

Super Adventure Island II FAQ/Walkthrough

by Meowthnum1

Updated to v3.1 on Oct 28, 2004

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Thanks go out to Atom Edge for the lovely ASCII art.

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| Super Adventure Island II  |
| For the Super Nintendo Entertainment System |
| FAQ/Walkthrough          |
| By Meowthnum1 (meowthnum1@meowthnum1.com |
| Last updated: 10/28/04   |
| Version 3.1              |
|                           |
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I. Introduction

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| 1.01: Table of Contents |
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You have to wonder...

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| 1.02: Introduction |
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Hello, and welcome to this guide for Super Adventure Island II. Odds are, you won't be reading this, but it's here just in case. Anyway, this game was made for the Super Nintendo years ago. It is a sequel to Super Adventure Island, a souped up version of the Adventure Island series for the Nintendo. This game,

however, defies most of the traditional Super/Adventure Island characteristics. You still play as Master Higgins. Unlike others, this game also plays like a pseudo RPG. You do collect gold and you can buy good weapons. Most of them you find, but those you buy are considerably better. You do have to learn the shove, down jab, and up jab techniques. In my opinion, this is the strongest Adventure Island game in the series. But that's just me.

And I'm going to make sure I count right this time.

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| 1.03: Dedication |
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This guide is dedicated to Ronan "AlaskaFox" Murphy, my very cool Alaskan/Irish friend. He's an excellent writer, and I suggest you check out some of his work. He is in love with a movie star, whose name I'm not supposed to say. I promised him that we'd go on a tour of America, so that he may stal- he may try to find her. Master of polls and of moos.

II. Basics

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| 2.01: Controls |
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Button	Function
A	Select on the menu; Use selected magic in the field
B	Jump
Y	Attack with your selected weapon, run (hold)
X	Menu
L	Nothing
R	Nothing
Select	Nothing
Start	Nothing
Up	Climb up, up jab (+B), Use doors, speak/read
Down	Climb down, down jab (+B), work switches, duck
Left	Move left
Right	Move right

It should be noted that A, B, Y, and X can also stop the slots in the casino.

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| 2.02: Story |
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Master Higgins and his lovely bride Tina have just been on their honeymoon. They're on the raft, waiting for land to appear, when suddenly a huge cyclone arose in the ocean! It stuck the raft, breaking it in to splinters, and seperating the two lovers in the sea...

Soon the king of Waku-Waku island, on a pleasant walk, discovered Tina. He gave her medical care, and it was soon discovered that she had amnesia. The king had already fallen madly in love with her, and asked her to marry him.

Tina accepted.

On the wedding day, who should wash up on shore, but Master Higgins? He walks to the castle, seeing it in a very festive-like mood. He too has suffered amnesia.

Meanwhile, at the ceremony, the rite is almost complete. The king is just about to place the ring on Tina's finger, when suddenly a gigantic eagle swoops in from nowhere! He grabs the girl, and flies off in to the great beyond.

Master Higgins, being the famous person he is, is recruited by the king right then. He asks Higgins to find Tina. This is where the game begins.

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| 2.03: Starting Up |
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The first screen you will come across after pressing start will ask you to choose between stereo and mono sound. I've personally never used mono, but do what you want. You'll then be asked to choose between resuming an adventure, starting an adventure, or deleting one. Pick whichever one tickles your fancy, and then yet another option will come your way. This one allows you to choose between three save files to do the action that was selected at the previous screen. So if you chose to continue an adventure, you'll pick which adventure between the three you wish to continue. Don't ask me what the little, "P-672" means; I don't know either. But if you know, I'd appreciate it if you told me.

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| 2.04: Playing Screens |
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This was originally the menu section, but wanting to be concise and wanting to add the main screen in, I just made it this section.

-<Menu>-

```
-----
| Return      | Shove      |
| Weapon      | Down Jab   |
| Armor       | Up Jab     |
| Shield      | 2,220 Gold |
| Magic       |-----|
| Equipment   |Wand       |
| Stage       |           |
| World       | i*oca     |
| Save        |           |
-----
```

- Return - Go back to the adventure.
- Weapon - Pick which weapon you want to have equipped
- Armor - Pick which armor you want to have equipped
- Shield - Pick which Shield you want to have equipped
- Magic - Pick which magic spell you want to have equipped
- Equipment - These are key items. Pick which one you want to use.
- Stage - This shows you a map of the stage, and where you are in it. This only works on an island.
- World - This shows a map of the world, and where you are on it. This only works on the overworld. Note that it also shows which islands you have found the warps to.

- Save - This allows you to save your game
- Shove - This shows that you are able to use the Shove technique
- Down Jab - This shows that you are able to use the Down Jab technique
- Up Jab - This shows that you are able to use the Up Jab technique
- 2,220 Gold - This shows how much gold you have. The gold is used in the Puka-Puka Casino.
- Wand - This shows that you have the wand, and are therefore able to use magic.
- i*oca - The magic spells. When you get all five, you have access to Fuwa-Fuwa Isle. They are light, star, sun, moon, and aqua.

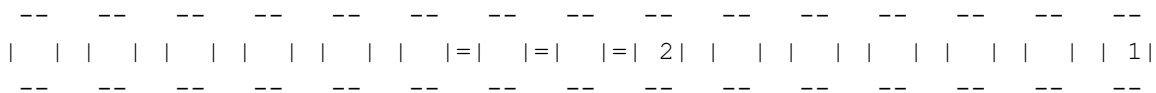
-<Level>-



- 1 - This is your weapon. In this case, it's the ax.
- 2 - This is your selected magic. In this case, it's Power Boost.
- 3 - These are your magic bottles. The ones that are dark are empty.
- 4 - This is a heart. When your hearts have been depleted of red, you die.
- 5 - This is lazi- I mean, this is your enemy. You don't like your enemy.
- 6 - These are axes coming at your enemy.
- 7 - You are here.

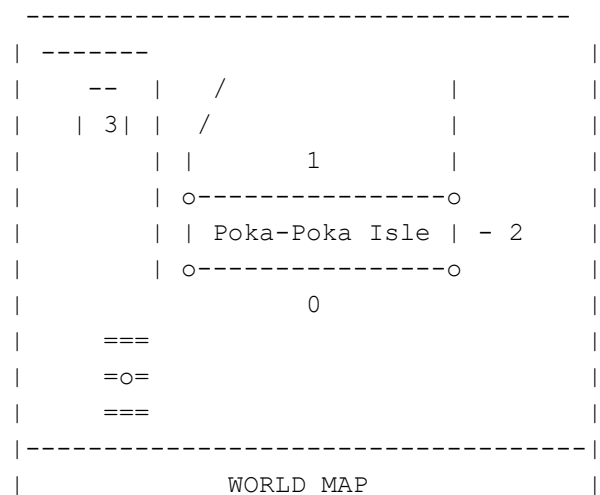
-<Level Map>-

This map is accessed by opening the menu and selecting, "Stage," on an island. It will not work when on the world map.



- 1 - These are squares. They represent rooms.
- = - These show that the rooms are connected.
- 2 - This square is blinking. You are there.

-<World>-



- 1 - The island.
- 2 - The sign indicating which isle you're in front of.
- 3 - A cave.
- 0 - The whirlpool. Sail in to it to enter the level.
- o - Master Higgins
- = - The raft

-<World Map>-

This map is accessed by opening the menu and selecting, "World," on the world map. It will not work when on an island. You can see that I suck at making ASCII maps, so I'll just keep this to numbers. The map marked, "Start," is how the map looks at the beginning of the game; "End" is when you've found all of the warps.



- 1 - Boa-Boa Isle
- 2 - Poka-Poka Isle
- 3 - Fuwa-Fuwa Isle
- 4 - Puka-Puka Isle
- 5 - Sala-Sala Isle
- 6 - Hiya-Hiya Isle
- 7 - Waku-Waku Isle
- 8 - You are here
- - This shows that you've found the warp between the islands
- / - See above

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| 2.05: Random Encounters |
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There's not all that much to say here. You'll be traveling on the world map, when you'll here this annoying music. You now have to fight some enemies. You can go left or right, sailing on your raft, and killing all enemies in your way. You don't really have to kill all of the enemies; you just have to get to the far left or far right to exit. The enemies that you face depend greatly upon to which island you're closest. If you're near Boa-Boa, then you'll fight Dracos; if you're near Poka-Poka, you'll fight crows, etc.

III. Walkthrough

Before we begin, I'd like to take the time to point out that you should always visit the hot springs in any given level. The Wing spell (four magic bottles)

will allow you to go to the entrance to any given island and its hot springs that you have visited.

Now for a few tips:

- Always equip the most recent weapon you have
- Listen to the stone tablets. Listen, read, whatever
- Common sense is your friend
- Give money to the author
- When you get anything that will allow you to explore new areas, go back to all of the areas you've visited and explore! Items like these include the Shovel, the Shove, Jab Up, and Jab Down
- Only use your shield if you have to. Don't rely on it
- Save often
- Explore as much as possible before heading to a new area

With that out of the way, let's start our adventure!

...our super adventure!

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| 3.01: Waku-Waku Isle |
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Waku-Waku Isle
Items: 100 coins

You start out in a castle. Begin by talking to the king (press up). After explaining his problem, he'll give you 100 coins. Leave the room, pass by the innkeeper, and leave the castle altogether.

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| 3.02: Poka-Poka Isle |
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Now go southwest towards the green island, passing through the strait between the green island (Poka-Poka) and the mountain island (Fuwa-Fuwa). When you get to a crossroads (you can head west or east), head east to the whirlpool that is underneath the sign for Poka-Poka Isle. If you ran in to any foes on your way to the island, continue past the whirlpool, and then head up to the cave. Enter this cave, jump in the hot springs to heal, leave, and go to the whirlpool. Enter the whirlpool to be at Poka-Poka Isle!

Poka-Poka Isle
Items: Silver Sword, Life Bottle, Dagger, Light Stone

Welcome to Poka-Poka Isle! This is a grassy land and is home to the Light element!

Let's begin. Start off by going right. As you go right, you'll encounter a man-eating plant. Kill it with two punches, and then continue on until you reach a hill. Kill the plant on the top of the hill, and then continue heading to the right. Go down the hill to encounter two flying foxes. These guys take three hits a piece. Once they've been killed, grab whatever they drop and keep going. As you continue on, you'll find two more plants. Kill them off and go right. You'll reach an area of patchy ground. You can't do anything with this area just yet, so just keep going. You'll encounter one more fox before you reach a cave within a tree. Enter it and jump on the stone pedestal, which

will tell you to break the rock and swim through. Cryptic, but you'll get it soon enough. Leave the cave, and continue right. Kill off the fox as well as the next two plants, and you'll reach a vine. You can also jump past the vine and continue right. Ignore that path for now, and head down the vine to the bottom level.

At the bottom, go right and defeat the roly-poly with two punches. Note the transparent blocks with a lightning bolt on them as you enter the cave. The pedestal within the cave will tell you about the five different switches on all of the islands except for Waku-Waku and Fuwa-Fuwa. Leave the cave, and go right to find one of the switches that the pedestal was talking about. This is the Light Switch. Jump on it and squat down to activate it. Now we can work. Go left and kill the roly-poly again. Continue left, past the vine, and jump on to the now solidified Light blocks. Jump from block to block until you reach a cliff on the far side. Defeat the roly-poly here and go left to the hill. Descend the hill to see a crow flying above you. When you see him, turn around. He'll pass you, turn around, and then swoop at you. One fist hit will take him out. Continue left and kill this roly-poly. After he is dead, go up the hill in front of you. At the top, kill the pig with four punches, as well as the crow that comes at you. Open the treasure chest to receive the Silver Sword! Equip this, and go back the way you came. As you face the enemies on the way back, notice how they only take one hit to kill. After you've jumped past the Light blocks again, go to the vine and ascend it. Stop at the next "floor" of the cavern. Go in to the room on the right where you'll see a rock blocking the water flow. Using the Silver Sword, destroy this rock to have all of the water come in to that room. We've got something to do before we go that way.

Leave the room by going left. Climb up the vine to be back outside. Climb to the top of the vine and jump off to the right. This used to be a pond, but now that you've destroyed that rock, this area is drained. Drop off the ledge and kill the first fish if you want. Open the treasure chest to discover a life bottle. This is nice. Kill the fish to your right if you want, and then return to the left, up the ledge, and to the previous screen. Once here, climb down the vine again to the second level, where you should jump off and go right in to the room where the rock used to be.

Jump in to the water and swim across. Ignore the spikes; Higgins can't swim underwater. Go as far right as you can to encounter a pig. Kill this pig with two slashes from your Silver Sword, jump over the ledge where he used to be, and then swim in to the whirlpool. You'll go down an underwater chamber, and end up in a room where you're standing on a leaf in water with a quicker tide change than the Gulf of Mexico. In this room, just go straight across the room, ignoring the fish. Jump if they get near you, but don't bother with them otherwise. When you reach the other side of the room, wait for the tide to be somewhat high, and then jump on to the vine. Ascend it to enter the next room.

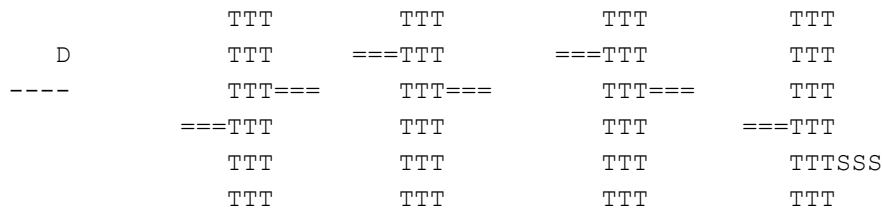
In this room, run to the left. Kill the two roly-polies on your way over. At the far end, you'll notice a treasure chest on an inaccessible ledge. The only way to get there is by the transparent Moon blocks. We'll get that in a bit. For now, jump on to the spring with an arrow on it. These springs work in intervals of three. The first bounce is small. The second is medium, and the final is large. After the third, the cycle starts over. Jump from the first spring to the second spring and from the second spring to the ledge with the pig on it by using high jumps. On the ledge, kill the pig and travel to the right. Drop off the ledge, and note the stone blocks with the arrows pointing down on them. Ignore these for now, and jump on to the spring. Using a high jump, jump from the spring you just stepped on to the one above you. Once there, perform another high jump to the right to land on a ledge with a cave on

it. Enter this cave and bathe in the hot spring. Once you're done, leave the cave, and jump on to the spring to the left. Traverse these five springs by using medium jumps until you reach the far ledge. Kill the pig, and then climb up the vine. Ignore the first room that you come to, and climb up to the second.

You're back outside now. Jump off the vine and go left. As you proceed up the hill, kill off the two plants. You'll come to a small dropoff with a rock inside. You can't do anything with it (you'll need the Shove technique), so for now, jump over it and climb up the vine.

Climb up to the top of the vine and wait for a second. A little brown guy with a helmet and a spear. We'll call him a Trojan. The Trojan will walk right to the vine and fall down. Simple, eh? Now jump off the vine. As you're falling, kill the owl with one slash of your Silver Sword on your way down, and then continue to the left. You'll encounter another Trojan. Stab him twice to kill him, jump up, slash the owl once, and then continue to the left. You'll come to yet another vine. Ignore it (it leads back down to the Poka-Poka Pond) and jump over the gap. You'll see a switch on a tree next to you. Jump on it and squat.

Diagram 3.02a



-
- T - Tree |
 - D - Dagger |
 - - Permanent branch |
 - = - Temporary branch |
 - S - Switch |
-

As you traverse the platforms, ignore any enemies that seem to be near you, as they won't be hitting you. At the end of the path, claim your prize - the dagger! Once you jump off, kill the two Trojans who are down there, as well as the fox. After you've killed them, go to the far left and climb up the vine there.

At the top of the vine, jump off to the right. You'll be in front of this big clump of leaves. I've had this game for eight years as of the date of this writing and what these leaves are remains one of the two unsolved mysteries of this game (the other being the P-### at the adventure select screen). But I digress. Continue to the right, where you'll see a palm tree going up and down and up and down and so on. That's all it does. Must be hard to reproduce if you know what I mean. Anyway, there's no time to think about that, as a crow swoops down on you. Jump up and kill it. No sooner do you kill the crow than a fox comes at you. Kill this guy, wait for the palm tree to be at its lowest point, and then jump on it. Once on the palm tree, jump off to the right. Proceed to the right, kill the plant, and then jump on to the next palm tree. Jump off the palm tree again and kill the fox, the plant, and the crow. Jump on to the next palm tree and kill the crow and fox that attack you as you jump off. This is getting annoying, isn't it? This must be what the trees do for

fun - move up and down in a suggestive fashion and try to stop you with its spikes. Yipee. Go to the right and jump over the next palm tree. Kill the plant on the other side and then go to the far right of the screen. There's another big leaf cave thing with a door on it. This door is freakin' ugly. Enter it to meet the first boss of the game!

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Boss: Demon Tree

I recommend using the Dagger for this fight. It's fairly easy. The tree has three main attacks: he can pull an apple down and throw it, he can shake a lot of apples from the top of himself, and he can call down a little miniature tree to run at you. Aside from that, he can shake his hands at you. While I do recommend the Dagger, the best way to do it involves both the Dagger and the Silver Sword. Start off by jumping up and down and throwing Daggers. The Daggers will hit when his hands are low (like when he's swinging his hands). When he gets one apple from the tree, stop throwing Daggers. Wait for him to throw it and jump over it. If he releases a miniature tree, jump over it and the tree-ette will run off screen. When he reaches both arms up in to his branches is when the fun start. When he does this, equip your Silver Sword. While avoiding the apples that are raining down on you, make small jumps and hit the tree. After he is done shaking, resume the previous method. After about sixteen Dagger hits, he'll "yell" and shrink some. You'er almost done with him. Keep up the pattern until he shrinks again. At this point, all of your Daggers will hit him. He'll be finished in no time.

If you're feeling daring, you can do this using only the Silver Sword. The only times you can get hits in, however, are when he shakes himself and when he brings one apple down. When he brings one apple down, go to the side that is holding the apple and make a few hits. It'll take about as long, but it's much more fun.

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Once he's dead, a treasure chest will drop. Open the treasure chest to get the Light Stone! You'll now talk to the Queen-to-be, Tina. She'll tell you that she knows she'll be rescued and that she is currently being held on the frozen wasteland of Hiya-Hiya Isle.

0~::~~0
| 3.03: Hiya-Hiya Isle |
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From Poka-Poka, travel northeast to Waku-Waku, and from there, go northwest to a triangular-shaped island with a cave on it. Enter the cave. You'll notice a pedestal to your right. Atop the pedestal is a chair with the Light symbol on it. Stand on the pedestal and open the Equipment menu. Select the Light Stone to submerge the Light Gate. From the Light Gate, go west to the volcanic isle of Boa-Boa. You're not going to Boa-Boa proper, though. Going west, proceed past the whirlpool to the western-most side of the world map. From here, go north in to the cave.

Boa-Boa Isle Cave
Items: Sun Stone

Jump on the tablet and read it to find out that Higgins recently won the Mr. Universe competition or something, and then you're issued a challenge. You are challenged to jump on the cloud and ride it to the heavens to fight an evil monster. To do this, jump on the cloud and then jump over to the right.

<----->
Boss: Alien Turtle

YES, IT IS ALIEN TURTLE. I SUCK AT NAMING. Anyway, here's what you do. Run over to him and hit him three or four times with the Silver Sword. Now back off, as he will spit out a fireball (that must have been some spicy Mexican food!). Jump over it, and then repeat the strategy from the beginning. After a little while, he'll be backed in to a corner. This makes the fight even easier. Keep hitting him and backing off until he dies.

<----->
When he dies, stand there for a minute and a treasure chest will drop from the ceiling. Open it to get the Sun Stone! Now go back to the far left. Walk off the screen to leave the cave. Start off by going south. Go east when you can, and then north to the white gate. This is the Sun Gate. Like the last time with the Light Gate, jump on to the pedestal with the chair on it and pull out your Sun Stone. Now go north until you reach the snow-covered island. We don't want to go to the main part of the island yet, though. Go west to the edge of the world map, and then north. Ignore the first whirlpool that you come to for now. Continue north to the north edge of the world map. Go east as far as you can (past the cave that you come to), and then go south to the whirlpool. I'll borrow a name for this place from Chrono Cross.

Hermit's Hideaway 1
Items: Shove

This is a nice scene. There is a rock in front of Master Higgins. Beyond the rock is a gap. Beyond the gap is an old man sitting in a tree. Jump over the rock and the gap and talk to the old man. For a modest fee of 100 coins, he will teach you the Shove technique. Jump back across the gap and pass the rock. For kicks, let's push this thing. To push it, just walk into it. Push it towards the gap. With that done, let's blow this joint.

Back on the world map, head north and then west. If you need some health, stop at the cave to find a hot spring. Now continue west to the western edge of the world map. At the western side of the world map, proceed south until you reach the a whirlpool. Enter the whirlpool to get to an area that has a rock blocking the entrance. Of course, now that we have the Shove technique, we can enter this area. Push the rock into the gap. Using the rock as a stepping stone (if you get the reference, let's hope the rock isn't a Monkees fan!), leap to the ledge above you. Open the treasure chest to get the Ice Bell. There is nothing else here, so drop back down to the rock and exit to the left. On the world map, go south until you can go east. When you can, go east. Continue east until you can go north, into the icy regions of Hiya-Hiya Isle. Once you are as far north as you can go, go west until you can enter a whirlpool. Enter this whirlpool.

Hiya-Hiya Isle
Items: Fire Sword, Fire Armor, Fire Shield, Life Bottle, Star Stone

Upon entering the frozen island of Hiya-Hiya, you'll notice that the entrance to the main part of the island is blocked by an oversized ice cube. Jump on the pedestal in the first room and open up your equipment menu. Use the Ice Bell to summoneth the Ice Giant to knocketh down the dooreth. Now you can enter the main part of the island. Shove the giant block of ice in front of you into the gap. Jump over the block and start going down the hill. At the

'landing' of the hill, kill the little snow bunny. Go down the next part of the hill to reach another snow bunny. Kill it, and then proceed down the next part of the hill to encounter an ice turtle. Defeat it with three slashes from your Silver Sword. Go to the far right of this landing and jump down. Continue until you reach another snow bunny. Kill it and then start down the next hill. You'll notice above you an ice turtle guarding a cliff. While still on the hill, jump up and kill the turtle. After it is dead, jump on to the cliff. Destroy the ice turtle on the ledge above you, and then jump on the ledge. From this ledge, jump on to the cloud above you. The clouds form a staircase. Climb them by jumping from cloud to cloud. When you reach the third cloud, you'll find an ice turtle. Kill this guy, jump on his cloud, and then jump on to the next cloud. I'll take this time to say that you have a sick mind if you do something else when instructed to jump on that turtle's cloud. So you're on a big cloud now. From here, go left and jump to the next cloud. You are now presented with two choices - left and right. Seeing as how you haven't done anything with the Sun Switch yet, you've gotta go left. Jump to the cloud to your left. You'll probably encounter one of those freaky flying penguins up here. From this cloud, get a running start and jump over to the cloud to the distant left, where you'll find a treasure chest. Open it to get the Fire Sword! Be sure to equip it. Fall off the cloud to the right, and go right, down the hills, and killing the snow bunnies and ice turtles as you go. Instead of jumping on the cliff this time, however, we're going to continue down the hill. There is a thin pillar of ice blocking your passage in to the next room. Slash it with your Fire Sword, and then head on to the next room.

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| 3.04: Boa-Boa Island |
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Now, head east of Hiya-Hiya, and enter the gate. There, use the Star Stone. Go northeast, and in to the whirlpool. There, open the treasure chest to get the Wand. You can now use magic! Your only spell right now is Feather. See Spell Descriptions for info about that. Now head southeast to the gate-looking thing. There, open the treasure chest to get the Sun Ring. Now, go southwest, above Poka-Poka Island to...

Boa-Boa Island

Items: Ice Armour, Ice Shield, Magic Bottle

Once here, stand on the pedestal and use the Sun Ring to open the way. Go right until you cannot go right anymore, and then go left, down the vine. Here, go left, and make very small jumps to get across the lava without hitting the spikes. Once you are at the end, you will notice a cave on the far left. Ignore it for now. Fall down the invisible hole between you and the cave. You now have a big rock chasing you (Indiana Higgans), so do the logical thing to do--RUN AWAY!! Jump on to the platforms QUICKLY to escape. Now, climb up this passageway. At the top, you can go left or right. Go left. There, get on to a platform. After awhile on the platform, you will see a platform with a treasure chest on it. Get this chest, as it contains the Ice armour. Equip this, and get back on the moving platform. Now, go left only to fall down another invisible hole, and run away from another big boulder. You will end up in that vertical passageway again. This time, at the top, go right. Continue right until it looks like there is only a wall and a vine. Jump through the wall to get to the sun switch. You know the drill with this thing. Now, take the closest vine down. Land on the

platform, and jump in to the room on top of the cliff, to enter hot springs. After you are done with that, go to the very bottom of the room. Go right, and push the switch right. Now, go to the far right of the ground. You will fall through the floor. Go in to the room, to see a switch above a door. Push the switch. If you go through the door, you will end up on Poka-Poka Island.

Poka-Poka Island
Items: Ice Sword, 500 coins

Well, you're back. Go all the way to the right, right in the next room, and right in the next room. There, you will have gone back in to the whirlpool. Make your way up the room with the springs. On the next floor, go to the right, and enter the area previously blocked by sun blocks to get the Ice Sword. Equip it. Now go up, and to the left. There, you will find that boulder that was once impossible to remove. Shove it down the pit, and follow it. Open the treasure chest to get 500 coins. Now, go to the left, and jump over the whirlpool. Continue to go left until you reach the warp again.

Boa-Boa Island
Items: Aqua Stone

Go back to the room where you fell through the ground. Now, go back up to the top of the room, and exit this room via the ceiling. Go left, and down the first vine you see. Now, go to the first room on the left in this room, and push the switch. Once again, when you reach the bottom, go in to the room, and push the switch. Go back in to the previous room, and exit it via the ceiling. Now, go down the next vine you see. Go in to the first room on the right, and push the switch. Then, go to the second room to the left, and push the switch. Now climb up the vine, after leaving the room via the ceiling. Go back to the room with the Sun Switch and reactivate it. Climb up the clouds, and go left. At the end of the path, you will find the ice shield. Get it and equip it. Now go to the right. At the end of the path, you will see a bridge made of sun blocks. In the treasure chest at the end of the bridge is a Magic Bottle. Now, go back to the vine and climb down it, but first, re-deactivate the sun switch. Now, again, go back to the two way vine. Fall all the way down, through the hole at the bottom. Now, go to the right, and climb up on to the vine. It will begin to move. When it gets near the next vine, jump off the vine on to the next one, then jump on to the platform. For the next vine, climb on it, and descend to the bottom of the vine. When you get as close as possible to the next platform, jump to it. Repeat this process. Go down the "stairs," and board this rock-turned-platform. Keep that up until you get to the left side of this room. There, go up the stairs, and to your right to reach the boss room.

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TURTLE STRATEGY
Hits: 15

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Once he lands, he'll poke his head out. Hit it, then jump, as he will shoot a turtle at you. After 5 hits, he will poke his head out, and close his eyes. You cannot hit him like this. He is about to shoot a group

of turtles at you. Wait until the last minute, then jump. He will then duck in to his shell, and fly off. Now, he'll use an attack where he spins around at you. To avoid this, duck. Now, he'll come at you, and start shooting turtles at you. Avoid these, and maybe kill some. Then, the battle will basically start over, except he'll be faster/shoot more turtles. After you have gotten 14 hits on him, he'll duck in to his shell. One more hit, and he's done!

Once you beat him, you'll get the Aqua Stone.

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| 3.05: Puka-Puka Island |  
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From Boa-Boa Island, head east toward the gate. Once there, use the aqua stone, by standing on the pedestal and selecting it. Now, go as far east as you can, then go north. Once at the top, begin to go west until you see a cave. Enter the cave, jump on the cloud, and jump to the right to face the Giant Cougar.

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GIANT COUGAR STRATEGY

Hits: 33

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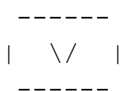
Simple. Jump over his fireballs, hit smack him when you can.

Once he is beaten, you'll get the Power Fan. Now, exit this cave. Now, head all the way to the west, and enter the whirlpool. Get the treasure chest to get the Shovel. Now, go back east, and south. Go as far south as possible, then go west to enter a whirlpool. Here, pay the 300 coins to learn the Down Jab technique. Now, go east, and north. Enter the whirlpool to enter...

Puka-Puka Island

Items: Magic Bottle x2, 500 coins, Aqua Armour, Thunder Sword, Life Bottle,
Moon Stone

You start out on the pedestal. Here, use the Power Fan. With the gate gone, go to the right. You seem to be back on the world map again. Go to the whirlpool left of where you just were. Here, go left until you get to some blocks that are in your way. Equip the shovel, and make your way through them. Once you've finished with the shovel, you must reequip you weapon/armour/shield, so do that every time you use the shovel. Once you reequip one, the others will follow. Now, continue going left to leave the "room." Now, go up, past the first whirlpool, and in to the second, at the top. Here, go left across the room. In the next room, go down the vine, and go right on the bottom landing. Go right, and go up. Shovel all of those blocks away, to get 500 coins. Now, go back to the vine, and go to the second landing. Go all the way across this room. You are now on the world map again. Go in to the next whirlpool. Now, go right. Use the down jab on the blocks marked like this:



to get a magic bottle. Continue right until you are out on the world map again. Go down the platform, and then make your way across the room. Ride the platform next to the up jab blocks upward. Board the next platform, the leap over to the treasure chest to get the Aqua Armour. Equip it. Continue to go right until you leave the room. Go to the bottom left whirlpool. Here, drop down, and hold right. Defeat the clam, and open the treasure chest to get the Thunder Sword. Equip it, then head back out the way you came. Now go to the bottom right whirlpool. Make your way through this room, through the platforms, avoiding all of the spikes. You are back on the world map again. Go to the whirlpool. Go to the far right of this room. Push the switch to make all of the water drain. Now, leave this area, and go to the upper-right whirlpool. Here, go all the way right, jump up on the switch, and duck to make the Aqua switch turn off. Now, leave this area, and go to the bottom-center whirlpool. Now, go right until the platform stops. Here, go left, and open the treasure chest to get a magic bottle. Now, go right until you leave this room. Now, go left, and shovel your way through these blocks. Once past those blocks, go right, and get through more blocks. Open the treasure chest to get a life bottle. Now, go all the way left, through the next couple of rooms, killing the enemies, and shoveling through the sand. Here, you'll appear on the world map. Go in to the left whirlpool. Here, you see the Boss Door.

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OCTOPUS STRATEGY

Hits: 21

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This is one of the harder fights. First, he'll stab you with his tentacles. Avoid these (you cannot do any harm to them yet). Now the entire head will come up. He will stretch his head upwards when you hit his tentacle. This is when you should hit him. Note that during this, he's shooting nuts at you. Now he'll shoot out ink, making it harder to see. Repeat this process until he is destroyed.

Once he's beaten, he'll give you the Moon stone.

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| 3.06: Sala-Sala Island |

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From Puka-Puka Island, head northwest to the gate. There, use the Moon Stone to submerge the gate. Once the gate is gone, go northeast to the whirlpool. There, pay the 500 coins to learn the Up Jab. Now, go around this "block," and north to...

Sala-Sala Island

Items: 2000 coins, Axe, Crystal Sword

From the start, go right until you reach the next screen. Here, go all the way right until you reach the second chain. Climb this chain to the top level, and go left until you reach another chain. Climb up this chain. Here, go right and climb up this chain. Up here, at the top, activate the Moon Switch. Now, make your way down two levels. When you climb down this chain, you will notice a bridge of moon blocks. Use this bridge, go right, and enter the door. Go to the second set of blocks, dig through them, use

the down jab on the rocks, enter the door, and collect the Crystal Sword. Now, exit this door. Here, climb down the chain, get back up on the bridge, and re-enter that room. Go to the far right set of blocks, and dig through them until you reach the bottom. Once on the bottom, take the left door. Here, you'll fall. Take this door. Now, go right and up another chain. Go left, and up another chain. Now, go left, and up ANOTHER chain. Go left and up another chain. Go left and through the door. Go right and through the door. Push the block off the platform, and push it left. Break through the blocks to get 2000 coins.

Now, push the block right, but not in to the depression. Climb up it, and in to the door. Go right, and in that door. Now go right, and let the spring bounce you up. Now, go left. Go all the way up and right across this room, then go down, and left. Here, go down the chain. Work your way across this room, but DO NOT GO IN TO THE BOSS DOOR. Instead, fall down, to the right, and enter the door. Here, push the block off the platform, and to the right, in to the depression. Jump up, and push the switch to the right. Now, go to the right, and board the platform. At the top, enter the door. Here, get the Axe. Now, go back down, left, down the chain, and through the room. This time, enter the boss door, to face the Mummy.

MUMMY STRATEGY

Hits: 58:

Hand: 16

Body: 16

Head: 26

EQUIP THE CRYSTAL SWORD (IF YOU HAVEN'T ALREADY). At the beginning, hit his hands, only when they come down to attack you, or the tape'll hit you. Dodge his hands, and then hit them. Now, equip the axe. Throw your axe up to hit the body. WATCH OUT FOR THE TAPE. IT CAN TAKE 1 FULL HEART AWAY. I might mention, if it'd help you relax, that he can only hurt you if you jump. The best way of hitting him here is to run across the room. Once you reach the other side, jump, and throw an axe at him. Repeat this until the body is gone. Now you have the head to deal with. The head will float around the room shooting stuff at you. Dodge the head and its projectiles while hitting it with your axe. Keep this up until the head goes down, and you beat Sala-Sala Island!

After you beat him, you will gain the elven flute. You will now talk to Tina again. She will have regained her memory. Now, all that's left to do is save her. But where?

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| 3.07: Fuwa-Fuwa Island |
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Well, who better to ask than the ruler of this land: the King of Waku-Waku Island?

Waku-Waku Island

Items: none

The king will tell you that she is held at the top of Fuwa-Fuwa island. So,

let's go there! On a side note, one does begin to wonder how he knows where she's being held.

Fuwa-Fuwa Island

Items: none

From Waku-Waku, head south. You will be near Poka-Poka Island. Instead of going west, go east. Here, you will find Fuwa-Fuwa Island. Once here, you will find your way blocked. Above you, you will see five symbols: Light, Star, Sun, Aqua, and Moon. Leave Fuwa-Fuwa, and head west to...

Poka-Poka Island

Items: Life Bottle, 2000 coins, Fireballs, 1000 coins, Light Spell

Go all the way right, killing enemies, until you reach a dirt patch. Here, dig to get a Life bottle. Now, go down and right. Go all the way right across this screen, the next screen, and the next. Here, climb the vine. Go all the way left, climb the moon blocks, and open the treasure chest to receive 2000 coins. Now, go right across the first set of springs. Here, use the down jab to get to the treasure chest. Inside this treasure chest is the weapon Fireballs. Now, go up and left across the screen. Go up the vine. Go all the way up to the top. Once up here, go right until you reach a big stone structure with the Light symbol on it. Enter this. Stand on the pedestal, and use the elven flute. This will cause the earth to shake. Go outside, and to your right. Climb down the vine to get 1000 coins, then climb up it. Now, go left until you reach a branch with a yellow knob on the end of it. Get on this, and duck. Now, branches will start to pop out. Follow the branches until you reach the vine. Climb up this vine, and go right. At the end of this path, you will reach a cave. Enter this cave, open the treasure chest, and get the Light spell! Now, leave Poka-Poka, and go to...

Hiya-Hiya Island

Items: Magic Bottle, Life Bottle, Star Spell

Go all the way right until you reach snow covered patches of dirt. Dig here, and go left. Now you will be faced with a forked path: up or down. Go up, and get a Magic Bottle. Now, go back right all the way to the end of this screen. Here, go ALL the way right (don't bother climbing the vine) until you reach a giant stone structure with the Star symbol on it. Enter here, use the elven flute, go outside, and go all the way right to the next screen. Now, make your way up the vines, and to the left. Here, pick up the Life Bottle, and make your way right. Now you are faced with some scales. The way to do this is: jump on the one closest to you. When it is all the way at the bottom, jump over to the next one. Keep jumping on that until it is at your desired height. Once you are all the way across, climb up the vines, and to the left. Once you are all the way left, enter the cave. Here you will find the Star Spell. Now that you have this, you can leave Hiya-Hiya. MAKE SURE THAT YOU RE-ACTIVATE THE STAR SWITCH. Now, go to...

Boa-Boa Island

Items: 1000 coins, 2000 coins, Magic Bottle x 2, Sun Spell

Go all the way right, down the vine, and left. Dig at the dirt patch. Here, open the chest to get 1000 coins. Now go left, and down the invisible hole. Go all the way right, escaping the boulder, until you come to the next

screen. Here go up and right. Here go up the vine. Now, go right, going down the holes and getting their treasures. Now, go back left to the vine that you could go up or down on, and climb up it. Once up here, go right, enter the building with the Sun symbol on it, use the elven flute, and go right. Once in this room, go all the way right until you reach a treasure chest. Open it to get yet another Magic Bottle. Now, go down the vine, and down to the bottom of this screen. There will be a cave. In this cave is the Sun Spell. BEFORE YOU LEAVE BOA-BOA, MAKE SURE TO RE-ACTIVATE THE SUN SWITCH. You'll thank me later.

Puka-Puka Island

Items: 1000 coins x 2, Magic Bottle x 2, Aqua Spell

Once you enter Puka-Puka, go right through this screen. Take the left whirlpool. Make your way through this screen. Now, use the top whirlpool. Go left, down the vine to the middle level. Go right. In the next part, go right, climb the block bridge, open the treasure chest to get 1000 coins, climb back down, and go right. Now enter the next whirlpool. Go to the bottom right corner of the room. Use your up jab to get a Magic Bottle. Now, get to the top right corner of this room, and exit. Go to the whirlpool in the upper right corner, and re-activate the aqua switch. Now, leave this area. Go to the whirlpool in the bottom left corner. Make your way through this room, and then go to the next whirlpool. In here, you will find the structure with the Aqua symbol on it. Enter here, and use the elven flute. Go left and allow yourself to be caught in a bubble. You can move around in the bubble. If you run in to an enemy, spike, or press A, your bubble will pop. Wait for each spiky enemy to move, and then get past them. Once you get through this first part, you will have to get in to a new bubble. Go down to get a Magic Bottle. Now go up, and work your way through this area. Go to the upper right corner to get 1000 coins. Now go left. Get a new bubble, then go up and right. You will notice that now you have to deal with those starfish enemies. DON'T STOP and you'll get through it fine. Once you get to the next bubble, go up. Go left, enter the cave, and get the Aqua spell. Now do yourself a favor, and use the feather. Now that you are at the beginning, go back in to Puka-Puka. Instead of going left, go up. Now, go up in to the next whirlpool to enter the Casino.

Price List:

Item	Price
----	-----
Life Bottle	1275
Boomerang	14750
Light Shield	9950
Light Armor	29975
Light Sword	49950

For now, buy a Life Bottle, and a Light Shield. If you don't have enough, play some games...

Game Name: Flash 'n Cash

Description: You put a certain amount of money on a color. If the wheel stops on that color, you get the amount of money you bet times the amount on the color. The hardest one to hit multiplies your betted money by 20!

Color	Amount Multiplied
-----	-----

Black	0
Red	2
Yellow	4
Blue	6
Green	8
Pink	10
White	20

Game Name: Moneymaker

Description: The classic slot machine game! If you bet one coin, then your combination of pictures HAS to be in the middle row. If two coins, then it can be in any of the three rows. If three coins, then it can be three rows AND diagonal. This is a pretty fun game.

Picture Combination	Amount of coins paid
-----	-----
Cherry (1)	1
Cherries (2)	3
Cherries (3)	10
Oranges (3)	30
Mangos (?) (3)	50
Pineapples (3)	100
Grapes (3)	200
Bells (3)	300
Bar Bar 7 (2/1)	3000
7 7 Bar (2/1)	5000
Bars (3)	10000
7s (3)	30000

Game Name: Run for Doe

Description: Bet on a creature. If they win, you get whatever coins you bet multiplied by the number in front of the animal (not 1, 2, 3, or 4, but something like 8.42). There isn't much to say about this game.

Once you have the two items, go north to...

Sala-Sala Island

Items: Aqua Shield, Magic Bottle, Moon spell

Go all the way right through the first two screens. Go to the far patch of dirt, dig to the bottom, and use the far door. After you enter the next door, go right and up the chain. Now go left and up the chain. In this room, go left and up the chain. Now go left and up the chain. Now go left and... through the door =P. Now go right and through doors until you reach a spring. In this room, you will find out why I had you re-activate all of those blocks. Go right until you find some blocks. Climb up these blocks to get the Aqua Shield (not much use since now you have the Light Shield =P). Now, continue to go right until you fall down the hole. Go right. Make your way across this room until you reach a stone structure with the Moon symbol on it. Here, use the elven flute. Go right and down the pit. Here, use the down jab until you reach a treasure chest, which contains a Magic Bottle. Drop left, and begin to navigate your way through the room. When you've reached the last door, enter it to get the Moon Spell. Now, use the feather, and leave.

Fuwa-Fuwa Island

Items: 5000 coins, Power Sword, Sky Bell

You will notice that the huge block is gone. Once past that room, go all the way right. In the next room, go right, up, and left. In this room, go left, and climb up the vine. In this next room, make sure that you jump on all of the leaves. ALL OF THEM. Go all the way across the room, then go up and left to get 5000 coins. Now go all the way right. In this next room, RUN right, and up the vine. You are now faced with another leaf room. Make your way up to the top left corner of the room. Now you are at another bubble room. Make your way through this room, avoiding all enemies. Now run right and up the vine. Go left, dig, and enter this door. Go left, but don't bother getting on the scales yet. Instead, go up and right to get the Power Sword. NOW, go left and up the vine. You will find a rock blocking your way. Hit it with the Power Sword for it to be "destroyed." Now work your way up the clouds. When you see a door, enter it to refill your life. Now, continue working your way up. Enter the first boss door you see to fight the Buzzard. Yes, this is the same Buzzard that kidnapped Tina in the beginning.

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BUZZARD STRATEGY

Hits: 110

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Attack the eggs that he drops with the Power Sword. When an egg is killed, he'll swoop down at you. Now, equip the Fireballs. Make it so he BARELY misses you. The Fireballs will hit him. After he runs out of eggs, he'll stick to swooping. Continue with the Fireball strategy. This becomes easy as you can get right in front of where you think he's going to start to go back up and hit him. The number of hits looks like a lot, but it goes by QUICKLY with the Fireballs.

Once you beat him, you'll get the Sky Bell. After this fight, you'll find Tina. You have rescued her, therefore completing your mission. The end? No. Now a phantom appears and kidnaps Tina. He also informs you that he's kidnapped the King. You'll have to challenge him, but where do you find him?

Waku-Waku Island

Items: none

You'll have a conversation with the Innkeeper, who'll tell you that they went to Fuwa-Fuwa Island. He tells you that you'll need the Sky Bell to get to him. You have the Sky Bell, so what are you waiting for? I'll tell you what. We need better equipment! If you don't want to bother, skip ahead. Otherwise, go to the...

Puka-Puka Island Casino

Items: Boomerang, Light Sword, Light Armor

Now, play games until you get enough money to buy all of the above items. I personally recommend Run for Doe. Once you buy all three items, use the wing to get to...

Fuwa-Fuwa Island Summit

Items: none

Climb up the clouds all the way until you reach the second boss door. Enter this to find... a pedestal. Here, use the Sky Bell to climb up to the top of the sky to fight the Phantom.

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FINAL BOSS: PHANTOM STRATEGY

Hits: 250

+*****+

[Update: I went through and beat this game again today with the Light Shield, Power Sword, and Aqua Armor. I realized how crappy the previous strategy was and am now correcting it. I might rewrite this thing soon.]

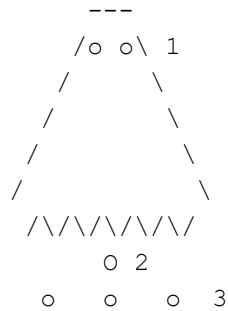
Note: This strategy, in an effort to cater to people who were too lazy to get the Light equipment or Boomerang (by which I mean that I didn't feel like getting them), uses the Power Sword, Aqua Armor, Light Shield, Ax, and Dagger. So no super equipment.

All of his attacks take away a full heart container.

The Phantom is crazy. It seems hard at first. His first form is that of a wizard who creates a fireball shield and fires fireballs at you. There are a couple of ways to counter this. If you have a lot of patience, you can spend five minutes firing daggers at the Phantom. This is by far the safest method. Just stand on the far side of the screen, duck, and lay into him. Be sure to dodge his shield if it grows too wide. Otherwise, you have to use the Power Sword. Stand really close to the Phantom, duck, and hit him a few times. Because it can take a full heart container away, avoid being hit by his shield at all costs. He can also fire a fireball at you. This is the attack that follows the creation of the shield (you'll see him doing it; he looks like he's casting a spell). The fireball will go over you, even if you're standing. However, as the match wears on, the fireball gets low to the point where you have to duck. So keep that in mind.

Once you've killed this first form, the Phantom separates into two parts: a head and a body. This part is extraordinarily easy. Ignore the head. The body does the exact same attacks as the first form did, but it goes down a lot quicker. Just move in and hit him with the Power Sword a whole lot. If he doesn't go down in the first round of swipes (which ends when the shield gets near you), move back. After the shield expands to a certain length, the Phantom will phase out, move around a bit, and end up on the opposite side of the screen from where he was. Don't let the illusions fool you (from when he is moving around). You can't hit them, and they can't hit you. Your concern should be the shield that is still rotating. When the Phantom becomes solid again on that far side of the screen, hit him some more. He will probably go down in this round.

Now you've got the head to worry about, and for this I recommend using the Ax. There's a good chance that, for the first part of the phase, the shield from the body is still going. Still worry about avoiding that. To attack the Phantom, jump and throw some Axes. He has two attacks. He'll swoop down at you (this is where, if you're using a sword, you hit him. Don't get hit by him). Whether or not he is in the process of swooping down or just...uh...floating there, he has this fireball on the bottom of the cloak. It doesn't get there for a minute, so use that time wisely. Once you see the fireball, it will, every second or two, fire three fireballs like-a this:



- 1 - The Phantom. Check out those eyes! |
2 - The big fireball that generates... |
3 - The smaller fireballs. |

Sometimes the fireballs are closer. One thing that might help to know is that the Light Shield can actually absorb these fireballs. If he gets you into a corner -- and he will -- use that knowledge to your advantage. Continue jumping and throwing Axes at him until he turns into a shadow and does a cool morphing thing. The screen turns black, his eyes still shine, and WHOA THERE IS A BIG EYEBALL THAT IS STARING AT YOU.

Somehow, you've now landed on the moon or something. The backdrop is presumably the PALACE OF GREAT EVIL (isn't it always?), and you're on the path leading there. Symbolic (not really). Anyway, the Phantom has now turned into a giant, one-eyed scorpion, whom I will now refer to as Scorpion. I'm good.

The first form of the Scorpion is another form on which you should use the Ax. His weak points are the two claws, so aim your Axes there. Keep running around, though. He has two attacks as well. When he shakes his claws and puts them over his head, the Scorpion is going to dive down on you. Make sure you're out of the way. His other attack is signalled by his pulling one claw forward. The Scorpion is about to launch a lot of fireballs. The only way to avoid these is to be on the inside (i.e., the side farthest away from the claw). If you're close to the corner, you'll have to jump. Once he has shot one round of fireballs at you, the other claw will do the same. Make sure to run to the other side of the arena when this happens. Continue to dodge the fireballs and the claws while hitting the claws. When both claws fall off, he sprouts legs and a mean tail.

This last form is ridiculously easy as long as you use the Dagger. As weak as it is, there is no better weapon. He will charge to one side of the arena, swing his tail at the ground a few times (note: your Daggers cannot penetrate the tip of his tail), and run back to the other side. To avoid him, get a running jump, and jump over him as he is running at you. Your target is the Scorpion's eye. Once you are safely on the other side, throw as many Daggers as you can at the eye, then avoid him again. Repeat the process to beat the game!

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| 4.01: Bosses |

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Here is the way it works:

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Boss name: Whatever name I came up with for the boss.

Location: Where he is found

Hits: This is the amount of hits it takes to beat him with the recommended weapon. The recommended weapon is whatever sword you got in that stage, unless otherwise indicated.

Strategy: The strategy to beat him goes here, silly! =)

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Boss name: Mad Tree

Location: Poka-Poka Island

Hits: 45 (with recommended weapon)

Strategy: I highly recommend you use the dagger for this. It takes longer, but makes it easier. Anyways, just hit him with a dagger when his hands are low. After quite a bit of hits, he'll drop his mouth, and shrink. 15 hits later, he'll do it again. This time, it is so low, that you don't have to worry about the hands. When he gets ready to throw an apple at you, go to the other side, and start hitting him with daggers. When he reaches up to shake apples from the tree, hit him with all of the daggers you can. He'll be gone in no time.

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Boss name: Bowser's cousin

Location: Boa-Boa Island Cave

Hits: 15

Strategy: For this, use the silver sword. This guy shoots fireballs (hence the reason I call him Bowser's cousin) from his mouth, and is only vulnerable in the head. So, what I recommend doing is hitting him three times, then backing off to avoid the fireball. Keep this up until he is defeated.

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Boss name: Mammoth

Location: Hiya-Hiya Island

Hits: 25

Strategy: First (this should take 5 hits), you must avoid his ice balls, while attacking his ice cage. Once he is free, he will charge at you, and swing his trunk at you. When he is swinging his trunk, carefully make your way to his face, and hit him. To avoid his charge, jump when he is about to hit you [you should be at the opposite side of the room]. He is hard, but you will win eventually =)]

Boss Name: Turtle

Location: Boa-Boa Island

Hits: 15

Strategy: Once he lands, he'll poke his head out. Hit it, then jump, as he will shoot a turtle at you. After 5 hits, he will poke his head out, and close his eyes. You cannot hit him like this. He is about to shoot a group of turtles at you. Wait until the last minute, then jump. He will then duck in to his shell, and fly off. Now, he'll use an attack where he spins around at you. To avoid this, duck. Now, he'll come at you, and start shooting turtles at you. Avoid these, and maybe kill some. Then, the battle will basically start over, except he'll be faster/shoot more turtles. After you have gotten 14 hits on him, he'll duck in to his shell. One more hit, and he's done!

Boss Name: Giant Cougar

Location: Cave north of Sala-Sala Island

Hits: 33

Strategy: This is pretty simple. Just hit his head, and avoid his jumps.

Boss name: Octopus

Location: Puka-Puka Island

Hits: 21

Strategy: This is one of the harder fights. First, he'll stab you with his tentacles. Avoid these (you cannot do any harm to them yet). Now the entire head will come up. He will stretch his head upwards when you hit his tentacle. This is when you should hit him. Note that during this, he's shooting nuts at you. Now he'll shoot out ink, making it harder to see. Repeat this process until he is destroyed.

Boss name: Mummy

Location: Sala-Sala Island

Hits: 58

16 per hand

16 for the body

26 for the head

Strategy: EQUIP THE CRYSTAL SWORD (IF YOU HAVEN'T ALREADY). At the beginning, hit his hands, only when they come down to attack you, or the tape'll hit you. Dodge his hands, and then hit them. Now, equip the axe. Throw your axe up to hit the body. WATCH OUT FOR THE TAPE. IT CAN TAKE 1 FULL HEART AWAY. I might mention, if it'd help you relax, that he can only hurt you if you jump. The best way of hitting him here is to run across the room. Once you reach the other side, jump, and throw an axe at him. Repeat this until the body is gone. Now you have the head to deal with. The head will float around the room shooting stuff at you. Dodge the head and its projectiles while hitting it with your axe. Keep this up until the head goes down, and you beat Sala-Sala Island!

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Boss Name: Buzzard

Location: Fuwa-Fuwa Island

Hits: 110

Strategy: Attack the eggs that he drops with the Power Sword. When an egg is killed, he'll swoop down at you. Now, equip the Fireballs. Make it so he BARELY misses you. The Fireballs will hit him. After he runs out of eggs, he'll stick to swooping. Continue with the Fireball strategy. This becomes easy as you can get right in front of where you think he's going to start to go back up and hit him. The number of hits looks like a lot, but it goes by QUICKLY with the Fireballs.

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Boss Name: Phantom

Location: Skies above Fuwa-Fuwa Island

Hits: 250(!)

Strategy:

[Update: I went through and beat this game again today with the Light Shield, Power Sword, and Aqua Armor. I realized how crappy the previous strategy was and am now correcting it. I might rewrite this thing soon.]

Note: This strategy, in an effort to cater to people who were too lazy to get the Light equipment or Boomerang (by which I mean that I didn't feel like getting them), uses the Power Sword, Aqua Armor, Light Shield, Ax, and Dagger. So no super equipment.

All of his attacks take away a full heart container.

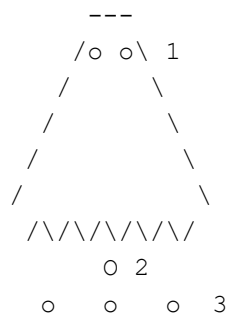
The Phantom is crazy. It seems hard at first. His first form is that of a wizard who creates a fireball shield and fires fireballs at you. There are a couple of ways to counter this. If you have a lot of patience, you can spend five minutes firing daggers at the Phantom. This is by far the safest method. Just stand on the far side of the screen, duck, and lay into him. Be sure to dodge his shield if it grows too wide. Otherwise, you have to use the Power Sword. Stand really close to the Phantom, duck, and hit him a few times. Because it can take a full heart container away, avoid being hit by his shield at all costs. He can also fire a fireball at you. This is the attack that follows the creation of the shield (you'll see him doing it; he looks like he's casting a spell). The fireball will go over you, even if you're standing.

However, as the match wears on, the fireball gets low to the point where you have to duck. So keep that in mind.

Once you've killed this first form, the Phantom separates into two parts: a head and a body. This part is extraordinarily easy. Ignore the head. The body does the exact same attacks as the first form did, but it goes down a lot quicker. Just move in and hit him with the Power Sword a whole lot. If he doesn't go down in the first round of swipes (which ends when the shield gets near you), move back. After the shield expands to a certain length, the Phantom will phase out, move around a bit, and end up on the opposite side of the screen from where he was. Don't let the illusions fool you (from when he is moving around). You can't hit them, and they can't hit you. Your concern should be the shield that is still rotating. When the Phantom becomes solid again on that far side of the screen, hit him some more. He will probably go down in this round.

Now you've got the head to worry about, and for this I recommend using the Ax. There's a good chance that, for the first part of the phase, the shield from the body is still going. Still worry about avoiding that. To attack the Phantom, jump and throw some Axes. He has two attacks. He'll swoop down at you (this is where, if you're using a sword, you hit him. Don't get hit by him). Whether or not he is in the process of swooping down or just...uh...floating there, he has this fireball on the bottom of the cloak. It doesn't get there for a minute, so use that time wisely. Once you see the fireball, it will, every second or two), fire three fireballs like-a this:

Diagram 4.01a



-
- 1 - The Phantom. Check out those eyes! |
 - 2 - The big fireball that generates... |
 - 3 - The smaller fireballs. |
-

Sometimes the fireballs are closer. One thing that might help to know is that the Light Shield can actually absorb these fireballs. If he gets you into a corner -- and he will -- use that knowledge to your advantage. Continue jumping and throwing Axes at him until he turns into a shadow and does a cool morphing thing. The screen turns black, his eyes still shine, and WHOA THERE IS A BIG EYEBALL THAT IS STARING AT YOU.

Somehow, you've now landed on the moon or something. The backdrop is presumably the PALACE OF GREAT EVIL (isn't it always?), and you're on the path leading there. Symbolic (not really). Anyway, the Phantom has now turned into a giant, one-eyed scorpion, whom I will now refer to as Scorpion. I'm good.

The first form of the Scorpion is another form on which you should use the Ax. His weak points are the two claws, so aim your Axes there. Keep running

around, though. He has two attacks as well. When he shakes his claws and puts them over his head, the Scorpion is going to dive down on you. Make sure you're out of the way. His other attack is signalled by his pulling one claw forward. The Scorpion is about to launch a lot of fireballs. The only way to avoid these is to be on the inside (i.e., the side farthest away from the claw). If you're close to the corner, you'll have to jump. Once he has shot one round of fireballs at you, the other claw will do the same. Make sure to run to the other side of the arena when this happens. Continue to dodge the fireballs and the claws while hitting the claws. When both claws fall off, he sprouts legs and a mean tail.

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| 4.02: Magic |
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Spell Name: Feather
Spell Cost: 1 bottle.
Spell Use: It takes you back to the beginning of the stage

Spell Name: Recovery
Spell Cost: 2 Bottles
Spell Use: Heal about 1/2 of a heart

Spell Name: Tie
Spell Cost: 3 Bottles
Spell Use: This will temporarily freeze all of your enemies.

Spell name: Wing
Spell Cost: 4 bottles
Spell Use: This can transport you to the following places:

Waku-Waku Island

1. Entrance

Poka-Poka Island

1. Entrance
2. Hot Spring

Hiya-Hiya Island

1. Entrance
2. Hot Spring

Boa-Boa Island

1. Entrance
2. Hot spring

Puka-Puka Island

1. First island
2. Hot Spring

Sala-Sala Island

1. Entrance
2. Hot spring

Fuwa-Fuwa Island

1. Entrance
2. Hot Spring
3. Hot spring near Summit

This is BY FAR my favorite spell!

Spell Name: Blizzard

Spell Cost: 5 Bottles

Spell Use: It summons a Blizzard attack which instantly kills all on-screen enemies! This doesn't work against bosses, however.

Spell Name: Power Boost

Spell Cost: 6 Bottles

Spell Use: THIS MAKES YOU INVINCIBLE!!! The effect lasts for about 15 seconds

Spell Name: Blaze

Spell Cost: 7 Bottles

Spell Use: This summons a Blaze attack that kills all enemies that you can see. It doesn't work against bosses =(

Spell Name: Cure

Spell Cost: 8 Bottles

Spell Use: One word*: FULL RECOVERY!!!!!!

* = Don't send emails about that.

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| 4.03: Weapons |

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Weapon Name: Fist

Location: none

Description: uh... very short ranged and weak. Thank goodness that you get a new weapon quickly!

Weapon Name: Silver Sword

Location: Poka-Poka Island

Description: It can break most rocks that you encounter.

Weapon Name: Dagger

Location: Poka-Poka Island

Description: It has a very long range, but is still weak.

Weapon Name: Fire Sword

Location: Hiya-Hiya Island

Description: It can break pillars of ice and is powerful against Ice enemies.

Weapon Name: Ice Sword
Location: Boa-Boa Island
Description: It is very powerful against Fire enemies.

Weapon Name: Thunder Sword
Location: Puka-Puka Island
Description: It works well in water.

Weapon Name: Shovel
Location: Cave north of Sala-Sala Island
Description: It digs. Don't use it for anything else. Ever.

Weapon Name: Fireballs
Location: Poka-Poka Island
Description: Two fireballs surround you (like the Jupiter + Salamander combination in Castlevania: Circle of the Moon), and continue to spin around you for about 10 seconds.

Weapon Name: Crystal Sword
Location: Sala-Sala Island
Description: More powerful than mere metal. This is a strong weapon.

Weapon Name: Axe
Location: Sala-Sala Island
Description: Basically an advanced version of the dagger □- more powerful, and can go high. The only down side is that it doesn't go all the way across the screen, but the height it gets rectifies that. Plus, we get classic Adventure Island sound effects for it!

Weapon Name: Power Sword
Location: Fuwa-Fuwa Island
Description: This can break all of the rocks that you find on Fuwa-Fuwa, and is a decent weapon.

Weapon Name: Boomerang
Location: Puka-Puka Casino
Description: You throw it and it comes back. Easy! Quite powerful too.

Weapon Name: Light Sword
Location: Puka-Puka Casino
Description: The most powerful sword in the game. This is EXTREMELY POWERFUL. Could possibly be a powerful sword, too.

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| 4.04: Shields |
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Shield Name: None
Location: None
Description: Absorbs all attacks that aren't...uh...used at all.

Shield Name: Fire Shield
Location: Hiya-Hiya Island
Description: It can absorb most snowballs that are thrown.

Shield Name: Ice Shield
Location: Boa-Boa Island
Description: It can absorb most fireballs that are thrown.

Shield Name: Aqua Shield
Location: Sala-Sala Island
Description: Absorbs MOST flying objects (not actually most, but some)*.

Shield Name: Light Shield
Location: Puka-Puka Casino
Description: Absorbs all flying objects (not actually all, but most)*.

*This does not include enemies.

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| 4.05: Armor |
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Armor Name: None
Location: On you.
Description: You take the full blunt of all attacks!

Armor Name: Fire Armor
Location: Hiya-Hiya Island
Description: Lowers damage of Ice attacks.

Armor Name: Ice Armor
Location: Poka-Poka Island
Description: Lowers damage of Fire attacks.

Armor Name: Aqua Armor
Location: Puka-Puka Island
Description: Lowers damage of Water attacks.

Armor Name: Light Armor
Location: Puka-Puka Casino
Description: Lowers damage of all attacks.

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| 4.06: "Equipment" |
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NOTE: Equipment is just the name of the menu. A better name would be KEY ITEMS. This is especially since you cannot equip any of this.

Item Name: Light Stone
Location: Poka-Poka Island
Description: Submerges the Light gate

Item Name: Sun Stone
Location: Boa-Boa Island Cave
Description: Submerges the Sun gate

Item Name: Star Stone
Location: Hiya-Hiya Island
Description: Submerges the Star gate

Item Name: Aqua Stone
Location: Boa-Boa Island
Description: Submerges the Aqua gate

Item Name: Moon Stone
Location: Puka-Puka Island
Description: Submerges the Moon gate

Item Name: Ice Bell
Location: Cave near Hiya-Hiya Island
Description: Summons the Ice Giant, which breaks down the barrier to Hiya-Hiya Island

Item Name: Sun Ring
Location: Cave near Sala-Sala Island
Description: Causes volcanoes to erupt which breaks down the barrier to Boa-Boa Island

Item Name: Power Fan
Location: Cave north of Sala-Sala Island
Description: Causes tornadoes, which breaks down the barrier to Puka-Puka Island

Item Name: Elven Flute
Location: Sala-Sala Island
Description: Use this in stone structures to cause an earthquake to get to the secret area!

Item Name: Sky Bell
Location: Fuwa-Fuwa Island
Description: Use this in the empty boss room atop Fuwa-Fuwa Island to get to the Final Boss!

Life Bottles:

Poka Poka Isle Pond (must be drained)

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| 4.10: Bestiary |  
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Note: It was hard to count for the fireballs, so that might not be as accurate.

Note: For the boomerang counts, it is for each time that the boomerang hits the foe (normally two per throw)

```
Plant: hits: 2 (fist) 1 (ss) loc: po  
fox: hits: 3 (fist) loc: po  
roly-poly: hits: 2 (fist) 1 (ss) loc: po  
crow: hits: 1 (fist) 1 (ss) loc: po  
Pig: hits: 4 (fist) loc: po  
fish: hits: 4 (fist) 2 (ss)  
*TREE: Hits: 45 (fist) 24 (ss) 10 (fs) 8 (is) 7 (ts) 6 (cs) 5 (ps) 3 (ls)  
          21 (fire) 3 (boom) 6 (ax) N/A (shovel) 46 (da)  
  
*A. Turtle: Hits: 32 (fist) 16 (ss) 7 (fs) 6 (is) 5 (ts) 4 (cs) 4 (ps) 2 (ls)  
              32 (da) 14 (fire) 2 (bo) 4 (ax) N/A (sh)
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| 4.11: PAR/GameGenie Codes |  
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These are courtesy of about.com and DARTH NEMESIS. They're not mine. The PAR codes don't have dashes in them; the GameGenie codes do.

Full Health: - 7E011A00R + 7E011E00

Full Magic:	- 7E011C00R + 7E012000
All spells:	- 7E01200E
Light Gate Down	- 7E013101
Sun Gate Down	- 7E013201
Star Gate Down	- 7E013301
Aqua Gate Down	- 7E013401
Moon Gate Down	- 7E013501
Invincibility	- C29B-EF0F
Loads of cash	- CB45-ED6D
Small potions do not restore energy	- C2B4-7D8E
Fall slowly	- DFF1-770B
No falls	- DDF1-770B*

Have Item Codes. To work these, input this code:

7E04xx01 and replace the xx with the number that corresponds to the item you wish to have.

- 4D - (No Weapon)
- 4E - Silver Sword
- 4F - Fire Sword
- 50 - Ice Sword
- 51 - Thunder Sword
- 52 - Crystal Sword
- 53 - Power Sword
- 54 - Light Sword
- 55 - Dagger
- 56 - Fireballs
- 57 - Boomerang
- 58 - Ax
- 59 - Shovel
- 5A - (No Armor)
- 5B - Fire Armor
- 5C - Ice Armor
- 5D - Aqua Armor
- 5E - Light Armor
- 5F - (No Shield)
- 60 - Fire Shield
- 61 - Ice Shield
- 62 - Aqua Shield
- 63 - Light Shield
- 64 - Magic Wand
- 65 - (No Equipment)
- 66 - Ice Bell
- 67 - Sun Ring
- 68 - Power Fan
- 69 - Elven Flute
- 6A - Sky Bell
- 6B - Light Stone

- 6C - Sun Stone
- 6D - Star Stone
- 6E - Aqua Stone
- 6F - Moon Stone
- 70 - Thunder Spell
- 71 - Star Spell
- 72 - Sun Spell
- 73 - Aqua Spell
- 74 - Moon Spell
- 7D - Shove
- 7E - Up Jab
- 7F - Down Jab

*Disable this code to return to ground level.

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| 4.13: Shops/Casino Lists |
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You have no idea how close I was to naming this, "PLACES WHERE YOU CAN EARN AND SPEND MONEY." Sadly, the all-caps title wasn't really catchy, so here this is.

V. Last Words

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| 5.01: Copyright Information |
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Super Adventure Island 2 and all characters, stages, items, and other related things are copyright Hudson Soft, 1996. This guide/FAQ/walkthrough is copyrighted (c) 2001-2004 to Trace Jackson and is the intellectual property of Trace Jackson. This guide/FAQ/walkthrough is protected under International Copyright Laws. Please feel free to put this anywhere you like, as long as I get credit for it. After all, this is to help the readers! It should be spread around! I WOULD like it if you emailed me asking for permission, but it's not necessary. Just realize that the latest updates to this guide can and will always be found at IGN FAQs (faqs.ign.com), GameFAQs (www.gamefaqs.com), and Meowthnum1.com (www.meowthnum1.com).

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- | | |
|----------------------|---|
| 911 Codes | http://911codes.com |
| 9 Lives | http://www.9lives.ru/eng/ |
| Bean's PSX Dimension | http://www.bean.dk/psx/index.htm |
| Cheat Code Central | http://www.cheatcc.com |
| Cheat Index | http://cheatindex.com |
| Cheat Matrix | http://cheatmatrix.com |
| Cheat Search | http://cheatsearch.com |
| Cheatstop | http://www.panstudio.com/cheatstop/ |
| CNET Gamecenter | http://games.netscape.com/Faqs/ |
| Console Domain | http://www.consoledomain.co.uk |

Dirty Little Helper	http://dlh.net
Dark Station	http://www.darkstation.com/
Dreamland	http://kirby.pokep.net
Games Domain	http://www.gamesdomain.com
Game Express	http://www.gameexpress.com
Games Over	http://www.gamesover.com/
Mega Games	http://www.megagames.com
Square Haven	http://www.square-haven.net
Ultimate System	http://www.flatbedexpress.com
VideoGaming.net	http://www.videogaming.net/

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| 5.02: Revision History |
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Version 0.5: The initial release of the guide. The walkthrough is complete up to Boa-Boa Island. That is how the boss part is. Spells are completed up to feather (wow). Basics are done.

Version FINAL: The walkthrough is finished. The spells are all done. The bosses are done. The equipment is done. Everything...done.

Version FINAL: I added some ASCII art. And you thought that would be the last update... =P

Version FINAL: OK, this is really, REALLY the final update. I fixed something that had been bugging me for awhile: the magic spells section. It has so much more in it, that I felt I REALLY needed to change the Table of Contents section.

Version 2.0: Took out my email and added an ezboard.

Version 2.1: Reformatted the guide, added a new email, and added the lovely ASCII art you see there at the top.

Version 2.2: Redid the box; added some pretty ASCII to go with the bosses.

Version 3.0: Added some boss info; reformatted the guide.

Version 3.1: Due to excessive boredom, I beat the game again and revised my strategy for the Phantom. Hopefully I'll do a rewrite later. There is also a bestiary in progress. Just ignore it.

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| 5.03: Credits |
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-Shoecream (<http://losmonos.net/firms.com/faqs/>) for creating that awesome center-er tool. That helps so much.

-CJayC (<http://www.gamefaqs.com>) for being a great guy, and creating GameFAQs.

-SpellCheck.net (<http://www.dictionarycom.com> and <http://www.spellcheck.net>) for spell checking this thing.

-102.9 (<http://www.1029i.com>) - The Point (Jacksonville) for providing me with good 80s music while writing (80s).

-Cool 96.9 (<http://www.cool989.com>) of Jacksonville for music (Oldies).

-Al Amaloo (<http://www.about.com>) for the GameGenie codes

-Darth Nemesis

(http://db.gamefaqs.com/console/snes/file/super_adventure_island_2_par.txt)
for the PAR codes

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| 5.04: End |

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Yeah, now THAT'S a good one. Anyway, I hope you enjoyed this and I hope it helped. Sorry for any cheap humor. See you in any future guides that I write. If you need anything, just email me!

To get a free Meowthnum1 t-shirt, get a blank t-shirt and write, "I [heart] Trace!"

-Trace "Meowthnum1" Jackson

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