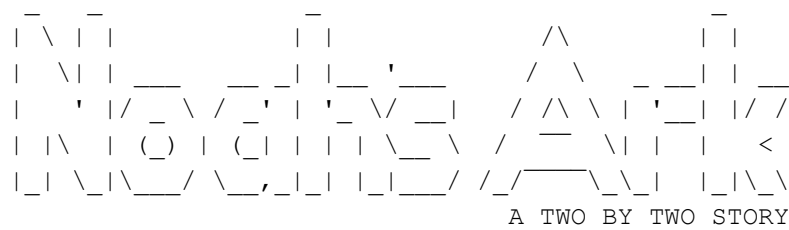


# Noah's Ark FAQ/Walkthrough

by TrulyDexterous

Updated to v1.0 on Jul 29, 2009



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|                       AUTHOR: TrulyDexterous
|                       VERSION: 1.0
|                       LAST UPDATE: 29/07/09
|                       PLATFORM: NES
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          1) R e v i s i o n H i s t o r y
  
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V e r s i o n 1 . 0 ( 2 9 / 0 7 / 0 9 )

The FAQ is finally complete. File size is around 75kb.

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/		2) L e g a l N o t i c e		\

This guide can only be viewed on the following sites:

GameFAQs - <http://www.gamefaqs.com>  
NEOSEEKER - <https://www.neoseeker.com>  
SUPERCHEATS - <http://www.supercheats.com>

These are the only sites that I trust and that keep my guide updated. For this reason I won't allow my guides on other sites. Please don't email to ask.

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/		3) I n t r o d u c t i o n		\

Hello peeps and welcome to my FAQ for Noah's Ark. This will be my (I think) 26th guide. I'm not usually a fan of the NES, but I've been persuaded to help out with the NES Completion Project by Da Hui. I'm too nice for my own good. In all honesty though, I'm glad to get involved, even if the project is moving into its closing stages. Plus I'm not getting paid for this unlike all the bounty hunters out there!

In essence, Noah's Ark is a Bible-based game, apparently detailing the story of Noah. However, I can't help thinking there are some discrepancies in the story. Like, I thought Noah was supposed to rescue 2 of each animal, instead of the 1 which he does in this game. And I know that Noah is God's best pal and all that, but does that mean he can breath underwater for a limitless time? Even Jesus can only walk on the stuff. And another thing. It's not very Christian-like to go around massacring the none-chosen animals and non-believers is it? Forgiveness? I think not.

For more information on the protagonist in this game, check out Genesis Chapter 6.

If you want too see any more of my work then go here:

<http://www.gamefaqs.com/features/recognition/76852.html>

Thanks for looking, I hope you find the FAQ useful.

-TrulyDexterous

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4) Game Basics			

## Controls

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A.....Jump/Fly  
 B.....Shoot  
 D-Pad.....Move/Swim  
 Down.....Crouch

## Power Ups

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**Feather** : Feather. It gives you wings. Or is that Red Bull? Anyway, grab the Feather and Noah will be able to fly. I think you can imagine why this will be useful.

**Fish Bones**: Grab a fish skeleton and Noah will transform into a fish. As a fish, he can still fire but he can't jump. Swimming through water will be 10 times easier though. If you leap out of the water, Noah will return to his human form.

**Rock Head** : Turns Noah into stone. He cannot be harmed by spikes whilst in this form. You are also invulnerable to projectile attacks. The only way you can be harmed is by touching enemies. If you jump on an enemy, you will cause more damage.

## Items

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**Bonus Room**: If you find a small door floating on a cloud (similar to the door that leads to the boss stage) then quickly grab it. You will be taken to a bonus room with collectables in it (e.g. Tablets, Melons). Depending on which continent you are on, you will get different items. Anyway, the items are spread over 3 floors. Make sure you get all the items on a floor before moving to the next because you can't move back down floors. After finishing this bonus you will have to start the stage over.

**Diamond** : There are two types of Diamond, red and white. These are a collectable and can be found in the same areas as fruit.

**Duck** : Collect these to increase Noah's attack. See the Basic Gameplay section below for more on this. Ducks can be found by killing enemies or by walking over certain points on the ground.

**Extra Life**: This takes the form of a mini-Noah. Grab this for one more turn. No matter what happens, you can only get 9 Extra Lives. After this they won't count.

**Fruit** : There are various different types of fruit, with varying points for each. I'm not going to go through them all, it really isn't that important.

**Potion** : The white ones will make you jump higher. Press and hold A down to make the jump. The black ones will make you invincible for a short period of time.

Snowflake : This will freeze all of the enemies in the stage for a brief period of time.

Tablets : Not painkillers, but stone tablets. At least, I think that's what they are, they don't look like much else. Collect these to earn points.

Treasure Chest : If you find one of these, you can collect it you earn 10,000 points. However, if you destroy it, it will give up a few coins. Collect these coins and you will earn more than 10,000 points.

## N o a h ' s H e a l t h

Noah's health can be seen in the top left of the screen, in the form of a bar. So what affects Noah's health? Enemies are the main cause of harm. If you are hit by a projectile, one section of the health bar will be drained. That's fine you might be thinking. However, if Noah actually contact with an enemies (other than stomping on it) he will lose half of his total health. You might want to stay well back, because after a couple of hits, Noah will be at the Pearly Gates.

Should you currently be in possession of a PowerUp when you are touched (i.e. lose half your health) by an enemy, you will lose the PowerUp instead of the health.

Spike pits can also cause harm, so don't go jumping into them. Should you lose Noah don't a bottomless pit, he will instantly die.

When Noah loses all of his health, or falls down a pit, he will lose a life. At the start of the game, you will start with 3 lives. You can gain extra lives by finding them hidden throughout levels. Extra health can be found in the form of Tokens. These take a different form on each continent.

## B a s i c G a m e p l a y

- I find this game to be very random. Sometimes when you walk over a spot or jump in a certain place, you will find a certain item or PowerUp. However, on some occasions you will not.
- After you kill an enemy, sometimes they will give up a random PowerUp or item.
- At various points in a stage, you will see a blowhole with a plug in it. Sometimes this plug will shoot into the air. If you can destroy the plug, the water level will rise slower.
- I'm you finish a stage with a PowerUp, you will start the next stage with it too.
- After you make it through Europe, you will have the option of using a couple of continues if you need them. However, if you do use a continue, you must start from the first stage of which ever continent you died in. Additionally, your score will be re-set to zero.
- At the end of the first two stages of an area, you will meet the Drain Plug Monster. This enemy will appear a lot through out the game. Basically, the fight doesn't change much. You should avoid the projectiles that it fires at you. To harm it, you should aim just at the head and ignore the tail.

These guys aren't all tough to beat so after a few hits or so, it will be defeated and the stage will end.

- In the third stage of an area, when you reach the end, you will find the chosen animal that has been locked away in that area. After freeing the animal, a doorway will appear. Enter this doorway to be taken to the boss stage.
- The boss stage comes after the third stage in an area. Unlike the Drain Plug Monsters, the bosses differ after each area. Once the boss has been defeated, you will proceed to the next area.

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                    5) W a l k t h r o u g h
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In each chapter I will give a blow-by-blow account of each stage in that chapter, including the boss battles. That's it, so get to it!

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                    5a) E u r o p e
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### S t a g e O n e

As soon as you start, jump directly upwards and you will find a Teddy (extra life). You can get this life again if you die on this stage. Now, go to the right and take out the Crab. Jump up and collect the 3 Tablets. Go up the stairs and at the top, you will find a Duck. Below, a Crab will be moving towards you. Jump down and stomp on its head. Take out the 2 Snails on the right, then use the small platforms above to reach the Tablet.

Press on and stay on the lower path. You will find a Potion on the ground before you reach the Snail. Go to the right and jump over the blowhole when the plug comes back down.

Climb the stairs and kill the Snail at the top. Grab the Treasure Chest and the Tablet here too. Knock out the Crab to the right, then leap over the spike pit. Head down the steps and jump to the small platform on the right. Take out any enemies up here, then jump to the next small platform. On here is another Potion.

Climb the stairs and take out the nearby Snail. There is a hollow to the right. I expect the water is rising quite high by now. Jump over the hollow where there should be a couple of Crabs.

On the other side, go up the small platforms, using them as steps. Leap to the platform on the right. It doesn't matter if you drop into the water, but it is easier to stay above land.

The next platforms will now probably be submerged. However, it is a good idea to stay on them. That is because there is a Heathen over on the right. Usually, it isn't a good idea to fight a Heathen head-on. Instead, it would try jumping straight over him, or stomping on him once then running away.

Try either of these things then move to the right. When you reach the blowhole, use the nearby platform to get to the higher ground. On the right, the ground will become lower again. Drop from the ledge, collecting a Tablet along the way.

When you land, you will be on some temporary platforms over a spike pit. Quickly move off of them before they collapse and Noah meets his maker... again.

Anyway, here you will meet the Drain Plug Monster. Seeing as this mini-boss appears at the end of every single stage, I put a guide to taking it on in the Basic Gameplay section above. So refer to that if you need help.

Once you have taken out the Drain Plug Monster, a ton of collectables will fall from the sky. Grab as many as you can but make sure you don't fall into the spike pit. However, if you fail to defeat it and it retreats back into the drain, you will complete the stage but you won't receive any collectables.

## S t a g e T w o

Take out the Snail and the Crab and head up the stairs. If the Bird swoops down, quickly duck. However, if you manage to take the Bird out, you will earn a Duck for your trouble. Collect the Tablet at the top of the steps then jump to the platform on the right. A Snowflake will drop out of the air and all the enemies will be frozen briefly.

Get back to the ground, grabbing the nearby Tablet on the way. Jump over the pit here and stomp on the Rat. You should find a Duck on this platform. Jump onto the next platform, then leap up towards the small platforms. On the way up you will find a Duck/Potion. Grab it and head take out the Hedgehog on the right. You can't stomp of Hedgehogs, so take him out with your projectile attack.

From this platform, jump to the right and take the upper path. Deal with the next Hedgehog here. Grab a couple of Tablets and as you drop into the hollow with Snail, there is a Duck. Kill the next Hedgehog on the higher ground.

From up here, take out the two nearby Rats. Go up the steps and kill a third Rat. If you move to the right, a Treasure Chest will drop from the sky into the water. My advice would be to ignore it. Instead take the upper path.

Keep press right, go past everything until you reach a Snail crawling along a couple of small platforms. Now jump over to the right and land in the water. Make your way a little further forward and you will reach the Drain Plug Monster (see Basic Gameplay so info on killing it). Once it is dead, grab your collectables and move on to the next level.

## S t a g e T h r e e

Take out the Caterpillar, then jump over the Spike Pit. Grab the Tablets here and stand on the platform here. You should find a PowerUp here. Hopefully it will be something good like the Feather. Anyway, let's assume you weren't so lucky.

Jump over the spike pit on the right. Take out the close by Caterpillar and leap over the next spike pit. Climb the steps and collect the Tablet at the top. Up here you will also find a PowerUp. Over on the right there is a

Heathen. Stomp on his head, then run past him. Jump over the spike pit and then climb to the higher ground. You will probably find a Duck here too.

Leap over the spike pit then jump onto the above platform. A Potion will drop out of the air. Jump to the right and collect the Tablet. Beware of the second Heathen though. Watch out for the Rocks and jump over the next spike pit.

Get over the next couple of spike pits and you should find a PowerUp on the other side of the second. If you haven't got one already, a Feather PowerUp could help you out here. If you have time, take out the blowhole.

The water will probably have submerged Noah by now. Head to the right and avoid the Bird. Stand on the platform here, then fly over the spikes and land on the next platform. If you don't have a Feather, walk along the small platforms and the last one will move over to the right. Now, avoid the birds here, then stand on the largest platform.

This platform will move to the right. Get off of it, then jump over the nearby Heathen. Go to the right and leap over a couple of spike pits. Finally, you will find the captured Rabbit. Touch the cage to release it. Grab the Heart that the Rabbit will release. This will open up a door to the Boss.

### B o s s : G i a n t F i s h

This boss isn't too hard. Noah will transform into a fish for this battle. The Giant Fish will appear and shoot some smaller fish and some spiky balls out of its mouth. These mainly stay horizontal to the fish, so stay either above or below it to keep safe.

Once it has finished its attack, usually it will move back. This is your time to strike. Line up with it and hammer the fire button. The bubbles will block your attack, so try and keep out of the way of them. However, some of them hold Ducks, so try and pop them and collect the Duck.

The projectile you ended with on the last level will be the one that you can use on this one. The Fish will now reappear and you need to repeat the process.

Should you touch the fish, or lose all your health, Noah will lose his fishy form and sink off of the bottom of the screen. I suppose he is left sleeping with the fishies :) However, if you still have a life left, he will soon reappear.

After finally defeating the fish, you will earn 50,000 points and a load of collectables will shoot out of the fish. Get collecting. Once this is done, a scene will show Noah taking the single rabbit to the Ark. As there is only one rabbit, I assume Noah has some sort of advanced genetic cloning machine to keep the rabbit species alive.

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### S t a g e F o u r

Go to the left and collect the slice of Melon. These will take the place of the stone Tablets in the North America area. Now, take out the Totem Pole, but

make sure none of the parts touch you when it breaks up. Press on and take out the Bird nearby and it will give up a Duck.

On the edge of this ledge, drop down and you may well find a PowerUp back on the platform above.. Hopefully you can grab a Feather to make life easier. Now, head down the stairs and on the bottom one jump to the nearby small platform. Take a (semi) running jump off of this and clear the cactus. It is goddamn (sorry religious folks) annoying if you hit this because it results in a one hit KO.

Over the cactus, take out the next Totem. Make your way up the steps. At this point you may see a Treasure Chest drop into the water below. Come down the stairs and kill the Totem here. If you drop into the water, you can now reach the Treasure Chest (usually I don't bother).

Now you will come up against a couple of cacti. I really can't see a way to get around them, so you better hope you have a PowerUp. If you don't, you can try jumping over them, but the water level will begin to get too high here.

Anyway, let's say you managed to get over the cacti. Jump onto the steps here and you should find a Duck on the ground. Ignore the higher Dragon and run to the left. Kill the nearby Dragon, then jump over the tip of the cactus. Here, on the ground you may find a Snowflake.

Continue to the left and stomp on the Scorpion below. Leap over the gap here and head up the steps. The water level is gonna be pretty high by now. Deal with the Scorpion then continue to the left. Take out the blowhole if you have time then grab a couple of slices of Melon. Just to the left of this you will find the Drain Plug Monster.

## S t a g e F i v e

Grab the slice of Melon, and you will see a Heathen on the right. In North America, Heathens take the form of Native Americans. Watch out for his tomahawk! Anyway, take him out with your own projectiles. He will give up a Duck.

Follow the steps upwards and leap over the cactus here. Avoid the fire from the Dragons below and grab a Melon nearby. On the ground close to this, you will find a Potion.

Jump onto the nearby floating platform. From here leap over the cactus, stomping on the Dragon as you land. Grab the Treasure Chest then kill the Scorpion. Walk to the right and at the bottom of the steps you will find a Snowflake.

Climb the steps and take out the Scorpion at the top. Take a running jump over the cactus. If you stand next to the cactus on the other side, you may well find some Fish Bones. Grab the Melon on the right before climbing the steps and killing the Scorpion.

Leap to the right and stomp on the first Dragon. It should give up a Potion. Jump up and shoot the second one and this will give up a Potion too. The final one will give up a Duck. Head to the right then go down a couple of steps. Jump to the platform on the right to get over the cactus.

Leap across the next couple of platforms, then drop onto the small moving platform here. Let it take you over to the right. Should the Jellyfish come



to attack you, jump over it then land back on the platform. Leap along these smaller platforms (but watch out they collapse) or take the bottom path if you need some health.

Follow the path to the right now, there are no more enemies. Grab the Melons if you need health. Eventually you will reach the Drain Plug Monster.

## S t a g e S i x

Take the upper path and kill the Scorpion. Take out the Dragon too and it will give up a Duck. On this step walk directly to the left and Noah will drop to the lower path. When you land, you may find a Duck.

Go to the left and use the higher platforms to get over the cactus. Take out the blowhole and the nearby Dragon. The Dragon will give up a Snowflake. Grab it then kill the Scorpion on the left.

Make your way to the left, then use the floating platform to leap over the large gap. Alternatively, if you have the fish transformation, just swim over it. On the other side of the gap are a couple of Heathens. My advice would be to take out the nearest one, then walk along the same platform and drop to the path below.

Down here is another Heathen. Kill him and head to the left. You will find a Treasure Chest. Destroy it and grab the coins or just collect it. Stay on this lower path and destroy the blowhole if you have time. Pass beneath the Heathen or take him on if he sees you. Now use the higher step to jump over the cactus.

Destroy the blowhole then take out the Totem. Jump onto the building, as to avoid the Heathen that will attack you through the windows. Take out the Totem up here and press on to the left. Deal with the next couple of Totems, then jump onto the next block of buildings.

Watch out for the Heathen in the windows below. Grab any Melons that are hanging around up here. Just over to the left you will find the Skunk in the cage. Jump to it and the door to the boss stage will be revealed.

## B o s s : G i a n t S p i d e r

The Spider will drop from the top of the screen and begin firing webs at you. In this stage, Noah has the Feather PowerUp so he can fly. Hold down the A button to keep Noah airborne.

The spider will move back and forth and you're most important task is to avoid it. Should the spider touch Noah, he will lose the Feather ability and drop from the screen. If you are lucky, you will be able to land on one of the clouds that are moving up and down the screen. If you do this, try and grab another Feather from one of these clouds.

Whilst you are avoiding the webs and the spider, you need to pummel the B button to go on the attack. It will take a lot of hits, more than you would expect. If you get low on life, you can collect a Feather and it will be replenished.

After it takes a few hits, the spider will become much harder to avoid. The best way to avoid it is to stay in one of the top corners. The spider can't reach you up here. Once the spider moves away, drop down and hit is as much

as you can. When I moves close again, hide up in the top corner.

After many hits, the spider will begin to flash more often. This means that it is close to defeat. Give it a few for hits and it will die. Grab the fruit that is coming from the Spider.

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### S t a g e S e v e n

Take out the Frogs then head up the stairs. Up here is a beehive. Try and destroy it before too many bees escape and come on the attack. If any do escape try your best to take them out before they harm Noah.

Deal with the next frog, then jump along the stone platforms, collecting Tokens as you go. These Tokens are the South American equivalent of Tablets and Melons. Kill then next couple of Frogs and continue following the stone platforms. Watch out for the Green Dragon up here.

Beneath the last platform, you will see a line of Tokens. Drop down and collect these. Jump onto the floating platform on the right, or use the spring to reach it. As soon as you land, the platform will crumble, so you need to make a big jump to the right asap. If the platform does crumble before you get across, you can get across the gap using the spring.

There is a Giant Frog here, so try and stomp on it when you land. I would advise you to stomp on it only once, because the Frog will jump and cause Noah harm.

Jump onto the stone platform on the right and take out the Frog on here. Leap to the next platform and from here drop to the ground. Go down the steps and jump onto the platform on the right. Follow these platforms along and make sure you deal with the beehive early. Grab the Tokens up here too.

You can drop down and grab a Treasure Chest here if you wish, but I usually ignore it and continue along the platforms. From the last platform, leap over to the right and stomp on the Frog as you land.

Walk along the bigger platform and jump over to the right and land next to the lower Frog. Take out this Frog, then move past the blowhole. Kill the next Frog, then shoot the rocks to reach the Tokens nearby. Watch out for the Plant, because it is pretty strong. Watch out for the spikes around here. Now, make your way up the steps or over the platforms and you will meet the Drain Plug Monster.

### S t a g e E i g h t

Go past the blowhole and take out the lowest Frog. Make your way up the steps and either attack or avoid the Heathen here. Sometimes he won't appear so if he doesn't - bonus. Kill both of the Frogs here and collect the Token above before proceeding.

At the bottom of the steps are some curly-spike-plant type things. Make sure you don't touch these, as doing so is a one-hit-KO. Once over these, take out

the Frog and take the lower path. Destroy the blowhole and walk over the gap on the left.

On this lower path, there will be some rocks blocking your way. Shoot these to get them out of the way. After this take out the Piranha if it bothers you. Grab the Tokens from down here.

Press on to the left and go up a few steps. Use the stone platforms here and make sure you avoid the spikes. On the middle platform you might find a Duck. There is a beehive here. Destroy it then head up the steps and deal with the Frog here.

At the top of the stairs is a Treasure Chest. Kill the Frog and go down the steps. When you reach the bottom of the stairs, kill the nearby Frog. Over on the left is a Heathen. Take him out and jump to the platform. Be careful though, the right hand side of this platform will crumble. However, on the left side you will be safe.

Leap onto the nearby steps and you will be faced with another Heathen. Kill him and continue to the left. You will now see a large gap, covered with a few platforms. Make your way across but remember the big platforms will crumble, whilst the small ones will stay intact.

## S t a g e N i n e

Move down the steps and take out the nearby Green Dragon. It will give up a Duck. Quickly destroy the plug of the blowhole then kill the nearby Heathen. Collect the Tokens on your way up the stairs. Up here, move past the Green Dragon and go down the next set of steps.

At the bottom, leap over the spikes and use the spring to reach the platform on the right. This platform will crumble pretty quickly, so you might want to jump to the ground. Kill the Frog here, before taking on the Heathen.

Move up the steps and kill another Heathen, who will give up a Duck. At the top of the stairs, knock out the next Heathen and you might find that he gives up an Extra Life. Leap over the spikes and land on the higher platform. From here, destroy the beehive.

Nearby is a Frog. Kill it and it will give up a Snowflake. Climb the steps and take on another Heathen who may give up another Extra Life. At the top of the stairs, jump onto the nearby platform. Take out the Frog up here before leaping to the next platform.

Drop to the floor before jumping over the spike pit. Use the spring to reach the platforms on the right. Watch out, as these will crumble. Just to the right is a Giant Frog. Try and time your jump so that you stomp on its head just after it has come down from its own leap.

Just stomp the Giant Frog once, before moving to the right (past a smaller Frog). Go past the blowhole and leap over the next spike pit. Kill the two Frogs that are on the stairs before climbing them (ignore the beehive).

Destroy the next beehive and kill the Frog on the stairs. Drop down a couple of steps before jumping onto the floating platform. Jump to the platform on the right, stomping on the Frog as you land, then leaping over the spike pit.

Kill the nearby Heathen and then move past the blowhole. Go up the small set of steps then shoot the rocks that are blocking the way. Advance forward and

leap over the spike pit below. Just over to the right, you will find the caged Toucan. It will give up the entrance to the boss stage.

## B o s s : T h e S u n

This is similar to the Spider boss from North America. Noah will have to fly again and this time, there is a Sun to defeat. If you wedge Noah in the top left hand corner and wait for the Sun to move around. Usually, it will move in circles, often leaving the top of the screen and the reappearing suddenly, with the aim to take you by surprise. Unlike the Spider, the Sun can actually reach Noah whilst he is in the top corner, so if the Sun gets too close, you need to move out of the way - fast.

When the Sun moves away from Noah, but is in plain view, hammer the fire button to hit him as much as possible. When he moves back toward Noah, wedge him in the top left again.

Not only does the Sun move, it will also shoot flames at you. Try and avoid these, but don't risk touching the Sun to do so. If you take too many hits, you can always grab a Feather (floating on the clouds) to regain health. You may also find Ducks on the clouds to upgrade Noah's attack.

Remember, if you touch the Sun, or lose all of your health, Noah will lose the Feather PowerUp and drop off of the screen, losing a life. If this happens, you will be lucky if you can land on a cloud and grab a Feather to safely take to the air again.

After a lot of hits, the Sun will die. Grab some of the goodies that it is giving up.

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5d) A f r i c a

## S t a g e T e n

You should start this level with the Feather PowerUp, as you finished the last boss with it. From the starting spot, move to the left as the ground will already start to crumble. Go past the blowhole, then jump over the gap. Kill the two Ostriches over here and they will give up a PowerUp or an item. Take out the Snake on the pyramid too. Grab the Token from the top of the pyramid. Tokens take the form of hieroglyphics in Africa.

Come down the pyramid and knock out the Ostrich down here. Grab the item that it will leave behind. Go past the blowhole and head into the next pyramid. Watch out for the falling rock on entry. In here there is a Heathen (Egyptian) hidden behind a breakable wall. Take down the wall, then take down the Heathen BEFORE moving inside.

As you walk onto the floor above the water, you will see that it will crumble pretty quick, so move over it fast. Nearby you can pick up the item that the Heathen dropped.

Over to the left, you will see another breakable wall. Jump up to it, but don't knock it down. Instead jump up to the higher floor. You can also exit through the water but that is a more difficult route. Go down the pyramid.

Leap onto the platform with the Treasure Chest before killing the nearby Heathen. You should try and deal with him quickly, otherwise he will jump at you.

Move toward the entrance of the next pyramid. In here, take out the wall and the Heathen (if you can reach him) before moving in. Run over the thin floors before they crumble. Break through the next wall, then you can either take the upper path or the lower one through the water. If you go up, watch out for the spiky ball that will one-hit KO you. Both paths will meet up outside the pyramid.

You will now reach a small pyramid and by this point the stage is probably deep under water. It's all so much easier if you have the Fish Bones at this point. Anyway, either go beneath the pyramid or go over it and take on the snake. I like the go beneath option.

After this you will see a snake on a narrow platform. Kill it before leaping to the platform. From here, jump to the next platform on the left. Destroy the blowhole here, then enter another pyramid.

Inside, taking the lower path is the best option. Drop down, but watch out for the crumbling floor. Kill the Heathen and clear the wall before running straight over it.

From here you should leap over the gap and grab a couple of Tokens in the process. To the left you will see a blowhole. Destroy it before running over the crumbly floor. DO NOT jump at this point as there are spiky balls above you. Instead, just keep running and you will make it over the small gap.

As you exit the pyramid an item will appear. Now kill the Snakes and jump along a couple of platforms, grabbing the Tokens as you go. Take out the next Snake and it will drop an item, hopefully something useful for the upcoming boss battle.

Just to the left you will face the Drain Plug Monster. By now, you know what to do.

## S t a g e E l e v e n

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Go to the right and take the upper route over the pyramid. Grab the Token and take out the Snake. Usually the Snake will leave behind an item. Continue to the right and if you jump near the token an item/PowerUp will appear out of nowhere.

Don't be tempted to drop into the pyramid, keep to the upper path. Break down the wall at the end and exit the pyramid (that you didn't really enter). Anyway advance to the right and go over the next pyramid. Kill the Snake at the top and grab the item that it leaves behind. Now descend down the other side.

A little to the right you will come to a larger pyramid that you can't climb over dammit! However, there is an upper path that you can reach by leaping onto the higher platforms.

Up here, destroy the wall then leap to the next platform. On here you get to destroy another wall. Yay. On the other side, jump onto an even higher platform with a Token on it. Now proceed to the right.

Watch out for the Mummy who will be strolling around and don't hit the spiky balls on the ceiling if you jump. By now the screen will be pretty full of water. That's okay though. Drop down to the right and take out the blowhole. There's also a Mummy to deal with here (but not all the time).

Once the Mummy is out of the way, run across the gap (jumping will result in death-by-spiky-ball) and then run across the crumbly floor. When you come to the wall, leap onto the higher ledge.

Up here, grab the nearby Token. Press on to the right and there are a couple of Snakes here. Hopefully one of them will drop you an item. Anyway, carry on to the right and make your way over the top of the pyramid.

On the other side, grab the Token and then the Treasure Chest from the high ledge. A bit to the right you will find a few step with a Heathen at the top. On the step second from top, you can find a PowerUp by jumping. Once the Heathen had been dealt with, move forward.

There is one final Heathen to deal with now. After go to the right and stand on the high ledge. Up here you will find an Extra Life on occasion. Now, drop down to the right to meet the Drain Plug Monster.

## S t a g e T w e l v e

At the start, take the lower path to avoid the Heathen. Grab the Token, but don't get too close to the spiky balls. At the ledge, jump up and take out the Snake, who will leave behind an item.

Go over the top of the nearby pyramid and take on the Heathen. From here, jump along the brown platforms. On the second one you should find a Treasure Chest. From here, you need to kill the Heathen on the left, before jumping to the next platform.

The Heathen will most likely have dropped an item, so grab it and continue to the left. Enter the pyramid and drop down to the lower path (watch out for the spiky balls).

Down here, destroy the blowhole, then break down the wall to the left. Through here there is a small Spider in front of you. Take this out, as well as the nearby Mummy. The Mummy may drop an item, so grab it and move toward the next wall.

Break enough of it down so that you can leap over the gap. Up here, kill the Mummy, then break through the next wall. You should now drop to the lower path, but beware of the blow hole down here. In actual fact there are three paths that you should take, the best one being the middle one.

Make your way through three breakable walls, then drop down and collect a Token. Here the floor will crumble and you will fall. You will land on another crumbly floor, so quickly move to the left.

Take out the blowhole, then use the springs to bounce to the very top path. Up here you should break down a couple of walls. You will then come to an area that is filled with crumbly floors. Really, you don't need to concentrate on anything here, other than getting to the other side of the area safely.

Once you are over to the left, break down the wall here. You should now see some springs. You should only use the very left one, as the others will bounce you into the spiky balls above.

Take is upper path if possible and you will come to a wall (above the blow hole). Break down the wall, then move to the left and break down the next wall that is slightly higher up. Break the one after it, before quickly running over the crumbly floor. Run over the next crumbly floor and break down the next wall.

Just to the left, on the lower ground, you will find your furry friend. Go through the door to the boss level.

### B o s s : L o b s t e r

Well, I think this is a lobster anyway. This is similar to the fish boss earlier on in the game. You are underwater, so obviously the Fish Bones PowerUp is in attendance.

The Lobster will fire spikes at you. Usually these go directly in front of it, so stay above or below it. Once the Lobster stops firing, line yourself up with it and hammer the fire button. On occasion, the Lobster will move forward in an attempt to hit you, Just move up or down to avoid it.

Sometimes will see a larger spike in a bubble. This acts as a homing missile, so you should avoid shooting it. If you do accidentally free it, need to shoot down. However, you should watch out, because it will explode and shoot smaller spikes at you. Later in the battle, the Lobster will fire these spikes at you.

Should you want to change your weapon, you can grab a Duck to change it. If you collect some Fish Bones, your health will be replenished.

After a million (not really) hits the Lobster will be defeated. Go over and grab the fruits that it is throwing out.



### S t a g e T h i r t e e n

To the right you will see an Ice-Lolly. The represent Tokens in Antarctica. Leap over the gap and try to land on the smaller platforms that form a path in the air. If you fall down, you should watch out for the ice-cubes that appear from inside the igloo and the icicles that fall from the platforms.

Go up the stairs on the right, then jump onto the triple platform to avoid the Penguin. Leap to the small platform on the right and then quickly jump to the next before this one disappears.

Drop to the ground and destroy the ice-cubes and the Penguin nearby. Now proceed to the right. Jump over the springs, then leap over the gap that has the Killer Whale leaping around in it.

On the other side, take the upper path and grab the Token. As you approach the nearby igloo, there is a jumping Killer Whale, so avoid him (or her). Jump over the icicle and destroy the blowhole. Kill the Eagle to the right and you may find that it drops an item.

You should try and use the small platform to get over the gap here. However, you can also use the platforms that are underwater to get across. If you decide to do this, you should let the Killer Whale jump beforehand.

On the other side, take out the Penguin and destroy the blow hole. You should go quickly past the icicle before you get gored by it. Now you should try and make it onto the upper path here. If you don't make it in your initial jump you can reach it with a second. However, you should watch out for the crumbly floor.

On the upper path grab the Token and move to the right. Here a Treasure Chest will appear. Further to the right you will find another Token. Use the small platforms here to get across the massive gap. You can take an upper and lower path here and I strongly suggest the upper. It is a whole lot easier.

Jump along these platforms (you can manage this without my help) but watch out for the thinner ones because they will disappear. On the other side, make your way up the steps. Around here there are probably a couple of Penguins that you should deal with.

To the right of the igloo, you should see a small platform. Around here there are a couple of Heathens (these take the form of Eskimos for some unapparent reason) (On a side note these people who may or may not object to being called Heathens apparently don't like being called Eskimos and prefer the term Inuit) (Another side note: I don't actually know that Eskimos don't like being called Eskimos so for the purpose of this FAQ I'll call them Eskimos).

Glad we cleared that up. Stand on the small platform and leap right over the top of the Eskimos. Press on to the right collect the Token. Leap over the gap here and you will see another Eskimo. However, he will probably be deep underwater at this point and it's easier just to pass over the top of him (or her, this is a non-sexist walkthrough).

Anyway just to the right you can find a couple of Tokens. A small way further to the right you will find the Drain Plug Monster.

## S t a g e F o u r t e e n

Grab the Token on the starting platform, then leap across to the smaller platform on the left. If you are quick enough, you should be able to avoid the Killer Whale. By following the platforms, you can avoid the nearby Penguin.

Use the thin platform to reach the quadruple-platform nearby. From here you should take a running leap to the left. You should land on a long line of crumbly-platforms. Quickly move to the left to avoid the Killer Whale and drop from the end of the platform.

Grab the nearby Token and pass over the springs, before jumping over the gap. Over here, you should watch out for the ice-cube coming out of the igloo. Either avoid it or destroy it.

Just to the left you can grab a Token. Here you can either drop down to the lower path by standing on the crumbly platforms, or you can take on the Seal on the upper path. The Seal can be pretty tough, so I would advise taking the lower path.

Quickly take down the wall and drop onto the lower step before jumping across the gap, otherwise you will hit the ceiling and fail in your jump. Now, continue to the left and take down the next wall. Here you can ignore the



blow hole.

Make a huge jump through the water to the next platform and from here you can reach the next. One more leap to the left will put you back on solid ground. Make your way up the steps, past the igloo.

Go past the blow hole and a Treasure Chest will drop out of the sky. There is also a Penguin nearby so you should do your best to take it out. Now run over the long bridge that is made up of crumbly platforms. Grab a couple of Tokens here and take out the blow hole.

Ice cubes will emerge from the nearby igloo, so take any out that you encounter and jump over the next gap. Over here there is another igloo with more ice cubes as well as a Penguin and an Eagle. Ignore the Eagle and destroy the ice cubes and the Penguin.

Take out the next Eagle and you may find that it drops an item. Jump across to the left, then take the upper path (though watch out for the Killer Whale in the gap). Climb the ledges and grab the Token at the top.

Follow this platform along the top and take out any Penguins/Eagles/Ice-cubes that you meet. Jump across the gap and make your way along the top of the next platform.

Destroy the blow hole and proceed to the left. Collect a couple of Tokens and take on the Ice Cube. A little further to the left you will come across another Ice-Cube. (Kill?) it and jump over the spike pit. After this you should come to the Drain Plug Monster.

## S t a g e F i f t e e n

From the start head up the stairs and take out the Walrus. You can probably ignore the Eagles as they just pass overhead. You can either jump on the small platforms here and on the second one you will find an item, or you can just run across the crumbly bridge. Either way, you need to get across the crumbly bridge, though you should watch out for the Killer Whale near the end.

At the end of the bridge you will find a Snowflake. There's a blow hole to the right that you can ignore if you can't reach it this second. If you are quick you can make the upper path, but I usually take the lower (it's easier).

Kill the Walrus before leaping over the gap. Grab the Token and destroy the Ice-Cube before jumping over the next gap. On the other side, make your way up the steps.

Grab the nearby Token and make a leap over to the right. There are quite a few Penguins here though, so you should negotiate your way around them or gun them down Futurama-style.

Jump over the gap and take on the next Penguin. If you stand on the raised step and jump a little to the right, you may discover an Extra Life. Now, leap over the next gap and climb the steps. At the top, take out the Penguin.

Go down the steps, but watch out for the Penguins here, especially if you fall into the water. Press on to the right and a Treasure Chest will appear. Leap over the gap and take the upper path.

At the end of the platform, you need to use the small platforms to get across the massive gap. You should watch out though, as the platforms move up and

down. You should try and judge when the larger platform to the left will be easily reached. If you judge this wrong, you're going to diiiieee. Really the tip here is to move as fast as possible.

On the other side of the massive gap, there are a couple of Heathens (Eskimos). You really shouldn't try and take the first one on, let him jump past you and try and avoiding losing any health to him.

You should now take the bottom path to avoid the next couple of Heathens. Head down here, but beware of the spikes. You need to jump over them and land just to the right, stopping short of the gap. After this, jump over the gap.

From here, jump over the next gap and grab the Token. Here you should take the upper path, so climb the steps. Stand next to the igloo and use the small platforms to get across the next large gap. On the other side of the gap, you will have a Heathen to take on. After this, you can proceed to the right and find the animal. Now go through the door to the boss area.

### B o s s : S n o w m a n

In this stage, you will begin with the Rock Head PowerUp. Your opponent is a rather angry snowman. The idea is to stand on the moving platform and wait for him to emerge out of the snow. However, I think I have come up with a better strategy.

Make sure you have the Rock Head PowerUp. Stand to the very left of the screen. The Snowman doesn't come close enough to touch you (though if he does you will die instantly).

The Snowman will move back and forth, then appear out of the snow. He will often hit you with a projectile ice-breath, though this doesn't matter so much. As long as you have the Power-Up you will only lose a single bar of health at a time.

Anyway, whilst the Snowman is in the open air, you should get as many attacks in as you possibly can. I found the best attack is the one with the big balls, however, you can hit the Snowman with any attack. The attacks need to hit him on the head.

Use the PowerUps to replenish your health and the Ducks to change your attack. Even if you need health, you should only venture from the edge of the screen in desperate circumstances.

After you have hit the Snowman enough, he will give up and (melt?). Grab the fruit and get ready to move onto the next area.

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### S t a g e S i x t e e n

As you most probably ended the last boss battle with a Rock Head PowerUp, you should start this stage with one. Just to the left you will see a half-moon tablet thing. This is what constitutes a Token in Australia.

Anyway, let's get on with it. Leap over the spike pit to the left. Destroy the nearby blow hole and grab the next Token. Use the platforms that are in front of the hut to move over the next spike pit.

Kill the Crocodile and its offspring (at least I think it's a crocodile, the blue thing anyway). Leap over the gap, collecting the next Token and take on the next Crocodile.

Just to the left you will find another blow hole. Just after this is the next Crocodile. Proceed to the left and grab some more Tokens and wrestle another Crocodile (sigh). The water will begin to rise significantly now and in the water you might find a couple of Stingrays. If you don't want a Steve Irwin-style death, you might want to kill these bad boys.

Jump over the gap here and grab some Tokens. Around here a Treasure Chest will fall from the sky. Use the upper crumbly-path to get over the spike pit and avoid a lot of enemies. If you fall down, you will have to take the enemies on.

Nearby you will find another blow hole (but only if you are on the ground). Nearby there is an Ostrich. Here the upper and lower paths will meet up, so either kill the Ostrich or pass over it.

On the left you will find the next blow hole. Destroy it then move over the platform in front of the hut. Follow the platforms to the left and you should pick up a few Tokens.

Nearby you will find the next blow hole. Destroy it and carry on along the lower path. Leap over the gap that should be well underwater, but watch out for any lurking Stingrays.

Leap over the spike pit and you will probably find a couple of Stingrays to take on. Sort these out, to carry on to the left where you will discover yet another blow hole. There seems to be a lot of them on this level.

On the other side of the nearby gap you will see an Aborigine, who take the part of the Heathens in Oceania. Either shoot him or bounce on his head. Proceed to the left and you will meet another Heathen and probably a Crocodile as well. Take this out and continue forward.

Before you jump over the next spike pit, you should try and shoot down the Crocodile and the Heathen on the other side. Now, leap onto the platform in front of the hut.

Here the boss-music will start and you know that you are approaching the end. Make your way past the danger sign and leap over the spike pit. Here you will meet the Drain Plug Monster. Defeat it and grab the fruit.

## S t a g e   S e v e n t e e n

Kill the Kangaroo that is right in front of you. Sometimes it will give up an item, hopefully a Feather. Proceed to the right and grab the Tokens, then leap over the gap. Go along the wooden platforms and take out the next Kangaroo and the Emu.

Near the hut, you will be able to see another Emu on the right. Shoot it from here, then jump to the next platform. Continue to the right and kill the nearby Crocodiles from a distance, so you won't be hit by the smaller Crocs.

Once these are out of the way, advance forward. Jump over the gap and watch out for the Fish that will be swimming through the rising water. Close by you will see a blow hole. Destroy it. Shoot the Croc behind it, then move onto the wooden platforms in front of the hut.

Move along these platforms, collecting Tokens along the way. Soon you will come across a Heathen. Avoid his boomerang and kill him. Follow the wooden platforms along to the right until they come to an end. After this you will have to drop to the ground, collecting a couple of Tokens along the way.

Jump over the spike pit and you will see a blow hole. Destroy it. Here you will come to a gap. On the other side is a Croc, so wipe it out before making your leap. Proceed to the right and jump over the next gap. Here you will come to another hut.

Jump to the next hut or use the springs on the ground to reach it. Follow the wooden platforms along but watch out for the Heathen at the end. At the end of this platform, you will see another Heathen on the ground to the right. Wait for him to come to you, then leap over him and continue to the right.

Leap over the gap with the springs on and from this platform you will see a Heathen to the right. Either wait for him to jump down the pit in front of you or shoot him before leaping across the gap.

Further to the right is another Heathen and a blow hole. Take them both out and grab some of the nearby Tokens afterward. To the right you should jump over the springs and the spike pit below onto a couple of green platforms. From here you can reach the ground. Here you will find the Drain Plug Monster.

## S t a g e E i g h t e e n

Let the Kangaroo jump into the spike pit then leap over it (the pit as well). Head to the left and jump over the next platform. Stand on the wooden platform and shoot the nearby Emu. Proceed over the platforms to the left.

There are a couple of Kangaroos to deal with but you can also have a chance of finding an item or two and some Tokens. At the end of the platforms drop to the ground.

Use the green platforms to get over the spike pit, but watch out, they will crumble away. Pass over the top of the Emu and head down the steps. Jump over the gap and destroy the blow hole.

Head up the steps watch out for the Crocs and Stingrays and anything else here. Jump up onto the wooden platform and follow these along. From the end of this platform, you can leap to the left and land on a green platform. By doing this you will avoid the Heathen below. Now from here, leap to the wooden platform on the left.

There is a Heathen nearby. Either kill or avoid him. From here jump over the spike pit. Destroy the blow hole and take on the next Heathen. There are a few Tokens in this area. Once you are ready, head up the steps to the left. At the top a Treasure Chest will drop from the sky.

To the left is a Heathen, so crush him (CRUSH HIM NOW!) and approach the spike pit. On the other side you will find another Heathen. Shoot him down then jump over the pit.

Grab some of the Tokens here, the climb up to the top wooden platform. Keep moving to the left and take on any Kangaroos that might get in your way. Just to the left you will find another Heathen. Kill him and move to the end of the platform.

From here you will see a Heathen on the next platform. Shoot him down or let him jump to the ground, then leap to the platform yourself. Follow the platforms and pass over the top of the Heathen. Leap over the spike pit to the next wooden platform.

Stay on the platforms to avoid another Heathen. Keep following the platforms along and you will meet a couple more Heathens. Either avoid them or kill them. Follow the platforms to the end and you will reach the furry animal in the cage. Go through the door to the boss battle.

### B o s s : M o s q u i t o

This is another boss battle that takes place in the sky. For this purpose you will be equipped with the Feather PowerUp. The Mosquito acts a little different to the Spider and the Sun bosses.

The Mosquito doesn't really move about so much at first. Unlike the Spider and the Sun, that follow you around and actively try to knock you out of the air, the Mosquito just hovers in small circles, firing projectiles at you. The smaller yellow ones will take one bar of health, but the red ones will take significantly more.

The projectiles generally go directly in front of the Mosquito. When ever you get the chance, you should line up with the boss and hit it with your own attacks. However, you should also watch out for its attacks. The best time to do this is when the Mosquito is firing the red spikes out. They are easier to avoid and there are much less of them.

After you have given the Mosquito a lot of hits, it will begin to lunge forward and try to knock you out of the sky. To avoid it, you should back into the corner, only venturing out as the Mosquito moves backwards.

Don't forget, you can collect the Ducks to change your attack. You can also grab the Feathers to replenish your health. Anyway, hit the Mosquito a few more times to defeat it. Grab the fruit and then progress to the final area.

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### S t a g e N i n e t e e n

Just to the right you will see a YinYang. These represent the Tokens in Asia. Head down the steps and grab the Token. Watch out for the Alligator (I already named an enemy a Croc) on your way down. Near the spike pit is a Heathen. Some sort of martial arts-type for some reason. Anyway do what you will with him then jump over the spike pit.

Go up the steps on the other side and take on the Heathen here. You can destroy the nearby blow hole too. Head down the steps to the right, but watch out for the Alligator on the bottom one. Jump over the spike pit at the

bottom (watch out for the other Gator on the other side).

Make your way over the next lot of steps. At the bottom is a blow hole. Destroy it and jump over the next spike pit. Here there is a Heathen. It's best to try and kill him quickly, as you are on a fairly small platform. After this you should see another Heathen on the other side of the spike pit. Shoot him down before jumping over the pit.

Ignore the spikes and take out the Heathen close by. Jump over the pit, but beware of the Gator on this step. Either jump quickly out of its way or bounce on his head. Pass over the spike pit to the right and grab some Tokens.

Destroy the blow hole here. From this platform you should make a big jump over the top of the spike pit. Dropping down on the steps will result in a chomping from the Gator.

On the other side of the pit head up the steps and take out the next blow hole. Now jump over ANOTHER spike pit. This is getting really repetitive. I'm sick of writing it, so you must be sick of reading it.

Anyway, on the other side of the pit you should watch out for the Gators on the steps. At the top, you can grab a couple of Tokens for health if you need them. Up here you will also find a blow hole.

Just to the right is a Dragon/Tigery thing. I'm not exactly sure what it's supposed to be. Just bounce on its head once then leave it to float off. Jump over ANOTHER ANOTHER spike pit and take on the Heathen on the steps on the other side.

Make your way down the steps, watching out for the Gator. Jump over the spike pit and evade the next Gator. Now climb the steps here. Up here you will find a blow hole. From here make a big leap over the spike pit. You should then kill Jackie Chan on the other side. No sign of Chris Tucker though...

Go past the springs and you will see a Heathen nearby (this one is Jet Li). Shoot Jet down with your projectiles. Now approach the spike pit. From here you should be able to see Bruce Li. Shoot him too, don't get involved with any close-combat.

Jump over the next pit. Climb the stairs, but watch out for Mr Miyagi, who is close to a blow hole. Kill him and proceed forward. Right here a Treasure Chest will drop from the sky. Quickly make your way across the bridge, because it will crumble away. If you do happen to fall, there are platforms that you can use to make your way across the waterfall.

Watch out for Daniel-san at the end of the bridge. Jump over the spike pit and you will see a blow hole nearby. The water level will probably be close to filling the screen.

Shoot the Octopus on the opposite side of the next pit, before jumping to the other side. Here you will see another blow hole. Make your way up the steps on the left and you will finally see the Danger sign. Leap over a final spike pit and you will thankfully meet the Drain Plug Monster.

## S t a g e T w e n t y

As soon as you start you will be faced with Jet Li again (he's probably on the way to the shops). Shoot him down and watch out for the Gator on the steps. On the other side of the steps is a blow hole.

Leap over the gap, but beware of the Gator. It's best to try and land on its head. Nearby is Jackie Chan (he's on his way to see his mom). Kill or avoid him and proceed to the left.

Here you will see another blow hole. After this you have a massive jump to make. Take a run up and make the jump. On the other side is another one of them Tiger/Dragon things. Let it pass overhead then make your way over the steps.

Watch out for the Bats (I think they're bats), then jump over the waterfall. Here is another blow hole. Nearby you will probably see a few Bats. Take them down and continue forward. There is another massive jump over a waterfall here. Make sure you take a run up.

Climb the steps (ignore the Tiger/Dragon). At the top, there is a blow hole. From here, if you have a Potion, you can make a huge leap over the waterfall below. If not, you will have to bounce on the Gator's head, which is below. Now you should take a running leap over the waterfall.

Climb the stairs and you will find another blow hole. Kill or pass over the Gators to the left, then approach the waterfall. On the other side you will see Mr. Miyagi. Time to wax him off, then jump over the waterfall.

Watch out for the Tiger/Dragon and make the next jump. Follow the steps to the left and a Treasure Chest will drop out of the sky. Press on to the left. Drop down the steps and take out the Gator, before jumping over ANOTHER waterfall.

Take the upper path over the crumbly bridge. Try and make your way across without falling, but if you do, you can always take the lower path. Even if you fall, you will probably have the chance to reach the upper path again.

Whatever happens, you will probably have a couple of Heathens to deal with (Bruce Li and his best mate) as well as plenty of waterfall jumping on the bottom path.

At the end of the bridge, you can jump onto the thin platform in the middle of the waterfall. From here you should jump to the platform on the left. Jump left again and you will be right next to the Drain Plug Monster.

## Stage Twenty - One

Shoot down the Tiger/Dragon, then make a running jump over the waterfall. Climb the steps and destroy the blow hole here. Head to the right and make your way over the next waterfall.

From here you can grab a couple of Tokens on your way over the pit to the right. There is a blow hole near here. To the right you will see Jackie Chan. Shoot him in the face then jump over the waterfall. Proceed to the right and jump over the spike pit.

Watch out for the Tiger/Dragon and leap over the large waterfall. On the other side is a blow hole. Nearby you will also find Jet Li. Unleash your full force on him (did u c wut i did thar?) Anyway, bad jokes aside, you should jump over the next spike pit and following that jump over the waterfall too.

At the top of the steps is Daniel-san. Though his inherent weakness is flying kicks to the leg, shooting him goes down well with me. At the top of the

steps you will see another Heathen to the right. Kill him and destroy the nearby blow hole too. Drop down to the right and the spike pit and try and grab a couple of Tokens in the process.

Before you jump over the waterfall, see if you can gun down Bruce Li (you only live twice). If you can't reach him, jump over the waterfall and take him out from here. Now make your way up the steps. At the top a Treasure Chest will fall from the sky.

Make your jump over the waterfall from here, but watch out for the enemies that are shooting at Noah from the hills in the background. Climb the next set of steps and you will see a blow hole at the top. Head down the steps on the right.

There are more of the Red Shooters in the hills here. Try and take them out, then grab a couple of Tokens on your way over the waterfall here. Ignore the springs and jump over the spike pit. Climb the stairs here. Up here there is a blow hole. Now go down the steps to the right. Take out the Octopus here, the jump over the water fall.

Proceed to the right and you will see another blow hole. Leap over the next spike pit here. Head up the steps to find another blow hole. Jump over the nearby spike pit. A short way to the right you will find the caged Panda. Go through the door to the final boss battle.

#### B o s s : V a m p i r e B a t

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This is another boss battle that takes place in the air, so Noah is equipped with the Feather PowerUp. Unlike all the previous boss battles, there are no additional PowerUps or Ducks to be found in open play. This means that you cannot easily change your attack or replenish your health. Obviously the difficulty level has been bumped up, this being the final boss.

Aside from the missing items, there are other elements of this battle that makes it harder than the previous ones. First of all, there are small yellow rocks that are hurled from the bottom of the screen. Touch these rocks and you will be harmed.

The Bat himself has a more varied range of attacks (well two). His first attack is to fire a blanket of small fireballs. These can easily avoided, as they usually go right in front of the bat. Mixed in with the smaller fireballs is one large one. Getting hit by this will reduce a lot of your health.

At various points in the battle, you may see a couple of smaller vampire bats appear. These come from the larger yellow balls that shoot up from the bottom of the screen. These will fire small spiky balls at you. Should you touch these, you will lose a lot of your health. You should try and take out the smaller bats as soon as you can. When they die, they will often give up a Duck, or a Feather PowerUp.

The Vampire Bat will not specifically fly at you, but he does make it awkward for you to move around freely. If you touch him, then you will lose your Feather PowerUp and die. The tactic that I usually use is to stay to the right of him and just a little higher than his line. This way, you can drop down slightly and hit him with your projectile attack.

This is basically the best method for the entire battle and you should keep repeating it. Obviously if he shoot a fireball straight at you, then you will have to move out of the way. Should he come and fly close to you, then fly to



the top of the screen and the move to the opposite side to give yourself some breathing room.

One last thing to mention. You may see a darker line at the bottom of the screen. This is water and if you fly into it, you will lose your Feather PowerUp and die. As the battle goes on, the water level rises, so you will have even less space to work in.

Once you have hit him a million times he will be defeated. Collect the fruit. You've completed one of the most horrible games ever!

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    T h a n k   Y o u s

You, for taking the time to read this.

GameFAQs for hosting this FAQ.

Da Hui for encouraging me to help out the NES Completion Project.

Everyone on the FCB for no special reason.

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My contact email is [truly.dexterous@hotmail.com](mailto:truly.dexterous@hotmail.com). Before contacting me see my guidelines below. Follow these and I'm more than willing to help you out.

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- Put the game name in the title of your email.
- Read all of the guide before contacting me. Make sure the thing that you email me about isn't already in the guide.
- Send me anything that you have to add to the guide.
- Praise mail. It's always nice to get good feedback.
- Tell me about a mistake I made.
- IM me about the game. I'm usually pretty chatty, so feel free. You can reach me on MSN at the address above.

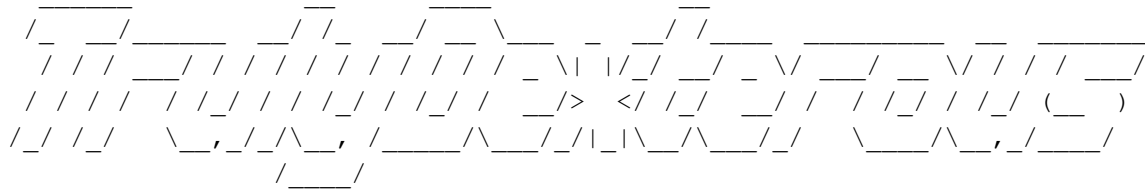
    D o n ' t

- Send me emails in txt spk lik ths. Correct English please.
- Send me spam.

- Hate mail. I don't really need to see this. I don't care if you didn't like the FAQ.
- Add me to your IM contacts list. Send me an email instead!
- Email me asking me to join a group/club/forum. Thanks but no thanks.

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Thank you, that's it until next time. See you around peeps.



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