

Talespin FAQ/Walkthrough

by Bleuet

Updated to v1.0 on Aug 9, 2004

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For the Sega Genesis
Written By Bleuet
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Version 1.0

Last updated August 3, 2004

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i. Introduction

Welcome! I wrote this FAQ out of the love for this game. This is my first FAQ for any video game ever, so enjoy. I don't know many who play this game, in fact all I know is me. I've beaten Talespin numerous times over the years, so I have a lot of knowledge of the different levels.

ii. Legal Disclaimer

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iii. Version History

1.0 - August 3, 2004 - all sections complete

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I. Getting Started
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Here's all the info you'll need to start a game of Talespin.

1.1 Controls
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- Start Button: Pauses game
- A Button: Drop box
- B Button: Fire weapon
- C Button: Jump
- D-Button right or left: move forwards or backwards
- D-Button down: crouch; pick up box when standing next to or on top of it

- While flying the Sea Duck:
- D-Button up/down: makes Baloo or Kit climb/dive
 - D-Button left/right: slow down/accelerate
 - B Button: fire weapon

- Advanced Moves:
- Drop down through some platforms: D-Button down+C Button
 - Piggyback (2 player game only): Have Baloo in a crouch. Get Kit next to Baloo and have him presh D-Button up. Have Baloo let go of D-Button down and stand up quickly to complete the move. Kit now rides on Baloo's shoulders.

1.2 The Story
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Baloo and Kit work for an airplane delivery service company called Higher for Hire. One day they hear about a contest from the city concerning airplane delivery service companies. The prize is a life time contract from the city for

the company that wins. The contest calls for those entered to fly around the world picking up ten cargo boxes from eight different locations. Soon the contest is narrowed down to Higher for Hire and Shere Khan's company. After a coin toss, it is decided that Shere Khan will go first. His company is able to fly around the world collecting all the cargo in seven days. Baloo and Kit must beat this time if they wish to win the contest and keep Higher for Hire in business.

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1.3 Kit or Baloo?
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In a single player game, you can play as either Baloo or Kit. If playing a two player game, player 1 is Baloo and player 2 is Kit. I suggest playing as Baloo if playing by yourself. His weapon(a paddle ball) doesn't have the range that Kit's slingshot has, but there is one advantage that he has that makes him the best choice. This is the fact that he pilots the Sea Duck (the yellow airplane) in the flying stages. If you choose Kit, you must go through the flying stages riding on an airfoil. Your airfoil is like a skateboard connected to the Sea Duck with a chain. In a 2 player game the Sea Duck is controlled by player 1, but in single player it is controlled by the computer while playing as Kit. The computer isn't a good pilot and will cause you to fly into swarms of enemies which makes the flying levels difficult and frustrating.

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1.4 How to Use This Guide
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The walkthrough is broken up into sections by levels. For each new level, there are three subsections. The first subsection is an overview of the level, which will contain how difficult the level is, my personal thoughts on the level, and anything else of interest. The second subsection will have the actual walkthrough of that level. The third subsection will deal with the boss of the level and tips and strategies on how to defeat him.

The goal of each level is to collect at least ten cargo boxes and make it to the customs office. This office is represented by an open or closed sign. If you've collected your ten cargo boxes, the sign will read "open" and you can enter to fight the boss. If not, it will be closed and you'll be forced to continue to explore the level for more cargo.

There is always more than ten cargo boxes in each location. Though ten is all that is needed to complete the level, this walkthrough will take you through trying to collect every cargo box from each level. This adds a challenge to the game. It's your choice whether or not you want to try and get every cargo box or go for the minimum requirement of ten.

Whenever I mention that there is cargo in an area, pick it up. I might not say to, but always assume that I want you to pick it up. If ever I don't want you to, I'll say so. This goes for killing enemies, as well.

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1.5 Racing Against the Clock
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As you are trying to beat Shere Khan's flight time of seven days to complete the contest, the game has a timer. The trip timer is located next to your health bar in the lower part of the screen. It tells you how many days you have left and shows a small clock representing the amount of time left in the day. If you run out of time it's game over.

Though you are timed don't feel the need to rush through each level. There's

more than enough time to complete all the levels. If all else fails, you can find clock power ups within the levels. These look like tiny clocks and will set back the time on the clock about a quarter of an hour.

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II. Walkthrough
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Shake a leg, li'l britches!

2.1 The Jungle (level 1)

Overview

The first level is pretty easy to complete. The under water parts have quite a few crabs, so you'll have to watch out for them. Also keep in mind that you'll die if you stay under the water too long. The Jungle puts your jumping skills to the test with the tons of rocks the level has. You must jump to and fro over the little rivers under the rocks quite a bit.

Walkthrough

Jump across the swamp pit to where the snake was. From here take out another snake and jump across another swamp pit. Keep going, but hurry across the bridge because it breaks apart! On the other side of this bridge is a snake and cargo #1. Jump into the gap where the bridge was to fall into an underwater area.

Sink to the bottom to get cargos #2 and #3. The left wall contains a hamburger, clock, and a penny. Go right until you find cargos #4 and #5. Keep going until you get to the ledge where you can exit the water. Jump left using the rock floating above the water to get to cargo #6. Go back and continue right. Across a bridge is cargo #7. Continue to find a spring, use it to get a hamburger. Eventually you'll come to a little river. Jump from rock to rock to get to the top, where you should see a spring and cargo #8. Jump to the left across the little rocks along the top to find cargos #9 and #10. Return to where you found cargo #8.

Below the spring is a big rock you'll want to get on. Jump onto the lower right little rock and go to the lower ledge. Cross the ledge to find an area with more rocks. Use the rocks to get to cargo #11, which is right next to a spring. Use the spring to get to a small rock and cross to another spring farther to the right. From here you should be able to see the customs sign which should be open by now. If you'd like you can enter to fight the boss, or, continue and get the remaining cargo.

Use the spring but be prepared to take out a gunner to the right. Cargo #12 is where the gunner was standing. Head left across the rocks to get cargo #13. Keep going taking out the snake as you go and you'll eventually come to a gorilla head statue. The statue shoots coconuts from its mouth and the top of its head, so watch out! Also note that there are monkeys falling from the sky so be extra careful. Jump over the statue and get cargo #14.

Take out the gunner to the left and continue heading this way. Knock out the snake and jump over the two pits to get cargo #15. That's all of them for this level, yay! Grab the hamburger floating above the gorilla head. Head back to the customs office sign I mentioned earlier. All the enemies have respawned, so be wary. When you see the sign simply jump into it and you'll be transported to the customs office where the boss battle will take place.

Boss: Gibber

Gibber uses a magnetic gun that will either push you away, or pull you towards him. The gun will do the latter if you get caught up in it's magnetic path. Touching Gibber will cause you to take damage so you don't want this to happen. He's only vulnerable when he's using his weapon, so hit him then and make sure you're far enough away so as not to be caught in his magnetic pull.

While battling Gibber keep in mind the crack in the floor in the middle of the room. Don't ever stand too close to it because if Gibber hits you with the weapon you could be pushed in and lose a life. His life bar is in the right hand corner, so when it's depleted he's defeated.

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2.2 The Lost City (level 2)

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Overview

Whoa! If the city is lost then how can they be holding a contest there? Oh well, it does make for an interesting level. The lost city isn't that big- it can basically be broken down into two areas. The hardest part is actually the first part because of all the enemies.

Walkthrough

You begin on a small ledge- jump forward onto the middle section of the large platform. Note that you can't get to the top section to reach the star unless playing with two players. If this is the case, use the piggyback move to give Kit the extra boost to get to the upper section. Grab cargo #1 located right in front of you and walk to the edge. From here jump onto the roof of the house and climb to it's peak. Watch out for the bombs constantly falling down the sides of the roof by timing your jump in between them. At the roofs top is cargo #2, a pigeon, and a hamburger. Continue your roof jumping onto the next roof where you'll find a pigeon, an ice cream cone, and cargo #3.

Jump onto the platform on the right where a gunner, two pigeons and cargo #4 await you. Drop off the right ledge and onto the ground and kill the cave dog. Pick up the empty box and jump over the fire hydrant, continue left. Collect another empty box, cargo #5, and kill the cave dog along the way. Go back to the far right where you dropped off the platform.

Go right into the wall where you'll drop underwater. Watch out for the crabs in here and go left. You'll come across cargo #6 first, keep going left and you'll find an empty box and a hamburger. Exit the underwater area the same way you came in. Drop one of the three empty boxes you've collected under the platform. Get on the box and jump to get back on the platform which had the gunner you took out earlier. Set up the two boxes you have left on the right edge, like stairs, and use them to get to the higher area to the right.

Get the hamburger if you need it, then nab cargo #7. A bit further to the right is an elevator- take it down to the lowest level. Here you'll find cargo #8. Ride the elevator back to the top floor and go right to get cargo #9. Hop onto the platform with the empty box and kill the pigeon the next platform over. Jump onto the lower right platform and get cargo #10 located on the next platform. Head three platforms left to get cargo #11. Go back two platforms and drop down to get cargo #12. Go right one more platform to find cargo #13. Go down the stairs grabbing cargo #14 as you go.

Shoot the gunner on the right and continue left. Be aware of the fire here and do your best to avoid it. Take the star and the box as you go. Ride up the

elevator and go to the platform to the right. Here set up the two boxes you've got on the right edge to access the highest platforms containing a star. Go to the customs office sign located on the ground floor where the gunner was.

Boss: Mad Dog

Say hello to the one of the toughest bosses in the whole game- Mad Dog. This dog is seen three times throughout the game, but let's not worry about those other times till they come. Let's focus on the enemy at hand.

M.D. attacks with a gun that shoots small orbs which bounce around the room. Usually the orbs will simply fall out of his gun and start bouncing. Occasionally, however, they won't fall and will come straight at you as you would imagine a normal gun's bullets would. This mix-up means it's hard to stay out of the path of many of the bouncing orbs and easy to get hit. It also doesn't help that he seems to have unlimited ammo and will fill the room with many bouncing orbs.

(Strategy #1)

Just how do you go about beating this boss? Well, you're going to have to practice dodging the bullets of his gun. Don't worry, though, you're likely to get in enough practice with all the times you'll have to start over to play the boss. You see, if you die in a single player game, the battle restarts and he has full health again. If you're playing a two player game, it's a bit different. You only restart the battle when both of you are dead, giving you twice the health and power to defeat him. This is probably the most effective strategy that can be used. If playing the single player, you'll have it a bit rougher.

(Strategy #2)

Again, try to dodge the bullets as much as possible. This is not the most important thing to worry about, however. The real damage happens if you come in contact with Mad Dog. Avoid this at all costs, even if it means taking a few bullets! M.D. has the tendency to try and back you up against the wall. Never, ever, let this happen. Always jump over him to give yourself plenty of space to maneuver. If he does happen to get your back to the wall, he'll jump up and down in front of you, essentially blocking you in. This forces you to run through him, causing massive damage. M.D. is only vulnerable when firing his weapon, so shoot as fast as you can when you get the chance. Good luck!

(Strategy #3)

Set the game to easy in the options menu on the title screen before you start playing the game. The boss will be easy as pie! Hey, there's no shame in it.

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2.3 Italy (level 3)
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Overview

Watch out for the fountains, their water hurts! This is the blandest level of the game, it's the only level that I didn't remember in detail. The only thing that makes Italy stand out is the water fountains it has. This level is more linear than the others, so you shouldn't get lost or have that much trouble with it.

Walkthrough

As soon as you start the pigeon on the first pillar will dive at you- so shoot him out of the air. Climb the stairs taking out a second pigeon on the next pillar as you go. Kill the snake, follow that up with killing the pigeon on

the top of the structure and go until you hit cargo #1. Go down the slide, getting the star on your way down. Go left.

After passing two fountains you'll find cargo #2. Pass one more fountain and jump on the spring. Get rid of the two snakes here and nab cargo #3 and a box. Use the box on the platform you were originally on to boost you on to the higher platform. Continue to make your way up, pass the falling waters, finding cargos #4 and #5 as you go. Knock out the snake, pass the two falling waters (there's a power box in between them), and go down the slide. You've just completed a loop leading back to where you fell off the slide the first time. Get the hamburger and go right.

Don't miss cargo #6 as you make your way to the river with floating barrels in it. Jump from barrel to barrel avoiding crabs and the falling waters till you get to the spring- jump on it. Here you will find cargo #7 and a penny. Get the pigeon before it flies and go down the slide. You'll eventually come to cargo #8 and a ship with geysers on it. Avoid these and crabs as you move across it. Cargo #9 is on the ship. Jump on cargo #10 and then the spring. Make sure you land on the cargo and not the spring or else you won't be able to get it. From here get cargo #11 and continue till you get to the stairs. Climb them but be aware of the four snakes. At the top is an empty box, cargo #12, and the exit.

Set the box up on the edge of the water fall and use it to jump to the left. Here is cargo #13. If you keep going to the left you'll meet up with tons of pigeons, shooting statues, and a cave dog. You'll also find cargo #14. Go back to the exit after getting it.

Boss: Mad Dog #2

You'll be up against Mad Dog once again, but this time he uses his gun in a new way. He will shoot three mines onto the top of the ceiling which will explode after a small amount of time. Six pellets will come down off the explosion, not falling straight down, but coming off at an angle. These are much easier to avoid as you'll have plenty of time and room to get away. The catch is that M.D. is only vulnerable when the mines are exploding and falling. Stand far enough away so that the bullets won't get you, but you can get Mad Dog. Again, don't touch him or let him back you into the wall.

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2.4 Greece (level 4)
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Overview

Tis' a short and small level, this is. A fun one too! What really stands out to me in this place is the beginning in which you much hop around on vanishing ice blocks. That is tough stuff. Other than that this level is simple, just keep going up.

Walkthrough

Go forward and drop through the platform onto the stairs (don't make things complicated by trying to use the ice blocks to get to the lower levels). Watch out for the pigeon while going down to two empty boxes, a snake, and cargo #1. Drop off the right ledge (don't worry, an ice block right below you will break your fall). Here is a gunner, power box, and cargo #2. Go back to the spot where you began and go right to find both cargo #3 and box three. Use the boxes to get onto the ledge with the snake.

Grab the box here and go up through the crumbled part of the above platform. A

pigeon is around, so be ready to knock it out. Shoot out the first pillar which will cause a stairway to appear. Go under it for cargo #5. Climb the stairway, there will be a snake at the top. Grab the hamburger and go left. Cargo #6 is right next to a spring. Hop on the spring and keep shooting the wheel to the left until you're launched from the spring. Watch out for the gunner up here. From where you've landed you can get cargos #7, 8, and 9 (use a box to reach the one on the platform). Go right finding a box, gunner, and snake until you reach a ledge. Use the boxes to make it up and find two power ups and cargo #10. Go back and jump into the gap to the right.

Watch for the gunner, here you'll see cargo #11. Walk to the ledge and jump towards the middle, you'll fall onto a floating platform. Quickly jump onto the section with the snake to get cargo #12. Continue through wall to find cargo #13. Jump back on the floating platform and ride it to the down till it stops. Jump into the left wall and get cargo #14. Ride the platform back to the top to get cargo #15, but watch out for the pigeon. Get off the platform and onto the ledge where you originally were, and then ride another platform to get out of the gap. Go right and down the slide. While falling feel free to pick up as many power ups as you can. Just make sure not to hit the spiked bar moving across the hole. When ready, jump into one of the open signs to the sides.

Boss: Mad Dog #3

This is the last time you'll fight M.D. He's just like the first time you met him, so use the Mad Dog boss section for more help.

Clock Check! Make sure you're doing ok on time before continuing. You should have about 5 days or more, but at least have 4. Some of the upcoming levels are time consuming, so watch your time early on so you don't have to worry later.

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2.5 Egypt (level 5)

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Overview

Every game is required to have at least one desert theme level, and Egypt is Tailspin's. Usually, I don't like desert levels, but Egypt is one of the few exceptions. The level is fairly small, so you should have an easy time getting around.

Walkthrough

Go forward passing the snake and vulture to find a box. Use it to get cargo #1 at the beginning of the level. Go right passing a snake till you see cargo #2 next to the river and boat. Jump on the platform with the vulture. Hit the pillar to make a gap in it, keep going to find cargo #3. Watch out for the vulture, and use the spring. Up here you'll find cargos #4 and #5. This is also where the exit is located. Since you don't have enough cargo yet, head down and continue right to find cargos #6 and #7. Knock out the vulture and go further right.

Cargo #8 is at the ledge. Go down and left (watch out for a snake) to find a star and cargo #9. Head back to where you found the box, get the power up along the way if needed. Go up the stairs and the spring to get on a ledge with a snake. Jump over the gaps to get to the ledge with the snake in a pot. Go to the end of this platform avoiding enemy spiders from the statues and

snakes. Step on the switch which will lower on of the statues you just passed. Use that statue to gain access to an upper level. Here get cargo #10 and a hamburger. Go left and jump onto the platform with cargo #11. Use the moving bar to get to the next spot, but only when the spikes on the bar are facing down. Jump on the spring.

Get cargo #12 from where you landed. Go right to get an ice cream cone. Go up the steps to where cargos #13 and #14 are, along with a vulture. Go right, finding another vulture, then climb the ledges to cargo #15. Continue to the scale to get a hamburger, then fall right off of the scale to land on a floating platform. Proceed to the exit.

Boss: Dumptruck

One of my favorite bosses in the game. Dumptruck uses a fan for a weapon, which will constantly blow you away from him. There is a crack in the middle of the floor, so be careful or he'll blow you right in! To attack him you'll have to jump over the crack, but watch out when jumping over because he uses his fan as a projectile. After crossing the gap, you should be in range to hit him. Just watch the propeller of his fan, when it starts spinning faster it means he's going to launch it at you. Jump over it and take shots, and be sure to jump over it again as it comes back to him.

Another attack Dumptruck has is his rush attack. Watch his legs throughout the battle, if they start moving fast he's about to rush towards you. Simply jump back onto the other side of the crack, if this happens, to be safe.

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2.6 India (level 6)

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Overview

Welcome to the home of the crocodiles, the best non-boss enemy in the game. India is a giant maze, which makes finding cargo and the exit difficult. This is the hardest level in the entire game, and also most entertaining. There are transporters located throughout the level, they look like springs and sit upon raised platforms. Use these to move to different locations within the level. To use them, simply stand on the spring part and wait for it to go all the way down. You will here a special transport noise meaning you've been moved to some other part of the map.

Even after all my years of playing the game, I still haven't gotten a map in my head of this level. It can be very confusing, especially when it comes to finding the exit. Because of this, the walkthrough section for India will be slightly different from the others. Instead of seeking out all the cargo, I'm going to show you how to get 10 cargos and get out. This will make everything less confusing for everyone. Even though I'm only going to point out 10 of the cargos, this level contains 15 cargo boxes. I encourage you to go out on your own and find all of them, have fun!

Walkthrough

Go right and take out the crocodile that comes running at you. Pass the first transporter and the snake. Jump onto the platform where the vulture was, go right where you'll come to blue platforms which you can drop through. Do so to reach the bottom, watch the snake, go through the right wall for cargo #1. Retrace your steps back to the transporter you saw earlier and use it. There should be a ledge above you with a power box to your right. Go right.

Along the way you'll find cargo #2, a transporter, and enemies (watch out for

the crocodile that falls from the ledge above the transporter you pass). When you finally can't go right anymore, you'll come to more blue platforms. Use them to get to the top ledge, where you'll find cargo #3. Then use them to get to the bottom ledge, where a snake, cargo #4, and a power box are waiting. Now get back on the ledge you came from and go left, along the way passing two transporters. The second one you pass is the one you used to get here. To the left of it is a snake. Go through the wall to see cargo #5, a snake, and a spring. Use the blue platforms here to reach cargo #6 on the ledge with the snake. Go back to the transporter (the one you used to get here, with the power box on the ledge above it) and use it.

Go left, jump over the first set of blue platforms and go down the next set. Kill the snake, and get cargo #7. Go back to the set of blue platforms you just passed and take them down, watch out for the snake at the bottom. Go left and down the steps, which will take you right and over spikes. On the last step, jump right, over the gap of spikes, and get the power up. Continue through the wall, beware of the snake on the other side. Here, go up and through the wall to get cargo #8 in the enclosed area. Continue right until you reach more blue platforms. Use them to get to the ledge with the vulture and cargo #9. Take the blue platforms down and go right, and pass a transporter with a snake on it.

You'll come to another set of blue platforms, take them to a platform with a snake and cargo #10! Go up the next blue platforms to another snake, then down the next set. Take out the crocodile down here, and get the power up if needed. Continue to the next blue platforms and once up these go left and take out the snake. Up the last blue platforms, go right, take out the gunner, and walk into the open sign!

Boss: Gibber #2

Gibber #2 plays just like the first Gibber. See the boss section of The Jungle for tips and strategies on how to defeat Gibber.

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2.7 New York (level 7)

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Overview

New York, New York. Boy, this level is filled with rats, they need to call an exterminator! Use the springy chairs here to get a boost. Watch out for the street fires, cause they hurt. This place is fancy, they even have elevators to take you right into the sewers, what good service! The sewers are basically a death trap because of all the rats, so don't stay in them long. A very short, easy, and fun level. I love running through the sewers, they're almost as fun as real life sewers!

Walkthrough

Pick up the box right in front of you. Go forward to see a cave dog. Keep going to get a second box. Take out the pigeon on the chair before it comes to life. Next to the chair is cargo #1. Use the chair to get to the left ledge with the power box. Take out the gunner on the ledge with cargo #2, then jump onto this ledge. Use the chair above you to reach the platform with the solid box. Use the solid box to get cargo #3, but watch out for the rats! Move to the chair ledge, then go to the ledge to the right. Use the two boxes you have to reach cargo #4. Drop back down to ground level. There is an elevator to the right which will take you down into the sewers.

Although there are five cargo boxes down here, enter at your own risk. There

are so many rats in these sewers that it's easy to get swarmed and die. Once in, go left to find three power ups: a penny, clock, and a star to the far left. Below the clock cargo #5 is hidden. Go right fighting rats and other enemies to find cargos #6, #7, #8, and #9. When done, go up the elevator you used to enter these sewers.

Head right, pass the bars that go up and down, don't sink into the pits of orange. After the pits use the chair to get to cargo #10. Continue right until you see another box and cargo #11. Use two boxes to get onto the lowest platform. From here, jump right to get cargo #12. Then move to the left platform to find cargo #13. Jump to the chair above to reach cargo #14 (watch out for the pigeon). Grab the hamburger if needed, then return to the chair and go left. Ride the conveyor belt ducking the pressers as you go to reach cargo #15. Return to where you got cargo #11 and the empty box earlier and take the elevator which is there down. Stand on the middle platform so as to avoid most of the rats here. Wait to take the right elevator up and into the exit sign.

Boss: Dumptruck #2

The second version of Dumptruck seems harder than the first. The difference I noticed between the two was that Dumptruck #2 likes to rush you a lot more, particularly when you're trying to cross the crack in the middle of the floor. Just have patience until you get the chance to get over to his side. For more details on how to defeat this boss, see the boss section of Egypt.

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2.8 San Francisco (level 8)
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Overview

Where's the Golden Gate Bridge? Oh well, at least they have catchy music in San Francisco. This is the last ground level, so enjoy it. Finding cargo boxes here is pretty much a free-for-all, as there are many different ways to go about collecting them. The way I've laid out in the walkthrough is a horse shoe shape, so you do a little back tracking. You can take the two pipes in the middle of the level for a quick trip-it's not necessary, but certainly fun.

Walkthrough

Move forward, as you do, take out the pigeon that comes to life and then the cave dog. Drop through the patch of blue ground. Watch for the rats down here while getting cargos #1 and #2. Go up the stairs to the right, at the top is an elevator. Instead of taking this elevator, jump on the pipe pieces to the right and make your way across them. Go until you see the magnet dropping 100 lb. weights. Drop through the ground here to and take out the gunner, here you'll find cargo #3. Use the elevator across the gap with the red blinking light to get to the next platform. Keep going right and hop on the rocket-propelled platform to reach the pipe with cargo #4. Use this platform again to reach the top ledge with the 100 lb. weight and cargo #5.

Take note of cargo #6 which sits on a platform with a pigeon to your left. You can't reach this yet, so go right and get on the ledge that a pigeon is on. Use this ledge to reach the piping you were just under. Get the hamburger and speed limit sign here. Use the boost of speed the sign gave you to jump to the left platform where cargo #6 and the pigeon were, then jump back onto the piping. Hop on the rocket platform next to the piping. As the platform moves up be sure to get cargo #7 and kill the pigeon. At the top is a gunner, clock, and cargo #8.

Go left to see a hamburger with a vertical beam behind it. Jump for the beam and you'll land on cargo #9. You can't see it, but there's a platform to your left so jump this way. Move to the platform with the latter and climb the latter. Climb the second latter, which is slanted, but watch out for the pigeon on it. Up here are cargos #10 and #11. Climb down the left side slanted latter. There is a latter right below this platform that you cannot see, so drop down here. Move to the platform with cargo #12 and a volcano, make sure it doesn't erupt while your here, though. Continue to the platform with the empty box and the gunner. At the end of this platform, drop off to a platform right below you.

Get cargo #13 and wait for an elevator to take you down. Jump off the elevator when you reach the metal beams (the platform directly left will contain a gunner and pigeon). Move along to find cargo #14. Eventually you'll come to small pipes, use these to get onto the platform to the right. Move until you see the rocket platform you used earlier. Stand right under it and drop through the ground, you'll land on yet another rocket platform. While this goes down, wall into the wall where you see circular windows. Pick up cargo #15, then use the yellow and black stripped bars to reach the open sign on the platform above (watch out for the gunner).

Boss: Don Karnage

Well, here he is, the boss of the bosses, the leader of the Air Pirates, the one and only: Don Karnage! Time to make him pay for all the trouble he's caused you this past week!

D.K. won't move far from his starting place, which is in the middle of the room. In fact, he won't move at all unless you move in too close to him or move to the other side of the room. Since neither of these things will help you, I recomend that you just stay put in the area you start off in. Don Karnage attacks by throwing his sword at you, which will return to him like a boomerang. You must jump over his sword both when it's coming at you and when it's returning to him. The speed at which the sword will come at you varies, so don't let him trick you into falling into his blade.

He's vulnerable while he's attacking, so almost at all times during the battle. Use this time to get in the hits, but keep your distance. If you get too close he'll begin slashing his sword at you, which causes instant death! Why does the slashing of his sword kill you instantly while the throwing of this same sword only cause a little bit of damage? I don't know. The real question is: how does the sword come back to him in the first place? Just use this simple jump-and-hit strategy and he'll go down in no time.

=====

2.9 Pirate's Cave (level 9)

=====

You get to pilot the Sea Duck on this level, so a full walkthrough isn't really necessary. Instead, I'll just give you a few tips on how to make it through. First and foremost, grab the cargo that's parachuting downward as you go. If you don't get enough cargo by the end of this level, you cannot continue the game. You didn't travel around the world just to fall right before the end. You're on the last leg of the race, don't get careless now. Also, hopefully you've got enough time left on the clock to beat the game.

Don't touch the stalagmites or the stalactites, not only will they take health away but they'll cause you to loose cargo. Watch the stalactites above, if they are shaking they'll fall if you try and go under them. Shoot them out so this doesn't happen. Be careful when traveling over the small volcanoes, they shoot magma! There will be a couple of spots where you'll have to shoot out

part of the cave blocking your way. This is an easy level if you move through it cautiously.

=====
2.10 Encounter with the Iron Claw! (level 10)
=====

We're here at last, folks, the last level of the game. You'll again be piloting the Sea Duck, but this is far different from the other levels in which you fly. Your objective is to take down the Iron Claw- Don Karnage's main ship. To do this you'll need to destroy certain parts of the ship. While doing this you must avoid fire from both the Iron Claw and the usual pirate planes. Also something different here, you can actually cruise along the bottom without worrying about dying.

The level will automatically pull you towards the ship, when this happens be ready to fire on the right enemy equipment.

- 1st: take out the 3 small guns on the ship's yellow, unopened "claw
- 2nd: grapple above the 3 small guns
- 3rd: big propeller to the ship's side
- 4th: 3 smaller propellers on the top of the ship
- * a wrench is above the 3 smaller propellers
- 5th: cannon to the left of 3 propellers
- 6th: After you do all the above, the yellow claw will open up. The bottom piece of the claw will have another cannon and an enemy plane. Take out the cannon first since it's the one that can actually hurt you, then the plane.

Congratulations!

You win the city contract

=====
III. Enemies
=====

Cave Dog

Found in levels: 2, 3, 7, 8

A dog which stands on it's hind legs while it punches. The Cave Dog can also do a special move in which it rises off the ground and preforms a twirling punch. It has a lot of health, so stand back while hitting it with your weapon so it doesn't get the chance to punch you.

Crab

Found in levels: 1, 2, 3

One of the most annoying enemies. You find them near water in bubbles. These things will jump at you and latch on like a tick, slowly draining your life. Jump around and fire your weapon to get rid of them.

Crocodile

Found in level: 6

My favorite enemy of the game. A Crocodile will rush at you and begin attacking by slashing it's tail. A good hit will kill him, so just attack before he has the chance to reach you.

Egyptian Snake

Found in level: 5

A variation to the normal snake. Egyptian Snakes are found in pots and will spit poison at you. I'm pretty sure you can't kill them, so jump over them and run when you see them.

Monkey

Found in level: 1

These guys fall from the sky and land on your back. Jump around and use your weapon to get the monkey off your back! They don't really sound like monkeys though...

Pigeon

Found in levels: 2, 3, 4, 7, 8

As soon as it sees you, a Pigeon will take flight and attack. This can cause a lot of chaos, especially if other enemies are on screen. Always try and take them out while they're stationary to avoid this.

Rat

Found in levels: 7, 8

If you see one rat, chances are there are a lot more. A Rat likes to attack in swarms, so while they're easy to kill it can be difficult when there are a lot of them. Try and avoid rat infested areas as best as you can.

Snake

Found in levels: 1, 3, 4, 5, 6

You'll meet a ton of these on your journey across the world. They like to stick out their tongues and lick at you, which will cause damage. It's easiest to kill when it's coiled up and jumping.

Spider

Found in level: 5

Very hard to see because it's so small. Spiders will come out of a statue's mouth, so pay attention so you can see them.

Tiger in a Trenchcoat

Found in levels: 1, 2, 4, 6, 7, 8

This guy comes equipped with a gun, so he'll likely shoot at you before you even know he's there. Learn where these guys wait so you can attack them before they get the chance to shoot.

Vulture

Found in levels: 5, 6

Armed with a gun that shoots birdies. The birdies come at you slowly, but

they don't come straight at you. Instead they go many directions. Again simply shoot and kill this foe.

IV. Items and Power Ups

Gather these things to help you throughout your journey.

4.1 Items:

Empty Box:

Pick these up and stack them to reach a higher area.

Power Box:

Jump on this and it will break open. Inside is a random power up.

Solid Box:

These work just like an empty box, except you can't pick them up. Use them to reach higher areas.

Cargo Box:

Collect these to win the game.

4.2 Power Ups:

Ice Cream:

Freezes all the enemies for a short time.

Clock:

Turns back the clock a little bit.

Speed Limit Sign:

Makes you move faster and jump farther for a short period of time.

Lucky Penny:

Makes you invincible temporarily.

Hamburger:

Completely refills you health.

Star:

Gives you an extra life.

*Grapefruit:

Shoot three bullets in different directions temporarily.

*Wrench:

Completely refills your health.

*Sun:

Gets rid of a rainstorm.

*Power ups that are only available in the flying stages.

V. General Flying Tips

=====
After every two stages, you must pilot the Sea Duck which is constantly being attacked by Don Karnage's air pirates. There is really no need for a walkthrough, all you have to do is live to beat these levels. Here are some tips to make sure you live to see the end.

1. Fly high! (or just not low): While you don't really have to fly high, you do want to avoid flying low. If you fly too low, you'll end up crashing into the mountains and having to restart. I recommend you fly in the middle, since that's where most of the power ups are.

2. Don't fly in a rainstorm: Doing this is hard, because it always seems like one comes up while you're flying. Lightning can strike at your plane, causing you to lose precious cargo. Get rid of the plane by grabbing a sun power up. Suns are usually found if you're flying very low. I know, this contradicts tip #1, but this is the only case in which you'll want to fly low.

3. Fly slowly: This means stay towards the left of your screen. This enables you to pick off more enemies.

4. Watch your health: While it may seem like you have a lot of health during these stages, it will dwindle quickly. Always be watching and on the look out for wrenches.

5. Don't play as Kit in a single player game: As I've mentioned before, the computer controlling the plane is suicidal, making these stages almost impossible.

6. Have fun!: These levels aren't meant to be hard, just fun. Enjoy yourself when playing them, it's a little break from collecting cargo.

=====
VI. Challenges
=====

So, what do you do after you beat the game? Play it again, of course! Here are some interesting challenges guaranteed to make the game more fun a second time around. I've marked the difficulty of the challenge next to it's name.

=====
6.1 All Stars Challenge (medium)
=====

In this type of game, you not only have to collect cargo, but stars as well. You must collect all the stars in the game (not including the power up ones which randomly appear). Here are how many stars are in each level.

Level:

- 1: 0
- 2: 2 (3 if playing a two-player game)
- 3: 2
- 4: 1
- 5: 1
- 6: 0
- 7: 1
- 8: 1 (possibly 2)

=====
6.2 All Cargo Challenge (hard)
=====

Your goal: get every cargo from each location. There is 15 cargo boxes in each level, except for level 3, which only has 14. My walkthrough will help you get

all the cargos with the exception of level 6, which only tells you how to find 10 cargos. This challenge will have you play the game to its fullest extent.

=====
6.3 You Only Live Once (hard)
=====

Pretty self-explanatory. Here, you must beat the game without dying, not even once. Three tips for you to complete this challenge.

Be a minimalist. Don't go for all the cargo, just what will get you by.

Don't go into the sewers in New York, they're a death trap.

Play in easy mode. Set this before you start the challenge in the options menu.

=====
6.4 Around the World in 6 Days (medium)
=====

Get around the world in only 6 days. I would say 7 days, but I've never done it myself and don't think it's possible.

=====
6.5 Kit Challenge (impossible)
=====

Beat a single-player game using Kit. Have fun with the flying levels!

=====
VII. Credits and Ending
=====

There's a lot of people that made this FAQ possible, not just me. Here's a list of all the people who helped me while I was making this FAQ.

Link 7, Arguro, nworldnmc, Link Hylia, and CNash:

For helping me set up my Sega Genesis, even when I didn't have a clue what I was doing.

Thunder222, Crazyreyn, Meowthnum1, and nintendos own:

These guys put up with me and helped me get metapad, which is what I used to write this FAQ on.

Wasabi X:

Told me about IGN FAQs Fix It! Tool, which made things so much easier while writing.

kenb215:

Helped me find a good spell checker.

ign.com

Your fix it tool is indeed a great thing, thank you.

The Talespin Sourcepage

A great Talespin web site. This is the site I used to find out the boss names.

network-science.de/ascii/

For the cool ASCII art used for the title of the game at the beginning of FAQ.

spellcheck.net:

The site I used to spell check this FAQ.

Jeff "CJayC" Veasey:

Thank you for a great site and hosting my FAQ.

Disney and Sega:

For making the game, of course.

Dallas Scott and AstroBlue:

What a great site you guys have. Their site showed me how to make a FAQ.

I owe a lot to you guys.

My Parents (Matt and Dorothy):

Thank you for buying me this great game for me. You're the best parents a kid could have. I love you both.

Well, my friends, this ends my very first FAQ ever. I hope you enjoyed it. If you have any questions, contact me at legolas38@hotmail.com

Bye bye!

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