

Get ready, because another boss fight is about to take place!

BOSS #03: MAGMA THE FIERCE

Now this boss fight has to be dealt with differently. First off, the setup is two fireballs will circle around, and the boss will shoot a trail of fireballs out. Avoid these obviously. Now you don't attack the boss, as that won't work. So how do you take it out? Well, you must destroy the two orbs around him. To do this, from the starting tile, jump up 1 onto solid ground. Go left, then jump 2, up 3 to reveal a switch, then jump on that to destroy an orb. From the switch, jump left 1, down 2, right 2, then go across the solid ground, go 5 steps, jump up 1 to reveal a switch. Now make your way to the second switch, and that will destroy the next orb. With that, you have defeated this boss!

After that, the boss will get a nice cool bath. The east door

will now open, so head through it, taking you to ROOM #19.

ROOM #19:

Nothing here, so climb up the staircase taking you to ROOM #20.

ROOM #20:

Nothing here, so climb up the staircase taking you to ROOM #21.

ROOM #21:

Nothing here, so head through the north opening, which will take you to ROOM #22.

ROOM #22:

Nothing here, but the exit pathway, so go up through the north door and you will be out of here! And with that, you have completed Dungeon 3-2.

O V E R W O R L D (ITEMS: Big Heart)

You are now back on the Overworld. Your score once again is tallied up and your game is now saved, you can move on! With that, head northwards until you reach the rock area. Think of this as the central point, because you can go in a few directions. For starters, head in between the rocks and continue onwards north to find a passageway and a staircase. Enter the staircase to find a BIG HEART, which will bring up to 7 Heart Points. Now head back to the central point, and to the castle on the right. By going into it, you will be in Shecola Castle!

S H E C O L A C A S T L E (ITEMS: None)

In here, head upwards and the female guard will tell you that you can not enter. Great, so now what?! Well, see the guy near the entrance, talk to him. He'll tell you only women are allowed in the castle, and to seek help from the Fortune Teller's Camp. So with that, go right and follow the path all the way around (it's a long walk) and enter the staircase you see. Head up to the fortune tell, and she will tell you that she can't help you (stupid waste of time!) because she dropped her crystal ball in the Ghost Village. So okay, now we must head to the Ghost Village. Leave here, and then head right to the short bridge. You can escape this area by crossing this bridge. Do so, and you'll be back on the Overworld.

O V E R W O R L D (ITEMS: None)

Once back here, head to the central point. Now go back through the rock path and continue going northwards then follow the path all the way west and you'll find a lone hut. Enter it and you will be in the Ghost Village (oogie boogie!).

G H O S T V I L L A G E (ITEMS: None)

Okay while there is plenty of ground to explore here, nothing really can be gained from it. So from where you start off at, head west to the pond then up and around it and west until you reach several tombstones. Now take a look at them, one of them looks different. Can you tell which one? If you do, you'll

gain access to our next mission. With your game saved, it's time to take on Dungeon 3-3!

3: |Dungeon 3-3|

DUNGEON STATS: This dungeon has 3 parts and 37 rooms in it.

- - - D U N G E O N 3 - 3 P A R T A - - -

[04]		LEGEND FOR PART A:
		01 = Starting Point
[---03--]-[02]		04 = Two Hearts/ Leads to Ghost Village (AVOID ROOM)
[05]	[01]	06 = Magic Rod
		09 = Two Hearts/ Leads to Ghost Village (AVOID ROOM)
[06]		
		11 = Two Hearts
[07]		12 = Leads to Ghost Village (AVOID STAIRS)
[08]-[10]-[11]		13 = Two Hearts/Leads to 15 (Part B)
[09]	[12]-[13]	14 = Two Hearts
	[14]	

ROOM #01:

Now get ready, because this is gonna be a very long dungeon!
Now, you start off in this room, so just head through the north door, as there nothing here, and you will be in ROOM #02.

ROOM #02:

In this room, there is three Skelepups, so simply take them out (use the tiles to help) and the west wall will open up, reveal a passageway taking you to ROOM #03.

ROOM #03:

In here is a long room, which features some Jumping Skulls. Now, you can take them out and head along the tiles, which will take you to a north door, but don't do that. By going through the north door, you will be in ROOM #04 which has TWO HEARTS but also an exit going back to the Ghost Village. Instead stay along the lower half and soon you'll come across more Skelepups. Once at the far left side, go up to the only available tile and step on it. This will cause a switch to appear, and by stepping on that, will open the south door. Go through that, and you will be in ROOM #05.

ROOM #05:

In here it looks quiet, but don't relax as you might get hit while standing still. But what's hitting you, two Floating Ghosts. How to kill them, well in here, don't worry about them. Instead step on the tile for a switch to appear. Hit that and the south door will open. Just make your way through that. You will now be taken to ROOM #06.

ROOM #06:

In here is three Black Mummies, which can be a pain, so use the small ponds as your advantage to taking them out. Taking them out will cause the south door to open. After that, hit the lone tile and a switch will appear. Hit that, and the chest will open, presenting you with a MAGIC ROD, which is a very handy item. Now go through the south door and you will be taken to ROOM #07.

ROOM #07:

In here is another quiet room, so let's fix that. Press START and break out the Magic Rod and you will see four Floating Ghosts. Take them out then hit the tile. Another switch is revealed, so step on it and the south door will open, taking you to ROOM #08.

ROOM #08:

Here you will see four Jumping Skulls (take them out if you want) and a whole lot of tiles. So here's how this works, from where you start off at, jump down 2, right 3, across solid ground, up 1. A switch will appear, which that will cause the east wall to open up. Now you'll see the south door, but avoid that. In there is ROOM #09, which has TWO HEARTS, but also another exit leading to Ghost Village. Instead, head through the east opening, taking you to ROOM #10.

ROOM #10:

Another quiet looking room, so that means use the Magic Rod to find the four Flying Ghosts. Doing so, take them out and the east wall will open up a passageway. Go through it and you'll be in ROOM #11.

ROOM #11:

In here is TWO HEARTS, so get that, and since there's nothing more, head back to ROOM #10.

ROOM #10 (REVISITED):

Once back here, quickly and carefully make your way to the south doorway. Go through it and you'll be in ROOM #12.

ROOM #12:

In here you will see several tiles, a Rabbit Slug and a staircase (avoid it because it will also take you back to Ghost Village). Make your way to the Rabbit Slug and take it out, only to reveal a shadow wall. Go through that, and you will be taken to ROOM #13.

ROOM #13:

Another quiet room, except for the submerging tile, so once again use the Magic Rod to find the Floating Ghosts. Now, jump across the submerging tile and then jump up 1, left 1 to reveal a switch. Hit that to open the east door. Now, take out the remaining Floating Ghosts and get the TWO HEARTS (you'll have to go back to ROOM #12). A passageway will open through the south wall, but you'll have to backtrack to get it (won't be hard). Now go through the south opening, taking you to ROOM #14.

ROOM #14:

In here is some more happy music, and two TWO HEARTS. Get those and seeing as nothing else is of interest here, head back

to ROOM #13.

ROOM #13 (REVISITED):

Once back here, go up and find the tile that revealed the switch and then head through the east door, which will take you to ROOM #15 as well as Part B.

- - - D U N G E O N 3 - 3 P A R T B - - -

	[23]	LEGEND FOR PART B:
		15 = Starting Point of Part B
[15]-[16]-[20]-[21]-[22]		16 = Magic Rod
		18 = Magic Lantern
[17]		19 = Magic Potion/Two Hearts
		23 = Leads to 24 (Part C)
[18]-[19]		

ROOM #15:

Here starts Part B. In here is a Fire Pipe, which is harmless and a tile. Step on it to reveal a switch which will open the east door. Go through it and you will be in ROOM #16.

ROOM #16:

Get a good look at the room as you enter, because it will go dark. In here are three Blue Bats, so take them out as they come. Now head right until you can't go anymore, then jump right 1 to reveal a switch. Jump down 1 to hit it which will cause an opening in the south wall. Go through it and you'll be in ROOM #17.

ROOM #17:

Four Black Mummies and a Jumping Skull is in here. Caerfully take out all the enemies here and the south wall will open up, taking you to ROOM #18.

ROOM #18:

In here is a lone Jumping Skull and several tiles. Take out the Jumping Skull when it's in your area. Now starting with the first left tile next to you, jump down 2, left 1, down 1 to and that tile will reveal the MAGIC LANTERN. That's not all, you should have one more Magic Rod to use, so use it to reveal a three Floating Ghosts. Take those out and the east wall will open up, which you will go through, taking you to ROOM #19.

ROOM #19:

In this room, you will see a MAGIC POTION and TWO HEARTS. Get those and seeing as nothing else is here, so just head back to ROOM #18.

ROOM #18 (REVISITED):

Head through the north door, taking you back to ROOM #17.

ROOM #17 (REVISITED):

Head through the north door (avoiding enemies), taking you back to ROOM #16.

ROOM #16 (REVISITED):

Once back here, jump up 2, right 1 and continue going right and you'll go through the wall, now comes the doozy part. In here, use the Magic Lantern (press START) to light up the room. Now

this will only last for a short time, so memorize the current surroundings. Start off by jumping down 1 to get the MAGIC ROD, then jump right 1 and head up to the shadow wall. For this second part, jump down 2 to reveal a switch, then right 1, then up 2 to hit it (opening the east door), then up 1. Go through the shadow wall and use the Magic Lantern again. Study through here again, then make your way down the submerging tiles. After that, go left and up then jump right 1, up 1, then through the door, taking you to ROOM #20.

ROOM #20:

In here it seems quiet but walk right a bit and two Grave Hands will rise up. Take them out and the east wall will open taking you to ROOM #21.

ROOM #21:

In here, two Black Mummies and two Fire Pipes. Avoid the Blue Mummies and make your way to the bottom middle tiles. Hit the right one to reveal a switch. Hit that and the east door will open up. Go through that, and you will be taken to ROOM #22.

ROOM #22:

In here is two Grave Hands, so take them out. Also jump on the upper right tile to reveal a switch. Stepping on this will cause the west door to open up. Go through it and you'll be back in ROOM #21 (I know, this was pointless :P).

ROOM #21 (REVISITED):

Once back here, wait for the Black Mummies to move out of the way, then head to the northside of this room. Jump upwards from here and you will be taken to ROOM #23.

ROOM #23:

Here is three Skelepups, so just take them out and the north door will open. Go through that and you will be in ROOM #24, as well as Part C.

- - - D U N G E O N 3 - 3 P A R T C - - -

[27]-[26]-[28]-[29]-[30]-[31]	LEGEND FOR PART C:
	24 = Starting Point for
[25] [37] [33]-[32]	Part C/Stopwatch
	25 = Two Hearts
[24] [36]-[35]-[34]	27 = Magic Rod
	29 = Mirror Shields
32 = Throwing Bolas	33 = Two Hearts
35 = BOSS: Maxie The Ghost	37 = Exiting Point

ROOM #24:

Here starts Part C. This will be very easy. You have two Blue Mummies and some tiles. Jump on the left lone tile to reveal a STOPWATCH. Getting that would be pointless, as you can just stand where you are and take out the Black Mummies without them hurting you. After that, the north door will open, so go through it and you'll be in ROOM #25.

ROOM #25:

In here is TWO HEARTS, so get that, and then hit the one of the upper tiles to reveal a switch. Jump on that to open the north door. Go through that, and you'll be in ROOM #26.

ROOM #26:

Another quiet room in here (nothing in the tiles), so simply head through the west entrance taking you to ROOM #27.

ROOM #27:

In here is two Grave Hands, so take them out. Also hit one of the upper left tiles to reveal a MAGIC ROD. Now with that, head back to ROOM #26.

ROOM #26 (REVISITED):

In here, seeing as it's still quiet, use your Magic Rod to reveal two Floating Ghosts (well stuck is more like it). After dealing with them, the east wall will open up. Go through that, and you'll be in ROOM #28.

ROOM #28:

Another quiet room, so use another Magic Rod to reveal two more Floating (or stuck) Ghosts. Taking them out will cause the east wall to open up, taking you to ROOM #29.

ROOM #29:

Here there will be two Skelepups, so take them out and the east door will open. However don't go in quite yet, as you need to step on one of the upper right tiles to reveal MIRROR SHIELDS. Get them and head through the east door, which will take you to ROOM #30.

ROOM #30:

For this room, four Red Wizards will appear then disappear at random places. And to advance onwards, you must take them out. How, well equip your Mirror Shields and when they shoot a fireball at you, it will bounce off of you and hit them (you use must them each time for it to work). After taking them out, the east door will open. Go through it and you will then be in ROOM #31.

ROOM #31:

Upon entering here, you will see six Blue Zombies. This might be tricky since there is no advantage points for you, so just take them out one by one. My advice, move around quickly and just hit each of them, and eventually you'll get them all. After taking out the right enemy, the south door will open, which will take you to ROOM #32.

ROOM #32:

In here you will see THROWING BOLAS (save these!) a tile. Get the item and jump on the tile to reveal a switch which will open the south door. Don't go in the door though, instead use a Magic Rod to reveal a lone Floating Ghost in the corner. Take that out and the west wall will open up, which will take you to ROOM #33.

ROOM #33:

In here is two TWO HEARTS, which will come in handy, so get them. Nothing else here, so head back to ROOM #32.

ROOM #32 (REVISITED):

Once again, hit the tile to reveal the switch then head through the south door, taking you to ROOM #34.

ROOM #34:

In this room will be three Jumping Skulls and four Red Wizards. Use the Mirror Shields on the Red Wizards, and take out the Jumping Skulls normally. After this, the west door will open up, taking you to ROOM #35.

ROOM #35:

In here will be four Fire Pipes, and of course it's rather quiet in here, so use the Magic Rod once more and get ready for a boss fight!

BOSS #04: MAXIE THE GHOST

Okay, what we have here is a giant ghost that will go back and forth, only to pause for a moment to release Floating Ghosts. Now this might be a tricky fight, but not too terribly tough. Take out the Floating Ghosts using your main weapon and use the Throwing Bolas on the boss. Where you should stand, probably on the south side as you can avoid the fireballs easier. After several hits, the boss will get faster, so either stay where you are or get to either side and plow it with either weapon. After enough hits, the boss will be defeated!

And with the defeat of this boss, the west door will open, taking you to ROOM #36.

ROOM #36:

In here, jump on the lone tile which will reveal a switch. Jump on that to open the north door, which'll take you to ROOM #37.

ROOM #37:

In here, you will see three tiles and a skull face. Jump on the top tile not once, not twice, but three times. This will cause the water to fill into the room. But what does this mean? Either way, you will now be taken out of the dungeon. And with that, you have completed Dungeon 3-3!

G H O S T V I L L A G E (ITEMS: Crystal Ball)

You are now back in Ghost Village, and with your score tallied and your game saved, it's time to move on! And right away you will see the pond has dried up, which explains the end of the last dungeon. But look, it's the CRYSTAL BALL (now how could you drop this in a pond of all things?). With that, head in any direction and soon you'll be out of Ghost Village.

O V E R W O R L D (ITEMS: None)

Now that you are back on the Overworld, head west then south and back to Shecola Castle.

S H E C O L A C A S T L E (ITEMS: Shooting Start)

Once back here, head back to the fortune teller in the back of the castle. You will then give her the Crystal Ball you found (what an idiot for losing it). With that she will help you get into the main part of Shecola Castle, by ummm, turning you into

a girl (oh no she didn't!). Anyways, she will then read you your fortune, which is just some stuff you pretty much knew (fortune teller are good at stating the obvious). Anyways you will now be taken to the front of the castle, which you can now enter! As you do, you will see alot of the warriors training. Your goal here is to head up then left to the large covered room. Go into it and to the stairs, and a cutscene will take place with Queen Shecola (stairs are people too?). She will congratulate you on defeating the Ghost Village. She will ask for your name (oh how unbearable).

She suggests to you to talk to the head warrior about seeing a hermit. Lastly, she will see your Yo-Yo and decides that that isn't good enough, and gives you the SHOOTING STAR. Great weapon, but you need 6 Heart Points or more full to use it. After that, you'll be in the castle. Head to the main hall, then to the northeast corner and talk to the head warrior. She will tell you to shout ABRACADABRA (WHY?)and jump 10 times at the end of the tunnel. Simple as that. Now leave this castle altogether. The fortune teller will turn you back, and the man on the left will say you were very cute (O_o). Now head back to the Overworld.

O V E R W O R L D (ITEMS: None)

Once back here, head left, and onto the beach. Follow the sandy path and you will be at another tunnel, which you will enter. With your game saved, it's time to take on Dungeon 3-4!

4: |Dungeon 3-4|

DUNGEON STATS: This dungeon has 1 part and 7 rooms in it.

- - - D U N G E O N 3 - 4 P A R T A - - -

[07] [---03--] LEGEND FOR PART A:
| | | 01 = Starting Point
[06]-[---05--]-[04] [02] 03 = 2 Two Hearts
 | 07 = Exiting Point
 [01]

ROOM #01:
After the long drawn out previous dungeon, this is a very very short one. Starting off in this room, nothing here, so go through the north door, taking you to ROOM #02.

ROOM #02:
In here, you will see a switch. Jump on it 10 times, don't worry, saying "abracadabra" does nothing (unless the game can hear you O_o). After jumping on it, a pathway will open up in front of you. After that, go through the north door, which will take you to ROOM #03.

ROOM #03:
Right away you will see two TWO HEARTS, so get them, then head left to find two Red Octojumpers. Take them out (with your new

weapon) and continue going left to find two more Red Octojumpers. After taking them out, the south door will open. Go through it and you'll be in ROOM #04.

ROOM #04:

In here is six Red Octojumpers, but you don't need to take them out unless you want to. However, head to the left side and you will jump over to ROOM #05.

ROOM #05:

In here, simply head left and Red Crawlers will come out. Take out these two and keep going and two more will come out. After that, continue going left, and you will jump over to ROOM #06.

ROOM #06:

In here is two Red Octojumpers, so take them out. Wander around here, and you'll come across four Red Crawlers. After taking them out, the north door will open. Go through it and you'll be in ROOM #07.

ROOM #07:

Nothing here, but the exit pathway, so go up through the north door and you will be out of here! And with that, you have completed Dungeon 3-4.

O V E R W O R L D (ITEMS: None)

You are now back on the Overworld and with your score tallied and your game saved, it's time to move on! With that, head south to the rocks, and go left into them (you'll find the right one) and follow the short path. At the otherside, head into the small hut you see. Follow the path and you will be at covered hut, which you will go in. Talk to the guy there, and he will introduce himself as Po The Poet. Listen to him poem, and well, that's it *shrugs*. Head back to the Overworld and then go south and into the tunnel. With your game saved, it's time to take on Dungeon 3-5!

5: |Dungeon 3-5|

DUNGEON STATS: This dungeon has 3 parts and 29 rooms in it.

- - - D U N G E O N 3 - 5 P A R T A - - -

- [10] LEGEND FOR PART A:
- | 01 = Starting Point
- [08]-[09] 03 = Baseball Bats
- 06 = Throwing Bolas
- [07] 07 = Leads to 08
- | 08 = Leads to 07
- [02]-[03]-[04]-[05]-[06] 10 = Leads to 11 (Part B)
- |
- [01]

ROOM #01:

Here we go again! You start off in this room but as always, there's nothing here so just head through the north door taking you to ROOM #02.

ROOM #02:

Four Brown Snakes inhabit this room, so take them out and the east wall will open up. Go through the passageway and you will be taken to ROOM #03.

ROOM #03:

There will be three Jumping Skulls in here, so simply take them out, to open the east door. Now before going through it, head to the spot under the upper right tile and then jump up 1 (no I'm not crazy!) to reveal a hidden tile. Jump up once more to reveal BASEBALL BATS. Now you can go through the east door, which will take you to ROOM #04.

ROOM #04:

In here, there are two Ostrich Skulls, so simply take them out and the east wall will open up, taking you to ROOM #05.

ROOM #05:

For this room, a brand new obstacle. You will see eight white tiles ahead of you. By standing on them, they will sink taking you with them, so you must quickly jump from tile to tile to stay alive. There is also a Jumping Skull here, but it's traveling in a pattern. Pay attention to it and follow it until you reach the otherside. Once you do, you will reveal a switch which you need to hit. This will cause the east wall to open, which will take you to ROOM #06.

ROOM #06:

Simple room, just head right to the tiles and jump to the right one. This will reveal a switch, but how to get to it? Well jump right into the water and you'll reveal a hidden tile and then onto the switch. THROWING BOLAS will emerge from the chest, so get those and head back left across the tiles, then jump up one to reveal another switch. Jump up to that and the north door will open, which you will go through, taking you to ROOM #07.

ROOM #07:

Nothing in here but a staircase leading down to the basement. Go through it and you will be in ROOM #08.

ROOM #08:

Nothing in here as well, so head to the east side and jump over to ROOM #09.

ROOM #09:

Right away you will see five sinking tiles (which are red here). Get across these and over to solid ground. Now head right a bit and a Frog Hopper will come out. Take it out and on the middle ground, jump across the submerging tile and after that, jump on the tile slightly above that to reveal a switch. Getting the switch will cause the north door to open. Now go through it and you will be in ROOM #10 as well as Part B.

[15]	[19]	LEGEND FOR PART B:
		11 = Starting Point for Part B
[14]-[13]-[16]-[17]-[18]		12 = Stopwatch/Two Hearts
		14 = Magic Potion/Two Hearts
[12]		18 = Leads to 19
		19 = Leads to 18/
[11]		Leads to 20 (Part C)

ROOM #11:

Here starts Part B. In this room will be a Speeding Fly and a Red Slime Monster and several tiles. The tiles will give you nothing, but you need to take out the Red Slime Monster in order for the north door to be open. Take out the Speeding Fly if you want, but after that, head through the opened door, which will take you to ROOM #12.

ROOM #12:

For this room, you will see some submerging tiles, and a STOPWATCH. Make your way to the Stopwatch, but time it all because it will freeze the tiles as well. Don't do it at the right moment and you're screwed. Jumping on the left tile will reveal TWO HEARTS. After all of this, head through the north door, taking you to ROOM #13.

ROOM #13:

Now this room will be very tough. First off, jump to the left tile to reveal a switch, which will open the north door. Now for the fun, you must not only make your way across the sinking tiles, but you have to time it to where you can get across the submerging tiles as well. For the first trick, make it to the left side of this room, and a switch will appear. Step on it and the west wall will open up. Go through it and you'll be in ROOM #14.

ROOM #14:

In this room is a MAGIC POTION and TWO HEARTS, so get those and seeing as nothing else here, head back to ROOM #13.

ROOM #13 (REVISITED):

Now this might be slightly more easier, as all you need to do is make it all the way across to the right. At the otherside, you will uncover another switch, which by stepping on it will open the east wall. Now if you're curious about the north door, well it'll go to ROOM #15, but nothing is in there except a Frog Hopper, so just ignore that. Anyways go through that and you will be in ROOM #16.

ROOM #16:

In here is just a bunch of tiles, but as you make your way across, Frog Hoppers will come out. You will need to move back and forth across the tiles to make them appear. After taking out four of them, the east door will open, which will take you to ROOM #17.

ROOM #17:

Once in this room, there will be three Speeding Eyeballs, so be very careful when taking them out (approach them from the side and hit it a couple times then move it). After taking them out, the east door will open, taking you to ROOM #18.

ROOM #18:

Nothing is in here, except a staircase which will take you to main floor. Go in it and you will be in ROOM #19.

ROOM #19:

Nothing in here either, so go through the north doorway and you will be in ROOM #20 as well as Part C.

- - - D U N G E O N 3 - 5 P A R T C - - -

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[23]-[24]-[25]   LEGEND FOR PART C:
|   |   |       20 = Starting Point for Part C
[22]-[29]-[26]   29 = Exiting Point
|   |   |
[21]-[28]-[27]
|
[20]
```

ROOM #20:

Here starts Part C. In this room, simply step on the tile you see, which will reveal a switch (watch out for the Green Slime Monster). This will cause the north door to open, which will take you to ROOM #21.

ROOM #21:

From here on, it's gonna get a little confusing, because the next nine rooms works together as a maze like area. In here is a Purple Minotaur, so take it out, then jump on the tile to reveal a switch which will open the north door. Go through it and you will be in ROOM #22.

ROOM #22:

In here you will see a lone Speeding Eyeball, so take it out and the north wall will open up. The left tile will cause a switch to appear, and that will open the east wall, but ignore that. Instead go through the north opening, which will take you to ROOM #23.

ROOM #23:

In here is another Purple Minotaur, so take it out and the east wall will open, revealing a passageway taking you to ROOM #24.

ROOM #24:

In here is just four tiles. Jump on the top one to reveal a switch in the bottom one. This will cause the south door to open (ignore that). The left one will cause the right one to become a switch, which will open the east wall up, which you will go through. This will take you to ROOM #25.

ROOM #25:

In here is another Purple Minotaur, so take it out and the south wall will open up, revealing another passageway which will take you to ROOM #26.

ROOM #26:

In here is simply a Brown Snake, which by taking it out, will cause the south wall to open. Now here's the deal however. Ignore the south opening, because you will go to ROOM #27 (which has a Speeding Eyeball), then into ROOM #28 (which has two Purple Minotaurs). Neither of these rooms are really needed

in completing this dungeon. So instead of all of that, head over to the left wall and right in the middle walk through it. Doing so will take you to ROOM #29.

ROOM #29:

Well here we are, the final room of the dungeon. So what exactly do we do here? Well, jump on the geiser and you will be lifted out of this dungeon. And with that, you have completed Dungeon 3-5.

O V E R W O R L D (ITEMS: Scroll Of Obob)

You are now back on the Overworld and with your score tallied and your game saved, it's time to move on! And with that, head to the hermit and talk to him. He will see that you came in search of his spell and he will give you the SCROLL OF OBOB. With that he will tell you to hurry off and save the girl. You will now get a cutscene of you racing back quickly to Miracola (why couldn't this be done when getting to the hermit instead?). You are now at Miracola Village.

M I R A C O L A V I L L A G E (ITEMS: None)

The Island Cheif tells you to read the scroll to his daughter. You will then speak some weird gibberish, in hopes to wake her. It's not enough, so you keep reading the spell. Soon enough, his daughter wakes up, wanting food (sounds like me). Some weirdness takes place, then the Island Cheif thanks you for the help and has ordered repairs on the Sub-C.

O V E R W O R L D (ITEMS: None)

Talk to the Island Cheif who will wish you luck, then board Sub-C. Nav-Com will say he's been waiting for you, and is ready to set sail! With that, you will begin to cruise eastwardly. After that the game will now save, and you will have FINALLY completed with Chapter 3! Damn that was way too long of a journey.

E: |Chapter 4: Confessions|

"Sub-C is cruising on the ocean..... A small island appears on the horizon...."

O V E R W O R L D (ITEMS: None)

After a long previous chapter, we are treated to this much smaller one! We start off by being in the middle of the ocean, so start heading right until you reach the small island (dry land!). Head around and up to the small hut you see. By going in, you will be in Tunacola Village!

T U N A C O L A V I L L A G E (ITEMS: None)

Welcome to Tunacola Village (which seems to be a fishing place)! Of course talk to the various people who will talk about fishing. Nothing really to gain here, though the boy in the northeast house talks about a guy who was sailing along the east ocean. Could this be some sort of clue? Well with all of that gone, leave here and head back to the Overworld.

O V E R W O R L D : (ITEMS: None)

After that bit of pointlessness, get back into the Sub-C and head east around the island and continue going east. Soon, a giant whale will come out of nowhere and gobble you up! Must be a big whale to eat up a sub O_o.

1. |Dungeon 4-1|

I N S I D E T H E W H A L E : (ITEMS: Lighter)

While this isn't a dungeon persay, it is a rather large area, so I decided to call this Dungeon 4-1 (just because ^_^). Now this is gonna be a whale of a maze (I know, very bad pun), but to help you get through it easier, you can use my map that's located in the FAQ section. A link to it is right here:

<http://www.gamefaqs.com/console/nes/file/587653/23525>

With that, from where you start off at, go left two screens, and you will then see Baboo on dry land (the half naked guy from before). Go up to him and talk to him, and he will tell you that he witnessed the kidnapping of your uncle (yet did nothing to stop it?). He didn't tell you before, because he was afraid of it returning, which it apparently didn't. He said he was scared but he's ready to help. Trying to look for a way out, he suggests to make the whale sneeze by building a fire (whatever works?). Baboo HAD a lighter, but dropped it somewhere. So that's our mission, to find it! Consider this as SCREEN #01. Now get back in Sub-C, and head to the upper right path. Go right into SCREEN #02. Now I will give you rough directions on how to get to the Lighter and how to get back:

- SCREEN #02: Follow the right path to SCREEN #03.
- SCREEN #03: Follow the path downwards to SCREEN #04.
- SCREEN #04: Continue onwards to SCREEN #05.
- SCREEN #05: Take the path going north to SCREEN #06.
- SCREEN #06: Submerge at the end going to SCREEN #07.
- SCREEN #07: Go north to SCREEN #08.
- SCREEN #08: Follow the west path to SCREEN #09.
- SCREEN #09: Continue following the path to SCREEN #10.
- SCREEN #10: Take the lower path to SCREEN #11.
- SCREEN #11: Go over and submerge taking you to SCREEN #12.
- SCREEN #12: Take the north path to SCREEN #13.
- SCREEN #13: Take the upper left path to SCREEN #14.
- SCREEN #14: Follow the path to SCREEN #15.
- SCREEN #15: Continue following the path to SCREEN #16.
- SCREEN #16: Take the south path taking you to SCREEN #17.
- SCREEN #17: Once here, head to the left wall and go through it, then go south all the way to SCREEN #18.
- SCREEN #18: Dock the sub and take the south path to SCREEN #19.

SCREEN #19: Follow the path around to SCREEN #20.
SCREEN #20: Continue following the path to SCREEN #21.

You will now see the Lighter, so go and get it. Now the following will get you back to Baboo. Now head to SCREEN #20.

SCREEN #20: Follow the path back to SCREEN #19.
SCREEN #19: Follow the path back to SCREEN #18.
SCREEN #18: Board the sub and head north to SCREEN #17.
SCREEN #17: Go over and submerge, taking you to SCREEN #22.
SCREEN #22: Follow the south path, going to SCREEN #01.

Once you get back here, head over to Baboo and talk to him. Together you will build a fire, after several minutes the whale begins to sneeze. Doing so, it will shoot you, Baboo and Sub-C out and you end up landing on a small island.

O V E R W O R L D (ITEMS: None)

Happy to be out, Baboo tells you of your uncles last words "Evil aliens from a distant planet, tell Mike to dip my letter in water". After that, say you understand *shrugs*. He will tell you that he will be fine, and for you to find you uncle! So now, board Sub-C. Inside, you will be instructed to put in a frequency. Now this is a puzzle that was a pain for me when I was younger, because there is no clue on what the solution is, just that it's 1 out of 1,000 3-digit number combinations. Luckily I know the solution, which is 747. To remember, think of the 747 Planes (which is how I remember it). After that, you will take off, eastwardly. After that the game will now save, and you will have completed with Chapter 4!

F: |Chapter 5: Captain Bell|

"Sub-C is searching for Dr. Jones location.... but the strait is blocked!"

O V E R W O R L D (ITEMS: None)

It seems for our next destination, we are at a large island. Unfortunately we can not continue onwards because a large ship is blocking the way. So instead, dock and head up to the village you see. You will now be in Bellcola!

B E L L C O L A V I L L A G E (ITEMS: None)

Upon entering this village, not much is really said (although there is a woman who said she is the 2nd oldest villager at 128 years old O_o). You could try and go to the covered hut but the guard won't let you in (what is it with mean guards?!). So the only thing to do is head to the northeast corner where there is a songwriter. Keep in mind of what he's singing, as that's sort of a clue. Now head back to the covered hut and the guard will

now let you through. Go up and talk to Chief Bellcola. He will say he got a letter from C-Island, asking him to give you the secret of the strait.

After promising to keep the secret, he will tell you about how Captain Bell battled with pirates invading the islands, and that he blocked the strait with his ship to save the islands (dunno how this is). This is why he's the "Island Father". Apparently there is a secret in his cave, which will open the strait. It's not gonna be easy, so you will need the help of Peter. So okay who's Peter, he could have atleast told us that. Anyways leave here as well as the village.

O V E R W O R L D (ITEMS: Worm)

Back on the Overworld, you will see a path to the left. Follow it all the way and you will see a parrot. Talk to the parrot and he will tell you that without a gift, he won't speak to you. So what now, well head back to Sub-C and board it. Now head east and then south a bit to see a submerge spot. Submerge and you will be taken east. Now submerge at the north one and you will then go north. After that, keep going north until you reach the white bubbles and go through the wall. Dock then head north to the lone hut. Go in it and talk to the guy and he will teach you the ABC of fishing (which is odd seeing as I don't care for fishing). After talking to him, he will give you a WORM. Now with that, head back to the parrot. Don't worry, I'll wait for you.

Once you finally get back to Peter The Parrot, give him the Worm. In exchange he will tell you various things, but the important thing is the last part: DO ME SO FAR, DO ME. Keep this in mind as it will become very useful in the near future! With that, well, it doesn't give you any ideas of what to do next. But luckily I know what to do, which is head back to the dock near where the fishermen that you got the Worm from. Again I will wait for you. Now once there, dock and head south from there and follow the path all the way until you get in between some rocks. Go left to reveal a passageway, and follow the passage up 1, left 2, up 1 and LEFT (because going north leads to a dead end) and then follow that pathway until you're back in the opening. Now go north and into the large building, which is the Captain Bell's Memorial.

C A P T A I N B E L L ' S M E M O R I A L (ITEMS: Big Heart)

In here, talking to the lady and she will tell you not to touch anything. Like you'll listen, head over to the left and through the opening and you will see a giant keyboard. Get ready for another puzzle.

PUZZLE #02: CAPTAIN BELL'S MUSICAL

Here's a little drawing of what you see. Now remember that little song that Peter The Parrot gave to you "DO ME SO FAR, DO ME"? Well, that song is about be put to some use. His message is actually musical notes: DO ME SO FA DO ME. Now you must step on the the right keys in the right order

for this solution to be solved. So, the first key on the left is DO, so starting with that, step on Key #01, then Key #03, Key #05, Key #04, Key #01, Key #03. This might take a couple times to do if need be.

And with that, the flames blocking the path will disappear, giving you access to the staircase. Go up and into the staircase and you will be taken to a basement area. In here, head south to the next staircase and go in it. Down in this lower area, see the blue in the wall? Well go through that and you will find a BIG HEART. Get that and you will have 9 Heart Points. Now with that, head back up to the basement area and head south, and you will be taken to the Overworld.

O V E R W O R L D (ITEMS: None)

Once out here, follow the path all the way and you will see a tunnel. With your game saved, it's time to take on Dungeon 5-1!

1: |Dungeon 5-1|

DUNGEON STATS: This dungeon has 3 parts and 30 rooms in it.

- - - D U N G E O N 5 - 1 P A R T A - - -

[10]	LEGEND FOR PART A:
[11]-[09]	01 = Starting Point/ Two Hearts
	03 = 3 Two Hearts
[12]-[08]-[06]-[05]-[04]-[03]-[02]	07 = Life Sign
	08 = Two Hearts
	[01] 12 = Leads to 13 (Part B)

ROOM #01:

As always you start off in this room, however this time it's different. You see a Rabbit Slug in here, so take that out. Also in the bottom right corner is a shadow wall, which you can go through. At the otherside will be two TWO HEARTS. Now head back and go through the north door, taking you to ROOM #02.

ROOM #02:

In here is two Blue Bats and three Red Bats. Take these out and the west door will open, taking you to ROOM #03.

ROOM #03:

Now this room is gonna be a trip. Right away you will see several tiles. First off, jump down 1 and then up 2, and both will reveal two TWO HEARTS to go along with the TWO HEARTS you already see. Now you need to make your way across the tiles, but be careful as halfway through, the tiles will start to disappear right behind you. Once at the otherside, jump up 1 to reveal a switch. Hit that switch and the west door will open. Quickly make it through there and you will be in ROOM #04.

ROOM #04:

You need to quickly make it across the room as arrows will

start to shoot out at you as you make it across. Once through that, continue on to the tile, which will reveal a switch (more arrows will shoot at you). Keep going left and jump on the switch to cause the west wall to open, taking you to ROOM #05.

ROOM #05:

In here is a Silver Ball, and two tiles. Hit the first one to reveal a switch, then head up to the Silver Ball and hit it, to cause it to move. Make your way to the switch and it will cause the west wall to open, taking you to ROOM #06.

ROOM #06:

In here, all three doors here will open up, which is helpful. So which way do we go from here? Well for starters, head south to ROOM #07.

ROOM #07:

In this room, is four Green Snakes and a Red Bat, as well as a LIFE SIGN. Take out the enemies, and collect the Life Sign to see what you get. The north door will open, so go through it and you'll be back in ROOM #06.

ROOM #06 (REVISITED):

Once back here, now head through the west door, taking you over to ROOM #08.

ROOM #08:

In here is TWO HEARTS, but getting it will cause arrows to shoot out. The left tile will reveal a switch for you to get out of here. Don't worry about the otherside, we'll get to that soon. Instead head back to ROOM #06.

ROOM #06 (REVISITED):

Now head up through the north door, taking you to ROOM #09.

ROOM #09 & ROOM #10:

Here's the deal with this, this room and ROOM #10 works together, so I will just give you the directions on how to get out. First off, there are five Blue Rats here (just avoid those). From where you start, go up 3 steps, then right 1 and you'll fall into ROOM #10. Here, go to the bottom right corner staircase and climb it, while avoiding the spikes rising up. Back in ROOM #09, head up 5 steps, then left 2 steps and into the shadow wall. At the otherside, go left 2 steps and down 1, and then into the shadow wall, which will take you to ROOM #11.

ROOM #11:

In here is three Green Snakes and a lone Red Bat. Take all of these out to open the south wall, which will take you into to ROOM #08.

ROOM #08 (REVISITED):

Simply follow the path to the west door and enter it, taking you to ROOM #12.

ROOM #12:

In here is a room full of tiles as a Red Bat and Blue Bat. Here's what needs to be done. Jump all the way across the blocks to the otherside, but be warn as the blocks will start to disappear starting in the middle, and go around encircling

other blocks (you'll see what I mean). At the otherside, jump down 2 to reveal a switch and quickly head up to it to open the west door, taking you to ROOM #13 as well as Part B.

- - - D U N G E O N 5 - 1 P A R T B - - -

[16]		LEGEND FOR PART B:
		13 = Starting Point of Part B
[25]-[24]-[17]-[15]-[14]-[13]		/Mirror Shields
		15 = Magic Rod
[23] [18] [19]		16 = Two Hearts
		17 = Baseball Bats
[22]-[21]-[20]		18 = Magic Potion
		25 = Leads to 26 (Part C)

ROOM #13:

Here starts Part B. Okay now this will be real fun (sarcasm obviously). You will be faced with a Blue Megaton, which will roll back and forth (which if it hits you, you're instantly dead). Duck in one of the cubby holes and then when it's near you, begin to chase it. You will get a couple more cubby holes up. After it's past you, then make your way left to the otherside, where some tiles are. Hit the bottom one for MIRROR SHIELDS to appear, and the top one for a switch to appear. Get both of these and the west door will open, which will take you to ROOM #14.

ROOM #14:

A Green Snake is in this room as well as two Ghost Pirates. To take those out, do it the same way as you did Red Wizards, and that is to use your Mirror Shields on them. Take out the Green Snake and the west wall will open up, taking you to ROOM #15.

ROOM #15:

Now this room might be slightly tricky. There are four Silver Balls and a MAGIC ROD in here. Hit the first Silver Ball to cause it to move and get the Magic Rod, and go up. Now hit the top Silver Ball to cause it to move and get up to left tile. This will cause a switch, which will open the north door, taking you to ROOM #16.

ROOM #16:

Now this room is completely optional, and rather tricky, so I would just avoid it. Once you enter this room you'll be on a sinking tile, you must quickly jump upwards, to reveal a switch. That switch opens the door leading back to ROOM #15. On either side here, you can TWO HEARTS by stepping on each tile. Now you can go get those, and then head through the door taking you back to ROOM #15.

ROOM #15 (REVISITED):

Now back here, hit the Silver Ball, then in the middle, duck to the left, then hit the next Silver Ball. Jump over that and hit the left top tile to reveal a switch. Hit the switch to open up the west wall, which will take you to ROOM #17.

ROOM #17:

In here it appears quiet, so head over to the island and find the right tile to step on which will reveal BASEBALL BATS. Now, use your Magic Rod to find a Floating Ghost in the corner. Take

that out and the south door will open up, which will take you to ROOM #18.

ROOM #18:

In here, you will see a MAGIC POTION so get that. Now find the right tile, which will cause a switch to appear. Don't worry about the south half of this room, as it's not needed for this dungeon. Anyways step on the switch and it will open up the north door, taking you back to ROOM #17.

ROOM #17 (REVISITED):

Nothing else to do here, so head back through the east door, taking you back to ROOM #15.

ROOM #15 (REVISITED):

Once back here, do as you have been doing and make it to the south side. Hit the bottom left tile to reveal a switch which will open the south door, taking you to ROOM #19.

ROOM #19:

Simple enough room, four Green Snakes and a Red Bat. Take them out and the south wall will open up, taking you to ROOM #20.

ROOM #20:

In here is three Blue Tucans, so take them out and the west wall will open up, taking you to ROOM #21.

ROOM #21:

Okay this one will be an extreme pain. You will have a Green Megaton charging at you, so go up to the tile and pressing it will reveal a switch on the otherside. Now to deal with this bowling ball. Follow it till it's on the leftside, and start hitting. This will freeze it for a second, so it's best to hit it and go up the middle path (don't worry about the north door). Now stun it when it's on the right and get to the switch. This will cause the west wall to open up, taking you to ROOM #22.

ROOM #22:

In here, hit the lone tile in the middle of the room, to cause a switch to appear. Hit that and the north door will open taking you to ROOM #23.

ROOM #23:

Rather simple room, there are six Red Bats here, but you can ignore them. So just make your way up the tiles and go through the north door, which will take you to ROOM #24.

ROOM #24:

In here is two Purple Minotaurs, so take them out, and then jump on the right tile to reveal a switch with the left tile. Now this will open the east wall, which will take you to ROOM #17, but that's not needed. Instead, use the Magic Rod and a Floating Ghost will appear. Take that out and the west wall will open up, so go into that and it will take you to ROOM #25.

ROOM #25:

Somewhat simple room, head over and hit the Silver Balls and head to the otherside. Hit the top tile and it will cause a switch to appear. Hit the switch and the west door will open,

taking you to ROOM #26 as well as Part C.

- - - D U N G E O N 5 - 1 P A R T C - - -

LEGEND FOR PART C:

[---30--]	26 = Starting Point of Part C/ Two Hearts
[29]-[---28--]-[27]-[26]	27 = Two Hearts
	28 = Two Hearts/Mirror Shields
	30 = Exiting Point

ROOM #26:

Here starts Part C. In here will be some tiles as well as spikes shooting up through the ground. Quickly head over to the tiles, where the middle one will make a switch appear and the right one will reveal TWO HEARTS. Jumping on the switch will cause the west door to open, taking you to ROOM #27.

ROOM #27:

In here, you will see a TWO HEARTS, so go after it and as you do, arrows will shoot down at you. As you make through here, jump across the submerging tile, then continue going right, trying to avoid the arrows. At the otherside is you will step on a tile which will reveal a switch. Step on that, and the west door will open, taking you to ROOM #28.

ROOM #28:

Now this room will be very tough. You will see a Red Megaton, and this one will come at you if you're in its path. To get through here, duck in the cubby hole and when it gets to the left side, quickly make it to the next cubby hole, where there is a TWO HEARTS. Once it hits the right side, get out and hit it to stun it, then walk a few steps, turn around and stun it again. Repeat this until you reach the far left side. At the otherside, jump on the top tile to reveal a switch and the bottom tile will reveal MIRROR SHIELDS. To get either, make sure the Red Megaton is on the rightside, and make your move (stun it if you must). Now go through the west door after all of this, and you will be in ROOM #29.

ROOM #29:

In here is two Green Snakes and three Ghost Pirates. Use your Mirror Shield for the Ghost Pirates and just blast away on the Green Snakes. After all of this, the north door will open, taking you to ROOM #30.

ROOM #30:

In here, you will be standing on a shadow wall, so go through it to the right. At the otherside, go up and through the north shadow wall. Once back, jump on the tile three times. This will cause the levee to open up and the water will spill through. And with that, you have completed Dungeon 5-1.

O V E R W O R L D (ITEMS: None)

You are now on the Overworld and you will be treated to a instrumental piece of "My Country Tis Of Thee", which is a historic song about America. While this is happen, the giant ship

will be swept away, giving you access to move on. After that, your score tallied and your game saved, it's time to move on! And by doing so, you will get a cutscene showing you sailing off to the north. After that the game will now save, and you will have completed with Chapter 5!

G: |Chapter 6: Reunion|

"Sub-C is searching for Dr. Jones location.... Will Nav-Com catch his signal in time?"

O V E R W O R L D (ITEMS: None)

Here we go on another crazy adventure. But before we get into it, the next area is kinda like a maze area. If you want, you can use my map which can be found on the FAQ Section for this game:

<http://www.gamefaqs.com/console/nes/file/587653/40253>

Now with that out of the way, from where you start off, head directly east all the way until you reach the wall. Now from there, go back 1 step and down 6 steps, and you'll (hopefully) see some tiny white bubbles. At that point, go through the wall and at the otherside, head up to where you see the lone hut. Go into the hut and you will be in Howduyadu-Cola Village.

H O W D U Y A D U - C O L A V I L L A G E (ITEMS: None)

Welcome to Howduyadu-Cola Village! As you walk around talking to the villagers, you will out that they are quite and old bunch (and I mean REALLY old, like the oldest is 199 years old O_o). Though by talking to everyone, you'll learn some interesting things, including a Big Heart location, and something about seeing someone in a boat just like yours (very interesting!). Anyways, leave here and head back to the Overworld.

O V E R W O R L D (ITEMS: Big Heart, Apple)

Board Sub-C and it seems that Nav-Com has detected a signal, that your uncles location is north 49 and east 28. This is where things get rather interesting. What you must do is navigate through a large maze like area, just to find your uncle. Clues will easily be given thanks to Nav-Com, when you board Sub-C each time (after docking) or when you're getting close to Dr. J. However, we'll worry about that in a bit. Right now, it's time to go hunting for stuff. So, from the docking area, head south 1, west 7, north 13, west 4, north 6, west 8, north 12, west 11, north 3, west 6, north 2, west 7, north 9, and you will be near a submerging spot. Go to it and submerge and you will take across to the otherside. You'll now be inside a small water area. From here, head to the south submerging spot and use it to travel southwards. Once here, you will then see an island and staircase.

Inside the staircase is an Apple, which does absolutely nothing.

Yeah I know this was a wasted trip, but when you board Sub-C again, you will get new coordinates, which is north 25 and east 59. With that, head back up to the submerging spot to go north, and in that spot, take the east submerging spot. Now at the otherside of this one, you will see another small island and staircase, so take the southwest path to get to it. In this one, there is a Big Heart, which you will get! This will bring you up to 12 Health Points! Now leave here and board Sub-C, and the new coordinates are north 13, east 53. Now after that, you are ready to sail, so head back to where the submerging spot is and use that as the starting point. From there, go south 1, east 3, south 1, east 1, south 1, east 1, south 1, east 18, north 6 and you will see a hut.

By going into the hut, you will see a skeleton? Who was this you wonder, well who knows. Anyways, back on the Sub-C and now the coordinates say north 4, east 29 (we're getting so close!). After that, go south 13, east 4, south 2 and through the wall. At the otherside, head south 14 and you'll be at a submerging spot. Into it and you will be taken east to the otherside. Once there, go east 3, south 13, west 2, submerge to go south, then go south 2, west 7 and submerge going north (yeah I know there's an island, but nothing is in it, so ignore it). At the otherside, go north 1, west 1 and Nav-Com will say the new coordinates are north 20 and east 11. With that, west 1, north 9, west 4, north 6, through the wall, then east 2, new coordinates of north 5 and east 6. With that, go north 3, east 3, north 2, east 2 and then east once more.

It seems the signal has stopped? Hmmm, nothing is happening. I guess we could try submerging, and looky there, you're underwater! With that, head upwards and you will see a tunnel. Your game will saved once entering here. You need to head up three screens, and as you do, things will get much darker. After that, you will be in some sanctuary. Follow the pathway all the way to the otherside, and head through the north opening. With your game saved, it's time to take on Dungeon 6-1!

1: |Dungeon 6-1|

DUNGEON STATS: This dungeon has 2 parts and 18 rooms in it.

- - - D U N G E O N 6 - 1 P A R T A - - -

[09]-[08]	LEGEND FOR PART A:
	01 = Starting Point
[07]	03 = Floating Feather/2 Two Hearts
	05 = Floating Feather
[06]-[---05--]-[04]	06 = Two Hearts/Magic Potion
	08 = BOSS: Giant Turboss/
[03]	Floating Feather
	09 = Leads to 10 (Part B)
[02]	
[01]	

ROOM #01:

Here is where you start off as always, but nothing is in here, so just head through the north door taking you to ROOM #02.

ROOM #02:

In here are two Green Snakes and two Purple Snakes, but taking them out won't do anything so just go through the north door, taking you to ROOM #03.

ROOM #03:

In here you will see a FLOATING FEATHER, which is a really handy item that will let you float over two gaps, but will last for one room. Get that, and then jump up to the left tile, which will reveal a switch, causing TWO HEARTS to appear from the chest. Now for the right tile, which will cause another switch to appear, thus more TWO HEARTS comes out of the chest. Get those and head through the north door which will take you to ROOM #04.

ROOM #04:

In here might be tricky, because there are three Blue Mummies and three Purple Mummies. Best way to deal with this, divide and conquer as much as you can. After taking them all out, the west wall will open up, taking you to ROOM #05.

ROOM #05:

For this room, you will see several tiles. For now, head down and take the lower path of tiles and soon you'll come to a tile which will reveal a FLOATING FEATHER. Also you will see Red Octojumpers as well. So, to get through here, head back to the tile which revealed the feather, and jump up 1, right 2, up 1, take out the enemy, left 1, down 1, left 2 (or 3, depending on the weapon you have), take out this enemy. Now go back right 2 (or 3), up 1, right 1, down 1, left 3, up 1, left 2 (or 3) and take out this one. Now go back right 1 (or 2), down 1, take out the enemy, left 1, up 1, left 2, take out the enemy and the west door opens. Now go through the door which will take you to ROOM #06.

ROOM #06:

Now this might be tricky. You see 6 Red Mummies here, but notice the opening in between, that's where you need to be. However you also have sinking tiles, so you need to time this carefully. When you see an opening coming around, make your move, then follow the Red Mummies till you reach the visible switch. This will cause the chest to open with TWO HEARTS. Now get to that spot where it is and stay there. You can easily take out the Red Mummies this way. After that, the north door will open, but before you make your way through that, head to the north sinking tile and jump right to reveal a hidden tile, then jump right once more to reveal another. Once more to the right again to reveal a MAGIC POTION. Now you can head through the north door, which will take you to ROOM #07.

ROOM #07:

In here is just a lone Crawling Snail, so just take it out and the north door will open, taking you to ROOM #08.

ROOM #08:

Get ready, because another boss fight is about to take place (a little too soon, I might add)!

BOSS #05: GIANT TURBOSS

This fight will be set up just like the boss fight with the giant octopus from much earlier. This boss will shoot a trail of fireballs at you, but at a much quicker pace, so simply jump back and forth dodging it. It's probably best to jump back and forth between the three tiles near the door, because it will get in close to you after a bit. This is when you need to strike at it fast. After a few hits, it will back and up and go at it again. Repeat this process and after several hits are done to it, it will be defeated!

Now during the boss fight, you will have uncovered a FLOATING FEATHER, so just use that and head through the (now) opened west door, taking you to ROOM #09.

ROOM #09:

In here, jump up to the lone tile to reveal a switch. Step on the switch to open the north door, taking you to ROOM #10, as well as Part B.

- - - D U N G E O N 6 - 1 P A R T B - - -

```
[18]          10 = Starting Point of Part B
|             12 = Two Hearts/Floating Feather/
[17]          Super Baseballs
|             13 = Power Skate
[16]          14 = 3 Two Hearts/Floating Feather
|             17 = BOSS: Broken Joe
[15]          18 = Exiting Point
|
[---14--]-[13]
|
[12]-[11]
|
[10]
```

ROOM #10:

Here starts Part B. In here is three Crawling Snails, so take them out and the north door will open, taking you to ROOM #11.

ROOM #11:

Nothing in here, but a shadow wall, but ignore that. Instead go through the bottom left corner of the room and walk through it. You will now be in ROOM #12.

ROOM #12:

Now while this room is dark, head left till you can't go anymore, then jump left. This will reveal a switch, which stepping on that will open the north wall. With that, simply head back into ROOM #11.

ROOM #11 (REVISITED):

Once back here, head to the upper left corner, and go through it, to go back into ROOM #12.

ROOM #12 (REVISITED):

Once back here, get the FLOATING FEATHER, then jump down 1 and left 1, to turn on the lights. Now, jump back to the upper path and jump on the tile there. This will reveal another switch,

which will open a chest revealing TWO HEARTS. Now jump down 1 to reveal a third switch. Now head to the switch and the chest will open, revealing SUPER BASEBALLS. Now with all of that out of the, head up through the north door, taking you to ROOM #13.

ROOM #13:

In here you will see six Red Crabs and a POWER SKATE. This is a fun item, and infact to get through here, you need to use it once. After that, the west door will open, which will take you to ROOM #14.

ROOM #14:

Starting off here, will be some Fire Pipes and Crawling Snails. Make your way along the lower path and hit the left tile, to reveal TWO HEARTS. Now head to the upper path and hit the left tile to reveal a FLOATING FEATHER. Now with that, head across the middle path of tiles, collecting the Two Hearts, and at the otherside is another TWO HEARTS as well as more Crawling Snails and Fire Pipes. The tile on the lower path will reveal another TWO HEARTS. Make sure you take out all the Crawling Snails, and when you do, the north door will open taking you to ROOM #15.

ROOM #15:

Now this room might either be tough or easy, it all depends on if you have your Power Skates. There are 6 Black Mummies here and a room full of tiles. Use three Power Skates to take them out (you will now have six left, so save them!). If you don't have any, well, this might be tougher. After that the north door will open, and seeing as there is nothing in here (surprisingly). Go through the door and you will be taken to ROOM #16.

ROOM #16:

In here, it's simple, two Purple Snakes, so take them out and the north door will open, taking you to ROOM #17.

ROOM #17:

In here you will see a statue in the wall. Walk up to it and it will start to wake up and starts moving around. Get ready, because another boss fight is about to take place!

BOSS #06: BROKEN JOE

This boss will slowly float around making its way towards you, and when it stops, it will shoot out snakes at you, so dodge these. Make sure you have your SUPER BASEBALLS, because when it opens its mouth, that's when you need to attack it. If you run out, you are pretty much screwed, but you should be able to have enough to take it out, so long as you make successful hits (jump and shoot might help). After about twenty direct hits, he will be defeated!

And with that, the north door will open, go go through it and you will be taken to ROOM #18.

ROOM #18:

Nothing here, but the exit pathway, so go up through the north door and you will be out of here! And with that, you have completed Dungeon 6-1.

R U I N S (ITEMS: Big Heart)

You are now back on the Overworld/Sanctuary area and with your score tallied and your game saved, it's time to move on! Now this next section will kind of a maze. While I'll give you directions on getting through here, you can also look at my map on the solution which can be found on the FAQ Section for this game. The link to that can be found here:

<http://www.gamefaqs.com/console/nes/file/587653/52484>

Now, with that out of the way, you start off on SCREEN #01, so here's the directions on how to get through here:

SCREEN #01: Follow the path and go east to SCREEN #02

SCREEN #02: Continue to second north path and go to SCREEN #03.

SCREEN #03: Take left path and follow it to staircase. Inside is a Big Heart, which will give you 13 Heart Points. Now go back the same way to SCREEN #02.

SCREEN #02: Go left and make your way back to SCREEN #01.

SCREEN #01: Go up the north path to SCREEN #04.

SCREEN #04: Follow path to the east path, leading to SCREEN #03.

SCREEN #03: Follow path to the right and go north to SCREEN #05.

Now that you are on SCREEN #05, head up to the rock (OMG A GIANT ROCK!) and examine it. You see that it's metal melted by great heat. There's also three holes in it, and some weird cipher is inscribed in it, however you can't read it. What could this mean? Well you will find out in due time. Anyways, head around here, and continue following the path and you will see a north opening in the far east side, which you will go through. With your game saved, it's time to take on Dungeon 6-2!

2: |Dungeon 6-2|

DUNGEON STATS: This dungeon has 4 parts and 29 rooms in it.

- - - D U N G E O N 6 - 2 P A R T A - - -

[03] LEGEND FOR PART A:
| 01 = Starting Point
[02]-[04] 04 = Two Hearts/Leads to 05 (Part B)
| |
[---01---]

ROOM #01:

You start off in this room, and it appears as if there's nothing here, but we'll get to that soon enough. Now if you head north you'll be in ROOM #02, which only has three Blue Rats, and past that is ROOM #03, which has five Blue Bats in it. Nothing else is to be gained, so let's just stay in this room. Doing so, head to the east wall and you can go through it to the otherside. You will then see a row of tiles, so starting at the bottom tile, work your way up. Eventually you'll find

the switch that will open the north door, which will take you to ROOM #04.

ROOM #04:

In here is three Blue Rats and a TWO HEART. Don't worry about the left side as it's not important. Instead take out the Blue Rats and the north door will open, taking you to ROOM #05, as well as Part B.

- - - D U N G E O N 6 - 2 P A R T B - - -

[13]	LEGEND FOR PART B:
	05 = Starting Point of Part B
[14]-[12]-[11]	06 = Star Splitters
	09 = Two Hearts
[10]	12 = 2 Two Hearts
	14 = BOSS: Hoodoo Doll/Life Sign/
[09]-[08]	Leads to 15 (Part C)
[07]	
[06]	
[05]	

ROOM #05:

Somewhat simple room, two Blue Bats are here but there are also blades that will stick out of the ground at random places. Take out the Blue Bats and the north door will open, which will take you to ROOM #06.

ROOM #06:

In here are six Green Snakes and a STAR SPLITTER (save these!). Get that and here's how it works. Turn left and use the Star Splitter and when it's in their path, hit the 'B' BUTTON again to split it two directions, taking them both out at once. Now do this again with the remaining Green Snakes and the north wall will open up, taking you to ROOM #07.

ROOM #07:

Four Green Snakes and a Purple Spike Ball (which is like the Silver Balls) is here. Use your Star Splitter on the Green Snakes and the north door will open, taking you to ROOM #08.

ROOM #08:

In here is two Blue Flies, so just take them out. Doing so will cause the west wall to open, which will take you to ROOM #09.

ROOM #09:

In this happy music room, there are two TWO HEARTS so get them. Seeing as nothing else is here, simply go back to ROOM #08.

ROOM #08 (REVISITED):

Back in here, take out the Blue Flies and hit the middle left tile to reveal a switch. Hitting the switch will cause the north wall to open up, taking you to ROOM #10.

ROOM #10:

In here are just five Blue Bats, so take them out and the north door will open, taking you to ROOM #11.

ROOM #11:

In here is four Purple Creepers and two Dark Clouds. Don't let those touch you or else you'll lose your weapon for a little bit. Take out the four Purple Creepers the west wall will open up taking you to ROOM #12.

ROOM #12 & ROOM #13:

Okay here's another happy music room, in which both ROOM #12 and ROOM #13 works together. Nothing can be gained from the tile, so head up to the narrow path and jump up to ROOM #13. Up here swing around to the left and jump down back to ROOM #12. Collect the TWO HEARTS and head to the left wall and go through it, collecting the other TWO HEARTS. Now go down to the tile and jump on it, revealing a switch, which will open the west door taking you to ROOM #14.

ROOM #14:

Get ready, because another boss fight is about to take place!

BOSS #07: HOODOO DOLLS

Okay this is tough, you have here a wooden doll walking around. It will spin around fast and shoot bullets at you when you are in it's path. So here is what you should do. Get near it, but not in it's path, and when it comes down right in front of you, start hitting it and then run out of it's path before it starts to shoot at you. Repeat this process and soon it will be defeated.

With that defeated, the north door will open up and a tile will appear. Step on the tile and a LIFE SIGN will appear. Get that, and go through the north door, taking you to ROOM #15 as well as Part C.

- - - D U N G E O N 6 - 2 P A R T C - - -

[19] LEGEND FOR PART C:
| 15 = Starting Point of Part C/2 Two Hearts/
[18] Star Splitters
| 18 = Star Splitter/Two Hearts
[17] 19 = Leads to 20 (Part D)
|
[16] |
|
[15]

ROOM #15:

Here starts Part C. Quiet room, head up to the two tiles in front of you and step on them to reveal a STAR SPLITTER and TWO HEARTS. Now step on the right tile to reveal a switch. Head to the switch and it will open the north door. Jump on the tile next to the right of it, to reveal another TWO HEARTS. Now go through the north door, which will take you to ROOM #16.

ROOM #16:

Four Green Snakes and a Purple Spike Ball is here. Use your Star Splitter on the Green Snakes and the north door will open, taking you to ROOM #17.

ROOM #17:

You must be careful here, because two Rock Creatures will wander across the room. To take them out, they must be fully visible, so getting close to them might help. After taking them out, the north door will open, taking you to ROOM #18.

ROOM #18:

This room has six Blue Flies in it, which shouldn't be too big of a problem. Take them all out and the north wall will open up. Before going through it though, step on the right tile to reveal STAR SPLITTERS and the left tile for a TWO HEARTS. Now go through the north opening, which will take you to ROOM #19.

ROOM #19:

There are four Rock Creatures in this room, so take them out the same way as you did before. Doing so will cause the north door to open, taking you to ROOM #20, as well as Part D.

- - - D U N G E O N 6 - 2 P A R T D - - -

[29]		LEGEND FOR PART D:
		20 = Starting Point of Part D/Two Hearts
[28] [23]-[22]		24 = 2 Star Splitters/Magic Potion
		25 = BOSS: Two Hoodoo Dolls
[---27--]	[24]-[21]	27 = Two Hearts/Star Splitters
		28 = BOSS: Statues Of Twin Sumocho/ Two Hearts/Star Splitters
[26]-[25] [20]		29 = Exiting Point

ROOM #20:

Here starts Part D. In here is two Blue Bats and blades shooting upwards. There is also two TWO HEARTS here, so carefully get those and make your way through the north open door, which will take you to ROOM #21.

ROOM #21:

In here is a Red Zombie, which is rather simple to take out (despite it taking a bit to do). Take it out and the north wall will open up. However now go the left wall and go through it, and you will be taken to ROOM #24.

ROOM #24:

In here, simply step on the tile and STAR SPLITTERS will be revealed. Get those and head back through the wall, going back to ROOM #21.

ROOM #21 (REVISITED):

Back here, avoid the Red Zombie, and simply go through the north opening, which will take you to ROOM #22.

ROOM #22:

This room might be a bit more tricky, as it has four Red Zombies and two Dark Clouds. Avoid everything here and head to the west wall, about halfway up, you can walk through the wall, which will take you to ROOM #23.

ROOM #23:

In here is nothing, so jump over to the center island, and then jump downwards and you will be in ROOM #24.

ROOM #24 (REVISITED):

Once getting here, you will see a MAGIC POTION, so get that. Now step on the right tile to reveal a switch, and then head over to the left tile which will reveal a STAR SPLITTER, which you will get as well. Now hit the switch and the south door will open up, taking you to ROOM #25.

ROOM #25:

Get ready, because another boss fight is about to take place!

BOSS #08: TWO HOODOO DOLLS

This is gonna be extremely tough, because you got a double dose of these wooden dolls to contend with. They will both use the same tactic as before, so you can try and take them out the same way, just make sure they are both far apart from one another when you do it. If you want to try and use your Star Splitter, go for it (save atleast 40 of them as you will need them soon enough), but make sure they are in line with each other for it to work. You'll also have a Magic Potion as a back up plan. Use a combination of both tactics and soon they will be defeated.

After the fight, the west door will, which you will go through, taking you to ROOM #26.

ROOM #26:

In here, head to the lone tile and step on it. This will cause a switch to appear, which by stepping on that, will make the north door open. Go through that and you will be in ROOM #27.

ROOM #27:

In here it's a very dark room, so all you need to is go north. But first, walk three steps north and walk through the west wall. On the otherside, go down 1 step then jump left 1 and a TWO HEARTS will appear. Now jump down 1, left 1 to reveal a switch. Hit the switch and STAR SPLITTERS will emerge from the chest. Now jump left 1, up 2 to get it, then right 1 and through the wall back to the otherside. Once back here, go north and you will be in ROOM #28.

ROOM #28:

Get ready, because another boss fight is about to take place!

BOSS #09: STATUES OF TWIN SUMOCHO

It's more double trouble as you have to deal with these twin statues. They will both shoot out fireballs at you, which are easy to avoid. To take them out, use your Star Splitters so that you can hit them both at the same time. When to strike them would probably be when they stop shooting fireballs at you. After about 8 or 10 hits, they will both be defeated!

After that, make a new tile will appear and the north door will open up. Before heading there, jump to the far left tile to reveal TWO HEARTS, and the far right tile to reveal STAR SPLITTERS. Both of which you can get during the fight to help you some. Now make your way up there, avoiding the fireballs, and go through the north door, which will take you to ROOM #29.

ROOM #29:

Nothing here, but the exit pathway, so go up through the north

door and you will be out of here! And with that, you have completed Dungeon 6-2.

R U I N S (ITEMS: None)

You are now back on the Overworld/Ruins area and with your score tallied and your game saved, it's time to move on! With that, head left and follow the path all the way north, taking you to the next screen. Once there, go around the big hole and make your way to the south side and continue following that path to the east, to the next screen. On this screen, follow the path to the man you see. A cutscene will take place which involves reuniting with your uncle (finally we find him!). He then tells you what happened to him, which I will quote:

"A month ago I found a big rock in these ruins.... I think you know the one. I decoded the cipher. It told of an incredible story... On a far away planet called Argonia, the Argonians battled evil aliens. The Argonians were all but destroyed. They sent their last escape pod to Earth. Mike! The rock you say is the burned remains of that escape pod, and.... the pod was carrying 3 powerful magic cubes. They are very important! The evil aliens chased those magic cubes to Earth, and abducted me to get at them."

He will ask you if he should repeat his story, which don't bother with it. He then goes on to say other stuff, which you agree to go to the alien spaceship to get them back. With the cutscene over, he will move out of the way, so that you can continue going northwards. Follow the path all the way to the staircase and enter it. On the Overworld, you will head north. After that the game will now save, and you will have completed with Chapter 6!

H: |Chapter 7: Alien Spaceship|

"At last you have arrived at the spaceship.... Find the 3 Magic Cubes!"

O V E R W O R L D (ITEMS: None)

Now it's time to invade the enemy's aircraft! From where you start off at, head all the way north and you will see a spaceship, which you will now board. Now if I don't sound so enthused from here on out, is because when I was younger, I kinda lost interest in the game at this point (never knew why). With your game saved, it's time to take on Dungeon 7-1!

1: |Dungeon 7-1|

DUNGEON STATS: This dungeon has 1 part and 13 rooms in it. Also note, the Room Number layout for this dungeon will be different, as I will mention each room in the order I played through here.

- - - D U N G E O N 7 - 1 P A R T A - - -

[05]	[11]	LEGEND FOR PART A:
		01 = Starting Point
[16] [04]-[---06--]-[---10--]		02 = Four Hearts
		04 = Maximum Pill
[15]-[03] [---07--]-[---08--]		05 = Power Skates
		06 = Four Hearts/Magic Potion
[02]-[---13--]-[---12--]		07 = Four Hearts/Laser Gun
		08 = Leads to 09
[01] [14] [09]		09 = Leads to 08/Leads to 10
		10 = Leads to 09/Laser Gun
11 = Maixmum Pill		12 = Four Hearts
13 = Laser Gun/Leads to 14		14 = Leads to 13/Leads to 03
15 = BOSS: Two Jet-Pack		16 = Exiting Point
Jumpers/Floating Feather		

ROOM #01:

Now the setup for the remainder of the game will be much different than what you're use to with dungeons. You will only be able to stay on any blue parts, so keep this in mind. With that, you start off in this room, but with nothing here, just continue through the north door, taking you to ROOM #02.

ROOM #02:

In here is two Bullet Shooters (these are NOT consider as safe tiles to jump on) and a FOUR HEART. Get the Four Hearts and ignore the Bullet Shooters, and head along the blue path north to ROOM #03.

ROOM #03:

In here is a Yellow Alien Solider, so dodge it's bullets, and head north along this path and you will be in ROOM #04.

ROOM #04:

In here are two more Bullet Shooters and a MAXIMUM PILL. Dodge the bullets and when you get the Maximum Pill, you will temporarily have 22 Heart Points. Now from that tile, jump right 2 and start hitting the wall. Now from here on, you will hear the sounder that you step on a special tile, just ignore it. Anyways go throught he north opening, and you will be in ROOM #05.

ROOM #05:

In here is POWER SKATES so grab that and hold on to it (don't use them at all). Now head back south to ROOM #04.

ROOM #04:

Avoid the Bullet Shooters and head back to the blue pathway. Once there, take the east path and you will be in ROOM #06.

ROOM #06:

In here is two Yellow Alien Soliders, but you can easily avoid those. Do so and take the south path, taking you to ROOM #07.

ROOM #07:

Two more Yellow Alien Soliders inhabit this room, as well as a FOUR HEART. Get the Four Heart jump across the third row of tiles going east. You will then come across a LASER GUN, which you need to get, as well as another Yellow Alien Solider. Continue going east, and another Yellow Alien Solider will appear. But ignore all of that and just follow the blue past to the east, which will take you to ROOM #08.

ROOM #08:

In here is a Green Alien Solider as well an endless supply of Pink Alien Hoppers. Make your way east across the third row of tiles and keep going to find a Bullet Shooter and a Warp Tile above that. Jump into the Warp Tile and you will be taken to ROOM #09.

ROOM #09:

In here, simply take the right Tile Warp and it will take you to ROOM #10.

ROOM #10:

Right away you will see a Green Alien Soliders, so be careful of that. You'll also see a LASER GUN, but don't worry about that, you'll get another one soon. Anyways, head over to the blue path and go north then west to see another Green Alien Soliders, and then a Bullet Shooter. Just above the Bullet Shooter, hit the wall to reveal an opening, which will take you to ROOM #11.

ROOM #11:

In here is another MAXIMUM PILL, which you don't need unless you don't have your max 22 Hearts anymore. Other than that, head south back to ROOM #10.

ROOM #10 (REVISITED):

Back here, go west and you will be in ROOM #06.

ROOM #06 (REVISITED):

Yellow Alien Soliders are in here, just like before, so be careful, as well as a Bullet Shooter. You will also see a FOUR HEART, and if you're really feeling gutsy, there is a MAGIC POTION on the otherside. After that, head back to ROOM #10.

ROOM #10 (REVISITED):

Simply head east then south, taking out the Green Alien Soliders. Follow the blue path south and you will taken back to ROOM #08.

ROOM #08 (REVISITED):

In here, it's pretty easy, just follow the blue path south and you will be in ROOM #12.

ROOM #12:

When starting off, you will see a Green Alien Solider, so get around and and continue going west to find three more (you may have to take them out). Also here is a FOUR HEART, so get that, and from there, jump south 1 and go west to ROOM #13.

ROOM #13:

Seems rather peaceful here, but continue going west along the

blue path, then start jumping across the tiles and Pink Alien Hoppers will come out, so just keep taking them out. Soon two Bullet Shooters will be visible too as well as a LASER GUN. Get the Laser Gun and jump into the Warp Tile which will take you to ROOM #14.

ROOM #14:

In here, simply step on the next Warp Tile (don't worry about the other pair, they aren't necessary) and you will be taken to ROOM #03.

ROOM #03 (REVISITED):

Once in here, simply go west and you will be in ROOM #15.

ROOM #15:

Right away you'll see a FLOATING FEATHER, so get that! Now get ready, because another boss fight is about to take place!

BOSS #10: TWO JET-PACK JUMPERS

In here you got 2 big space creatures, as well as a Bullet Shooter. The two bosses will roam around shooting bullets at you, so you need to avoid them! Here's how taking them out will work. First use your Power Skates all up to do some serious damage. The Bullet Shooter will be out of your way as well. Now jump back and forth across the tiles dodging their bullets and using your Laser Gun on them. After 2 or 3 direct hits, they will both be defeated!

With all of that gone, the north door will open, which will take you to ROOM #16.

ROOM #16:

Nothing here, but the exit pathway, so go up through the north door and you will be out of here! And with that, you have completed Dungeon 7-1.

S P A C E S H I P (ITEMS: Magic Cube, Super Nova)

You are now back on the Overworld/Spaceship area and with your score tallied and your game saved, it's time to move on! The Maximum Pill has now worn off, so you're back down to 16 Heart Points. From where you start off at, head north and around the little corner. You will be presented with three staircases, so which one shall we take. Well, the north one and southwest one connects together, so by the power of deduction, you should take the southeast staircase. After doing that, follow the path all the way and you will see a red cube. Get it and you will have found the FIRST MAGIC CUBE (DUN DUN DUN DUN *insert Zelda music*). And with the cube in your possession, you feel a strange new power going into your Shooting Star, which now becomes the SUPER NOVA! Do remember though, to use this mighty weapon, you need 11 Heart Points full or more. Now head through the north opening. With your game saved, it's time to take on Dungeon 7-2!

DUNGEON STATS: This dungeon has 3 parts and 23 rooms in it.

- - - D U N G E O N 7 - 2 P A R T A - - -

	[09]	LEGEND FOR PART A:
		01 = Starting Point
[05]	[08]	02 = Four Hearts
		03 = Laser Gun/Four Hearts
[02]-[03]-[04]-[06]-[07]		05 = Magic Potion
		07 = Laser Gun/Four Hearts
[01]		08 = Leads to 09
		09 = Leads to 08/ Leads to 10 (Part B)

ROOM #01:

Nothing here as always, so simply head north to ROOM #02.

ROOM #02:

In here, you will see two FOUR HEARTS and a Yellow Alien Solider. Test out your new toy on the enemy and collect the Four Hearts and head east to find three more Yellow Alien Soliders. Go through the east side and you will be in ROOM #03.

ROOM #03:

Here is a Yellow Alien Solider and a Bullet Crawler. Take out the nearby enemy and continue onwards. Stay along the path to find a LASER GUN and FOUR HEARTS and go through the east side, taking you to ROOM #04.

ROOM #04:

In here is a Green and Yellow Alien Solider. Take them both out from a distance (with your Super Nova). Now look at the north wall. Notice a crack in it, well go up there and you can destroy the wall, revealing an opening taking you to ROOM #05.

ROOM #05:

In here is a MAGIC POTION, so get that and head back ROOM #04.

ROOM #04 (REVISITED):

Take out the enemies again and head through the east entrance, which will take you to ROOM #06.

ROOM #06:

For this room, you start off with two Bullet Crawler and soon a Green Alien Solider. Take those out then keep going to find another Bullet Crawler. After that mess, head through the east entrance, taking you to ROOM #07.

ROOM #07:

And in this room is a LASER GUN and FOUR HEARTS. Also here is a Green Alien Shooter and a Star Shooter. To get through this, start hitting the stars coming flying out as you're walking towards it. Now get the Laser Gun and when an opening it there, jump back on the blue path and then head north. Get the Four Hearts and take out the Green Alien Solider and the north door will open, taking you to ROOM #08.

ROOM #08:

For this room is two Yellow Alien Soliders and a Warp Tile. Take out the enemies and seeing as nothing is in the tiles, jump into the Warp Tile and you will be taken to ROOM #09.

ROOM #09:

This might be tough here, because there are four Bullet Crawlers here. You must dodge their attacks while taking them out (use the Laser Gun). After that, the east door will open and a tile will appear. Use that and go through the door and you will be in ROOM #10 as well as Part B.

- - - D U N G E O N 7 - 2 P A R T B - - -

	[17]	LEGEND FOR PART B:
		10 = Starting Point of Part B
[11]	[16]	11 = Lightning Blaster
		12 = Maximum Pill/Laser Gun
[10]-[12]-[13]-[14]-[15]		15 = Lightning Blaster/ Four Hearts
		16 = BOSS: Brown Jet Jumper/Leads to 18 (Part C)

ROOM #10:

Here starts Part B. In this room, there are two Flying Satellites. From where you stand, simply take them out, then jump right 3, up 2 and take out the wall to reveal an opening taking you to ROOM #11.

ROOM #11:

In here you will find a LIGHTNING BLASTER, so get that, and head back to ROOM #10.

ROOM #10 (REVISITED):

In here, take out the Flying Satellites if you want, then head over to the east side and jump over to ROOM #12.

ROOM #12:

In here is a Green Alien Solider and two Star Shooters, as well as a MAXIMUM PILL and LASER GUN. First, take out the Green Alien Solider and then work you way around the room collecting the items. After that, head east and you will be in ROOM #13.

ROOM #13:

This room has three Flying Satellites, but it also has a Lightning Barrier that will shoot down blocking your attacks. Carefully make it across this and then go through the east side, which will take you to ROOM #14.

ROOM #14:

Here lies three Green Alien Hunters which you need to take out from a distance and Lightning Barriers. When you do, the east door will open up, taking you to ROOM #15.

ROOM #15:

Two Flying Satellites and a Red Satellite is in here plus a LIGHTNING BLASTER and FOUR HEARTS. Take out the enemies and collect the items and the north door will then open, taking you to ROOM #16.

ROOM #16:

Get ready, because another boss fight is about to take place!

BOSS #11: BROWN JET JUMPER

Here we go with another Jet Jumper boss. This one will jump back and forth at you (when you're in range) shooting out bullets, which you should jump back and forth across the tiles to dodge them. After it retreats back is when you should attack. Start by using the Laser Gun as it has a long range attack. If that runs out (which it shouldn't) switch to Lightning Blaster. After several hits, the boss will be defeated!

And with that boss gone, a tile will appear and the east door will open. Now you can blast open the north wall, taking you to ROOM #17, but nothing is in there. So instead, just head east to ROOM #18 as well as Part C.

- - - D U N G E O N 7 - 2 P A R T C - - -

[19]	[23]	LEGEND FOR PART C
		18 = Starting Point of Part C/ Laser Gun/Four Hearts
[18]-[20]-[21]-[22]		19 = Lightning Blaster
20 = 2 Four Hearts	22 =	BOSS: Ostroid
21 = Exiting Point		

ROOM #18:

Here starts Part C. In here is a Green Alien Solider and two Star Shooters plus FOUR HEARTS and a LASER GUN. Also there's a crack in the north wall, so go ahead and take that out. Go through the opening and you will be in ROOM #19.

ROOM #19:

For this small room is another LIGHTNING BLASTER, so grab it and head back down to ROOM #18.

ROOM #18 (REVISITED):

Back here, collect the goodies, while avoiding the Star Shooter and Green Alien Solider and head east to ROOM #20.

ROOM #20:

In here is three Red Satellites and as you progress, three more Red Satellites. There will also be two FOUR HEARTS and some submerging tiles here, so be careful crossing that. At the otherside, jump over to ROOM #21.

ROOM #21:

Here's an interesting little obstacle. Notice the red energy bars, well you need to get around them by jumping back and forth between the three blue paths (it's best to start in the middle). Watch how this works, as there is a pattern to it. Once you make it across, head through the east opening, taking you to ROOM #22.

ROOM #22:

Get ready, because another boss fight is about to take place!

BOSS #12: OSTROID

Now this boss fight is a little different to handle. First the boss will slowly come to you, shooting energy blasts at you then lunging at you. Here's what to do, with either

Lightning Blaster or Laser Gun, jump and shoot (to dodge its attacks) at it till it's past the the switch. Now quickly step on it and another switch will appear. Step on that and the blue path on the right will disappear. Now simply shoot the boss enough times to where it will back up and fall into the pit. With that, you have defeated this boss.

And with that boss gone, the north door will open and two tiles will appear. Go across them and through the north door and you will be taken to ROOM #23.

ROOM #23:

Nothing here, but the exit pathway, so go up through the north door and you will be out of here! And with that, you have completed Dungeon 7-2.

S P A C E S H I P (ITEM: Second Magic Cube, Maximum Full Life)

You are now back on the Overworld/Spaceship area and with your score tallied and your game saved, it's time to move on! You appear to be in a maze like area, which can be a bit confusing to get through. Luckily for you, I have made a map on how to get around here ^_^.

You will also notice a blue cube just to the north of you, which is your goal! So from the start, go east 4, south 4, east 8, north 4, east 4, north 5, east 10, north 3 west 6 into the staircase. Now follow the path south then west and enter the staircase. Now go south 1, east 12, north 4, east 4, north 2, east 10, south 9, west 10 into the staircase. Now follow the path west then

north and enter the staircase. Now go west 3 into the staircase and then follow the path west and enter the staircase. Now head south 5 and you will see the blue cube. Get that and you will have received the Second Magic Cube. Once getting it another strange power will flow into you, which is you will receive MAXIMUM FULL LIFE (aka 22 Heart Points). With that, you are ready to find the final Magic Cube. But as you are about to search for it, a rumbling happens (oh now what!). Shocked at the rumbling, you realized the alien spaceship is taking off!? You now get a cutscene showing it leaving Earth and flying through space. After that the game will now save, and you will have completed with Chapter 7!

I: |Chapter 8: Final Battle|

"The alien spaceship is circling the Earth.... Hurry up and find the last Magic Cube!"

O V E R W O R L D / S P A C E S H I P (ITEMS: None)

Here we go, the final confrontation! Right now we are treated with a small cutscene of the spaceship flying around. After that, you will be starting off inside the spaceship, so head north and suddenly an illusion appears before you. It's Zoda, the prime invader, the one who's caused all this trouble, the guy you must whomp ass on! He challenges you to do battle with him, then your head begins to hurt, so you stick bananas in your ears (WTF would you do that for?!). After telling him to take a hike, you will regain control. Continue heading north and into the opening. With your game saved, it's time to take on Dungeon 8-1!

1: |Dungeon 8-1|

DUNGEON STATS: This dungeon has 1 parts and 14 rooms in it.

- - - D U N G E O N 8 - 1 P A R T A - - -

[14]		LEGEND FOR PART A:
		01 = Starting Point
[---13--]	[07]	02 = BOSS: Zoda/Laser Gun
		03 = Maximum Pill
[12]	[06]-[08]	05 = Leads to 05
		06 = Maximum Pill/Laser Gun
[11]	[03]-[02]	07 = 3 Magic Potions/ Lightning Blaster
[10]-[09]-[05]-[04	[01]	08 = Leads to 03
		10 = Four Hearts/Laser Gun
13 = BOSS: Zoda's Revenge	14 = Exiting Point	

ROOM #01:

Once again, you start off in this room, but since there is nothing here, head through the north opening to ROOM #02.

ROOM #02:

In here you will see a LASER GUN so grab that. Now get ready, because another boss fight is about to take place!

BOSS #13: ZODA

Now this fight is gonna be extremely tough. He will have two attacks, which are his head circling around shooting his eyeballs at you (which you can easily dodge) and his hand reaching out to grab you. Both of this can do some damage to you. Here's what you should do, first off, it's his head you want to strike at with your Laser Gun. Second, get to the

otherside of the room from him, as this will give you some room to breathe and dodge his attacks. You can outrun both his head and his hand, so you got nothing to worry about there. After several shots, he will be defeated!

Now with him gone, you'd think you've won (in a video game, nothing is that easy), the west door will open up. As you make your way to it, you'll see an alien creature take off. After that head through the door which will take you to ROOM #03.

ROOM #03:

In here is a Brown Alien Solider and a MAXIMUM PILL, so take out the enemy and continue going left to find another Brown Alien Solider. After blasting that one, head down the ladders and go through the south doorway taking you to ROOM #04.

ROOM #04:

In here, simply go down the ladders and left and you will face another Brown Alien Solider as well as Red Alien Soliders. After dealing with them, head left and jump to ROOM #05.

ROOM #05:

In here, is a Red Alien Solider, also note the tile there will pop out Brown Alien Soliders. Now head over to the tile and when it's opened, you'll be able to drop down to ROOM #06.

ROOM #06:

Be careful when landing here, as there are five Brown Alien Soliders and a Green Alien Solider. Also here is a LASER GUN and MAXIMUM PILL to help you out. My advice here, divide and conquer again, but from a distance if you can (and get the Maximum Pill as a last resort). By taking all of them out, the north wall will open up, which will take you to ROOM #07.

ROOM #07:

In this small room is a LIGHTNING BLASTER and a MAGIC POTION. Now after getting the Magic Potion, notice it shows you have THREE of them! Hold on to this as much as possible. Now head back down to ROOM #06.

ROOM #06 (REVISITED):

Make your way over to the east door and you will in ROOM #08.

ROOM #08:

In here, simply head over to the tile which will take you back to ROOM #03.

ROOM #03 (REVISITED):

Just like before, take out the Brown Alien Soliders and head south to ROOM #04.

ROOM #04 (REVISITED):

Again, just like before, take out the Brown Alien Soliders and Red Alien Soliders and head west to ROOM #05.

ROOM #05 (REVISITED):

This time, make your way across the room to the otherside, taking out the Green Alien Soliders, then down the ladder and keep going left. Go through the west opening and you will be in ROOM #09.

ROOM #09:

Now this is gonna be a challenge. In here you will see master power source, which you need to destroy. However you have Star Shooters and Brown Alien Soliders popping out. So you should stand right in line with the power source (but not on the tiles) and just blast away with any of your weapons. You can only hit it when it's opened, so keep that in mind, but when it reopens, it will repair it some slightly. Jump to avoid the Star Shooters and use your weapons on any Brown Alien Soliders. After the power source is gone it gets darker and the west door will open up, taking you to ROOM #10.

ROOM #10:

In here is a LASER GUN and FOUR HEARTS, plus an army of Red Spiders. Collect the items, and make your way northwards. You will then jump to ROOM #11.

ROOM #11:

Here, more Red Spawns will come out, so get around them and head north and you will be in ROOM #12.

ROOM #12:

More of the same, so blast away at the Red Spawns until your life is completely full and head through the north door, which will take you to ROOM #13.

ROOM #13:

And now the moment has arrived, the final confrontation. Get ready, because the final boss fight is about to take place!

BOSS #14: ZODA'S REVENGE

Okay here we go, the final battle! Your setup is plenty of room with several tiles in the middle. Zoda will quickly jump around and shoot fireballs at you, so dodge these as well as launch Red Spawns. It's probably best to stay off the tiles while fighting. First off, use your Lightning Blaster on it, and that should give off some serious damage to him. After that's milked, use the Laser Gun, but remember you can only hurt him when he's not jumping around. Both of these should be enough to take him out, and if not, use Super Nova. You will also have Magic Potions if you need it. After several hits done, he will finally be defeated!

And with that, the final boss has be destroyed. The north door will now open, taking you to ROOM #14.

ROOM #14:

Nothing here, but the exit pathway, so go up through the north door and you will be out of here! And with that, you have completed Dungeon 8-1.

S P A C E S H I P / O V E R W O R L D (ITEMS: Third Magic Cube)

You are now back on the Overworld/Spaceship area and with your score tallied and your game saved, it's time to move on! You are in a small little maze like area, but there is no need to provide a map for this as it's straight through. Simply follow the path

all the way around. As you do, you'll realize that the spaceship is starting to explode! Keep going and you will get more warning messages about how you need to hurry up and get your butt out of there. Once you make it around, you will notice a green cube, which is the Third Magic Cube. Get it now, and then the area will start to shake violently. So now what, the spaceship continues to shake. Now we are treated to a cutscene of the spaceship exploding, followed by you landing in the water and trying to swim to shore, but you fell short of that. You are now awake on the very first island thanks to a dolphin. Now head over to Coralcola Village!

C O R A L C O L A V I L L A G E (ITEMS: None)

Upon entering here, everyone congratulates you on a job well done. Oh and so you know, you can not go back into the hut leading to Dungeon 1-1 (it would be fun, a nice little bonus level challenge). Anyways head back over to the giant hut that's on the left side. Baboo will be here to offer you some Cola which will refill your life meter (what would be the point in this, really?).

F I N A L S C E N E :

Inside the hut, you will talk to your uncle first, who will noticed you have the three Magic Cubes. Then the Island Cheif will thank you for chasing out all the monsters. Nav-Com shows his graditude as well as the Shaman. Back to your uncle, he says to join all three Magic Cubes together, which you do and you will then the true power of the Magic Cubes (which I hope isn't to annoy the crap out of you with that constant beeping). It seems that, the Magic Cubes are really kids. One of them speaks, which is Princess Mica of Argonia. She says that her that other kids are the last beings from their planet, and goes on about what happend to them and their planet. You offer to help find a home for them, as will your uncle. The Island Cheif welcomes them. The final thing said is if anyone wants to go fishing. With that, we are getting a nice scene of the "camera" pulling away from the village, the island, the planet and the solar system. The game is offically over and then as the credits roll, you will now be treated with a bunch of pictures of your adventures. With that, I will say congratulations on completing Star Tropics for the Nintendo Entertainment System!



SECTION 3: |THE GOODIES|

A: |Main Weapons|

This is a list of all the main weapons in the game:

1. YO-YO: You start off the game with this weapon. Weak, but it

- will do for now.
2. SHOOTING STAR: This is more powerful than the Yo-Yo. You must have 6 Heart Points or more filled to use it.
 3. SUPER NOVA: This is the strongest main weapon in the game. You must have 11 Heart Points or more filled to use it.

B: |Secondary Weapons|

This is a list of all the secondary weapons in the game:

1. FIRE TORCHES: Collecting these will allow you to shoot fireballs at enemies. You get 25 per pick up.
2. BASEBALL BATS: With these, you can take out enemies that are surrounding you. You get 25 per pick up.
3. THROWING BOLAS: With these, you can throw out bolas at your enemies, causing good damage. You get 40 per pick up.
4. SUPER SLINGSHOTS: These are really powerful shots you can do using a slingshot. You get 10 per pick up.
5. MIRRORS SHIELDS: By using these mirrors, you can deflect certain enemy attacks back at them. You get 80 per pick up.
6. SUPER BASEBALLS: These are powerful baseballs that will do serious damage to enemies. You get 30 per pick up.
7. POWER SKATES: When using these, you will be able to hit all enemies at once, very helpful. You get 10 per pick up.
8. STAR SPLIITERS: You'll shoot out a star, but press the 'B' BUTTON to make them split in two. You get 20 per pick up.
9. LASER GUN: When using this, you will send out a powerful energy blast at your enemies. You get 50 per pick up.
10. LIGHTNING BLASTER: When using this, you'll shoot out a wide lightning blast at your enemies. You get 20 per pick up.

C: |Magic Items|

This is a list of all the magic items in the game (to use them, hit START Button then DOWN D-PAD):

1. MAGIC POTIONS: These are very handy, because using them will refill up to 5 Hearts. You get 1 per pick up.
2. MAGIC SNOWMANS: These will freeze enemies and bosses in their tracks for a period of time. You get 2 per pick up.
3. MAGIC RODS: When using these, you will be able to reveal hidden Floating Ghosts. You get 5 per pick up.
4. MAGIC LANTERNS: When you use this, you will be able to light up a dark room for a short time. You get 5 per pick up.

D: |Other Items|

This is a list of all the other items in the game (usually found in the open or pressing a switch):

1. TWO HEARTS: Simply put, these will refill 2 Heart Points of your current life meter.
2. FOUR HEARTS: Just like the Two Hearts, except these will refill 4 Heart Points.

3. STOPWATCH: These will slow down or completely stop enemies for a short period of time (you can still get hurt though).
4. LIFE SIGN: These are rare signposts that when you collect them, the number of lives may go up or down (from -2 to +3).
5. FLOATING FEATHERS: When getting this you will be able to jump two gaps. Only works in the room you got it in.
6. MAXIMUM PILL: Pick this up and you will have 22 Heart Points, but it's not permanent.

 E: |Game Story Items|

This is a list of all the gamestory items in the game:

1. BIG HEARTS: These will increase your life by 1 Heart Point. There are five of these scattered throughout the game.
2. ID CODE 1492: This is a code to activate the Sub-C. This is found in Chapter 1.
3. BOTTLE/ID CODE 1776: This is a code to activate the submerging ability. This is found in Chapter 2.
4. CRYSTAL BALL: Give this to the fortune teller so that you can get in Shecola Castle. This is found in Chapter 3.
5. SCROLL OF OBOB: Use this to wake the daughter of Miracola Village. This is found in Chapter 3.
6. LIGHTER: Use this to escape the giant whale that swallowed you hole. This is found in Chapter 4.
7. WORM: Give this to Peter The Parrot for a clue to a puzzle. This is found in Chapter 5.
8. APPLE: While this may be absolutely delicious to eat, it does absolutely nothing for you. This is found in Chapter 6.
9. MAGIC CUBES: There are three of these that will bring down Zoda. These are found in Chapter 7 and 8.

 F: |Puzzle Solutions|

This is a list of all the puzzles in the game and solutions:

PUZZLE #01: FREQUENCY CODE (from Chapter 4)

You are given no clues on how to solve this puzzle whatsoever, just that you must solve it. The solution is 7 4 7, and the easy way to remember is the 747 airliner (it's how I remember it atleast).

PUZZLE #02: CAPTAIN BELL'S MUSICAL (from Chapter 5)

Here's a little drawing of what you see. Now remember that little song that Peter The Parrot gave to you "DO ME SO

---- #01 #02 #03 #04 #05 #06 #07 ----	FAR, DO ME"? Well, that song is about be put to some use. His message is actually musical notes: DO ME SO FA DO ME. Now you m must step on the the right keys in the right order
---	--

for this solution to be solved. So, the first key on the left is DO, so starting with that, step on Key #01, then

Key #03, Key #05, Key #04, Key #01, Key #03. This might take a couple times to do if need be.

|||||

SECTION 4: |THE BADDIES|

A: |Enemies|

This is a list of all the enemies in the game:

1. RABBIT SLUGS: These kinda look like rabbits (to me atleast) that move around very slowly.
2. BLUE RATS: These will spin around and begin walking in different directions, approach with caution.
3. BLUE BATS: These will fly around randomly, and stop for a brief moment. Slightly annoying.
4. BROWN SNAKES: These will sit around for a moment, but begin to strike when you're in their path.
5. RED CRAWLERS: These will come out of the water, and crawl across the screen and go back in, when you're near them.
6. CROSS SPEEDERS: These will speed around the screen in a diagonal path, only to stop for a breif moment.
7. RED OCTOJUMPERS: These will jump around rather quickly. Yes, they look like Octoroks from Legend Of Zelda 2.
8. BIG FISH: These will come in and out of water, shooting fireballs at you when you're nearby.
9. BLUE TUCANS: Annoying small bird creatures that will come after you if you're in their path.
10. JUMPING MONKEYS: Just like the Octojumpers, these will jump around rather quickly in different directions.
11. OSTRICH SKULLS: These are ostrich like creatures that will come after you by any means.
12. BROWN FLIES: Annoying bugs that will fly around rather fast, but stop for a brief moment.
13. FIRE SQUIDS: Untouchable enemies that will shoot out fireballs. Simply avoid them.
14. RED SLIME MONSTERS: These will pop in and out of water at random locations shooting fireballs. Apporach with caution.
15. SKELEPUPS: Little puppy skeletons that scamper along the rooms. Rather easy to take out.
16. JUMPING SKULLS: Just like Red Octojumpers, these are skulls that'll jump around quickly in different directions.
17. FLOATING GHOSTS: Invisible until you use the Magic Rod, then they are easy to take out.
18. BLACK MUMMIES: These are mummies that will track you down wherever you may be. Rather annoying and tricky to take out.
19. FIRE PIPES: Just like the Fire Squids, these will stay in one place shooting fireballs. Can't be destroyed.
20. GRAVE HANDS: These are hands that will come out of the ground shooting fireballs at you. Usually comes in a pair.
21. RED WIZARDS: These mages will appear and disappear shooting fireballs at you. Use Mirror Shields to defeat them.
22. FROG HOPPERS: These are green creatures that will hop out of

- the water, hop around then back in, when you get close.
23. PURPLE MINOTAURS: These are giant purple creatures that will track you down. Rather tricky to take out.
 24. SPEEDING EYEBALLS: Harmless except when you're in their way, then they will speed at you fast. Very tricky to take out.
 25. GREEN SLIME MONSTERS: Just like Red Slime Monsters, except they are a bit more aggressive. Approach with caution.
 26. RED BATS: These are just like the Blue Bats, only they move around much quicker.
 27. SILVER BALLS: Harmless until you hit them, in which they will move back and forth fast.
 28. GREEN SNAKES: Just like Brown Snakes only they move around even if you're not near them.
 29. BLUE MEGATON: Very powerful ball that rolls back and forth. It will kill you once it touches you, so avoid these!
 30. GHOST PIRATES: Just like Red Wizards, these will appear and disappear shooting fireballs. Use Mirror Shields on them.
 31. GREEN MEGATON: Just like the Blue Megaton, only this one is a little more aggressive.
 32. RED MEGATON: Unlike the other Megatons, these will track you down if you are in their path, so be careful!
 33. PURPLE SNAKES: Just like the Green Snakes, only alot more aggressive, and will always be on the move.
 34. BLUE MUMMIES: These are like Black Mummies, only a little more aggressive and a little bit more harder to take out.
 35. PURPLE MUMMIES: These are much more aggressive the the Black and Blue Mummies, hardest of the three.
 36. CRAWLING SNAILS: These are green snails that crawl around, nothing too much to say, but they take a bit to defeat.
 37. RED CRABS: These are red crab like creatures that float around the entire screen.
 38. PURPLE SPIKE BALLS: Just like Silver Balls, they can't be taken out, but hit them to make them move.
 39. BLUE FLIES: These are just like the Brown Flies, only they are a bit more tougher to deal with.
 40. PURPLE CREEPERS: These are little purple monsters and wanders around, nothing too hard about them.
 41. DARK CLOUDS: You can't take them out, but avoid them as they will disable your weapon for a while.
 42. ROCK CREATURES: These will quickly race across the screen invisible like, only to shoot rocks when it becomes visible.
 43. RED ZOMBIES: These red humanoid creatures will track you down. Tough to take out, but nothing too hard about them.
 44. BULLET SHOOTERS: These are green cannons that will shoot at you. Take it out when it's opened.
 45. YELLOW ALIEN SOLIDERS: These are humanoid soliders shooting short range energy blasts at you. Approach with caution.
 46. GREEN ALIEN SOLIDERS: These are just like the Yellow Alien Soliders only they take a bit more to finish off.
 47. PINK ALIEN HOPPERS: These are pink aliens that will quickly race across the screen. The amount of them is limitless.
 48. BULLET CRAWLERS: These are small green crawling cannons that shoot at you. Rather tricky to take out.
 49. STAR SHOOTERS: These are cannons, which can't be destroyed, that will shoot an endless supply of stars at you.
 50. FLYING SATELLITES: These will fly around in different directions. Nothing too noteworthy.
 51. RED SATELLITES: Just like the Flying Satellites, except these shoot bullets at you. Kinda easy to take out.
 52. LIGHTNING BARRIERS: These will appear at various places,

- blocking your attacks. They can't be destroyed.
53. BROWN ALIEN SOLIDERS: These are just like the other Alien Soliders, except they are much stronger.
- 54: RED ALIEN SOLIDERS: Unlike the other Alien Soliders, these will reside in the walls shooting at you.
55. RED SPAWNS: These are red spider like creatures that will come down to attack. Very easy to take out.

B: |Bosses|

This is a list of all the bosses in the game:

BOSS #01: C-SERPENT (from Dungeon 1-1)

Okay here's how this fight will setup. The boss will stay in the middle and after waddling a bit, will open it's mouth and shoot fireballs at you. The thing is, that's when you need to strike. To do so, stand on the middle tile and use your FIRE TORCHES on it. When it's about to shoot fireballs, throw a torch or two then jump to the left or right tile to avoid them. After that, back to the middle tile and keep shooting. After those run out, hit it with your main weapon, which it shouldn't take long to take out. Use your MAGIC POTIONS when needed. After enough hits, it will be defeated!

BOSS #02: GIANT OCTO (from Dungeon 2-1)

Okay this is how the fight will setup. You'll see a gittery squid shoot bullets at you which is easy to dodge. It will come in close which will be your chance to strike. Here's the easiest part of it. When it gets close to you, use your MAGIC SNOWMAN to freeze it. While it's stuck in place, you can attack the crap out of it. When the water starts to change to blue, use another one and continue beating it down. Soon you will have defeated this boss!

BOSS #03: MAGMA THE FIERCE (from Dungeon 3-2)

Now this boss fight has to be dealt with differently. First off, the setup is two fireballs will circle around. The boss will shoot a trail of fireballs out, so avoid these obviously. Now you don't attack the boss, as that won't work. So how do you take it out? Well, you must destroy the two orbs around him. To do this, from the starting tile, jump up 1 onto solid ground. Go left, then jump 2, up 3 to reveal a switch, then jump on that to destroy an orb. From the switch, jump left 1, down 2, right 2, then go across the solid ground, go 5 steps, jump up 1 to reveal a switch. Now make your way to the second switch, and that will destroy the next orb. With that, you have defeated this boss!

BOSS #04: MAXIE THE GHOST (from Dungeon 3-3)

Okay, what we have here is a giant ghost that will go back and forth, only to pause for a moment to release Floating Ghosts. Now this might be a tricky fight, but not too terribly tough. Take out the Floating Ghosts using your main weapon and use the Throwing Bolas on the boss. Where you should stand, probably on the south side as you can avoid the fireballs easier. After several hits, the boss will get faster, so either stay where you are or get to either side and plow it with either weapon. After enough hits, the boss will be defeated!

BOSS #05: GIANT TURBOSS (from Chapter 6-1)

This fight will be set up just like the boss fight with the giant octopus from much earlier. This boss will shoot a trail of fireballs at you, but at a much quicker pace, so simply jump back and forth dodging it. It's probably best to jump back and forth between the three tiles near the door, because it will get in close to you after a bit. This is when you need to strike at it fast. After a few hits, it will back and up and go at it again. Repeat this process and after several hits are done to it, it will be defeated!

BOSS #06: BROKEN JOE (from Chapter 6-1)

This boss will slowly float around making its way towards you, and when it stops, it will shoot out snakes at you, so dodge these. Make sure you have your SUPER BASEBALLS, because when it opens its mouth, that's when you need to attack it. If you run out, you are pretty much screwed, but you should be able to have enough to take it out, so long as you make successful hits (jump and shoot might help). After about twenty direct hits, he will be defeated!

BOSS #07: HOODOO DOLLS (from Chapter 6-2)

Okay this is tough, you have here a wooden doll walking around. It will spin around fast and shoot bullets at you when you are in its path. So here is what you should do. Get near it, but not in its path, and when it comes down right in front of you, start hitting it and then run out of its path before it starts to shoot at you. Repeat this process and soon it will be defeated.

BOSS #08: TWO HOODOO DOLLS (from Chapter 6-2)

This is gonna be extremely tough, because you got a double dose of these wooden dolls to contend with. They will both use the same tactic as before, so you can try and take them out the same way, just make sure they are both far apart from one another when you do it. If you want to try and use your Star Splitter, go for it (save at least 40 of them as you will need them soon enough), but make sure they are in line with each other for it to work. You'll also have a Magic Potion as a back up plan. Use a combination of both tactics and soon they will be defeated.

BOSS #09: STATUES OF TWIN SUMOCHO (from Chapter 6-2)

It's more double trouble as you have to deal with these twin statues. They will both shoot out fireballs at you, which are easy to avoid. To take them out, use your Star Splitters so that you can hit them both at the same time. When to strike them would probably be when they stop shooting fireballs at you. After about 8 or 10 hits, they will both be defeated!

BOSS #10: TWO JET-PACK JUMPERS (from Chapter 7-1)

In here you got 2 big space creatures, as well as a Bullet Shooter. The two bosses will roam around shooting bullets at you, so you need to avoid them! Here's how taking them out will work. First use your Power Skates all up to do some serious damage. The Bullet Shooter will be out of your way as well. Now jump back and forth across the tiles dodging their bullets and using your Laser Gun on them. After 2 or 3 direct hits, they will both be defeated!

BOSS #11: BROWN JET JUMPER (from Chapter 7-2)

Here we go with another Jet Jumper boss. This one will jump back and forth at you (when you're in range) shooting out bullets, which you should jump back and forth across the tiles to dodge them. After it retreats back is when you should attack. Start by using the Laser Gun as it has a long range attack. If that runs out (which it shouldn't) switch to Lightning Blaster. After several hits, the boss will be defeated!

BOSS #12: OSTROID (from Chapter 7-2)

Now this boss fight is a little different to handle. First the boss will slowly come to you, shooting energy blasts at you then lunging at you. Here's what to do, with either Lightning Blaster or Laser Gun, jump and shoot (to dodge its attacks) at it till it's past the the switch. Now quickly step on it and another switch will appear. Step on that and the blue path on the right will disappear. Now simply shoot the boss enough times to where it will back up and fall into the pit. With that, you have defeated this boss.

BOSS #13: ZODA (from Chapter 8-1)

Now this fight is gonna be extremely tough. He will have two attacks, which are his head circling around shooting his eyeballs at you (which you can easily dodge) and his hand reaching out to grab you. Both of this can do some damage to you. Here's what you should do, first off, it's his head you want to strike at with your Laser Gun. Second, get to the otherside of the room from him, as this will give you some room to breathe and dodge his attacks. You can outrun both his head and his hand, so you got nothing to worry about there. After several shots, he will be defeated (for now)!

BOSS #14: ZODA'S REVENGE (from Chapter 8-1)

Okay here we go, the final battle! Your setup is plenty of room with several tiles in the middle. Zoda will quickly jump around and shoot fireballs at you, so dodge these as well as launch Red Spawns. It's probably best to stay off the tiles while fighting. First off, use your Lightning Blaster on it, and that should give off some serious damage to him. After that's milked, use the Laser Gun, but remember you can only hurt him when he's not jumping around. Both of these should be enough to take him out, and if not, use Super Nova. You will also have Magic Potions if you need it. After several hits done, he will finally be defeated!



SECTION 6: |IN CONCLUSION|

A: |What's To Come|

With a game as big as this, who knows what else is to come. But I

will keep this open if anything new develops.

B: |PayPal Donations|

Like anyone would read this but something new I've been toying around with is the idea of taking donations. After making as many maps and FAQs as I have, it tends to be a big strain on my computer (I have a cheap-ass computer). So if you like any or all of my FAQs and maps, and wish to give a little something back, you can donate as much as you want to my PayPal account ^_^ . Email me your donations at StarFighters76@comcast.net

C: |Special Thanks|

Personal Thanks To:

ExoSquad18: Simply because of his confidence and belief that I will be very successful at this stuff ^_^ .

On-line Thanks To:

To GameFAQS for hosting my walkthroughs, as well as many more ^_^ .

To anyone who help made this game possible. Thanks! ^_^

D: |The Disclaimer|

Star Tropics, quite an interesting game it was. First off let me say that the first one was way better than the second one by alot. Now when someone thinks of this game, they think of a Legend Of Zelda clone, which yeah that's what it kinda looks like. But this game is rather fun too, with many mysteries and exploring in it. I played this game when I was younger, but got as far as Chapter 5 or 6, because it was a challenging game for sure. I decided to go back and play it now, because this is one of those games that has a personal place in my life, which is why I made this FAQ. I made this walkthrough the best way I can and I hope it helps out in every way possible. Now here comes the important stuff you need to read.

Ok, I'll make this quick and simple. This walkthrough is my work. I've made this walkthrough, describing the game the best possible way I can. You can use whatever info you want, so long as you give me credit and don't alter anything. All you have to do is email me at StarFighters76@hotmail.com if you're gonna do anything with this walkthrough. And to show that I'm not a complete selfish bastard, if you have something you wanna add, email me and I will give you full credit ^_^ . This walkthrough, like many others are intended for GameFAQS ONLY. You want it on your site, well you better start emailing me. Failure to comply with this, and I will be mad, among other things.

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