

Mickey Mouse: World of Illusion Walkthrough

by WWalker

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Welcome to World of Illusion!
for Sega Genesis
Tips, Walkthrough
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Here's a quick Walkthrough of the levels in the great Sega game, World of Illusion. So, with no further ado on to the walkthrough! Oh, wait, there's one thing I need to tell you. At the options screen press C. You'll be asked if you want 1 player or 2 players. (I cannot give tips for 2 players). If you choose to play with 1 player you'll be asked if you want Mickey or Donald. Mickey is easier, so use him until you have some skill. Some levels only Donald plays, for these levels you're on your own and some are pretty hard.

Notes on the violence factor: If your parents don't like violent games this game is for you. There is almost no violence, with enemies that are cartoonish and not human. Mickey defeats his enemies with a trusty blue cape. When enemies are defeated they turn into something else that is harmless, like a butterfly or bird. There's a lot of magic tricks and all kinds of crazy stuff at every turn.

Story: Mickey has been kidnaped into another world ruled by an evil sorcerer. Mickey must proceed through five levels of action, defeat the sorcerer, and find his way home in time for his magic act.

Other great Mickey games

Mickey Mania: Mickey will travel through all his best cartoons, including Steamboat Willie, Moose Hunters, and the Prince and the Pauper in his quest to defeat the evil Pete. Plenty of secrets and fun as Mickey will climb beanstalks, get chased by an angry moose, and even fight a mad scientist in the craziest game ever!
Castle of Illusion: Mickey's friend Minnie has been kidnaped by an evil witch! Mickey will visit an enchanted forest, go into a milk bottle and even visit a toyland in quest to find the seven gems of

the rainbow, defeat the evil witch and save Minnie. This game is a lot like World of Illusion.

Walkthrough

Level 1

Area 1

Go right until you see some blue men. They will attack you when you come close. To get rid of them, press B to wave your magic cape. One hit with the cape will turn them into flowers. Proceed right to a ? bag. You'll have to crawl to get it. To crawl, go next to the thing it's under, duck and press C. Press no buttons and Mickey will crawl to get it. It's a cake, giving you all your hit cards. Continue right, using your cape to stop any dragonflies or piles of leaves that come to life. When you reach the catapult jump on the side without a rock. The rock will bounce up and when it comes down it will catapult you up to another catapult, which will catapult you to another and another. When you reach the last catapult use it to bounce to the top.

Get the candy up there for an extra hit card and then jump right over the gap. It's a tough jump but if you fall just catapult back up. Then proceed right and down some steps. A dragonfly will come at you and you must use the cape at exactly the right time to turn him into a butterfly. You may get hit the first few times. Beat some more blue men and continue right over a log and into a hole in a tree. You'll fall through the tree and pop out the bottom. Beat the last batch of blue men and jump into the hole in the tree at the far right to go to the next area.

Area 2

Go right, caping any blue men or piles of leaves in your way, until you come to a power flower. Jump in and you'll be shot up/left to another power flower which shoots you up/right. Go right to a flower being very careful of dragonflies, they're a big problem here. When you see the second flower jump on it. A pedal will come out. Jump up and down until all the pedals are out. The pedals float in the air and you can use them to reach goodies that are otherwise unreachable. Jump from pedal to pedal and at the last one, drop down. You'll fall all the way to the bottom. Proceed right using your cape to ward off any enemies. When you see the pit, you must jump across using pedals from the flowers next to it. You could easily die here unless you're very, very careful. The next part is fun. When you get the next bag it causes a fireworks display, killing any enemies on the screen. At the far right is a power flower. Jump in to be shot up/left to another power flower. This one shoots you up/right to a ledge. Proceed right to the hole in the tree to exit.

Area 3

This is considerably harder than the last two. It will test your jumping and maneuverability. There is a pit at the bottom that extends the whole level. Go right, picking up the candy above the rocks where you start. Then jump right to a piece of web. Be extremely careful some pieces of web are solid and hold you up, others you fall right through. Also, there are orange spiders that will come down and try to hurt you. One swipe of the cape turns them into butterflies. When you get past these orange spiders there is a solid piece of rock.

You'll see a red spider to your right. He won't hurt you but will make a strand of silk that follows him as he crosses the gap. Jump on the silk and be careful to stay on it as it disappears quickly. Basically the spider will have a trail of silk extending a certain distance behind him which you must stay on. At the other side jump off and use the catapult to bounce up to a web near the top. It is weak in the center and you'll fall through. Fortunately there's several webs below. They're weak too, so don't fall all the way down. Jump back up to the top and leap right to another web, it's weak to and below it is a bottomless pit, so be sure to jump over the center. Next is another red spider at the edge of a LONG pit. Stay on his silk until he gets to the other side. He may try to trick you by turning or doubling back, so be VERY careful. When you reach the far right jump over the orange spider and jump onto the rocks, then proceed right off the screen to the exit.

Level 1 boss

The setting looks like the last area, with three webs on each side. Go right and the giant spider attacks. He either goes straight down from the top or goes diagonally down until he hits the ground, then goes back up. He'll do this twice, then will come down with his belly up. He's not dangerous at this point, but you can't hurt him either. To hurt him, when he comes down notice the point at which he will hit the ground. Stand to the side and when he comes next to you, let him have it with the cape. Four or five hits will send him on a permanent vacation and you to your next destination...

Level 2

Area 1

Go right and when Mickey says "alakazam", press C and jump on the flying carpet that appears for the ride of your life. To go up, hit C for a slight increase in altitude. Hit it repeatedly for more

increase. Press right to go faster. The exit is at the far right, at the top. Avoid the whirlwinds that float up from the bottom of the screen. They cannot be killed and they always reappear, so if you see one ahead of you there are several options: press left to slow down and hurry by as it passes, press C rapidly to gain altitude and fly above it, or don't hit C so you sink and go under it. Be careful of the whirlwind at the bottom. It follows you throughout the level. Later you'll have nasty birds to deal with too. They tend to be at the top of the screen, so fly near the center. Near the end are some floating goodies that can be grabbed by precise carpet flying.

Area 2

This level is a storm and when lightning strikes, fires appear and walk back and forth along the ledge. Your cape will make them disappear, so use it. First go right jumping off the first ledge quickly and jumping up from cliff to cliff until you see the pit. It is too big to jump and the only way to cross is to leap onto the cliff before it retracts into the wall and quickly jump on the ledge to the right. now walk right onto the pillars of rock that come out of the ground and give you a lift to the next cliff. Proceed right being careful of fires and falling rocks. When you cross a bump on the ground it will rise into a pillar and move right, pushing you against the wall where another pillar rises. Go right through a hole in the rocks and you exit.

Area 3

This area is a cave with a ceiling that slowly falls. Run right (A + right) and the rock should land behind you. Keep running right or the ceiling will fall on you. The exit is at the far right.

Area 4

Run right and the rocks collapse. The one you're on flashes and then disappears. Jump onto another one and when it disappears jump to another. When all the rocks start flashing and disappear you'll fall to your death... unless one of the rocks is already flashing. It will stop flashing and you can ride it down. At the bottom, leap onto the lone pillar to finish.

Area 5

This place is a series of clouds with a bottomless pit stretching the whole level. The clouds with faces will move a little when you land on them. Also the puffy clouds disappear when you jump on them. Avoid whirlwinds that go between some clouds and cape the nasty birds before they hit you. You must go right, then up (the path to the right is a dead end). Then proceed right on the top until you see a line of note blocks. Be very careful when jumping from cloud to cloud

a lot of
tries can be lost if you're careless. Once on these note blocks proceed right. Whenever
you hit one
the first time a note will play and something may fall onto it. It can be a bomb which
hurts you, or
a goodie. Once at the end of these blocks drop down to a set below. The path of clouds to
the left
is a dead end. You may want to go left on the blocks because one of the blocks on one of
the
block sets has a magic hat. Bag it for an extra try. To help grab the good stuff that
falls just keep
going right and if you see something fall turn back and grab it. To exit, go right on the
lower
block set and jump to the cliff on the right, and go right to the exit.

Level 2 boss

The boss is a giant machine with six stone blocks on it. Go right and the ground shakes
and one of
the stone blocks will fall to the floor and turn into a purple dragon. Stay on the right
side. The
dragon will jump back, shoot a fireball at you for you to jump over, then jump towards
you. When
he does this quickly cape him before he shoots another fireball. This will turn him back
into a
stone block. This is rather hard, so pay attention and be very careful. You can also beat
him by
standing just left of where he lands and then quickly run right and take him out before he
shoots a
fireball. Another stone block will become a dragon and after all have been defeated you
can go on
a one-way trip to...

Level 3

This starts back in the boss room. Press C when Mickey says Alakazam and he'll be encased
in a
bubble. The room floods and you're swept off to area 1.

Area 1

This area has Mickey in a bubble in the ocean. Press left or right to move left or right.
You sink
unless you press C. Press C quickly and repeatedly to rise a lot. You can't use the cape
here so
just avoid your enemies. You start in a large area full of tiger fish. These fish swim
back and forth
unless you get close. Then they chase you for a while. You'd best get out of this area
ASAP.
There are two candies in the upper right corner, but I think they're more trouble than
they're
worth. Anyway go to the bottom right corner (avoid the jumping starfish) and go right
through a
passageway. When you see a tiger fish go into the alcove in the ceiling and press C
rapidly so he'll
swim under you. Watch out for the sea urchins below him. Continue right, then swim up a
corridor.

I'm a bit hazy on the rest of the area, so if my tips don't make sense try to go
right whenever
possible and try to find out where you are. Don't take the path to the left (dead end) and

go right.

Soon you have you go through a corridor with sea urchins on the bottom. This is tough to do, but just be careful and alert and you should get through. When you see a stream of bubbles, swim next to them and turn away. A red crab will move left, blocking the bubbles and allowing you through. You'll get a candy. Then head up the corridor, avoiding the sea urchins on the walls. If you follow the path left you can get a hat for a bonus try, but it's a treacherous path and you should only go for it if you have at least five cards and are confident in yourself. If you follow the main path to the right you go down a corridor. Avoid the urchins at the bottom and proceed right, skipping the long corridor going up (dead end) and going up the small path above the last two sea urchins and go right. You'll then be in a room where the bubble pops. Crawl (down + C) under the low block and proceed right. You'll then be back in a bubble and must proceed right (ignoring the goldfish) into the cave to finish.

Area 2

This area is rather hard and you may lose a try or two before you can finish consistently. First go right using the cape on the red starfish. Keep moving to avoid the rocks that fall from the ceiling. When you reach the water spout jump on it and it will rise, pushing you to the next level. This next part is hard. You have to jump across gaps filled with spiky shells. On the platform between gaps is a clamshell. When the clam is out of the shell it can hurt you. Wait until the first clam goes down, then jump to his platform and then jump to the next one. Don't stop until you reach the safe spot. Wait for the clam to go down, then hurry right until you are out of this area. You probably got hit a few times so you might want to go for the goodies in the next area.

Jump off the edge but stay away from the wall so you can land on the second water spout.

>From here you can jump down/left and try to get into the passage leading left. If you succeed, you get two candies. From the second water spout you can also jump right. If you jump far enough to land on the lone spout you're pushed up to another candy. Then drop down to the pool below and go right to a passageway. Keep moving to avoid falling rocks and when the last clam goes down, leap onto its platform and run right. When Mickey says Alakazam, press C and you're back in a bubble. Then proceed right ignoring the goldfish and go into the hole in the bottom of the sunken ship.

Area 3

I hate this area. It's inside a sunken ship and with many perils. First go right jumping over weak

spots in the floor. If you step on one it will collapse and you'll fall to your death. Once you play a few times you'll be able to recognize them and avoid losing tries. When you pass the first five go up a staircase using the cape on the jumping starfish. When you see the sixth weak spot drop through. You find a secret area with a hat and a cake, restoring all cards. Jump out using the platform and proceed right to some tridents. To avoid most of them just run under them and they miss. However, the fifth, sixth and ninth ones hit you even if you run. To deal with these walk up next to it and it falls and misses.

After you pass the tridents go down a staircase. On the bottom swordfish pop out of the floor. You never know where one may pop up, so go slowly so you can stop quickly if one pops up in front of you. You can cape them or run by when they are down. After you get past them go up a staircase, caping starfish, and crawl through a small space to the long corridor below. Once you get in run right (A + right) and don't stop until the end. A pillar will fall behind you preventing you from going back and water starts filling the corridor. Unfortunately you cannot say alakazam and will drown if the water gets too high. At the end quickly jump up the staircase to the right. Now you're safe. Go down a stair case to another floor full of swordfish. Use the same techniques as before and crawl through the thin space and proceed right to finish.

Level 3 boss

Since we're in a world of water, it's not surprising that the boss is a shark. The room where you fight is in the sunken ship and has rut in the floor. A shark fin will appear in the rut. It cannot hurt you but you can't hurt it. After it disappears the whole top half of the shark comes out and tries to hurt you. It will come from the left or right side of the screen so stay in the middle and cape it as it comes at you. If you're good you can get in two or more hits before he disappear, but the shark is fast and erratic so be prepared to lose a try or two. After he disappears go to the far right and ignore the fin. Now the shark will jump out of the floor on the left, just left of the center. He'll land on the right, just right of the center. Stay at the far right and when he jumps, walk left and cape him as he comes back down. Then he'll do his first attack. Keep caping him trying to preserve your cards until he's beaten (6 hits).

Level 4

Just rise a little bit and a current catches you and takes you to area 1.

Area 1

This area is fun. I forget where the enemies are and they're also quite hard to describe, but to beat

some of them you'll have to cape them twice. These characters can be tough customers, but apart from that this area is pretty easy. When you first pop out of a goldfish bowl go right and drop down. There are some diamond cards to the left, but if you go this way be careful as there are a few enemies there, plus a glue bottle that when jumped on sends out a puddle of glue that slows movement. Anyway continue right and when you see the staplers you can jump on them to be sprung up. The path to the right will also let you finish but it's harder. After bouncing up to the next level go left to find a hat. This hat is very easy to get, unfortunately you'll be hit on the tacks below.

After grabbing this free bonus life go back right and jump on the blue button at the top of the lysol bottle. This will cause it to start spraying lysol out, and you can use the spray as a bridge. Cross the bridge and continue left. There will be an open jar below the stapler. If you jump in you have to play a mini-level where you avoid jumping blocks and get goodies. There's a candy there but you can also get hit and lose cards there. Only go there if you've plenty of cards. Anyway bounce up on the stapler. The path left gives you a candy. Bounce to the path leading right and go over to the box. When Mickey says alakazam press C to be transported to another box. From here go right. The next part is tricky. You must jump on a ruler that moves back and forth. If you fall you'll have to climb back up. Try jumping when the ruler has receded so you'll land when it is extended. Continue right from the ruler to another magic box. Press C when Mickey says alakazam and you'll be transported to another box. From here go right down a slope. Beat the last few enemies and jump into the cookie box.

Area 2

If you liked area 1 you'll love this. It is also my favorite stage of the game. There is candy everywhere and it reminds me of the milk bottle stage in Castle of Illusion, another Mickey Mouse game and one of my favorites. I forget where the enemies are so I'll give tips on how to beat them and if you see one use my tips. There are red gumdrops shaped like shoes which move up and down in a wave. Cape them once and they go down and cannot hurt you. There are also large men made of cookies that appear and chase you. When you see one you have to cape it twice. There are also plenty of chocolate men that shoot candy canes at you. The best way to beat them is to duck so the candy canes won't hit you. You can use the cape while ducking, so cape them when they get close enough. Apart from that, this level is pretty easy and quite fun. First go right and jump on the large gumdrop shaped like a duck. Ride it across the pool of ice cream water. Grab some goodies and jump on another duck, but jump on it so you won't be hit by a falling gumdrop. However, before you jump on cape the red gumdrop nearby.

After you reach the platform to the right jump up to the next level on the milk

chocolate poles.

Then go right to find some goodies. To get the hat for another try, jump on the chocolate pillar, then jump right and try to get it in midair. Then head right to a bridge of chocolate balls that collapses. The path right is a dead end. To proceed, jump on the platform and then onto a floating cream puff. Ride it left to find two more cream puffs. Ride one of these up to a platform. If you see some holly leaves, jump over it but don't jump on it or it will twist you into a corkscrew. You won't be hurt, but won't accomplish anything either. You have to jump on floating platforms until you reach the top. From here proceed right. Eventually you find a green bottle. Jump on the cork to be shot off for the second ride of your life.

The Ride

The only two controls in the ride are up and down on the d-pad to go that way. You have to watch out for orange spiky things to avoid taking hits. There are a lot of goodies here scattered around. The better ones are behind spiky things so you have to fly just above the spiky thing then quickly dive or climb to slip in behind it. One of the ? bags has a hat, and another has a cake, restoring all cards. You only get one chance to do this, so do it well.

After the ride ends backtrack left, past where the bottle was to a lone ? Bag near an edge. Grab the bag but don't fall off the edge unless you want to fall back to the cream puffs. Inside the bag is an invincibility card. Now run (A + right) right like a madman, running right through all enemies (don't bother to cape them) before the invincibility wears off. When you reach the jell-o walk in and you fall through. Grab some goodies to the left including a cake before going through the next block of jell-o. Drop through the third block to finish the area.

Level 4 boss

This boss is an old witch. First she'll hover in the middle of the room. Then she'll swoop down toward the left or right, fly over to the other side, then fly back to the middle. Then she drops to the ground and does a lightning or energy ball attack. To hit her, leap up and use the cape on her in midair. Hitting her on the ground is risky because of her attacks. 5-6 hits should do her in.

Level 5

First, jump back into the cookie box for a hidden hat. Then go left jumping over the magic box. At left are some goodies. Then walk in front of the magic box and you disappear to area 1.

Area 1

This area is hard. First go right. The main enemies here are walking cards. They shoot red

bullets

at you. To beat them, duck to avoid the bullets and cape them twice when they come near.

It

takes two direct hits to take them out, and when they appear in groups it's even worse.

The other

enemy is a jumping white statue that takes one hit to be killed. Okay, go right killing a card and

walking next to the stationary card. When Mickey says alakazam press C and four cards will lay

flat over the pit to the right, making a bridge. Kill the card that tries to sneak up behind you. Then

cross the pit. The next area has several cards and jumping statues along with mushrooms to climb

on. Beat the enemies and continue right. When you reach the bells, you have to jump from bell to

bell to reach the ledge to the right. Once you touch a bell it starts moving back and forth, making

it harder to climb on. Try to get to the ledge without falling so you won't have to contend with

bells that go back and forth. Then, press C when Mickey says alakazam and the cards will make a

staircase you can climb.

Now press C again at the top and the cards will go over the LONG chasm to the right and start

going up and down or left and right. This is extremely hard. You must jump from card to card to

cross the chasm. One false jump and you're gone. You must concentrate very hard. You can try to

get the diamond cards while jumping from card to card. On one of the jumps you can try to bag

the floating hat for another try. There isn't much advice I can give on getting it except only go for

it if you're very, very sure of yourself. When you finally get to the path at the bottom right breath

a BIG sigh of relief and go right, capping any statues that come at you. When you see the last

group of cards press C and they'll make another bridge, this time with a hole in it.

Carefully jump

over the hole and proceed right to a dice machine. This is tricky some dice will make you go back,

but the die with 5 dots showing will send you to a bonus area with bells. Jump from bell to bell

getting as many goodies as you can before falling. Then jump on the die with 3 dots showing. This

will open a door. Jump through the door to exit.

Area 2

This is supposed to be the sorcerer's kitchen. The music sounds weird, and the background is even

weirder. First go right and run through the mirror to go to the main area. This area has an

automatic scroll that pushes the screen right, and it moves as fast as Mickey himself.

You'll want

to stay in the middle, so you can see ahead but are able to stop without being pushed forward.

The only way to move forward on the screen is to run. First you have to deal with some stationary

statues. Deal with them by capping them, but when you see the ? bag grab it to set off a fireworks

display that kills all on-screen enemies. Then go right jumping over pits. If you see a very small pit and go next to it, it swells in size, so quickly jump over it and continue. When you see the chandelier walk next to the spot where it will fall to trigger it, like you did with the tridents in the sunken ship. Then stop quickly to avoid being hit. After it lands run right to stay in the middle. When you see the table jump on (don't try running under it unless you want to die) and proceed. On the table you have to watch out for the spoons that shoot out of the thing on the table, fly around for a while, then smash into the table. They are fast and erratic, so you'll probably be hit. Also watch the two dishes. When they rise, duck so when they fly across the table and ram into each other they won't hit you. After passing the table jump a few more pits, avoid two chandeliers, try to stay in the middle of the screen and jump on the second table. There are more spoons here but if you have plenty of cards you can just make a mad dash for the end. After the table run through the mirror to finish the area.

Area 3

First you have to go right. A nasty faerie will make life tougher by making holes in the floor appear. Jump over them and continue to the far right. There's a new enemy here that I call a grandfather. He is slow but is hard to beat. One swipe of the cape will make him flash. He sometimes goes down after one hit, but you don't know, sometimes he won't because only the end of the cape hit him, so be ready to have to cape him again. At the far right you corner the faerie, but she is invincible now. Climb the stairs to the left beating grandfathers as they come. When you see the curtains to the left, jump on the switch to turn a light on behind them. Without this enemies behind the curtains are invisible, with it you can see their silhouettes. Beat them and proceed left. After the curtains climb the stairs to the right beating two grandfathers. At the top go right. Now things get really tough. You have to cross a bed of spikes via platforms on wheels. Jump on the first one, then jump to the next when they are closest. For the first two jumps that pesky faerie will swoop down during the jump and try to hit you. There's no way you can avoid her and jump to the next platform; use the cape in midair to hit her. This is very tough to do and even if you get her you may fall short and land on the spikes. When you reach the stairs to the right, the faerie tries one more time. Stand on the second step and when she flies at you let her have it with the cape. Then go up the stairs and jump in the magic box. You disappear and reappear on a platform suspended on a chain. Eventually your weight breaks the chain and the platform plummets. It will fall into a pit and so will you unless you run against the right wall. There's a passage on the right side, just above the pit and if you run against

the wall

you will run off the platform and into the passage. Go right to the exit.

Area 4

This place is dominated by cards. Take out the first two using the duck/cape technique and proceed right, taking out a grandfather and another card. Now go right to some stain glass windows. When behind a window you see only a silhouette of you and your enemies. This is tough because there are cards in front of you and others that sneak up from behind.

Quickly take

out the cards in front of you and then turn around and beat the ones behind you. Then go right,

crawling under a platform and getting the ? bag for a hat. Be sure to kill any enemies behind you

before doing this, as inevitable doom comes if an enemy traps you under there. With the hat go

right to some more stain glass windows. Again you're attacked from two directions only now there are more cards. Dispose of all the cards and then go right, beat a grandfather and continue

right to exit. Now you're ready for you're final battle.

Final boss

Considering all you've done to get here, the sorcerer isn't too hard. The only part of him that can

hurt you is his head, but ghosts appear in his hands and fly around. They can't be killed, just

avoided, and they're fast and erratic. Also, the six pillars you must fight on go rise and sink

erratically. If you fall into the poisonous chemical below you'll take damage. To hurt him jump up

and cape him in the head. After about 6-8 hits he's beaten and will send you home, Mickey can do

his magic act, and you can watch the ending.

All Right!!!

If you have any questions, comments, further tips or need further help, e-mail
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Thank you for playing World of Illusion.

If you have any further questions, comments or further tips e-mail
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