

# The Adventures of Rocky and Bullwinkle and Friends FAQ/Walkthrough

by yoh\_ho\_mario

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This walkthrough was originally written for The Adventures of Rocky and Bullwinkle and Friends on the NES, but the walkthrough is still applicable to the SNES version of the game.

The Adventures of Rocky and Bullwinkle and Friends

If you have any questions or comments, email me:  
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Walkthrough Version 1

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When I first played this game, I thought to myself, wow! This is so horrible, therefore I love it and I must write a GameFAQ on it. I doubt that most of you that clicked open this FAQ did so for gaming help. You only wanted to see who the heck would write a GameFAQ for Rocky and Bullwinkle and Friends and [sic]. Yes I am on drugs, not all the time, just for part of this writing. No it is not what you think, I was on some prescribed medications following an oral surgical procedure. Half of that is true, you decide.

.....  
Roll the introduction, exactly as how it appears, sadly.

ROCKY AND BULLWINKLE  
AND FRIENDS  
TM & c WARD  
PRODUCTIONS INC

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UNIVERSAL  
MERCHANDISING INC.

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T . HQ  
software  
PRESENTS

The ADVENTURES of  
ROCKY

AND  
BULLWINKLE tm

created by

Radical  
ENTERTAINMENT

R O R Y ARMES

ED KONYHA

CHR IS L I PPMANN

PAU L WI LK INS ON

EXECU T I VE PR O DU C ER

HOWARD PH I L L I PS O F THQ

FROSBITE  
FALLS

ABOMINABLE  
MANSION

'Get our heroes  
to Abominable Mansion, and  
collect Bullwinkle's inheritance!'

.....

Our Blueprint to Success  
Level 1 - 7 Scenes, Level 2 - 3 Scenes, Level 3 - 5 Scenes, Level 4 - 1  
Scene, Level 5 - 6 Scenes.

There is no need for a briefing before each level. There are no items that  
will be difficult to find. The game speaks for itself and so does this  
GameFAQ.

Controls:

"Start Button" pauses the game.  
"Select Button" switches your playable character.  
"A Button" to jump  
"B Button" to throw a bomb. Press and hold the "B Button" to hold a bomb,  
release the "B Button" to throw a bomb.  
"Up" on the "D-Pad" opens doors/enters doorways also used to climb up stairs.  
"Down" on the "D-Pad" to bend over to grab items. Walk down stairs.  
"Left" on the "D-Pad" to move your character to the left.  
"Right" on the "D-Pad" to move your character to the right.  
While holding "Left" or "Right" (or "up", only for Rocky) on the "D-Pad",  
press the "B Button" for a special move.

.....

LEVEL  
1  
WHAT'S THE BUZZSAW?  
OR  
SIMPLY SHOCKING

Scene 1

First, select Rocky and begin moving to the right. You will see two bombs on the ground. It is not necessary to pick these up. There will be a third bomb just after the first two. Ignore the third, but do not touch it. It is an explosive trap. As Rocky, your special move is the ability to fly, or something of the sort. As either character, your special move drains your health. Even so, Rocky's special move is worth it, not so much Bullwinkle's.

As you approach the beautiful mountainside, you will see Boris. Fly past him along with the parachuting bombs. On the last mountain edge sits a key. Fly to it and bend over to pick it up. Continue moving to the right past Boris and to the cabin door. Ignore the two soda cans outside of the door. They restore some of your health, but they are not needed since your health will automatically be restored as soon as you enter the cabin.

#### Scene 2

When you enter the cabin, tap "right" on the "D-Pad" to slowly move your character to the right. A rodent will appear. Jump over him and continue moving along ground level. Ignore the first two red spike balls and soda can. After the third red spike ball makes it's debut, you will come to a magnificent waterfall. Scene 3 is not located at the bottom of the waterfall.

Move Rocky just under the flight of stairs that are on the second platform. Use Rocky's special move to fly over to the second of three platforms. Move Rocky near the edge of the waterfall, face left as to not fall into the waterfall and fly to the third platform. Rocky should now be on or near the stairs that lead to Scene 3. Obviously, Rocky is incapable of climbing the stairs. Switch to Bullwinkle and climb up the stairs.

#### Scene 3

Forget all the mumbo jumbo, use Rocky to fly past this scene. Do not worry about the rodents or the one red spike ball near the stairs that lead to Scene 4. If you keep moving, you will not lose too much of your health. Use Bullwinkle to climb the stairs to Scene 4.

#### Scene 4

Switch to Rocky. To your right are two soda cans and a key. Bend over to pick them up. Fly to the third platform. Continue flying past a set of three red spike balls. Enter the cabin.

#### Scene 5

This Scene includes, Boris throwing bombs, buzzsaws and some goof bombs. Goof bombs will always parachute downward. When they explode, their goofy gas will temporarily chase your character. If the goofy gas tags you, your controls will temporarily reverse themselves. Pressing "Left" will move your character to the right and vice versa.

Do not worry about your health, it was just restored and will be restored again at the start of Scene 6. Do not hang around for anything. Use Rocky to fly over the chaos.

#### Scene 6

Move Rocky down to the second platform, ignoring any bombs. Jump to the third platform and move Rocky to the far left, facing left. Press and hold "right" simultaneously as you use Rocky's special move to reach a small white ledge on top of one of those UFO looking things. Keep holding "right" and the "B Button" to allow Rocky to bounce off of the ledge and then fly to the fourth platform.

Jump to the fifth platform and then fly to the sixth. Ignore the soda can if

one is there, your health will be restored at the start of Scene 7.

#### Scene 7

Fly over the lizard, bombs and Natasha and enter the cabin.

#### LEVEL

2

RIGHT ON TRACK

OR

DESERT ANYONE?

#### Scene 1

You are on a train that moves. The screen moves as well. If the left side of the screen touches you, you are dead. If you fall off of the train, you are dead. You need to reserve some health. Start by jumping from cart to cart. Near the end of this Scene, use Rocky to fly over two gunmen and into Scene 2.

#### Scene 2

This is where the game begins to get challenging. In this Scene use Rocky to jump over two snakes and however many bombs Natasha can manage to drop on you. There will be four gunmen, three of which you need to fly over. There will be a key on a mountain edge, but do not fly to it. Use the two lower mountain ledges to jump to it.

This Scene is all about timing. After a few tries it will be easy as pie. Enter the cabin for Scene 3. Remember to conserve your health.

#### Scene 3

Do you remember what I said about conservation? You only need two bars of health for this. Use Rocky to fly to the second platform. Boris will be there dropping bombs below. There are a lot of snakes running around down there. Do not bother with the two soda cans on the lower ledge. Your health will be restored as soon as you walk past Boris and into the open doorway.

#### LEVEL

3

BOMB VOYAGE

OR

ROCKY SEAS AHEAD!

#### Scene 1

As soon as the Scene opens, use Rocky to fly over the goof bombs and onto the platform. Keep flying past the pirate. Walk over to the gap in the platform, fly over it and drop down to the lower ledge. Pick up the soda can and the bombs if you feel like it. Fly back up to the platform and go back to where you saw the first pirate. The pirate is gone! Use Bullwinkle to climb up the stairs to Scene 2.

#### Scene 2

Move along until you see a key guarded by a pirate. Stand in front and outside the reach of the pirate's weapon. Jump up and throw a bomb in the pirate's direction. It will land close enough to damage him. Three bombs and he is out. Bend over to pick up the key. There will be another pirate guarding the next door. Do the same to get past him.

#### Scene 3

Stay on the top platform, move past the first flight of stairs, past the

bombs and to the locked door. Pick up the bombs if you feel like it. You will see one of two pirates near the bottom of the second flight of stairs. While keeping your character on the top platform, throw at least three bombs to get rid of the pirate blocking the stairs.

Move down the stairs and to the right, ignore the other pirate. Another flight of stairs will lead you to Scene 4. Use Bullwinkle to walk down the stairs. If you jump down the stairs, you will lose a life.

#### Scene 4

Slowly move to the right towards the next pirate. Use Bullwinkle to charge him and pass him. Pick up the two soda cans along with the heart. The heart gives your character an extra life. Move along the same platform and bend over to pick up the key. You will see a pirate standing at the bottom of the stairs located on a higher platform. Those stairs lead to Scene 3.1. Do not fly up there just yet. While staying on the lower platform, jump up and throw some bombs to get rid of the pirate. Use Rocky to fly up to the platform and then Bullwinkle to climb up the stairs.

#### Scene 3.1

Now you can go through the door.

#### Scene 5

Charge past the pirate and into Level 4.

LEVEL

4

LAND HO!

OR

CONTINENTAL DISASTER

#### Scene 1

Use Rocky to fly over Boris and two sets of three red spike balls. Move just past a seventh red spike ball and jump from rock to rock to cross the pond. With a few minutes of practice, it will become easy. Make sure you jump to conserve health. Bend over to pick up the key and move along. Once back on land, fly over the critters and to the end of the Level.

LEVEL

5

FORTUNE MISFORTUNE

OR

THE MOOSE IS TOO RICH!

#### Scene 1

Use Rocky to walk to the right. Walk under the first goof bomb you see which will be just in front of Natasha. Fly over Natasha and jump to avoid explosive bombs. It is not a big deal if the goofy gas tags you. Keep moving to the right and switch to Bullwinkle to climb up two sets of steps.

#### Scene 2

At the start of this scene, there will be a set of two parachute bombs. Ignore the first, just do not jump into the explosions. Jump over the second parachute bomb just as it hits ground level. You should jump over the explosion along with a chef that runs by. Keep moving until you see a kitchen sink in the background. As you pass by it, a chef will approach. Jump over him. Switch to Rocky now if you have not already.

There will be a set of two parachute bombs, the second of the two will be a goof bomb. Ignore the first, just do not jump into it. Slowly approach the first bomb and watch for the goof bomb to make an appearance. Once it appears, wait for the goofy gas to approach you. When it draws near, fly over it. You will also fly over a third chef. Move Rocky down to where the "floor tiles" end. You will see a few boxes that have skulls and crossbones on them. Jump over the gap, onto the boxes and down to Scene 3.

#### Scene 3

Move Rocky to the right. Drop down to the boxes below. Move to the left and drop down to ground level. Simply walk past all of the diving bats and into Scene 4.

#### Scene 4

Practice makes perfect. Ignore the diving bats. Use Rocky to jump from rock to rock until you land on a longer than usual rock. Walk to the far right side of the rock. Fly past the remaining few rocks and into Scene 5. Do not worry about landing on that red chest.

#### Scene 5

This Scene has one set of three red spike balls and two sets of two red spike balls. It also has a knight that shoots arrows and it has goof bombs too. No timing is necessary here. Use Rocky to fly over all of it. Do not worry about your health. It will be restored at the start of Scene 6.

#### Scene 6

This part does look hard but it is not. There is no need for Rocky to fly past anything. Select him anyway if you have not already. All of the activity is just a ruse. There will be several goof bombs. Let them tag you and continue moving to the right. Do not try to jump over Natasha. She will back away as she throws bombs in your direction. Follow Natasha while keeping Rocky between her and the bombs explosions. As you follow Natasha a wolf will approach, followed by a lizard. When they arrive, jump over them and continue moving.

YOU  
WIN!

Yep, that is it. No Credits, roll introduction.

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Allow me to jot down all of the people's names that appeared in this game

RORY ARMES  
ED KONYHA  
CHRIS LIPPMANN  
PAUL WILKINSON  
HOWARD PHILLIPS

FIND THEM AND THANK THEM

-----Authorized Websites-----

My thanks go out to the following websites for politely asking to post my

walkthroughs (in other words, they are not thieves):

<https://www.neoseeker.com/>

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