

# Mickey Mouse: World of Illusion FAQ/Walkthrough

by SubSane

Updated to v1.0 on Jan 4, 2016

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The FAQ/WALKTHROUGH for WORLD OF ILLUSION, v1.0

Based on the Sega Genesis version  
Written and maintained by Torro (aka SubSane)  
Last Updated October 15, 2003  
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===== 1.0 INTRODUCTION =====

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1.1 Game Details  
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Developed by Illusion Shot Pictures, and produced by the Walt Disney Corporation and Sega. Released in 1992.

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## 1.2 Story

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One night, Mickey and Donald were practicing for their big magic act. Donald being as clumsy as he is, he tripped and fell behind the stage curtain.

In the stumble he bumped into a mysterious magic box. Donald was intrigued. Despite Mickey's objections, Donald stepped into the box... and vanished!

Wondering where his friend had disappeared to, Mickey peered into the box and vanished as well.

A mysterious cloaked figure appeared, and challenged Mickey and Donald to show him their magical capability. Can they find this master of magic and escape the world of illusion?

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## ==== 2.0 BASICS =====

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### 2.1 Game Start

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Press C to access each of these options, then Start when you're ready to go.

#### Player

This option allows you to choose between 1 and 2 player mode, as well as Mickey or Donald.

#### Password

Go here to input a stage password. Passwords can be acquired after losing all lives in a stage.

#### Sound

This is the sound test where you can listen to all the music and sounds in the game.

#### Control

You can choose between four different control options. Note that this guide is based on the default control.

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### 2.2 Status Screen

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#### M or D

The M or D just represents which character you're playing.

#### Cards

The cards represent your character's health. Refill the cards with

cakes or candy.

Tries

The tries in the center are the number of remaining lives.

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## 2.3 Controls

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### Basic Controls

Start..... Pause  
Left..... Move left  
Right..... Move right  
Down..... Duck down  
A button... Run, use two player moves  
B button... Use magic cape  
C button... Jump, fly carpet, swim

### Advanced Moves

Crawl: If you hold Down and press the C button, you can crawl through tunnels or under things.

Rope (two players): When playing the multiplayer mode, you will often have to pull up the other player with a rope. Press A at the edge to send down a rope and pick up the other player.

Pull (two players): When playing multiplayer mode, Mickey will have to pull Donald through small gaps (I didn't know he had such a big arse). Anyway, hold the A button to pull Donald through.

Mining cart (two players): When playing multiplayer, there will be a part where both characters must use a mining cart to keep going. Keep pressing Down to alternate the jumps.

Stack (two players): One player can jump on top of another and reach higher areas.

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## 2.4 Items

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Candy..... Refill one health card  
Cake..... Full health  
Magician Hat... Extra life  
Magic Deck..... Grants temporary invincibility  
Black Card..... Collect 52 for extra life  
Sky Rocket..... Kill all enemies on screen

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==== 3.0 WALKTHROUGH =====

IMPORTANT NOTE: There may be enemies on screen that I will not point out. If an enemy is of any specific importance, I will mention it.

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### 3.1 The Forest

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Enemies: Knights, leaf creatures, mosquitos, moles, big spider.

#### The Woods

\*\*\*\*\*

You'll start in this huge forest, and some knights will attack you right away. Use your magic cape attack to kill them. Remember that the actual cape has to hit them, not just the sparkles.

So run along, killing any enemies. Next you'll run into a weird leaf creatures. They materialize from a pile of leaves, so you have plenty of time to spot them. One swish of the cape will finish them off.

When you see the tree root with a bag under it, crawl under and grab the bag to get a cake and refill all your health. A mosquito will then come up from the rear, but all it will do is dive. One cape swish will kill this one too.

When you get to the log catapult, jump on it and your character will get launched up through a series of catapults. If you are playing multiplayer, one character will have to launch the other one up, then the character at the top has to press the A button to send down a rope.

Pick up all the bags along the way, then the candy at the very top. Jump over the gap and head to the right.

Take care of any enemies, and keep going. You will reach a hollow log, so crawl through to get an item. Enter the tree on the right and then take care of the last enemies here, then go into the tree on the right.

#### Flower Patch (Mickey)

\*\*\*\*\*

This section applies when playing as Mickey. There will be several enemies along the way, but they're all easy to kill. Also grab any items along the way.

When you see the large red tulip, jump inside it. You will fly into another tulip, then onto an elevated area on the right.

Jump onto the flower near the steep drop and a petal should pop out. Jump on this flower a couple of times to some petal steps and get the items.

Drop down, and now you can choose between going the top or bottom path. The top path yields better items, so jump up to the small platform and jump on the flower a few times to build steps to another platform.

Build some steps with this flower to get a candy, then go into the tulip on the right. The tulips will lead you to the entrance of the Spider Cave.

#### Vine Field (Donald)

\*\*\*\*\*

This section only applies to Donald. Make your way to the right, and kill all of the enemies easily. Jump into the tulip to fly up into the vines.

You can jump down here and walk along the ground, or stay up in the vines. I think it's easier to just walk along the ground. So go to the right, collecting any items you can spot. You should be doing all right in health anyway.

If you see a small wriggling plant, use your cape on it to bring up a vine. You can use those to jump up higher. Also remember to jump over the gap where the '!' sign is posted.

Enter the door at the end to enter the Spider Cave.

#### Gem Mine (Two players)

\*\*\*\*\*

This area only applies when both players are playing. It's pretty basic, just follow the tunnels. Also remember to check for gaps and alcoves that contain items along the way.

Near the beginning there will be a small gap, the kind that you can crawl under. Donald will not fit, so the player who is playing as Mickey has to press A on the right side of the gap to pull Donald through.

The only enemies here are the moles who swing their pick axes, but cape sweeps will handle them easily.

When you get to the mine cart, both players will have to work together. Press Down and alternate the jumps to power the cart, but be careful when passing under the loose boulders. When you pass over the bridge, don't stop!

Just keep going to the right to leave the area.

#### Spider Cave

\*\*\*\*\*

This area is simple. Make your way to the right and stay as high as possible, to avoid falling. The webs with holes in them will break away, so don't stand in the center. The spiders can be killed by one cape swish.

When you reach the spider facing to the right, get ready to walk along the string it makes. This string vanishes, so make sure to follow closely behind it.

There will be a second string spider, but this one will have a much

more complicated pattern. Like before, follow the spider and watch its movements. It will turn around and go left a few times, but all you have to do is wait and jump when necessary.

After that spider, the entrance to the boss chamber will appear.

Boss: Big Spider  
\*\*\*\*\*

This spider's only attack will be a charge from the top. It will climb behind the webbing and do some weird neck thing, but that isn't an attack.

Hit the spider five times to finish it off and beat the first stage.

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3.2 Mountains in the Sky  
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Enemies: Parrots, flames, crazy cowboys, block dragons.

Carpet Ride  
\*\*\*\*\*

Press C when the character says "ALAKAZAM", and a magic carpet will appear. Hop on!

Hold C to stay up in the air, and make your way to the right. The best thing to do is stay at the bottom, just above the twister down there. You can easily avoid any twisters and parrots this way.

You will also find plenty of items if you stay down there, but when you reach the end try to go up for some extra items.

Over the Mountain (Mickey)  
\*\*\*\*\*

Tell me this area doesn't rock! Anyway, the first part is simple. The lightning that comes down won't hurt you, but it will spark some small flame enemies. As always, one cape sweep will do away with them. There will also be boulders bouncing around, but they are easy to avoid.

So, up and up we go. Use the various stone pillars that pop up to reach the higher ledges. Just remember to ALWAYS stay as far to the right as possible, to make sure you reach all the pillars.

There will be a part where your character will be trapped between two pillars, but don't worry. This will just get you up the ledge.

So keep going and go into the cave.

Hold the A button immediately, and run for it! The ceiling will begin to come down, but if you hold A right away and run the whole time, you'll make it to the other side.

Jump onto the platform to fall down the mountain. Do not stand on any of the blocks to too long, or they will disappear. Once you get near the bottom, all but one of the blocks will vanish. Make sure to stand on the solid block, or you may fall and die.

#### Leaf Surfing (Donald)

\*\*\*\*\*

Donald will be thrown right into this one, so get ready! This area will consist of many properly timed ducks and jumps.

Part 1: Just coast through the upper level of the first part, then make sure to jump over the small blocks on the lower level. DO NOT hold any directional buttons, and just tap the jump button to hop over. You may fall if you make a big jump.

Part 2: The next cave part has nothing, so just coast through.

Part 3: Jump over the blocks in the upper level of the next part, then duck under the large blocks on the lower level.

Part 4: Immediately duck through the next cave to avoid the large overhanging boulders.

Part 5: Jump at the edge of the waterfall to grab the items, and you'll still land on the leaf.

Part 6: Jump over the fire.

Part 7: Jump over the rocks on the upper level, then jump over the ones in the lower level.

Part 8: Duck under the two groups of fire.

Part 9: Jump off to the left or you'll fall down with the leaf, then walk up to the next leaf above. Don't linger on the rocks because they break away. Once you're on the leaf, make a long jump over the large group of rocks.

Part 10: Duck under the first fire, then jump over the second one.

Part 11: Jump off to the right to complete this area.

#### Cowboy Craze (Two players)

\*\*\*\*\*

Here both players will have to climb up a mountain while avoiding crazy cowboys and parrots. The cowboys will walk around and shoot, but they're easy to kill off. Same with the parrots.

To get up the rocks, one player must stand on another and jump up. Then, the player at the top must press A to lower the rope.

Once you get to the top just run. Some cowboys will drop in with balloons, but they're just like the previous cowboys. Keep going to the right and you will get to a stone pillar. Ride down on it and jump onto the rock on the left.

So now you have to go to the left, and when you reach the bridge make sure to run to avoid falling. Jump onto the next rock pillar to get lowered to the next area.

#### Above the Clouds \*\*\*\*\*

This part is all about cloud hopping. The large clouds with faces will move when you stand on them. Then, there are two types of small clouds. One will remain the same, but the other type of small cloud will vanish when you stand on them. The vanishing clouds have what looks like small eyes at the bottom, and are symmetrical. When you land on one, quickly jump off.

Ok, so remember to always go to the right and up. Eventually you will reach a set of piano keys. Each piano key you stand on will release a musical note, but sometimes these notes will turn into an item or a bomb. The items can be anything from a card to a magician hat, so I suggest walking them one at a time. Be careful because they might sometimes turn into a bomb that will hurt you.

Fall down from this piano platform and you'll land on another piano. Hop along the clouds on the left to get that extra candy, then walk along the piano and get any items, just like before.

Go inside the cave at the very right to meet the boss.

#### Boss: Block Dragons \*\*\*\*\*

There will be a circle with six blocks on it, and a dragon will appear from each block. They will drop down one at a time.

The only attack is a fire ball, but they also jump around a lot. Avoid the first jump, then one cape sweep will take care of each one.

Read the new ALAKAZAM instructions, then press the jump button to make a bubble appear and float to the next stage.

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### 3.3 Under the Sea

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Enemies: Tiger fish, starfish, jumping fish, lobsters, swordfish, shark.

#### Sea Caverns \*\*\*\*\*

Right, so just press the jump button to keep swimming. Stick to the top, but avoid any tiger fish. There will be a cave in the top-right corner, so go in to get some candy.

Float down to the bottom, and enter the tunnels. Don't touch the spikes obviously, and swim into the small gap above the spikes to



avoid that tiger fish.

Float up the tunnel. The tunnel to the left has an extra candy, fly you need it. Just float along the bottom so the fish won't spot you.

Continue on to the right until you reach a wall of bubbles. You can't go through, but if you go up to it and turn your back to it, the clam nearby will swim over and block the bubbles. Go in to get a candy.

Swim up, and do the same thing with the wall of bubbles on the right. There is a magician hat in the tunnel to the left, so I'd recommend going for it. Go back to the right once you're ready.

Keep swimming to the right. You'll end up outside of a cave with some goldfish, so swim inside.

Now, if you're playing as Mickey or two players you can go through the tunnel. Mickey can crawl under, and Mickey can pull Donald through by pressing the A button. If you're playing as Donald, swim back to the left.

#### Coral Reef (Mickey)

\*\*\*\*\*

Go to the right, and just use a cape sweep on any starfish that approach you. If you are in a tunnel you may want to run through because shells will drop from above. If you see a spout, jump on it to get pushed further ahead in this area.

So make your way to the right. There will be a part with some spikes and giant clams. You can jump on these giant clams, but only when the shell is closed.

After you pass the giant clams there will be three spouts. First go into the tunnel on the left for some candy items, then you can use the spouts to get a candy over the third spout. Go into the tunnel on the right once you're done.

Press C at the end to go back into the bubble and return to the ocean.

#### Island Hopping (Donald)

\*\*\*\*\*

If you're Donald, then swim back to the left and Donald will get sucked up to the surface.

This area involves a whole bunch of jumping, and there are two main problems. The first would be the fish that jump up and can cause Donald to fall in the water. One cape sweep will take care of them.

The other problem is that some of the rafts will deflate when you jump on them. Jump off those quickly.

So, keep going to the right. If a raft gets pushed up by a rush of water, use that to jump in the trees and get a magic deck. This will make Donald invincible for a brief time.

Push C at the end to get into the bubble again and return to the water.

#### Underwater Ruins (Two players)

\*\*\*\*\*

This area is pretty straight forward. There will be a lot of crawling under gaps, and there will be a few places where you can stand on the other player and get extra items.

The enemies are basic too. Just the same ol' starfish and some lobsters that throw tridents. Both die easily with one cape sweep.

So, it will be real easy through most of the stage. When you reach a large blue clam, both players must jump on it. This thing will roll on down the hill by itself, and will break a series of pillars.

As soon as both players get thrown off, hold A and run! The ceiling will begin to collapse, and you can only make it to the end by running the whole way through.

#### Sunken Ship

\*\*\*\*\*

Now that you're back in the water, swim into the hole on the side of the ship. Make your way to the right, but avoid stepping on any cracks in the floor. You don't want to break your mother's back, do you?

Seriously, cracks in the ground mean holes in the ground. Keep going, and take care of any starfish if you see them.

When you go through the tridents, walk slowly. Some tridents will fall after you pass them, while others will fall as you walk under. Approach each one to see what kind it is.

Walk to the left when you reach the lower level and you'll find a candy. Oh, and there's also the little matter of the swordfish. Dealing with them is like dealing with the tridents. Walk along, but be ready to stop if a swordfish should appear.

Get ready to run when you reach the part where you have to crawl through. It'll be a small tunnel, and all you have to do is hold the run button and run for it. Jump when you reach the end to just make it.

Fall down the steps, but keep going left until you hit the wall on the left. If you try to go to the right after jumping from the steps, the swordfish will get you. Walk straight to the right and crawl through the gap to escape the swordfish and meet the boss.

#### Boss: Shark

\*\*\*\*\*

The shark will swim back and forth with his fin sticking out, but that can't hurt you. When the fin vanishes, then get ready.

The shark will have two attacks. For the first he will swim back and forth, but biting the air. For the second attack he will jump up from a random spot, again biting the air.

The ground attack can cause a lot of damage, so only attack if you think you have the 'mad' speed. The air attack is your best chance. Just smack the shark with a cape sweep each time he goes up in the air.

It'll take six hits to kill off the shark for good.

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3.4 The Giant's Den  
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Enemies: Rubber stamps, flying pens, pencils, gift clowns, explosive cones, wolves, eagles, gummi planes, chocolate men, cookie men, the witch.

The Den  
\*\*\*\*\*

This area is really not linear, so if you wander around you can easily find your way to the exit. There are enemies such as rubber stamps, pencils, and flying pens. BUT, the pencils take two hits to kill, unlike many of the other stages.

So fall down from the fish bowl. There will be some items on the left, then you can step on the tube of paint. The paint just slows you down, but it's still cool to squish the paint out.

Next there will be a part where you can go up, or to the right. Go up to the TOP first. Now, if you're playing as Mickey you can find a magician hat on the right, and if you're Donald it will be a candy.

Step on the Water spray to reach the sugar cup on the left, which is like a bonus area. Go inside for some cards and candy, but be careful around the bouncing cubes.

Now, if you're Mickey or playing as two players, you can go up and explore. In fact, two players have to go up to the next area and go inside the gift box. If you're playing as Donald, ignore the Christmas area below and keep going to the right.

Christmas Box (Two players)  
\*\*\*\*\*

This area is easy, since all you have to do is run to the right. I suggest just staying on the ground and running for it.

This area has gift clowns and explosive cones as enemies, but they both die with one hit. Real easy.

So go to the right and never stop. There will be the typical items like cards and candy, but if you see a large christmas tree make sure to jump up and grab the invincibility magic deck, and keep

going. You'll run over a large group of balloons along the way, then find the exit at the end.

Now the two players can make their way to the top and look for the cookies tin.

The Den (continued...)

\*\*\*\*\*

That bottom-right area will have a peg board and some pegs on it. You can use the pegs to get to the top, then go into the other sugar cup for more bonus stuff. If you're playing as Donald make sure to pick up the magician hat in the bottom corner under the peg board.

You can use the new trick you learned on that green curtain near the sugar cup. Press C to vanish and reappear at another curtain at the top.

Walk to the left to find a thick book with a doorway. If you're playing as Mickey you can just bounce on the stapler and keep going and enter the next curtain. Go to the right and jump inside the cookies tin to enter Candy Land. Skip over this Donald area to find Candy Land.

If you're playing as Donald, go inside the book. If you're playing as Mickey jump up to the curtain, then go to the right to go inside the cookies tin.

Reading Nightmare (Donald)

\*\*\*\*\*

Who says books are good for you? All you have to do here is make your way to the right, but there will be lots of enemies who will try to stop you along the way.

The wolves start slow, but dash at you eventually. They take two cape sweeps to kill. The eagles fly above and dive down when you are under them, so just avoid them. Finally, the rocks can't be killed, so avoid them as well.

La la la, always to the right. Eventually you will get to a castle gate. You should see some kind of brown switch in the second gap from the right, so jump on this brown switch to lower the gate and enter.

You can use your cape to mess around with the bushes and fountains for different effects. Keep going to the right to exit.

Now that the stapler has appeared, go up and enter the curtain. Then, go to the right and jump in the cookies tin.

Candy Land

\*\*\*\*\*

I don't know why, but a lot of these Mickey Mouse games have a candy land. Eh, go to the right and jump on the swan to float across the milk.

There are gummi planes, ginger bread men, and cookie men in this area. They are all easy to avoid or kill, so there's no problem.

So go up to the first level. There will be some items on the right, then just go to the left. Climb up on those puffy marshmallows to get up to the upper level, then keep going.

Man, I get tired of saying this, but all you have to do is go to the right. Kill kill kill, run run run.

Now, if you are playing as Mickey you will see a champagne bottle along the way. Jump on it to go to his area. If you are playing as Donald, skip over this part.

Flying Cork (Mickey)

\*\*\*\*\*

This part is really simple. Mickey will float up to a purty nighty sky, and all you have to do is avoid the yellow stars along the way. Collect any items you can, and eventually Mickey will float back down to candy land.

Candy Land (continued...)

\*\*\*\*\*

Eventually you should reach some big blobs of gelatin. You can squeeze down through these, but make sure to get any items along the way. You will reach the boss when you fall down through the last one.

Boss: The Witch

\*\*\*\*\*

This boss will fly around on her broom, shoot out fireballs, spread flames across the ground, and bring down thunder bolts. All three attacks are simple to avoid.

It is insanely easy to beat this boss. Cape sweep the witch six times to EASILY beat her. You can avoid the attacks if you're low on health, but if you're full then just attack repeatedly.

Jump back in the cookie tin to get a magician hat, then enter the magic box.

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3.5 Magician's Realm  
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Enemies: Cards, white pawns, black pawns, block hatters, small wizards, Pete the Magician.

Fields of Green

\*\*\*\*\*

Well, let me go over the enemies for this area. There will be cards

that take three hits to kill, and black and white pawns that take one hit each. The cards throw hearts out, so duck and cape sweep them.

This area also introduces the card command trick. When you approach some special cards, press C to command them and build platforms, steps, etc.

So make your way to the right. The bell tree might be hard to climb because of the wobbly bells, but it's not that difficult.

The part with the moving cards is easy when you pay attention to the next card in line. Don't worry about the card you are on, just the next one.

At the end you will find six dice-shaped buttons. If you press the wrong button here, you can be sent back to the beginning, to a bonus area, or you will open the hedge gate to the right.

So there are six dice. The fourth one is a bonus area. You have to balance on bells and collect items, and when you're done you can just fall to the bottom.

The exit dice will change depending on who you are playing as. Mickey's exit dice will be the fifth dice, Donald's will be the second dice, and the sixth dice is the exit for two player mode.

#### The Looking Glass (Mickey) \*\*\*\*\*

Walk to the right and jump into the looking glass, my dear.

This one is like running on a moving walkway. The floor will be moving to the left, so you have to run to the right and remain in the center.

The enemies are the same ol' pawns from before, so handle them easily.

Aside from the enemies, the obstacles will be holes and dinner tables. The holes are easy to jump over, but some of them will change in size as you jump over. Just make a long jump over them. Make sure to jump on the dinner tables when they appear, and avoid the plates and candle holder. Oh, and look out for the falling chandeliers.

Jump through the looking glass at the end to go to the Magician's Hall.

#### Hedge Maze (Donald) \*\*\*\*\*

This one is sort of weird. It's not really a maze, so just make your way to the top. The only enemies will be pawns.

You will also see these saw-beak birds and spring box clowns, but they aren't enemies. If you hit the birds, they will create a hole in the ground. Jump into these holes.

This will take you to a beige and pink version of the hedge maze. An alternate universe? Anyway, to get out of the beige hedge maze, cape sweep the spring box clown and it will leave behind the spring. Use the spring to get back to the green hedge maze.

Keep doing this back and forth between the beige and green until you reach the bird at the top of the green. Once you're in the beige maze, run to the door at the right to enter the Magician's Hall.

#### Mystery Doors (Two players)

\*\*\*\*\*

This area isn't that difficult, but quite tedious. There are six doors, and the first door can't be entered yet.

The other five doors will take you to five areas from the previous stages. Say you pick the door at the end. Since you picked it first, it will always be the Carpet Ride area from stage 2. The next door will be the Christmas Box from stage 5, and so on. The other three doors will be the Sea Caverns, Gem Mines, and then finally the Magician's Hall.

#### Magician's Hall

\*\*\*\*\*

Ah, almost to the end! This next area will be perilous, but I'll guide you through it.

When you start there will be two new enemies. The block hatter is a goofy guy with a green hat, and all he does is crawl forward. A few cape sweeps will kill them off easily. The small wizard will always fly ahead of you and drop holes on the ground, but just jump over the holes and ignore the wizard.

So on to the right, then climb up the stairs when you reach them. Make a right and go through the wall near the stairs to find a cake.

Go back to the left and step on that button on the ground. This will turn on the lights behind those curtains, and will allow you to see any enemies in the way.

Go through the many block hatters here, and climb up the stairs. Now the ground will be covered with spikes. Use the carriages to get across the spikes safely, and try to kill any small wizards that should appear. Climb up the stairs on the right and go inside the magic treasure chest.

Hold A and run to the right when you get in the elevator. When the chain breaks you should be able to make it to the next platform on the right.

The next area is straight to the right, but you will have to duck down a lot to make it through. There are a whole lot of card enemies, and you want to avoid getting hit by the hearts they throw.

There will be a few parts with stained glass windows, but it's just like the lit curtains from before. Also try to get any items along

the way.

At the end you will meet the final boss!

Boss: Pete the Magician  
\*\*\*\*\*

Man, what an ominous looking fella. But, his mug is the hardest thing to deal with.

Jump onto the moving platforms in the center and just start using your magic cape on his face. You'll know you hit him because he does this real goofy face.

The ghosts that appear can obviously hurt you, but it's way too easy to lose. Just ignore them and concentrate on Pete's face.

Hit Pete the Magician eight times to finish him off and show him that YOU are the master of illusion!

Well... that's it folks! Pete will show Mickey and/or Donald how to leave the world of illusion, and they can get back to their magic show! Enjoy the ending, and pay special attention to the guy in the lower right corner.

THANKS FOR PLAYING!!!

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===== 4.0 CODES & SECRETS =====

Stage Passwords

Mickey  
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The Forest..... Mickey, Goofy, Daisy, Pluto  
Mountains in the Sky... Cow, Daisy, Goofy, Donald  
Under the Sea..... Goofy, Pluto, Donald, Mickey  
Giant's Den..... Daisy, Donald, Pluto, Cow  
Magician's Realm..... Donald, Cow, Goofy, Pluto

Donald  
\*\*\*\*\*

The Forest..... Goofy, Mickey, Daisy, Pluto  
Mountains in the Sky... Pluto, Donald, Cow, Mickey  
Under the Sea..... Cow, Goofy, Daisy, Pluto  
Giant's Den..... Daisy, Donald, Goofy, Pluto  
Magician's Realm..... Pluto, Goofy, Cow, Donald

Two Players  
\*\*\*\*\*



The Forest..... Goofy, Donald, Pluto, Cow  
Mountains in the Sky... Mickey, Goofy, Pluto, Donald  
Under the Sea..... Donald, Mickey, Goofy, Daisy  
Giant's Den..... Mickey, Daisy, Cow, Pluto  
Magician's Realm..... Pluto, Cow, Donald, Daisy

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===== 5.0 LEGAL / MISC. =====

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5.1 Version History  
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October 15: Version 1.0

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The whole thing was completed, edited, proofread, looked over,  
fixed, and prettied up. Have fun!

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5.2 Guide Credits  
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Thanks to...

1. Illusion Shot Pictures, Disney, and Sega for creating this game.
2. Wilson Lau, whose Bart vs. the Space Mutants guide inspired me to write video game guides.
3. WWE, for discovering all the stage passwords. I was just too lazy.

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5.3 Contact Information  
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The address is: subsane@gmail.com

The issue of too many e-mails isn't a problem, so I'll most likely respond to any questions (for now). But, I do delete e-mails without a subject. Put 'World of Illusion FAQ' or something similar in the subject line.

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5.4 Legal Stuff  
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1. "World of Illusion" is copyright © 1992 Disney and Sega. Mickey Mouse, Donald Duck, and all other Disney characters are property of the Walt Disney Corporation.

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If I should discover that this guide has been altered in any way and is being displayed publicly, I reserve the right to have the guide removed from that location.

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