

# Athena Walkthrough

by The Lost Gamer

Updated to v1.7 on Jan 13, 2004

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Athena Walkthrough

by The Lost Gamer (ilovecartoonssomuch@yahoo.com)

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001-General Information

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This is a walkthrough for 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.

Check [http://the\\_lost\\_gamer.tripod.com/](http://the_lost_gamer.tripod.com/) for more on Athena.

Thanks to Kalavera for his help with the game genie codes.

Thanks to Ancient Anguish for unknowingly donating the really cool logo at the top of this guide.

Thanks to the nice folks at <http://nesworld.parodius.com/> for their FAQ (note that it's a real FAQ unlike mine, it actually has the answers to frequently asked questions) on the Labyrinth level, without it I wouldn't have beaten the game.

Thanks to some dude who e-mailed me and gave me some cool info.

Thanks to Ruko Hanaji for the help with the character names.

Thanks to Saviour-V for his information concerning the lamp (if you get a lamp, you can skip a boss), the fire sword, and the arcade version of this game).

Thanks to Fyreseel for the information about the K item.

Thanks to Cain Highwind for some information on the history of Athena as a video game character (see the story section), and letting me know that I skipped the world of ice in my condensed guide section.

Thanks to Sasimirobot for information on a cool glitch in the world of sea.

Thanks to TheZombie for giving input on the "Stuff from a Dude" section.

#### 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.

Cain Highwind had more information on Athena. Athena SVC CHAOS: SNK vs Capcom, which has much better graphics and looks a lot cooler. On the same note, this is the first game Athena was in (the sequel is Psycho Soldier). She was later redone as Athena Asamiya in The King of Fighters '94. This Athena also makes a cameo in The King of Fighters 2000, wearing her full suit of armor. She also has another cameo in SNK vs Capcom: Cardfighters Clash 2. Thanks to Cain for the information!

Cain also sent me some pictures, so I set up an Athena picture comparison on my website:

[http://the\\_lost\\_gamer.tripod.com/](http://the_lost_gamer.tripod.com/)

#### 003-Characters

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Okay, I wrote this guide without knowing many of the enemy names. I now have them, so I'm replacing my made-up names with the real ones throughout the guide (the format might get mixed up as I'm not paying too much attention to that). In some cases, I'll leave my name for the character if I think my name was cool (I really like the name Tree-sias. What a great pun!)

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: 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).

Riabus: A green thing that moves from right to left to hurt you. It looks like a blob thing with a mouth. It leaves hearts after it dies, which heal Athena's wounds.

Nuba: These are small green blobs. They come out of trees and move left to right to hurt you. Also called Nubachan.

Armajillo: It falls from a tree and rolls fast at you. Jump to dodge.

Peutan (Trojan horse): A warrior with a horse's head. It carries a sword. Since this enemy appears in so many places, I'm not going to change it to its proper name: the Trojan horse (good joke). So when you see Trojan Horse in the guide, as you will a lot, remember that it's a peutan (there seems to be some debate on whether its a peutan or a pyutan. Peutan seems more Greek to me.)

Koda: An archer who walks on the ground or pops out of trees. He says hello by shooting arrows at you. I named him Archeus, another joke off English/Greek.

Kassam (corn starch monster): A fat monster the color of corn starch parades left and right, holding a pink golf club. Just like the Trojan horse, I'm not changing the many times it appears in the guide as the name I gave it: the corn starch monster.

Tree-sias: The boss of the World of Forest. This joke is too good to waste, so I'm not changing it. If you care, the real name is Hamadryus.

Dalubus: This spider goes up and down from the ceiling. I called it Aracne, which isn't a joke, but actual Greek (A lady named Aracne, who was good at sewing, got turned into a spider by a goddess. That's where fear of spiders, aracnephobia (misspelled), gets its name).

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

Life Flower: A flower pops up from the ground every now and then. Attack it to receive some hearts. I'm not chaging this one from what I called it, flower, for some reason (I'm so lazy, the only thing I grow in my garden is tired!)

Medusus: A snake with a medusa head slithers around, and uses the same attack as the boar punk. I called it a Medusa snake, but this name sounds more Greek.

Scorpion: The scorpion moves up and down vines.

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

Dagos: Dagoes plague you throughout the world of sea (really annoying).

Sea nuba: A red nuba goes up and down off of a rock. If it touches you, it won't let go.

Death Fish: Fish swim around in the world of sea and try to hit you. Like the life flower, the change is so little that it will most likely be overlooked, so I'm not going to do it.

Swimming corn starch monster: The corn starch monster, no longer the color of corn starch, still manages to walk around under the sea.

Sea urchin: This is a spiked ball-shaped animal that lives in the sea.

Neptune: Boss of the World of Sea. Bears great resemblance to Tree-sias. I called it Scylla, a famous Greek sea monster, but the God of the Sea (the Greek version is Poseidon, the Roman version is Neptune) works just as well.

Cyclops: A one-eyed monster. He has the body of a boar. His eye pops in and out of his face, which looks funny.

Flying Trojan Horse: The Trojan Horse can fly, and shoots arrows at you. He certainly isn't Cupid (a Greek god). Its real name is Flying Peutan.

Furies: Furies hide inside certain blocks. If you break the block, they fly around you for a LONG time. Much like the mask in Super Mario Bros. 2, except you can't make it go away. Avoid it at all costs.

Flying snake: A snake flies around and tries to hit you.

Shigerus: A flying lion (really a sphinx), flies around and shoots stuff at you.

Golem: A monster with a pointy head, acts just like the corn starch monster.

Chimera: Boss of the World of Sky.

Deer man: A deer-headed bouncing weirdo.

Flying Deer Man: A flying Trojan horse with a different head.

Weird Alien: It's an alien and it's weird.

Arlodus: Boss of the World of Ice.

Minotaur: I thought it looked like a cow, and named it Io after the Greek girl named Io who got turned into a cow. I've been told that it really is the minotaur, a Greek monster that resides inside his famous labyrinth (which had part of the game named after it).

Skull: A skull thing shoots fireballs.

Death Knight: Same as the skull, just with a body.

Mado: Boss of the World of Hell. I liked my name Spinger.

Eyeclops: A cyclops with a bigger, freakier eye.

Chimerva: A small head that hangs on the left side of a block; it shoots fireballs.

Knights: Bad guys in chain mail. Not wise to pick a fight with them, but Athena is big-headed (literally).

Walking Furies: The Furies can now walk. Good way to power up the annoying buggers.

Good Angel: The good angel drops you a harp.

Bad Angel: The bad angel drops you a harp that steals everything you have.

Dante: The boss of the World of Labyrinth. Looks like a giant centaur (also Greek). Dante is the last name of a famous Italian author, who came up with a version of hell other than eternal hellfire (this version is that you are forced to live with what you enjoyed on earth. For example, in the Simpsons, Homer was once sent to hell and forced to sit at the end of a conveyor belt which put donuts into his mouth. Homer liked donuts on earth, but after an eternity of this, he'll hate donuts forever, but they will still keep coming. That is an application of Dante's idea).

Lamp: If you get a lamp on a level, you can bypass the boss of that level (all except for the last level). If anyone knows some lamp locations, send them in!

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.

#### 005a-World of Forest

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This whole section is copied from my In-depth FAQ, with small edits.

Walk right and you'll run into a boar. It takes two hits to kill him. Go right all the way to the stump. Along the way, you'll meet some more boars. Kill them. I believe there are four boars in all. The second one should drop his pink golf club after you kill him, so pick it up. Use it to kill the third boar (now it takes one hit, not two). The third boar should drop a blue mallet. Grab it and use it to kill the fourth boar, who leaves behind a sack of money. It doesn't matter if you got the money or not, you should just have the blue mallet by the time you reach the stump.

Jump right over the stump and kill the boar. If you didn't have the blue mallet, you should get it off this guy. Use the mallet to destroy the six blocks under the platform. The upper left hand block contains money, and the upper right hand block has a green helmet. If you have the blue mallet, you destroy one block with one hit, but if you have the pink golf club, it takes two hits to break a block.

Go right some, and destroy the two blocks that block your path to the vine. A riabus pops out of the top platform, so wait for it to fall down and kill it if it comes near. After it dies, it leaves hearts, and three nubas come out of the tree. The nubas come out in groups of three. Of the blocks yo can destroy here, only two are of any importance: The one to the left of the vine (destroy it using your helmet by jumping under it (it leaves a ball and chain weapon)), and the right-most cracked block (it leaves green body armor). Get the ball and chain weapon first, it destroys four blocks at a time. Note this incredibly important fact: YOU MUST KEEP THE BALL AND CHAIN THROUGHOUT THE ENTIRE GAME!!!!!! IF NOT, THIS GUIDE WON'T WORK IN CERTAIN PLACES!!! With that out of the way, go right to the mushroom.

Just to the left of the mushroom are four blocks, destroy the upper right hand block for a green shield. By getting this shield, the armajillo that falls from the tree should pass right by you, if not, jump over it.

Right past the mushroom is a platform. It has a tree with nubas that come out on the top, two vines and some blocks on the bottom. The two blocks with tings are the second and fourth ones from the left, the second one should have a rake

thing, and the fourth has money. Don't get the rake thing, it demotes your weapon to a lower damage class. I recommend that you go right, and climb up the first vine, which causes the nubas to miss you, and you to be on top.

Go right. You'll run into trojan horses. As for the blocks in this area, two matter. The upper right hand block in the small foursome has something, and the block directly between two unbreakable blocks. Don't fall through the hole in the ground here. Just kill the horses, and keep going right. Go right to the mushroom.

What do you know, they repeat the same place with a different background to make it seem different. What place do I mean? The place right by the armajillo. There's another one in this tree, and of the blocks under the tree, the second and last from the left contain things. Keep going right and you'll into an area with lots of blocks, and the return of boarmen.

Of all these blocks in this area, only three have a point. The one directly under the vine, the third block below that (this one has an enemy, so don't get it), and the block directly one down and to the left of that one, which has a nifty device that resets the time. Just get the timer (the block under the vine has a rake). After getting the timer, or not getting it at all, jump to the top of the platform and go right to the stump on it.

To the right of the stump is Koda, and some of his boar-ing buddies. But they're not boring, they're red for some reason. Anyway, Jump right over the stump and go right. Just keep going right here, killing all the enemies (the ground is nice and level here). A little right past the mushroom is a hole in the ground. Fall down it (like you could do anything else).

You end up in an area with a corn starch monster and a lot of blocks. Only four blocks in this entire area have something in them, no other ones matter until you go up the vine I tell you to. These blocks are: the second block to the left of the scnd curved block from the left (a block that is missing the bottom right hand corner), the block to the left of the first cracked block to the left of the vine, the block to the right of the upper-most cracked block, and, a block to the right of all of these, the block above the upper right hand block in the first foursome.

After or if you get these blocks, go right. Stay on top of the platforms, but beware because Koda is hiding in the tree. Jump over his arrows, (if you go right without stopping, he should only have time to fire one). Keep going right, staying on top, and killing the boars and Trojan horses. Like I said, none of these blocks has anything in it, so just ignore them. Eventually, you run into a corn starch monster, who is parading near a vine. Jump and climb the vine if you don't want to fight to monster. If you do want to fight, kill it and then climb the vine.

This is the last area you'll be in for this level, and four blocks have things in them that are near you. Only one





jump and the screen goes black. You then will go to the second level, the world of cavern.

#### 004b-World of Cavern

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This whole section is copied from my In-depth FAQ, with small edits, and a bigger edit concerning the boss.

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 Dalubus 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. Koda 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, Koda 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 Dalubus above the pit because it doesn't hit you. Continue right here. Notice that there is another Koda 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 Koda 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 Medusus 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 my in-depth FAQ, 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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Ooh, now the NSJGG looks a bit more difficult. His head will fly around and try to attack from below. Right before it is about to attack, jump. The head will change it's attack course to be higher than it was, which means



may want to skip it. Go right, and a flower pops up from the small hill. Don't break the blocks under the flower because there's only one with something in it, and it has a hand (which gives you a worse weapon).

If you go right, you'll swim into some Dagoes. Pretty much from this point on, Dagoes will attack you the whole time during this level. They are really annoying, and you'll have to spend some of your precious time killing them instead of doing something useful.

If you go right, you'll go into a red nuba. It's a reddish nuba that's going up and down over a rock. Kill the nuba BEFORE you cross over or else he'll harm you. Also, two fish will attack, but they're easy to kill.

A flower pops up to the right. Remember that you can attack a flower for hearts to refill you energy. Next to it is a red nuba, and next to that is a swimming corn starch monster.

Nothing noteworthy is to the right of this. When you go right, you'll eventually run into a group of blocks in the middle of the screen. There is a gap in the floor and the ceiling.

About the group of blocks, the one below the one in the upper left hand corner has a timer (gives you more time). Go right past the blocks to see a wall, with some breakable blocks in the wall.

Here's the hard part. Destroy the blocks, but make sure to destroy the blocks on the bottom. Now, all you have to do is go right, destroying the blocks (this works because you're a mermaid).

Why is that hard? The Dagoes attack you the ENTIRE time. They really, really get on your nerves. Also, the Dagoes will drop bow and arrows once they die. Whatever you do, DON'T PICK THEM UP because you can't break blocks with a bow and arrow. It'll leave you stuck. Also, two of the blocks you destroy have a hand and a bow and arrow. Refrain from getting thosetwo.

Eventually, you'll get past the blocks and into another swimming area. There's not much to do except swim right through this area. There are three fish and two swimming corn starch monsters. Eventually, you'll run into a group of blocks over a hole in the ground.

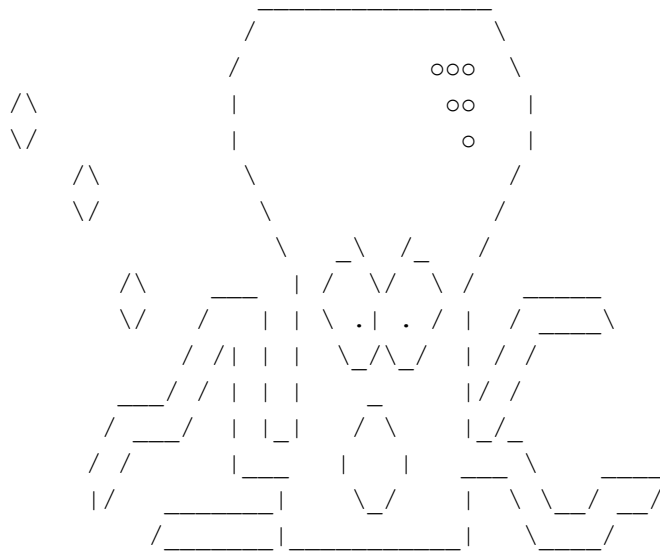
Don't fall through the hole in the ground. Swim right to the wall. This wall has another long tunnel of blocks you must get through. Do exactly what you did last time to get through, except there aren't any bad weapons that fall from the blocks.

As soon as you pass through, swim up through the hole in the ceiling. You'll be in a new underwater area. Some sea urchins will swim by. Kill them.

There's not much to the right, it's just a fight to stay

alive. Kill the Dagoes and keep going right. Shortly after three fish attack, the monsters suddenly disappear. Why? There's a boss fight coming...

You get to meet the boss, who ends up to be...Neptune. Wait a tick...Neptune looks just like Tree-sias, except a little bit different. See for yourself.



Neptune is an octopus monster thing. He is just like Tree-sias, but differs in some ways. The octopus tentacles fling around just like Tree-sias' roots. And instead of fireballs, Neptune shoots sea urchins.

You defeat Neptune just like Tree-sias. Swim past the urchins and the tentacles and give him a good whack. He dies in one hit. However, there's a glitch somewhere here, and you can be trapped so you can't move, so don't attack at the lowest possible point to avoid it.

After Neptune is dead (isn't hard since you already beat Tree-sias), go right and break the blocks there. You swim into the next world...the world of sky.

#### 004d-World of Sky

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Okay, this world is easy as pie. Now, if memory serves, pie is 3.1415926535897932384626433832795028841971693993751058209749445923078164062862089986...oh wait, that's pi. My bad.

Well, this level is still easy. Actually, it can be rather hard, but like the world of sea there's a special item you can grab to make it much easier.

Okay, from the start there are a lot of blocks. The block you're looking for is exactly four blocks from the very top of the screen and two from the left. Inside this block are some wings. Grab them. This is not easy because some the programmers expertly put Trojan horses here to try to stop you.

Anyway, get the wings. This makes the level SO easy. Once you have them, press A. You will use the wings to fly

upwards (like you press A to go up while swimming). You can fly at the top of the screen, away from most bad guys. It makes this level extremely easy. Also, the colors of Athena's outfit get screwed up while she's flying.

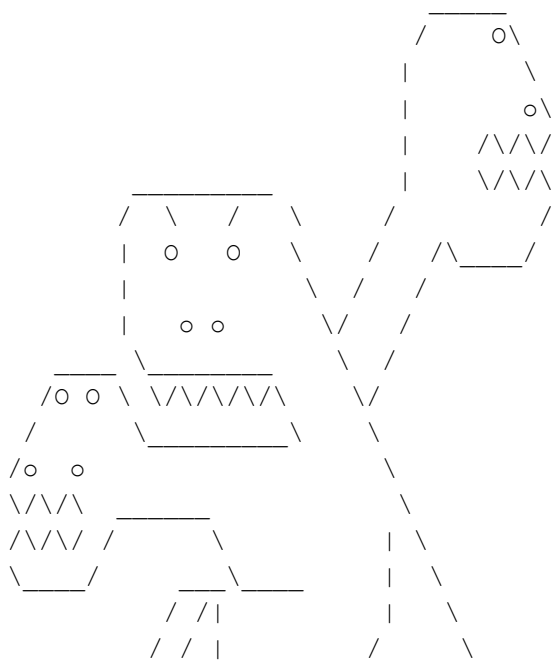
Fly right at the top of the screen. You'll fly into a cyclops (one eyed monster). Laugh at the ridiculous design and kill it. Keep going right and you'll run into some flying Trojan horses, who shoot arrows at you. Right past them is a wall with blocks. Land on the ground and bash your way through them (do NOT break either of the two upper blocks, as they contain Furies).

Right past the blocks, fall down through the hole in the ground. Fly right into the wall. Break the blocks, but don't attack any of the upper ones because they have furies. Eventually, you'll get stuck. Luckily, the Flying Trojan Horses will break blocks in an attempt to kill you, but they accidentally set you free.

Go right, and you fly into a Golem. It takes a while to kill it, but it'll eventually die. Bash through the blocks it guarded. Note the ceiling here. There's a gap in the ceiling. Go right past it (not through it). There'll be a group of blocks. Right past them is another gap in the ceiling. Go up through this one.

Here's another one of the finish parts. Simply go right. When you reach blocks in the wall, destroy the first upper two, but wait for a flying Trojan horse to get rid of some of the lower blocks. The upper right hand block has a Fury in it.

If you keep going right, you'll meet the boss...chimera.



The chimera is a big, narsty three-headed beast. It can breathe fire, each head can move in any direction, its tail and claws are also dangerous, and don't forget the teeth. For some reason, in this game Chimera can fly.

Chimera is rather toned-down from the Greek version. In this game, it is only a three headed flying thing that shoots out fire.

First of all, you need to avoid the fire. Since its heads all face left, you need to be on the right of the Chimera to not be hit by the fire. Walk right (to fool Chimera) and quickly fly up to the right. If all works well, you'll be on the right side of Chimera without a scratch.

Fall down the the bottom. Make a small turn left and attack Chimera. You chop off his bottom head. Jump up and attack in midair. You knock off his middle head. Jump up and attack Chimera. He loses his third head and dies. (You know, Chimera grows three heads for every one you chop off in Greek mythology).

Grab the money Chimera leaves and walk right into the next world...the world of ice.

004e-World of Ice

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This'll be the first level where you'll want to lose the cool ball-and-chain weapon. You can get rid of it right away, or just get rid of it at the point where you absolutely have to.

The world of ice (the top part) is similiar to the world of forest and the bottom part is just like the world of cavern with a different background.

To start off, start heading right. You'll run into some new enemies in this level. The first one, which seems to be a replacement for the Trojan horses/boars is deer men. They have deer heads, and jump around a lot. You'll see flying deer men on this level, too.

Go right up the small mountain and keep going right. You'll meet some weird aliens. At the end of this platform will be a small tree stump next to a high cliff. Kill the weird aliens here, and jump off the stump onto the cliff.

Go right across the cliff. At the end, some flying deer men will plague you. Quickly go right and they disappear. You'll come near a tree with Koda inside. Simply keep going right on this platform (the deer men attack you) until you reach a gap in the ground.

Jump right over the gap. Fight your way right to the next gap in the ground. Fall down.

A flying deer man attacks you here. Go right until he's gone. Around here there are a lot of weird aliens and an Koda. Right past them is a Medusus. Kill them and go right.

If you have a weapon that can destroy blocks, go down here and break the blocks to go right. If not, take the upper path with some enemies. Either way, you'll end up in the same place.

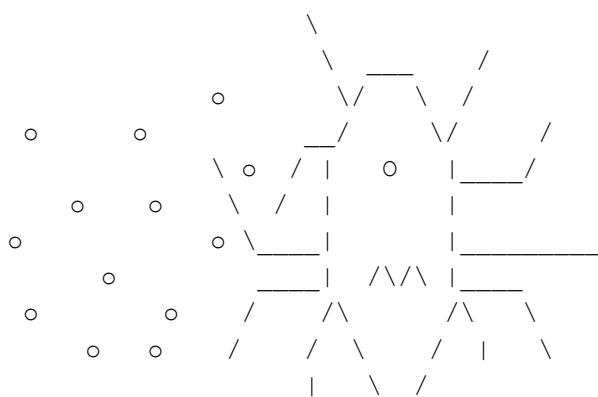
It'll be a place with flying deer men. Two platforms will be in the air, each with a corn starch monster. Right of them is practically a solid wall of blocks. Go on the platform in the middle and right to the blocks.

Now, if you have the ball-and-chain weapon, you'll end up stuck. You need to lose the weapon now. Go left a bit and kill the deer men. They'll drop swords. Kill them until you get a yellow sword. Go back right to the wall. Now you can use down plus B to go down through the blocks. Go down and right.

Here, jump up to another area with many blocks. There's a certain block that you need, so here it goes. Go right until there's a gap in the ceiling. You'll want to stop THE SECOND you see the gap or else you'll miss this block.

Okay, you'll notice the gap since at the very top of the screen will be the same annoying green background. At the highest part, directly to the left of the gap is some rock (an unbreakable thing). You want to destroy the block three left of that one (it's to the right of more rock).

Inside this block is a bow and arrow. Grab it and go right. None of this area will be tough because you're heading to the boss...Arlodus (I made the name up).



Arlodus is a one-eyed, many legged thing. Looks like a spider. He hangs on the wall and doesn't move at all. However, he spits out many, many blue things (the o's) which fly around and attack you. The blue things hurt a lot because they simply don't stop attacking.

First things first. As fast as you can, get to the right hand side of the screen. Once you're there, the blue things can't hit you, and you can attack Arlodus in peace.

Now, since the background is green and so is your weapon, it is very hard to see where your arrow hits. The place you want to hit is the bottom of Arlodus (right above where his tail starts). Keep attacking that area and eventually he dies.

When he dies, he leaves you a pink golf club and some other stuff. Grab the pink gold club and go right. Destroy the blocks and get the weapons they hold. One of the blocks may have a ball and chain weapon.



Once you have your trusty weapon back go right into the next world...the world of hell.

#### 004f-World of Hell

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This level truly is hell. Hell, it's so hard, it makes you hella want to get the hell outta there and send the game to hell. Oh, what the hell.

Well, you've been forewarned this is a really hard level and long. Here's how you do it: Go right and don't fall down any pits in the ground. That's all.

If you happen to fall down a pit, you're as good as dead since it is a really, really long fight to the end from the pits. And when you do, you just get sent to the beginning of the level again. Avoid the pits like the plague.

With that in mind, start going right. Through this entire level, all you have to do is go right until you meet the boss. Sounds simple, but isn't. The level is extremely long, and reaching the boss is a challenge in itself.

I really don't have to tell you any more to get to the boss, but I'll be a good sport and take you through it. When you start going right, some deer men start attacking you. Very annoying. Try to kill them but keep going right. Jump over the small dip in the ground onto the platform with many blocks. Now the deer men won't reach you.

You'll want to go right, so clear a path right through the blocks. Fall onto the lower platform. Jump up and kill the scorpion. Now jump onto the higher platform, and onto the platform one higher than that.

To the right of you is a platform with Minotaur on it. Destroy the blocks above you (or else they mess with your jump and make you fall through a gap in the floor), and jump to Minotaur's platform when she is on the right hand part of it. Start whacking at Minotaur and kill her.

Jump down to the bottom off of your right. You'll see a group of six blocks. The bottom right hand block has a timer to put more time on the clock. You really don't need it now, but you should get it anyway.

Go right and kill the boar. Now jump to the platform on your right. Some deer men attack. Continue right and go up. Kill Minotaur and the deer men. Keep going right and you'll end up in a cavern like place. Take the bottom route. Go right and climb up the vine (avoiding the skulls). Now turn left and see if your weapon is mighty enough to destroy a skull. If not, that's okay.

Go right here. Now for my game, this area was very glitchy and had invisible blocks. Also, some deer men constantly attack, so if your weapon is too weak, kill them until you get

a yellow sword. You want to jump up and destroy the upper Death Knight. In my glitched out version, and invisible block was to the left of the Death Knight, so you may have to destroy it before you get to the Death Knight. When you do, crack the Death Knight's skull like a normal rock.

Jump up and start going right past the Death Knight. Kill Minotaur and go off down. Kill the deer men and jump up to destroy the upper Death Knight again (I got more glitched blocks). When you crack its skull open, you get a timer. Bonus!

Lucky for me, that's the end of the glitched cavern part. Go right. There'll be a huge gap on the ground, and a small platform above it. Jump to the lower part of the platform when Minotaur is facing right (or else he'll knock you down the gap). From here, jump and kill Minotaur, but not when he's facing you or else you'll be sent in the gap.

Kill the spider and jump over the gap. A lot of boars will start moving around, and Minotaur will be with them. Kill the whole lot and go right. Jump onto the higher platform and kill the boars there.

Keep going right. Go down the slope, onto the higher platform, down to the bottom, and up the slope. Here you'll be next to a gap. Jump right onto the lower part, and from there jump onto the higher part. Kill the boars, spider and Minotaur and go right.

Jump onto the lower part of platform to your right. If you have a good block breaking weapon, break the blocks to get to the right part of this platform. If not, jump up, kill the enemies, and then get to the right part of the platform.

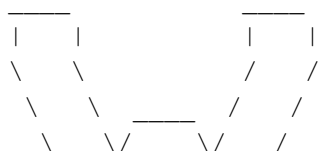
From here you'll want to get on the platform to your right (nice safe ground). However, many enemies parade around, so land on it when there are few or no enemies there. As an extra precaution, use your weapon to secure a safe landing. Now kill all the enemies and keep heading right.

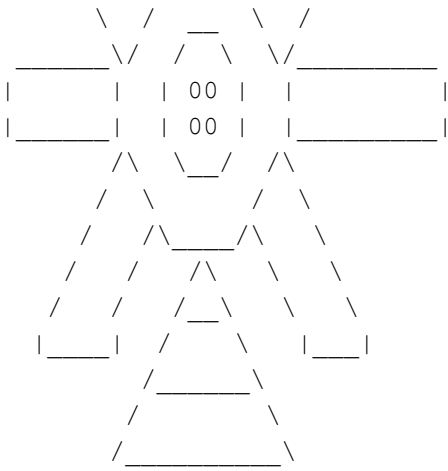
Damn! That wasn't nice safe ground. Jump right onto the platform to your right (the lower part). Either break the blocks at the bottom, or kill the enemy at the top to get to the right hand part of the platform. Do another of the jumps onto the platform with many enemies and land on what truly is nice safe ground.

Kill the sparse enemies here and go right. You're in another glitchy cavern...the only good thing is that past the end of this cavern is the boss. Keep the same objective as before, take the upper paths, and destroy the Death Knights, skulls, deer men, and invisible blocks. At the end of the cavern thing, you meet the boss...Mado.

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Mado is red, six armed, one-eyed monster. He has two fireballs above his upper arms. Here's how he moves: The two fireballs appear, then the rest of him appears, he throws fire at you then disappears. The whole cycle repeats itself.

Using the fireballs as a guide where Springer will be, attack him. Be sure not to hit the fireballs, or else it won't hurt him. After you hurt him enough, he dies and leaves you a yellow key. That's weird. Pick up the key and go right into...the world of Labyrinth.

#### 004g-World of Labyrinth

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Okay, the last world was hell. This one can be seen as worse. A labyrinth is a maze, so this world is a really hard maze that you need to get through. Lucky for you that I'm here to give you directions ahead of time. It took me a long time to figure out the secret of the maze.

Thanks to <http://nesworld.parodius.com/> for their helpful FAQ, which let me beat this level.

Okay, in order to beat the Labyrinth, you need to get the lamp and the harp. The trick is that there is a decoy lamp and a decoy harp.

Also, you're going to need a helmet and a weapon that can destroy blocks below you. So if you really really need one, you're going to have to kill the Eyeclopses here until you get a blue mallet. I'll tell you where to find a helmet.

From where you start off, head right. Climb up the first ladder you see (Might I add that you need the weapon that can destroy blocks below you now). Go right over this area, killing the corn starch monster. You'll run into four blocks to your right. Destroy them. Now there's two rows of blocks to the left of the ladder. Destroy the upper row. Now destroy the block that is two blocks right of the edge of the green thing. It has a helmet if you need one. Fall down and get it.

Go right through this area. Two blocks to the right of the first ladder you see (break it with your helmet) has a nifty device. That device makes a ? appear in a block that has something in it. Destroy the block with the ? in it nearest

to you to get some armor.

Just keep going right here. Stay on this middle level. Kill the Eyeclopeses and the Corn Starch Monster. Eventually you'll run into a wall of solid block, and with a Chimerva. Since you're not on the same level as the Chimerva, it's no threat so kill it. Now bash through the blocks right and down into the small gap with two Eyeclopeses.

To your right are four blocks. Destory the left two, then destroy the upper right on. Quickly duck and destroy the lower one. Some arrows will attack you, but bounce off your helmet. Wait until the ball and chain weapon disappears (you don't want it), and head right. The Koda who shot the arrows hides in fear.

There's a gap in the floor here. You don't want to fall in. Stand on the edge next to the gap, and jump to destroy the block above you. Do one of the big jumps right over the gap. Go right. Koda pops back up, so quickly stand beneath the ladder, jump to destroy the blocks with your helmet and climb up. Take the middle path right.

Destroy the blocks and fall down. Destroy the corn starch monster and head right. Jump up to the middle path and destroy the blocks to get right. Beat the riabuses (they're back!) and you'll run into a wall of blocks. Destroy them and you'll be overlooking a gap in the ground. Do a short jump right onto the platform directly right of you.

Destroy the yellow part of the pillar. Jump through it. Look down to the right. Wait until the knights fall off the platform, and jump onto the platform they were on. Climb down the ladder.

Switch to the other ladder and climb down. Destory the blocks to your right. Now to your right are platforms on opposite walls. Jump from platform to platform and finish with a small jump through the ceiling (to the right).

There are three pillars with Cimervas here. They will all miss you (provided you did a smalljump), and one Chimerva will actually kill another Chimerva. Cool. Jump up to them. Destory all the blocks in the middle pillar. It has wings! Now you can fly again!

Kill the Chimerva and break the blocks to your right. Walk right and climb up the ladder. Do this quickly as to avoid conflict with some Walking Furies. Walk right across the blocks, and destroy the blocks that block your way to the right. Wait until the Walking Fury is heading left away from you until climbing down.

Do the same thing with the ladder leading to the lowest level (wait until the Walking Fury is gone). Go up the stair-like steps here (you need the helmet to do this) and Koda disappears when you get close. Using your weapon that destroy blocks below you, break the blocks below until you get on the lowest level again (wait for the bad guys to leave).

Now look at the ground Athena is standing on. Why, they're pillars! And do you notice that two of the pillars to your left are yellow? Good. Destroy the blocks to your left and the ground below you (the yellow pillars) and fall down.

Wow, it's a room that's almost completely blocks. Destroy them. On the right hand part of the blocks you'll notice a mural on the wall. The mural is of a good angel. Destroy all the blocks covering up the angel. Now destory ALL of the blocks in the room. When you break a certain one, the room flashes yellow and the angel drops a harp. Pick it up.

Now head right. Destroy the blocks here. You'll be overlooking a big gap in the ground. Fly over the gap. Destroy the yellow part of the pillar here. Go right (kill the riabus) and climb down the ladder to the bottom part of the room. Destroy the blocks to your right (don't get the bow and arrow). Go right and the Kodas disappear.

Fly in this big gap here. In the top left hand corner of this gap is six blocks. Fly up to these six blocks. Destroy them all, and in the upper left one is the lamp. Yay! Now you have the harp and the lamp! Time to get out of this dumb Labyrinth.

Fly up through the ceiling. Fly right through this area. Inside this are, there's another angel mural. The angel drops a harp, but it's a bad angel so don't get the harp (the harp steals all of your equipment). Break the blocks and fly right to get to the next (and last) world...the World of Worlds.

#### 004h-World of Worlds

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Is this a real part of the game? It looks very strange, almost like a glitch, but everything works perfectly. I don't know what it exactly is. So if you didn't get to this world, you probably got to the boss of the World of Labyrinth, so scroll down until you see the picture and pick up there. That's my guess.

Well, the world of worlds is a rather cool idea, even if it is a glitch. Basically, you go through a small recap of the previous levels (like the six rooms in Ganondorf's castle of The Legend of Zelda: Ocarina of Time). In each of these small recaps, you have to beat the bosses again (Final Fantasy I, anyone?). The World of Worlds does not appear to be original, but this is a NES game, so it probably was an original idea when it came out.

#### World of Forest:

You start off in the World of Forest. No enemies are here, so walk right and you meet Treesias again. Kill him like you did last time and go right. A flower pops up; destroy it for a heart thing (???).

Go right, and you'll meet some enemies from the World of Forest. Just go right and fall through the gap, since

nothing you'll meet in this level is challenging. You'll land in an area with many blocks. Go right (there are only two bad guys here), and fall through the gap in the ground. You get sent to the World of Cavern.

#### World of Cavern:

Go right, and destroy the flower for another heart thing. It gives you more energy (sweet). Take the upper path, and destroy the blocks below you. One has the fire sword, which makes you pretty unstoppable. Grab it and go right. Fall down the gap here.

Once you fall down the gap, go right to meet the not-so=jolly green giant again. With your fire sword, he's a piece of cake. Beat him and go right. Destroy the few enemies here and fall down the gap to the World of Sea.

#### World of Sea:

Go right. Destroy the flower for another of the hearts that give you more energy. Go right and down through the gap in the ground to enter the water.

Go right. The damn Dagozes plague you the whole time. Good news is that they're pretty much the only enemies. Keep going right until you meet Neptune. Kill him just like last time. Go right and down the gap to get to the World of Sky.

#### World of Sky:

Go right, and jump on the platform in the air. Destroy the blocks above you for wings. Now fall through the gap in the floor to your right.

Fly right. The Flying Trojan Horses are pretty much the only bad guys. After a while, they disappear and you face Chimera again. With your ultimate sword, he's easy. Kill him and go right. Kill the Trojan horse and climb down the vine in the cloud to get to the World of Ice.

#### World of Ice:

Well, you can still fly so this is easy. Fly right until you see a gap in the ground (look for it). Land here. To the left of the gap is a platform with some blocks. Land on the middle part so you can get the blocks below the highest part. The block farthest on the right has a bow and arrow. Grab it before it falls and go down through the gap. Then go down the gap.

If you didn't get the bow and arrow, fly up and try again with the blocks on the lower level. If you STILL screw up, try destroying the blocks below the gap and hope you get one. Once you have the bow and arrow, go right to meet Arlodus. Kill him just like last time and fly right. Fall through the gap in the ground to enter the World of Hell.

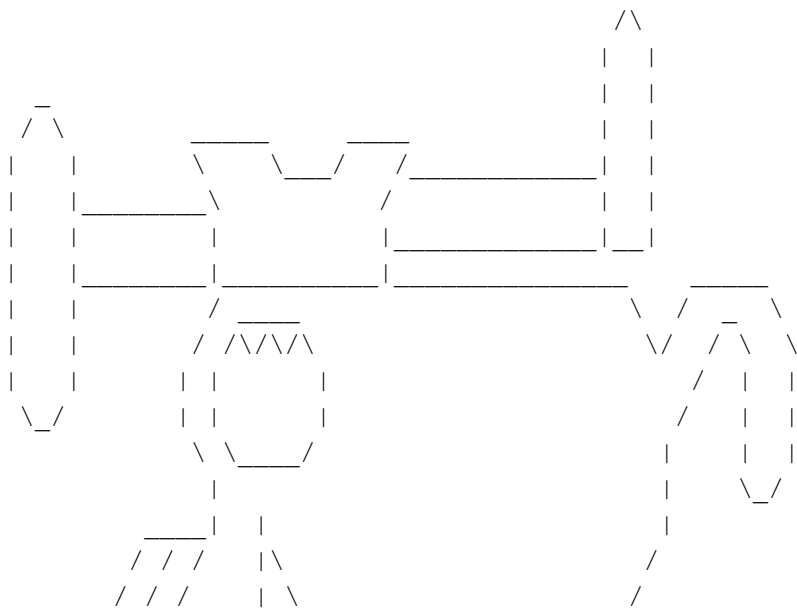
#### World of Hell:

Not this place again. Kill the deer men that attack you in hopes of a real weapon. Once you have a weapon (it should be the yellow sword), fly right (fly to avoid the deer men). You should meet Minotaur again just before you enter the cavern part. Destroy the skulls and Death Knights, take the upper path, and look out for glitches. Past the cavern part is Stinger. Kill him like last time. Fly right, and you fly into the World of Labyrinth.

World of Labyrinth:

Hey, you lost your wings! Go right and kill the bad guys. Fall down the gap.

Go right. All the breakable blocks are pink now. Kill the Chimervas and break through the pillars. Wow, there's a lot of them. Once you pass them, go right in through the strangely empty area. You'll run into the boss of the World of Labyrinth...Dante



Dante is a big centaur. He has a mouth that shoots out fireballs, a shield, a sword, and three heads. The three heads (missing from my picture) fly around the whole time. Try not to get hit by them.

Okay, since Dante is such a big boss, you'll have to take him down in little pieces. Attack the shield (the fireballs and heads really get in the way here). Eventually, it falls off.

Jump up onto Dante's body. Duck down and start attack the arm that holds the sword (aim for his non-existent elbow). Eventually, his arm holding the sword falls off.

Fall onto his butt. Walk left, duck down, and attack his right tooth. Eventually, he'll stop shooting fireballs.

Now you have to kill the heads, except they are avoiding you now. They start flying out a crazy pattern. You can follow the heads and attack them, or wait in one place and wait for them to come close. Either way, just attack the

heads (there is no visible sign that you've hurt them), and eventually, they disappear. Kill all three heads.

When you kill the last head, the room flashes. Then you get to see the ending. Yay! Hope you liked this game (a lot of people don't. You should see some of the Anti-Athena websites, they're funny).

#### 006-Weapons

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Feet

Pink golf club

    upgrades to blue mallet

Ball and chain

Blue sword

    upgrades to yellow sword

        upgrades to red sword

            upgrades to fire sword

Green Vine waves

    upgrades to blue vine waves

        upgrades to yellow vine waves (fireball)

Bow and Arrow

Information about each:

Feet (weakest weapon in game)

Pink Golf Club (weak, it takes two hits to destroy a block)

Blue Mallet (One hit to destroy a block)

Ball and Chain (Strong, destroys four blocks at once, but 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 Arlodus)

Note from the dude: the bow and arrow can upgrade to blue vine waves.

Note from Saviour-V: You can get the fire sword if Athena's strength and defense are fully maxed out. The catch is, however, that for every attack you do in this mode, Athena loses life. Once she's lost enough, she'll return to normal.

#### 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-Stuff from a Dude

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A dude who didn't want himself known (perfectly all right) gave me some useful information. Since putting it in the guide would be too hard (I don't have the game anymore), I'm making a whole new section of what he said. Hope it helps you!

It's pretty much word for word.

"At the start of the skyworld (if you are not already powered up), if you kill the horses so that you get the yellow sword, then go down the first pit, then left, there is the red-sword upgrade in one of the left blocks, and also a K-block. If you die with the K-block in your inventory, you get to restart the level with all the weapons and armor you had when you died. I still have absolutely no idea what the yellow key does (there is one somewhere in the skyworld though, as well as a lamp). According to the manuel [sic] . . . the lamp lets you go to the next level without fighting the boss (you have to get to a certain room though - one of the rooms that normally send you back to the start of the level). I think you can carry it to the next level if you don't use it, because I fought the Chimera in the skyworld but didn't have to fight any boss in the iceworld."

And he said some more...

"The strangest thing though, now every time I finish the sky level, I get taken right to the labrynth. The only thing I can think of is that I always have gotten the lamp and the yellow key in the sky level, maybe it's a warp? However after I get the harp and the lamp in the labrynth and go into the last room (past the bad angel mural) I get taken not to the world or worlds but to the ice world (can't win, just can't win...grumble). . .I currently have no idea what the harp does..."

Lucky for us, TheZombie managed to decipher the mystery of yellow key in the World of Sky. You can find near the end of the level, hidden in a block. When you get the key, it takes you straight to the world of labyrinth. But as the anonymous dude said, he has to go back and finish the worlds the warp skipped afterwards, so the warp doesn't seem to be all to useful. TheZombie recommends doing the World of Labyrinth at the end, not using the warp, that way any good items you get there don't get replaced by crappy ones.

#### 009-Condensed Guide

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Since the whole big guide is humongous, here's a much more condensed version of how to beat the levels.

World of Forest: Go as far right as possible and fall in the ditch. Go right and climb up the vine. Go right to meet the boss.

World of Cavern: Go right as far as possible and fall in the hole. Go right, but stay as high as possible (break blocks with a helmet). Go up when you can and right to the boss.

World of Sea: Go right. You have to break your way through two walls. Past the second wall, go up through the gap in the ceiling and right to meet the boss.

World of Sky: Go right as far as you can. Then go down, right, and up at the second possible opportunity. Go right to the boss.

World of Ice: Go right. Eventually you find a hole that is unpassable with a short jump (scorpions are on the other side). Fall down this hole and go right through some walls to the boss.

World of Hell: Go right (do not fall down) to the boss.

World of Labyrinth: Find the lamp and the harp (look out for the decoy harp). The harp comes from an angel covered in blocks. Then continue to the world of worlds (no boss).

World of Worlds: Go through all the worlds (usually going down twice makes you skip to the next one) until you reach the boss.

#### 010-Credits

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