

Clu Clu Land D FAQ/Walkthrough

by KeyBlade999

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Donation/Contact E-Mail
keyblade999.faqs@gmail.com

Introduction

Welcome to my second FAQ/Walkthrough for the Famicom Disk System. This FAQ covers the FDS release of Clu Clu Land, often referred to as Clu Clu Land D. Clu Clu Land is not a game I'm unfamiliar with; in fact, it was among the first NES games I ever actually played. It also quickly became one of my more preferred puzzle games. However, no release intrigued me more than this one, primarily because of the "Expert" difficulty - whereas the original Clu Clu Land basically made you run over stuff and let that be that, the Expert difficulty made you employ actual thought and strategy into revealing the gold ingots. You'd be surprised how difficult a game can get if running over something an even number of times will ruin it! ^_^

Well, anyways, my babbling aside, I hope you enjoy this FAQ!

Basics of the Game

Game Controls

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Button	Resultant Effects
D-Pad	Hold in a direction perpendicular to your movement to swing around pegs (see image)
A Button	Release shock waves to attack enemies
B Button	Release shock waves to attack enemies
Start Button	Pause gameplay
Select Button	N/A

Game Description

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In Clu Clu Land, you will play through a series of levels. Each level takes place in a room similar to the one pictured to the right. In there, you'll see a number of pegs which help to facilitate your movement. See, when you press the D-Pad to begin moving your character, they move in a straight line until they hit something, then they bounce back. However, your goal is to run over any space between pegs in which lies a gold ingot (some are shown already in the nearby screenshot). So, how does that work?

As your character moves, you need to use the D-Pad to stick out an arm perpendicular to your movement - see the **Game Controls** for that. As long as you hold that D-Pad button down, the character will repeatedly twirl around the peg. Once you let go, the character will then move straight again, this time in the direction it faces when you let go. It's a little hard to do if you haven't played a lot, but you'll get the hang of it with practice.

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Now, this seems simple enough, right? Of course that is wrong. Look at the top of the screen and you'll notice a timer. It usually varies a little between levels, but once it runs out regardless, you lose a life. Additionally, in later levels of the game, there is the presence of enemies. These enemies look normally like gray balls, as seen to the left. You can combat them, however, by using your shock wave attack, activated with the B Button. This turns them into orange blobs that you can touch without harm. However, to truly defeat them, you need to run into them and shove 'em into a wall. Enemies are produced from the flashing holes on the screen you'll start seeing around Land 02. They usually reproduce indefinitely from them, unless you fight the larger "boss" version of them: he's killed in a similar manner.

If you touch an enemy, enemy spawn point, or boss, or time runs out, you will lose a life. Lives are pretty easy to obtain, though - all you need to do is gather 10,000 points. Below are the point values of stuff, so you know just how easy it is. The game ends if you lose all of your lives, so be careful!

So, then, once you've finished the level, you will get some points added on to your score as below before proceeding into the next one. Points are accumulated at the end of the level, keep that in mind.

IN-LEVEL ACTIVITIES		END-OF-LEVEL BONUSES	
<i>Action:</i>	<i>Point Value:</i>	<i>"Currency:"</i>	<i>Reward:</i>
Reveal an ingot	100 points	10 seconds remaining	10 points per 10 seconds
Defeat an enemy	500 points	Find more ingots in two-player	2,000 points
Get a cherry	800 points	Get all 66 bonus-level ingots	3,000 points
Get a money bag	1,500 points		
Defeat a boss	5,000 points		

General Strategy

- **Slow Down:** A common mistake I find myself making in this game is that I try to go too fast and end up releasing the D-Pad at the wrong time or something to screw up my trajectory. While in the Beginner difficulty this is a minor inconvenience at worst, it becomes a serious problem in Expert. Usually, if I can actually remember it, I try to revolve around each peg at least twice, so I can get my bearings, figure out what I need to do and where, and so on. It's surprisingly helpful.
- **Warp Zones:** In the purple and brown levels, there are unblocked paths in the corners. Keep in mind you can use those to warp to the other side of the screen, similarly to the arcade game Pac-Man.
- **Searching:** Let's assume you don't know exactly what is where in the puzzle (even though I provide the solutions). You need to search them out in some manner, preferably an organized one wherein you know that you've checked this-and-that. Whatever method you choose is up to you. I personally prefer a grid-search pattern: first I cover all of the vertical columns, then all of the horizontal rows. This can be a bit more difficult on the Expert difficulty due to the need to run over things an odd number of times...
- **Fixing Mistakes:** ... which leads to this. When it comes to the Expert difficulty, I strongly recommend just following the images in the **Walkthrough** so as not to screw up by having to fix things. (The proper ingots are shiny.) However, if you need to fix something either way, there are a few ways that can work. If you have a group of ingots centered around a single peg to clean up, you can swing around it as needed. If only part of that group needs to be fixed, then you need to time your release of the D-Pad: if only part of a group is properly hit, then it will remain that way no matter how many times you revolve around it. In general, that scenario can be prevented if you leave some "lone ingots" alone - the level ends when the last one is fixed, so if you have a tough-to-reach one, you can leave it for last. Finally, there's a suicide strategy wherein, if you can and have to only fix one in a concentrated group of ingots, you can run through it, then kill yourself by letting time run out or hitting an enemy. It's tough to say which is appropriate on a general level, so it's probably best to pause the game and think it out.
- **Symmetry:** As a general rule, a majority of the levels (though not all) have some sort of symmetry to them. That is to say, what you'll find on the left half, you'll find mirrored on the right half. When I say mirrored, for example, say an ingot is one unit from the left wall. That means the one it is symmetrical with is one unit away from the right wall, at the same height. The green levels show this property the least.
- **Objects:** Similarly to the above, many of the puzzle solutions in this game look a lot like actual objects, like houses, phones, and submarines. Using this kind of info can be helpful in determining where ingots lie. Keep in mind that the enemy spawn points themselves can even help in the design. ;) The brown and purple levels are just random geometric designs, so you won't find this helping much. And the blue levels are the main ones to use the spawn points in level design.

- **Multiplayer:** It goes without saying that multiplayer really helps in this game. In fact, it's probably the only way to finish the Bonus Levels. >_> Plus, getting more ingots than an opponent makes you get a 2,000-point bonus, which is 20% of the way to an extra life!

Walkthrough

A Brief Note

When using the level designs below, keep in mind that these are taken from in-game screenshots, not hand-drawn, so they should be completely accurate. However, I'm not completely sure if these are all of the solutions, so if you experience one not listed here (derived from 5 playthroughs, which is about 100 levels total), please send me an e-mail!

Also, the levels are simply organized by color because, for the most part, they come in completely random sequences. However, each level color (and, in turn, level shape) has its own unique solutions.

Red Level: Telephone

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Red Level: Smiley Face

^15|

Red Level: Bird

^16|

Red Level: Jellyfish

^17|

Red Level: Rocket

^18|

Green Level: Sailboat

^19|

Green Level: Dog

Hey, it's the only animal I could think of that makes remote sense. >_>

Green Level: Cat

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Green Level: Mushroom

^112|

Blue Level: Submarine

^113|

Blue Level: Butterfly

Another pretty vague one in nomenclature, but it makes sense.

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Blue Level: U.F.O.

^115|

Blue Level: Cow

^116|

Purple Level: Nine Squares

^117|

Purple Level: Two Squares

^118|

Purple Level: Two Crosses

^119|

Purple Level: Eight Squares

^120|

Brown Level: Geometric Design #1

As with all of the brown levels, I have no clue what this is supposed to be like. Sorry. =P

^121|

Brown Level: Geometric Design #2

As with all of the brown levels, I have no clue what this is supposed to be like. Sorry. =P

^122|

Brown Level: Geometric Design #3

As with all of the brown levels, I have no clue what this is supposed to be like. Sorry. =P

^123|

Brown Level: Geometric Design #4

As with all of the brown levels, I have no clue what this is supposed to be like. Sorry. =P

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Bonus Level Solution

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Credits

In no particular order...

- GameFAQs, Neoseeker, and Supercheats:
 - For being the most amazing FAQ-hosting sites I know.
 - CJayC, SBAllen, and Devin Morgan:
 - General sucking up to the GameFAQs admins. =P
 - Me (KeyBlade999):
 - For making this FAQ. =P
 - You, the reader:
 - For hopefully enjoying this FAQ.
-

Version History

- **Final:**
 - Done.
 - Time: 1:24 AM 11/22/2013.
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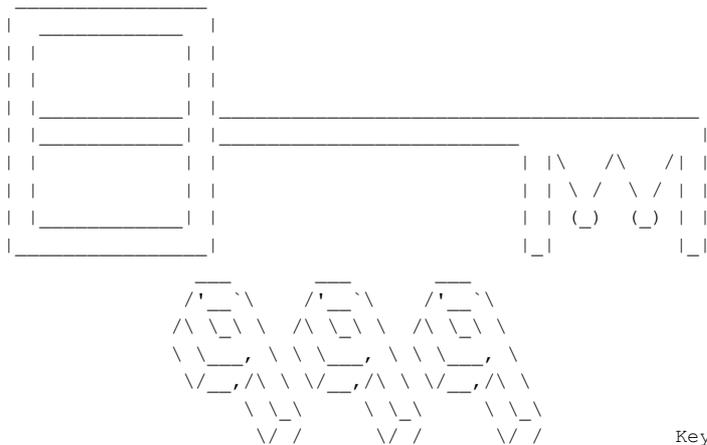
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If you would wish to contact me concerning this or my other FAQs, use this e-mail: keyblade999.faqs@gmail.com, or PM (Private Message) me on the GameFAQs message boards.

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**This is the end of KeyBlade999's Clu Clu Land D: Welcome to New Clu Clu Land (FDS)
FAQ/Walkthrough.**



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