

Daffy Duck: The Marvin Missions FAQ/Walkthrough

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Daffy Duck: The Marvin Missions
Walkthrough/Full FAQ
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First Version

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To contact me if you find anything wrong with this FAQ, send an e-mail
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A: Story/Introduction

Welcome to Daffy Duck, the Marvin Missions! This is an older game, sporting 16-bit graphics and five worlds to travel to open for your exploration. This is my second FAQ, so I have a bit of experience. Before you play the game, I recommend you read the section on enemies and items unless you are already familiar with them because I do not explain them in the Walkthrough.

Anyway, on to the game. It seems that Marvin the Martian, cartoon legend, is once again trying to take over the galaxy. And then there is Duck Dodgers, (that's you) the only hero in the galaxy brave and strong enough to stop him! *Dun dun DUN!!!

B: Options/Controls

Ok, getting started. When you start off your SNES/emulator, you

will have the old start/options section. Of course, selecting start will start the game, and options will bring you to a menu screen. Under options you can find uninteresting things like whether or not you listen to music/sound effects while you play... but the only three that will probably be of any use to you is the controls, difficulty, and extra lives.

First off, for the extra lives you can have either 3, 4, or 5. The default is 3, and unless you want a challenge go for five.

The difficulty has two different choices, medium or hard. The default is medium. The only difference I see between the two is that on the hard setting, it takes a little longer to kill your enemies.

Finally, for the controls you have type A and type B. I go with type A, but whatever you choose is fine. Here they are:

Type A:

A: Nutty Attack

B: Jump

X: Block

Y: Shoot Weapon

Type B:

A: Shoot Weapon

B: Jump

X: Nutty Attack

Y: Block

C: Menu

This is the menu screen that you get every time that you are at the start of a new world. It is basically split into three parts. The first is the name of the level. The second screen is the information screen, which explains the level and what you are trying to do. The third screen is your own personal shop where you can purchase any item in the game with your dough. You start off with \$1,500 in the very beginning to spend. I will have what the first two screens explain before the level on the Walkthrough, but since the shop is always the same I am going to go over that here.

D: Walkthrough

- a. World 1

First Screen: Where there is duck, there's fire.

Second Screen:

Planet: Magma

Type: Resort

Size: Big

Atmosphere: Quaint

Top Secret: 1. Marvin causing havoc on planet!

2. Stop him at all costs!

3. Oh, almost forgot - he has abducted our
greatest politicians!

- Headquarters

Advice for the shop:

You only have \$1,500, don't waste it. Buy a crapload of three-way guns... four or five will work. You will find a few in the levels themselves. Buy enough fuel for your tank, two or three is all you can get anyway and that is not expensive. Later on you will need the money badly, so don't use it all here. Oh, and my advice... save the three way gun for the end boss of this world, because you'll regret it otherwise.

Stage 1: Fun stuff... molten rock flowing everywhere, wild cactuses after you, and there is even an ambassador in distress for you to save.

With a quick "duck dodgers" from Daffy, walk right over a lava pit. (These things hurl rocks from their depths, try not to get hit, but most of the time they are pretty easy to avoid.) Lucky you, you encounter your first enemy of the game!! Yes, it is a cactus. Shoot it quick enough and it won't get a chance to dodge those spikes that are so easy to avoid. It'll drop some cash (YES, YES!!), and across three more pits of lava to your right there's a gold man. Further on to the right and two pits later is another cactus. Past him is an elevator. At the top of the elevator go left a bit to get some fuel. (If you fly straight up and left there is nothing, don't waste fuel going up there.) Go back to where the elevator was, and fly straight up and to the right a little bit. There will be a lava geyser spitting up burning rocks. Walk right, kill that fire guy, and past him is his life savings.

Heading back to the small staircase at the top of the elevator, go in that cave to the right of you and kill the cactus. Fall down the pit at the right end, (avoiding the lava at the bottom), and to the right is another of your green spiky friends with some cola drink above him. After you get your life refilled and the cactus is taken care of, go right and through that hole in the wall. Jump up to the right a little bit and get the extra life. Nothing left up there... fall down and hit the continue arrow. To the right of you is another of those golden guys, kill him. Jump on the ledge to the right of you, and then jump left again into the wall. You will go through it. Walk to the left and grab the money inside. No go back to the ledge, and hop from ledge to ledge making your way slowly to the right until you come to the elevator at the far wall. There should be a freeze gun and some fuel right there. Go up the elevator and jump left onto that ledge at the top of it. Keep going up and left from ledge to ledge. At the last ledge there is a gold fire guy a bit off of the ground. He will fall out of his wall, kill him. Keep going left to another elevator. Almost done now.

Going to the top of the elevator, there is a small nook to the left of you with a bomb gun in it. Grab it and jump to your right. The ledges on your right hold another cola and a continue arrow. When you get to the continue arrow, prepare yourself for the Magma planet mini-boss.

Stage 2: Now, for a change in scenery, you are in a hotel filled with hostile aliens. Whoohoo!

E: Enemies

This will be done later on in a future version of the FAQ

F: Items

This will be done later on in a future version of the FAQ

G: Bosses

This will be done later on in a future version of the FAQ

H: Legal Information

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I: Update Information

First Version: Laid the outline for the FAQ. Had the first two sections complete, and the Legal Information. The first stage of the first world of the Walkthrough was also complete.

Version 1.03: Will have up through the menu section and the first world in the Walkthrough complete.

Version 1.06: Will have the Special Thanks and up through the second world finished in the Walkthrough.

Version 1.09: Will have the item list completed, started with the enemy list.

Version 1.12: Will be finished with the enemy list, started with the boss list.

Version 1.15: Will be completed up through world four in the Walkthrough.

Version 1.18: The Boss list and Walkthrough will be completed.

Final Version: All spelling and grammar fixed within the FAQ. After this there will not be another posting of this FAQ.

J: Special Thanks

This will be done later on in a future version of the FAQ

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