

Tiny Toon Adventures: Buster Busts Loose FAQ/Walkthrough

by dancingcabanaboy

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TINY TOON ADVENTURES: BUSTER BUSTS LOOSE
FAQ/Walkthrough v1.0
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NOTE: This document makes use of the overscore (¯), a non-standard ASCII character, in some places. Please ensure that you are able to view the document under the proper encoding so that this character does not show up as gibberish.

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= | =====
1 | INTRO
= | =====

Hello, and welcome to this FAQ for Tiny Toon Adventures: Buster Busts Loose for the SNES, released in 1993 by Konami. Hopefully this walkthrough will help you in whatever regard you need it to.

If you have any questions, suggestions, complaints, or otherwise pertinent pieces of information regarding the FAQ, please direct them to my email at [sdafaqs@gmail.com]. Please be sure to put something reminiscent of the title in

the subject line of the message (e.g. "Tiny Toons", "Buster Busts Loose", "TTA:BBL") so that I don't mistakenly delete it.

Let's get started!

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2 | MENUS  
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The very first thing you see in the game are the menus. You can either start the game, enter a password, or change the options.

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2.1 | Password  
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On this screen you can enter a password to get to any stage in the game using a combination of three character faces. Passwords consist of a combination of the following character faces:

```
> Babs  
> Little Beeper  
> Calamity Coyote  
> Bookworm  
> Gogo Dodo  
> Sweetie Pie  
> Shirley the Loon  
> Elmyra  
> Montana Max  
> Plucky
```

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--- | -----  
2.2 | Options  
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```

You can change a number of game options from this menu.

Level: Change the difficulty level. You can choose from Children, Normal, or Challenge. There are minor differences between each mode, most notably the number of energy hearts you start each stage with and the parameters of some of the bonus games.

Control: Change the control scheme to your liking. What you see when you first open this screen are the default settings.

Sound Test: Listen to the sound and music in the game.

Sound Mode: Choose between stereo and monaural sound.

Exit: Return to the title screen.

= | =====
3 | CONTROLS
= | =====

These are based on the default settings for the controls as seen when you first open up the Options menu.

D-pad: Walk left and right (or up and down in isometric 3/4-view bonus games like Babs's or Hamton's).
Climb up and down ladders.
Press Down to duck.
Cycle through menu choices.

Start: Pause the game.

A: No use (by default).

B: Jump.

X/Y: Drop-kick enemies.

L/R: Break out in a dash.
Press again to stop.

You can also do a couple of neat things in conjunction with the dash:

B (while dashing): Execute a dashing jump that allows you to jump farther than a regular jump.

Down (while dashing): Execute a slide move that can plow through enemies in a single powerful hit and allow you access through certain narrow passages.

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4 | ITEMS
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Buster can collect a number of items to aid him in his quest.

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4.1	Collectibles

STARS: These can be found lying around the levels singly or in groups, and they can be obtained by killing enemies or in bonus games. If you collect 100 you'll get an extra life. In some cases you can even get large stars which are worth ten small ones.

BUSTER DOLL: Find one of these to earn an instant 1-up.

KEY: Occasionally you will have to find a key in order to open a locked door. They are usually found in the open, but on occasion you will have to kill

a certain enemy in order to get it.

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4.2	Carrots

SILVER: A normal carrot. Restores one vitality heart.

ORANGE: Restores all vitality hearts.

BLUE: Adds one to the maximum total of your vitality hearts. However, it does not fill the new heart; you must find a carrot to do that yourself. Luckily, there is usually one nearby.

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4.3	Gogo Statues

SILVER: Refills your dash meter to maximum. Often, several of them will be lined up in a fashion so as to promote extended dashing through a quickly scrolling screen.

GOLD: Gives you temporary invincibility. Doesn't appear often.

BLUE: Eliminates all enemies currently on the screen in one fell swoop, turning them into stars that you can collect.

= | =====
5 | BONUS GAMES
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After you complete a level, you will get to play a bonus game wherein you can earn extra lives. The game you play is determined by spinning a wheel with one of five games on it, listed below in alphabetical order.

Press B to stop the wheel, although if you don't, it will eventually stop on its own.

Babs, Find Your Friends

Sort of a Pacman-esque minigame in which you get one extra life for everyone you release. The object is to rescue your friends from a randomly generated maze and not get caught by Arnold the pit bull or Elmyra (and also Dizzy Devil, but they don't tell you about him). Babs never stops moving, and if she hits a wall, she'll automatically move in another direction; for this reason, this is probably the most difficult of the five minigames.

Furrball's Championship Squash

You play as Furrball, who is equipped with a squash racket. Press B to bring out a ball and B again to hit it against the wall once it bounces back to you. If you hit the ball 15 times in a row, you'll earn an extra life.

Occasionally certain characters will move in front of you while you hit the ball, and if you hit them, it will have a different effect depending on who you hit.

Calamity Coyote - timer stops temporarily

Concord Condor - ball speeds down

Little Beeper - instant extra life

Not the best minigame, but far from the worst.

Hungry Boy Hamton

This game works like one of those cheap slide-puzzle trinkets you get at Christmas and at elementary school parties, or like the video game Pipe Dream, if you've ever played that.

Hamton will walk slowly along the guided path (marked in blue) while you slide pieces around to make a path for him. Use the time while he is walking slowly to make a path, then speed him up when it's set up by holding B.

You can earn up to six lives in this one, and it's a pretty easy game, so if the wheel stops on this one, consider yourself lucky.

Mystery Weight Challenge

You can win anywhere from zero to four lives from this one. Your team consists of Sweetie Pie, Gogo Dodo, Plucky, Babs, and Elmyra Duff. The other team is comprised of Montana Max, Shirley the Loon, Calamity Coyote, Little Beeper, and Li'l Sneezer. You start by choosing the order you want your teammates to be weighed in (e.g. Babs first, Plucky second, or whatever).

After choosing your order, the first person will be weighed on a scale along with the person the computer team chose first. Whoever weighs more is the winner. If it's your teammate that wins, you get an extra life; if the other team wins, you get nothing. Then, the second person you chose will be weighed against the second person they chose, and so on and so forth, same deal. This goes on until all five matchups have ended.

Below is a chart that reveals all possible weighing outcomes. An O indicates a win for your team in the given scenario, an X indicates a loss for your team, and a dash (-) indicates a draw.

BB = Babs Bunny
PD = Plucky Duck
ED = Elmyra Duff
GD = Gogo Dodo
SP = Sweetie Pie

MM = Montana Max
SL = Shirley the Loon
CC = Calamity Coyote
LB = Little Beeper
LS = Li'l Sneezer

The Other Team

	MM	SL	CC	LB	LS
BB	X	O	-	O	O
PD	X	-	X	O	O
Your Team	ED	-	O	O	O
	GD	X	X	-	O
	SP	X	X	X	-

Plucky Duck's Go-Go Bingo

This one's a total crapshoot, relying more on chance than any of the others. You get seven bingo balls. Press A, B, X, or Y to send a ball through the chute to Plucky. Each ball has a Tiny Toons character on it. When the character is revealed, any spaces on your bingo card that display the corresponding person will be filled in. For every line of five in a row that you complete, you'll get an extra life. Typically you'll get two to four lives from this one.

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6 | WALKTHROUGH  
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**This walkthrough is written assuming you are playing on the Normal difficulty setting. There are minor differences between Children, Normal, and Challenge modes.

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6.1 | Acme Looniversity  
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Buster's late for class, and appropriately, the first part of the first stage is in the school hallway. This is a good place to practice some of your attacks. To kill enemies, jump toward them and press Y to drop-kick them. You can also get multiple enemies that are close to each other with a dash attack. When your dash meter is flashing pink, press L or R to break into a dash, then press Down on the D-pad to slide into foes.

At the end of the hallway is a staircase. Before going up it, use your dash and slide under it. You'll find a blue carrot, which increases the total number of life hearts you have for one level (it resets to three at each new stage), and there's also a regular carrot to help you fill that new heart.

In the next room, grab the Gogo statue to fill your dash meter to full in an instant. You will see two signs, one of which says "Dash!!", the other of which says "Jump!!". Follow the directions. As soon as you make the dash-jump, you'll be hurtling at breakneck speed through most of this screen. Whenever you see the word "Jump" appear on a yellow sign, do it immediately. If you follow the sequence, you'll pass all the major obstacles with no problem.

At the next screen, the instructional signs are ditched, and it's up to you to figure things out on your own. Dash up the bookcase, then jump over to the wall across from it, and then jump again to reach the top of the bookcase. When you fall off and walk to the left, you'll see a red button. Activating it brings the two bookcases closer to each other so you can dash up the wall and jump to them as needed. When you fall off, walk to the left before pushing the next red button to give yourself a fifth life heart.

When you reach the top of the final wall, the button you find will open the green trapdoor in front of you. Fall down into a very dark room being patrolled with a flashlight by Arnold the pit bull. If he catches you in his flashlight beam, he will charge at you. Face him and drop-kick him whenever he rushes at you, and you can take him down in four easy hits. When you take him down, he'll give up the key for the door to the left as well as several stars (collect 100 for an extra life). When you go in the door, there is an elevator you need to take up. Before taking it, you can dash-jump to reach the wall nearby, which leads to a carrot that refills one heart.

After taking care of some rats on pogo sticks and pinchy lobsters, you'll meet Hamton. He tells you that Dizzy Devil is running amok in the kitchen. How to get rid of him? Hamton hints that Dizzy is a big eater, and that's a clue as to how to take him down.

BOSS: DIZZY DEVIL

Dizzy moves through a series of doors and conveyor belts. You'll also see various food items moving along these. The idea is make Dizzy eat until he's too full to cause mischief. To get him to eat the food, get on the level beneath him and bump the food up by hitting the conveyor belt when he's in front. If he's close enough, he'll eat it up while it's in the air.

The thing to watch out for is that once he eats the food, he'll start tearing around the arena as a tornado. To avoid getting hit during this time, hide in the nearest doorway and don't come out until he settles down. When you fill his stomach with enough food, he'll say uncle and you'll move on to the next stage.

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6.2 | Western Movie  
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By this time you'll be expected to have fully mastered the dash and all related techniques. There are points in the next level when you'll have to use them in full force. This level takes place on a Western film set monopolized by rich whiny-baby extraordinaire Montana Max. He's up to something; time for you to figure out what.

The first segment of the stage is nice and slowly paced, with a few fun parts to keep you from getting bored. The first of these is a jump-roping area. When you pass underneath the tall sign that says FARMS on it, you'll have to skip some rope before you can continue. Perform ten consecutive successful jumps to move on; if you trip up, you'll lose one vitality heart AND you'll have to start over. Move in when you're ready and get it done.

Immediately after that schoolyard diversion, you'll have to navigate a horse pen where buzzards are divebombing you. The brown horses stand still, but the blue ones kick, and if you're standing on them when they kick, you'll be launched into the air. Be careful that you don't get launched directly into a

diving buzzard, and use your drop-kick on the way down to clear out the flock. After you're through that mess, walk into the saloon.

Drop-kick the dogs and move underneath the chandeliers and then back out swiftly to get the carrot refills without taking damage. The main worry here is the barrels that bounce down the stairs. They're the hardest thing to avoid, but if you get to the top, you'll find Montana Max, who is making his escape through the window with all the valuables from the safe. Buster follows him out the window automatically.

In the next segment, you'll have to move ahead of the screen as the train chugs along. You can barely see the coyotes in the first train car, but their blue hats give them away. Drop-kick them, then jump up to the next set of open cars. Jump over the nets as they fly by; if they catch you, you'll have to start over (strangely, you don't lose any lives or hearts for this). After the nets, you will have to dash-jump to the roof of the next car. If you wait long enough, the game will tell you this, but it's best to do it ASAP.

Dash as soon as the game tells you to. It's a breakneck run from here to the next part. You need to be quick on the draw, doing what the game tells you to do the moment it tells you. The run is set up so that you'll grab the Gogo statues near the point when your dash meter is about to peter out. Near the end you'll grab a gold Gogo statue, which makes you invincible for a while.

After a short breather, you're required to use your dash-jump again. After a pretty cheesy uphill effect, the bridge starts collapsing. The car will slowly start to dip toward the abyss. When you see the next car, dash-jump to it. At the third car, you'll be instructed to dash-jump. Don't do it right when it says to or you'll get left behind by the screen. Do it a bit after. When you run down the hill and reach the ramp, don't jump off too early or you'll jump off to the left and have to do the whole dash-jumping business over again.

At this point, the train starts to head through a tunnel. The thugs in the dark car take two drop-kicks as opposed to one, so adjust your battle techniques accordingly. When the lights come back on, you'll face a pretty lame magician mini-boss. Walk up to him, jump, and lay down your bunny feet on his head. His wand can stretch to hit you, but just jump over it and keep kicking him until he gives up a plethora of stars.

Outside that car, you'll see wood planks start to fly at you. Jump to each one as it sails through the air. They're being thrown by your eternal nemesis Arnold. You can ignore him if you like, but if you kick him twice, he'll give up a bunch of stars. To pass the next part without getting owned by vultures, wait next to the car until you can see most of the logs on it, then dash across it. Jump up onto the logs and onto the top of the next car to find a restoring carrot.

At the end of the car, Buster will dash-jump on his own and make an impressive leap to the moon, then come back down onto a pile of bricks. Jump to the top of the train's front car, since if you get caught inside you'll have to start over. Ahead you'll find small puffs of steam and large fire-blowing stacks. Kick the fire stacks four times to get rid of them, then kick the giant smoke-stack six times to do it in. Wait at the ladder for the screen to start scrolling down and left before proceeding.

The screen moves very slowly, but be patient. If you get ahead of it or behind it at any point, you'll be counted as lost and you'll have to start from the nearest checkpoint. Wait it out. There's a free extra life represented by a Buster doll along the way. When you jump to the next platform from the moving wheels, hold right and walk against the edge of the screen so you don't get hit

when the train explodes in a display of pyrotechnic wonder.

Max's train is out of control, so Buster suggests jumping ship onto a nearby railroad cart. From here, the level's out of your hands. Watch as they speed up to 88 miles per hour and achieve time travel á la Back to the Future.

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6.3	Spook Mansion

Although the ghosts aren't corporeal creatures, they can be kicked out of existence the same as any other enemy. Halfway through the first room you'll find a blue Gogo statue, which when collected turns all enemies currently on the screen into stars. Walk ahead until you reach a device with a red ball sitting on it. Jump on the plate on the right to launch the red ball in the air. When it comes down, you'll be launched into the air. At the Welcome sign, dash up the wall to find a blue carrot and a regular one, bringing your maximum vitality to four hearts.

In the next room, you'll have to use the catapults to get to some very high ledges. Jump on the empty part and wait for the ball to come down to launch yourself. If enemies prevent you from getting to the ledges, kick them at the height of your jump to move them out of your way. You'll reach a catapult with four trays and no red balls in due time; to activate it, dash across it. At the tray on the far right, you'll be launched into the sky. Dash up the wall to find a Buster doll 1-up.

When you climb up the ladders to the next room, you'll face a different kind of catapult. Here, just wait for the large hammers to activate it. After the first one, you'll face a Dracula clone. Let yourself be launched into the air by the hammers and drop-kick him on the way down. Repeat this until he's dead, then move to the next hammer area. Make your way up and left until you reach a small platform containing a column with a ball on it. Kick the ball to make it bounce down and left (it doesn't matter which side you kick it from, it will always bounce left).

Do the same for the second one, but follow the ball down to find a catapult that will allow you access to a blue carrot as well as an orange one. Go down and left from that ledge to find a 1-up Buster doll, then return to where you found that ball and dash-jump to the left. You'll find Babs, who was playing with her friend in here because she thought no one lived in the mansion. She thought wrong though, so it's up to you to rescue the friend.

BOSS: DR. GENE SPLICER

As Babs will tell you, the key to defeating the boss here is to destroy his machine. To do this, you'll have to provoke the monster somehow. When you kick him, he will throw screws and light bulbs at you. The light bulbs are fragile and will shatter, but the screws can be kicked at the machine, and also at the monster in order to temporarily incapacitate him. The main focus should of course be on the machine. When the doctor's monster starts to corner you, retreat to the platforms above, then come back down and repeat the process until the machine has crashed and Babs is happy.

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6.4	Football Game

Mixing it up a little bit! This stage is different from the platforming exercises you've endured so far, and it's a fun change of pace. Here, your goal is to run the ball 100 yards for the game-winning touchdown. Hamton is the center, Plucky is the quarterback, Furrball's on defense, and you, as Buster Bunny, are the star receiver.

For anyone outside the United States who is unfamiliar with American football, here are the basic parameters you need to know:

You get four downs in which to take the ball ten yards. If you make it ten yards by the time four downs have passed, you go back to first down. If not, the ball gets turned over to the other team (or in this case, the screen fades to black and you lose a life and have to try again).

That said, you have seven minutes (four in Challenge mode) to run the ball 100 yards to your end zone. The timer starts when Buster catches the ball. After you get tackled, you'll be asked to make a play. Don't expect a complicated playbook; your only options are RUN and PASS.

ALWAYS PASS! It's pretty easy to catch the ball. When Plucky throws it, a pink box will pop up on the left side of the screen charting the ball's trajectory. Run full speed ahead until you see an X on the football field. As soon as you see it, turn around and jump up and left into the air. Done correctly, you should catch the ball just about every time unless someone blocks it or you run too far and it falls dead, neither of which happens very often. The ball even remains in play if you catch it after someone deflects it, so catch it on the rebound if the opportunity arises.

Catching a pass and avoiding at least two opponents practically guarantees you a first down. For every yard you run past the first down mark, you'll get a star, so if your star count is fairly high, you might score an extra life after a few good runs.

Repeat the passing game until you score the winning touchdown.

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6.5 | The Sky  
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Press the red button at the beginning to ride Calamity Coyote's balloon up into the sky. On the first screen you'll have to hop to the psychedelic bubbles Hamton releases from his plane to make your way to the top. Don't worry about getting the stars in the bubbles, they're way too far out of your way. When you reach the blue-and-gold-checkered sphere, walk right to reach the next screen.

The first row of balloons will pop before you can jump to them. Wait for the next set to materialize and use them as stepping stones to get to the next sphere. At that sphere, go up and left to find a 1-up, then go right until you reach the next screen. You'll then be on a Buster-and-Babs blimp having to avoid oncoming birds. Kick any that come your way and make sure to stay on the blimp at all times. Occasionally it will move to the far right; at this time it's best to avoid the birds entirely.

Soon the blimp will deflate and Concord Condor will take you to a pinball table where you'll have to meet certain criteria to move on. For the first one, pop bubbles with balls in them until a small moving ledge appears. Jump on that and then onto the next set of flippers. Collect all the balls above the bumper to make the next set of flippers appear, and use those to launch yourself through

the trapdoor in the ceiling.

All you have to do in the next room is hit the giant ball in the middle once to make it explode and gush stars. In the treasure chest is the script for the next episode (bit of cute metaumor there). Make sure you are planted firmly on the ledge while Buster is talking; if he isn't, he'll fall and you'll have to do it over again even though he gave the little spiel. Once you do make it, the building begins to collapse. You'll have to use your dashing powers to make it out alive.

You can do the whole thing in a single dash. You won't lose lives if you get left behind in this area, so you can do trial and error as much as you want. When you start running against a ceiling, jump to carom off it and start moving in the right direction. If you want to do the whole thing in one dash, you'll have to jump at the appropriate times, but luckily, this isn't very difficult at all.

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6.6 | Space Opera  
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You shouldn't waste too much time fighting the stormtrooper ducks here, as they can overwhelm you fairly easily, emerging from the chute above at a pretty fast clip. In order to easily avoid them and most of the obstacles in this part, dash up the wall, then stop at the very top. Jump down and to the left, and before you hit the ground, break into your dash. At the top of the second column, jump and hold left. You should jump past the chute dropping garbage blocks and land on the ledge to the left of it. Dash up that wall, then put on the brakes once you're over it and jump to the ladder.

Move to the right. There are several stormtrooper ducks and rogue robots here. You'll see a ladder that you have to dash-jump to reach, and that's where you need to go, but first, go a little farther right to find a blue carrot. Once up the ladder, dash-jump twice to the right to find a carrot to fill the new heart as well as a Buster doll 1-up at the top of the wall.

Head back left until you can't go any farther in that direction. You will find a key past a flock of stormtroopers. With that key, go back to the first ladder you climbed. You will find a keyhole. When you stand on, the hatch just below will open and drop you inside. Walk all the way to the right. The bay will open up slowly and a beam of light will shoot out that you can use as a walkway, allowing you to reach the next screen, which is a scroller.

On the scrolling screen, you will periodically be rocked by an explosion. You will sustain damage if you're out in the open when these explosions happen. To shield yourself, stand in front of one of the gray background structures. When the screen lights up white, you'll be okay and the stormtroopers will have been vaporized into collectible stars. The explosions will cease when the screen stops scrolling. Go to the top to refill one heart with a carrot, then back to the bottom through the door with the arrow pointing into it.

The button in front of you will reverse the gravity and also cause the giant black ball to shoot up in the air as well. The idea is to keep causing gravity to work in the other direction so that eventually you'll smash the floor and be able to access the area below where you started. Once the entire floor is cleared out, you can go down and through the passage in the wall to fight a mini-boss. He's easy; just kick him a few times while he's bouncing around the room to do him in.

The next room is a bit tougher. You're presented with an "easy course" on the right and a "hard course" on the left. On the wall are two different kinds of buttons. One is a picture of a ray gun; when you run over it, it will refill your dash meter. The other says OUT, and if you touch that one, an oil drum will fall on top of you and catch you inside it. When it hits the ground, a pair of stormtroopers will come up and beat on it until you pop out, and you'll lose a heart.

For the easy course:

1. Start off going up the left wall.
2. As soon as you hit the first dash refill, jump right, then left again.
3. Look at the right wall as you dash up. Jump over to the dash refill when you see it.
MIDDLE POINT
4. Go up the left wall and immediately jump right and left.
5. After the first refill, jump up to the right, above the next OUT sign.
6. After that refill, alternate bouncing left and right to reach the NEXT ZONE marker.

For the hard course:

1. Start up the right wall.
2. Jump left, then right.
3. At the second dash, go up a little to hit a star panel. This will drop three giant stars that are worth ten apiece.
4. Hop across to the left wall. As soon as you touch the second star panel, jump right to hit the next dash pad, then left again.
5. At the third star panel, jump right to reach another dash pad.
6. Jump left and right instantly.
7. Jump left, then right as soon as you touch the dash pad.
8. Leap left. At the star panel, jump right and left to get to the next zone.

Regardless of which path you take, you'll end up in the same area, so it's best to take the easy course. When you climb the ladder to the next screen, head immediately to the right and jump up to the bronze platforms. When a big-headed alien duck pops up behind you, turn around and kick him in the face. Make your way up via the holes in the floors. You'll collect a key along the way. Once at the top, walk right. Kick the stormtrooper you see and keep right to find a blue Gogo.

From the blue Gogo, go down to the very bottom level to find a blue door. When it opens, grab the silver carrot and then walk into the rope tied to the wall. When you release, you'll be shot across the large chasm to another ledge. Here you'll have to watch out for orange balls that shoot back and forth between the established ropes as well as the stormtroopers. If you're savvy, you can kick the balls in midflight and use them to take out the stormtroopers in a single hit (they'll hurt the stormtroopers when they're blue). Make your way up.

BOSS: DARTH PLUCKY

Plucky will return Princess Babs if you're able to dismantle his paralyzing ray. There's a lot of spinning in this level, but you can pretty much stay damage-free if you keep on kicking. The key here is to get the ray gun to shoot Plucky's ship. Any time the beam approaches you, kick so it will pass you by without hurting you. After approximately ten hits, Plucky will go down like a rock.

After beating Plucky, the characters strike the set, the credits roll, and the game ends. You are urged to play the game on Challenge mode, where you start with only one heart at the beginning of each stage (everything else is otherwise the same). You'll get a more animated ending when you beat Challenge mode.

Way to beat the game!

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7 | CREDITS & COPYRIGHTS
= | =====

Thanks to my current motivating peers, whom I often wonder about while writing:

Brian Sulpher
ZoopSoul (Dave McCutcheon)

Thanks also to all sites that originally host this FAQ:

GameFAQs (<http://www.gamefaqs.com>)
Honest Gamers (<http://www.honestgamers.com>)
Neoseeker (<https://www.neoseeker.com>)

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