

Widget FAQ/Walkthrough

by Da Hui

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This FAQ was made for the NES FAQ Completion Project. You could contribute to this yourself! Just check out Devin Morgan's web site about it:
<http://faqs.retronintendo.com>

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This whole FAQ/Walkthrough is searchable. That means that you could use the search feature (ctrl+f) and type in the name of the section or the code. Hit enter until you find that section in the FAQ/Walkthrough and you'll be right there!

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>----- 1. - Controls -----< 0001
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D-Pad | Move
A      | Jump
B      | Shoot
Start  | Pause
Select | Transformation Menu*
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*Transformation Menu is described more in-depth in the Transformation section (0004).

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>----- 2. - Walkthrough -----< 0002
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*PLEASE READ THIS BEFORE BEGINNING!!!

After completing the first level, you could select the next three. Before starting the second level, you will have to complete level three to get the Bird-Man Widget trasformation.

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Stage 1 Mega Slank
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Watch out because the gators below you could shoot you. Keep moving to the right and kill the bug that gets in your way. Jump over the cactuses because they will hurt you. Keep moving and kill the flies that get in your way. After you kill two flies, the worms will start appearing so go slowly. Try to kill

them from a distance because it is the best way. There will still be a few flies as you move to the right. Keep moving to the right and when you get to the area where you're on the ground instead of elevated platforms, you will only see flies. At the end of this path will be a gator. Be careful because they shoot rapidly and take a while to kill. Jump on the platform where that gator was and jump down the tube.

Wait down on this low platform. The ghost to the far right won't attack you unless you jump while it's looking in your direction. The ghost above you will attack you by falling off the platform and chasing you. When it starts falling off the highest platform, start jumping and shooting. Keep shooting it before it reaches you. Now get on that platform with the money on it. Now keep moving to the right. Take your time with these bugs. Don't fall down there to attack until they are far away. When they come near you, jump back onto the platform to the left. Don't jump the gap yet. Move to the edge and you will see a gator to the far right. Attack it from here and avoid its shots. Jump over the platform when you kill it. There will be another at the next gap so use the same strategy to kill it. Jump over there when you kill it and grab the items. Climb down the ladder.

Climb down to the very bottom of the ladder and start moving to the left. Watch out for the nibbler ahead. Kill the nibbler and move all the way to the left. Kill the gator up there and grab the gun upgrade. Move to the right up on this platform and grab the heart. Now fall down to the lowest platform and climb down the ladder. Wait at the top of the ladder. Let the fly fly by you and it will fly off of the screen. Now fall down and land on the platform above the spikes. Keep jumping to the right along these platforms. Climb down this ladder. Fall down to the bottom and kill the bug. Just avoid these nibblers and climb to the top. Fall down to the left and through the doorway.

Move to the right and kill the enemies when you reach them. There will be a gator up ahead after the nibbler on an elevated platform so be careful. Now fall down to the right onto the lower platform. Move all the way to the left and kill the ghost there. Grab the gun upgrade and move back to the right. Climb to the top and jump across these conveyor belts. Avoid the flies when you see them. Go across the middle of these obstacles and climb to the top platform when you see a few conveyor belts. Don't worry about saving up too much health here because there will be an item that will fill your health up all the way at the end of this path. Jump to the door at the end. Now you will have to fight Mega Slank. Just keep shooting him from where you are and when he's hit, he will be stunned for a second. Keep attacking him as quickly as possible and you will move into him. Get hurt, it shouldn't matter. He will jump to the left. Now look to the left and keep attacking him from where you are and he should die quickly.

Stage 2 Bizarre Brain

*NOTE - Before starting this stage, you have to play stage 3 to get the bird-man transformation. At the area where you see the planet, you could switch stages so finish stage three before you start this stage.

Stay where you start and kill the hermit crab from a distance. Now start moving to the right and there will be some clams. Be VERY careful because if they hit you, you could easily fall off the platform and die. Time your jumps and shots perfectly to get those clams without getting hurt yourself. Avoid that pot because it will attack you. Keep moving to the right and kill the hermit crab and the crabs. You will reach a clam on a platform. Kill it and jump on that platform. Now jump to the right and onto that platform. Climb up the ladder

from there. Up here, you could grab the items that will give you more maximum MP. Climb back down the ladder when you are done collecting the items. Move to the right and keep killing any and all enemies that get in your way. At the end, climb on the platform where the crab was, and jump to the right to get into the door.

Now kill the clam to the right. Now transform into Bird-Man Widget and fly across these areas and onto the next large platform with no enemies around. Turn back into normal Widget. Keep moving all the way to the right as far as you can and kill all of the enemies that get in your way. Turn into a mouse at the end to sneak into the door. Now there are two paths you could go by, take the lower path. Kill the crab and then go back and take the high path. You have to take the high path here to get past the big ice wall up ahead. Fall down the hole to the far right and then go to the left to get down the ladder. Now keep moving to the right and avoid those little fuzz balls. Go down the ladder to the far right and grab the items. You could get the item in the bottom right by going next to the area and crouching and moving to the right. You will slide under and grab the item. Now do the same to get out and go back up the ladder. Go up to the top and you will have to jump across these blocks to the left. Kill the enemies when you can and go through the door. This boss is a little difficult just because the platforms are slippery. You have to attack its head and nothing else. If you hit its hands, it will bounce off. It's only attacks are moving around a lot and throw icicles in random directions which are never aimed at you. Just keep attacking his head until he falls.

Stage 3 Dr. Dante

Move quickly to the right because if you stay in one spot for too long, the snake will shoot at you. Quickly kill it and start moving to the right. This jump is a little difficult to make but you could still make it. If you don't want to risk a death, turn into a mouse to make the jump. Make the next jump without jumping too high and there will be a snake with a few bats there. Avoid the bats and climb the ladder at the top. Wait near the middle of the ladder and let the bats fly by you. Now start moving to the right and kill the bear. Fall down and kill the snake next. Now leave the bats above you alone. Keep moving to the right and sneak under the bear. Grab the health if you need it and go through the door.

Move slowly to the right and let the fruit fall from the tree. Attack them all and start moving to the right when they all die. Now get on the higher platform to the right and let the fruit fall. It should jump off the edge now. Jump onto the branch and kill the bat. Climb up the ladder here. Start moving to the right here and kill the enemies. Jump the branches at the end and if you land on the bottom branch, it's ok. You could jump onto those knots in the tree to the far right to get onto the highest branch and up the ladder. Kill the snake and fruit to the right. Climb to the top platform and to the left to climb up to the next screen. Let the bat fly off the screen and the fruit to jump off the branch. There will still be one there so kill it. Now jump onto the branch to the left and turn into a mouse. Sprint and jump to make it to the next branch. Now jump through the hole in the wall.

Kill the cobra from a distance here and jump the gap. Now you will reach some knights. Shoot them for them to charge at you and then jump over them. Keep moving to the right and turn into a mouse to get into that small area where the ladder is. Climb up the ladder. Climb to the top of the ladder to get the bear jumping. Now climb back down to the middle and it will jump off to the right. Climb onto the platform the bear was on and jump the gap. Go into the door to fight Dr. Dante. He's not too hard. You can't shoot him when he looks like a

friendly scientist but you have to shoot him when he looks like he should. Stay close when he turns into Dr. Dante so you could keep attacking him. He will throw a wrench every once in a while that will float in the air and then come down on you. Run away whenever it's been floating for a while or you will get hit. Just keep attacking him until he falls.

Stage 4 Flim Flam

Immediately jump to avoid the rolling enemy. Move to the right until you see the bouncer. Keep shooting at it and stay behind the wall because it will take the enemy a while to sneak under it. Now keep moving to the right and kill the poacher. Stay on the lower platforms and avoid the enemies. Jump the gap and kill the bouncer. Now keep moving to the right and do a light jump over this gap. Kill this bouncing enemy that will only bounce in one spot. Keep going for a few more of those rolling enemies. You will have to jump some acid here. Keep jumping it and land on the blocks. Kill the enemies you will see here as fast as possible. Enter the tent at the end of this path.

Wait here where you start and let the rolling enemy come to you. Jump over it when it's near you and get on the higher platform. Now keep going to the right along this platform and avoid or kill the enemies up ahead. Avoid the spike up ahead and jump through the hole. Try to always stay on the highest platforms. Get on the very high platform with the blocks on it up ahead for a secret. You could walk through these blocks. If you can't, try jumping and moving to the right. Grab the health down there and move back to the left. Fall down to the lowest platform and start moving to the right. Kill the dino up ahead, it will be a little difficult because it's hard to jump over the lower shot, you could duck under the higher shots. Go through the doorway after you kill it.

Kill the fireball here. If you want the extra life down below, turn into the bird form of Widget and grab it. Now jump the gap and avoid the first falling arrow. Turn into a bird and avoid the next. Get onto the higher route and fly over the rolling enemy. Now turn back into normal Widget and continue to the right. Jump to the next gap and turn into a bird here. Fly across here and keep moving to the right either killing or avoiding all enemies. Get into the door when you reach it. Now you have to fight Flim Flam. This fight isn't hard, it's just annoying. You will see three figures flash above you. You have to guess which one is the real one and shoot it when it appears by itself. It will drop a flame and shoot at you. Just keep aiming up and guessing. A good tip for using an emulator is to use save states while they are flashing. When you see which is the real one, load the saved state and attack that one. Keep doing that until he falls.

Stage 5 Ratchet

Fall down one platform and you should be one above the pig. From here, you could shoot it and it will charge towards you but will never hit you. Keep doing that until it dies and continue to the right. Keep killing the enemies and jump the gaps when you reach them. Kill the plant at the end and you will see a pig guarding the only way out. You will have to lose some health here. Turn into rock man and jump down there. Punch it once for it to die and grab the MP refill. Now turn back into normal Widget and climb down the ladder. Kill the plant to fill your health with the item. Go down and kill this pig the same way you kill the first pig. Now keep moving to the left and kill the master. Fall down to the left and go down the ladder. Kill these two plants from a distance and kill the pig up ahead the same way you killed the first. Go

through the door.

Shoot the master to the right from here and give the pig time to walk off the screen. Now move to the right and avoid the plant. Go down the ladder only if you want to increase your maximum health capacity. I don't recommend it because you need to use too much MP and you'll lose a bit of health so try to stay away from there. The higher ladder will only give you a gun upgrade where you will also lose a bit of MP and health so I'd also avoid that. Just stay on this main path and continue to the right. Kill the pig to the right and turn into a mouse to get through the hole. Turn back into normal widget to kill that plant. You will have to turn into a mouse again afterwards to sneak through the next hole. Grab the MP refill here and turn into a bird. You could go through the middle blocks up top. Go up there and to the left for the item. Hide and wait for the enemy to disappear again. Now quickly go by it and turn into normal widget on the lower platform. Look at the bricks you walk on. You could fall through the bricks that look different so pay attention. Jump over the pig and go through the door at the end.

Go to the right and kill the eye. If you need health and can spare some MP, then turn into a mouse. You could go through the blocks that look different on the bottom right section of this area. Grab the health and get back out. Now jump to the right and kill that plant on the lone platform. Keep going and sneak by the lizard enemy when it disappears and go through the door for the boss fight. Now he will appear in one of six spots along the side on each platform. He will throw one straight object. When you hit him, he will shoot at you so get ready to avoid it. You could go down platforms by holding down and jumping. Keep going after him and avoid his shots until he falls.

>----- 3. - Enemies -----< 0003
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Stage 1 Enemies

- Bug - These will slowly move near you and when they touch you, they will hurt you.
- Gator - These will move from side to side and jump. They will also shoot at you and their shots go through walls.
- Fly - These will start to slowly fly towards you. When they get close, they will swoop down and try to hit you.
- Worm - These will poke their heads out of the ground. When you come close, they will jump out and keep hopping towards you. Try to get them from a distance.
- Ghost - These will move fairly quickly. They will run off platforms when they see you so try to get on a platform above them or kill them quickly.
- Nibbler - These will bounce up and down and jump towards you. They will try to bite you when you get close to them.

Stage 2 Enemies

- Hermits - These will just slowly move from left to right. You could only hurt them when they come out of their shell so be careful. After a while they will shoot towards you.

Clam - These are just like the hermits except they will stay in one spot and shoot at you.

Crab - These will slowly walk from side to side. They will keep firing three shots in random directions so be careful.

Stage 3 Enemies

Snake - These will slowly move from side to side and shoot one slow shot straight at you.

Bat - These will move up and down a lot and slowly to the left.

Bear - These will quickly jump towards you until you kill it or trap it.

Fruit - These will fall from the tree and bounce around.

Cobra - These are just like the snakes, except they shots are faster and there will be more of them.

Knight - Shoot them and they will charge at you. Jump over them at the last second.

Stage 4 Enemies

Bouncer - These will just keep bouncing towards you.

Poacher - These will move from side to side and fire a gun at you.

Fireball- These will just fly towards you.

Dino - These will have guns, they will fire one shot high, one low, then repeat.

Stage 5 Enemies

Pig - These will have pitchforks. When you shoot them, they will charge at you just like the knights of stage three.

Eye - These little eyes will fly around in a big circle. When you shoot them, they will slowly fly straight at you.

Master - These will slowly move side to side and fire mind bullets at you.

Hawk - These will quickly swoop in for a quick attack and then fly away.

Lizard - These will throw something at you, then disappear. They will reappear and do it again. They will just keep doing that.

Description : This one is basically just for information. It will give you some advice, a map, and the option to quit. Use quit before dying if you are still near the beginning of the level.

Cannon Widget:

MP : 2

Description : This form can't really move but the attacks are very powerful. You could jump with them but you can't move.

Mouse Widget:

MP : 3

Description : This form is really fast. It can't attack but if you are quick, you could get out of any jam. It will also help you sneak under tight areas.

Rock-Man Widget:

MP : 4

Description : This form moves really slow but it packs quite a punch. It can't jump too high but it could punch through some rocks.

Bird-Man Widget:

MP : 3

Description : This form allows you to fly for a while. Use it to get over any difficult jumps or to grab an item in a pit.

Dolphin Widget:

MP : 3

Description : This form allows you to swim. That's all it's really good for.

----->----- 5. - Passwords -----< 0005
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Since you could select which level you want after the first excluding the final level, I will list these by what Transformation you will have because you can't beat the levels in order. Which ever password you use, it will also include all of the previous fomations. So for example, if you use the password for Rock-Man Widget, you will also have Bird-Man Widget and Mouse Widget. Same with the others.

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o-----o-----o
|   Mouse Widget | 723736 |
| Bird-Man Widget | 142262 |
| Rock-Man Widget | 373674 |
|   Dolphin Widget | 392562 | <-Final Stage
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----->----- 6. - Disclaimer -----< 0006
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