

Cool World FAQ/Walkthrough

by The Admiral

Updated to v1.0 on Nov 1, 2007

This walkthrough was originally written for Cool World on the NES, but the walkthrough is still applicable to the SNES version of the game.

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|                COOL WORLD                |
|                NES Edition                |
|                                           |
|                FAQ/WALKTHROUGH           |
|                Version 1.0 (November 1, 2007) |
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Introduction

Any avid television watcher from the early 1990s will recognize the name "Cool World." The trailer for this film became infamous. It depicted Gabriel Byrne at a drawing easel in his prison cell. As he drew a scantily clad, buxom blonde, a voice-over revealed the secret thoughts of lust in his mind. Gradually, this animated woman's voice began replying to him, and it seemed he was becoming delusional. Suddenly, the man awakens in a cartoon world and the woman of his artistic dreams is before him, dancing seductively. A voice echoes in the background saying "noids do not have sex with doodles," and as Gabriel Byrne reaches toward his sultry creation, we are left thinking that this will be a dark story of a man falling into the twisted cartoon world he has penned. It was such an amazing set-up, and audiences could not wait to see this film.

Sadly, the actual movie had nothing to do with the trailer. It was a poorly drawn animation-mixed-with-actors film (like Roger Rabbit) that featured a young Brad Pitt in his worst performance ever as detective Frank Harris. Harris, who appears in Cool World in 1945 after his mother dies in a motorcycle accident, decides to stay and become an investigator (his reason for this, how he enters this professional, and why he never ages are not addressed, of course). Harris's primary objective is to prevent humans (noids) from having sex with cartoons (doodles). The consequence is apparently the destruction of both Cool World and the real world, although this never seems to play out as we would expect. The rest of the movie makes little more sense, and this helps explain a lot about the game.

Clearly a lot of people thought Cool World was going to be big. In addition to toy store merchandise, video games were created on four systems. Although this title was released at the very end of the NES life cycle in 1992, it plays more like a 1988 game. While the graphics are pretty good, the controls are bad, the music and sound effects are abysmal, the plot is non-existent, and the fun is no where to be found. Still, the game did pack quite a challenge. And that's why this guide exists. Whether you're two minutes into the game and boggled or twenty times through it and looking for strategies, this guide should help you. Although if you're in that second group of people, you need to seek help beyond what this FAQ can offer.

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STORY AND OBJECTIVE

CW0C

There exists another dimension where cartoon characters are alive - where these figures have their own reality and civilization. That dimension is called Cool World, and it exists in harmony with our real world dimension. In Cool World, these cartoon characters are called "doodles," and they refer to humans from the real world as "noids."

You are detective Frank Harris, a noid who patrols Cool World to make sure the

balance between the two universes remains unbroken. A blonde, buxom Doodle names Holli Would has found a map showing the location of a secret road connecting Cool World to the real world. Holli Would seeks the golden spike of power, an artifact supposedly imbued with the power to turn doodles into noids and allow them to remain in the real world. Unfortunately, using the golden spike disrupts the harmony between the two dimensions, threatening to destroy them both. You must make sure that does not happen.

Before passing into the real world, Holli Would tore up the map and gave a piece to four members of her gang. You must defeat each member and reassemble the map. Only then will you be able to return to the real world and stop Holli Would.

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S T A G E S
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CWOD

There are five stages in Cool World. You can access the first four in any order you want, but the fifth stage cannot be entered until you have collected the four map pieces. The stages are listed in this FAQ in the same order as the instruction manual. While the manual says you must complete the stages in correct order, you can do them in any sequence without a problem. After you complete each stage, a picture of the final level will be partially revealed. You cannot return to a stage once you have completed it.

1. COOL WORLD STREETS

The Cool World streets are dark and dangerous, littered with goons and numerous unsavory characters hoping to take Harris down. The streets are run by Slash, one of Holli Would's most trusted gang members, who resides deep within the sewers underneath his club.

2. BORDER ROAD

Border Road is the long highway connecting the Cool World streets with Sweet Place. The road is occupied by all sorts of punks and thugs hoping to slow Harris's progress. The Border Road has also fallen into disrepair, as evidenced by numerous holes and cracks. The preferred method of transportation is the skateboard, so Harris's skills will surely be tested. The road is ruled by Sparks, the eccentric Cool World thug, who always carries a handful of wooden nickels.

3. SWEET PLACE TOWN

Sweet Place Town is a fantasyland with brightly colored buildings, sweet confections, and playful looking characters. It seems that the town has recently come under martial law from the Poppers (police), as they pursue Harris viciously despite having what would seem like similar motivations. Maybe Holli has bought them off? Either way, Harris needs to take out the Big Popper (police chief) to pass by.

4. SWEET COUNTRYSIDE

Surrounding the Sweet Place Town are the sugary fields of the Sweet Place Countryside. The trees are filled with candy canes and the ground grows delicious taffy and other treats. The last of Holli's accomplices, the Evil Bunny, is hidden somewhere in the countryside. Rumor has it that his lair can be found within one of the many bunny holes scattered along the country road.

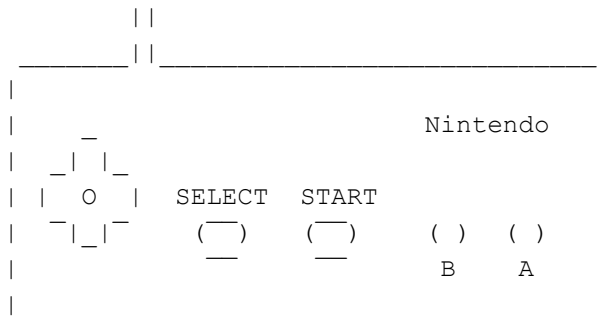
5. OCEAN PLAZA HOTEL

Ocean Plaza Hotel exists in the real world and can only be reached once all the pieces of the map have been reassembled. At the top of this Vegas hotel lies the golden spike of power, the object of Holli's obsession. Thinking that it will grant her humanity and power to do whatever she wants, Holli threatens to disrupt the balance of the universes if the spike is removed. Harris must scale the hotel and stop her at the summit, while there is still time.

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C O N T R O L S

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Cool World's stages are presented in a quasi-3D format, so you have limited movement in all directions. Controls for every stage are essentially the same.



UP/DOWN

- Moves vertically up and down on the moveable area of the screen. You can also move up and down while jumping, and this is imperative to reach certain platforms.
- The Up button is also used to enter doors/windows/other entrances

LEFT/RIGHT

- Moves horizontally left and right across the screen

SELECT

- Toggles between the pen, eraser, and bomb items

START

- Pauses the game

B-BUTTON

- (Tap) When tapped, this causes you to use the selected item (pen, eraser, or bomb). However, the game is bad at detecting this. I find it easier to double press the B button.
- (Hold) Holding B causes you to duck. This lets you drop down into certain holes.

A-BUTTON

- Used to jump. The longer you hold this button, the higher you can jump. You can also move around in midair using the directional pad while jumping.

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M A I N M E N U

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Below is a description of the menu items at the bottom of the screen.

HEARTS Health is represented by the six hearts at the bottom of the screen. Health is visually displayed in half heart increments, but each half heart actual represents 8 "hits points" worth of damage (meaning you can receive up to 8 hits from some enemies before losing half a heart). However, for the purposes of this guide, discussions of health will reference hearts and not hit points. You can restore health by collecting candy canes or emptying the pen into an ink container.

LIVES You begin the game with 3 lives remaining. Once all your lives are depleted, you receive a Game Over (there is no continue feature in this game). Lives are lost when your health is completely depleted or you land in a pit of spikes. You can receive additional lives by finding 1-Ups. After you lose a life and are revived, you receive one additional eraser and bomb.

POINTS Your score is displayed at the bottom of the screen. You receive points for killing enemies, collecting items, and sometimes just for damaging enemies. All enemies killed give 1000 points. Your score has no effect on game play.

PEN Once you collect the pen in each stage, it will appear on the menu and can be used as a weapon. As enemies are killed (or rather, as doodles are "absorbed"), the pen fills with ink. Once you have killed 14 enemies, the pen will be completely filled and will no longer kill foes. You can empty a full pen by finding ink containers.

ERASER Erasers, like the pen, can be used to kill or "erase" the cartoon enemies in the game. Whenever an enemy is killed with an eraser, it turns into a candy cane, making erasers a great source for healing. Typically, erasers are thrown in a straight line and will kill any enemy they come in contact with. Unfortunately, the hit detection is not great so they often miss for no reason. Erasers are also somewhat glitchy in that you stand on a platform above an enemy, throw an eraser, and sometimes see the erasers magically teleport below the platform and kill the enemy.

BOMB Bomb is a generic term for your special weapon, which is different in each stage. You need at least 10 bombs to defeat the bosses of each stage, so collecting them is a major objective in this game. Each bomb behaves somewhat differently and has a different speed and trajectory when thrown. Bombs for the different stages are:

- Cool World Street: Bomb (Stink Bomb)
- Border Road: Nickel
- Sweet Place Town: Cake
- Sweet Countryside: Carrot
- Ocean Plaza Hotel: Balloon

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There are various power-ups, items, and secrets that you need to collect throughout the game to be successful. Below is a description of these items and objects:

- PEN The pen looks like a human size fountain pen. Pens are always found near the start of a stage.
- ERASER Erasers are small white and orange orbs. They are found scattered throughout the various stages.
- BOMB Each stage has its own type of "bomb," whose name can be found in the bottom right part of the screen. Finding enough bombs to defeat the bosses usually requires extensive searching of each stage. Hidden rooms are also a great source for bombs.
- CANDY CANE Candy canes restore one heart and are the most common item in the game. You can also create candy canes by using the erasers on enemies.
- INK CONTAINER As you defeat enemies with the pen, it slowly fills with ink. Once you have defeated 14 enemies, you cannot use the pen again without emptying it. The ink container is where you do this. It is shaped like a large, glass jar. Tap the B button to hold the pen over the jar and empty the ink. As the pen is emptied, you will receive half a heart for every two enemies you killed.
- PD BADGE The PD Badge looks like a regular police badge with a PD engraved on it. It makes you invincible for 3-4 seconds when collected, but is largely useless due to where it is usually located.
- 1-UP 1-Ups are narrow, pulsating hearts. They add an extra life when collected and are usually found in hidden rooms or out-of-the-way places. Search carefully, as 1-Ups are extremely useful.
- HIDDEN ROOMS Throughout the game, there are numerous hidden rooms that contain a small hoard of bombs, erasers, 1-Ups and other goodies. These rooms are a huge help, and some stages cannot be completed unless you find the bombs hidden within. The locations of these rooms are discussed in the walkthrough and in the "Hidden Rooms" section in the appendix.

W A L K T H R O U G H

The following section includes a full walkthrough for all five stages of the game. Before each stage there is a description listing the objective and a summary of enemies.

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OBJECTIVE: Journey through the Cool World Streets, Slash Club, and Sewers to find Slash and recover a piece of the map. Collect at least 10 Bombs along the way to defeat the boss.

ENEMIES:

	Can be Defeated? -----	Difficulty -----
Black Car	No	****
Bouncer	No	*
Machine Gun Rabbit	Yes	*
Manhole Rabbit	Yes	*
Sewer Gator	Yes	**
Sniper Rabbit	Yes	*
Surly Bartender	No	**
Totem Trap	Yes	*
Trench Coat Rabbit	Yes	*

While you can choose to complete the first four stages in any order, the Cool World Streets are a pretty good starting point since the enemies are relatively easy. This stage is also the longest and probably most complex in terms in terms of puzzle solving. However, if you can get past this one without much difficulty, you should be in pretty good shape for the rest of the game.

After an awkward taunt from Holli Would in which she questions Harris's ability to stop her, a whirlwind plants you in the middle of Cool World.

=====

GETTING STARTED

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It's time to get familiar with Cool World before we begin exploring. You begin the stage with one eraser, one bomb, and no pen. Your first goal in every stage should be finding the pen, which is used similar to a sword in order to defeat most enemies. The eraser you have will kill most ordinary enemies and turn them into life-refilling candy canes - save them for when you are low on health. The (stink) bombs can be used as weapons and also interact with certain objects in this stage (i.e. blow off manhole covers, blow open walls). Your second objective in every stage is to collect as many bombs as possible. You need 10 to defeat the boss and will want a few extra in case you miss a few shots. If you don't have enough bombs in a boss fight, Cool World is very unforgiving (meaning you have to reset). Collect every bomb you can and never waste any on normal enemies.

Begin the stage by heading right and jump over the black car that appears almost immediately. Trench Coat Rabbits will start to appear from the various doors throughout the stage, but they are slow and relatively harmless. Just avoid them and move on. On top of a ledge a few screens into the game, you will find the pen. The pen can be rather difficult to use and stops working once it is filled with ink. You will see the ink level increase at the bottom of your screen as you kill enemies. To use the pen, you need to "tap" the B button when standing about 2 character lengths away from the enemy. I find it easier to double press B, as this seems to work more consistently than tapping. The pen is "full" once you have killed 14 enemies and will need to be emptied at an ink container, which is discussed later.

=====
INTO THE STREETS
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After collecting the pen, continue down the street by heading right. It's better to avoid most of the rabbits than to try killing them with the pen. They will just infinitely respawn from the buildings. You will also see candy canes scattered throughout the streets. Each one restores one heart and should be picked up if you need healing.

You will eventually see a small glass jar near the top of the screen. This is an ink container and is used to discard ink from your pen. Stand a slight distance away and use the pen on the container as you would an enemy. The ink will drain and you will receive half a heart of life for every enemy that was killed. This is a very useful recovery tool throughout the game.

Just beyond the ink container, you will see a neon "Club" sign and a bomb on the small platform to the right. Unlike the other neon signs, this one electrocutes you upon contact when it is flashing. To get the bomb, stand on the platform to the left of the sign. Observe it for a while to get the pattern down. Just before the sign stops flashing and turns blue, jump through it over to the platform with a bomb. If your timing is right, the sign will not be flashing as you are in midair and you will escape damage.

Just after the bomb, there is a PD Badge on a platform in the middle of the screen. This badge makes you invincible for about 3-4 seconds, but is largely useless. Soon after, you will come to another neon "Club" sign identical to the previous one. Use the same strategy to reach the bomb. From the platform with the bomb, you can access a hidden room by jumping to the pink platform on the right. Follow the pink platform above the Slash Club (this neon sign is harmless) and jump to the ladder at the end.

After climbing the ladder, you will enter a HIDDEN ROOM and can collect a 1-UP, eraser, candy cane, and 4 bombs. This is an excellent score.

=====
ENTER THE SLASH CLUB
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Back outside, you will come across two bouncers who guard the entrance to the Slash Club. They block the entrance when you approach and cannot be damaged by any of your weapons. However, they do have a particularly strong aversion to bad smells. Head right about half a screen until you come across the green garbage can. Throw a bomb at the can and the top will shoot off if you hit it correctly. Now, you can push the garbage can from the right side and slide it in front of the bouncers. They will be repulsed and will step aside, allowing you to enter the club.

Before entering, you can continue to explore the Cool World streets by heading to the right. It is mostly a waste of time, however. The only things you find are an eraser and another ink container. If you head to the very far right, past the buildings until the scrolling stops, you will see two manhole covers on the street. If you throw a bomb on top of them, the manhole covers will blow open. Unfortunately, I have not been able to find any use for this. If you know of any purpose, please email me.

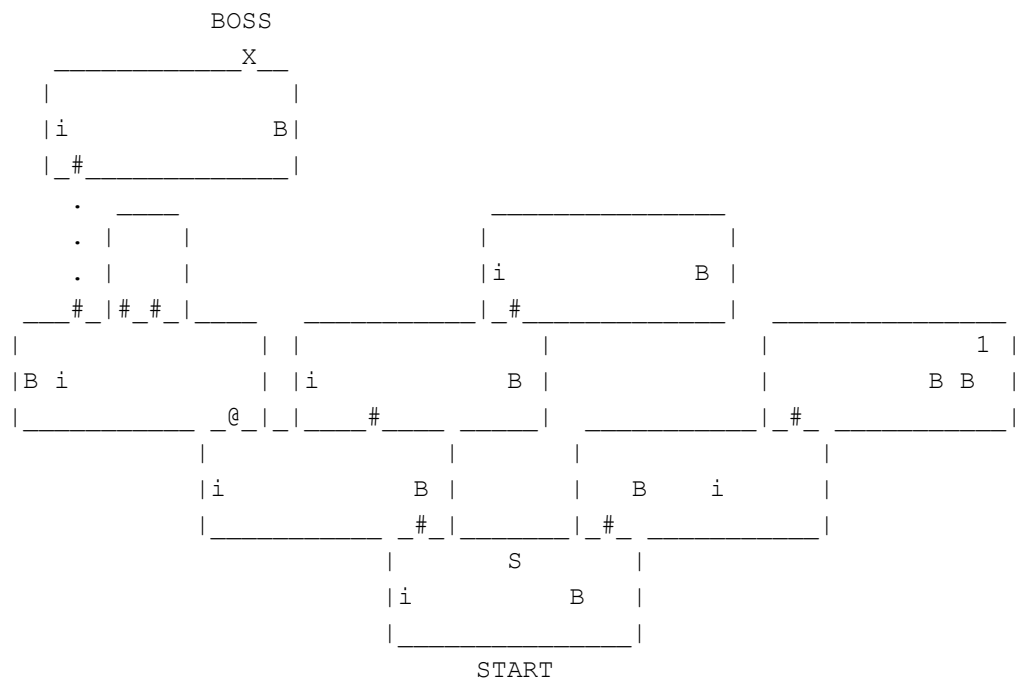
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THE SLASH CLUB
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The Slash Club is an odd place. It consists of a single screen with a Surly Bartender throwing bottles. To his left are neon vines that electrocute you

when touched. The bartender is invincible, so ignore him. The goal is to make it to the red window at the top left with the cobra image. To do so, jump on the bar and then jump to the first red window when the signs are off. Now, this next part is very tricky. You want to make it to the small, glowing red platform between the two windows. This takes very precise timing. About halfway through the neon flashing, jump towards this platform and make sure you are holding the Up button. If you land successfully, immediately jump to the left and try to land on the second red window. Once you are in the window ledge, press Up to proceed.

=====
 THE SEWERS
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Now the real challenge begins. The Sewers are a long maze of passages that ultimately lead to Slash, the stage boss. Other than keeping alive, your goal is to collect as many bombs as you can. Remember, you need at least 10 to defeat the boss and will want a few extra to spare. Given the complexity of this area, a map is shown below with a brief description of each room.



KEY

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- S = Start
- B = Bomb
- i = Ink Container
- 1 = 1-UP
- # = Entrance to new room
- @ = Sealed entrance (bomb to open)
- X = Boss

There are a few things to keep in mind about the sewers. The first is to avoid the pink/purple water/acid at all costs. It saps life very fast and is clearly the most dangerous obstacle. The second is to ignore the Gators. Unlike the rabbits on the streets, Gators deal much more damage and are faster and more aggressive. They can be killed with the pen but they do respawn infinitely. They are, however, a good enemy to use erasers on when you need to refill your life. Finally, this stage has some trick blocks. The first type is the ones that fall when you step on them. These appear slightly different from regular blocks, so you can avoid them if you look closely. The

second type is the hidden blocks. These appear if you jump up into them and are usually needed to reach high up items. If you see a bomb or candy cane on an out-of-reach block, look for a hidden block nearby.

=====
SEWERS - RIGHT SIDE
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You enter the stage by climbing down a ladder from the back of the Slash Club and immediately have to choose whether to head left or right. I would recommend taking the right path at this time. It is ultimately a dead end, but it leads to two additional rooms that hold 3 bombs and a 1-Up. This path is relatively easy and the items are worth the trouble.

Head to the right and press the Up button when you come to a black, circular hole. This takes you to the next room (background should be purple in this case). In the room after that (red background), you will come across a series of floating barrels. These are the most challenging part of the stage. As you jump between each, use the Up and Down buttons and watch your shadow to make sure you land on the next one. Take it slowly and be very careful. At the far end of the red room, you will see a 1-Up in the corner that seems inaccessible. However, there is a hidden block that you can activate Super Mario Bros. style. Stand as far near the top of the screen as you can and jump straight up about halfway between the heart and the regular block to the left. If you have the correct spot, a slightly faded blue block will appear, allowing you collect the 1-Up. These hidden blocks are fairly common throughout this stage. Once the items are collected, backtrack to the first room where you climbed down the ladder.

=====
SEWERS - LEFT SIDE
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The left path from the initial ladder entrance leads to the boss. Head to the left and pass into the second room (also green background). This room has a tunnel in the middle and a blocked tunnel passage at the far left. The middle tunnel yields two bombs but is very difficult given the numerous barrel jumps. This route is a hassle, so it is up to you if you want to take the time and risk. If you have less than 10 bombs, I advise taking it. If you do go that way, the very end of the second room (orange background) requires you to find two hidden blocks to reach the bomb.

The blocked tunnel at the far left side of the green room looks like a regular tunnel with bricks covering the hole. You need to use a bomb to blast open the entrance. Once a small hole appears, you can pass through.

The next room (purple background) has a barrel jumping section followed by three tunnel entrances. The barrels in this room are arranged in such a way that jumping between them is a bit easier. As they collectively start to drift up, jump onto the first one. You can then time it so that with only a brief pause on each, you can jump between them quickly without having to press the Up or Down buttons. After the barrels, pass by the three tunnel entrances and collect the bomb at the far left. After this, enter the leftmost of the three tunnels - the right and middle one lead to a dead-end room with nothing to see. If you took the correct path, you will be in another room with a green background.

This final room has two sections of barrel jumps, with the second being very long. During the first barrel jumping section there is a candy cane on top of a platform at the top of the screen. I think this candy cane is a ruse to

take life, as I have not been able to find any hidden blocks or other way to reach it (please email me if you know otherwise). The second stretch of barrels will truly test your jumping abilities. Just remain patient and take the jumps as slow as you need to. Once you make it across this patch, the boss entrance is just ahead. Before entering, make sure to go to the far right and pick up the bomb (requires finding a hidden block).

=====
STAGE 1 BOSS - SLASH
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Slash is a deranged blue creature that appears to be wearing diapers and hurls deadly "dice" at you. Surely a lot of drugs were used during his creation. Nevertheless, Slash hops around the room towards you and throws his dice. The best strategy is walk to one of the far corners (let's say the bottom left) and throw a bomb or two when Slash is within range. Once gets too close to hit with bombs, move to the opposite corner (in our example, top right) and repeat. Slash is fairly slow so avoiding contact should not be too hard. His dice are always thrown at the fixed intervals, so you can predict when they're coming by watching Slash's body - dice are always thrown on the 7th "hop." Simply jump over them. The biggest danger is running out of bombs, so be careful with your timing and do not rush things. If you do run out of bombs and are desperate, you can pick up one more by dying (you pick up an additional eraser as well). However, this is a really lousy alternative to being more prudent with your attacks.

After Slash is defeated, collect the map piece he leaves and prepare for another enthralling message from Holli Would.

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S T A G E 2 - B O R D E R R O A D CW02
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OBJECTIVE: Using a high tech means of transportation - the skateboard - you must race to the end of the border road connecting the Cool World Streets with Sweet Place and defeat Sparks. You will need to collect 10 Nickels along the way.

ENEMIES:

	Can be Defeated? -----	Difficulty -----
Angry Workman	No	**
Street Urchins	Yes	*

Border Road is the most unique stage in the game. Unlike the deliberate pace of the Cool World Streets, Border Road is much faster and more intense. This stage places you on a skateboard and throws many obstacles your way, forcing split second reactions. Border Road is incredibly difficult in that there are many ways to fall off the skateboard, all of which are instantly fatal. Given the learning curve, you may actually wish to tackle this stage first, or at least practice here a few times before beating any other stages. While experience and memorization alone are the only things that will get you past this area, the following walkthrough can hopefully minimize some frustration.

=====
ON THE ROAD AGAIN

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The stage starts you off speeding along on a skateboard. Immediately move towards the top of the screen. You will want to stay here for most of the level as this is where all the important items can be acquired. The top of the screen also allows you to safely pass most obstacles. The main goals in this level will be collecting nickels (which are quite rare) and avoiding falls into pits.

The pen is available a few seconds into the stage if you stay near the top. While you can use it to take out the green skater girls (called Street Urchins), it is easier just to avoid them. If you stay near the top, you will not be harmed by the construction barricades. Eventually you will come across huge pits in the road. The best way to jump these is to wait back as far as you can and then move forward once you wish to jump the pit. Given the way the game limits your movement past the center, it can be very hard to clear some jumps if you are too far ahead.

After the first three pits, you will come to a much longer pit with a ramp in the center of the screen. You must propel off the ramp in order to clear the pit. You do not need to jump when approaching the ramp - simply move over it and you will be launched into the air. To get the nickel above this pit, you must press the Up button as soon as you hit the ramp, then press the Right button as soon as you collect the nickel to land safely.

After three more ramps/pits, you will come upon a section with a series of cracked roads. Stay near the center of the screen here to avoid the pits. Right after the stretch with a strip of road in the middle, you will come upon another cracked road segment with the strip at the top. To avoid falling, jump and press Up to move from one strip to the next just before the first strip ends. There is not enough time to navigate along the ground, so jumping is necessary here. At the end of this second cracked road segment, jump and press Down to reach the road strip along the bottom of the screen. This sequence has one more cracked road with a strip in the middle, just like the first.

You will next come across a series of unmoving cars. Stay near the top again. After jumping over three cars, you will come to an Evil Knievel-type set-up with a ramp just before two parked cars. When you hit the ramp, press Up and Right to navigate so you collect both of the nickels and avoid hitting the second car. After this sequence, you will come upon some Angry Workmen who throw bombs from over the highway wall. These bombs leave huge holes in the street that will kill you if touched. You can avoid any threat or damage by staying near the very top and ducking (hold B).

After these workmen, there is a series of cracked roads again, although this time mixed in with ramps. For the most part you want to jump over the ramps and avoid them here. As you near the end of the first road strip along the bottom of the screen, get ready to jump up just before the end so you can collect the 1-Up. The next cracked road strip is in the middle and should not be too difficult to navigate. Just jump over the Street Urchins.

After the cracked roads end, head towards the top of the screen and stay back as far as you can. You will soon come across a very tough sequence with two pits in a row. The only way to clear the first pit is to wait back until the very last second, then jump and hold Right. Try to navigate midair to collect the nickels just before and after the second pit.

The next sequence has a few more parked cars. Stay near the top and time your jump to collect the two nickels. After the second one, immediately head towards the bottom of the screen for another cracked street segment. At the

end of this strip is another nickel that is probably the hardest to collect in the entire stage. Stay back as far as you can and jump and press Up as you approach the end of the pit (you will pass over the pit), then immediately jump again to collect the nickel.

After another cracked street segment with a road strip in the middle, head towards the top of the screen. There are several barricades and a few items. Whether due to a glitch or some other reason, you want to avoid all the items here except the nickels. If you pick up either the PD Badge or candy cane, the nickel just in front of you will disappear. Very odd but a real problem. Remember, if you stay at the top of the screen, you do not need to jump to avoid the barricades. Only focus on collecting the nickels.

The final stretch of this stage has another round of Angry Workmen who throw bombs your way. Again, stay near the top and duck to avoid any danger. If you do not have at least 10 nickels at this point, you should probably kill yourself and try to collect any you missed.

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STAGE 2 BOSS - SPARKS
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Sparks is a slow moving, odd looking fellow who rolls large wooden nickels at you. These nickels pack quite a punch - up to 1 heart per hit - so avoiding them should be a top priority. The easiest (although slowest) way to beat Sparks is to stand at the very top of the screen, directly north of the fourth dotted street line from the right. Sparks will slowly move up and down, rolling giant nickels towards you. When he nears the top of the screen, throw a nickel of your own. The game is pretty liberal with the hit zone, so you should manage to damage him if you are close. Do not get greedy and attempt to hit him 2-3 times when he nears the top - this will just result in wasted nickels. Take things slowly and hit him once per pass. You will also need to jump to avoid his nickels when he nears the top, but this should not be too difficult given how he forecasts them. Successfully hit him with 10 nickels and he's toast.

Onward to Sweet Place!

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S T A G E 3 - S W E E T P L A C E T O W N CW03
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OBJECTIVE: Navigate through the streets of Sweet Place and defeat the Big Popper who roams the streets. Collect 10 Cakes along the way.

ENEMIES:

	Can be Defeated? -----	Difficulty -----
Ice Cream Bunny	No	**
Little Popper	Yes	***
Popper Patrol	No	****
Popper Sniper	Yes	**
Power Spark	No	****
Rolling Pastries	No	**
Rolling Pins	No	**

From the dark alleys of Cool World Street to the cartoonish landscape of Sweet Place... Sweet Place Town is the shortest and arguably easiest level in the game. While the enemies deal significantly more damage here than they did in the previous stages, most can be easily avoided. The main challenge is collecting enough Cakes, so do whatever it takes to pick up each and every one along the way.

=====
GETTING THE PEN
=====

You begin the stage with a clear view of the pen overhead, just out of reach. The pen rests on top of spark-filled power lines. There is no way to get the pen from the main screen, so stay near the bottom and head right. Both enemies in this section - the Power Spark and Popper Patrol - kill you almost instantly upon contact, so evasion is the main strategy. Stay near the bottom to keep out of reach of the sparks on the power lines and jump over the approaching Popper cars. When you get to the last utility line pole, approach it and press Up - you will be able to climb it and can stand on top of the lines. For some reason, you cannot climb any other poles except this one. Head back left to get the pen. You will need to do some careful jumping, including changing directions in midair, to avoid the sparks. Once you obtain the pen, press down to drop back to the street and head back right.

=====
COLLECT THE CAKES
=====

For the rest of the stage, focus your efforts on collecting cakes. It's best to stay off the ground and jump between window sills if possible, as this helps you avoid damage from the Little Poppers (police) that pack quite a wallop. If you run low on health, this is an excellent place to use the erasers.

After passing by the cake shop and avoiding the ice cream throwing bunny, you will spot a 1-Up along the roof of a building with a Popper Sniper nearby. Move to the right and jump on top of the yellow door to the building, then jump up again onto the roof. Jump to avoid the Popper's bullets and collect the 1-Up.

When you come to a second set of power lines, you will spot an ink container right at the top. As with before, you can climb the rightmost utility pole. I recommend climbing it to pick up the cake and bypassing the ink container. This risk of death is far greater than the upside of restoring a few hearts here. Just ignore the container and proceed.

Shortly after the next police building, you will spot a couple of power lines without sparks on top. Climb the one on the far right, then head back left along top and jump onto the window sills above the police station. When you reach the leftmost of the three windows, press the Up button to enter a HIDDEN ROOM. Inside you will find 4 cakes, a 1-Up, an eraser, and a candy cane.

Continue heading right and jumping on the window sills above the buildings. Be careful not to miss the items that blend into the background - there is a cake above the Ices shop doorway and an ink container hidden against a window. Just to the right of the ink container is another 1-Up, which can be reached from jumping from the sill where the ink container was.

The fourth set of power lines marks the final stretch of the stage, and there is a trick with them that can help you avoid a lot of frustration. Approach

the first utility pole, press Up, and jump. You will not be able to climb this pole, but you will land on top of the fence right behind it. From the fence, jump again and you will now be on top of the power lines. There are no sparks on this stretch, so you can walk along them to the end of the stage without worry of any more enemies.

=====
STAGE 3 BOSS - BIG POPPER
=====

Once the screen stops scrolling, you will see three bullets fire from off the right-hand side. If Big Popper will not emerge, head to the far left to lure him out. Stay near the very top of the screen. Big Popper always fires his bullets from the same vertical spots as he moves up and down, so you will never receive any damage when standing near the top. When Big Popper moves near the top portion of the screen, nail him with a cake. Do not become impatient and try to get off 3-4 hits when he is near the top - settle for one hit and make sure to conserve cakes. With a little patience, you should take Big Popper down without receiving a single hit.

Once Big Popper is killed, the map piece falls as expected. You can also scroll forward a little more at this time, but there are no secrets. Just collect the map and head to the next stage.

=====
S T A G E 4 - S W E E T C O U N T R Y S I D E CW04
=====

OBJECTIVE: Explore the candy countryside and pass into the hidden, underground lair of the Evil Rabbit, who has the final piece of the map.
Collect at least 15 carrots along the way.

ENEMIES:

	Can be Defeated?	Difficulty
	-----	-----
Bomber Bunny	No	**
Deadly Dice	No	**
Falling Boulders	No	**
Flying Underground Bunny	No	***
Hopping Bunny	Yes	*
Inch Worm	Yes	**
Jumping Toadstool	Yes	**
Pogo Candy Cane	Yes	**
Popper Patrol	No	****
Psychedelic Butterfly	Yes	**
Rolling Boulders	No	*
Shooting Boulders	No	*
Toadstool	Yes	**

Welcome to Candyland! If there is one stage that was clearly created under the influence of some serious hallucinogens, it was this one. Trees grow candy canes and dice, taffy is found budding from the grass, and bright purple mountains sweep over the landscape... And yet every creature still wants to kill you.

This stage is divided into two parts: a relatively easy countryside and a

longer, more difficult underground. You should not have too much difficulty collecting at least 15 carrots in this stage, but there are ample areas where you can easily lose a life. Now, more than ever, it is important to save lives in preparation for the final stage.

=====
THE SWEET LIFE
=====

The goal in the countryside is to collect carrots and avoid serious conflict. Most enemies are fairly easy to dodge, so don't waste time in a confrontation. Pick up the pen in a tree right near the beginning of the stage, then stay along the top part of the screen leaving only to collect carrots and other items.

The first section contains Hopping Bunnies. These inflict a good amount of damage but are slow and easy to avoid. These bunnies then give way to their brethren, the Bomber Bunnies. Bomber Bunnies emerge from holes and throw deadly carrot bombs your way. However, these foes are stationary and their bombs are thrown at predictable intervals. Use these points to your advantage and navigate around them.

The third enemy front contains large, purple candy canes that bounce towards you. Some Pogo Candy Canes have short bounces but move fast, while others bounce higher but move more slowly. These foes are easy to avoid but may be easier to kill with the pen. There is an ink container shortly after this section, so you can turn them into some quick healing if needed.

The fourth attack involves rabbit holes spewing dice like a small volcanic eruption. Just pass above or below these holes based on where they are to avoid most damage. The third Deadly Dice hole, however, can be entered and is a HIDDEN ROOM. Pick up the PD badge from the nearby tree, then stand on top of the hole and press the B-button to duck. You will fall into an abandoned bunny hole and can collect 2 carrots, 2 candy canes, an eraser, and a useless PD badge.

The Deadly Dice are followed by a few visits from the Popper Patrol, the foes you encountered in the previous stage. These are the most dangerous foe in the stage, so make sure to slow down and fully jump over them. After 6-8 Popper Patrol, you will face a final assault from Psychedelic Butterflies, Hopping Bunnies, and Pogo Candy Canes. All can be avoided quite easily.

Eventually the screen will stop scrolling and you will have come to a dead end. On this screen, you should see a pair of Bomber Bunnies. You need to duck and head down the hole of the rightmost bunny. This is the hole four over from the right side of the screen. BE VERY CAREFUL TO CHOOSE THE RIGHT HOLE. There are two holes to the side of this one that lead to a spike pit (instant death). This is extremely cheap and very frustrating. As is always the case in life, make sure you enter the right hole.

=====
THE SOUR UNDERGROUND
=====

Now the real stage begins. The underground consists of a long, vertical tunnel with a series of rooms connecting on the left and right sides. While only one of the rooms (leading to the boss) is mandatory, you will need to explore some of the others to collect carrots. There are also lots of goodies littered along the sides of the tunnel that you should try to collect as you proceed downward. Below is a map of this tunnel.

Diagram 1



Diagram 2



After passing these two sequences, collect the 3 carrots and drop into one of the pits to return to the entrance. Exit the room and proceed.

ROOM 3

=====

Items: 5 Carrots, 1-Up, 2 Erasers

You are greeted immediately by Inchworms and Toadstools. Toadstools can be killed with the pen but Inchworms cannot, so jump over them when they near. You will soon come across a row on Jumping Toadstools. Unlike their identical mushroom brethren, these toadstools are invincible. Just be patient and pass under them when they leap.

You will eventually come across 3 doors. This is one of the cheapest parts of the game, as 2 of the 3 doors lead to a spike pit and instant loss of life. The correct door is the rightmost of the three. It leads to a HIDDEN ROOM with 2 carrots, 2 erasers, and 2 candy canes.

After the three doors, you will come across a series of spikes. Do not jump on the platforms here. Stay near the bottom of the screen and just jump between the pits from there. This is much easier. You will soon come across a 1-Up and 3 more carrots. There is no shortcut here, so backtrack to the beginning of the tunnel and continue on your explorations.

ROOM 4

=====

First off, make sure you collect the 1-Up in the tunnel just before you enter this room. This final cave combines the toughest elements of the three previous rooms. After jumping over a few pits, you will come to a long series of spikes that look impossible to pass. You will need to find a couple of hidden blocks to proceed. Stand at the top of the screen and inch to the left so that you are slightly hanging over the ledge. Jump up and you should activate a hidden block. If not, try inching left a little more and repeat. From the top of this block, use the same technique to activate another block overhead. From on top of this one, you will need to make a very precise jump to land on the platform above the spikes. Watch your shadow carefully and move in midair to land at the right spot.

After a few more spike pits, you come to a series of falling platforms like in Room 2. The first and third segments are basically the same as the one shown in diagram 1 above. Avoid the blocks with the X. The second and fourth

segments are basically the same as diagram 2, although some platforms are elevated. Still, always avoid the fourth platform from the right.

After the fourth jumping platform sequence, you return to the regular cave portion. Directly above this point is a 1-Up hidden near the ceiling. To collect it, jump and activate a hidden block just to the left of the last platform. You will not be able to reach the top of the block, so jump (hold Up) back onto the platform, then onto the block. You should be able to get the 1-Up easily from here.

After one last stretch with Rolling Boulders, Butterflies, Hopping Bunnies, Inchworms, and Toadstools, you will at long last reach the boss.

=====
STAGE 4 BOSS - EVIL BUNNY
=====

The Evil Bunny hops up and down furiously and throws explosive carrots that deal considerable damage. As soon as the fight starts, you will want to find the safe spot. Head towards the bottom-left side of the screen and look for the palm tree image (or whatever) on the cave floor. Stand with one of Harry's feet just slightly on top of this area. Now, wait a few seconds and see if you receive any damage. If not, stay where you are. If you do get hit, inch a little more to the left and keep trying. From here, throw a carrot at the Evil Bunny. If you hit him, you are all set - you have found the safe spot and can kill the Bunny at your leisure. If the carrot misses, inch back to the right. There is only a very tiny area where you can avoid damage yourself and still hit the Evil Bunny.

Occasionally, Evil Bunny will appear to freeze and vibrate very quickly, during which time he cannot be damaged. This is a glitch. If you wait for a while, he should eventually start moving again. You can also try walking to the other side of the screen, which usually reactivates him as well. This glitch typically occurs after dealing roughly 10 hits.

If you play it cautiously, you should be able to escape without losing a life. Hopefully you've been accumulating all those 1-Ups, because they will be needed in the final level.

=====
S T A G E 5 - O C E A N P L A Z A H O T E L CW05
=====

OBJECTIVE: Defeat Holli Would and reclaim the golden spike of power. Collect at least 15 balloons before the final showdown.

ENEMIES:

	Can be Defeated?	Difficulty
	-----	-----
Biplane	No	***
Furniture Throwing Bear	No	**
Green Doodle	Yes	**
Lightning Cloud	No	**
Storm Cloud	No	***
Weight Dropping Bear	No	**

Back in the real world once more, the final stage is the Ocean Plaza Hotel in Las Vegas. Holli Would is at the top of the tower where the golden spike of power resides. Unfortunately for you, all the internal elevators and stairs seem to be malfunctioning... The only way to reach Holli is to scale the outside of the building and slowly work your way up. Take care when jumping, as one false step can send you plummeting back to the street, costing you a good 10 minutes of climbing time.

=====
START THE ASCENT
=====

You begin on street level just outside the hotel lobby. Begin the climb by standing at the top of the screen and jumping on the roof of the passing black cars. This will bump you onto the second floor where your climb can begin. You now have the choice of climbing on the left or right sides.

This next part is somewhat odd. On the left side, Holli will be standing on the second window ledge. If you bump into her (which is easy to do as you jump), you will die instantly. After she is fully on screen, the game will cut to the notepad view and she will taunt you once more. She then runs off and you can continue on the climb. You should take the right side to avoid any chance of death.

Continue to climb by jumping between the center and side window ledges. The main enemies will be Bears throwing weights and furniture from the windows. They appear at regular intervals, so simply time your jumps to avoid being in midair when objects are thrown. Eventually you will come to a ledge with some pink spikes and a Green Doodle walking about. In this section, keep in mind that you can stand on the bricks on the sides of the screen with dark shadows underneath. Some of the ledges will fall when you step on them - namely the first two on the right side and fourth one on the left side.

=====
THE CLIMB TOUGHENS
=====

Once you reach a screen with 3 ladders, you are at about the 1/3 mark. Take the rightmost ladder and watch for the falling block between this ladder and the middle one. Stay on the right side for the early parts of the climb. The second window after this sequence is a HIDDEN ROOM, which houses 4 balloons, a 1-Up, a candy cane, and an eraser.

Continue climbing until you come to a sequence moving platforms and spike covered boxes. This next stretch can be quite tricky and will require some real foresight to avoid falling. On the first moving platform, wait until it is between the two spike boxes and moving right. Jump on it, tap the jump button to leap over the spikes, then jump safely to the platform on the right. At the second moving platform sequence, jump on as it starts to move left. Jump over the first spike box, then duck to pass underneath the next one. On the third platform, you will need to jump the first spike box, duck under the second, and jump over the third. Do not hesitate to move around in midair to make sure you land on the platforms.

After a few regular windows, another set of moving platforms identical to the ones described above will appear. Use the same strategy and keep climbing until you reach the penthouse.

=====
PENTHOUSE CLIMB

=====
The Penthouse signals about the 2/3 mark of your climb. One thing to watch out for as soon as you reach this level is the red windows. They rotate and knock you back down the tower if you touch them. As you begin this final leg, the weather worsens and storm clouds gather, shooting lightning when you near. The numerous lightning rods on the building also attract the bolts. Thankfully, the bolts are not too damaging. Instead of dodging them, focus on climbing as fast as you can. Don't miss the 1-Up on the right side as you climb.

Once you come to a platform with a Green Doodle, slow down. There are three green doors with faces on them here that can be entered. The leftmost door leads to a HIDDEN ROOM (4 balloons, 1-Up, eraser, candy cane). The other two doors are empty elevator shafts that drop you down to the beginning of the stage. Avoid them at all costs.

Just above these three doors, Holli Would appears to taunt you yet again (this time you're a "wimp"). Continue the ascent and take the rightmost ladder when you reach a screen with three of them. As you climb, wait for the storm clouds to move so you aren't knocked off. The next portion of the stage is fairly straight forward. Remember that you can kill the Green Doodles with a pen, which is not a bad idea as there is an ink container right above them.

Eventually you will come to another level with a penthouse. Climb as quickly as you can and always take the rightmost ladder. After a third penthouse, you will eventually reach a huge neon "Ocean Plaza" sign. As in the Cool World Streets stage, this one electrocutes you when touched (although you do not fall, thankfully). Wait for it to turn blue and stop flashing, then jump carefully between the letters. Once you reach the top, you are ready for the final showdown.

=====
FINAL BOSS - HOLLI WOULD
=====

Finally, you have tracked down the devilish vixen and can put a stop to her plans once and for all. Holli appears on a platform at the top of the screen. Most of the top she simply hops back and forth (no threat to you). After 8 hops, she transforms into a whirlwind that darts across the screen and shoots lightning. This is the only real danger during the fight. When Holli is hopping, try to stay underneath her and fire a balloon AS SOON as she lands. Timing is very important, as you don't want to waste balloons. She will face the direction she intends to jump just before actually moving, so watch for this queue and begin heading into place as she leaps.

When Holli turns into a whirlwind, quickly move to the closest corner and duck. The bolts that are fired are manageable, but making contact with the cyclone is extremely deadly. It will usually bounce 8-9 times off the sides of the screen, so hold tight until she reverts to female form.

After 15 balloon hits, Holli will be toast. Like the Evil Bunny, she seems to glitch after 10 or so hits and will just remain in place while moving her arms. During this time, she CAN be hit and is an excellent target. See if you can land a couple of shots if this happens to you.

Once Holli is knocked off, the golden spike of power is yours. Cool World is saved, and you can enjoy the awesome final message:

"CONGRATULATIONS! BY STABILIZING THE STRUCTURE OF THE INTER WORLD MATRIX BETWEEN THE REAL WORLD AND COOL WORLD YOU HAVE SAVED BOTH UNIVERSES"

Cool World's stages contain numerous hidden rooms that house lots of useful items. Below is a list of the locations of these hidden rooms. If you find any hidden rooms that I have missed, please email me and let me know.

1. COOL WORLD STREET (STREETS)

Just above the entrance to the Slash Club, there is a pink ladder that leads to the hidden room.

2. SWEET PLACE TOWN

About half way through the stage you will reach a yellow police station containing three windows overhead (and out of jumping reach). If you proceed onward, you should see power lines leading to this building. Climb the last utility pole and backtrack onto the ledges of these windows. The leftmost window leads to the hidden room.

3. SWEET PLACE COUNTRYSIDE (COUNTRYSIDE)

About halfway down the country road, you will come across bunny holes that erupt dice like a volcano. The third deadly dice hole leads to a hidden room, which can be entered if you duck on top of it (hold B button). Pick up the nearby PD Badge to avoid taking damage as you enter.

4. SWEET PLACE COUNTRYSIDE (BUNNY HOLE, ROOM 3)

In the third room off the main bunny hole tunnel, you will come across a series of three doors. Enter the third (rightmost) door to find a hidden room.

5. OCEAN PLAZA HOTEL

Once you reach the first area with three ladders on the screen, stay on the right side as you climb. Enter the second window that has a ledge. This leads to a hidden room.

6. OCEAN PLAZA HOTEL

About 2/3 of the way up the hotel, you will come to a platform with a Green Doodle and three green doors (with evil faces). Enter the leftmost door to find the hidden room.

Thank you for taking the time to read through this guide. I hope you found it informative and useful in your adventures through Cool World. If you have any comments on the guide, whether they be corrections, suggestions for future revisions, spelling/grammar mistakes, formatting problems, additional strategies, or any other type of feedback, please let me know. Anything contributed will be credited in detail to the sender.

I can be reached regularly at the following email address:

Admiral1018@yahoo.com. Please include "Cool World" or something along those lines in the email subject heading if you can, so I don't accidentally delete

the email.

=====
R E V I S I O N H I S T O R Y
=====

CW0J

Version 0.99 - October 31, 2007

- Preview Version

Version 1.0 - November 1, 2007

- Initial Release

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C R E D I T S
=====

CW0K

This FAQ/Walkthrough was completed as part of the NES Completion Project, an ongoing effort to make sure every Nintendo game ever created has a useful guide. Big thanks to everyone at the FAQ General Board at GameFAQs.com for starting this initiative, without which this guide would not exist. Particular thanks to the following:

- The Cool World movie: For the background and plot of this game that are never made clear while playing the game itself.
- Master Higgins: For showing me where to find the manual.
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- Everyone else for taking the time to read this guide and give me feedback on it. I really appreciate your help.

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=====END OF GUIDE=====