

# Swamp Thing FAQ/Walkthrough

by SubSane

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SWAMP THING  
FAQ/WALKTHROUGH, v0.9

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===== 1.0 INTRODUCTION =====

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1.1 Game Details

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Here we have another of the many licensed side-scrollers that Imagineering Inc. developed in the early '90s. It's not a bad little game, but it's also not the greatest. The dark backgrounds should please those who favor dark and dreary

games. :)

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## 1.2 Story

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Deep in the swamps and bayous of Louisiana... Dr. Alec Holland, a bio-chemist, created a formula that would revitalize and revive plant growth in the barren areas of the Earth. His hope was to be able to eliminate world hunger.

But, the evil and twisted Dr. Anton Arcane had other plans... to steal the formula and use its bio-restorative properties to achieve immortality! The twisted doctor snuck into Holland's lab one night and planted a bomb, stealing the formula in the resulting explosion. Dr. Holland was trapped inside as some of the formula exploded and saturated his body with it.

As Holland threw himself into the swamp outside something strange began to happen -- the organic matter in the murky water interacted with the formula in his body, changing him into the massive Swamp Thing!

Now the Swamp Thing is angry... and hungry for revenge.

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## 2.0 THE BASICS

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### 2.1 Game Start

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Press Start to begin the game.

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### 2.2 On-Screen Display

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#### Life Points

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Those white bars represent life points. Each hit takes one away.

#### Batteries

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The number next to the life points represents the number of batteries you've collected. Collect 50 to get one 1 extra life.

#### Sludge balls

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When you get sludge balls they will appear in the upper left corner. They are used as weapons.

#### Points

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Press Start to view the number of points up to that point.

Lives

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Press Start to view the number of remaining lives.

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### 2.3 Controls

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Command		Action
Start		Begin the game, pause
Select		Get out of trees
Control pad		Move left and right, duck down
Control pad Up		Press Up in a tree, apple, or flower enter inside them
B button		Punch, use sludge balls
A button		Jump, shake the trees when you're inside

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### 2.4 Items

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Item		Purpose
Sludge balls		Get 10 sludge balls - used as weapons
Beakers		Small cups with lines - used to refill life points
Batteries		Collect 50 to gain 1 extra life
1UP		1 extra life
Flower		Press Up to enter the flower and recharge life points
Apple		Press Up to enter the apple and roll into small pipes

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## 3.0 WALKTHROUGH

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### 3.1 The Swamp

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Enemies: Brain tossers, robo-fish, robo-hornets, robo-mice, falling cans, knives, floating cans

You, as the Swamp Thing, start off in the dank and smelly swamp. You've just been turned into a big green plant guy and you're pissed off, so what do you do? Why, go nuts and fight robots along the way of course!

Head left to grab the beaker and then right to begin. The brain tossers can't be killed, so jump over and proceed. Jump over the can as well and jump up to punch the robo-hornet as it flies by. All of these basic enemies die with one hit from you or a sludge ball, but try your best to avoid them anyway. You can kill the robo-mice by standing in the water and hitting them as they get near you.

Trudge through the water and get to the wooden house while jumping over the fish. Jump to the top and use the height to jump onto the concrete poles, but

wait for those falling cans to pass before you go on. Keep fighting and collecting batteries and you head to the right. Be careful near the next house because small knives will come out flying when you approach.

After you pass the next chunk of mud you'll be at a large wooden structure. Jump up onto the first set and get to the house at the top. Avoid the knife and hop onto the concrete poles to collect all of the batteries, then move on. Ahead you'll find some green floating platforms, but just walk through the water to make it easier. Also watch for robo-fish and plenty of falling cans.

Next up is a whole bunch of houses on stilts. Hop up to the top of the first two houses and collect everything as you go, then get to the right and jump on the wooden platforms on the far right. Use them to jump up and use the left platforms to get to the top of the structure. Once you're on the far top platform, make a large jump to the right and grab the 1UP for an extra life.

Continue along until you get to the final patch of dirt where the level ends.

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### 3.2 Skull Village

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Enemies: Stone skulls, natives, flying skulls, skull piles, green skulls, cauldrons, snakes, running skeletons, knives

The first and most common enemy in this level will be those large stone skulls that throw out eyeballs. They can't be killed, so just wait until they are about to throw the eyeballs and quickly jump over to proceed. As for those little natives... meh. Just jump past them.

As you get to the pits some flying skulls will emerge from their dark depths. Wait for a gap between skulls and quickly jump over to get past them. Next up is a pile of skulls. These are much like the stone skulls in that they can't be killed and toss out a bouncing object. Jump over them just like the stone skulls.

So, la la la... next up is a hut. Huts will usually have green skulls and a cauldron near them, and both are easy to avoid. Walk under the skulls and wait for the cauldron bubbles to rise before going over it. The flying skulls on the fence ahead can also be avoided by jumping over as they return to their spiky resting place.

The next pit is guarded by a snake, but this thing is a pretty cheap enemy. Wait for that white whatever-it-is to fizzle out and punch the snake to kill it. Now, you could jump over the pit... but let's go spelunkin'! Carefully slip by the skulls and fall down the pit.

Hop on the small platforms and collect all the batteries and the one beaker, then head right. Avoid all skulls and skeletons and jump over the next pit then wait for the running skeletons to rise up and run at you before you jump over. Jump down the next pit (you can't get the extra life, so don't try) and stick to the left to land on a platform. Continue on to the right and jump over all of the stone skulls, then jump into the gap on the right. There will be a battery and 1UP waiting for you in that small alcove. Get out of there and jump up to the top of the pit to return to the surface. Light, horrible light!

Over the cauldron and past the stone skulls, look out spikes cuz here you come. Feel free to walk on the flaming hot coals, but jump if you see any flames flicker up. After you pass the hut you'll get to some wooden beams. Walk along

them and kill or avoid the native dudes, and as always make sure to collect anything you can get.

Kill the snake at the end, jump straight down to collect the battery, then jump over the stone skulls to complete the level.

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### 3.3 Graveyard

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Enemies: Green ghosts, pink flyers, flying busts, fire, green bats, Dr. Deemo

Head right and the first enemy will appear. Those green ghosts only move in a straight line, so duck down to avoid them. The pink flyers, however, move up and down as they fly. Wait until they are at their high point before passing under them. Third up are the flying busts. These flying statues can move up and down or from side to side. The up-down ones will usually be on a single pole while the side-to-side busts tend to be on low platforms.

Get to the small mausoleum and use that floating gravestone to get over it, then enter the door to the second mausoleum. Walk along past the ghosts and slow flames, then over the coffins and green bats. Get to the end of the chamber and hop on that skeleton hand to return to the surface.

Run past the many flying busts and over the mausoleum and get to the end of the short path and into another mausoleum.

This one's not too tough either. Avoid the flames and jump onto the ledges with dead bodies on them. Some ledges will be smaller than the full ones, but still easy to see. Get down to the bottom ledges and go to the right to get to the giant wall of skeleton hands and leave this pit of death.

The next stretch above ground is not difficult or any different from the last ones, so go ahead past the flying busts and gravestones. Enter this last mausoleum to be done with the graveyard...

Boss: Dr. Deemo

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Oh, except now you must enter a life-or-death battle with the evil Dr. Deemo (remember, that snake dude from the beginning?) As if being a red man-snake isn't enough, he can also defy the laws of gravity. Wait for Deemo to materialize and then quickly jump and punch him. If he appears too far away just get some distance and avoid his flying snakes, then try again. It only takes five hits to kill Deemo and piss off Arcane even more.

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### 3.4 Chemical Factory

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Enemies: Bouncing orbs, orange robots, steam, sewage drops, gray robots, ground robots, Weed Killer

Part 1

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Swamps, villages, graveyards, and now a chemical factory. Get going and avoid the bouncing orbs, steam from the red pipes, and the flying orange robots. This is all the same stuff you've seen in the last three levels. When you get to the

sewage drops give them a second to disappear or the small drops on the ground may also hurt you.

Eventually you'll get to a pit. You can get across by jumping on the hooks and quickly jumping onto the circular grates before the hooks collapse. Continue along avoiding all bad guys jumping over the land mines, and be careful around those gray robots because they fire low and high laser beams. Cross the next few pits by using the grates and as always wait for any falling sewage drops to pass before jumping.

Hold Up to ride up the platform on the far right and keep going up until you see two sewage drops on the right. Jump between them to grab a 1UP and then return to the left. Cross the next pits by jumping from the very edge of the platforms and holding A to speed up. Hey, there had to be a jump-heavy level, right? Keep going and hop up the gray pipe with that circular grate to get over it, and look out for the sections of gray pipe that collapse. They have dark round spots behind them.

After more jumping to the left you'll reach another elevator to the top. Ride up and jump to the right some more to reach a dark door to the next area.

## Part 2

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It's more of the same thing except there will now be some machines that spout sewage and lots more jumpin'. CAREFULLY hop along to the right and ride up the first long elevator, then head left. Eventually you'll see some circular grates leading down. Follow them and collect all of the items along the way. Continue to the left until you reach the next dark door.

## Part 3

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Head left and go up the first elevator, then right and up the next elevator. Head to the far right and collect the 1UP between the sewage drops and return to the elevator you passed on the way there. Go right on this next floor and ride up one more elevator to find a flower. Press Up to enter it and recharge your life points.

Go down two floors (the second floor from the bottom) and head left to find another elevator. Ride up and keep going left-up until you get as far as you can. Go right from there and keep riding up elevators until you get to an elevator with some circular grates next to it. Ride up the elevator first and go left to find some batteries and life points, then return to the circular grates and follow them to the top. Enter that dark door to finally get out of the main area and face the boss.

## Boss: Weed Killer

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Now it's just you and the Weed Killer. Watch out for his (very slow) orange blasts and jump on the grates to reach him. The best spot to wait is the second from the top grate where you can duck to avoid the high blasts and jump over the blasts at an angle. Punch him 5 times to defeat Weed Killer and escape the chemical factory.

Enemies: Flying monsters, traps, ground robots, bouncing robots, turret guns

This level is (thankfully) free of large and annoying jumps. Grab the beaker on the left then head to the right and punch all flying monsters that appear, or duck if possible. Jump over the small blue robots and traps as well.

Stop when you see the thick, gnarled tree stop in front of it and press Up. This will transport you inside it allowing you to move up and down and shake the tree. Press A to shake that tree and get a free 1UP, then move on.

The next tree with vines will be free of leaves along the top. Get inside and move up to find a bunch of items, including a flower. Get the sludge balls on the left and then fall to the right to land on those vines. Get in the flower if you need some life points and then continue to the right.

Grab the batteries on the way down and go along until you find the next thick tree. Enter inside and shake it to make an apple fall. Now, this next thing is probably the coolest move in the game. Press Up in front of the apple to enter inside it and roll into the gray pipe on the right. Inside you'll find sludge balls, beakers, and another 1UP. Grab it all and jump over the blue robots to get to the end and return to the surface.

Destroy that turret gun at the end by punching it quickly and walk past it to end the level.

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### 3.6 Junkyard

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Enemies: Red robots, bouncing robots, ground robots, flying turret gun

Sure the forest was dark, but it was nicer than this depressing place. Walk to the right and run past the pistons by crossing immediately after they slow down. Some small red robots will also appear, but all you have to do is jump as it passes by.

Continue along and avoid the car sparks and bouncing robots. Further ahead you'll see some red rocks hanging from metal scaffolding. Get close and allow the rocks to fall, then jump over them. They'll still hurt you if you touch them. Keep going and jumping over obstacles as they appear.

Fight the flying turret gun to move on to the next level.

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### 3.7 Toxic Dump

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Enemies: Bouncing robots, radioactive spiders, giant hornets, flying monsters, turret guns, Skin Man

Another simple head-to-the-right level. Jump over all glowing toxic puddles and approach them carefully to watch for bouncing robots or spiders. Enter the red apple when you get to it and roll under the turret lasers and giant hornets.

Duck under the bouncing spiders and continue hopping from one barrel of waste to the next. Enter the flower when you see it to refill your life points and

get to the end to find yet another turret gun. Defeat it to enter the boss' domain.

Boss: Skin Man

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This time your enemy is the evil Skin Man. His wings will keep high in the air the entire time, so how to reach him? Easy, just enter the thick trees and shake them to drop sludge balls. Switch trees by pressing left and right and time it so you drop a sludge ball just as the dude flies by. After 5 hits Skin Man will cease to exist and Arcane will have one less annoyance to throw at you.

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### 3.8 Arcane's Lab

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Enemies: Lasers, robot monsters, falling bricks, flying robots, flames, monster hands, Dr. Arcane

Bah, not more jumps! Go to the right and immediately start jumping onto the blue platforms that lead up. Avoid all lasers, robot monsters, and puddles along the way.

When you get to those gargoyle statues wait for the flames to go down before jumping onto them, then quickly jump up and get off them. Use the red platforms to get as high as possible and then jump on the bar window sills to head to the right. When you reach empty air use the white lamps to continue. You can find the white lamps by following the long blue poles to which they're connected. Jump off the last one to find a 1UP in the middle of the air.

Walk along the ground and jump over the robot monsters and pits. Start jumping up when you reach the next set of platforms and keep it up until you hit the top, then head to the right. Jump from platform to platform until you see another red set of platforms, then climb up those. At this point you should NOT fall down. Keep hopping along until you see the light poles. Jump on the light poles and jump as far to the right as possible to grab another 1UP. Fall to the right to reach the doorway to Arcane's inner sanctum.

Boss: Dr. Arcane

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Now then, to begin that orb in the air will not hurt you but its laser bolts will. Stay on the middle statue to avoid it. Next are the flames that emerge from the tops of the statues. Once again I'd have to recommend you stay on the middle statue, either on top or on the bottom. Jump when you see the flames flicker to get over them.

Arcane has now transformed into a blue shaman of some sort, and along with the new look comes the power of teleportation. Remain on the middle platform and if Arcane appears near you jump and punch him. Remember, only if he gets close enough. Keep carefully punching him and avoiding the obstacles until Arcane flies off in defeat.

Congratulations!!! You have defeated Arcane and saved the world from his evil. You can return to the swamps that are now your home, because you are...

...the Swamp Thing.

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==== 4.0 CODES & SECRETS =====

Game Genie codes

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Infinite Health           SZNVZVVK  
Infinite Lives   SZNTIKVK

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==== 5.0 LEGAL / MISC. =====

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5.1 Version History

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April 05: Version 0.9

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Guide completed and submitted.

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5.2 Guide Credits

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Thanks to...

1. DC Comics, T\*HQ, and Imagineering Inc. for creating the game.
2. Wilson Lau gets mad props for his kick ass 'Bart vs. the Space Mutants' guide. It is what inspired me to write guides for video games.
3. Macbee gets special thanks for his 'Return of the Space Mutants' game, which is based on Swamp Thing for NES. It's the only reason I played Swamp Thing in the first place.
4. <http://www.gscentral.com/> for the Game Genie codes.
5. Thank YOU for reading. After all, I didn't write this for my own health...

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5.3 Contact Information

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The address is: subsane@gmail.com

The issue of too many e-mails isn't a problem, so I'll most likely respond to any questions (for now). But, I do delete e-mails without a subject. Put 'Swamp Thing FAQ' or something similar in the subject line.

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#### 5.4 Legal Stuff

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