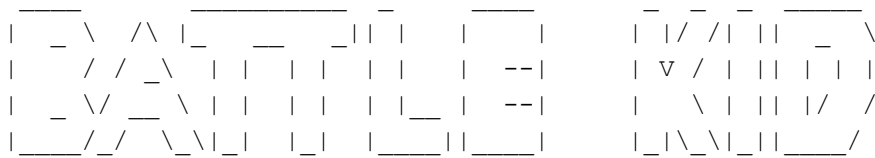


# Battle Kid: Fortress of Peril FAQ/Walkthrough

by megaseven

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FAQ/Walkthrough  
Version 1.1

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||                                     Table of Contents                               ||
=====
|| Section 01: Story - - - - - <BK01> ||
|| Section 02: Controls - - - - - <BK02> ||
|| Section 03: Power Ups - - - - - <BK03> ||
|| Section 04: Enemies / Hazards - - - - - <BK04> ||
||   4a: Killable Enemies - - - - - <BK4A> ||
||   4b: Unkillable Enemies / Hazards - - - - - <BK4B> ||
||   4c: Bosses - - - - - <BK4C> ||
|| Section 05: Getting Started - - - - - <BK05> ||
|| Section 06: Walkthrough - - - - - <BK06> ||
||   6a: First Landing - - - - - <BK6A> ||
||   6b: Owlbot Takes Flight - - - - - <BK6B> ||
||   6c: Deadly Colors - - - - - <BK6C> ||
||   6d: Climbing The Waterfall - - - - - <BK6D> ||
||   6e: Underwater Adventures - - - - - <BK6E> ||
||   6f: Shiny Caves - - - - - <BK6F> ||
||   6g: The Key to Power - - - - - <BK6G> ||
||   6h: Zedd & The Supermech - - - - - <BK6H> ||
|| Section 07: Secrets - - - - - <BK07> ||
|| Section 08: PETUNIAX Challenge - - - - - <BK08> ||
|| Section 09: FAQ - - - - - <BK09> ||
|| Section 00: Legal / Credits / Etc. - - - - - <BK00> ||
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=====
||                                     Section 01: Story                               || <BK01> ||
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Like most action based platformers, the story isn't the focal point of this game. It's more of a simple set-up so you can get on your way to all the jumping and shooting... or in this game's case, dying (and dying, and dying). Nevertheless, it's here and it's not that bad. I've seen worse stories for official Nintendo games. Here is the story according to the instruction booklet:

"At DischCorp, workplace of Dr. Tina Byers, she had been working in her lab and was monitoring and unusually strange increase of activity on an island which houses an ancient fortress known as Il'Akab. This fortress had been abandoned a long time ago, though the wizards who built and dwelled there were infamous for designing it to be deadly to those who would dare intrude.

After a bit of effort, she was able to intercept a transmission from the island that spoke of a Supermech being built by a group of unknowns. This terrible weapon would spell certain chaos if used to its full potential. However, the transmission stated that it is still being constructed.

Timmy, a young friend of the doctor, heard the commotion. Dr. Byers informs Timmy of the threat and shows him a special combat suit prototype she had made a while ago. The suit is lightweight, but has great combat potential for those skilled enough to use it.

With this suit, Timmy boards a transport ship and heads to the outskirts of the island. It is up to him to infiltrate the fortress and stop the Supermech from ever seeing the light of day. Does he have what it takes to overcome the perils that lie ahead?"

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=====
||                               Section 02: Controls                               || <BK02> ||
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The controls for this particular game are kept pretty simple so you can focus on quick precise movements. These are the instructions according to the instruction booklet: (Slight additions by me.)

/			\
* D-Pad Right/Left		Moves Timmy in that direction.	
-----		-----	
* D-Pad Up		Hold while falling after obtaining the Feather Fall	
		enhancement to fall slower. Also used to interact with	
		background objects such as continue points or the	
		terminal.	
-----		-----	
* Start		Pauses the game.	
-----		-----	
* A Button		Jump. Press the A Button to have Timmy jump. The	
		longer you hold down the button, the higher he will	
		jump (to an extent).	
-----		-----	
* B Button		Shooting. Press the B Button to have Timmy shoot. Its	
		fairly weak, but it gets the job done. Up to 3 shots	
		can be on screen at a time.	
\			/

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=====
||                               Section 03: Power Ups                               || <BK03> ||
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There aren't that many power ups in this game, with a mere 10 in total. However, all are used to a great extent once they have been acquired. Here they are according to the instruction booklet:

* Coordinate Display	Shows your X,Y position on the top right.
* High Jump	Increases jump height. (Approx. 1 block higher)
* Feather Fall	Allows you to fall much slower while in use.
* Infinite O2	Allows breathing underwater.
* Double Jump	Lets you jump while in the air.
* Damage Amp	Doubles attack power. You start with this item on the easiest difficulty.
* Keys I - IV	The key pickups grant you the ability to shoot and destroy a number block that corresponds to the key number.

=====  
 || Section 04: Enemies / Hazards || <BK04> ||  
 =====

In a game where it takes a mere one hit before you die, facing enemies can be a nerve-racking experience. Thankfully, most of them will go down with just a few well placed shots. Though that痴 not always the best choice. As the fight or flight metaphor has taught us, sometimes it痴 better to run than stand and fight. With that in mind, here I值1 list every enemy you will come across along with the number of shots it takes to destroy them and their description from the instruction booklet: (with additions by me.)

4a - Killable Enemies <BK4A>

* Kelpie	01	These creatures wander around back and forth aimlessly. Will walk off edges. There are multiple colors, but they all act the same.
* Bouncy Ball	05	These spheres will bounce either horizontally or vertically on walls endlessly. They move at variable speeds. Color and speed are not related.
* Eye Guy	04	These creatures will stay in place with their eye closed. During this time, they are invulnerable. They will briefly open their eye to fire a shot out and will then be vulnerable.
* Eye Fly	01	These creatures fly in place and will periodically fire three shots in the direction of the player. The shots are always diagonally up, then straight, then diagonally down.
* Sniper Snail	08	These creatures will walk slowly. They also will not walk off edges. Intruders entering their line of sight will have 3 bullets fired straight ahead at them.
* Shotgun	03	These robots will move back and forth horizontally

Drone		and periodically fire a bullet vertically in the direction of the intruders.
* Stalker Drone	01	These robots tend to spawn from various sources. They will slowly follow intruders around and can transcend walls. Usually better to just avoid them.
* Immortal Jelly	04 / 02	These creatures will slowly move on a surface back and forth. They will not walk off edges. After losing their health, they will briefly melt into a harmless state, but will rise again with reduced health.
* Homing Drone	05	These robots will stay in place until approached closely from above or below, after which they will activate and move vertically to where the target is and then very quickly fly horizontally at it.
* Burly Goblin	10	Oddly enough, these aren't in the instruction booklet. They look like little squatty demons and they just walk back and forth like Kelpies. They don't walk off of edges however.
* Killer Clam	02	These clams stay in place and are invulnerable when closed. When they open, they release 3 pearls that move in an arc spread and they become vulnerable. It is usually safe to stand directly beneath them.
* Cyclops Squid	06	These squids move back and forth, pausing briefly in-between movements.
* Colormancers	07	These wizards will walk around for a while and will stop to attack. They come in three colors, each having a different attack. Pink Throws a wavy ball forward. Purple Shoots a fast-moving arrow forward. Green Makes a star that drops from directly above.
* Frog	02	These frogs will jump a short height and attempt to follow the player. They are normally found coming out of holes in the walls.
* Zig-zag Zander	01	These fish tend to come out of holes and move in a straight wavy pattern.
* Fugu Sentry	02	These fish will move about vertically and stop to fire 4 shots. The shots spread outwards as they move.
* Starfish Stalker	01	These starfish tend to come out of holes and chase the player, moving in short bursts one tile at a time.
* Gem Bomb	03	These devices stay in place until shot enough, after which they explode and 2 gem bits fly left and right.
* Gilliath	15	These large fish will move back and forth very slowly generally getting in the way. They are very strong.

\* Lethal Lemon | These perilous fruits lie in wait for intruders. Anyone

		passing under them will trigger the lemons to fall down at them.
* Lifestealin' Lime		Like the lemons, these fruits lie in wait for intruders. They will rise up at anyone directly above them.
* Razor Drone		These machines will move continuously around the perimeter of whatever they are attached to.
* Orbit Drone		These robots will move in a continuous, circular pattern. They can move clockwise, or counter-clockwise.
* Spiked Crusher		These traps stay in place until intruders come into their line of sight, after which they will move towards you quickly.
* Flamethrower		These built-in tower defenses shoot fireballs periodically.
* Spikes		These pointy things spell certain death upon touch.
* Fan		Periodically turning on and off, fans shoot very strong bursts of air that will either stop movement completely, or provide you with increased speed/jumping distance.
* Disappearing Blocks		As any Mega Man fan knows, precise fast jumping is needed to survive rooms filled with these. Memorize the pattern!
* Glass Blocks		Temporary platforms that disappear quickly after being landed upon.

4c - Bosses <BK4C>

* Lotus Guardian	45	This overgrown flower protects the entrance to the Fortress. It can attack by shooting thorns at Timmy as well as making a quick, deadly vine rise up under him.
* Owlbot	48	An old machine that has seen disuse, it simply stands in place and fires rings from its eyes as well as spawning mini mechanical birds from the hatches on its chest.
* Cleo, the master Color- mancer	62	A resident of the fortress, she can use the same kinds of attacks as the lesser colormancers, as well as some others. She can also change the attack at will. She has six attacks in total.
* Nagaconda	45	This serpent dwells in the upper levels of the waterfall temple. Its bony jaw can protect it from damage. It can breathe a deadly bubble as well as fire shots from its eyes.
* Seahorse Turret	18 x4	These machines will sit in place and can aim shots at intruders with high precision. There are four of them.
* Amethyst Angel	49	An ancient dweller in the Amethyst Caverns, she has limited teleporting abilities and attacks intruders with magic gemstone projectiles.
* Zedd	61	This wizard was enlisted by the mysterious group and defends the inner sanctum of the fortress. He can

		teleport and uses magical projectiles to attack. He can
		also freeze time temporarily.
* The Supermech	75	The ultimate weapon the mysterious group is building. Timmy's goal is to destroy this machine. No other information is provided.
* Petunia of Pain	77	The secret boss at the end of the bonus challenge area accessed by putting in a special password.

=====  
|| Section 05 - Getting Started || <BK05> ||  
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If you池e reading this FAQ/Walkthrough, chances are you already know about how this game came to be. But on the off chance you don稚, allow me to detail it a bit so you know what you池e getting into. Battle Kid: Fortress of Peril is inspired by a PC game titled I Wanna Be The Guy, and although I壇 say Battle Kid is easier than it痴 PC friend, that isn稚 saying much. I think I barely beat the first boss in IWBTG, and that took hours of trying after watching multiple videos of other people doing it.

I guess what I知 trying to say is that this is not an easy game... not in any sense of the word. You will die. You will die a lot. Unlike the games of today with their Easy difficulties and the 4 hour tutorials, this game doesn稚 take you lightly for a second. What makes this bearable is that most if not all of poor Timmy痴 deaths are due to human error. You won稚 glitch out and die for no reason. If you died, chances are it痴 due to poor timing.

So if you池e anything like me, you值l take that as a challenge. I can稚 tell you how many times I told myself "Just one more checkpoint." only to lose a couple hours getting to checkpoint after checkpoint and loving every second. Enough about all the details! Let痴 get this baby started!

All you值l need for this game is a working NES, a controller (I play with my NES Max controller. It has turbo buttons, but an awkward circular D-Pad, so I think it痴 a fair trade-off.), and loads of patience. Even if you were to buy everything from scratch, that痴 only about \$100.00 you壇 be spending. Cheaper than some special editions of current games, so I知 not complaining.

=====  
|| Section 06 - Walkthrough || <BK06> ||  
=====

This game has 5 difficulties. From what I can tell, gameplay isn稚 really changed at all depending on what difficulty you choose. The choice is there simply to decide how many continues you get. I值l be writing the Walkthrough for somebody playing on Normal.

- EASY - Infinite continues. Password system. Start with Damage Amplifier. Your character is also colored pink in order to demean you for choosing the easiest difficulty.
- NORMAL - Infinite continues. Password system.
- HARD - 50 continues. No password system.
- VERY HARD - 20 continues. No password system.

UNFAIR - No continues. No password system.

Since the Coordinate Display "Power Up" is gotten on the 2nd screen of the game, I值1 refer to each room by the co-ordinates and then describe where to go. Here is an example:

-XX,YY-

Enemies: EXAMPLE x2

Coming from the left, move right, jumping over the EXAMPLEs in order to exit to the right.

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 /
 | 6a - First Landing - - - - - <BK6A> |
 \
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-00,11-

The first screen of the game. Nowhere to go but down.

-00,12-

Go ahead and pick up the Coordinate Display power up so this Walkthrough will make a bit more sense, then head down again.

-00,13-

Tiny room. Head right to get to the first Teleporter.

-01,13-

Stand under the Teleporter and press Up. Then just cancel out. I don't know if you HAVE to do that, but I somehow missed saving that I had been to Teleporter IV in my first playthrough and I just ended up giving up on that run. Better safe than sorry! After you activate it, head back up to 00,12, but exit right.

-01,12-

Go ahead and hit Up at the continue point and check the terminal for fun if you want to. It basically tells you to go fight the first boss. Once you're done, head right.

-02,12-

Pretty trees. Keep going right.

-03,12-

Enemies: Kelpie x3

Your first enemies! 2 of the Kelpies will be going right for you the second you enter the room. Dispose of them with your shots quickly and easily. Then either jump over the third or drop down and kill him. Either way, head to the right.

-04,12-

Hazards: Lethal Lemon x2

These lemons can be scary if you're new to the game, but they're pretty easy to avoid. Just edge right until you trigger them and quickly move back left. Once the danger has subsided, keep going right.

-05,12-

Hazards: Spikes

Just a brief introduction to spikes in an easily avoidable situation. Go ahead and jump over the pit of spikes and keep going right.

-06,12-

Smallest room in the game. Just jump up and right and you're out.

-06,11-

Enemies: Eye Guy x2

Right as you land in this room, you'll see 2 Eye Guys. One above, and one to the right of you. Time your jumps so that you can either shoot them right before or right after they shoot. Take out the one to the right first, then turn around and get the other one. Once the left one has been killed, jump into the tiny path he was blocking and head left.

-05,11-

Enemies: Bouncy Ball

Position yourself right under where the Bouncy Ball bounces against the right wall, then time your jumps so that after it bounces you can jump up and shoot it. 5 shots will destroy it and remove all of the danger. After that, jump across the gap using the floating block in the middle and continue left.

-04,11-

Hazards: Lifestealin' Lime x2

Limes are just like the Lemons, but they go up instead of down. Use the same strategy to trigger them and run away. Once you've done that, follow the path up and around using the floating blocks to exit right above where you came in.

-05,11-

Enemies: Bouncy Ball

Just follow the path up and right. It's a little weird getting into the next room, but you can do it.

-05,10-

Enemies: Sniper Snail

Follow the path and jump up so you're just one block underneath the Sniper Snail's path. Then do mini hops and shoot to take the Snail out. They take quite a few hits. After he's been destroyed, head right.

-06,10-

Enemies: Bouncy Ball

Eye Fly

If you stand where you enter the room, you'll be safe, so don't freak out. Time it so you jump right after the Eye Guy's shots leave the screen, do a mini-hop, and shoot all of 1 bullet to take the Eye Fly out. Then it's up to you whether or not you want to try to kill the Bouncy Ball. I think it moves too fast to be worth the trouble. I recommend you drop down right after it bounces on the wall closest to you, then jump over it and up onto the right wall. After that, drop down to the right of that wall to land in...

-06,11-

Enemies: Eye Guy x2

Ignore everything here and move right.

-07,11-

Enemies: Kelpie x2

Drop down into the path of the Kelpies as they start to walk away from you and shoot a couple shots to take them out. Then continue right.

-08,11-

Enemies: Sniper Snail

Another case where avoiding the enemy is probably better than taking it on. Jump down about mid-way between the Sniper Snail and the wall its facing, then immediately jump again right over it. Jump one more time to reach the right exit.

-09,11-



Second continue point. Save and keep going right.

-10,11-

Enemies: Bouncy Ball x2

Hazards: Spikes

Move as far right as you can initially go. Then jump up as the blue Bouncy Ball is closest to you and fire a shot or two. Repeat until its destroyed. Feel free to do the same to the pink ball if you'd like. Once they've been eliminated, jump up right, then left, then right again. Make a jump across the pit of spikes and drop down. Then exit right.

-11,11-

Here the path splits, but you need Key I to go down, so up is the way to go!

-11,10-

Enemies: Eye Guy

Hazards: Razor Drone

Jump up left then jump up the right path. This is a little tricky, but you need to time your jump so that you follow the Razor Drone as he passes you, then jump again to the left while avoiding the Eye Guy's shots. Position yourself in the middle of the ground and time your jumps/shots to kill the Eye Guy, then go down the path he was (almost) blocking.

-10,10-

Hazards: Razor Drone x2

Follow the first Razor Drone around his path, then wait for the second one to pass you and quickly run to the left exit.

-09,10-

Hazards: Lemon Dropper

Spikes

Its pretty easy to avoid the first spike. Just keep holding left and you'll fall safely past it. Then jump up onto the raised platform. Here its a little hairy. You have to time your jump right as a Lemon touches the ground of the next platform, then quickly jump up and left to safety. Then exit up.

-09,09-

Hazards: Glass Block x3

Your first introduction to Ice Blocks. They disappear quickly after being stepped on, so you'll have to jump right onto the first one, then quickly on to the second, and again quickly on to the third. Right after you land on the third one, you must turn around and jump up and left. Again, exit up.

-09,08-

Hazards: Lethal Lemon

Simple room. Trigger the Lemon, then avoid it. Exit right.

-10,08-

Enemies: Kelpie x3

Another simple room. Just take out the Kelpies and continue right.

-11,08-

Enemies: Sniper Snail

Eye Guy

By now you should know how to kill Eye Guys, so unless there's some trick to it I won't go into detail. Take out the Eye Guy, then do short hops and shoot the Sniper Snail to dispatch of it as well. Follow the winding path and exit right.

-12,08-

Drop down.

-12,09-

Go left for a Continue point, otherwise keep going right.

-13,09-

Nothing but I blocks you can't destroy. Drop down.

-13,10-

Enemies: Eye Guy

Hazards: Glass Block x2

Spikes

This is an enemy that you'll just have to completely ignore. What you need to do is time your drop so that you don't get hit by the Eye Guy's shot, then hold right a little so you can land on the Ice Block. Then immediately jump right onto the next Ice Block. Jump right again and you're safe. Just make sure as you exit right you don't get hit by the Eye Guy's shot.

-14,10-

Drop down.

-14,11-

Head left.

-13,11-

Enemies: Eye Fly x2

Hazards: Glass Block

Spikes

You're safe when you enter the room. After they both shoot, move left and drop down to the lower spot closer to the spikes where you'll also be safe. Do a mini-hop and shoot to take out the upper Eye Fly. Here's where it gets hard. I must've died 10 times here alone. You have to time your jump so that you jump to the Ice Block right as the middle shot is underneath you. Then wait a tiny bit for the next middle shot to go above you and jump to the left right in front of that jerk. Quickly shoot him for some well earned revenge, and head down.

-13,12-

Enemies: Kelpie x3

You probably won't be fast enough heading down the zig-zag path to take out the Kelpies before they funnel into the pit of sorts, so head left into the next room, then back into this one to make them respawn at the top. Then shoot them as they come down to get them out of the way. After that, head right.

-14,12-

Enemies: Bouncy Ball x2

Hazards: Spikes

This room isn't as difficult as it may look. You have to jump right after the Bouncy Balls have passed the middle platform, then jump again to the right. If you're having trouble making the initial jump, edge forward a bit so Timmy is standing half on/half off the ground. Once you're safe, head right.

-15,12-

Enemies: Bouncy Ball

Sniper Snail

Take out the Bouncy Ball first, then drop down in front of the Snail to trigger his shots. Quickly jump up to avoid them, then head right and jump up to where the Bouncy Ball was. Follow the path to exit up.

-15,11-

Hazards: Lemon Dropper

Spikes

Another room that looks difficult, but isn't really. I don't think I ever died here. Just time it so right after the Lemons pass you jump to safety. Go left.

-14,11-

Head up.

-14,10-

Go right for a checkpoint, otherwise, keep going up.

-14,09-

Room before the first boss. Are you ready? Head right.

=====  
-15,09- - - - - BOSS 01 - Lotus Guardian

The Lotus Guardian only really has 2 attacks.

- 1 - Vine: A vine shoots from the ground under Timmy. There will be a noticeable green squiggle on the ground before the vine comes.
- 2 - Thorns: 3 thorns are shot from the Guardian. Low, Mid, High. They alternate between being shot Low and High. So it goes something like Low/High, Low/Mid, Low/Low, PAUSE, High/Low, High/Mid, High/High, Etc.

The battle starts and right off the bat, you'll see the Lotus Guardian starting to shoot the lower set of 3 thorns. Avoid them by jumping up onto the middle platform and fire about 3 shots at him. The vine attack comes at something like a 2 to 3 second interval, which makes it slightly off from the thorn shots. That means that the longer the battle goes, the longer the delay between the thorn and vine attacks will be.

Avoid the vine and you'll see that now the higher set of 3 thorns is coming. Drop back down to the left to avoid them, but keep moving so the vine doesn't get you. And that's about the end of the pattern. You'll have noticed that the lower set of thorns is coming again, so just repeat that strategy and with a bit of trial and error he'll go down.

I'd recommend once you beat him you head back to the checkpoint and save. After that, head right to the room after the boss.

/-----\  
| 6b - Owlbot Takes Flight - - - - - <BK6B> |  
\-----/

-16,09-

2 ways to go, head down first.

-16,10-

Hazards: Spikes

Don't worry about the I block or the spikes right now. That's a shortcut for later. Head right instead to get to the Teleporter II.

-17,10-

Press Up under the teleporter to activate it. It's worth mentioning that if you die you will have to go back and activate the teleporter again. So be careful. If you go back to the Hint Terminal it will tell you about an upgrade in the lower level of the fortress that will upgrade your jumping. Once you're done, head back to 16,09 and go right 4 times to reach 20,09. Nothing of note along

the way, sorry.

-20,09-

Hazards: Razor Drone x3

Spikes

Happy? Okay, so this is pretty easy. For the first two blocks, just jump on to each block after the Razor Drone has started heading down the right side of its corresponding block. For the third block, wait until the Razor Drone circling the block you're currently on is closing in on you on the left side, then do a high jump and land on the third block right as the Razor Drone has started going down the left side of it. Then go right.

-21,09-

Enemies: Shotgun Drone

Eye Guy

New enemy! Woo! The shotgun drones don't seem that hard, but they get me all the time. I'd recommend you take it safe and destroy the Eye Guy so you only have to worry about the Shotgun Drone on the ceiling. Just make sure the Drone is on the opposite side of the ceiling before you try getting some shots in on the Eye Guy. Once you feel its safe, move past the Drone by going right after it has fired. Exit right.

-22,09-

Oh the choices! Well, up and right lead to dead ends, so down it is.

-22,10-

Enemies: Sniper Snail

Hazards: Razor Drone

Head right for a checkpoint, then prepare to take out a Sniper Snail. Drop down and kind of hug the wall to your right. Then it's just a matter of avoiding the shots while trying to get in some shots of your own. The Razor Drone is really just there to block shots and annoy you. Once you've taken out the Snail, run down the path it was blocking.

-22,11-

Enemies: Eye Guy

Hazards: Spikes

These spikes are a little different looking, but just as deadly. Drop down to the closest blue block after the Eye Guy shoots, then to the next set of them. Mini hop to kill the Eye Guy, then drop down to the next room.

-22,12-

Enemies: Bouncy Ball x3

You'll notice all 3 Bouncy Balls going against a wall right next to where you entered. All at different speeds. There's no real time I can tell you to go for this. Just patiently wait and make the move when you feel its right. Once you have landed safely, head left.

-21,12-

Enemies: Eye Fly

Hazards: Razor Drone x2

Spikes

You're safe when you enter, so head left and jump to the closest block. Now you need to time your jump so the Razor Drone has just started going down the right side of the block it's circling, AND the Eye Fly has just shot its bullet past the same block. Quickly jump to that block, turn around and fire a shot to take out the Eye Fly. Then jump to the next block which should be safe. Another jump and you're safe. Head left.

-20,12-

Hooray, your first real power-up. Sure Coordinate Display is technically a power up of sorts, but it doesn't directly affect gameplay. Pick up your brand spankin' new High Jump and use it to head up out of this room.

-20,11-

Enemies: Shotgun Drone

Hazards: Spikes

Hope you really want this new power up, because you'll have to work a bit to keep it. Like most of this game, this room is all about timing. Wait right next to the spikes on the left for the Shotgun Drone to pass you, then run for the other side. Then take that sucker out with 3 well placed shots and head left.

-19,11-

Enemies: Shotgun Drone x3

You'll soon notice that these jerks like to stay out of your range of attack. Frustrates me as I love to kill things. I don't really have any suggestions on how to tackle this room easily. Again, it's mostly timing. Just wait for the Drones to start heading right towards you, then take them one at a time and run through. Once you're through the danger, head up.

-19,10-

Enemies: Stalker Drone Spawn Point x3

You might want to kinda drop down and jump back into this room a few times if you need to get a feel for it before going on. Once you're ready jump up right, then left, and over right again killing the 2 closest Stalker Drones. Then immediately drop down the pit avoiding the 3rd drone and head right.

-20,10-

Hazards: Glass Block

Spikes

Easy peasy. Jump across the Ice Block and head right.

-21,10-

Hazards: Spikes

Jump over the wall and drop on the other side of it. Then jump and continue right.

-22,10-

Enemies: Sniper Snail

Hazards: Razor Drone

Ah, this room again. Head right to save if you want, then head up.

-22,09-

Still can't go right, so up it is.

-22,08-

Hazards: Flame Thrower x3

Jump up right under where the first Flame Thrower's shots go, then turn left and jump up on top of it. Wait for the next 2 Flame Throwers to shoot, then follow their shots quickly and head left.

-21,08-

Hazards: Flame Thrower x3

More Flameys. Cautiously move past the first fireball's path, then turn around. After the Flame Thrower above you shoots, follow the shot then turn around and jump up left to safety. You'll have to pause for half a second to wait for the Flame Throwers to shoot again. Almost done. Wait for the top Flame Thrower to shoot, then keep going left. Again, wait for the flame to pass, then follow it, turn around and jump up and out of the room.

-21,07-

Hazards: Flame Thrower x3

This is a little tricky. Just try to time your jump so that you're like right behind the left-most Flame Thrower's shot, then follow it and drop into the little pit of safety. Once you've done that, wait for the Flame Thrower right next to you to fire, and follow it's shot up and then just a little left for another spot of safety. Notice the pattern yet? Again, wait, follow, hide. Wait, follow, exit left.

-20,07-

Enemies: Shotgun Drone

Hazards: Flame Thrower x2

Spikes

Oy. This room can be scary. Shoot the Shotgun Drone 3 times to kill it, then wait. Right after the Fireballs pass each other in the middle, jump down to the closest block. Wait again for them to fire and jump to the next block. the fire balls should pass in the middle again, and move out of your way. Quickly jump up left to safety and exit.

-19,07-

Hazards: Flame Thrower x3

3 Flame throwers, small paths. That pesky pattern is back. Wait, follow, wait, follow, etc. Base your first movement off of the closest Flame Thrower, and go for it. This room really shouldn't require much explanation. Exit left.

-18,07-

Hazards: Flame Thrower x3

Man, these almost always seem to come in triples. More of the pattern. Wait for one to fire, then go. Repeat 2 more times and head left 4 times to -14,07-. There's nothing of note along the way except a save point.

-14,07-

Still nothing of note, but head up instead of left.

-14,06-

Enemies: Stalker Drone Spawn Point x1

Hazards: Flame Thrower x2

You're safe on the first platform of the room... mostly. There is a Stalker Drone spawner that will keep sending those Drones at you. After the Flame Thrower shoots, quickly head right for it and then jump above and on top of it. Now jump up and head right for the Stalker Drone spawner. Now turn around and jump up to the blue blocks. Wait for the FT to fire, then follow it's shot and head up to exit the room, but be careful because you're not safe once you enter. Read the next rooms explanation, or risk dying quickly.

-14,05-

Enemies: Eye Fly x3

Hazards: Spikes

Once you enter, the first platform you can land on is not safe. Quickly jump up left and shoot to kill the first Eye Fly. Now you're safe here. Do a mini-hop to jump up and kill the next Eye Fly as well. Just jump up right, wait for the 3rd one to shoot, then jump up and fire back to kill it. The spikes are mainly cosmetic in this room. Almost impossible to die as long as your A button works. Jump across the blocks, then jump up right again to exit up.

-14,04-

Enemies: Stalker Drone Spawn Point x2

This room looks safe at first, but 2 Stalker Drones will close in on you after a second or so. Try to be fast and get to the middle part of the room quickly. Take out the Stalker Drone in front of you and continue along the path to exit

up. Again, you're not safe if you just stand on the next rooms first available platform, so read ahead if you want to live.

-14,03-

Enemies: Shotgun Drone

At first, you're safe, but if you stand there too long, you'll be right in the Drone's fire range. Wait for it to shoot the first shot, then jump up to the right. If you're quick, you can continue ahead and exit right. If not, just play it safe and jump up again and kill the thing.

-15,03-

Enemies: Shotgun Drone x2

You're safe when you enter. This is really just a room where its best to go for it. Wait for the closest Drone to shoot when it is right next to you, then run and you should be fine to make it all the way past the next one right after it fires its shot. Exit right.

-16,03-

Enemies: Stalker Drone Spawn Point x1

Run forward, pausing briefly to kill the Drone as it spawns. Continue right past it to exit.

-17,03-

Enemies: Immortal Jelly x1

The Jelly is there more just to introduce you to it as that's the first and only one you'll see for a while. Head down to reach a save point at 18,04 and Teleporter III at 19,04. Don't forget to actually use the thing and THEN save to make sure you can use it later if or when you need to. Once you're done with that, head back up and go right twice past the Jelly.

-19,03-

Hazards: Spikes

Easy room. Just jump across the gaps and head right.

-20,03-

Hazards: Disappearing Block x3

Spikes

First introduction to that horrible Mega Man staple. Wait for the closest block to spawn, then jump on top of it. Now jump to the next one after it spawns, and finally on to the third as it spawns. Jump up one more time to exit right.

-21,03-

Hazards: Disappearing Block x3

Spikes

Still pretty easy as they've just been introduced. Jump onto the closest block again as it spawns. Then to the next. The 3rd block will spawn directly above you so you have to do a tricky jump away and then immediately back towards the block to land on it. Now just jump up right to safety and exit.

-22,03-

Hazards: Fan

Spikes

Ugh, fans. After you get Double Jump and Feather Fall, they're not as scary, but I still get thrown off at this point. If you try to walk towards a fan as it's spinning, you'll notice that you can't move forward. If you just stand there, it will blow you back at walking speed. The trick to this room is basic. Just wait for the fan to stop spinning and quickly cross the gaps. If you're behind the fan it wont affect you. Exit right.

-23,03-

Hazards: Fan

Spikes

Now instead of the fan being detrimental, it's actually quite helpful. This gap is uncrossable normally, but if you jump right as the fan is spinning, you'll be flung forward at double speed/distance and you'll make it easily. Do that and then exit right again.

-24,03-

Hazards: Glass Block

Disappearing Block

Spikes

3 different hazards in one room? Insanity! Wait for the disappearing block to appear and immediately jump onto the ice block, then to the D block, and once again to safety. Then exit up.

-24,02-

Enemies: Eye Fly

Hazards: Disappearing Block

Spikes (next room down if you fall and don't save yourself.)

Well this is no fun. You need to wait until the Eye Fly shoots, and also for the disappearing block to be there, then jump left across it to the set of regular blocks. The bottom-most one isn't safe, but the middle one is. Do a mini-hop there to shoot and kill the Eye Fly, then jump up a bit more and exit to the right.

-25,02-

Hazards: Fan

Spikes

Another helpful fan. Go as far right as you can on the first row of blocks, then wait until the fan is just about to start. Drop down while holding left and you should be blown to safety. Exit down... not that you have a choice at that point.

-25,03-

Hazards: Disappearing Block x8

Spikes

Wait as far right as you can for a D block to spawn underneath you. Drop down onto it and edge left as the blocks spawn. The 7th/8th blocks are a little sneaky since they put a gap. You just have to make sure you're half on/half off the 6th block and as it disappears, the next closest block will appear to save you. Immediately run left and drop off to exit down again.

-25,04-

Hazards: Fan

Spikes

As scary as this room may initially look, I haven't ever died here. Wait at the top right of the blocks you fall down onto and then drop again while holding right as the fan is just about to go off. Again, you should be blown to safety.

-25,05-

Head right to get to a save point, then continue on to 27,05.

-27,05-

Jump up, but be careful as the next room is a little bit dangerous. Read ahead.

-27,04-

Enemies: Shotgun Drone

Eye Fly

You'll need to act fast. Jump up and right from the first spot you land on and quickly fire off a shot to kill the Eye Fly. Then continue past and drop down.



-27,05-

Go up again, but remember speed is key.

-27,04-

None of the first 3 blocks in this room are safe. You can either just go for it like I always do, or try to quickly take out the Eye Fly again. Once it's gone, you're totally safe. Either way, exit up.

-27,03-

Hazards: Razor Drone x2

Spikes

Jump up under where the first Razor Drone is. Now the easier way to do this is to do a tricky jump like you were taught to do for the 2nd Disappearing Block room. Wait for the Drone to start it's path on the top of it's block, then jump up left and immediately hold right to land on that block. Quickly jump over to the other block with a Drone circling it, and then jump over to safety on the left. Exit up.

-27,02-

Enemies: Eye Guy

Wait for the Eye Guy to shoot, then jump up and exit at the top.

-27,01-

Enemies: Eye Guy

Shotgun Drone

This room can be scary. I recommend trying to quickly take out the Eye Guy. But keep one eye on the Shotgun Drone and dodge it's shots accordingly. Once the Eye Guy is gone, wait for the Shotgun Drone to pass you and jump after it has just shot. Repeat 2 more times and run right to safety. Then follow the path and drop back down to 27,02.

-27,02-

Enemies: Eye Guy

Take out the Eye Guy, then head right.

-28,02-

Hazards: Fan

Spikes

Use the fan to help you jump across the gap, then exit right.

-29,02-

Enemies: Homing Drone x2

These enemies are never really worth it to try to kill unless you can hit them without getting close enough to activate them. What you should do instead is edge forward just enough for one or both of them to activate then run back away from them. Once they are directly to your right, they'll shoot straight at you. Just jump right over them and you're safe.

-30,02-

Enemies: Homing Drone x2

Hazards: Spikes

Jump over to the first platform and edge forward to activate the first Homing Drone. Jump over it. Next try jumping forward enough to activate the second drone, but don't jump too far as you'll have to land back where you jumped from. Dodge the 2nd Drone as it guns for you then jump the gap and exit right.

-31,02-

Enemies: Shotgun Drone

Hazards: Fan

### Spikes

Crap. I hate this room. Okay, Run forward in place against the fan. Now wait for the fan to go a second time. Right after it is done, run for the exit to the right. You should be able to dodge the Shotgun Drone's shot no problem.

-32,02-

Enemies: Eye Guy

Hazards: Razor Drone

### Spikes

Well that wasn't too hard, was it? From your starting position, go as far right as possible then jump out to shoot the Eye Guy, but land back where you jumped from. Repeat until it is destroyed, then proceed after the Razor Drone and keep going right until you reach 35,02, saving along the way.

-35,02-

Up is the only way to go!

-35,01-

Enemies: Homing Drone x3

So close to the top of the tower. Right as you land, you'll probably activate the first Homing Drone. Dodge it, then jump up and edge forward to activate the next one. Run back and drop down to avoid that one. If you didn't also get the 3rd one to activate, repeat that last step one more time to do so. Once you're safe, head up.

-35,00-

Hazards: Fan

### Spikes

Careful of the fan at first. It tries to push you into the spikes. Fight the wind and then jump up as high as you can. Wait for another gust to come and then jump to the right.

-36,00-

Hazards: Disappearing Block x5

### Spikes

You didn't think you were done with those blocks, did you? Muahahaha! Jump to the first block and then up to the first column. I recommend waiting for the blocks to finish their cycle and come around again before continuing as you need to be fast to do it in one go. Right as the bottom most set of D blocks appears, drop down onto them and then quickly jump up to where the next set will spawn in order to land on them. Jump to the next column and then over to the right exit.

-37,00-

Hazards: Disappearing Block x4

### Spikes

I pretty much always suggest you stay and watch the pattern for these blocks a bit before ever trying to tackle them. Unlike Mega Man, this game doesn't have scrolling rooms, so you see the entire set-up every time. Once you're ready, jump to the first block. There will be a pause before the next block shows up, so you'll need to have good timing. I always play the block spawning noise in my head to pretend as if there is no gap and that lets me get the timing down perfectly. Anyhoot, jump to the next block after a second or so, then quickly jump to the next then jump a final time up and right to land on the last block right as it spawns. Follow the path and exit right.

-38,00-

Hazards: Disappearing Block x6

### Spikes

Wait for the first block to spawn, then drop down and tap right a bit to land

upon it. Jump to the next couple blocks as they spawn then wait for a set of 2 blocks to spawn to your lower right. Drop to them and run right before the 3rd block down there disappears. Exit right.

-39,00-

Hazards: Disappearing Block x4  
Spikes

These blocks move much faster than the normal kind, but they stay around just as long. Once you're ready just go for it and jump, jump, jump, long jump to safety. Exit right.

-40,00-

Hazards: Disappearing Block x5  
Spikes

More quick blocks, though a little slower than the last room's. Once you're ready, jump up to the first, then immediately jump to the second. Drop down, run across, and jump for the exit to the right.

-41,00-

Hazards: Disappearing Block x5  
Spikes

This room is such a jerk. I must've died here 30 times trying to complete it in the wrong way. I kept trying to time my jump off of the 3rd block RIGHT as it disappeared so that the blocks that block the exit would disappear a split-second before I got there. I was always just barely off. Then I realized you're supposed to go before the wall of blocks appears. So that's what you need to do. Watch and try to get the timing down. Then once you think you can do it, go ahead and jump before the blocks appear. If you're fast enough you'll make it through right as the wall of blocks appears.

-42,00-

Hazards: Fan  
Spikes

I'm not sure if you can make this from the ground level as I was always too excited to have made it past the last room to want to risk it. Instead, wait for the fan to stop spinning, then jump up to the alcove right underneath it. Then jump to the right as it starts spinning to clear the gap of spikes. Exit right.

-43,00-

Head right to save your game, or down and left to get to Owlbot.

=====  
| -42, 01- - - - - BOSS 02 - Owlbot |  
=====

Owlbot's only weakness is its eyes. It also has 3 main attacks:

- 1 - Ceiling Cannon: A cannon that slowly moves along the ceiling will shoot a blast whenever it lines itself up with you.
- 2 - Eye Lasers: Owlbot will shoot 4 circular eye lasers downward towards the right side of the screen.
- 3 - Bird Hatches: Owlbot has 2 hatches on its chest. 1 of them will open and 10 birds will fly out forward in 3 directions. (Diagonally up, straight, and diagonally down.) The birds can be destroyed with one shot.

The laser at the top of the screen I think is the most dangerous part of this battle, and that's only if you don't pay attention to it. The battle starts off and Owlbot shoots the Eye Lasers. I tend to stay up on the middle platform to

avoid that as I shoot the eye to hurt Owlbot.

After that, one of the 2 hatches on the chest will open. I find it safest to stay down on the lower platform while shooting constantly to take care of any stray birds.

Owlbot will repeat the strategy after that. For whatever reason, I find Owlbot to be easier than the Lotus Guardian. I might be crazy though. Have fun!

After you beat him, head left to go get Key I, then go back to save. It'd be a shame to have to re-fight any boss due to a silly death.

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| 6c - Deadly Colors - - - - - <BK6C> |
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If you were to check the Hint Terminal at the beginning, it talks about going to the lower flooded caves to infiltrate the Colormancer's Halls. So that's where we're headed next.

-41,01-

Use your newly gotten Key I to break the I block and jump down. If you want to see something you'll possibly be coming back to later, then instead of falling down the pit jump to the left and hold that direction against the wall. Here you'll see nothing but a couple IV blocks which lead to one of the hardest areas in the game and a sexy new Damage Amplifier for 2x damage.

-41,02-

Hazards: Spikes

Jump down the pit, but stay to the left side.

-41,03-

Hazards: Spikes

Assuming you listened to me, you should be fine to fall and land.

-41,04-

Hazards: Spikes

Hold left to fall down another pit, but be prepared to change directions in the next room.

-41,05-

Hazards: Spikes

Just hold right a bit to move out of the way of the incoming spikes.

-41,06-

Hazards: Spikes

You'll have to hop a little bit to get to the next pit. But don't jump too high or you'll hit the spikes above you. Also, in the next room you'll have to hold left to move out of the way of a nasty little spike at the end of the fall.

-41,07-

Hazards: Spikes

You made it! Okay, head left twice to get to 39,07.

-39,07-

Keep going left if you want to save again, otherwise go down and then left to get to 38,08.

-38,08-

Enemies: Immortal Jelly

Hazards: Flame Thrower

Spikes

See how long it took just to see another Immortal Jelly? Well now this one is actually in the way, so shoot it 4 times to kill it. Try to time its death so you have enough time to jump onto its platform and then to the left exit. You should have plenty of time as long as you don't dilly-dally.

-37,08-

Enemies: Stalker Drone Spawn Point x3

Not too hard. Go left and shoot the first Drone as it spawns. Drop down and get the other 2 next. Drop down again and kill the Drone that spawns in your way, then exit left.

-36,08-

Enemies: Immortal Jelly x3

This is much easier on Easy (durr) since you start with the Damage Amplifier. Shoot the first Jelly 'til its down, then jump up and try to take out the second one. Now take out the first one and the second one quickly so you can jump up and take out the 3rd one. Exit left once done.

-35,08-

Enemies: Immortal Jelly x2

Shotgun Drone

Hazards: Spikes

This is another room that's best when you just go for it. Wait a second for the Immortal Jellies to be in the middle of their platform, then jump to the right side of it, then over onto the left side, and finally left again to safety. Then head left.

-34,08-

Enemies: Stalker Drone Spawn Point x3

Just run forward and drop down in front of the Stalker Drone spawner on the right side. Shoot the first one that spawns, then turn around and shoot the other 2. Quickly run and exit left.

-33,08-

Enemies: Stalker Drone Spawn Point x2

Hazards: Spikes

Try to follow the path and jump up to the first raised platform as fast as possible. Shoot the 2 Drones that spawn and run left enough to drop down making sure not to accidentally hit the spikes as you fall. Continue to follow the path fast enough and the next set of Drones shouldn't be any problem.

-32,08-

Enemies: Bouncy Ball

Hazards: Razor Drone

Spikes

There's no comfortable way to take out the Bouncy Ball, so just wait for the Razor Drones to move out of your way and jump for where the Ball is bouncing. You should know by the time you land on the blue blocks whether or not you'll be able to make it past the Bouncy Ball. If not, turn back and try again.

-31,08-

Hazards: Disappearing Block

Flame Thrower x2

Spikes

This isn't too hard. Wait until you know the D block is about to appear, then jump right after a fireball passes. Jump accros the gap, pausing briefly on the D block, and you should make it

without the next fireball posing a threat.

-30,08-

This save point is where you'd come out after going through the area that leads to the Damage Amp upgrade. Sadly you need more power-ups to even complete the area, so we'll leave it for later. Anyhootles, head left.

-29,08-

Enemies: Burly Goblin x3

I just realized these enemies aren't in the instruction booklet. I think they're the only ones. How odd. Well they just walk back and forth and take 10 hits, so drop down and take the first one out dodging out of the way anytime he gets too close. Then repeat with one or both of the others on the next platform. Once done, head left yet again.

-28,08-

Enemies: Burly Goblin

Hazards: Flame Thrower x2

Jump up and shoot the Gremlin 'til he's dead, then jump up next to the first Flame Thrower. You need to time your jump right after the closer FT shoots. As you jump up on top of the first one, the second one's fireball should fly right overhead. Jump up and drop down to get to safety. Then leave to the left.

-27,08-

Enemies: Burly Goblin

Hazards: Disappearing Block x2  
Spikes

Both D blocks appear and disappear at the same time. I recommend jumping up and using the closest one to fire off a few shots at the Gremlin until he's gone. Then just wait for the block to show up again, head up to the middle, wait again, and leave to the left.

-26,08-

Enemies: Eye Guy

Immortal Jelly

Hazards: Spikes

Take out the Eye Guy first, then disable the Immortal Jelly. Jump across and exit to the left.

-25,08-

Enemies: Eye Fly Spawn Point x3

This can look scary if you stay around, but the best way to get through is to rush. If you just hold left and jump once you reach the left side of the room, you can leave before they're even done attacking for the first time.

-24,08-

Enemies: Immortal Jelly x2

Hazards: Spikes

Fire 3 shots at each Jelly first, then once you're ready to go, immobilize the closer Jelly, jump to where it is, shoot the second one, go to it's platform, then walk left off to safety. Exit left for the billionth time.

-23,08-

Break through the I blocks and continue left.

-22,08-

Well this looks familiar. Drop down.

-22,09-

Go down and right if you want to save, otherwise keep going left until you get

to 14,09. No offense, but I'm not going to re-explain how to get past rooms. If one of them is giving you trouble, CTRL+F it.

-14,09-

Head down and right to get to a save point. After you've saved keep going down to reach 14,11.

-14,11-

Go left, then down, then left again to get to...

-12,12-

Break the closest I block and head down.

-12,13-

Left is a dead end, so go right to get to our first underwater segment. Woo!

-13,13-

You have limited Air in this game at first. 90 seconds worth. So if you're reading this Walkthrough as you go, don't forget to pause the game as you read. Head down and then right to get to...

-14,14-

Enemies: Killer Clam

Hazards: Spikes

These guys are a lot like Eye Guys, but with a different attack style. Wait it attacks, then shoot back to take it out with a couple well placed shots. Then use the underwater physics to your advantage to jump the row of spikes and exit right.

-15,14-

Hazards: Spikes

Again, use the increased jumping abilities to jump up onto the pillar. Then jump down and exit right.

-16,14-

Enemies: Killer Clam x2

Not too hard. Jump as they attack to avoid their shots and shoot through the wall to destroy the clams. Then follow the path right.

-17,14-

Enemies: Cyclops Squid x2

Not worth fighting these guys. Wait until the bottom one has bounced against the wall closest to you and then drop down and continue right.

-18,14-

Hazards: Spikes

You need Feather Fall to go right on either path, so go up instead.

-18,13-

Enemies: Shotgun Drone

This sucker is a little tricky to avoid. I'd say just jump up left, wait for it to pass, then jump quickly to the middle platform and then out of the water completely. Exit left.

-17,13-

Enemies: Eye Fly

Eye Guy

Hazards: Spikes

Run forward and drop down to the closest spot above the Eye Guy. Now just wait until both enemies have attacked around the same time and jump down to the

middle platform shooting the Eye Fly as you do so. Continue left jumping to avoid the Eye Guy's shot if he does so.

-16,13-

Hazards: Lemon Dropper

Razor Drone

Wait for a lemon to drop, then pass it to the left. Then wait for the Drone to pass and jump up. Now you need to wait for the perfect time when a lemon drops right as the Drone is about to start heading down the right side of its block. Quickly jump to the block and then back to the upper path and exit up.

-16,12-

Save point to the right. Once done, head up and then right 3 times to reach...

-19,11-

Enemies: Shotgun Drone x3

You may remember being on the opposite side of this room before. Much easier this time since you can attack the Drones. Kill them and go down.

-19,12-

Hazards: Razor Drone

Spikes

Drop down so you're right above the blue block. Wait for the Drone to pass, then quickly drop onto the blue block and head left. Exit down.

-19,13-

Enemies: Immortal Jelly

Hazards: Glass Block

Spikes

Drop down so you're level with the Jelly and shoot it 4 times to immobilize it. Once that's done, quickly jump across the gap with the Ice Block and past the Jelly before it gets up. Before you exit right, know that a Flame Thrower will shoot a fireball that can kill you at the entrance. So don't stand around.

-20,13-

Hazards: Flame Thrower x2

Drop down to the next step as fast as possible. Wait for the fire to pass and drop down 2 more steps. You know the pattern. Wait, go, wait, go. Follow the path and exit right.

-21,13-

Enemies: Burlly Goblin

Hazards: Flame Thrower x2

Spikes

Drop down to the next step, but don't get grazed by the fireball as you do so. Once a fireball has passed you, drop down and be prepared to do some dodging. You have to jump to dodge incoming fireballs as you shoot to take out the Gremlin. Remember: 10 shots. Once it is dead, jump to where it was, wait for a final fireball to pass, drop down, and head right.

-22,13-

Enemies: Stalker Drone Spawn Point x3

As with all Stalker Drone rooms, speed is best. Follow the path up to the top as quickly as possible and shoot the first Drone. Just jump over the other 2 and exit right.

-23,13-

Enemies: Shotgun Drone x2

Hazards: Razor Drone

Spikes



Any room with unkillable Shotgun Drones is a room I hate. Drop down to the closest step and wait patiently. After a Drone bounces off the closest wall, and the Razor Drone is heading away from you, jump to the middle platform. The Drones should fire right before you go to jump and leave. Exit right.

-24,13-

If you head right, you can see the Super Metroid like room where you go after you beat all the bosses. Once you're done with that, go up.

-24,12-

Up leads to Teleporter IV. Left leads to a save point. Activate the Teleporter first, save, then head right 3 times to get to...

-27,12-

Hazards: Orbit Drone x2  
Spikes

These things are basically like fast moving Razor Drones with an expanded range of attack. Wait for it to pass you and then jump to the closest platform. Repeat one more time, then exit right.

-28,12-

Hazards: Orbit Drone x3

Walk as far right without jumping as you can. Now wait for the Orbit Drone to be on the right part of its orbit so you can jump up the first step and then immediately jump to the closest blue block. If you go too early, the upper Drone will hit you. Too late and the closer one will. Wait for the Drone that circles your block to pass and jump to the large platform. From here you need to wait for the right Drone to pass and land on it's block. Then have it pass again and go left to drop down and exit right.

-29,12-

Enemies: Colormancer Blue  
Colormancer Purple

The blue one will shoot a fast moving arrow and it's headed right for you. Dodge and then fire back 7 shots to kill him. By then the purple one will have probably dropped down. Repeat the same strategy, but know that the purple's attack has a wider range so jumping may be more tricky. Once safe, head up.

-29,11-

Enemies: Bouncy Ball  
Colormancer Green

The green Colormancer will drop stars on you. As long as you're moving right or left, it's the easiest to dodge. Jump up twice to get to the double set of green blocks. here you can pelt the green Colormancer with shots, dodging when need be. After he's down, jump carefully to take out both Bouncy Balls and exit to the right.

-30,11-

Enemies: Colormancer Blue  
Colormancer Purple

Drop down and take out the purple Colormancer, then wait for the blue one to come down and do the same to him. Jump up and exit right.

-31,11-

Hazards: Spikes

There's no real strategy to rooms like these. Just memorize where the safe-zones are and move to the next one whenever the room goes dark. If you're having trouble remembering where the safe-zones are, try watching them the entire time and following where your character is in your peripheral vision. That's how I tend to do it. There are 3 of these rooms in total. Once you're

done, you should be in...

-30,13-

Head left to save, and go right to continue on.

-31,13-

Enemies: Colormancer Green

Hazards: Orbit Drone

This is another room where speed is key. Also a fast trigger finger might help. From the entrance, run right from the start. Drop down and quickly go jump up the other side on top of the blue-green blocks. Follow the little path and drop in front of the green Colormancer. Shoot 7 shots as fast as possible and go right. Sometimes if you're too fast you can get hit by a star, but I find that the little bit of human error I tend to put into every run makes it work out just fine.

-32,13-

Hazards: Orbit Drone x2

Spikes

Wait for the Drone to pass, jump to it's block. Wait for it to pass, jump to the next block. Wait for the other Drone to pass, jump to it's block. Wait again, exit right. Easy.

-33,13-

Hazards: Orbit Drone x2

Wait for the closest Drone to pass and land on it's block. Wait again and drop down as far as you can go. Run right and climb the blue-green blocks as the other Drone passes you by. Exit up.

-33,12-

Enemies: Colormancer Green x2

Jump up left from the entrance and keep going a bit. I like to stay in the left most spot there and jump up to shoot the Colormancers, dodging to the right underneath them when needed. After they're gone, continue going up.

-33,11-

Enemies: Sniper Snail

Hazards: Orbit Drone

Run over just to the lower left of the Orbit Drone's... orbit. Do small jumps as the Drone passes you and fire off a shot to hit the Snail. 8 and its gone. After that, wait for the Drone to pass so you can follow it around its block and head left on the upper path. Once that's done, exit left.

-32,11-

Enemies: Colormancer Purple

Hazards: Orbit Drone x2

If you drop down while hugging the wall right as you enter, you'll be safe. Then wait for the Colormancer to get stuck shooting to the left and jump when the Drones are near the middle of the screen. Jump from there and take out the Colormancer. Finally, exit up.

-32,10-

Enemies: Colormancer Green

Eye Guy

I think it's easier to take out the Colormancer first. So go for that, dodging left or right when necessary. After that, take out the Eye Guy and go right.

-33,10-

Enemies: Colormancer Blue

Burly Goblin

Hazards: Spikes

For once we're going to avoid a Gremlin. This one just isn't worth it. Wait until the Colormancer gets stuck shooting to the right, then jump to the left edge of the Gremlin's platform. As he comes towards you, jump to the right side and then to the left edge of the Colormancer's box. Drop down and kill him when you get the chance and then exit right.

-34,10-

Enemies: Colormancer Green

Hazards: Razor Drone

Spikes

Hey, how come he gets to walk on spikes? No fair. Anyway, weave back and forth until you feel its safe to jump onto the block the Drone is circling. Then jump to safety soon after that and continue right.

-35,10-

Nothing to see here. Go right to save, and up to continue dying all over the place.

-35,09-

Enemies: Colormancer Blue

Colormancer Purple

You can take out the Purple one if you want, but you don't need to. Jump up to the first set of blocks on your right, then up to the next block. Here you can shoot at the blue Colormancer and jump to avoid his shots. Once he's down, jump left and exit.

-34,09-

Hazards: Orbit Drone x2

Walk to stand on the purple block that the first Orbit Drone is circling. Wait until they pass you and drop down to the next purple block. Again, wait 'til they pass and drop right, but hold right to avoid getting hit. Continue left.

-33,09-

Hazards: Spikes

Yup, more of this. Again, no real strategy until the 4th room where you need to take out an I block by following a different path and then going back. Nevertheless, keep going until you reach...

-27,09-

As you can see, it's Boss time. And this boss is a jerk. So head down and right to save, and then head left for the first of many times.

=====  
| -26,09- - - - - BOSS 03 - Cleo, the Master Colormancer |  
=====

While I haven't beaten the game yet as I write this, I'm pretty sure that Cleo has the most attacks out of any boss in the game with a total of seven. Here they are:

- 1 - Dash: Cleo will jump across the screen. She does this before every color based attack.
- 2 - Blue Moon: Cleo shoots blue crescents towards you. Low, Mid, High, Mid, Low, Low
- 3 - Blue Yo-Yo: Cleo throws 3 blue razored yo-yos(?) down on the ground in set intervals. They go across the ground, hit the wall, and then come back.
- 4 - Pink Sun: Cleo shoots 5 pink glowing balls forward in a wavy pattern that

is similar to the Purple Colormancer's attack, but much bigger.

5 - Red Crystal: Cleo spawns 3 crystals around you. Above, to the right, and to the left. They then fly towards you. She then spawns 3 around you diagonally up/right, up/left, and down/left. They fly at you. Finally, she spawns 3 crystals diagonally up/right, up/left, and down/right. They fly at you.

6 - Green Star: Cleo summons a large amount of stars from they sky to rain down on you.

7 - Yellow Lightning: Cleo sends 3 lightning bolts down at you, first very close together, then spread out a bit, then a bit less spread out.

This battle is very random and so far the hardest I've done of the 6 bosses I've beaten. I can tell you how to dodge each attack, but there is no pattern other than the Dash, Color, Dash, Color, etc. Here's how to dodge them:

Dash: Be somewhat in the middle and jump over her.

Moon: If it's Low, or Mid then jump. If it's high, stand still.

Yo-Yo: Stay in the middle and jump as they pass underneath.

Sun: Find a place to stand and jump to aim yourself left or right a bit so you avoid the attack when it is at the top of it's arc.

Crystal: 1st- Run right or left and jump over one.  
2nd/3rd- Run the direction where there is a missing crystal.

Star: Try not to move too much or you'll run out of room. Semi-slowly move across the room.

Lightning: Run right or left to dodge the first bolts. Stand in-between the next 2 sets.

After you beat this horrible boss, head left a bit to pick up your very own Feather Fall! Then go save, because if there's any boss you should never want to fight again, I'm betting it's Cleo.

```
 / _____ \  
 | 6d - Climbing The Waterfall - - - - - <BK6D> |  
 \ _____ \  

```

Now if you were to check your Hint Terminal, it would say something about continuing through the flooded caves to get to the top of the waterfall.

Well it's pretty easy to get back to the flooded caves. It involves a whole ton of going left. Do that until you get to...

-16,09-  
Head down to use a shortcut.

-16,10-  
Hazards: Spikes  
Pretty easy and more of an introduction to Feather Fall. Just go straight left from the right exit and hold up as you go through the spike-lined path. Once you've landed, go down 3 times stopping to save to the right of 16,12 if you need to.

-16,13-

Hazards: Lemon Dropper  
Razor Drone

I normally don't like to re-explain rooms, but this it's worth noting that if you hold right immediately after entering the room you'll skip both obstacles with no problems. Get through the next room and you'll be in...

-18,13-

Enemies: Shotgun Drone

Wait for it to get out the way and drop down.

-18,14-

Hazards: Spikes

This room is deceptive. It seems like you could just go and hold up, but you'll just barely hit the spikes at the end of the spike-laden path. So you have to do a mini-hop first. Once you're safe, go right a couple times to get to...

-20,14-

Enemies: Killer Clam

Just move forward a bit and time your jumps so you jump right before the Clam attacks. Shoot as you fall back down to kill it and head right.

-21,14-

Enemies: Cyclops Squid x2

Go as far right as you can and wait for the Squid to bounce off of the right wall. Jump up through its path and land on the pillar. Wait for this Squid to bounce off the left wall and then drop down to head right.

-22,14-

Enemies: Cyclops Squid x2

Now you'll have to actually kill the Squids to continue. Do so, follow the basic path and exit right saving if you need to to get to...

-24,14-

Go down.

-24,15-

Left will lead you to Key II... or rather it will tease you with it. You can't get it without the Infinite O2 power up, so instead we'll go right.

-25,15-

Enemies: Sniper Snail

Hazards: Spikes

A room where it's better to rush. Just go forward and jump down in front of the snail to get it to fire. Jump over the bullets and land on the right side of the snail then again to the right exit.

-26,15-

Enemies: Bouncy Ball x2

Hazards: Spikes

Time your jumps so you can jump up behind the first Bouncy Ball as it hits the row of spikes above you and shoot it to kill it. Feel free to kill the other Ball now, or jump over the spikes to get closer. After they're both down, exit right.

-27,15-

Hazards: Razor Drone x3

Spikes

If you go right from the beginning, you can land on the block in the middle and

follow the Razor Drone down to safety. It's a tight fit, so be careful. Follow the little path and wait for the other 2 Razor Drones to pass so you can jump up and then drop down to safety. Exit right.

-28,15-

Enemies: Eye Guy

Hazards: Spikes

Move over to the right and jump up to kill the Eye Guy when it's safe. If you're afraid of accidentally jumping into the spikes, jump just short of them and hold left a little to push against the left wall. Now your jumps should be safe. After the Eye Guy is demolished, make your way right by jumping across the gaps of spikes.

-29,15-

Hazards: Spikes

Pretty easy room. Just make sure not to jump too high as you cross the gaps and you'll be fine. Continue right.

-30,15-

Enemies: Shotgun Drone

Hazards: Spikes

If you go right as you enter you should be able to jump through the columns of spikes one at a time without the Drone's shots being a problem. Just take it a little slow and wait for him to pass you when you're about to jump over the 3rd column of spikes. Once you're past those, jump up and take out the Drone so you can follow the path and exit right.

-31,15-

Hazards: Spikes

Easy room. Move to the right edge of the ground before the spike pyramid and then jump up and use Feather Fall to glide to safety. Continue right.

-32,15-

Enemies: Eye Guy x3

From the entrance, time your jumps to take out the 2 upper Eye Guys first. Then drop down and take out the third. If you're running low on air, don't worry, as exiting up will take you to dry land and a save point. After you've caught your breath, keep going right.

-33,15-

Hazards: Spikes

It almost looks like you could jump to the right, but sadly you can't make it. Instead, drop down the first pit while holding up to Feather Fall. Be prepared to weave back and forth as there will be alternating left/right spikes for the next 2 rooms.

-33,16-

Hazards: Spikes

Right, left, right, left, and then you might as well go right again as there are still more spikes to avoid in a bit.

-33,17-

Hazards: Orbit Drone

Spikes

From the right side of the pit, slowly dodge left and drop down. Now move right up next to the Orbit Drone and wait for him to circle past you. Quickly jump up to land on the right and then turn around and jump up to the left ledge so you can exit up.

-33,16-

Kinda tricky jumps. Continue up, around to the right side of that screen and then back down to here on the right most side. Exit right.

-34,16-

Enemies: Homing Drone x2

Hazards: Spikes

Jump to the left side of the first block. You might as well jump up and kill these Homing Drones instead of trying to activate and dodge them. It's easier. Once they're down, jump across the spikes and continue right.

-35,16-

Enemies: Bouncy Ball

Eye Guy x2

Drop down after the Bouncy Ball has bounced against the closest wall so you can shoot it to death. Make sure the Eye Guy's shots don't get you as you do so. Once he's down, continue to shoot and kill the bottom Eye Guy. Now you're mostly safe. Jump up to the next ledge and time your jumps to kill the next Eye Guy or just pass him up if you're the type that can do that. (I can't pass up easy kills.) Continue right either way.

-36,16-

Enemies: Eye Fly

Killer Clam

Move right once you enter and stand in the middle of the 2 attacking enemies to dodge both of their attacks. Once both enemies have attacked at the same time, jump up and kill the Eye Fly. Now jump up and go left as far as you can go. As long as you time your jumps right before the Clam attacks, you'll be safe. Fire your shots as you fall back down and take him out so you can continue right.

-37,16-

Enemies: Bouncy Ball x2

Hazards: Spikes

Wait for the Balls to start coming towards the left wall and then jump over to the left side of the middle platform, using Feather Fall if you need to. As the balls come back towards you, jump up and land on the right side of the same platform then up to safety on the right. Now go up, but be very cautious as you do so because there are spikes that will kill you if you jump too high.

-37,15-

Hazards: Glass Block x2

Spikes

Assuming you made it to this room safely, just head left and jump up and right on to and then across the 2 Ice Blocks so that you can leave to the right.

-38,15-

Hazards: Lemon Dropper x2

Move as far right as you initially can without jumping. Now I suggest you just keep jumping up next to the Lemon Droppers but only move right past them when your jump syncs up with them dropping past the ground on the pillar you're next to. I think I explained that well enough. Anyway, head right once you've passed the hazard.

-39,15-

Hazards: Razor Drone x3

Spikes

Drop down to the closest ledge and wait for the first Razor Drone to pass. Once it's heading down the left side of it's block, jump to it. Now just jump to the next 2 blocks (which should be safe) and right again to safety. Exit up.

-39,14-

Hooray, air. I was starting to worry as I wrote this. Go left twice and activate Teleporter V, then save. Now go right until you get to...

-42,14-

Enemies: Eye Guy  
Frog

I recommend you just go forward past the frog as it jumps. Then wait for the Eye Guy to shoot and jump on over him to exit right.

-43,14-

Enemies: Frog x2

Wait at the entrance and shoot the Frogs as they close in on you. They can be kind of scary since they are fast moving and take 2 shots to kill, but just run left if they get too close and try to get the timing down. This is a good practice room. Down leads to nothing right now as it's an alternate path to get back here later. Instead, go right.

-44,14-

Hazards: Spiked Crusher  
Spikes

Jump up to the closest ledge and then do very small jumps so just your head gets in the way of the Spiked Crusher which should send it flying. After it has done so, jump up to the next ledge and then jump forward using Feather Fall to not only cross the spikes, but fly right over the Spiked Crusher. Exit right.

-45,14-

Right is the entrance to the alternate path, so don't go that way. Jump up the platforms to climb the waterfall instead.

-45,13-

Enemies: Frog Spawn Point x1  
Shotgun Drone

Jump up to the right and either let the Frog come towards you and jump short of getting to you, or jump up and take it out. Either way follow the path while avoiding the Shotgun Drone's shots and jump up to the upper path. Take out the Shotgun Drone just 'cause and then continue going up.

-45,12-

Enemies: Frog Spawn Point x2

Jump up and shoot the first Frog as it spawns to take it out. Now jump up again to the right ledge and wait here as it's totally safe. Now just jump up and glide to the right exit.

-46,12-

Hazards: Glass Block  
Spikes

Here's a Feather Fall specific room. You need to over and then pause briefly in the air before continuing right otherwise you'll run into the spikes on the ceiling. Land on the Ice Block then jump right to safety and exit that way.

-47,12-

Hazards: Spikes

Easy room. Jump and glide to the small block in the middle of the spikes. Then jump again and exit up.

-47,11-

Hazards: Disappearing Block x2  
Spikes

Go ahead and move over to the left and jump up. This is a tricky puzzle room in that you need to jump before a block appears to land on it right as it does. So



wait for a bit and get the timing down. You'll need to jump just slightly after the block on the right appears so that you can land on the left one. Then right after that jump over to the next block and then to the right and exit up again.

-47,10-

Go right to save, otherwise head left.

-46,10-

Enemies: Frog Spawn Point x1

Hazards: Spikes

Deceptively easy room. Jump to the first platform after you enter. Wait for the Frog to jump down into the middle set of spikes and then jump right over it. Now jump up to the left and exit.

-45,10-

Enemies: Shotgun Drone

Try and jump right after both Drones fire twice and don't hesitate. Glide down to the bottom left exit.

-44,10-

Hazards: Disappearing Block x5

Spikes

Jump on to the 1st block, then glide the 2nd. Wait a bit for the 3rd/4th block to appear and then jump on the 5th block that appears underneath them. Now wait for the 3rd/4th blocks to disappear and then jump up to the right and exit up.

-44,09-

Hazards: Spiked Crusher

Spikes

Jump up as high as you can go and wait for the Spiked Crusher to start passing the safe spot in the middle of the spikes. Glide down and wait there. The Crusher should be back at his starting point, so do a very very small hop to activate him and then jump up and right past him.

-45,09-

Enemies: Stalker Drone Spawn Point x3

As with most rooms with Stalkers, just rush into it as fast as possible. If you are fast, you should be able to get to the 2nd platform in the middle before you'll have to shoot anything. Shoot the Drone in your way and then jump up to the right so you can exit that way.

-46,09-

Hazards: Spiked Crusher x2

Spikes

Glide as far as you can to the right and drop down into the path of the first Crusher. Jump as he shoots towards you and then again as he comes back. Go into the little path, jump up and just barely to the right to activate the second one. Once he's out of the way jump up onto the little platform, then across the spikes to exit right.

-47,09-

Hazards: Spiked Crusher x2

Spikes

First Crusher is a joke. Drop down past his path, then run to the right, jump up twice and stay on the block right above it. Now to a tiny jump to activate the 2nd one. After he starts going back, follow him and go stand out of the way of his path. Another tiny jump to send him past you and then jump up to the right and exit up.

-47,08-

Hazards: Spiked Crusher x2

Easy room. Kinda like those rooms with Lemons or Limes. You need to barely move into the paths of the Crushers to activate them and then move out of the way so you can run past them as they move back to their starting points. When you are above them, you'll have to jump to activate them. Once you're safe, exit to the left.

-46,08-

Enemies: Shotgun Drone

Hazards: Spikes

Very easy room. As soon as you enter, hold left and up so you glide down over the spikes. The Drone's shot should miss and you should land safely on the other side. Exit left.

-45,08-

Enemies: Homing Drone x2

Hazards: Spiked Crusher

Jump to the raised platform next to the Crusher's starting point. Now jump over left to activate one of the Drones and glide back to where you jumped from. Jump over the Drone as he flies towards you. Now jump to the left to land in the middle of the Crusher's path. This should also activate the Drone. Jump up to avoid the Crusher and that should send the Drone flying as you do so. Now just go back to the safety pillar and wait for the Crusher to come back. Jump and glide to the left, then jump up again to safety before the Crusher gets to you. Exit left.

-44,08-

Go left to a well earned continue point, then go up and right to get to...

-45,07-

Hazards: Razor Drone x2

Spiked Crusher

This is also pretty easy. Jump to the first block as the Drone moves out of the way. Jump over to the next block as the Crusher shoots towards you. Now jump up to the right and exit.

-46,07-

Hazards: Spiked Crusher x2

Drop down to the left and activate the first Crusher. Jump over it as it comes towards you and drop down to the left of the 2nd Crusher. Now it gets tricky. You can try to activate both Crushers at once like I like to do, or try to do one after the other quickly. Either way, move and jump right past both after they're out of the way and continue right.

-47,07-

Enemies: Frog Spawn Point x2

This is super difficult. Run to the right as soon as you enter and wait just to the right of the raised platform in the middle. As the second frog jumps over you, jump up to the left and land in front of the left Frog spawn point. Now you're safe, so jump and glide to the right and exit up.

-47,06-

Hazards: Spiked Crusher x2

Spikes

Go left and jump up to the raised spot next to the spikes. Now jump and land next to both Crushers. Try to jump right into the middle of the 2 Crushers to activate them and then drop back down out of their way. As they move back to their starting point you should be able to just walk right underneath them. Jump up right and then follow the top path left to exit up.

-47,05-

Hazards: Disappearing Block x6  
Spiked Crusher  
Spikes

Follow the right path and jump up the blocks to stand on the raised platform to the right of the spikes. Now wait for just before the first set of blocks will appear. Jump and glide to them if necessary. As you land, jump over the Crusher then run left and jump to land on the 3rd set of blocks as they appear. Go up.

-47,04-

Enemies: Frog Spawn Point x1  
Homing Drone

Hazards: Spikes

Jump up and wait to the right of the first platform. As the first Frog jumps over you, jump up to the first pillar and jump right to activate the Homing Drone. Land on the first pillar again and as the Drone shoots towards you, drop down to that first platform again. Wait for the Frog to pass and jump up to the first pillar again. Now when the next Frog comes towards you, jump over it to the next pillar and then up to the Frog spawn point. Finally, jump up and left to exit that way.

-46,04-

Hazards: Spiked Crusher x2

Jump to the left and glide a bit to stay on the left side as the Crusher shoots towards you. You'll need to let go briefly to drop faster so the Crusher does not actually hit you. Now glide to the right and drop to pass the 2nd Crusher. Now jump up the path to the left and exit that way.

-45,04-

Pick up the Infinite O2 power up and continue left, saving if you need to, to get to...

-43,04-

Drop down and head right to get to Boss 4. The Nagaconda.

=====  
| -44,05- - - - - BOSS 04 - Nagaconda |  
=====

This boss is A LOT easier than I initially thought. It, like most bosses, has 3 attacks.

- 1 - Triple Bubble: Nagaconda will shoot 3 bubbles from his open mouth that go in a wavy pattern downwards.
- 2 - Baby Snake: A snake will shine it's eyes, then shoot out across the bottom of the screen. It can be killed with 1 shot.
- 3 - Laser Eyes: After the bubbles, Nagaconda will shoot an arc of yellow shots from it's eyes.

Here's exactly how you do this. Wait on the first block for the mouth to open. Shoot a few times then drop down all the way to the bottom. Shoot the Snake as it comes out if it's hole. Now once the first bubble starts coming towards you, jump up past all 3 of them to land on the first block again. Now jump up to avoid the first set of laser eyes. Jump once more to avoid the second set of laser eyes, shooting a few times to hit the mouth as it opens to shoot the 3 bubbles again.

Repeat strategy to kill Nagaconda and win. After you win, feel free to go back and save.

Here I'll give a very brief explanation on how to get back. Go right from the boss room and drop down. Go left and drop down a couple times. There's a save point to the left here if you want to use it. Either way, drop down 2 more times and go right. Drop down a couple more times and go right to drop down again. Drop down once more and go right to, yet again, drop down. You should be at 46,15, though my explanation may have skipped a step or two. Sorry.

-46,15-

Hazards: Spikes

Go left and glide until you're at the 3rd row of spikes. Now glide right and drop down. Exit left.

-45,15-

Enemies: Sniper Snail

Stalker Drone Spawn Point x2

Go forward and jump up to the platform that the Snail is on. Jump over it's shot and then over the snail. Quickly run left and drop down to exit left.

-44,15-

Hazards: Spiked Crusher x2

Go left and jump to activate the Crusher. Run fast to the left and jump up in the path of the Crusher as it comes back so you can do a small jump to activate the next Crusher. Once it passed, jump up left to safety. Continue left.

-43,15-

Hazards: Spiked Crusher

Stupidly easy room. Jump up just barely into the path of the Crusher. Once it goes forward, jump up onto the block it was protecting and then once more to safety. Jump up and exit that way.

-43,14-

Enemies: Frog x2

Remember this room? I recommend going and exiting right to reset the Frogs. Once you re-enter, kill the Frog as it jumps down then exit left and keep going that way until you get to...

-37,14-

Use the warp to get to Teleporter II.

-17,10-

Okay, we're going to be backtracking again to get to that 2nd Key that was briefly dangled in front of us before going to fight Cleo. I won't re-explain the rooms, but I'll give an extremely brief description of where to go.

Head left, down 3 times, right twice, down, right 6 times, down, and left.

-23,15-

Here you'll see that dang key taunting you again. Well now that you have Infinite O2, you can go get it. There's a lot of boring winding paths that don't have much danger, so expect brief explanations again. Go down.

-23,16-

Hazards: Spikes

Follow the path and glide left, then right to avoid the spikes. Keep following

the path and exit down again, then after more paths, go left to get to...

-22,17-

Hazards: Spikes

Follow the path then use your gliding again to go left, then right, then left again to avoid the spikes. Continue following the path until you get to...

-22,15-

Not too much to note here other than the fact that you'll have to deviate from the path to shoot the I block. Then keep going to get Key II. Hooray! Ready for more backtracking? There's a lot of it. Here's another brief explanation starting from the room where you got Key II:

Right, up, left, 4 times, (upper) left, left twice, up, left twice, up, (right to save) up 3 times, left twice, down, (right to save) down, left, down, left, down, left.

-11,13-

Assuming my instructions were correct, you should now be here. Shoot the II blocks and drop down.

-11,14-

Enemies: Eye Fly

Drop down past the block and shoot the Eye Fly as you fall. Go down again.

-11,15-

Left just leads to the exit of Boss 6. So we'll see it soon enough, but not now. Instead, go right.

-12,15-

Hazards: Spiked Crusher

Jump up to activate the Crusher, then as you fall, hold right to go past it. Repeat for the next one and drop down.

-12,16-

Go left to save, otherwise go right a bit and drop down to...

-14,17-

Left again is an area that you come from, so go right.

-15,17-

Enemies: Zig-Zag Zander Spawn Point x2

Wait for the Zanders to shoot past you, then jump up in the middle of their paths. Continue right, jump up and hold Up to glide, waiting for the next Zanders to come out. After they do, drop down and go left, then right to exit.

-16,17-

Enemies: Zig-Zag Zander Spawn Point x3

Go right and wait next to the pillar for the Zanders to go past. After they do, jump up and drop down. Wait in between the middle block and the hanging wall so the Zanders can't hit you. After they pass again, jump up to the block and then again up to exit right.

-17,17-

Enemies: Fugu Sentry

Run forward and jump if needed to get in the middle of the Fugu Sentry's shots. Keep going right and drop down after it fired. Here you'll need to take it out, jumping into the middle of it's shots whenever it fires. Only 2 shots will kill it and let you pass. Drop down to continue.

-17,18-

Enemies: Zig-Zag Zander Spawn Point x2

Hazards: Spikes

Go right and wait at the end of the platform. Wait for the Zanders to pass, then drop down and hold up to glide to the left. Exit that way once you've landed.

-16,18-

Enemies: Fugu Sentry

Hazards: Spikes

Move forward a bit once you enter. Jump up and have a little shooting battle with the Sentry. After he's gone, jump across the gap of spikes using glide if needed. Continue left once done.

-15,18-

Enemies: Cyclops Squid x2

Fugu Sentry

Wait for both Squids to bounce off of the closest wall and then drop down. You will be relatively safe here. Take out the Fugu Sentry and continue left.

-14,18-

Enemies: Killer Clam

Zig-Zag Zander Spawn Point x1

Hazards: Spikes

This room gave me a small headache initially. Move forward a bit, but not too much as the Zander can clip and kill you. Jump to the first pillar after a Zander has passed you. Stay on the left side of this pillar or the Clam's shots will get you. Now just wait a bit until both the Clam has shot and a Zander has passed you. Jump up to the left and drop down on the left side of the 2nd pillar. Exit left.

-13,18-

Enemies: Killer Clam

Run left and right underneath the Clam so it can't hit you. Keep going left and jump as the Clam shoots so you can avoid it's shots and shoot back. Go up into the path it was blocking, circle around and go left. Up is simply a shortcut for later.

-12,18-

Left will lead to a save point. After that, go down.

-12,19-

Enemies: Eye Fly x2

As you drop down into this room, hold up and right to glide through it. Shoot the Eye Fly as you cross it's path and you should land safely on the right side. Exit that way.

-13,19-

Enemies: Fugu Sentry x2

As you walk in, mash the B button to kill the first Sentry. Now do a battle with the other one, dodging and shooting to kill it. Continue right.

-14,19-

Enemies: Killer Clam

Zig-Zag Zander Spawn Point x1

Move forward and stand under, but slightly to the left of the Clam. Now just wait for a Zander to come out after the Clam has shot and go right, jump a couple times, and you're safe! Go right once again.

-15,19-

Enemies: Immortal Jelly  
Killer Clam

Hazards: Spikes

Move forward and land right on the edge of the middle platform. Shoot the Jelly so you don't have to worry about him. Now time your jumps/shots to take out the Clam. Kill the Jelly after it revives and jump up over the pillar to exit right.

-16,19-

Enemies: Starfish Stalker Spawn Point x3

Move forward a bit and stand on the sand. Wait for the Starfishes to close in, then jump up through them to the right. Jump again and exit that way.

-17,19-

Enemies: Starfish Stalker Spawn Point x2

Hazards: Spikes

Again, wait a bit for the Starfish to close in, then jump forward and drop through the spikes. Go right and jump over the next Starfish and up to the right exit.

-18,19-

Enemies: Fugu Sentry

Hazards: Spikes

Stay where you start and jump over the first shot that comes close. Shoot the Fugu Sentry as it gets in your way. Once it's gone, jump over the sets of spikes and exit right again.

-19,19-

Go up.

-19,18-

Enemies: Killer Clam

Jump up to avoid the Clams shots and fire back to kill him. Follow the path it was guarding and drop down.

-19,19-

Enemies: Cyclops Squid

Hazards: Spikes

After the Squid bounces against the wall right next to you, wait half a second and jump to the middle platform. Shoot the Squid a bit then jump back. Repeat this until it's defeated and then jump over right and up to exit.

-19,18-

Enemies: Killer Clam

Quickly jump up and right to exit. If you're too slow you could potentially get offed by a stray Killer Clam shot.

-20,18-

Go right twice, saving if needed.

-22,18-

Drop down into the water.

-22,19-

Enemies: Stalker Starfish Spawn Point x3

Wait up in the middle of the platform you land on. Once the Starfishes start getting close, move left and drop down. Go right underneath them and jump up to go right a couple times.

-24,19-

Enemies: Fugu Sentry x2

Shoot the first Fugu as you enter. Now drop down and battle with the other. Go right once done.

-25,19-

Enemies: Gilliath x2

Jump up and shoot the first Gilliath to take it out. They take 15 hits, so it's a bit time consuming. After the first one is gone, jump up to the raised platform. Now either jump up through the path of the other Gilliath, or take it out. Either way, go left and go up a couple times.

-25,17-

Enemies: Cyclops Squid x2

Fugu Sentry

Jump up from the starting point and shoot the Fugu Sentry whenever possible. After you don't have to worry about it, time your jumps to shoot the Squids if it's safe. Now go around and drop down.

-25,18-

Enemies: Gilliath x2

Wait for the bottom Gilliath to bounce against a wall and then go that way to drop down safely. Exit right.

-26,18-

Enemies: Cyclops Squid x2

Killer Clam

Hazards: Spikes

You're safe once you enter, so don't worry. Wait for the Squid to bounce off of the wall above you, then jump up and shoot the Clam after it fires its shots. Go ahead and take out the first Squid by jumping up whenever safe to do so. Just shoot the other one while standing on the floating block and he'll go down easily. Once the room is clear, continue right.

-27,18-

Enemies: Cyclops Squid

Gilliath x2

Go forward a bit. Wait for the Squid to bounce against the closest wall 3 times and drop down. Go ahead and exit right.

-28,18-

Enemies: Killer Clam

Hazards: Spikes

Jump up to kill the Clam when possible. Now jump on the block it was guarding and go right again.

-29,18-

Right is a save point. Now go down and right to fight the 5th boss.

=====  
| -30,19- - - - - BOSS 05 - Seahorse Turrets |  
=====

By far the easiest boss in the game. All they do is shoot at slightly varied intervals. They each take 18 shots to kill, so just keep jumping to dodge attacks and shoot whenever you're lined up with them.

I don't really have a strategy, but I don't think one is really needed either. I did this first try in both my easy and normal game (after I finally figured out how many shots they require for you).

Go right to get the Double Jump power up. Use it to leave said room, and go



back to save if you feel you need to.

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 / _____ \  
 | 6f - Shiny Caves - - - - - <BK6F> |  
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Alright, time to backtrack a bit. Here's a super brief explanation, going from the save room by the last boss:

Left 4 times, up, (leftward) down twice, left 3 times, up, left 3 times (save point along the way), down, (leftward) up, (leftward) down, left 7 times, up, (left to save) right, up, right, up, left twice, (left to save) up, left, up twice, right, up, left, down, left.

-10,13-

Hazards: Spikes

Well, are you used to the Double Jump yet? Time to use it along with Feather Fall. Do a mini jump and glide left. Once you're a little farther than half way, do another jump and glide to the left to go that way a few times, saving along the way.

-07,13-

Hazards: Spikes

More different looking spikes, though just as lethal. Double Jump to the blue platform, then Double Jump up again to the left exit.

-06,13-

Hazards: Spikes

Feather Fall down to the first block, then Double Jump to the next one. Once more to the left exit.

-05,13-

Enemies: Gem Bomb x2

Easiest enemies in the game. They take 3 shots and never do anything until they are killed. Drop down, shoot 3 times then jump to avoid the shot that slowly comes towards you once it's defeated. Follow the path and shoot the next one 3 times. Go past it and continue left.

-04,13-

Enemies: Gem Bomb

Hazards: Spikes

Jump to the first blue block and shoot the Gem Bomb to destroy it. After you shot the 3rd time, jump to the right and out of the way of the shot. Get back to the first blue block then walk off of it to the left, double jumping a bit to land on the next blue platform. Jump up and exit left.

-03,13-

Drop down.

-03,14-

Enemies: Gem Bomb

Hazards: Orbit Drone

Spikes

Drop down to the right blue block after the Orbit Drone has passed you. Shoot the Bomb so that the 3rd shot hits right as the Drone has passed to the left. Jump up to back where you came in to this room to avoid the shot. Go back to the Orbit Drone's block and jump left after it has passed you. Jump left again and down the pit.

-03,15-

Can't go right, so left it is.

-02,15-

Enemies: Immortal Jelly

Hazards: Spikes

Shoot the Jelly from the right then quickly jump up and over the spike gap, land where the Jelly was and go through the gap in the blue blocks.

-01,15-

Enemies: Eye Guy

Gem Bomb x2

Go forward, and drop down into the path of the Eye Guy. Take it out, then focus on the Bombs. Go left to save, otherwise, drop down.

-01,16-

Enemies: Bouncy Ball

Gem Bomb

Hazards: Spikes

Edge right and drop down next to the spikes. Shoot the Bomb 3 times and jump to avoid it's shot. Now drop down after the Ball has bounced on the right wall, using Feather Fall if needed. Go right.

-02,16-

Hazards: Spikes

Double Jump and Feather Fall. You can figure it out, I believe in you!

-03,16-

Hazards: Spiked Crusher

Spikes

Jump up onto the first pillar. Jump up again to activate the Crusher. After it shoots forward, drop down and Feather Fall to the first blue block on the spikes. Jump to the next blue block and up into the Crusher's path. Drop down and exit right.

-04,16-

Hazards: Orbit Drone x3

Jump up and go right to drop down. Wait for the 3rd Drone to pass, then go forward and stand on the block they're circling. Again, wait for the 3rd one to pass and drop down. Exit down.

-04,17-

Hazards: Spikes

Glide down left, pausing slightly if needed, and Double Jump once you're about to hit the bottom row of spikes. Exit left.

-03,17-

Enemies: Shotgun Drone x2

Hazards: Spikes

Wait for the Drone to bounce against the wall, and then follow him, jumping over the spikes when needed. The shots shouldn't really be a problem.

-02,17-

Hazards: Orbit Drone x2

Spikes

If you go right as you enter, gliding and double jumping slightly to land on the blue block, the Drones shouldn't be an issue. Wait for the 2nd one to pass you and then jump up to exit left.

-01,17-

Enemies: Eye Fly  
Gem Bomb

Hazards: Spikes

Go jump up to the first blue pillar right as you enter or the Eye Fly could hit you. Go to the next pillar and wait for the Eye Fly to attack again. After it does, drop down into the left spike pit and shoot the Eye Fly. Double Jump back out of said pit and onto that left pillar again. Now drop down and hit the Bomb a few times. Once it's dead, go left and exit that way.

-00,17-

Hazards: Razor Drone x2  
Spikes

Hey, as far left as possible! Wait for the first Drone to pass, then drop down go right a bit and drop down again. Go left and jump up.

-00,16-

Collect Key III and backtrack a little to get to...

-03,15-

Shoot the III blocks and go right.

-04,15-

Enemies: Gem Bomb  
Hazards: Razor Drone x2  
Spikes

Jump up after the 2 Drones pass and shoot the Bomb 3 times. After it dies, jump to it's block and then over right and exit up.

-04,14-

Hazards: Glass Block  
Lethal Lemon  
Spikes

Jump up the small path and then Feather Fall to the blue block in the middle of the spikes. Now jump to the Ice Block to activate the Lemon. Jump off the Block and back to the blue block above it after the Lemon has fallen. Now jump up right and exit that way.

-05,14-

Hazards: Spikes

Go right and glide, pausing briefly to avoid the ceiling spikes.

-05,15-

Hazards: Disappearing Block x3  
Spikes

Wait for the 3 blocks to appear, then glide left and double jump a bit to clear the spikes. Drop down the pit once done.

-05,16-

Hazards: Glass Block x3  
Spikes

Land on the first Ice Block. Jump and glide to the second, then the third, and finally to safety. Exit right.

-06,16-

Hazards: Disappearing Block x2  
Glass Block  
Spikes

Wait for the first D block to appear, then jump over to the Ice Block and run over the D blocks to jump up top. Exit up.

-06,15-

Go up and right to save, otherwise just go right to fight the boss.

-----  
-07,15- - - - - BOSS 06 - Amethyst Angel

Amethyst Angel only has 4 attacks.

- 1 - Amethyst Stars: 15 crystals fall from the sky. 3 groups of 5.
- 2 - Amethyst Rain: 20 crystals fall from the sky in evenly spaced columns. 7, then 6, then 7 again.
- 3 - Amethyst Shot: 18 crystals come from both sides. 3 groups of 6 coming from both sides. The bottom one goes towards the Angel, the top one away.
- 4 - Amethyst Storm: Approx 15 crystals come from the side of the Angel. Each one comes at whatever height you're at at the time it shows up.

The Angel will teleport to one of the 4 corners of the room. You can Double Jump to shoot the Angel when it's in the air, but you'll still have to jump if she's on the ground as you can only hit her head to hurt her. She's somewhat random with her attacks much like Cleo so I can't give you an easy pattern to follow. Here's how to dodge each attack:

Stars: Move left or right as they start falling, and change directions as the gaps show up.

Rain: Easy to dodge. Just stand out of the way in one of the many gaps.

Shot: Jump towards and over the bottom set of 3 crystals 3 times.

Storm: Jump up and down to weave in between the shots. It's not as hard as it may look.

Just keep at it and she'll go down eventually. Go back and save if you're the type. I know I am. After that, go right.

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/ | 6g - The Key To Power - - - - - <BK6G> | \  
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-08,15-

Break the III blocks and follow this quick walkthrough on how to get to where we wanna go.

Right 3 times, up twice, right, up, left, up twice, left, up twice, left.

-08,08-

Jump off to the left, gliding and double jumping to maximize distance. If done correctly, you should land in 06,10, or 05,10.

-05,10-

Enemies: Sniper Snail  
Hazards: Spikes

Jump up on top of the blocks above the spikes. Here we need to do another very long jump to get to a secret room. Repeat that same jump off the edge of these blocks and you should land in...

-02,11-

Head into the cave.

-01,11-

Jump up and shoot the III block. Go past it and drop down to get the Key IV. Now shoot the IV block and exit where you came in from, drop down, go left two times, down once, and right once to get to Teleporter I. Use it to go to Teleporter III. We have a long path ahead to get to the entrance for the Damage Amplifier. So here's a (long) brief run through from the Teleporter:

Left twice, up, right 7 times, up, right, down 4 times, right, (save point) right, up, (rightward) down, (rightward) up, up 3 times, (rightward) down, right 8 times, up twice, right 7 times, (right to save) down, left twice.

-41,01-

Don't shoot the I block this time. Instead go stand on it, jump up and hold left to walk through the wall.

-40,01-

Shoot the IV blocks and go left 3 times, saving if needed.

-37,01-

Hazards: Orbit Drone x2

Spikes

Move quickly once you enter. Jump up on top of the pillar. Drop down while gliding and then double jump to land on the block the Orbit Drones are circling around. After they pass, jump up to the left.

-36,01-

Hazards: Flame Thrower x3

Spikes

Be careful and stop as you enter. Wait for the (green) Flame Throwers to shoot and then walk to the left. Drop down and glide to the right, double jumping to make it to the platform that the Flame Throwers are shooting at. Jump back to avoid the Flame Throwers next shot and then cross and stay in the crevasse next to the Flame Throwers. After they fire again, drop down and run left. Go down.

-36,02-

Enemies: Colormancer Green

Hazards: Spikes

Pause briefly as you land. Glide to the right and shoot the II and III blocks as you fall. Glide left to avoid the right spike and land. Shoot the Colormancer and then jump up and exit right.

-37,02-

Hazards: Lemon Dropper

Spikes

Drop down while gliding and then double jump to land on the middle platform. If you're ballsy enough, you can shoot the I block on that first drop. If not, you'll have to try it from the middle platform. Drop down while gliding, and hit A and B at the same time to shoot and jump back up. Now wait for a Lemon to drop and then follow it. Go right and stop before the spikes. Jump up and right then double jump to get up to the right platform. Exit that way.

-38,02-

Hazards: Glass Block

Spikes

This looks really scary, but I did it first try. Jump over to the right, double jumping before you hit the spikes, gliding the entire time. Once you're past the spikes, start gliding left to land on the first safe block. Jump to the

next block and again onto the Ice Block. But make sure you're in the middle or you'll graze the spikes as you fall through.

-38,03-

Enemies: Fugu Sentry

Hazards: Spikes

Wait somewhat to the left of where you land, so that the Fugu can't hit you. Now you'll have to wait until right as you hear him attack and glide to the left, double jumping when necessary. You should glide in the middle, most-safe area of his attack. Right as you land go stand directly above the Fugu to avoid any further attacks. Wait for him to attack and then run right, jump over the spike, and land. Shoot like crazy to kill that jerk. (This room took forever for me.) Go left and drop down.

-38,04-

Enemies: Stalker Drone Spawn Point x3

This room looks kinda scary when you notice all the Stalker Drone spawners here but don't worry. Only 3 of them are active. I find the best strategy is to pause ever so briefly, then run to the right while shooting in order to take out the first Drone. Quickly follow the path and the other 2 Drones shouldn't be able to hit you. Exit left.

-37,04-

Enemies: Bouncy Ball

Shotgun Drone x2

Hazards: Spikes

Double jump up to shoot the Bouncy Ball and get rid of it. Now wait for the Drones to bounce off of the wall closest to you and follow them. You should be able to slip in-between their shots. Now jump up into the floating pillar, then walk off to the right, and double jump to land up and left. Exit that way.

-36,04-

Hazards: Glass Block

Spikes

Well this room sucks. And yet I did it first try. Yay me. Drop down from the start and shoot to take out the II block once you're level with it. Double jump over the spike pillar before you hit the spikes beneath you, and land on the Ice Block. Quickly jump off of it, over the spike pillar, and land on the block pillar to the left. Drop down and continue left.

-35,04-

Hazards: Fan

Spikes

Walk in and against the first gust of air. Wait right next to the first pillar for another gust to come. When it does, wait until it's about half-done and double jump up while still holding left. The gust should stop while you're up above the pillar and let you land on it. Quickly drop down and run to the next pillar. Repeat the strategy. Now wait for another gust to go and then jump up and land on the final block. If you were fast enough you can just go exit now, but chances are you're instead going to get caught in a final gust of air. Walk against it on the final block, and once it's done, just walk off to exit left.

-34,04-

Enemies: Burlly Goblin x2

Hazards: Spiked Crusher

Spikes

This isn't as hard as it looks. Just a little time consuming. Walk forward and double jump up into the path of the Crusher to activate it. Land down next to it and walk off into it's starting point, shooting the Gremlins as you do. Jump out before the Crusher gets back. Repeat until both Gremlins are gone. (20

shots to take out both). Once they're gone, jump up on top of the giant wall. Slowly edge yourself off while holding up to glide. Once you're low enough to not hit the spike wall, go left to land safely. Double jump up and exit left.

-33,04-

Enemies: Sniper Snail  
Hazards: Razor Drone  
Spikes

Easier than some other rooms previously. Jump down to the block that the Drone is circling when safe, fire off a few shots and jump back up to where you came in from. Repeat until the Snail is dead. Now land on the Drone's block and walk off left while gliding. Double jump up to land on the Snail's block and then jump up to the left exit.

-32,04-

Enemies: Kelpie x2  
Hazards: Spikes

Huzzah! The easiest off all of the rooms... well, except for the continue point at the beginning. Land on the right side of the middle platform. Either drop down and kill both Kelpies, or just double jump to the other side and then up left to exit.

-31,04-

Collect your Damage Amplifier. You definitely earned it. After firing off a few victory shots, exit left and drop down a few rooms to get to...

-30,08-

Hey, remember here? No? Fine then... Here's a quick run down on where to go:

Left 8 times, down, (down and right to save) left 5 times, down, right.

-17,10-

Enter the Teleporter and go to Teleporter IV.

-25,11-

Go left, down 2 times, then right to get to...

-25,13-

Watch the brief cut-scene of sorts to have the doors open then go that way 2x to reach a special Teleporter. Enter it, but be warned that you can't come back after you do.

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| 6h - Zedd & The Supermech - - - - - <BK6H> | \  
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From here on out there's no co-ordinates, so it will be bit harder to CTRL+F to find things. Instead of just putting "-??,??" like every room says in-game, I'll just number the rooms starting from the Teleporter.

-Room 01-

Read the message about the Teleporter shutting down then exit right.

-Room 02-

Right will lead to a Continue Point. Use it if you'd like, otherwise head down.

-Room 03-

Right.

-Room 04-

Enemies: Stalker Drone Spawn Point x3

Hazards: Spikes

Okay, the strategy here is to wait where you enter for the Drones to close in. Once they're close enough, jump over all 3, land on the highest point, then jump off to the right (gliding of course) and double jump to get to the right exit.

-Room 05-

Hazards: Razor Drone x2

Spikes

Maybe it's just me, but these rooms seem easy after that horrible gauntlet of death that led to the Damage Amp. Jump on to the first Drone's block once safe, then walk off right while gliding. Double jump to reach the other Drone's block and then jump again to safety and the exit right.

-Room 06-

Enemies: Eye Guy x2

Wait for both Guys to shoot then drop down. Jump up and weave in-between their shots the second time, taking one or both out as you do. Follow the path and exit right once they're gone.

-Room 07-

Hazards: Lifestealin' Lime x2

Spikes

Jump forward to activate the first Lime, then double jump back to safety. Do this again, but glide so you can reach the second Lime. Once both are gone, double jump to the right and exit that way.

-Room 08-

Enemies: Bouncy Ball x3

Wait for the middle ball to bounce against the left wall 3 times, then drop down as it's passing you. You may have to exit and re-enter to make it as the ball moves quite fast.

-Room 09-

Enemies: Bouncy Ball

Hazards: Orbit Drone

Spikes

Wait briefly after entering and drop off the left side of where you came in from. Glide to the right and double jump to land safely on the block the Drone is circling. Now wait for it to pass and jump to the right to hug that wall. As you glide down, double jump if needed to avoid the ball. Go left.

-Room 10-

Hazards: Spiked Crusher x3

Easy room. Go left and jump up to activate the first Crusher. Run to the right as it attacks and jump up behind it. Do a small jump to activate the next one and jump up behind it. Run to the left, jump up, go left and drop down to avoid the third Crusher. Go left.

-Room 11-

Hazards: Flame Thrower x3

Spikes

Gray flames look more like cannon balls. But I digress. Wait for the first one to shoot and jump to it's block. Jump in between that FT and the middle one, double jumping barely to avoid the next shot. Land on the middle and repeat the strategy. Once on the left block, just jump left and go that way.

-Room 12-



Continue point. Go left.

-Room 13-

Enemies: Shotgun Drone x3

If you move quickly, you can avoid all the shots. Just jump up and glide down.

-Room 14-

Enemies: Colormancer Green

Burly Goblin

Make sure you don't stand still and have the Colormancer hit you. Go right, drop down, then avoid falling stars as you jump up to shoot the Gremlin. After he's down, jump up to the path he was on and go exit left.

-Room 15 through 18-

You know how these rooms work. There's 3 of them. Work your way through whenever it's safe.

-Room 19-

Hazards: Spikes

Just glide through jumping again when necessary.

-Room 20-

Enemies: Colormancer Pink

Colormancer Purple

Drop down and shoot the Colormancers, jumping to avoid their shots. Then jump up and exit right.

-Room 21-

Enemies: Homing Drone x2

Move forward and jump over the pit. Edge forward 'til you activate the first Drone, then run back and drop down the small pit to avoid him. Run forward and do the same for the second Drone. Once the room is clear, just follow the path and exit right.

-Room 22-

Enemies: Eye Fly Spawn Point x3

Just go for it. Run forward and jump to the middle, then jump up to the exit.

-Room 23-

Continue point. Go down.

-Room 24-

Transition room. Keep falling.

-Room 25-

Enemies: Zig-Zag Zander Spawn Point x2

Drop down and run left while shooting to take out the first Zander. Drop down after the other one, then drop down further. Go right.

-Room 26-

Enemies: Cyclops Squid x3

I'd recommend taking out the first Squid so you can snipe the other two safely. Once safe, exit up.

-Room 27-

Enemies: Fugu Sentry x2

As you land, be careful. Edge left a little to avoid the shots. Shoot the first Fugu as it crosses you. Then go left and jump up to take out the other one. Exit right.

-Room 28-

Enemies: Gilliath x2

Starfish Stalker Spawn Point x1

Wait for both Gilliaths to bounce off of the left wall then drop down. The Starfish should be up out of your way. Jump over his spawn point and keep going right.

-Room 29-

Enemies: Killer Clam x2

Run to the right as far as you can go. Wait for the clams to shoot and then go out and jump up to hit one of them. Go land where it was and then jump up and exit that way.

-Room 30-

Go left.

-Room 31-

Enemies: Immortal Jelly x3

Shoot the Jellies to half their health. Now be quick and shoot them starting from the bottom and working your way up. You should be able to land where the bottom-most one is and then go left before he wakes up. Exit left.

-Room 32-

Enemies: Gem Bomb x2

Hazards: Spikes

Drop down while gliding. Shoot twice, jumping again on the second shot to go over the Bomb's shot. Land where it was. Repeat once more and then exit up.

-Room 33-

Go right.

-Room 34-

Go right and contin...wait...what?! There goes your inventory (except for the Damage Amp). Exit right.

-Room 35-

Enter the Teleporter.

-Room 36-

Go down.

-Room 37-

Can't go left nor right, so go down.

-Room 38-

Drop down into the water and continue going down.

-Room 39-

Enemies: Fugu Sentry x2

Run right over the 2 Fugus to avoid their shots. As you drop down shoot both of them and then go left.

-Room 40-

Enemies: Starfish Stalker Spawn Point x1

Zig-Zag Zander Spawn Point x1

Run left jump up and take out both enemies as they spawn. Jump right over the first spawn point and run left to exit.

-Room 41-

Enemies: Cyclops Squid

Gilliath x2

Jump up past the Squid then wait for the bottom Gilliath to bounce off of the left wall after the top one did, and proceed when safe.

-Room 42-

Go left first since we have limited air.

-Room 43a-

Enemies: Cyclops Squid x3

Wait for the second squid to bounce off the right wall and then drop down. The 3rd squid should move out of the way as you fall. Go down.

-Room 44-

Hazards: Disappearing Block

Spikes

Wait for the D block to reappear and then jump on to it and safely on the left. Exit that way.

-Room 45-

Enemies: Fugu Sentry x2

Run forward and stand in-between the two Fugus. After they fire twice, go down one level and let them fire one more time. Run right and drop down again. Shoot those suckers and go to exit left.

-Room 46-

Enemies: Eye Fly x3

Go left a little, jump up and shoot the bottom most Eye Fly after they've fired their shots. Repeat that strategy to take out the middle one next. Now go and jump up to the first step. After the Fly fires, jump up and shoot that last Eye Fly. Now exit up.

-Room 47-

Enemies: Shotgun Drone x3

Go a little right from where you enter and you should be in-between the shots. It's hard to give a good strategy here, just edge forward a bit and try to weave in-between the shots. It's not as hard as it may seem. Exit right once safe.

-Room 48-

Enemies: Eye Guy x3

Drop down and take out the Eye Guy you're level with. Then drop down to the right side closer to the right Eye Guy. The left one fire after the right one, so you can jump up to shoot the right Eye Guy safely after it fires. Exit right once again.

-Room 43b-

Enemies: Cyclops Squid x3

Just go up.

-Room 49-

Enemies: Killer Clam

Hazards: Spikes

Jump up to the raised platform next to the spikes. Jump up after the Clam fires and take it out. Go that way.

-Room 50-

Hazards: Disappearing Block x8

Spikes

Go down and edge forward. Always be half on, half off any given block. That way when one that you're on disappears, another right next to it will appear and

you'll be safe. Keep going until you can exit right.

-Room 51-

Follow the path and jump out of the water for some well-earned air. Exit right.

-Room 52-

Pick up the Infinite O2 (again), shoot the I block and exit right.

-Room 38-

You can go up to save, or go back through the path by going down, left 3 times, and down again to reach...

-Room 53-

Go right.

-Room 54-

Hazards: Disappearing Block x4

Spikes

Go and land on the first D block as it appears. Wait a little less than 2 seconds after it has appeared and jump to the next block. Jump over to its sister block and then finally to the next D block as it appears. Jump up and exit right.

-Room 55-

Hazards: Glass Block x2

Spikes

Jump up to the first Ice Block and then quickly to the highest point. Drop down and land on the next Ice Block. Jump right off of that into the small path and exit right again.

-Room 56-

Hazards: Disappearing Block x6

Spikes

Jump to the closest D block and repeat that strategy of being half on/half off to be safe. Make your way right and drop down to exit that way.

-Room 57-

Enemies: Shotgun Drone x2

Slowly make your way down weaving between the shots. Take out the 2 drones once you're level with them, then go and exit left.

-Room 58-

Pick up the High Jump (again) and go back right, up, left 3 times, up, right 3 times, and up 2 times.

-Room 37-

Go ahead and continue, then go left.

-Room 59-

Go left.

-Room 60-

Hazards: Fan

Spikes

Go forward and jump as the fan blows to make it over the spike gap. Continue left.

-Room 61-

Hazards: Lemon Dropper x2

Make your way past the 2 Droppers. Keep going left.

-Room 62-

Enemies: Immortal Jelly

Hazards: Fan

Spikes

Run forward against the first gust. Shoot the Immortal Jelly to lower it's health. Jump to the first platform and run against another gust. As it's ending shoot the Jelly again to take it out and jump to its platform then quickly to the left exit.

-Room 63-

Enemies: Homing Drone x3

Move forward and activate the first Drone. Run back and jump as it shoots towards you. Run forward and drop down the pit which will activate the second one. Jump as it comes towards you. Finally, jump out of the pit and move near the final one to activate it. Now run back and drop in the pit as it passes over you. Follow the path and exit left.

-Room 64-

Hazards: Spiked Crusher x2

Jump over and hug the left wall as you fall. Jump right as you land to avoid the Crusher. Stay on it's right side and wait for it to pass the wall before going to it's other side. Jump here to activate the other Crusher, then jump up behind it as the first one comes back for you. Exit left.

-Room 65-

Pick up Double Jump (again) and use it to exit up.

-Room 66-

Hazards: Orbit Drone x2

Spikes

Jump up and wait next to the left side of the spikes. Jump up after the Drone passes and stay in the middle of the block it is circling. Wait for both to pass each other and jump to the next block. Wait for this Drone to pass then drop off to the right.

-Room 67-

Hazards: Flame Thrower x2

Spikes

Pretty easy. Just wait for a FT to fire, then jump after it. Do it twice to reach the right exit.

-Room 68-

Enemies: Sniper Snail

Hazards: Razor Drone x2

Wait for the Snail to get closer (around where the Drones are) and drop down to shoot it a bit, jumping back when necessary. After its gone, just go over and jump onto the Drone's platform after they pass. Then exit right.

-Room 69-

Hazards: Fan

Spikes

Wait for the fan to blow and then double jump over the spikes to reach the exit to the right.

-Room 70-

Drop down and go right 3 times to reach...

-Room 37-

Save once again and head right.

-Room 71-

Hazards: Spikes

Well we don't have Feather Fall yet, so jump up and go right.

-Room 72-

Enemies: Bouncy Ball

Colormancer Green

Weave back and forth to avoid the Colormancers stars as you shoot the ball. Once it is dead, jump to its block and then over to safety. Exit right.

-Room 73-

Enemies: Frog Spawn Point x2

Run forward and shoot the first Frog as it spawns. Then jump up behind that spawn point. Shoot the 2 frogs that will be jumping towards you, then run over and stand under the second spawn point. Shoot the next frog that spawns and jump up to safety. Exit up.

-Room 74-

Enemies: Stalker Drone Spawn Point x3

Go left and jump up, shooting the left-most Drone as it appears. Jump up and right on to the highest level and run right to exit.

-Room 75-

Enemies: Colormancer Green

Colormancer Purple

Pause briefly, then run right to avoid the falling star. Drop down and blast away to take out both Colormancers. Go right.

-Room 76-

Enemies: Colormancer Pink x2

Hazards: Disappearing Block

Go forward and drop down. Shoot the Colormancers in their cages and wait for the D block to reappear. Jump up on to it and then up as high as you can go. Exit up.

-Room 77-

Hazards: Orbit Drone x2

Well this looks fun. Wait just left of the block they're circling. Then focus on one of them and right as it passes you jump up and right to stand in the middle of the block. Wait and go right after one of them passes you. Go left and jump over the III block to exit left.

-Room 78-

This looks familiar. Jump to the first Razor Drone block after it's safe.

Immediately head for the next block by doing a small jump followed by a double jump.

-Room 79-

Pick up Feather Fall (again) and head back by going right twice, down, left twice, down, left 2 times (or 3 if you want to save again.) to reach...

-Room 71-

Hazards: Spikes

Do a single jump and hold up/right to glide through the spikes.

-Room 80-

Hazards: Spikes

Start gliding left and do a tiny double jump when you need to. Then just fall for three rooms and head right to reach a checkpoint.

-Room 84-

Save and head right twice to reach Zedd.

=====  
| -Room 86- - - - - BOSS 07 - Dark Wizard Zedd |  
=====

Zedd has 4 attack patterns.

- 1 - Horizontal Balls: Zedd spawns 2 balls above him. One on the left wall, and one on the right wall. They then move to the adjacent wall as Zedd jumps forward.
- 2 - Vertical Balls: Zedd spawns 2 balls on the top corners. They weave up and down while moving towards the middle of the screen. Zedd teleports to your location multiple times.
- 3 - Horizontal Waves: Zedd spawns two crescents above him. He then freezes time and sends the waves forward as he jumps to the other side of the room.
- 4 - Vertical Waves: Zedd jumps to the middle of the screen and freezes time. 4 crescents on each side of Zedd rain down.

Here's how to avoid them:

H Balls: Jump up between the two balls and land on the other side. Repeat a few times.

V Balls: Walk left or right to avoid Zedd teleporting into you as you also walk past the balls as they're on the ceiling.

H Waves: Jump up to a point where you won't get hit as Zedd freezes time.

V Waves: Jump up above Zedd as he freezes time.

He does each attack randomly, so just keep shooting whenever you get the chance and avoid each attack as it comes. Practice is the key. He turns orange, and then red. So you'll know when he's close at least.

After he's dead, watch a very brief cut-scene and head right.

=====  
-Room 87-

Enter the Teleporter.

-Room 88-

Fall from the Teleporter and head down.

-Room 89-

Right.

-Room 90-

Enemies: Kelpie

Kill the Kelpie or just jump over him to send the cruel "You're not even worth my time." message.

-Room 91-

Odd blocks here. Continue right.

-Room 92-

Weird save point. Save and go right.

-----  
-Room 93- - - - - - - - - - - - - - - - - BOSS 08 - The Supermech

The Supermech has five attacks.

- 1 - Falling Fire: About 10 purple shots come out of the Supermech's head. They then rain down in the style of Cleo's green attack, or the raining crystal attack from the Amethyst Angel.
- 2 - Chest Gun: About 10 shots come out of the Supermech's front cannon. They are somewhat homing in that they will go towards you, but they're not very accurate.
- 3 - Cross Sparks: 2 sparks form from the antennae of the Supermech. One goes down and goes left at you, the other goes left and then down at you, crossing paths as they do so.
- 4 - Shoulder Launcher: About 10 or so rockets come out of the Supermech's right shoulder. They drop down and then shoot directly at you much like Homing Drone's when activated.
- 5 - Rainbow Rain: The cannons directly above you all shoot beams straight at the ground. There is only one safe location.

Its attacks are random much like many bosses. Here's how to avoid them:

Fire: As you see it coming, go left and then edge right as it starts to fall.

Gun: Jump up and down to avoid the shots as they come.

Sparks: I find it's best to wait for some to go far to the left then jump between and towards the next set. They should get activated and you can just move left to avoid them.

Launcher: I like to wait down towards the left. As one gets parallel with you, jump up a little, and over it as the next one activates at the top of your jump.

Rain: Wait under the block above where you start.

Just jump up and shoot a few shots whenever you get the chance. I won't lie, it's not easy. Like all bosses, practice makes perfect.

After his visor is shattered. Watch a small cut-scene and head right.

-----  
-Room 94-  
Drop down.

-Room 95-  
Go left.

-Room 96-  
Enter the Teleporter.

-Room 97-  
Here is where you get to choose your ending. The left will lead to the bad



ending, and the right will lead to the good ending.

BAD END: The bad guys all get away and Dr. B says she'll track them.

GOOD END: Timmy is able to capture Chet Donovan, one of the bad guys. Dr. B uses a truth serum to try to find out who is behind the organization, and what they're up to.

Either way, congratulations on beating this game. There's already a sequel in development currently called Battle Kid 2: Mountain of Torment. I know I'm looking forward to it.

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=====
||                               Section 07 - Secrets                               || <BK07> ||
=====
```

There are certain passwords that are revealed for beating it on higher difficulties. I'll list them here.

- \* Beat the game on NORMAL to reveal BK1MUSIC which leads to the Sound Test Menu.
- \* Beat the game on HARD to reveal CHAMPION which leads to Boss Rush Mode.
- \* Beat the game on VERY HARD to reveal PETUNIAX which leads to a special challenge area separate from the normal game.
- \* Beat the game on UNFAIR to reveal IAMHAX0R which leads to the Developer's Config Menu.

```
=====
||                               Section 08 - PETUNIAX Challenge                               || <BK08> ||
=====
```

The PETUNIAX Challenge is almost like a "Greatest Hits" version of the game, or quite possibly something you'd see as a demo. You start with all the power-ups except for the Damage Amplifier. It has only 20 rooms with two checkpoints along the way and a special boss at the end.

-Room 01-  
Starting point. Go right.

-Room 02-  
Hazards: Lifestealin' Lime x3  
Spikes

Edge forward until you can jump, but be careful not to touch the Lime directly to your right as you do. Jump out just barely and fall back once the Lime has gone for you. Now do a double jump while gliding to reach the second lime. Activate it and retreat by gliding back to the entrance. Now the 3rd lime requires you to do a full blown double jump out just far enough to activate it, and then barely land back where you jumped from by gliding. Not really that hard. Once they're gone, jump to the other side and continue right.

-Room 03-  
Enemies: Gem Bomb x3  
Hazards: Spikes

You'll have to use feather fall to drop down and shoot the first Gem Bomb three times, jumping back up to the start to avoid it's shot. Then glide down and double jump to get up to where the first gem was. Repeat the strategy to take out the Gem Bomb to the right past the wall. Now jump up and shoot as you fall to take out the third and final Gem Bomb. Jump up to where it was located, walk off and glide to hit the right wall. Once you pass the spikes, glide to the left and land. Continue right.

-Room 04-

Hazards: Glass Block

Spiked Crusher x2

Spikes

Walk in, and jump up the step. Jump up to the Glass Block, land on it and then jump up again to land on the highest platform. Drop down a step and jump out mid-way between the Spiked Crusher and the wall it's facing. Once you activate it, jump back and glide to where you initially jumped from. As it starts to come back, jump over and glide to drop past the spikes. Walk off here and glide left a bit to activate the next Crusher. As it comes towards you, do a small double jump and glide to the right to fall past it safely. Continue right.

-Room 05-

Hazards: Orbit Drone x3

Spikes

Walk in and wait as far right as you can go. Once the Drone passes you, jump up left in-between the spikes and the block coming out of the left wall so you can land on said block. Jump up and wait above the spikes for the next Drone to pass you. Once it does, follow it and keep going until you drop down a step. Here you'll have to edge forward slightly until you fall. Use feather fall to glide safely to the platform and land right under where you started. Wait again for this Drone to pass, then run forward, drop down and go right to exit.

-Room 06-

Hazards: Fan

Spikes

Wait for the Fan to stop blowing, then quickly run right and jump up and a bit to the left to land on the small piece of land on the right of the Fan. Wait for the Fan to blow again, and use its gust of air to carry you to the right, double jumping when needed.

-Room 07-

Enemies: Eye Guy

Immortal Jelly

Hazards: Spikes

Go forward and drop down after the Eye Guy fires. Shoot the Jelly so it will stop edging closer to you. Now focus on the Eye Guy. After 4 successful hits, you can jump up to the right. Walk off right and double jump while gliding to land on the next small piece of land. Repeat that to land where the Eye Guy was and then exit right.

-Room 08-

Enemies: Colormancer Green

Hazards: Razor Drone x2

Spikes

As with all Green Colormancer rooms, standing still will be the death of you. Jump out a bit before the Razor Drone is out of the way so you can land right as it is. Walk off while gliding to the right and double jump to land on the other Drone's block. Jump up and exit right.

-Room 09-

Hazards: Flame Thrower x2

Focus on the left FT and drop slightly before it fires. Quickly run right and double jump up and out as the right FT's fire passes you. Continue right.

-Room 10-

Hooray, a continue point! Oh wait... it's a fake. That's right, no save for you sir. Go down after your hope has been crushed.

-Room 11-

Hazards: Disappearing Block

Glass Block

Spikes

Wait for the D block to appear and glide down to it. Immediately jump up to the highest point in the room. Drop off to the left and barely tap right to turn around. As you land on the Glass block, shoot the I block to your right. Jump back up to where you fell from before the Glass block breaks, and then drop into the newly opened pit and glide right to land safely. Go right and jump over the mini pyramid of spikes. Drop down and exit left.

-Room 12-

Hazards: Spikes

You know these rooms. Wait for the spikes to disappear and then move to the next safe zone. If you're having trouble remembering where the safe spots are, then stare at them and follow your character in your peripheral vision.

-Room 13-

Enemies: Zig-Zag Zander Spawn Point x2

To be continued... (although I really have no idea when.)

=====  
|| Section 09 - FAQ || <BK09> ||  
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1. Where can I get this game?

A: RetroZone is the only official seller at this time. It goes for \$30.00 plus shipping, but is well worth the money. Their site is here:  
[http://www.retrousb.com/product\\_info.php?ref=8&products\\_id=86](http://www.retrousb.com/product_info.php?ref=8&products_id=86)

2. Its currently sold out. Is there anywhere else to buy it from?

A: You might be able to find a copy on eBay, but expect an even higher price. Especially depending on the version you get.

3. Do difficulties change anything?

A: No, the only big difference is that you're colored pink on Easy and start with the Damage Amplifier. Any higher difficulties just affect how many times you can continue.

4. Can you unlock anything for beating it on higher difficulties?

A: There are special passwords that are shown to you for beating various difficulties. I've listed them here in the Secrets section.

5. Is there any way to download this game like every other NES game?

A: No. Sivak entered a contract when he started producing the game that disallows any ROM image releases. Eventually there might be one, but not at the moment. Shame on you for not wanting to pay for this piece of gold!

6. My game says it's Version \_\_\_\_\_. What does that mean?

A: According to wikipedia with some extra information from a fellow

owner, there are currently 5 versions of this game.

- 1) Demo: Ends after the first boss and has some minor changes.
- 2) Limited Edition: A special run of numbered cartridges for pre-orders and friends.
- 3) Version Proto: A mistake by the publisher ended up producing some of these special carts based off of Sivak's own private copy. Supposedly, a few of the rooms are a bit different, and some sound effects are reminiscent of other well known NES games. It also doesn't list the credit for Label Artwork and instead says "Nobody Yet".
- 4) Version 1.000: Sound effects were altered. First official public release.
- 5) Version 1.100: Fixed a bug that made you invulnerable and added a special level. I own and based my Walkthrough off of this version.

I'll update this if and/or when new versions are released.

7. Are those really the only 6 questions you could think of?

A: Well I'm writing this before any real questions have been asked. So its a little hard to answer future questions.

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||           Section 00 - Legal / Credits / Etc.           || <BK00> ||
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\* A HUGE thanks to Sivak himself for not just making a wonderful game, but also taking time out of his day to browse through my FAQ and send me some info I was missing like the real names for certain things (Petunia of Pain, Burly Goblin, and Glass Block) as well as the official number of hits it takes to kill all the bosses without the Damage Amplifier.

\* Thanks to Dwedit for the info on the various versions of the game.

\* Thanks for the forumites for showing that there's at least a little support for a FAQ to be made.

\* Thanks also to battlekidfan.com for maps showing where Key IV and the Damage Amplifier were. Also for all the bonus passwords which are now listed here and in the Cheats section on GameFAQs.

I hope you enjoyed my FAQ/Walkthrough as much as I enjoyed writing it. If you have any suggestions or better ASCII art, then by God send it to me and I'll be sure to credit you here.

