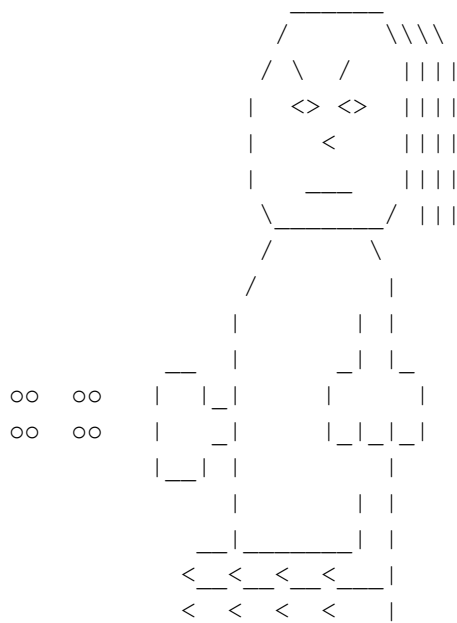


# Athena World of Cavern Walkthrough

by The Lost Gamer

Updated to v1.5 on Jan 13, 2004

Version 1.5 5/27/02



Athena: World of Cavern  
An In-depth Walkthrough  
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### 000-Update Information

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As of 4/27/02, this FAQ is updated to included information given to me by Kalavera.

As of 5/27/01, this FAQ is updated because I made a complete Athena FAQ, and this one is updated accordingly.

### 001-General Information

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This is a walkthrough for the second level (The World of

Cavern is its official name) of the Nintendo Entertainment System (NES) game called Athena. It doesn't seem to be related to the Greek goddess Athena in any way, shape or form, which is kind of confusing. If you have any questions, comments, concerns or anything like that, just e-mail me at [ilovecartoonssomuch@yahoo.com](mailto:ilovecartoonssomuch@yahoo.com), but have the subject be either "Athena FAQ" or blank, so I don't accidentally delete it. If you want to copy part of this FAQ, ask me via e-mail and I'll let you, just so you won't be breaking any laws. Let's start this FAQ.

Thanks to Kalavera for his help.

#### 002-Story

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According to various Anti-Athena websites, the story is this: Athena is bored, so she's going through all these worlds looking for something fun to do. Jeez, what a lame plot.

#### 003-Characters

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Athena: Athena is the Greek goddess of wisdom, but none of that really is mentioned in the game. It seems more like the producers had to have a name, so they just chose Athena to make the title (that's how the name Mario came about).

Boar man: This is a soldier with a boar's head. He carries a pink golf club as a weapon and does three damage when he hits you. (That's awfully strange, how can someone hurt an immortal? But upon recalling Homer's The Illiad, book five, you should remember this is possible).

Aracne: This spider goes up and down from the ceiling.

Archeus: Archeus is an archer. He shoots arrows at you.

Boar punk: He's a boar man, but dressed in punk rock clothes and has a much better attack.

Flower: A flower pops up from the ground every now and then. Attack it to receive some hearts.

Medusa snake: A snake with a medusa head slithers around, and uses the same attack as the boar punk.

Scorpion: The scorpion moves up and down vines.

Trojan horse: A soldier with a horse's head.

The not-so-jolly green giant: He's the boss of world of cavern.

If anyone has the manual, could you please send the real names of the bad guys in (I made them up, and based them on Greek mythology). Like I do whenever someone gives me info, I update and credit you for it.

## 004-Controls

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A button        The A button allows you to jump; there are two types of jumps, big ones and small ones.

B button        The B button attacks.

Up              Up allows you to climb up vines

Down            Down allows you to climb down vines

Left            Left allows you to move left, but you can't go left and see stuff that is off-screen.

Right           Right lets you move right, and this is the direction you go to see stuff off-screen.

Start           Start pauses the game.

Select          Select takes you to a screen where it shows some of the things you've gotten so far. I don't know why the things that end up there end up there, so don't ask.

## 004b-World of Cavern

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You land near a wall. The only block that has something in it has a downgrade, so just forget it. Some boar men are your first enemies, so kill them and head right.

You've got an area that looks like stairs, which is on top of many blocks. Destroy the boar men and go over the top of it. There's Arachne above a vine. The only one of the blocks that has something in it is the third block to the left of the vine.

Near the vine is a group of blocks on the ceiling. Archeus is hiding there, so look out for him. Right past him is a hole in the ground. A boar punk on the other side will fall down the hole and shoot something at you. Dodge the boar punk's attack, and grab the ring he leaves after the attack. Also, Archeus is attacking at you now, so dodge those arrows.

Once you get the ring, you have to jump across the gap while avoiding the arrows. This is rather tricky, but you can do it. Don't worry about the Arachne above the pit because it doesn't hit you. Continue right here. Notice that there is another Archeus in the ceiling, so quickly go right and jump to the platform in midair.

On the platform is a scorpion. Kill it and continue right. Some trojan horses appear here, kill them. See the black hole in the green ground. Another Archeus appears out of it. Jump over him and avoid the arrows. A boar punk and some more Trojan horses appear here. Kill them and keep going right.

Not too far past the boar punk, there is a big hole in the ground. It is impossible to jump over the hole, so fall down. You land in an area with a boar punk. Kill him. To the left of you is a small group of four blocks. Destroy them all, and one has an hourglass in it. Grab the hourglass; it resets the timer.

Go right here to meet some scorpions and Trojan horses. Kill them. Notice there's a platform on the ceiling, but there's blocks in the way. Stand under the blocks and jump up. Your helmet should destroy the blocks. Now jump through the hole you made to get on the top level.

On the top level, travel right. Enjoy this enemy-free part. Eventually, you'll pass a vine near a gap in the ground. You do not want to land in this gap. Here's what to do: stand on the rightmost edge of the platform you're on. Jump up and destroy the block on the ceiling with your helmet. Now jump off the platform to the platform right next to it.

Jump off right here to land on the small area in the ground. Jump up to destroy the blocks with your helmet. Break all the blocks and travel right. You'll land in an area with a foursome of blocks to your left. Destroy them to get another K block. Travel right from here.

All this area to the right of here is the same as other areas in this level; they just have different enemies in them. Travel right, and make sure to break through the blocks with your helmet like before to be on an upper level. From the upper level, jump up through a gap in the ceiling.

Go right here, killing the enemies, and just like the last two times, use your helmet to get to the top level. Jump off the top level and over the gap to the right, where a Medusa snake waits for you. Kill the snake.

Right about here, a flower pops up, and it is well-needed. Get it, and go right up the stair-like thing you saw earlier. Kill the boar men and the trojan horses and jump off the platform to the right. You land right by the boss, the not-so-jolly green giant.

If you go to the top of this guide, you'll see a picture I drew that shows the not-so-jolly green giant as he first appears, with black hair, and marching left and right, while shooting yellow stuff at you to the left. That's him, but he doesn't stay that way. His head separates from his body and flies off to attack you. Here's what he looks like now:

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cannot destroy blocks beneath Athena)  
Blue Sword (can't destroy blocks)  
Yellow Sword (Two hits to destroy a block)  
Red Sword (shoots out a red laser that moves all the way to  
the end of the screen, destroy enemies and blocks  
in its way)  
Fire Sword (destroys about six blocks in all directions,  
seen as the best weapon in the game)  
Green Vine Waves (can't destroy blocks, weak).  
Blue Vine Waves (can't destroy blocks, stronger)  
Yellow Vine Waves (shoots out a vine like the laser of the  
red sword, but you're better off killing  
boar punks in the world of cavern than  
trying to upgrade this (it takes less  
time))  
Bow and Arrow (Bad weapon, only needed in order to beat the  
boss of the World of Ice)

#### 007-Game Genie Codes

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If you're not using your NES, put these in the screen that  
pops up when you press F6. Freezing the timer and extra  
lives is good. The absolutely best code is the don't  
take any damage. With that and freeze timer, you're  
unstoppable. If you can't use the code, Kalavera says that  
there is a problem with some ROMS and they aren't  
compatible with that code, so you should try getting  
another ROM. A ROM that works (the one I used) is from  
<http://www.vimm.net/> Thanks to Kalavera!

AEKNLPZA	Start with 1 life
IEKNLPZA	Start with 6 lives
AEKNLPZE	Start with 9 lives
GZUZLISA	Don't take any damage (after first 2 units)
AXKNYOGA	Start with energy boost
AAULLYPA	Freeze timer
YASVAYIA	Start with extra time
GASVAYIA	Start with less time

#### 008-Credits

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general information)