

Elf: The Movie FAQ/Walkthrough

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Title: Elf the Movie
Platform: GBA
Genre: Action
Players: 1
Developer: HumanSoft
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Version: 2.00

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1. Introduction

If you haven't seen the movie this game is based off of then you are a cotton-headed ninnymuggins. It is a hilarious movie and it is for people of all ages just like this game. So if you haven't seen the movie then you should go buy it now, as in before-you-play-this-game now.

2. Controls

A- Jump

B- Nothing

L- Nothing

R- Nothing

Start- Pause game

Select- Nothing

3. Walkthrough

=====
Stage One
=====

The point here is to get all the candies and avoid the icicles and polar bears. It's a lot easier than it sounds. Just jump the gaps and jump over the polar bears Mario-style and you'll easily beat this stage. Oh yeah, I forgot to mention that the arrow signs act as checkpoints and that if you can collect the star-like candies they replenish your health. Also, don't stand on the snow bridges too long because they collect.

=====
Stage Two
=====

In this stage you have to go through a cave and avoid falling icicles. And jump gaps. Hmm, sounds familiar. Anyways, the icicles grow back on the ceiling so watch out. After you come to the first checkpoint it gets a bit tougher. The platforms here crumble but fortunately, there aren't any icicles on the ceiling. The rest of the level should be fairly simple.

=====
Stage Three
=====

In this level you have to spell out "NEW YORK." I'll just tell you where the letters are. Just a fair warning this level is pretty tough, especially the bouncy things in the water.

N- Above the third bouncy thing in the water.

E- After the first round of two consecutive ponds with two bouncy things in them

W- On next round of two consecutive ponds with two bouncy things in them

Y- Shortly after W above second land bouncy

O- On third bouncy in next lake

R- On snow bridge shortly after O

K- Above final bouncy right before end of stage

=====
Stage Four
=====

You must jump across icebergs to the end of this level. To start off go south then southwest and then when you get to the big iceberg, stop. Wait for the floating iceberg to come from the south then jump on it and ride it down to the next one. From there jump one down then start going southeast on the crumbling icebergs. Continue to the next checkpoint which in this level are marked by buoys. This part is kind of tough. The really small iceberg kept throwing me off my game. Just concentrate and you'll make it. If you need health, there is some to the right of the polar bears. After this point it's just pretty much the same but tougher. And the level is really long. I can't forget to mention that. I'm not going to lie; this level was really hard. It took me awhile before I actually beat it.

=====
Stage Five
=====

In this one you have to slide down the mountain as fast as possible. Don't worry about the objects. The only thing you should go for is the alarm clock. When you start you only have about a minute and a half. Getting the alarm clock gives you more time. Just focus on hitting ice patches and avoiding the obstacles. The slopes aren't really important because they don't slow you down or speed you up so do with them as you please. Also the rock patches slow you down so avoid those as well. You must make sure you get at least about 3 timers because there are only 8 timers by my count. At the end of the level you have reached New York!

=====
Stage Six
=====

You are now in New York! This level is just like the first one but now instead of icicles and polar bears, there are raccoons and flying geese. To maximize your score you can also climb on top of the trees and collect the objects on them. Watch out though as the snow branches will eventually collapse. When you get to the water, jump on the first rock and wait for the goose to fly by then continue on. All I can really say is that if you are going to try and maximize your score you really need to watch the flying geese because they can become quite a hassle.

=====
Stage Seven
=====

In this one you have to collect 20 ornaments. I'm not going to list each of them but I think they switch between being on the top road and the bottom. Time your run across the street and you should be able to find the ornaments with ease. The hardest part of this level is that your health meter decreases and you have to go in revolving doors to replenish it. After you do this though you get chased by guards. You can run by them though by holding A and B at the same time. I think that if you cross the streets at the crosswalk you will be safe but I'm not positive about that.

=====
Stage Eight
=====

This is very simple. Just turn the yellow pipes to match the mail with the opening that has the same color. It's really easy and you only have to do 8 packages.

=====
Stage Nine
=====

In this one you just have to deliver packages by entering in a 3 digit code. Once again it is very simple because the codes are only 3 digits long so they are very easy to memorize. Plus you only have to do 5 of them.

=====
Stage Ten
=====

This one is very similar to Stage 8. The only difference is that there are more pipes. I don't think this really matters because it is still pretty easy with a lot of time and only 8 letters.

=====

Stage Eleven

=====

This one is like Stage Nine. It ups the difficulty though because they have 4 digit codes. I think it's still pretty easy because you only have to do 5 codes but if you are having problems try writing down the codes and just keep trying. Eventually you will beat it.

=====

Stage Twelve

=====

It's just like stages 8 and 10 but this time you have to take the less obvious routes to correctly sort the mail. It's still pretty simple with a lot of time and only 8 letters to do.

=====

Stage Thirteen

=====

This can be a toughie. There are now 5 digit codes. Write them down if you are having trouble because you can't really mess up once in this stage. If you do then it'll be tough to finish in time. Eventually you'll finish; just keep trying.

=====

Stage Fourteen

=====

In this level you get to throw snowballs at the blue elves but not at Santa. It's not too hard but just note that you can't go lal the way to the left to hit the people on the bridge. Just aim to the left as much as you can and you should be able to hit them still. Once again it's not too hard but it can be difficult if you have trouble hitting the leves quick enough. I'm not sure how many times you have to hit him but I had about 35 and I finished the level.

=====

Stage Fifteen

=====

You get to collect presents for Santa! Hooray! Oh wait, it's actually work. Either way it's easy! Hooray! All you have to do is give the presents to the houses that match the colors of said presents. It's pretty easy. You can figure it out. I got around 20 and that was enough to pass the test.

=====

Stage Sixteen

=====

Now you get to find Santa's sleigh parts! Hooray! Oh wait, it's work again. And you have to fight off the Park Rangers with your mind powers. Just kidding. But you do have to avoid them. So it's another double whammie. Plus it's pretty tough. All I can say is thank your soul for trees full of snow. If you stick up high and avoid the Park Rangers then it'll be a lot easier.

All you need is 8 parts which are all in the trees so it makes the decision of staying up high so much sweeter. Just make sure you stay behind the Park Rangers.

=====
Stage Seventeen
=====

In this level you get to avoid even more Park Rangers and collect bells as Santa while riding in his sleigh. Just rise with A to collect bells. This level shouldn't be too hard because the Park Rangers don't really make their presence known in this level. If you have beaten this level, then congrats you've just beaten Elf: The Movie! Now go watch the movie again!

4. Mini-Games

=====
Snowball Building
=====

Rules: Roll the snowballs in the right order towards the broom to build a snowman. Roll it in the snow to increase its size and on the ground to reduce it!

Strategies:

- Try to figure out in which order they go before you move at all.
- Plan your attack carefully!
- If you mess up then no big deal! Just try again.
- If you find it too hard you don't have to finish because it's only a mini game.

=====
Santa Says
=====

Rules: Put the presents in the bag in the way Santa says.

Strategies:

- It's just like sorting letters and delivering packages in the main story. It's all about remembering.
- If you have trouble remembering just write it down.
- Once again don't worry if you fail. This part's not necessary to complete.

=====
Cobbler's Workshop
=====

Rules: Sort the shoes so that they pair up in the boxes, pay attention to their color! Make sure to release the shoe at the right time!

Strategies:

-It's kind of like delivering packages to the houses. Use A to suck up a duck and B to drop them in the boxes.

-Drop the same color duck in the box.

-Easy enough. Just don't get mad if you fail. This game isn't necessary.

5. Version History

Version 1.00

-Finished first five stages of Walkthrough

Version 1.15

-Finished another eight stages

Version 1.50

-Finished rest of walkthrough

-Next update will probably finish rest of FAQ

Version 2.00

-Finished FAQ

6. Copyright Info.

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7. Credits

CJayC for starting GameFAQs
SBAllen for posting this FAQ
Nintendo for making the GBA
HumanSoft for making this game
Me for making this guide.