

# Adventure Island FAQ/Walkthrough

by DaLadiesMan

Updated to v0.10 on Jun 10, 2005

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|             Adventure Island (NES) FAQ/Walkthrough v0.10             |
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| Author: Psycho Penguin |                                     | Submitted: 5/3/05 |
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                                     [ 1.0 ] INTRODUCTION
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Song to download as you use this guide: "Minerva" by Deftones. RUN ALONG NOW.











Octopi (Red: 100, Blue: 200): Wow, I'm surprised they didn't call them Charmanders or something, considering how odd the naming system in this game is. Anyways, octopi are found in water levels, and jump up at you. Red ones take one hit, blue ones take two. To avoid them without a weapon, time their patterns properly.

Pooter (100 points): The little pigs you find, usually in water worlds and cave levels. They are tricky at times because they usually appear in sections where you are forced to run or jump a lot, meaning you plow or run right into them.

Rock (100 points): Only way to kill it is by using the fireball weapon. These rocks are not deadly, as you can trip over them and only lose a few vitality points, but they are usually placed near enemies or fires, so I wouldn't recommend tripping over them.

Skeleton (10 points): Little floating skulls covered in fire, jump over them or shoot them. They sometimes come in packs of three, so use precision then.

Snail (10 points): Easiest enemy in the game, as all they do is stand there and take up space. They're tricky later on, though, as they appear in spaces where you don't see them coming.

Waler (100 points): These swordfish come flying at you out of nowhere during water levels. To get past them, jump up as soon as they get near you, so they pass underneath you.

Zigmo (100 points): The spiders you find in the 4th area of each world. Some of them move, some of them stand still, and some of them stand still then move when you come near them. Much easier to take care of with a weapon, otherwise avoid them and time your jumps properly.

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      [ 4.0 ] WALKTHROUGH
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Here it is, the real portion of the guide, the walkthrough. This game was an insane challenge, so I hope you appreciate the hard work that went into this walkthrough. For the levels, I split them into four different sections, representing the sign posts. This hopefully will make navigating a little easier. Good luck and enjoy this challenging yet fun game!

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| 4.1 |                WORLD 1                | 4.1 |
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[ AREA 1 ROUND 1 ]

Section 1: Ah, the classic Adventure Island tune I have come to know and love. Note this area is not really hard. Go right, collecting apples and bananas, and run through the egg to collect your first weapon, the stone axe. This will come in handy. Kill the EVIL SNAILS, hopefully you can handle them. Collect more fruit, jumping over rocks and collecting yet more fruit.

Section 2: Your first introduction to the skateboard. It helps you go much faster. Purposely land on the 1st Cavas, then get the hidden egg to get fireballs. Nice. Now you can break open those pesky rocks if need be. Go right, killing some more Cavas and breaking open some rocks until you get to

the next section.

Section 3: Jump over the campfire, collect some more fruit, then stand in between the final two totem poles for a few seconds to reach a bonus level with springs and lots of fruit, each worth 500 points. If you don't get this, instead go up the hill, dodging boulders and collecting more fruit, then hit the egg for a Honeybee Girl.

Section 4: Jump over the fire and pit, then stand on the tip of this ledge and jump up for a hidden egg. Jump on the spring, collecting the Pot Bonus, then defeat the Kello (the tricky little bastard), then make some simple platform jumps (they get a LOT harder quickly, believe me). Stand on the left part of this final ledge, and jump up to reveal the Hudson Egg, which allows you to continue. Go right for the goal.

[ AREA 1 ROUND 2 ]

Section 1: Jump up onto the cloud, then down onto the island. The egg here has a skateboard, it's your choice whether or not to get it. I personally don't get it as it makes the stage a little harder to complete. The next part has some simple cloud jumps. The next island has a hidden egg at the end, so jump up at the end to collect it. The next part has more simple cloud jumps.

Section 2: The only thing to really do here is to defeat some octopi and make some more cloud jumps. If you somehow die and lose your weapon (rookie!), just watch out for the pattern and continue onward to the next section.

Section 3: The egg here contains a Honey Girl, which certainly makes the stage easier. Especially since the island has a lot of Octopi and Pooters. Once on the clouds, watch out for a Waler which comes out of nowhere. The last part of this section is a tad tricky, as you have to jump onto clouds which fall down.

Section 4: More jumping from cloud to cloud while avoiding octopi. You may be wondering why this game is considered so challenging, but you will see later on. The very last cloud falls down when you jump on it, so jump off it quickly. 2 down, 30 to go..

[ AREA 1 ROUND 3 ]

Section 1: The first taste of the caves level. The first portion just has bats and stuff, so take care of them quickly. The egg contains a skateboard, which you could get if you want. The stage is not that challenging yet. Watch out for the ROCK HARD.. BOULDERS towards the end.

Section 2: The egg contains yet another Honeygirl, so plow through all the enemies. I like how the game places a lot of enemies in a row as soon as you get a Honeygirl. It would be a little harder with just a weapon. Make sure to get a hidden egg before getting into the Ice area. It's about ten steps before you cross into the ice area. Just jump up a lot until you find it. Jump onto the platform and you'll do a bonus stage.

Section 3: This is where the game starts to get a little interesting. You are now on ice, so the terrain is a little slippery. Watch out for falling icicles as you progress right. Do NOT get the egg, instead jump to the left of it to get a hidden egg. Haha, told you the game gets tricky and interesting. Progress through the next portion easily, only boulders and random easy enemies to worry about.

Section 4: Watch out for boulders as you make your way to the right. Avoid the egg, as it contains a skateboard, and we don't want that. The next part has a





noticed the best strategy was to stand on the left part of the cloud and jump up as soon as I saw them, as they go right underneath me. A few more cloud jumps await you, and the goal will be at the end.

[ AREA 2 ROUND 2 ]

Section 1: Pick up the Flower in the egg to start. Lots of Bassers confront you as you enter the stage, but they're rather simple to defeat. The Rocks prevent you from jumping into them, so just stand back and fire away, maybe you might have to jump to aim your throws over the rocks, but mostly you can just stand there and kill them before they kill you. Fires and boulders, and uh, jumps, OH MY, are the next things to worry about, then onto section 2.

Section 2: There's a skateboard in the egg, but I don't think you want the skateboard to be honest with you. The next section has one of those platforms which move up and down, with a boulder to the right. Get on the platform and wait for the boulder to fall down, then jump quickly to the ledge. Or, just jump on the ledge quickly and jump over the boulder quickly, but that's a little more dangerous. Kellos are nearby, watch out. Take the springy thing up, collecting the Pot Bonus along the way.

Section 3: Pretty simple stuff here. As you make your way up the stair-like platforms, watch out for a boulder as it comes down. Just stand on the left part of the platform you are on and jump over the boulder, that's the easiest way to do it. The platforms you see next will move up when you jump on them.

Section 4: Collect the Milk from the egg, then go right, making sure to jump quickly off the platform, as it falls down suddenly as soon as you jump on it. When the blue background stops, jump up to reveal a hidden egg. There's another Kello nearby, grr. Dispose of it, then move on. Take the platform, jump over the skulls to complete the stage.

[ AREA 2 ROUND 3 ]

Section 1: There's a Flower in the egg as you start off, so make sure to pick it up. The platform jumps here are a little trickier to make than normally. The platforms move back and forth, so wait for the jump to be safe before jumping.

Section 2: Do some minor platforming, then avoid the egg (unless you really want a skateboard, but I personally wouldn't advise it at this point). Quickly jump from platform to platform, as some of them fall down. There's a few Kellos here at the end.. if you run under them, watch out for the Pooters that come soon after.

Section 3: There's a decent amount of platform jumping to do in this section of the stage. Jump quickly from platform to platform, noting the last platform falls out.

Section 4: More platform jumping. There's a Kello in the middle portion of the stage, and he's well placed, so make sure to watch out for him. The Pot Bonus is in this section of the round, as well. It's towards the end, and you'll be able to see it.

[ AREA 2 ROUND 4 ]

Section 1: Hooray, another forest level. There's a lot of Spiders in this section. Thankfully, you should have the tomahawk weapon or fireballs, if you haven't died much, so you should be okay. Kill off all the Zigmos, while avoiding the fire and rocks. There's a Flower in the egg right before the end



starting to get a little tricky, huh?

Section 3: Coyotes come at you from down the hill, so watch out for those. Just jump over them, and you may actually get to kill them if you want, but I would just advise avoiding them and moving on. The Kello here is facing the wrong way, so don't kill it. Run from it, and after it jumps four times, it turns into a Pot Bonus! Nice. Collect it, then proceed down the hill, dealing with springs and stuff.

Section 4: Honeygirl makes this section really easy, as you can just run your way through it until you get to the end.

[ AREA 3 ROUND 3 ]

Section 1: Hooray, another cloud hopping stage. I wish I could detail these stages better, but seriously, all you can do is cloud jump most of the time, and it's hard to give good strategy for that. Jump onto the cloud, then quickly jump onto the island. Get the Flower from the egg, do some more cloud hopping, then find the hidden egg just left of the section 2 sign.

Section 2: Yet more cloud hopping. This time you can do my old strategy of just running across and jumping from cloud to cloud as quickly as possible. I don't, wait for the octopi to go down, then quickly jump across the cloud. The large island at the end has a hidden egg on it, a few feet after you land on it.

Section 3: Another "Honeygirl makes this section way too easy." section. I hope I eventually get to feel like a walkthrough writer here, because right now all I can say is "run through the level" and stuff.

Section 4: More cloud hopping, then the stage actually gets a little tricky. You see a Pot Bonus near the bottom of the screen. To get to it, wait for a cloud to appear at the bottom, then quickly jump on it, landing through the Pot Bonus. Nice. Watch out for your next jump, as Cavas come near. Stand on the cloud, kill them, then proceed to the goal.

[ AREA 3 ROUND 4 ]

Section 1: More forest fun. There's even more Zigmos to worry about this time, but since you have your weapon you should be okay. Once you get past that part, watch out for the Cavas that come flying in. Pick up the Flower at the end of the section.

Section 2: Lalalala, another flower on the ground. You know what to do. Move onward, ho! to take care of a green kello, followed by three brown ones (you can run underneath them if you wish). Jump up on the springboard, but avoid the egg, as it has an evil, yucky eggplant in it. Ew.

Section 3: More flowers on the ground mean more coyotes to worry about. Two to start off with, then kill some more Zigmos. Another coyote will soon attack you, followed by more Zigmos, and yet another Coyote. Jump over the fires to complete this section.

Section 4: The first rock has the hidden Pot Bonus, so run into it and collect it. Jump over more rocks (and boulders), then watch out for the first platform in the boss's area, as it falls down. The boss is slightly harder again, but STILL can be defeated easily. You may need to avoid a fireball though, but if he gets close enough to you, the fireball usually just floats over your head harmlessly.





Section 3: More octopi jumping and platform jumping. There's nothing really interesting here, sadly. There is a hidden egg on the edge of the island after the damn frogs. Jump across some more platforms to get to section 4.

Section 4: Jump across the clouds, and be careful for the incoming swordfish. Be EXTRA careful in this area. Right before you get to the signpost, stop for a second to pick up a hidden egg.

[ AREA 5 ROUND 2 ]

Section 1: Yep, believe it or not, we've seen THIS stage design before, too. \*sigh\* Get the Flower from the egg, then go through this section, avoiding enemies and fires. The frog behind the rock is a real jackass to try to beat. Wait for him to jump over the rock before killing him, or angle your tomahawks so they hit him over the rock.

Section 2: The egg contains a skateboard, so it's up to you on whether or not you want it. It definitely makes things a little bit more challenging, which is always fun, but not really needed in a game that's this insane. Kill some snakes, then jump across some platforms. Kill some frogs, or run under them if you want, then run into the first Pooter here to get the hidden pot bonus for this stage.

Section 3: Just stupid platform jumping. Be careful with some of them, but you just need to practice to get the timing down.

Section 4: These platforms move around, so make sure to figure out the patterns. The frogs at the end of these platforms really piss me off, but you can kill them or run under them as usual. Hop across the final few platforms, killing the enemies that dare stand in your way, and soon you'll be at the end of the level!

[ AREA 5 ROUND 3 ]

Section 1: This is when things start to get rough. Be prepared. Get the skateboard from the egg if you want, then jump over the rocks. Kill some enemies, then hop over the fires. Go over the platform, then down some stairs. Avoid the eggplant egg, then either kill or avoid the frogs. At the bottom of this part, take out the snakes and fish, then go up the moving elevator platform. Run under the frog, then take out the Bassers.

Section 2: The egg here also contains a skateboard, but again, you don't have to get it if you don't want to. It might actually hinder you at this point. Jump across the platforms, then down the steps, avoiding some more frogs. Drop down to the area with the platform, then get the hidden egg from the ledge to the right. Go up the moving elevator platform again, and jump over the platforms. You'll see three rocks here. The second one has the pot bonus this time.

Section 3: Get the much appreciated Milk from the egg, then jump across the moving platforms, killing the bats as you go. Be extra careful here and really take your time. The platforms move in different speeds and directions, so you should take the time to learn the exact time to jump before jumping. It will save a lot of cheap deaths!

Section 4: Jump over the fire, then jump over some boulders. This is the toughest part of the game to this point. You have to jump across a series of platforms, which drop beneath you. The key to winning is to jump as far right as possible, as quickly as possible. Once you jump over all the platforms successfully, this challenging stage is finally over. Your reward: a much,









over it, then kill a few more enemies before getting to the next section.

Section 3: The platform jumping here is starting to becoming insane. Be very careful and don't worry if you die a lot, it took me forever to get through this part. Watch out for the obstacles as you make your jumps. The pot bonus is at the end of this section almost. Stand on the next to last platform, then inch forward until a boulder rolls in and off the ledge. Jump to the next platform, and it will drop. Stay on it to get the pot bonus, then quickly jump to the next ledge.

Section 4: Jump across the few ledges, then jump across the moving platforms. Kill some frogs after these platform jumps, then hop across some more platforms to eventually reach the end of this stage.

[ AREA 7 ROUND 4 ]

Section 1: Ugh. Thank god this walkthrough is almost done, I'm starting to be driven insane. Move past the spiders, then wait for the birds to go by before jumping over the rock. A frog will chase you into section 2.

Section 2: Guess what? A coyote flower greets you to start this section! I sure didn't see THAT coming! Do the usual to get the controller bonus, then jump over the rocks and fires. Jump over some more fires, then avoid or kill the spiders. Use the spring to get across the fires and rocks, while avoiding the eggplant at the end.

Section 3: Take care of the spiders at the beginning, then run past the spiders, leaping over the last two. Avoid or kill the coyote here for another controller bonus. Three pooters come in now, but the last one goes slower, so run into it for the hidden pot bonus.

Section 4: Climb the hill, avoiding the rocks and boulders. Kill or avoid the Pooters at the top of the hill, then jump over the fires. Get the hidden egg from the space after the last fire, run under the following frog, jump over four rocks, and you'll be up to the boss. As usual, he's killed by shots to the head. 20 of them, this time.

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| 4.8 |                WORLD 8                | 4.8 |
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[ AREA 8 ROUND 1 ]

Section 1: Finally, up to the last world. This is a wasteland level, and boy is it pretty tough! Go right and climb the steps, avoiding the boulder as it comes screaming down at you. Get the flower from the egg, then go up past the enemies. Get the hidden egg halfway up, then kill some more enemies (including the horrific frogs) before going to section 2.

Section 2: Go through this area really quickly, as usual. Go up the stairs, past the skulls and spiders, then jump over the boulders. Jump over the spiders as you go down the stairs on the other side, then you'll soon be up to section 3.

Section 3: Get the hidden egg from the right of the marker, then the following egg contains a Milk, thank the heavens. Go down the stairs, avoiding all the enemies and obstacles here, then trip on the rock to the right to get the pot bonus. Go right and stand still on the steps before you reach the bats to get to a bonus stage! You'll be left off in section 4.

Section 4: Use the spring to jump over the fires, then run through the egg to get some Milk. Perform a running jump onto the spring, then clear the rocks and egg at the bottom, avoiding the frog along the way. Kill the skulls and frogs and you'll finally be at the end!

THREE MORE LEVELS TO GO! THIS IS GOING TO GET REALLY REALLY TOUGH NOW!

[ AREA 8 ROUND 2 ]

Section 1: This is the 2nd hardest stage in the game. I really wish this game had a save feature. Make a big jump down to the island below, then start cloud jumping to the right, past all the swordfish and octopi. The swordfish are ALL OVER THE PLACE in this level and will make you pull your hair out by the end of the level, I assure you. Make a huge jump onto the next island, then do some more cloud jumping past some more swordfishes.

Section 2: The swordfish and octopi are coming from everywhere now. There's a certain pattern to do this. You have to run and jump REALLY quickly from cloud to cloud. Once you do so, get the hidden egg in the front of the palm tree. Kill the lone Pooter, then go to section 3.

Section 3: Jump to the next island, then HONEY GIRL will mercifully join you. Go as quickly as possible, so you can get to the next section before she disappears.

Section 4: The edge of this platform has a hidden egg, so grab it, then cloud hop like crazy through this section, avoiding the millions of enemies that attack you. There's a pot bonus out in the open here, so make sure to grab it!

CONGRATULATIONS! THAT STAGE WAS A REAL BITCH, I KNOW! TWO MORE TO GO!

[ AREA 8 ROUND 3 ]

Section 1: This stage is 5 times harder than 6-2 of Ninja Gaiden, just to explain how challenging it is. I'll try my best to guide you through it, but a lot of it is really trial and error. DO NOT GET THE SKATEBOARD FROM THE EGG HERE. The stage will kill you enough as it is. Jump over the rocks and fires, then jump over the frogs and the following eggplant egg as well, then use the platforms to go up to the upper ledge. Kill the bat, and you'll be in section 2.

Section 2: DO NOT GET THE EGG HERE. IT IS A SKATEBOARD. Kick it off the ledge to get rid of it, then use the moving platforms to get up to the upper platform. Get the hidden egg at the top of the steps, then go down, avoiding the various enemies you'll find here. Use the moving elevator platform to jump up to the upper ledge, then spring across to section 3.

Section 3: The nightmare begins. Kick open the egg to get some milk, then go across the moving platforms, while bats come down after you. I hope you remembered the platform pattern. The key here is to first jump over the bats, then to time your jumps. There's a hidden egg on the ledge at the end of this nightmare.

Section 4: The ultimate nightmare. This gets my vote as the toughest section of any video game ever. Jump over the fires and boulders, then inch forward until the fire is not seen any more. Now, you'll have to do the TOUGH ASS PART THAT DROVE ME INSANE. You have to jump from platform to platform, which fall down, while avoiding the bats. Once you manage to do this, you can trip over the fire to get the hidden pot bonus, and this stage is finally over.



4. But they both feature damsels in distress, I bet!  
A: Of course. The game was released before PCness took over gaming, you know.  
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| 5.2 |            GAMEPLAY ISSUES            | 5.2 |
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1. How in the world do I beat the last part of 8-3?  
A: Extreme luck. ;) Haha, basically you have to time your jumps perfectly and kill all the bats ahead of time. Knowing the pattern is definitely key. You can't stop to kill them while on platforms, so kill them while jumping from platform to platform. In terms of the fire at the end, jump to the very left of it, then jump over it. This takes lots of practice, so don't give up!

2. What do I get if I get all 32 Pot Bonuses?  
A: A lot of points during gameplay, and the satisfaction of doing it. ;)

3. Boy, this game sure is lame! The stages keep repeating over and over.  
A: That's not a question.

4. How do I get past a bunch of frogs at one time?  
A: Just keep running underneath them.

5: Level 8-2 is impossible! How do I avoid the Wales?  
A: Timing and practice. Know when they're coming and jump over them as soon as you know they're near.

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 [ 6.0 ] CONCLUSION
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I'm sure you all have millions of questions to ask me, but since I don't have time to answer them, I incorporated a FAQ section into the guide instead!  
Enjoy!

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| 6.1 |            OTHER INFORMATION            | 6.1 |
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| CREDITS      |
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I'd just like to thank the following people for their support:

- Cassey Blankenship, my baby boo: My soon to be fiance, my soulmate, my everything. She is the sole reason I am still writing guides, as she provides me with love and affection for what I do, and she always believes in my talents. She never criticizes me for writing these things, which is what I need from my girl. ;) She is just DA BOMB! I love you always, Cassey! You are my only, my only one!
- I dedicate this guide to the people that made this game, just because it's a real bitch and they're not really nice, so no one has probably said anything nice about the developers before. Hudson was a really good company back in the

day, and you can't go wrong with

- Dalez's awesome guide, for motivation and information on some of the hard to find eggs and pot bonuses. He also provided information on the 1-Ups and Rings, because I had no idea about those until I read his guide. He is easily the most underappreciated writer on the site.

- The instruction manual that came with my COMPLETE (w00t) copy of the game. It helped me with the game basics section.

- The group of friends I made on GameFAQs: Thanks to you guys for supporting me when things got tough, and you know I always got your back. Especially to Dan, Gbness, Dyse, Positively Posterior, Ryan Harrison, MTincher, Fox, etc. You guys are the best friends a guy can ask for, and I appreciate it. I know some of you have bad taste in football teams, but you're all excellent people and great writers. Except for Fox, but he's deaf so HE CAN'T HEAR ME ANYWAYS LALALALLAA

- Music, for helping me to stay focused. Especially Savage Garden and Phil Collins. Also, Apple for providing the awesome iTunes which helped me get most of the music I have on my computer LEGALLY.

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| OTHER |  
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You can check out all of my other guides on GameFAQs, which will hopefully include a very sexy Final Fantasy Origins guide soon. I can't wait to finish that thing. I am most proud of FFTA and Legend of Legaia, but I did guides for a lot of Final Fantasies, as well as some random Castlevania and wrestling games, and both Tales of Destiny games. Check them out!

In addition on my quest to write for all the Final Fantasy games, I will try to finish my Aria of Sorrow and NCAA Football 2000, as well as some random NES games (Predator, NOES, Jeopardy Jr., and Puss and Boots, anyone?) and guides for the other 2 Castlevania games that employ the new style. Oh, and I might do a Wild Arms 3 guide. And a Grandia guide. And a FF8 guide with my beautiful Becky. Stay tuned, kids.

And there's always Final Fantasy X-2 and Tales of Symphonia to look forward to...

I appreciate any information you can contribute, especially to art moves and side quests, as well as stuff I missed, walkthrough, etc. Anything can help.

Also, feel free to email any questions that would be good for a FAQ section, as I plan to add one to a future update.

Any errors and omissions that you may see can be corrected if you inform me of them. I'll also credit you, if your error or omission is actually correct and worth an update for me to fix. I am somewhat busy, you know.

That's about it. If anyone would like me to add anything, you can always email me.

AIM: JuanDixonFor3  
MSN: mcfa4834@bellsouth.net  
YIM: nicklacheysnightmare

If you contact me on one of the instant messengers, and I do not respond, it

probably means I am busy. I am always talking with my girl, and friends, so sometimes I just ignore some instant messages from people I do not know. Be nice, and I will talk to you, just don't come out and ask the question and be all rude if I do not respond in five seconds, otherwise I probably will just block you. I will answer all e-mails about the game, however.

You can contact me by emailing me at [penguin\\_faqs@yahoo.com](mailto:penguin_faqs@yahoo.com)

One last note: Only email me about the game at [penguin\\_faqs@yahoo.com](mailto:penguin_faqs@yahoo.com), all emails about Adventure Island sent to my other e-mail addresses will be deleted and/or ignored. Thanks to all those that have emailed me so far, I appreciate it!

1. Check my email backlog. If it's filled up, you may have to wait a while before you get a response.
2. I check my email once in a while. Please wait for a response, because I will respond to all emails.
3. Please read my guide before asking questions, thats why I have a FAQ and Reader Tips section.
4. I will only post your question/tip in my guide if it is good, and has not been answered in this guide.

Also, I have AIM and Yahoo. My AIM name is JuanDixonFor3, but PLEASE do not harass me with annoying questions or I'll block you. I only wish to chat with people.

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| 6.2 |                REVISION HISTORY                | 6.2 |
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v0.10 - May 3, 2005 - 69.6K - Well, the guide took a lot longer to finish than I expected. ;) Lack of motivation sucks. I decided to stop talking shit in my head about finishing guides and JUST FINISH ONE, so I just spent six hours playing through this nightmare of a game and finishing the guide. 5 whole worlds typed in two hours, I think I have carpal tunnel syndrome now. ;) There's 15 unfinished guides I want to complete, and this was the 1st! Yay! I am so happy right now!

v0.02 - June 4, 2004 - 43.1K: Lack of motivation sucks, but at least I actually got back to this guide today. Added two more worlds, so only five to go. Hopefully I'll be done this week. And, GO FLAMES!

v0.01 - May 28, 2004 - 32.4K : Just started this guide today, and I've already got everything done except the walkthrough, which is done through world 1. Something tells me this won't be an extended project.. hopefully..

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| 6.3 |                CONCLUSION                | 6.3 |
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That will just about wrap it up, folks. Thanks for checking out my latest guide, Adventure Island. This was quite an experience, as the game was challenging as hell and had a lot of secrets. Much thanks to everyone in my credits, especially my girl. I hope to get back into the writing flow now, and this was definitely a good start.



Until next time,

Psycho Penguin

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