

The Addams Family: Uncle Fester's Quest FAQ/Walkthrough

by Vegita

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Fester's Quest

General FAQ/Walkthrough

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===== Fester's Quest =====  
-----I: Introduction-----  
===== Fester's Quest =====
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Welcome! I am Vegita, Guardian Of Destiny, and I see you want help for the Nintendo/Famicom game "Fester's Quest". Well, I'm proud to say that I've owned this game for years and years, and...well, I can't really say I'm an expert at it. I can't even say that I'm really that GOOD at it! I can assure you I've beaten the game a couple of times, without cheating (Cheating is for wimps!), so I DO know what I'm talking about (...mostly).

First off, let's get one thing straight: Even though I am Vegita, I will try to write from an un-biased point of view (although I still think I'm the best at everything). Second of all, if I catch anyone copying all or part of this FAQ, ANY part of this FAQ (not counting little, inconsequential sentences like "First off, let's get one thing straight"), I will destroy you. I will rip you limb from limb like the excessively weak individual you are, and then I will sue you for copyright infringement. Well, ok, maybe I'll just sue you, but if I got the chance I'd certainly go for the ripping of limbs from other limbs.

Third of all, I do not own the rights to this game, the names of the characters in this game or FAQ, or have any ownership whatsoever of this game (except for the cartridge sitting in my room, that is). Those are the property of their respective owners. If I find a website with this FAQ on it, and it has been changed in any way, does not give me proper credit, or is selling it without my knowledge and consent, then I WILL have my lawyers contact that site. Are we clear (this means YOU, Vertsk8!)?

Hey folks, if you're going to write me about this game, I must insist that you put, in the subject header of the e-mail, the name of game that you are writing about. I am tired of having people write me, asking about games that I've written for, but they never tell me WHAT game they need help with. This will help me in identifying what game you are talking about, and will also help me weed your e-mails out from the Spam I constantly receive. If you do not put the name of the game in the Subject header, then I may not read your e-mail at all; I get a lot of spam, and people like trying to send me viruses, so if you don't do something that will actually help me in determining whether or not your e-mail is legitimate, you can only blame yourself.

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===== Fester's Quest =====  
-----II: Game Story-----  
===== Fester's Quest =====
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The Addams family was first created by Charles Addams for the New Yorker Magazine in 1932. His strange, oddly-funny look at death eventually made him a regular in the Magazine. The cartoons eventually created the Addams Family TV series, a TV Movie, an Animated TV series, and 2 more Big-screen movies. In 1989, Sunsoft decided to make an Addams Family game based around Fester, brother of Gomez Addams. This this game was born for the Nintendo.

Now, in order to keep the game true-to-form with the comics and series, the producers decided to keep it light-hearted, while having some truly odd attributes to it. In order to make the game have some semblance of plot, they gave Fester an opponent of sorts - Evil Aliens that have abducted Gomez. To keep the series light-hearted, Fester was initially shown sitting out in a lawn chair underneath the full moon, reading a book and wearing sunglasses. The aliens attack, and Fester decides to get up and do something about it. That takes us right into the game.

As was previously decided, Fester is off to save Gomez from his captors, the evil Aliens. Since having a game with only Fester would be straying too far from the license (Fester's fun and all, but people would like to see the rest of the family as well), Sunsoft decided to include the remainder of the family assisting Fester in odd ways. This was done by having them appear and give Fester strange items that would aid him in his journey, and was depicted by the colorful portraits (for the Nintendo) of the individual family members. Thus, the game and gameplay was borne, and from there spawned...this Walkthrough!

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===== Fester's Quest =====  
-----III: The Controls-----  
===== Fester's Quest =====
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I've broken the controls up into 2 sections - Controlling Fester, and the Menu screen (and what each item does).

~A Controlling Fester

The controls are fairly simple for the game.

A BUTTON - By pressing this, Fester will use whatever item you have selected from the menu screen. Also, when standing on top of a set of Stairs, pressing the A

BUTTON will make Fester move up or down them).

- B BUTTON - By pressing this, Fester with either fire his gun or swing his whip (when he has selected it).
- START BUTTON - By pressing this, you will go to the Menu Screen.
- SELECT BUTTON - By pressing this, you will pause the game.
- DIRECTIONAL PAD - Move Fester up, down, left, or right (depending on the direction pushed).

The controls are simple enough, truth be told, so let's talk about the actual moving within the game. Fester meanders about the desolate streets of his town, fighting off aliens and picking up items as he goes. The game is basically a maze adventure, as you are forced to wander around, looking for the next entrance/exit to a boss figure. While doing so, weird mutated animals and aliens will approach you, attempting to harm you (these individual monsters will be covered in Section V-A, the "Monster" section). In order to prevent these baddies from harming you, you need to attack them with either your gun, your whip (when you find it), or whatever attacking items you might have found (these'll be covered in the next section). Remember - Fester starts off with only 2 bars of health, and most enemies take 1 bar of health off whenever they touch you, so either kill them quickly or run away!

Sometimes you'll enter a building where the view becomes from Fester's Point of View. In these instances, LEFT and RIGHT turn you left and right, UP moves you forward one step, and DOWN moves you back one step. In order to move through the doors you find, simply face them and press UP.

-----Restoring Lost Life-----

Sometimes enemies WILL manage to get to you, though, and that's when it's time to heal. There are 4 ways to restore lost life in this game:

- 1) Buy a Hot Dog using money dropped by a slain enemy,
- 2) Drink a healing potion (see Section III-B),
- 3) Defeat a Boss (after defeating them, your life is automatically restored),
or
- 4) Die and restart.

Now, obviously the last 2 aren't very effective at ALL - #3 will only happen 5 times throughout the game and isn't a very good way to restore life, while #4 is simply ridiculous (all that hard work...::sniff::). If you can, conserve your healing potions for boss battles by using the Hot Dog Stands. To do so, simply select "Money" from the item screen, walk up to the Stand, and press the A BUTTON. Fester will get 1 Life Bar back for each Hot Dog purchased. Make sure you've got plenty of cash, though, because a Hot Dog costs 5 dollars each (yowza! Not even at Madison Square Garden does a 'dog cost THAT much.)!

In order to get money (as well as light bulbs, weapon power ups, and keys), you have to defeat enemies. All you have to do to defeat an enemy is shoot them until they disappear in a puff of smoke - you'll know you're doing damage because they'll flash different colors. Sometimes when an enemy dies/disappears, it leaves behind an item. Here's a list of what items enemies can drop:

- Light Bulb - It looks like a blue light bulb. By picking this up, you'll increase your number of light bulbs by 1.
- Key - It looks like a green key. By picking this up, you'll increase your number of keys by 1.
- Money - It looks like an orange dollar sign. By picking

- this up, you'll increase your amount of money by 1.
- Gun Power Up - It is the word "Gun" written in Blue. By picking this up, your Gun will power up to the next level (limit of 8 levels).
- Whip Power Up - It is the word "Whip" written in Blue. By picking this up, your Whip will power up to the next level (limit 4 levels).
- Gun Power Down - It is the word "Gun" written in Orange/Red. By picking this up, your Gun will power down to the previous level. Avoid these!
- Whip Power Down - It is the word "Whip" written in Orange/Red. By picking this up, your Whip will power down to the previous level. Avoid these like the plague, or other plague-like scourges.

I highly suggest, at the beginning of the game, you simply walk back and forth while killing enemies to build up a stockade of items and such. This allows you to get a good weapon early on, as well as providing you with the necessary funds and items for future usage. The games' enemies get more and more difficult, so it's not as easy to take them down as the game progresses.

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I suppose at this time I should explain the various levels of the gun and the whip, and how they work:

- Gun Level 1 - Fester's Gun shoots out a Green Glob o' Goo that travels in a straight line. It's slow, it's weak, and it has very little range.
- Gun Level 2 - Fester's Gun shoots out a Green Glob o' Goo that travels in a straight line. It's slightly faster, stronger, and has better range. The way the Globs o' Goo travel is kinda weird - they go a certain distance, slow down, then speed up again. Oh well...hopefully you won't have this level for long, so don't worry 'bout it.
- Gun Level 3 - Fester's Gun shoots out an Orange Wave that travels in a Sine Wave (or Cosine Wave, if you wish to interpret it that way). It's faster and stronger than the level 2 gun, but sadly has less range.
- Gun Level 4 - Fester's Gun shoots out an Orange Wave that travels in a Sine Wave (or Cosine Wave, if you wish to interpret it that way). This wave has a greater crest/trough, and is faster, stronger, and has a greater range than the level 3 version.
- Gun Level 5 - Fester's Gun shoots out a rotating black orb that travels in a circular spiral path. The range on this is about as bad as the level 2/3 gun, but it does as much damage as the level 4 gun and is easier to use in cramped spaces.
- Gun Level 6 - Fester's Gun shoots out a rotating black orb that travels in a circular spiral path. The range is greater than before, as is the strength and speed. However, the spiral is larger as well, causing it to be practically useless in cramped areas (it immediately hits the wall).
- Gun Level 7 - Fester's Gun shoots out a pair of small pyramid spikes, which travel away from each other and then convene at a set intervals along their path. This is as slow as the level 1 gun and the range of the level 2/3 gun, but has a small width and is extremely powerful, making it good for closed-area fighting.
- Gun Level 8 - Fester's Gun shoots a wall of 3 pyramid spikes,

travelling in a straight line. This is the ultimate gun, as it is extremely powerful, extremely fast, and has the best range out of any of the guns. Also, it has the width of guns 3, 5, and 7, making it ideal for close-quarter fighting.

Now, let's talk about the whips. First off, it should be noted that picking up Whip Upgrades will do nothing for you until you actually have the Whip in your possession. Don't waste your time going after 'em until you've got it.

A handy point about the Whip, aside from the fact that it's clearly stronger than the gun (yet slower and with less range) is that the Whip can strike enemies through walls - provided the whip is long enough to get through the wall, of course. The Whip can also be used to pick up items by simply whipping them, saving you the extra footwork. However, this can also be a curse to you, as you might be whipping away at several enemies, only to find that one of them dropped a Whip Power Down item, and you unavoidably whipped it into your possession. Oh well...here's the whip levels themselves:

Whip Level 1 - Fester throws out the whip, which looks like an ordinary whip. It has poor range and damage.

Whip Level 2 - Fester throws out the whip, this time looking like a length of chain. It's range has increased a little, and has better strength.

Whip Level 3 - Fester throws out the whip, now looking like a length of white chain with a Spike on the end. Its range is marginally better than Level 2, but does quite a bit more damage.

Whip Level 4 - Fester throws out the whip, finally looking like a flaming whip (Castlevania II, anyone?). It has the best range (which is actually the same as the Level 3 whip) and damage out of any of the Whips.

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~B~ The Item Screen

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Fester can't just get by with his Gun, sadly...you'll have to visit the Item Screen at some point during the game to continue on. Let's take a look at the Item Screen (yay, time for cheesy Ascii art!):

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|
| Health  [][] (1)          -----
| -----
| |
| | (2) | Gun  [] [] [] [] |
| |
| |
| | (4) | (3) | Whip [] [] [] [] |
| |
| |
| -----CLUE-----
| -----
| |
| | -----
| | | 5 | Bulb | 6 | Vice Grips | 7 | Money |
| | |   | . . |   | . . |   | . . |
| | -----
| | -----
| | -----
```



12 - Invisibility Potions. Maximum - 5. The box itself contains a picture of a Beaker of Red/Purple Liquid. Frankly, I don't know why these are called Invisibility Potions. They don't make Fester invisible, they make him impervious to damage for a short period of time! Simply select it and press the A BUTTON.

13 - T.N.T. Sticks. Maximum - 30. The box itself contains a picture of a stick of dynamite. These extremely-powerful items are not to be taken lightly. By selecting it and pressing the A BUTTON, Fester will drop a lit stick of T.N.T., which will explode upon contact with an enemy. These do a LOT of damage, so use 'em wisely!

Note - after getting each item, the number of that item left will be written below the name of the item. If that item has not been gotten yet, or you have run out of that item, there will be 2 dots below it instead of a number.

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~C~ The Health Icons

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So far I only know of 2 health icons that increase Fester's Life Bar. Here are their locations:

1) In the first area, prior to the Sewer that takes you to Stretch Alien (the first boss), there is a large white Building that, upon entering, has you moving about in 1st-Person Perspective. Take the first left inside, then left again and walk until you come to a wall. Continue through the wall into the Hidden Room. By accessing this hidden Room, Fester gains another bar of Health. Yay!

2) Thanks to Mike (Mothra45@hotmail.com) for this one.  
"From the addams' mansion: Walk along the secret path through the bushes on the left side of the house. Once you're inside you'll get an additional lifebox."

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===== Fester's Quest =====  
-----IV: The Walkthrough-----  
===== Fester's Quest =====

Well, now that you've read through the controls and items, you're ready to deal with the game itself.

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~A~ Area 1

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Fester starts off in the middle of a horizontal street. Immediately start moving Right (which eventually winds back Left again), killing off the Alien Spore Blobs to earn Keys, Money, and Light Bulbs. Most importantly, though, is the building up of your Gun. Although it might be a little time-consuming, I suggest you build your gun up all the way to level 8 - until you get your whip, the Gun is the only constant weapon you'll have, so you want it to be as strong and effective as possible.

After gaining a few items and powering up your gun, head South on the street perpendicular to your starting point. There will be one section heading to the Left and one heading to the Right. Take the Left path, then turn back North on the path that goes towards the buildings - hopefully you won't need to restore any life, but if you do then there is a Hot Dog stand on the way.

Anyways, you should have a couple of keys, so enter both buildings - the first one contains Pugsley, whom aids you by giving you some stick of T.N.T. The second house contains Wednesday, whom will give you some Vice Grips. While neither of these are pertinent to winning the game, they are still handy to have (actually, none of the items except for the gun and keys are necessary to beat the game!).

Upon passing the first house, you will have noticed a set of stairs leading down into the ground. Take these stairs to enter the Sewer. Once inside the Sewer, follow the winding path until, ignoring the first path off to the right (which leads to a large room, a dead end). The path will head left, then double back right. Watch out when it widens, as there will probably be a couple of slimes and Larvae-Heads waiting for you. Continue Right until the path turns South. Follow it until it turns back right, then forks into 2 northern paths. Take the further one (the one on the Right), killing off the Mutant Frogs all the while. The path will branch back left and turn into a bridge. Continue onward until the path turns back into the Green-Brick (you'll encounter more slimes here). The small room will have a bridge leading off the North, then doubling back Right; follow it. The bridge will turn into a small Square-Path, with another bridge leading off the North. The path will almost immediately turn Left, then Down, the Left, then Up again, then Left again (a wave pattern, if you will). The bridge will dip down then head back Left, then turn into a Green Pipe heading Up, then switching back Right. Follow it to the ladder, which will take you out of the Sewers.

Upon reaching the streets again, there will be a Hot Dog stand slightly Up and to the Right. If you need to use it, go for it. Your next destination should be the small path heading off to the Left. Follow it to reach another House, this one containing Thing offering Potions. These are VERY handy, as you may or may not know (healing yourself whenever you want to? Pshaw, how could THAT be helpful?). Double back to the street and head North along it, then turn back Left (since the street turns that way). There is a large white Building; enter it to find yourself in 1st-Person Perspective. Take the first left inside, then left again and walk until you come to a wall. Continue through the wall into the Hidden Room. By accessing this hidden Room, Fester now has an added bar of life! Way to go Fester! To get out of the building, either exit the way you came in or head Left from the first intersection (coming out of the hidden room), then follow the path to the door. Now that you're back outside, head Left (on the path above the street). It will branch Up, then turn back Left and split into 2 paths. Take the Left path to head to another Building, this one containing Thing (again) with some Invisible Potions. Double back and take the second path, heading South. You'll come to another set of Stairs.

Back inside the Sewer, you'll find yourself on Red Clay. Walk along to the Left, then head Up and Right through the large room full of Mutant Froggies. The path will turn Down, then Right, then Up, then Right, then Down, then double back Left, then Up, then Left, then Down, then Right, entering into a small room with a Block in the middle. Move around the block and head Down, then Left, then Up (be careful of the Langoliers and Slimes!), the back Left across the large room. On the other side of the room there is an opening at the Upper-Left, which leads South (along a winding path), to the Stairs. Climb the stairs and you'll find yourself in a small area with a Building. Enter the building to find yourself in another 1st-Person Perspective. Continue to the end of the hall (ignore the first turn to the Left), and head Left at the corner. You'll come to a T-Junction; turn Right and follow the path to the door. Pass through the door to face off against your first boss, the "Stretch Alien"! (For information on this and other Bosses, see Section V-A).



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~B~ Area 2

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Upon Defeating that baddie, you'll find yourself outside the building, standing next to a set of stairs. Head down them. Once again, you're in the sewers...travel along the path to the Right, killing off the slimes and frogs all the while. After a while the path will turn North, back Left, then North again. Continue North, past the first branch to the Right (dead-end) taking the Second Right (careful of the Langoliers!). Turn back North into a small room, and take the Stairs leading out. Back on the streets, you'll find yourself at the Northern end of a long, narrow path leading Down. Follow it until it reaches the street, then head back Up (on the street) and take the path leading to the Right. This path will turn Down, leading to another set of stairs. Take 'em. Once again, you're in the sewers. Follow the path (it doesn't deviate) to the next set of stairs. Up you go!

You'll exit, only to find yourself on a Pier (via a hole in the wood). Head up into the House, and Morticia will give you a Whip (yay!). Now head Up past the House to the next set of stairs, and go back (again) to the sewers. Once again, there are no deviations from the path, so follow it to the Stairs. Travel South to the next set of Stairs and return to the Sewers. Along the Bridge in the first part of these sewers, you will come across more slimes. Take this opportunity to power up your Whip - you'll be glad you did it, trust me. After it's at its max, continue on down the path. Follow the path to the Stairs, and you'll find yourself outside next to a building. Enter the building to find yet another 1st-Person Perspective area. Head straight, turn left at the first corner, ignore all turns and head to the end of the corridor, turn Right, and head to the door. Inside you'll find yourself facing off against the second boss, the "Whip Alien".

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~C~ Area 3

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Once again, you'll find yourself next to the building with a set of Stairs nearby. Take the stairs down to the Sewers, then follow the lower path when it branches off. At the end of the path is another set of Stairs. Climb 'em to return to the surface. You'll come up next to a house. Enter it to find Thing (geez, for a disembodied hand Thing sure does move quickly!). Thing has Missiles for you, which I highly suggest you pick up. Upon leaving the house, travel South along the Pier, past the boats and the Hot Dog Stand. Yup, another set of stairs, leading back into the Sewers. How did you EVER guess? Take the winding sewer path to the next set of stairs, then exit to surface next to a building. Enter the building to find...yet ANOTHER 1st Person Perspective! This one is also rather simple - travel all the way to the end (ignore the previous turns) and head Left at the corner. Continue down the path until you come to the door. Beyond this door lies boss #3, the Knight Alien!

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~D~ Area 4

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As is customary (at this point), you appear outside the building with a set of stairs next to it. Drop on into the Sewer and follow the path. Wind your way to the Stairs and head up. Walk the short jog north to the Hole in the Pier. Use it as you would stairs and return to the Sewers again. Once in the sewers, take the winding path all the way to the left to reach the stairs.

You'll exit and appear at the top of a building. Walk around to get to the entrance of the building and (logically) enter. Yes, it's another 1st-Person Buildings. Unlike the previous 1st-Person buildings, this one isn't a simple walk to get through. Take the first left you come across, then travel down the corridor. You can either take the hallway to the Right or simply continue on to the end of the corridor and take the corner - both halls converge at the same spot, just a few spaces ahead of the corner. Take the Second Right from the corner (or, if you took the Hallway, the first right), then take the Second Left. Past the corner is the door. Beyond this door lies the 4th Boss, the "Shielded Gunner Alien".

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~E~ Area 5

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Yup, you guessed it - you're outside, next to a set of stairs. Head on down! Down in this Sewer area, there is one fork in the path - when you come to it, take the Left path. From there, wind your way to the exit. Now that you're outside again, head North along the path, then branch Left with it. You'll pass a Hot Dog Stand (use it if you need to) and come to a House. Enter to find Grandma Addams, who will give you some Noose's. VERY handy items, those Noose's. Upon exiting the house, head Right on the path, following it until you come to some Stairs. Head on down!

The funny thing about this particular Sewer area is that it doesn't really matter which way you go - each path meet up at a later point. If you want the quickest route possible, at the 1st junction head Left, at the 2nd head Down, then at the 3rd go Left. You'll be taken to a room with what appear to be stone pillars lying on their sides. Along the bottom edge of the room is a path of grey bricks. This path leads to the stairs. Outside, take the path to the Left, then Down and back Right along the water to another set of stairs. Head on Down! This Sewer path winds downward before curving back up to where the stairs are at. Upon exiting you will be next to a Building. Enter to find yet another 1st-Person maze.

This is the most confusing of the 1st-Person Mazes. Walk all the way to the corner and turn left. Continue on to the junction, and take another left. Continue past the first left (dead end) and take a right at the junction. Take a left at the corner, a right at the junction, and go all the way to the corner before turning right. Turn right at the next corner, then left at the following corner, and take the first left you see. Turn right at the corner and follow the hallway clear down to the end, where it will turn right. Lo and behold, there is the door! And beyond the door is...Boss # 5, the Cyclops Apatosaur Alien!

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~F~ The Spaceship

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Guess what...this time, when you finish off the boss, you're still outside the building. However, this time there's no stairs immediately nearby! YAY!!! Travel North along the path until you come to the Stairs. Enter the Sewers for the final time. Travel Right, then Down to get to the stairs. Upon exiting, you'll find yourself next to a pair of Park Benches. Head Up along the path, then Right, Down, Back Left, and Up to the Tombstone. Upon walking up to the Tombstone, you will find yourself transported to the Alien Spaceship!

You'll find yourself, intially, standing on the middle of 5 orange dots in a green room. Travel South along the corridor, taking care of the ICUs as you

go (or simply avoiding them, if you wish to save health). The hallway will turn Right, Down, Right, Up, double back Left (with a zig-zag area), Up, Right, and Up again. Here you will come to an area where it appears the grating you are walking on is suspended over a field of Stars. Don't worry; you can't fall off, so continue on Up. Upon leaving this room, the hallway heads Left, Down, Left, then Up into a large room with columns. Travel Right, being wary of the Orb Mounds attacking you - I suggest you do NOT travel between the Columns, as you can easily be sandwiched and unable to move away from a harmful blast. Exit the room at the Upper-Right hand corner.

Travel Up along the corridor and you will shortly come to a room where the grating moves among strange-looking red/blue goo. Follow the path, taking out (or avoiding) any aliens you come across. You will soon come to a fork in the road - take the Right Path, as the left leads to a room with No Exit (aside from the one you came in on). Wind your way around the path, eventually finding you on the Southern Side of the aforementioned "No-Exit" room (Note that Beholders (see Section IV-C) seem to be in force here, so take care!) Continue Down along the trail, working your way to a passage above where you entered the Ship; down this hallway you will find several rock-shaped objects strewn about, making it difficult to maneuver without being hit by the Orb Mounds' projectiles. Press onward, you're halfway there!

Head Down from the Rock-Passage and you will find yourself in a room with Geiger-esque drawings on the ground (for those of you who don't know, H. R. Geiger is the man who came up with the designs for the Aliens in "Alien", as well as many other screwed-up drawings and designs). Throughout this room you will be hounded by Frogs, ICUs, and your first time dealing with the Claws. Avoid or attack whatever you need to, and press on to the Bottom-Left corner of the room (quite the walk, isn't it?). Go through the passage in the Bottom-Left corner, following it Up and to the Left, past the room with the 4 Rocks in the center. After a while you'll come to a room with 4 spaces in the grating where Stars show through. Head Down into the passage, then turn Right at the fork.

This passage, despite its many turns, does not separate into any other passages until you come to yet another Red/Blue room. When you find this one, take either path (the thin one along the North or the wide one straight ahead), as they both converge and head Up. Walk through the small area with 4 Columns, then double back Left, then Down, then Left again. Continue walking until you come to a room with 4 Skulls imbedded on the walls, as well as 2 small paths of rocks and a doorway leading up onto the Red/Blue stuff. Step onto it to enter battle with the final boss, the Spaceship Nucleus! Good luck, Mr. Addams, 'cause you're gonna need it!

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===== Fester's Quest =====  
-----V: The Enemies-----  
===== Fester's Quest =====
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Bad guys to the left of me, bad guys to the right...blah blah blah, here's the enemies.

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~A~ The Regulars

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The bosses, in all actually, should be the lesser of 2 concerns in this game - the REAL concern is the enemies that stand in your way! Therefore, I list the enemies first!

---A.1: Spores---

The very first enemies you will see in the game are the Alien Spores. These Purple and Red creatures are small, non-moving targets that pulsate with an otherworldly life. Wanna get rid of 'em? Great, just shoot them down!

Best way to dispatch them: You can use T.N.T., missiles, or a Noose to get rid of 'em, but why bother when you can simply shoot/whip it?

---A.2: Mutant Frogs---

These are by far the most common enemy in the game. I hopefully don't have to describe what a regular frog looks like, so my description of a Mutant Frog is "An oddly-colored frog with no eyes." There are 4 kinds of Mutant Frogs, all of which you'll encounter at least once throughout the game:

~~~Blue, the weakest,  
~~~Orange, slightly stronger than Blue,  
~~~Green, who is much stronger than Orange, and has a special attack where it hops 3 times, stops, and sticks its tongue out, and  
~~~Red, the strongest, who can hop 3 times and then spit out a sticky purple-ish substance. Upon getting hit with this substance, Fester slows down in movement.

Best way to dispatch them: Unless you've got a good, strong whip, simply shoot these pesky buggers from a distance. Remember, though, that you can only shoot 'em when they're on the ground, so time your shots so they land on them!

---A.3: Fly Heads---

Yes, it's disgusting-sounding, but what can you do? Sometimes you'll come across a disembodied head floating above the ground, its eyes bugging out. Every time you hit it, flies will pour out of its orafices and circle about.

Best way to dispatch them: Guns from a distance or a whip at medium range take this guy down. Don't forget to remove the flies as well!

---A.4: Mutant Rats---

And you thought YOU had a rat problem! These guys are as big as small dogs (bigger than a Chihuahua), and extremely fast! Thankfully, though, you only encounter them in the sewers.

Best way to dispatch them: Shoot 'em or whip 'em. If you have to, side step one so you don't get tagged.

---A.5: Larvae Heads---

Just like the Fly Heads, sometimes you'll find a Larvae Head. This head sits directly on the ground, and with every hit it releases larvae onto the ground. Careful, as these larva quickly turn into flies!

Best way to dispatch them: Guns from a distance or a whip at medium range take this guy down. Don't forget to remove the flies as well!

---A.6: Repeating Protoplasmic Slimes---

Good lord, I hate these things...it's a small, green puddle of goo that travels towards you, right? Ok, now give it the ability to spawn another Slime (and another, and another, and another) every time you hit it. To be perfectly honest, having one of these things NOT reproduce after being hit is a miracle.

Best way to dispatch them: If you have the whip, use the whip. If you don't have the whip, use T.N.T. If you don't have either, shoot until your finger falls off. Personally, these are one of the few enemies I actually use T.N.T. on, as it can take care of a whole slew at once.

---A.7: Gremlins---

Ah, Gremlins - when I had heard of the old stories of "Gremlins" taking over vehicles in wars, I'd always imagined monsters that looked like these; generally speaking, I thought a Gremlin looked like a spindly-little monster with claws and huge bug-eyes. That is how these monsters look in the game, so I have therefore affectionately decided to call them "Gremlins". These guys aren't as irritating as most other enemies in the game, so you shouldn't worry about them TOO much. The main problem with them is that whenever you try to attack them, they jump. Continuous attacking will eventually cause them to land on your shot/whip, making them take damage. The nice thing about these guys is whenever they take damage, they run away!

Best way to dispatch them: Just keep on shooting until they're dead.

---A.8: Langoliers---

Having read "The Langoliers" after playing this game, I had trouble NOT imagining the Langoliers looked like these monsters. Therefore, I have named them after Stephen King's destroyers of Time. In the game, they appear as small purple mounds with large mouths full of teeth. While they can't destroy everything in their path (in a previous time), they CAN burrow underground (no matter where they are) and reappear on the other side of whatever obstacle was in their way. If they see you, they will come for you, and nothing (save killing them) will stop them from getting to you.

Best way to dispatch them: A full-powered whip is a good weapon of choice. If you don't have one, use some good ol' fashioned T.N.T.

---A.9: Spideroid---

Upon my first sight of these things, I could have sworn I had been looking at a Metroid. However, the difference between a Metroid and this particular enemy (beside the lack of a life-sucking feature) is that this enemy does not float - it walks around on Spider's legs. Upon seeing you, it will travel towards you in an attempt to touch you (and, thus, make you take damage). Whenever you hit it, it will increase its speed, until escape is futile.

Best way to dispatch them: Full-Powered whips are good, as is T.N.T. Sadly, nothing else can do enough damage in a short enough period of time to dispatch these before they reach you.

---A.10: Eye See You (ICU)---

When you first enter the space ship, these aliens will probably be the first enemies you see. They remind me of the Ghosts from Pac-Man, in the sense that they look like sheets of cloth pulled over something. The disturbing feature about them is the large, unblinking eye right in the middle of it. These things slowly bound towards you, bouncing up and down. With every hit, they will speed up. Remember - you can only shoot enemies that are firmly on the ground, so wait until they're on the ground before firing/whipping!

Best way to dispatch them: To be honest, you shouldn't even bother attacking these guys. They're not particularly dangerous when you first see them, and they only get more dangerous when you start attacking. Just walk around 'em.

---A.11: Spineys---

After a successful run in "Mario Brothers" (being one of the first villains Mario and Luigi ever dealt with), as well as a brief appearance in the Legend of Zelda and Zelda II, the Spineys have now moved onto a different series. Although their appearance has changed from time to time (red in the Mario series, red and Green in the Zelda games), here they appear as small, slow-moving green blobs with spikes on them.

Best way to Dispatch them: Whip them, Shoot them, or walk around 'em. They are slow, so you don't have to worry much about them.

---A.12: Orb Mounds---

These things are a mystery to me. They seem to be a small, orange mound that travels back and forth, with a green Orb in the center. Occasionally they will stop and fire 3 Blasts at you, forcing you to dodge or take a hit.

Best way to dispatch them: A full-powered whip can take care of these in 2 hits. Make sure you do.

---A.13: Beholders---

Ugh...now THESE are irritating enemies! They look like a giant orangish-brown skull of sorts, with a single eye peering out of the center. Surrounding it are 3 red orbs which it uses for attacking. This guy is a major pest because it hurls 3 green projectiles at you, which are often hard to dodge. Also, whenever you attack it unleashes 3 blasts in retaliation!

Best way to dispatch them: To be honest, the BEST way to take these out is to use a Noose. Seriously, they are NOT worth the effort. If you can do so safely, run away from them and hope for the best.

---A.14: Claw Aliens---

Slowly ambling about, it's 2 claws connected to a Maw by 2 Arms! It's the Claw Alien! Seriously, though, this guy, while slow, can be a great menace simply because whenever you hit it, it automatically retaliates by firing an energy blast at you (much like the Beholders). This is NOT an enemy you want to use the whip on, as you won't have any chance of dodging if you do.

Best way to dispatch them: Once again, either avoid them or Noose them.

~B~ The Bosses

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Hey, look - it's the bosses!

---B.1: Stretch Alien---

Appearance: A bald, fanged Alien with 2 extremely long arms. Frankly, I think this guy looks like Baraka from Mortal Kombat...

Method of Attack: This guys is relatively easy, provided you actually watch to see what it does before you go gung-ho and attack it. Stretch's style of attacking is simple - it walks back and forth, trying to get you in front of it so it can attack. Once you are in its line of fire, he stretches his Right Arm to hit you (for us, it's the Arm on the LEFT), then his Left arm twice (the arm on the RIGHT), then both arms at once. At this point, he will re-adjust himself by moving left or right again.

Strategy: Now, what makes this guy so easy? He's got a rhythm to his attacks that leave him WIDE open to assault. Wait until it stops moving and gets ready to hit you. Quickly move to the Right to avoid being hit. After the arm as retracted, move back Left to avoid being hit by the arm on the Right. When it throws out the arm on the Right twice, that's your cue to wail away on it! Fire like a madman during those 2 swings, but remember to move out of the way before it throws out both arms. If you're not careful, you'll be smacked!

Comment(s): Funny, how this boss is actually easier to kill if you use a Level 3, 4, 5, or 6 gun, rather than a 7 or 8 Gun. While they lack the power of the Level 7 or 8 guns, you can simply stand far enough over that none of the arms will hit you, while you are free to fire all you want. Due to the Wave motion of those guns, you're perfectly safe...until he moves, that is!

---B.2: The Whip Alien---

Appearance: A triceratops, standing on 2 legs (with webbed feet a speedo), carrying 2 whips.

Method of Attack: Despite having more life, this boss actually allows for more time to wail on it. This guy, unlike the Stretch Alien, will alternate arms, whipping back and forth at regular intervals. If you try to move Left, Right, Up, or Down, it will move with you at nearly the same pace, making escape almost useless...

Strategy: I said escape was ALMOST useless, so you need to take advantage of what you can when you can. Selecting either your Whip or your Gun (if you powered up your whip at all, I'd suggest using it), wait until it whips with one arm, then quickly move to that side (after it retracts the whip, of course). Shoot/whip him, then immediately move to the other side, as that whip will have retracted by then. You can get a rhythm down where it whips, then you whip (or shoot several times), then it whips, then you whip (or shoot), etc. Easy, isn't it?

Comments(s): A Triceratops on its hind legs? Right...what's even worse, though, is that its in a speedo! Eww...tell me, why is it this guy has horns on its head, yet it actually bothers with weaponry? And does anyone else find

it funny how you're beating it with its own weapon? Maybe this is where Morticia got your whip from...

### ---B.3: The Knight Alien---

Appearance: Take the Skull of a Bull (complete with horns) and tack it onto the body of a malnourished knight holding a sword and shield.

Method of Attack: Just like the 2 bosses before it, this one likes to move around so that you are in front of it (so it can thwack you). After a few moments, it will stop moving and charge up its sword (looks like it's running an electrical current through it). It then swings the sword at you, throwing bursts of lightning off in 3 directions - straight down, diagonal left, and diagonal right. When it swings the sword, however, it also temporarily moves its shield out of the way.

Strategy: As I said, when this guy swings, it moves the shield. The trick here is to wait until it charges up its sword (it stops moving around then), then move Down and to the Right just enough so that the diagonal shot will whiff as well. When it swings the sword, the shield will be moved, so blast away during those brief moments of weakness!

Comments: A bull's skull for a head? Yeesh, the programmers were wacked out on SOMETHING when they made this game. Although I will give them this - the concept IS pretty creepy, when you think about it.

### ---B.4: The Shielded Gunner Alien---

Appearance: A large, brownish-orange monster with a shield in its right hand and a gun in its left. It has a crested head and thick, ungainly legs.

Method of Attack: This boss will irritate you to no end, firing a 3-way shot from its gun (straight down, diagonal left and diagonal right). If you try to walk to the Left or Right to avoid the shots, it will walk Left or Right as well to keep you in its sights. It will also jump up and down occasionally, as if to say "I'm irritated! I've got a bad case of the shingles, and I want to be left alone! Leave me be, foul Addams, for I must scratch now!"

Strategy: Wow, now THIS is a tough boss. The way to damaging it is hitting it in the head, and the way to do that (other than missiles) is to walk to the Right, fire off a couple of shots, and hope the beast walks into the shots. Sure, this is extremely time-consuming, but would you rather just give up? Another strategy is to dodge fire while using your missiles. While this is far less effective (your missiles practically never hit), it's far safer as you can worry more about dodging the bullets. Finally, as with any boss, you can just turn on an invisible potion and go toe-to-toe with it, firing away with your gun (or whipping away with your whip).

Comments: Goodness, these guy are making you work for the game now, aren't they? Honestly, I don't see how they expect you to have the patience to survive this game...

### ---B.5: The Cyclops Apatosaur Alien---

Appearance: Take an Apatosaur (a Brontosaur, for those of you who aren't familiar with the correct term), put it on a T-Rex's legs, take away one of it's eyes, give it the ability to spit huge fireballs, and hand it a gun, and



you've got this boss.

Method of Attack: It's bad enough that these guys keep getting more and more life, which means you'll have to jam on the buttons even more. But they're also making it a lot easier for them to kill you! This boss moves horizontally with you, so you can't escape its line of fire (and I mean literally with fire). Right before it fires its gun at you (which spreads in 3 directions, just like all the other guns in the game), it will hock up a huge fireball and spit it at you. This means that you have to deal with 1 projectile, then immediately deal with 3 more!

Strategy: Since this boss doesn't have any odd shielding protecting it from your attacks, it's significantly easier to hit than the previous 2 bosses. However, that doesn't make this boss EASY by any means. Stick as close as you want, moving left and right to dodge the projectiles. Once the fireball and bullets have cleared, turn and fire on the C.A.A.'s head.

Comments: I can understand the pools or protoplasmic ooze, or the mutated frogs, rats, and bugs, but...dinosaurs? Just where did they get the Dinosaurs to mutate? Jurassic Park? Although the concept of an advanced Alien race being Dinosaurs is an interesting concept, I just don't know...

---B.6: The Spaceship Nucleus---

Appearance: A giant, mechanical...thing, with 2 mounted laser guns on the front and a Hole on the main body. It looks like some sort of twisted metallic tree.

Method of Attack: The sucker is NOT easy. For starters, you have to contend with the 2 mounted laser guns that constantly track your location and fire at regular intervals. While you're doing that, the Hole on the main body is spewing Balls of energy that track your position based on a Sine (or Cosine) Wave equation. For those of you who are wondering, the equation relates the velocity of the ball and the height of the crest/trough of the wave to your position on the screen. This is done so it can effectively track your position and peg you anywhere on the screen.

Strategy: Since this IS the Final Boss, you're meant to have quite the headache while fighting it. So what's the best strategy? There are actually a couple strategies you can incorporate to defeat this...thing. At any rate, take out the Mounted Guns first, so you can at least have freedom of movement. To take those out, use either your Gun or Whip and move in a clockwise direction around the laser blasts. When you get a clear shot, take it, then continue on dodging the blasts. Be careful when you're walking, though, as those pesky Energy Balls will also be flying at you - coordinate your movements so you can dodge the Energy ball while making the Laser guns miss. Upon removal of the guns, all that's left is the main body, so take pot-shots at it while dodging the Energy Balls (still homing in on your location). However, this particular method takes a LONG time. Would you like to know an easier tactic? Good...

...hopefully you DID pick up the Invisibility Potions and the Missiles when you had the chance, right? Assuming you didn't use either on your way through the Spaceship (you'll use Nooses more than anything), you should have a full stock of both. Now, using either your gun or your whip (I prefer a full-power whip myself), use an Invisibility Potion and simply wail away on the guns until they're destroyed. You probably don't have any Potions left, so switch off to your missiles. Now, here's the fun part - walk all the way to the right and move up to about the middle of the screen (on the right side). By

doing so, the Energy Ball will be unable to change directions in time and simply fly off the screen. This will continue over and over without fail, so leisurely use your missiles to target the Nucleus and blow it up. No fuss, no muss!

Comments: Finally, a boss that has a blind spot! It's about friggin' time!

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-----VI: Various-----  
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This is where all that OTHER stuff goes.

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~A~ Revision History

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- 05-15-01: Started this FAQ.  
05-18-01: Finished this FAQ. Whoopie!  
01-26-02: So I did some reformattin'. Hey, for everyone that has written in about the location of other Life Bars...could you write back again? I can't seem to find those e-mails, and I'll be darned if I remember their locations!  
03-22-02: More updates, more revisions, more work...but hopefully, the guide is more complete and easier to read than before. Also (thanks to Mike), I have the location of another Life Bar. If there are any more, folks, I'd love to know!  
03-13-03: Almost a year later...format revisions!

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~B~ Thanks

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~CJayC (CJayC@gamefaqs.com, www.gamefaqs.com) for putting this FAQ up (as well as putting up with me).

~Al Amaloo (www.gamewinners.com) for being such a cool guy, and having a great site.

~Mike (Mothra45@hotmail) for the location of the 4th Health Bar. Hey folks, if you know of any other Health Bar locations, give me a holler (VegitaBOD@aol.com). I'd LOVE to know about 'em!

~Vertsk8pro@hotmail.com for giving me a heart attack with your childish "I stole your FAQ and sold it with my name on it" antics. Because of that, I now do dozens of things to make sure people don't steal my work. If they do, I know exactly what to look for to see if they took MY work or not.

~Uh...I can't exactly thank God for the role he's taken in my life, because that would seem like I'm trying to force my religious opinions on someone else (which I'm not). Therefore, I'd like to thank "Murray" for the role he's taken in my life (Murray, you know who you are).

~Finally, I would like to thank Shinchiro Watanabe, Yoko Kanno, and everyone else behind "Cowboy Bebop." The majority of this FAQ, as well as rewrites and the like, were done with my DVDs of Cowboy Bebop playing in the background. For some odd reason, I write better when I have a minor distraction, such as a movie or music, playing in the background - and Bebop is what aided my mind

while I churned out this FAQ. Lord knows how this FAQ would have turned out if there had been no Beboping in the background.

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~C~ NO THANKS

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If you write me asking for help with the game, I'll send you a link to my FAQ. If you ask for specific help, I'll try to aid you. However, if you ask me about something that is already covered in the FAQ, I will simply refer you to the FAQ again. I wrote the FAQ so that your questions would be answered here, not so I could repeat that FAQ bit by bit through e-mail for the next few years. If you need clarification about something in the FAQ, ask about it - but don't ask me to repeat anything.

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End FAQ  
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(Taken from Jim "Red Phoenix" Chamberlin's FAQ Theft Guide, as well as added onto.)

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