

Tall Walker-The boss of level 1. When you get to it, it switches to "WALKER VIEW". Hit him with three of the rocks he fires and he'll be smashed to smithereens!

Flies-Ok, they AREN'T enemies but they are in level 1. Eat these yummy insects to restore one life block of life to your toad.

Level 2

Saturn Toad Traps-Cousin of the Venus Fly traps, these plants come in two assorted varieties: Yellow and Green. The green seems slightly tougher, but both are push overs for giant toad feet or a toad wrecking ball.

Raven-A simple black bird who swoops down to annoy our heroes. After knocking one out, continue pounding him for big points and an eventual one up!

Razor Raven-Similar to a raven but with a giant beak just itching to cut your rappel cable! Kill them then use their beaks as a sword; the beak-sword makes getting one-ups from the ravens and razor ravens much easier.

Evil Electric AM Radio-Ok what would you call them? These hovering boxes break through the walls and shoot beams of electricity at the toads. One well placed toad-wrecking ball will knock them out of commission. The silver one is quicker than the blue one.

Electric Beams-These transistors spread across the screen with a deadly charge of electricity dancing between them; they are easily avoided if you rappel down at the very bottom-middle of the screen.

LEVEL 3

Rat Pack-While they resemble taxi-drivers, these greasy rodents are pretty easy to kill by pounding them into the soft organic floor of the turbo tunnel and booting them in the head until they are sailing into the stratosphere! Be careful though, if you let them get a hit in it IS gonna hurt!

Life Invaders-Pink and Green Space Invaders enter the game Monty-Python style to rob you of your life bricks. Remember to touch any life block they've stolen to put it back into your health meter.

LEVEL 4

Frosty the Hit Man-This smug snowman hurls snow balls at the toads. Isn't that kind of cannibalistic? Look for the break in his pattern and knock him into a pile of snowballs. Look out though; if you are too close and make contact with his icy fist, you'll be next week's eighth grade dissection project.

Porcupine Birthday Cakes-All these guys do is bounce back and forth between two points. Even though they don't have any special attacks, their presence will keep your toads on their toes!

LEVEL 5

More walkers and life Invaders!

BIG BLARG-The greasiest rat in town, he's a cross between a rat, the devil, and Elvis Presley. Once you have his pattern down he's not tough but beware of his hefty girth; one stomp flattens your frog into an amphibious frisbee.

LEVEL 6

Karant is the fancy Dungeons and Dragons name for a giant snake. He's not really an enemy per say, but his crazy angular movements can cause your toad to bite it on any of the floating spikes.

LEVEL 7

More rats, along with some fireballs and rockets!

LEVEL 8

Electric Zingers-Zingers push out two shocks of electricity in rhythmic pulses. You can touch them without sustaining damage so you only have to dodge the bolts for the easy kill.

Slime Toupees-Students of the Metroid, these slimy wigs will fuse themselves to your head and drain your life. Your only course of action is to pound the B button until you toss them off screen.

Robo-Manus-At the top of the elevator shaft (which, ironically, is strangely devoid of an elevator) you'll meet up with Robo Manus. He has a very predictable pattern and he'll either try to gun you down or stomp you into a two-dimensional toad. For tips on how to beat him, read the walkthrough.

LEVEL 9

Armor-dillo-These guys are the first baddies you meet up in the Terra Tubes. They shoot out a single blast of electricity like the zingers. If you run into one it will self-destruct taking your toad to the afterlife with it! Wait for a break in the electricity bullets then attack!

Giant Gears-These imports from Mega Man are on a seek and destroy mission to crush the toads. Run through the corridors to avoid them keeping mind they DO defy the laws of physics: they always go the same speed whether it be uphill, sideways, downwards, or in water.

Electric Eel-These eels come in a handsome yellow and austere silver. They move somewhat randomly and can usually be avoided; if they get too close for comfort pound em!

Hammer Fish-Where's that blasted goldfish? Right here! This tiny orange fellow packs quite a punch and can send your toad careening into the spikes if you aren't careful. These fishies are best left alone.

Sharky-A snippy fellow with a zig-zag approach, his clamping jaws have a tendency to send your frog headlong into spikes. Don't underestimate how annoying he can be.

Steel Beak-A rubber duck that has sold his tiny rubber soul to Satan. If you get in the first punch, you can usually knock him silly but if HE gets in the first attack, he'll spazz out and annihilate your toad!

Before starting, a couple things to note about play control. Your special attacks are now BIG FOOT and SUPER FIST, but your best quick-killer is to go to either side of the cavern until your toad starts morphing from his normal self to a wrecking ball. Tap B to unleash the wrecking ball! This attack is especially useful against the Saturn Toad Traps and the AM Radios.

INTO THE HOLE-The first enemies you encounter will be four ravens, two adorning each side of the hole. Get used to using your feet and notice that when you hit the bird carcasses on the way down, they increase in points until after the 7th hit (after scoring 10,000 points) you'll be rewarded with a one up! Admittedly, these particular birds are tough to score the one ups with, but they'll give you the general idea. Next you'll see a few of the famous Saturn toad Traps; a series of four of them will appear. This is the perfect place to try out your toad wrecking ball move!! After whacking the four of them there comes a small squadron of two flies. Snack as you see fit.

Next to come up from the depths is the first of many Razor Ravens. They resemble normal ravens except they have long pointy beaks. If they cross paths with your turbo cable, it will snap it, sending your toad to a premature doom! Knock the one on the left out quickly and catch the sword he leaves behind. Now you are ready to become a one-up machine!! The next razor appears to the right. Whack him and start bouncing him off the wall. It takes a while to get used to the physics of getting the one ups, so don't feel bad if you don't get it at first. I like to stay right at the middle of the screen and line myself up with where the Razor raven stops as he comes up from the bottom. The reason I stay high is to chop away at the dead razor Raven; if another one floats up I'll be in a good place to knock out the new one while continuing to hit the dead one. In fact, when the second one arises on the right, you can test this idea! Be careful, the next razor raven comes up from the left. It's possible to make a quick turn while you are whacking the dead Razor, kill the newcomer, then resume bouncing the dead one off the wall. This sequence ends with a VERY good opportunity to get a one up. The last razor raven of this group comes up from the right. Hit him and line up in the middle of the screen and quickly go as far down the screen as you can. If you are bouncing the dead Razor raven off the wall when the screen stops scrolling, it will be much easier to score a one up.

The reason the screen stops scrolling is because one of the "AM Electric Radios" explodes through the background wall. However, if you are at the bottom of the screen, he will not attack. This is a safe spot to Bounce the defeated Razor Raven. Once you have your one-up, go to the bottom left, become the toad-wrecking ball and thrash the AM Radio in one hit. Two more Radios will bust out from behind the walls; use the same wrecking-ball tactic to defeat them. As a reward, a batch of four flies appears to replenish your health.

Next, you'll encounter a group of three ravens. Kill the first two and let them drop (unless you are a pro at getting one ups; in that case go for it!) Use the same technique you used on the razor raven on this third bird; kill him and get to the very bottom, middle screen. A sequence of two electric beams will appear, but as long as you are in the middle bottom you have nothing to worry about AND, if you have the dead raven lined up right, an easy one up chance.

After the two beams be careful though, a Razor Raven flies up to the right. If you can get him in a similar position for bouncing off the

cool part of this stage is getting to see your toad use the OVERHEAD SLAM and pound the rats into the cushy turf, where you will proceed to throw a few short kicks then wind up for the big boot!! Oddly enough, even if you headbutt the rats, they will end up buried to the neck in the ground. My guess is that they are wearing some sort of strange Swedish Ergonomic Underwear that disperses energy in some unique fashion. While you can rack up some good points kicking the rats before the big boot, if you run up to the grounded rat and tap B you'll automatically do the Big Boot right away. This helps save time when you are fighting two at once.

When jumping from platform to platform here, try to stay lined up in the middle. Use your circular shadow as an indicator to where you are. Though it's not common, it's possible to miss an easy jump if you don't line it up! Your next adversaries are the mono-tone Life Invaders!! The Life Invaders might seem quite peculiar at first but they aren't much trouble. Knock out the one to the left first. Let the other two get your life bricks then smash them as they try to escape to the bottom of the screen. Make sure to grab your floating health units before they go off the screen!

After the alien invasion is over, battle two more rats. Don't let one of the rats sneak up on you from behind while booting his brother! The rats don't hit often but when they do they can drain your toad of his entire life bar in one shot! Your reward for beating the krunk out of these rodents are a pair of yummy flies. Regain any health you may have lost, then continue to the right. You will have two battles on two separate platforms with the last of the Rat Patrol. Do not let your momentum throw you off the platform when dealing the big boot. As a general rule, I kick the first platform rat to the right, the second one to the left.

A few swift jumps more and a pair of speeder bikes stand before you! As a little quirk, you can jump over them to the right of the starting line. This is a useless trick, but if you haven't attempted the Turbo Tunnel consider it graciously giving your toad a little more time on this mortal coil. Hop on the bike of your choice and prepare for one of THE coolest stages on all of video gamedom!

TYPES OF OBSTACLES IN THE TURBO TUNNEL

Pink Walls: In all section except the fifth, the pink walls will flash before they solidify, giving you advance warning to dodge them. If you smash into them, your toad will slump into the shattered mess so unless you hate your toad, stay away from them.

Low Walls (referred to as JUMP walls): A simple tap of the A button will propel your bike into the air for a short time, enabling you to clear these low pink obstacles.

Ramps: Ramps send your frog sailing through the air with a comically extreme face on his warty face! Most ramps appear right in the middle of the screen, though some appear towards the bottom as well. To hit the jumps, simply ride over them. There is no need to hit any buttons to launch off of them.

Floater: A nasty trick that has crushed many a toad, the floating wall is blue. The trick to getting by it is to simply do NOTHING, just ride right under it.

Floating Ramp: Same thing as the RAMP, but floating! All that means is you have to jump up to reach it. Your most spectacular jumps will come

courtesy of the floating ramps.

Rat Walls: The Rocket Rats will drop a low wall to try to trip up your toad. You can easily avoid them by lining up yourself away from their shadow or by leaping over them.

Ketchup Rockets: A posse of blue Ketchup Rockets appear towards the end of the tunnel. If you hit them you will blow up!

TURBO TUNNEL CONTROLS

Joypad-Moves toad forward, back, up, and down.

A-Executes a Jump

B-Not Used

SECTION 1: The first part of the speeder bike section gives you time to get used to the controls and is not too hard. The pink walls will flash a few times before appearing, so do what you can to avoid them. There are also a few JUMP walls to leap over. While it's not hard, here is a summary of the sequence in section 1:

High Wall, Low Wall, High Wall, Low Wall // High Wall, Low Wall, Low Wall, High Wall, High Wall, Jump Wall, Low Wall, High Wall, Jump Wall, Jump Wall, Jump Wall, High Wall, Low Wall, High Wall

Section 2: Made it to section 2? Good job! Section two opens up with your first ramp. Remember to hit it without pressing the A button! This stage will test your jumping skills and your ability to hit the ramps with precision. It also goes a little faster than section 1.

WARNING!!! Watch out for the blue floater at the end of section 2. Your instinct will be to jump over it but hold back! You do NOTHING when you reach floater walls, just ride under them. The floater wall appears after the final two jump walls.

Here's the section 2 sequence:

Ramp, Jump Wall, Ramp, Jump Wall, Jump Wall, Ramp, High Wall, Low Wall, High Wall, Ramp, High Wall, Low Wall, High Wall, Low Wall, High Wall, Low Wall, Ramp, Jump, Jump, FLOATER!!** (see warning)

Section 3: Got sweaty palms yet? Section three starts putting the high and low walls up much faster and introduces the Jump-Ramp as well as the Rocket Rats. Don't get nervous when you see the Rocket Rats; just check out where their shadows are and move out of the way. In a worst case scenario, you can also jump over the single tiny Jump Wall the Rocket Rats Drop.

WARNING!!! Rare does something REALLY mean at the end of section 3: the infamous Middle Wall. It is the only one in the whole level. After the second Jump-Ramp, there is a Jump Wall then you will see the oddly placed Pink Wall flashing dead center of the tunnel! It is easy to avoid by going all the way up or all the way down, but be ready for it! It is the last obstacle in section 3.

The Section 3 sequence is as such:

the furiously bouncing Ice Block. All you need to do now is stand there and let the snowman take out the wall with an errant snowball. After a few, it will be destroyed and you will have clearance to pass!

Section 5: After the wall is destroyed move to the right and hop on the yellow-brown platform, which is not as slippery as the ice floors. Make sure you DUCK to dodge a random snowball coming in from the right (my guess is that there was a snowman there at some point of the programming, but they removed him.) Be careful jumping to the right, the jump is slightly trickier than it seems. Against the wall is the way down but yet another icicle hangs above you and the red spikes are dangerously close to the platform you are jumping for. Tap A lightly to execute a mid-level jump then fall down to the right, veering to the left once you clear the red spikes to the left. As soon as you land, DUCK! Three snowballs will come at you in a definite pattern (In 4/4 music time, CAPS meaning snowball is thrown, ONE two THREE FOUR). Jump over the pillars and DUCK between the snowballs until you reach the snowman. Cream him with a headbutt, then move cautiously to the left. Snowballs will be hurled in a high/low pattern. To make it to the snowman, you have to avoid the snowballs and duck-slide under a spike between two pillars. Time this so that you duck the spike as you also duck a high snowball. Leap out of from the pillars quickly and smash the snowman. Go left to the continue point.

Section 6: Run to the left and drop down; get ready to dodge another ice block which is stalking you down the zig-zag ramps. Get to the level bottom section and jump over the block as it blasts by you. Wait until you see the yellow-brown platform to the right and leap on it, being mindful to duck the Brown spike in the middle. There is a one up that is easy to snag as you jump from the lower platform to the higher one; again make sure to duck so the spike doesn't knock you off. To your right will be a Birthday Cake, clobbering itself between two pillars. He isn't hard to avoid, but when you jump down to the right there will be a similar scene with the birthday cake moving much faster. Keep your cool (haha!) and jump over him, being always mindful of the perilous spikes. Drop to the left, and clear the third Birthday Cake. You should be on the right hand side of the screen, with a series of "stairs" heading down to the left. Wait patiently on the first level platform, making sure not to scroll the screen over to the left. An ice block will creep up the slopes. A simple punch will stun it so that you can pick it up; do so and move over to the left until you are right against the pillar. Quickly throw the block to the left; if you were close to the pillar, the block should be slamming between the wall and the pillar and you should be safely on top of said pillar. The reason you grab the block to the right is so the birthday cake doesn't knock you over while you are trying to pick up the ice block. The Birthday Cake will be prompted shortly after you start heading up the "stairs" after the level, lowest point. If you grab the ice block before he appears, your life will be much easier, capeesh?*

*(I'm sure I spelled that wrong!)

Section 7: In my opinion, this is toughest part of level 4. It starts off innocently enough, with a mere birthday cake and then a couple of flies. Be careful not to hit the spikes as you shoot your tongue out for the airborne munchies.

Ok, take a deep breath..

Innnnnn---- Ouuuuuuuuutttt

Good; ok get ready to move! As soon as you drop down to the left, a

Brown gaps but charge with electricity at regular intervals. Don't rush and you'll have no problem leaping through them. After the Electric Gap, you have another chance to pick up a stick if you dropped or neglected the first one. Your next obstacle are the endless rounds of snotballs coming out of the hole ala Donkey Kong. You can bash them with your stick if you like, but it's better to just jump over them and carry on. Another electric gap, then a 3 spring sequence with a one-up to the left await you. To get the one up, hop onto the third spring and through the brown gap, but be careful not to go too high-- you want to make sure the little nub of a platform that the 1-up is on is still visible. Drop down through the brown gap and fall to the left. The hop back to the high spring is easier than it looks, as the brown gap platform won't hinder you. You'll jump up through a brown gap, an electric gap, a brown gap, then another electric gap. Above you will be a Zinger; the easiest way to defeat him is to leap towards him as you jump over one of his electrical shocks. If you still have your stick, he will be an easy kill. Hopping up to the left, you'll encounter the Mucus toupees! If you have your stick use it, otherwise they can munch on your head and drain your life ala Metroid. I like to set my B button to Turbo, in case one of these buggers lands on my head. With the Turbo turned up, I can usually throw them off without sustaining any damage. Once they are out of your way, tactfully dodge the Zinger (I don't even bother killing this one.) Hop up through a brown gap, electric gap, brown gap and congrats! You're at the continue point!

There are two Zingers to be dealt with here; jump over the electric shocks and pound them both. If you have made it from the bottom, the two flies that appear after beating them could be useful. As always, eat them at your discretion. Now things get interesting! To the left is a poison gas gun, which will instantly choke your toad if the blast touches him. Jump on the spring and stay on the right half of it; the mist will not hit you and it will give you a chance to see the Sucka up ahead. Wait until the Sucka is done blowing and move quickly past it. A zinger waits for you on the next level but if you move fast, you should be able to knock it out with no trouble. It's all matter of timing. Above that is another spring and a red metal platform. If you jump up on it blindly, wait to the right. There is a gas jet on this level, but it can't reach you if you are to the right. Take note of the Zinger above you; when you feel the time is right, run to the right after the gas jet shoots and leap up to the level with the Zinger, making sure to duck as soon as you get on the platform.

Go up, through a brown gap and an electric gap. You are now at the trickiest part of the stage. A gas jet guards the spring you need to jump on; before attempting this jump on the platform below it on the far right as many times as you can to expose the deadly Suckas above, who are now INHALING air. The best way to time this is to leap on the spring and head towards the Sucka platform just as it is finishing blowing. Quickly jump up to the right, grab the one up and land on the far right of the lower Sucka platform. If you have enough distance, you should be able to nudge walk (not RUN)* away from the deadly blades. When it stops, hop up to the safe platform to reveal two more inhaling Suckas to the right. Jump up to the lower one right as it finishes blowing and you will be ok.

Remember that great surf Song Walk, Don't Run by the Ventures?

Another spring, another brown gap, and you'll be at a fast shooting gas jet and a fast moving brown gap above it. Just time it so you make the jump when the gas jet finishes bellowing. If you don't have the upper brown gap lined up, just jump down and try it again. Avoid the gas jet at all costs. There's one last spring and an electric gap; clear those and you'll come to a bit of a strange thing. There are two platforms leading

Section 2: "The Dry Gears"

In this section, the challenge is to sprint away from four oversized gears that will rumble to life and pursue your toad. It is nearly impossible to get through this section without dying a few times your first time through, but once you have the patterns down it's a piece of cake! There are four gears in all:

Gear 1: The easiest to dodge just RUN LIKE MAD!! There are no spikes to worry about, so run Right, Down, then left. If you fall in the water, promptly jump out and stand against the gray pillar to the left. Wait there for the gear to fall into the water and explode.

Gear 2: This gear isn't hard to beat, but now there are spikes at the bottom of some of the drops. The key is to "hug" the walls as you drop down the corridors to ensure a safe landing. In this case, hug the right wall on your first drop, then hug the left, and finally hug the right. Sprint down the corridor and wait for the gear at the end. Leap straight up when it rolls towards you; it will hit the wall and explode, granting you passage to the next challenge.

Gear 3: When you jump up so that the gear is just to your upper-left but not moving, get ready and RUN under it!! As soon you pass it, RUN and JUMP up to the right until you are in the water current. The gear is now in hot pursuit, so you better be on top of your leaping game. There is a series of left, right, left jumps you must make in the plummeting water. Your toad will move a little slower when he jumps in water; that means you MUST make each jump on the first attempt. It's not hard, but the pressure of the incoming gear could break your concentration. When at the top, head left and wait against the wall for the gear to fall into the water and blow up.

Gear 4: The Final Gear (for now at least!) This gear puts the pressure on early, but is easy to outrun after you make the first few drops. In the first corridor, hug the right wall then at the second drop hug the left wall. This will put your toad in a dry area where he can dash for a short distance. Do this to put some space between the gear and yourself, then hug right, hug left, hug right and jump into the right-most section of the cross-shaped tunnel at the end of the run. The gear will drop down the corridor; after it explodes head down after it to the continue point!

Section 3: Take the Nestea Plunge into the drink and head left. This will be the first of many spiked sections you have to pass using precise tapping. As you rise up into the larger tank, you'll see an electric eel swimming about. While you can usually avoid him, if he gets too close for comfort, pound him! When you get into the narrow channel heading up, "hug" the left wall as far as you can, then simply press A to swim up. You'll be close to the column of spikes, but you won't hit them; lining up your toad in the channel makes jumping over the spikes above water much easier.

It can be tricky to understand the physics of leaping out of water. When you are near the filmy top of the water, hit and HOLD the A button as your toad breaks the surface. If you were close enough to the surface, he should jump normally. Use this trick to clear the first spike, then swim over to the left and jump up to clear another stack of spikes. As you emerge from the water for a second, it is imperative you get through this dry section as fast as you can! There will be an Armor-Dillo blocking the corridor; head-butt him and leap far to the left into the tank of water. The reason you want to get through this section quickly is because in the tank you are now in, small vents will supply dangerous amounts of hammerhead goldfish. If you get through quickly, they won't have time to get out! Once in the tank, paddle down right, to the middle (deftly avoiding the spikes) and drop down. If you were quick enough, the two goldfish won't follow you down; in fact you may hear them quarreling amongst themselves above you! Now the shaft goes to the right. A single Goldfish waits for you; wait between the two pink pipe segments until the

Goldfish "hugs" the floor. This is your chance to swim by him and leap out of the water. Like the section you just cleared, speed is important in the next bit! Drop into another tank and cautiously avoid the spikes and drift to the right, down then left. If you were fast enough, there will be no enemies here. If you were too slow, you'll have a band of eels to contend with. Cruise on to the left; when you reach the level pipe segment, wait for the gray eel to approach and knock him out! Take the lower path out, and when you come to the next pipe segment another gray eel will appear; repeat your attack in the level section to smush him. Swim low then head up to a large tank with a few Sharkys in it. Be careful the Sharkys don't snip you into the spikes! When you must confront them, make sure you are above them when you attack and your back is to a surface that won't kill you if they knock you into it. There is a Sharky at the bottom, then one in the middle. Knock them down and hurriedly snag the one up at the top of the tank and head into the corridor (and continue point!) to the left.

Section 4: Aqua Gears- This is probably one of the most troublesome sections of this level, despite the fact you have to outrun only two gears. Before getting into the actual art of dodging, here's a few quick tips:

? When dropping down the corridors, you can usually come closer to the spikes than you think! Wait until you start heading in the direction you want before stroking; otherwise you will annoyingly float up and get crushed by the gear!

? Don't give up even if you are low on lives! The next section has some good extra life opportunities!

Gear 1: This is the "easy" gear, though chances are if will flatten you a few times before you have the hang of it! Drop down the corridor to prompt the gear; as you drop you will have to swim right over spikes-wait until your toad is drifting below the ceiling to paddle! (see tip above!) When you see the wall to the left, drop down above the spikes and wait for the gear to veer into the wall and break the way to Gear 2.

SUPER BRUPLEX TIP!!! When you have found a safe spot to float away from the gear it can be very hard to time your paddles to stay between the spikes below and the rushing gear above. A good way to stay put in a safe spot is to punch like mad! Your toad will stand in the water and you won't have to worry about drifting up too high and getting leveled by the gear. You're welcome ;)

Gear 2: The "hard" gear! This segment is hard because it tests your ability to drop down corridors and avoid floor spikes while also challenging you to make a hard leap out of the water to escape the gear! Your first drop will be to the right. If you don't make it into the right passage cleanly, consider yourself a frog in the gears (haha- get it? Cog in the gears? FROG in the gears? Weeeee my \$80,000 dollar education was worth every cent!!) Uh-umm (clears throat) Ok, anyway...When you get to the right corridor, paddle your heart out! To the right, the tubes turn up and out of the water. This can be a tricky jump to make to clear the water. Make sure you are close to the surface and hit and HOLD the A button to jump high out of the water. This is another spot where, even though I have played through the level many times, I still occasionally get smushed. With practice, you'll increase your odds of safely making it out though. Once you leap out and over the little wall, hug left. You'll have a short but very vital opportunity to run! Dash to the left and drop into the water. You'll have to head right (over spikes!) down, then right over spikes again. You should have some good distance between you and the gear now, but don't get too complacent! Hustle to the right, then head up! You'll notice the gear is a little closer than you thought! At the top of the corridor go right. You'll see the wall to the far right and a small notch before it with spikes on the ground. You want to get into the notch; that's your safe spot when the gear crashes into the wall. It is

very difficult to try to wade between the gear and spikes, so use the SUPER BRUPLEX trick! As soon as you drop into the notch, wait until you get just above the spikes and start wailing away on the B button! This will make your toad start punching and more importantly keep him in one place! Sure, it defies the laws of physics but who cares, it's keeping your toad alive! Using this tip, the gear should pass harmlessly above you and its a few easy strokes to the right to the continue point!

Section 5: The final section. Thank goodness there is a one up right at the outset of this section! To claim it, dodge the Sharky and leap the spikes to snag the 1-up. If you are desperate need of lives, you can jump back over the spike and start punching on the surface until you clobber the Sharky down. Quickly swim back to the starting point to the left, and wail away on the Sharky! You can hit him 8 times for a total of 16,000 points. Since you get a free life for every 100,000 points (even after you get 999,999!) it may be worth your time to snare these extra points. And if you die, it's no big deal because you got the 1-up!

After getting the one up, jump to the Beenie Copters waiting to the right. Dodge left, right, left and drop down into the tunnel with the cute rubber ducky. This adorable aviary is the Steelbeak and boy does he ever have a fowl (HAHAH-HEEEYY OOO!) temper! If you get too close to Steelbeak, he has a violent spazz attack that will kill your toad with one hit!! The key to beating Steel beak is to get in the first hit; this will turn him around and give you license to beat him up. When you finally deal your strong attack it won't kill Steelbeak, it will merely flip him upside down. He'll only be stunned for a few seconds so move past him with haste. Head down right and face another SteelBeak. Use the same caution in approaching him slowly, then flip him upside down. After upsetting the first Steelbeak, you'll come across a second one. Your safest bet is to punch him once to turn him around and jump over him as he reaches the stairs up to the right.

NOTE: If for some reason Steelbeak hits you only once, you won't lose energy. This will sometimes happen when you are on the platform above the third Steelbeak. It's a rare occurrence, but the moral is don't give up even if the Steelbeak starts his spazz attack.

Ok one more deep breath: almost there! In the narrow corridor, there are two spike patches on the ground that you can pass by tapping the A button once. When you are in between the two patches, wait and watch. To the right, a hammerhead goldfish will appear. If you can lure him to the floor and swim over him, he'll be out of your way for the rest of the level. If he floats up and off the screen, he'll be out of your way for now but remember he is still lurking. In either case wait for him to do one of these two options before swimming over the second set of spikes and heading up and to the left. After a narrow squeeze to the left, you'll head straight up. There will now be a Sharky in hot pursuit! He has a habit of biting you and sending you into spikes, so deal with him now! Get through the opening (where the circle thing is in the background) and put your back to the wall on the left. Wait for the Sharky to come up and pound him down! If he bites you, it will only send you into the wall, not into spikes! Remember though, he is only stunned so move quickly up and to the right. When you are in between the narrow columns of spikes, wait for Sharky to come up again. If you start punching when he rises from the bottom, you should get the drop on him and send him shooting downward. You may have to dodge a hammerhead goldfish here if you let him float up and off the screen when you fist entered the tank. Hopefully, you won't have to though! Drop down and paddle to the right and start heading up! You're almost there and you don't want to rush anything! At the surface is a guardian Steelbeak. Wait until he is to the far left and jump right, landing on the skinny wall. If, while you are waiting, the Sharky comes up, take care of him before attempting your jump. Now you are on the skinny wall with a pair of

Up one more floor and you'll have to fight the green cloud. He's not particularly hard, just make sure to attack him when his mouth is closed. If he starts spinning around the tower either: time a headbutt to smash into him or stand in one place and throw punches. If you still have the stick (flagpole) bash him with it about 5 times and he'll be out of your way. Beat him and hop up to section 2!

Section 2: Look out for the red rhino on this level; his gaping maw can swallow you in one bite. You can punch him out or deal him a headbutt after he closes his mouth and is sitting there with a belly full of air. This is the continue point, so after knocking him out take a breath and relax. There will be a colored springboard above you, jump high and true to the next platform; You only have one chance to make it! Once up on safe ground, you'll have another Red Rhino to battle. Going up once more, you'll see a red cloud blowing a puff of wind out. Avoid the ring of wind because it is the equivalent of the poison gas! This cloud is stationary but his gusts of wind are aimed right at the platform you need to jump on to get up to the next floor. Get behind him and punch him; he should turn around and start blowing wind the other way. This clears you to get up to the next floor. A red cloud is speeding around the floor. You CANNOT DUCK HIS WIND!! I always forget this and end up losing a toad! Rather, you have to leap over him as he spirals around. Hop over him and get up to the next floor. AS SOON AS YOU GET UP THERE, STAND STILL!! A pair of red clouds will be dropping poison wind rings. If you stand still, the first pair will miss you and give you a chance to run to the right and get up onto the platforms to the next floor. This floor is close to the top of the screen. If a green wind doesn't immediately appear, walk over to the left and jump up a few times to prompt him. If you jump where you first get on the floor he'll come up under you and knock you over. Use the same headbutt strategy here to dispose of him. Next you'll have a high jump up to a floor with a fast spike on it. Time your jump carefully and get up to a sequence of spring boards. When you reach the top on, lightly tap A to nudge jump and slowly scroll the screen. A super-fast spike will be right below the platform you need to reach. As long as you can see it, you should be able to time it with ease.

You are almost to the continue point! You'll see a few flag poles above you. It is in your best interest to grab them because Papa Wind is comin'! The giant red cloud will attempt to blow you off the tower and will succeed unless you are holding onto one of the poles. Your toad will make some pretty funny faces, but don't press any buttons, just wait for the Red Cloud to blow and leave. Time the flashing green platforms up to the next level and you will be at the final section of the tower!!!

**A NOTE ON ROTATING PLATFORMS-When going between floors, you will encounter revolving platforms. These aren't too hard as long as you remember that when you are standing on one that is rotating, you have to nudge a little the opposite of the way you are facing to land on the next platform. Practice makes perfect!!

SECTION 3: Almost there!! On your left will be four green platforms disappearing and reappearing in a vertical formation. To get up them, jump so that the lowest platform appears under you while you are in mid-air. After that hop up as quick as you can to get to the next floor. If you try to time the fourth platform from the third you'll hardly ever make it. Just go FAST! You'll be on a rather innocent looking floor. Be careful here; nudge jump up until you see a couple flagpoles up in your score at the top of the screen. Don't scroll up too far until you can jump on the spring and grab the flagpoles! This will prompt the second Papa Red Cloud!! Just sit there until he is done. The screen will be cut off on the bottom, but a yellow rotating platform will have appeared on the tower. Press DOWN to grab the flagpole and time your drop just as the platform lines up to the right of your toad (or slightly before). From there, hop up another floor to battle the last Yellow rhino. Bounce up to

hop out the exit for a cool 5000 points and get ready for the real challenge.

SECTION 2: Things start getting a little hairy as spikes are introduced into the fray. Your first snake is Yellow and Red; I like to call him Ronald McDonald. Hop on Ronald and either jump to the right as if you were going to warp (when he reaches his highest point) or run in place until you hear the swish of his turning below you. Drop down onto his back, jump the spike and ride him as he sucks into the wall. Next up is a pine and red snake who comes straight up from the floor. Hop on his back, jump one spike ball, and ride him to the next snake which is red and mustard colored. There is a tricky part as this snake coils to the right; stay on the snake is almost gone (watch for the spiked tail). Instead of jumping over the spike he curves around below you, dash off his back and onto his head. If you jump there's a good chance you'll clip your head on the spikes. Next a yellow and mustard snake appears; hop over the three spikes are you ride him to the left. When he goes into the wall, a lemon lime snake will veer out to the right. Like the other snake, you'll want to stay on him as long as possible then move forward onto the snake, leap the spikes, and make it to the wall. Your final snake of this section is a red and black snake who zips out of his hole with great speed! Don't panic! Hop on him, cruise to the exit, and head to section 3.

SECTION 3: The stakes are higher in this section! There is no safe ground so you MUST be on a snake at all times. The first snake you get onto is red and pink. Run in place till you are at his tail, moving right to clear the spikes with well timed leaps. Be careful not to run into the spike in the wall here. Instead, hold out on the end of the snake as long as you can and jump up high as he finishes up into the wall. You'll land on a peach colored snake. Stay in place as he coils about, deftly jump the spike (being wary of the spikes overhead--either tap A or project your jump diagonally left), and get ready for the next snake. Jump up to a lemon limey and run in place till he is almost all out. He will circle back and you can ride him up. Jump two spikes and then jump up to a lightning fast black and green snake. Leap the one spike, and stay calm. Even though these snakes really haul, this part isn't too hard if you keep your cool. A mustard and black snake will blast out equally as fast as the green and black one. This snake is a free ride: nothing to duck or hop over. Ride him to the right--and get ready to jump up! A purple and black snake will challenge you to make two fast jumps; make the first one then immediately make the second while holding to the left. The snake's momentum will give you the inertia you need to clear the single spike while avoiding the ceiling. Leap up to the final silver and black snake, hop one spike and voila! Onto the final section.

SECTION 4: THE FINAL SECTION! A purple snake is your first guide through this long and twisty maze of spikes. As a common courtesy, hop your warty hide off of his scaly skin and get onto the platforms of solid ground. Quickly jump from the highest one to the left to two similar platforms and catch up to your snake as he curls into the wall.

**SPECIAL NOTE FOR LAZY GAMERS: IF YOU REALLY HATE THESE SNAKES....get to the fourth platform to the left and wait-- for a LONG TIME!! Eventually the Mulberry and Black snake will curl down around the spike above you. If you can time it, leap up onto his back and get ready to head for home-- he is the last snake in the lair!!

Anyhow, for the more ACTION inclined gamer, hop up and let the silver snake burrow out under you. Ride him to the right but don't rush! There is a single spike against the wall where he crawls in; stay on him to the

