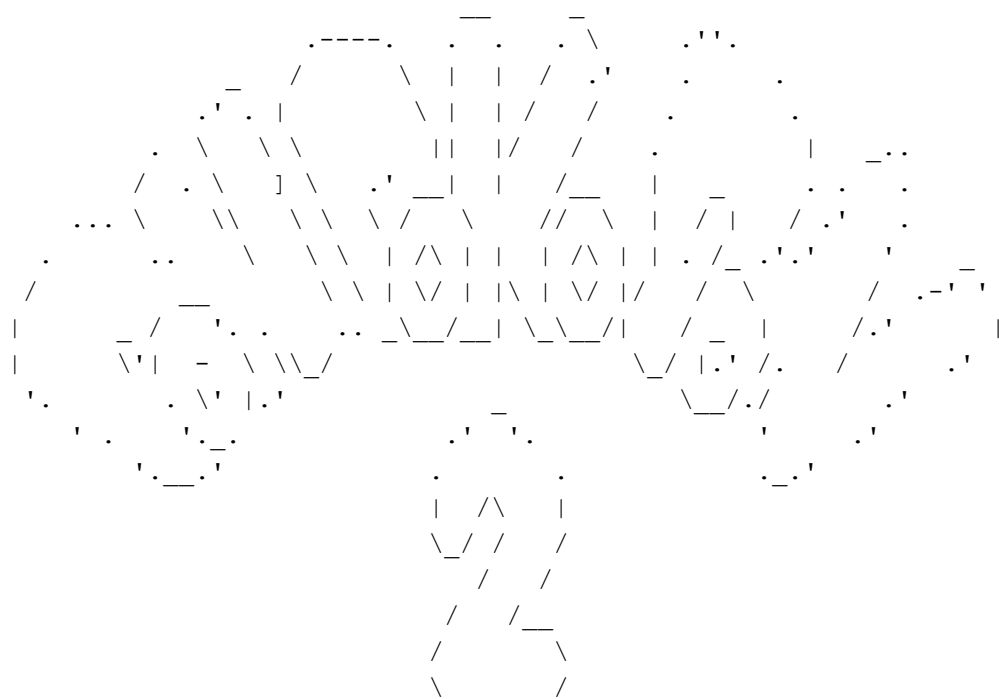


Don Doko Don 2 (Import) FAQ/Walkthrough

by EntropicLobo

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Don Doko Don 2 - NES

Version 1.0 (22/05/2008)

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Game by Taito

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Don Doko Don 2 is rated "P" for "Perilous Pigs." It contains scenes of mummified mushrooms and carnivorous caterpillars. Player discretion is advised.

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=====
|                                     DDD1: Intro                             |
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If you're reading this guide, you likely know of Don Doko Don 2 from one of two ways: You enjoyed the first game, and discovered there was a sequel. Or you played a pirate version featuring Mario sprites.

Yeah, so this game has been lauded as Mario 8 by a lot of pirates but then again, they'd slap "Mario 50" on Conflict and try to pass it off (actually that would be rad). But there's some deep similarity here. Doko 2 is kind of like a Super Mario Bros crossed with Rescue Rangers. It's paced faster than Rescue Rangers, and the classic Don Doko Don style of enemy throwing is similar to that other chipmunky title.

But at the same time, this makes Don Doko Don 2 an original platformer on a console that's seen its fair share... by applying the Room-based gameplay to a longer segment, with scrolling is actually quite a gambit.

You see, a game can be designed for quick access around a room. This means you could have a vertical jump with very little lateral motion. This is often the case, and was true with Don Doko Don. The jump in Doko 2 is longer but not so much longer that it feels like a different character altogether. Jumps are totally doable in this game, as long as you approach them right. That's a success in translation of styles.

It's always fun to go back and see when developers had the testicular fortitude to make their sequels different. While Don Doko Don 2 has similar gameplay to the original, it's a totally different game. But it FEELS like Don Doko Don. That is what a good series is. A FEELING _and_ _not_ a _formula.

So, it's a great game. My only complaints are that it is rather short (especially compared to the first game) and relatively easy. But that doesn't mean it's a fun game. If you haven't tried this one yet, you're missing out.

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=====
|                                     DDD2: Gameplay                             |
=====

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Don Doko Don 2's gameplay is actually quite different from the first game.

---DDD2.1: Basics---

Control Pad: Move your character.

A: Jump

B: Hammer

The sequel plays much differently than the original. Yes, the basic controls of Don are the same, but going to a straight up platformer has made this game much different in design.

Essentially, you have to find your way from the start of an area to the door to the next area. This door might have a key or special task to open. This usually isn't hidden too well, so no worries.

Now, there are 4 or 5 sections in every world, and afterwards you fight a boss. The boss enemy will drop a bag which ends the stage.

So, basically you have to clear the levels like any other platformer.

To fight, you need to swing your hammer at an enemy. This hammer may, in classic Don Doko Don style, only smash an enemy and not kill it. If an enemy is just crumpled to the floor, we pick it up and throw it.

Throwing an enemy will kill or stun others, too.

There are also bonus games hidden throughout the main game. These can be very useful, letting you earn multiple new bars of life or free chances.

---DDD2.2: Manipulating Enemies---

We can defeat enemies by bopping them with our hammer, picking them up and throwing them. An enemy may also be defeated by getting hit with another enemy though this may only knock them out.

There are more enemies still that will be destroyed with a single hit, or can only be stunned with a hit from another enemy. Give everything a try.

You can move with enemies, though the speed at which you move is influenced by how many enemies you have.

```
-----  .-.                *Holding only one or two enemies, you can move at
-----  .'__\             your leisure and throw them.
-----  ('V')<(X__x)>
-----  <(\_/)>
-----  //  \\  
-----
```

```
--  .-.  <(X__x)>          *You can hold many enemies, but it's not suggested.
--  .'__\ <(x__X)>
--  ('_')<(X__x)>
--  <(\_/)>
--  //  \\  
-----
```

But what difference does this make? I mean, aren't they under your influence now?

Well, sort of. A projectile of four mushroom enemies is stronger and wider than that of one. So why not use it? Well, you should, within reason...

```
      .----.
     .-.  /_____\ *WAKE!*
*BLOP*.'__\ (|O_O|)
      (X,X) |  | ----<Don't let me sleep through the party man, I'm a
      <(\_/)>/ '- ' \      FUN GUY after all!!!>
      // \ \ '- ' '-'
```

Enemies eventually come to their senses. No matter how many you carry, they will wake up after a set time. Hence the consideration of load. If you're so concerned about getting mor epower, you will waste time to the extent of getting hit.

Actually, there's very few chances for you to hold this many enemies anyways, so don't worry about it.

Now, when an enemy dies it will release a gem. This gem is red or blue. Usually the blue gems are when an enemy is killed outright and the red are for when one enemy is thrown into another. This is not an absolute rule, of course.

```
-----
|                                     DDD3: Items                                     |
-----
```

There are many items to collect in this game. While there aren't as many weapon items (books and hammers from Don Doko 1) this time around, nor are there as many collectibles (lots of fruit in the first game) the items that are here are more suited for a platformers.

```
--@ Collectible @--
'-----'
```

*Bag:

Ends the stage and tallies the flyer icons into points. For example, one icon = 500 points at the end of a stage, and are added to a 10000 bonus overall.

*Blue Gem:

Worth 100 points.

*Flyer Icon:

Blue squares with little flyer dudes on them. Collect 20 for an extra life dot.

*Key:

Needed to open a door.

*Heart - Big

Restores three blocks of your life meter.

*Heart - Small:

Restores one block of your life meter.

*Invincibility Bag:

Temporary invincibility. Make tracks while you can.

*Red Gem:

Collect 10 of these to restore one block of your life meter.

--@ Weapons @--
'-----'

*Kendama:

Ka ka ka ka Kenda Man!

The kendama is a strong weapon with a little more range than your normal hammer. Don't sweat the technique, brother, it's not the greatest upgrade but it's better than nothing.

It's just like your weapon in terms of knocking enemies unconcious - not instant kill.

*Magic Staff:

A curved staff which gives you the temporary ability to throw fireballs, much like the pink mushrooms can. These fireballs travel across the screen and can normally destroy an enemy on contact.

*Winged Hammer:

Slows the rate at which you fall. Seems to be automatic most of the time, but hold jump to be sure.

DDD4: Bonus Game

The bonus game is accessed by jumping into an invisible portal at different points in a game.

This is almost a slot machine. The icons will quickly cycle through and you have to hit that button in front of you with the hammer in order to stop the currently cycling slot.

- Three Monster: Nothing
- Three Taito Icons: Extra Life Spot
- Three Hammers: 10 000 Points
- Three Gems: 1up

These are the prizes, but it's not just three of a kind. No. You have to get three in a line, be it vertical or horizontal or diagonal. There's no new bonus for four corners or any of that.

Getting multiple of the same line type means more bonus for instance, 7 gems is a 5up.

+---+---+---+
| | | |
+---+---+---+
| |
+---+---+---+

| | | |
+---+---+---+

Has five overall possible lines, after all:

1. Diagonal from top left to lower right.
2. Diagonal from top right to lower left.
3. Vertical up through the middle.
4. Horizontal across the top.
5. Horizontal across the bottom.

It's not the easiest game to predict but it can have HUGE payouts.

What should you -try- to get? The life bars seem like the obvious choice but you can get those through normal gameplay. The best is lup.

I played from start to finish without ever earning a free man and I killed a lot of enemies and collected every one of those icons with the flying guys on it. No dice.

So this is the best way to earn extra lives.

Hammer -> Gem -> Taito -> Monster seems to be the cycle.

Since it goes so fast, it's probably best to initiate your press a little before what you want and not just before like in Mario 2. But either way, you have nothing to lose by playing this game.

So even if you don't do well at it, mash that sucker and see if you can get something. everything helps, ha ha ha...

DDD5: Walkthrough

After a short cutscene, you will be thrust into the first area of the game.

 DDD5.1: World 1

---Part 1: Forest---

The first world of Don Doko Don 2 is the typical forest area. If you've played Don Doko Don you may be surprised to see a mix of enemies in this zone, but never fear - they're a non-issue.

Starting to the right, hammer the first light orange mushroom and toss it into the next. Take their gems - and this going to be an assumed task for the rest of the walkthrough - to start your gem collecting off. Smash the blue box and read the message from the witch.

To the right, there are a few plateaus. Jump up and strike the orange shroom and throw it at the pink one. The pink mushroom fires fireballs, so if you miss get ready to dodge and smash.

Either Way, jump up the plateau and up to the log platforms. Jump to the upper left platform and swing your hammer to play the bonus game. The bonus game requires you to stop cards on the image you want. It's easier said than done, but the payoff could be amazing so there's no reason not to.

after the bonus game, head toward the upper right log platforms. Wait for the fire mushroom to spit, jump up next to it. Jump over its next fireball, then destroy it. Take the flyer icons.

Head back down to the plateaus, destroy the orange Mushroom and head right. Jump on the log while the geyser is low, then leap to the right. Smash the blue box. Take the magic staff here and use it to destroy those little jumping mushrooms. Head right.

Hit the mushroom across the gap with a fireball, then pass the rising log. Keep striking down the mushrooms until you come to a sloped area. Stay on the low path until that flying pig drops its rock and leaves, then jump to the upper path, kill the mushrooms and take the flyer icons. Start across the bridge to the right.

If you have any fire left, strike the pink mushroom from afar, otherwise jump over his fire and run up and strike him. Be careful as the bridge will give away at certain points, but not under the blue box. When the mushroom is destroyed, take the heart from the blue box.

Jump and strike the flying pig to the right before it reaches you. Take him out and head right and destroy the small jumping mushrooms. To the right there is a blue box, open it for a key and proceed through the door.

---Part 2: River---

From where you exit the door, climb the small platforms and strike the orange mushroom, destroy it. As soon as you see the log start to flow down the waterfall... jump to it and jump to the right.

Alright, now there is a Pink Mushroom here. After it fires, let the fireball pass and jump and swing at it. Use it to destroy the next orange mushroom. Keep on climbing, dodge the next pink's fireball and jump close to it and clobber it so you can throw it at the orange mushrooms. When they're all defeated, collect the flyer icons.

To the right, the upper path converges with the lower. At this point, you can backtrack to get a heart from the blue box - if you need it. Otherwise, climb to the top of the plateaus near the next waterfall.

As soon as the log appears at the top of the next waterfall, jump to it and then to the next. Try to collect as many of the flyer icons as possible. So you can stay on one log and keep trying to get them. Jump to one of the rocky platforms and wait for the next logs to the right. Jump to it and jump right.

Even if you miss the upper plateau, hold right and you will land on some ground beneath it. Actually, this is the preferred route.

So, down on this ground, jump on the log and ride it to the right. Jump to the door and go inside. When you come out, take the Kendama from the blue box.

Drop down to the left, head right and kill the pink mushroom... Enter the door here to the cave area.

---Part 3: Ice Cave---

There are two flurries (or their closest cousins) approaching from the right, hopping up and down. Predict where the nearest will land, hit it and toss it at the next one.

Keep going right. The gangster penguins will stop before they throw a knife, and even then - only when they see you. So either jump their knives and strike them or hit them from behind/below, and throw one into the next one.

If the ice queen above you drops down, just keep moving right. You'll be jumping up to her level momentarily. When confronting her, try to jump and strike her. She will pause before she waves her freezing wand. Thankfully, it's not as brutal as in the first Don Doko Don - it was so frustrating there as it was almost unavoidable when she swung it near you. If the other one drops down, just keep heading left and destroy the flurries.

This is why it's useful to get the Kendama first, range is a lifesaver in this game.

Collect all the flyer icons here and start to the right along the highest path. Do not stop moving until you pass all of the icicles, which fall as you pass. Destroy the final ice queen and enter the door at the far end.

---Part 4: Big Tree---

Head right from the start. there's some walking mushrooms here. They're purple but won't fire at you. strike them and toss them and continue right until you see the grey squares. stop and some log spikes will come down. Run past them as they rise and before they can fall, If a bunny is approaching, hit him as he jumps at you, then throw it right. Pass the next log spikes in the same fashion.

Jump up to the platform on the right, then jump to the upper left. Break the blue box for a message from the witch. Jump across the gap and to the left. Kill the bunny, then break the blue box beneath the log for a key. Now, keep heading left for a heart in a box, but when you're done, let's start back to the right.

Jump to the log on the right, then to the upper right platform. Destroy the bunnies and jump onto the springboard. Press the jump button to go higher and collect the flyer icons.

Jump up next to the rock monster and strike him until he crumbles. When he takes a big jump, run off the edge onto the springboard again. He'll be downed eventually.

Jump across the gap to the left and knock out the mushrooms. Use them on the next rock monster if possible, but if you can't just approach him just like you did the last one: keep hammering it and run off back to the springboard beneath it when it takes a big jump.

From here, leap across a few gaps to the right. You will come to the grey squares and log spikes. Again, as they rise - pass them. Enter the door you come to.

---Part 5: Rising Tree---

This tree scrolls vertically as soon as you enter. From the get go, run right and jump up and hammer the mushroom. Jump now to the platform on the left and toss the Mushroom against the wall.

Climb up to that corss-sectioned log and keep climbing those small blocks. Stay away from the front of that caterpillar. If it gets close enough it will grab you with its tongue and instantly devour you - life lost.

Wait for the fire shroom to launch its attack, then jump up and clobber it. The blue box up ahead has a heart, if you don't need it then stick to the left. You want to get up to those log spikes as soon as possible so you can activate them and give yourself enough time to pass them.

Passing these, hit the small jumping mushroom. Jump and throw it left past the next set of log spikes. Wait for them to rise, pass them, and open the blue box for a heart. From here, jump up and to the right.

Clobber the mushroom here, then get up and to the left. Wait for the caterpillar to turn away before jumping up. Jump on top of the caterpillar then jump onto the blocks. Stick to the left for the four flyer icons.

From here, head right to the middle then up to where the small green dragon has flown. You may get harmed if you try to hit him but it might be for the best in the long run. When you are below the door, the safest path to it is the left.

Jump up to the door, and enter it.

*** Boss 1 ***

A block of wood with thorn vine arms and a flying tophat. Alright, no problem! When the block of wood pauses in midair, it will release two walking mushrooms. These will be your ammo. But not just yet. He will launch a wooden spiked tentacle down his right or left side. This moves toward you, on a diagonal if it has to. There are always two strikes. But it will never go beneath him.

What does this mean? If you stay beneath the boss, his tentacles will never reach you. Once both tentacles recede, smash a mushroom and throw it at the boss. Try to use both mushrooms, at two different junctures.

It's best to throw the mushrooms when the boss is at the low point of its arcing flight. It always does a dip after its tentacle strike, so if you can only hit it once, this is the best time to try.

Grab the red gems it releases before you take the bag, the bag ends the stage.

DDD5.2: World 2

This stage is represented by a large ship.

---Part 1: From Cave to Water---

Ahoy! Start this salty stage off by jumping into the water. Head right and you will see a fish with a trident. It moves slowly until it sees you, at which point it rushes towards you. Bop it before it reaches you. It should be noted that you no longer have the kendama. This means you need to let him get close.

Keep heading right. There will be a jellyfish on its way slowly moving and "jumping toward" you. Just bash it as it slowly drifts toward you, or as it heads away. Keep to the right until you find the clam. Throw the jellyfish at it to open it up.

(If you used that jellyfish up, lure one of the ones above you down to use.)

Since we can't swim, we will have to ride the bubbles the clam makes while its open. There's just a crab and jellyfish to the left, we want to go right for

the time being.

Heading right from the bubbles, we will find eight flyer icons. Swig them all and keep going right.

Go beneath the moving rock and start smashing through the blocks here. The robo fish will charge toward you. Smack it to stagger it, then smack it twice more to destroy it. It will keep appearing, and you should ALWAYS take the time to destroy it.

When you've made your way through the blocks, you can get the blue box. This has a winged hammer - useful. Hold the jump button in to slow the rate at which you fall.

Ride the rock up. There's a locked door here, we can't enter that yet.

Head left from the locked door and take the big heart from the chest. Move left and destroy the robo fish while at the same time taking out the trident fish. They will be on top of one another so this is no grave task. Keep to the left, destroying any new robo fish that catch up to you.

Jump left. This is where the original left path from the clam lead to. Anyways, smack a trident fish or jellyfish and open the clam. Ride it up next to the crab.

The crab is a peice of crabcake. It stops and leaps straight up when it nears you, so hammer it and be done with it. Break your way through the rocks to the right and hammer that robofish for all its worth. Take the four flyer icons and break the chest for the key.

Just head right from this point and enter the unlocked door.

---Part 2: Bubbling Canyon---

A canyon with multicoloured bubbles rising from the depths... You can stand on these bubbles. The red ones move faster. Don't ride these ones all the way up, there are spikes on the ceiling. Instead, use them to pass the hermit crabs.

Climb the platforms, then head left again. Take the flyer icons here, then head left and deal with the robo fish. Jump on the platforms to the upper right section to play this area's bonus stage.

When you leave it, quickly run over the green hill to the right. It is a volcano and will start erupting. Jump over and grab the flyer icons and then jump to the next volcano.

Use the bubbles after this volcano to reach the chest above. There's a big heart in here. After you take that, use the bubbles to reach the next chest to the right - which holds a kendama. You will lose your winged hammer, but you're gaining a ranged weapon.

There are octopi to the right. Use an enemy projectile to stun them and pass them. Their tentacle is harmless when they're stunned. Take the flyer icons, and pass the octopi. The chest at the top of the hill holds a small heart.

Jump down and enter the door.

---Part 3: Pirate Ship---

Awesome jolly roger on this pirate ship. A skeletal mushroom! Let's proceed. To the right there is a chest with a small heart. There's also a cannon firing at you. You CAN hammer it to turn it around, but not this one. LEave it be and climb the platforms on the mast to the left.

The sailor pig up here will swing its blade at you. If you have the kendama - no problem. Otherwise, hit him in the back if possible. We will want to collect all of those flyer icons here. The guillotines should be passed as they rise. You may get hit here - no worries, you may have extended your life meter in return.

Now, we want to jump across to the next set of mast and platforms. Climb this mast and ride the cloud platform left collecting flyer icons. There are _24_ in total. Nothing to sneeze at. Collect them all then head back to the platform above the cannon.

Drop down to the right of the cannon. This is why I urged you not to turn it around. But it's not a big deal, just move right and jump onto the boat.

Ride the boat right and disembark as soon as you can. The small fish on the boat ride can be avoided by jumping.

Walk up the sloped part of this next ship's deck. You will see a pig kicking barrels. Jump up to his level when the coast is clear. Jump over its next barrel then strike the pig. Destroy it, then open the blue box to the left for another key.

Go beneath the cannon on the mast, just off to the left of it. After it fires, jump up and smack it to turn it around. Climb the mast and defeat the pig sailor here. Open the blue box chest for a big heart. Jump to the next mast to the right.

There will be three cannons lined up on some stairs to the right. Jump to the __second__ cannon after it fires and strike it. Jump up immediately and strike the higher cannon. Stand on that golden square on the corner so as not to get hit while you plan your next move.

Jump up to the right and strike the pig sailor here. If you have the key, enter the door up here.

Boss time.

*** Boss 2 ***

A sexy mermaid in a clamshell. She will alternate between a sexy mermaid and a sexy creature from the black lagoon look-alike. When she is the mermaid, she will toss out some jellyfish - this is your ammo. When she is a monster, she will spit bubbles. Stay away from the shell at this point because those bubbles hurt.

Please note that the monster form can toss jellyfish as well, but due to the general strategy, there's usually jellies in play at the time anyways.

The jellyfish should be kept alive as long as possible. Don't try hitting the green dude, because he's usually too high. Only THROW the jellyfish when the mermaid appears OR if the monster is uncharacteristically low on the screen.

So in general, stay away from the shell. Keep the jellyfish around until you

can throw them at the pink mermaid form.

It's not Monster -> Mermaid > Monster -> Mermaid either. It varies, and you can get the same form multiple times in a row. Please note that they flash when hit but the enemies will be destroyed if they hit the shell (no damage) or the boss herself.

Again, take the red gems she leaves before the bag.

DDD5.3: World 3

A floating castle. This could lead to serious vertigo. Leave the mushrooms in world one, thank you :).

---Part 1: Up in the Clouds---

We start on some bubbly clouds, there's a cyclops to our right. He will try to stomp your toes, so just hammer him when he gets near. Throw him at the clouds to the left, take the gem, and climb the cloud platforms above you.

Head up to that fan and destroy the cloud that is coming toward you. They regenerate but you don't want it raining lightning on you nonetheless.

Get onto the fan and jump up and smack the cyclops before the cloud revives. There's a big heart in the chest if you need it, otherwise, smack the cloud again, then jump up near the next cyclops.

Jump up and smack the next cyclops. Throw him at the small dragon. Drop down and collect the 20 flying icons. Make multiple trips if you have to. There is a locked door up here so get back up here again and pass it before getting the key. Dodge the fireballs from the little dragons then strike them down.

Jump over to the next set of cloud platforms. Keep going down the righthand side of the area until you find a chest. This has a winged hammer. With the winged hammer in hand, collect the rest of the flyer icons. You should have 40 in total.

Phew. Alright, let's get below the locked door. There's a chest here - it has a key. Ride the cloud platform around and jump down on top of the chest. Hammer it to get the key, then jump down and to the right. Use the upper right platforms to get to the locked door again.

It's unlocked now, enter it.

---Part 2: Scrolling Clouds---

Some airplanes will fly by, creating platforms with their vapour trails. Do not stand directly below them at any time - they drop bombs. The stage is scrolling upwards, so we need to make immediate use of those trails. Start climbing.

When you see the diagonal cloud, start to try and jump to the far left side of it. The vapor trails will be vanishing, after all. Some paratrooping pigs will arrive presently, smack them as they land.

Heading up, avoid the bombs and jump on the next vapor trail of an airplane. For the second that arrives, jump over it and onto the trail to avoid the bombs altogether. Jump to the next diagonal cloud.

Start to leap to those green biplanes. They act as platforms. There is a pig with a hammer here. Either hit it with a paratrooper or hit it from behind. Only hit it from the front if absolutely necessary.

And so it goes for this assortment of coloured biplanes. If possible, throw paratroopers and hammer pigs. To speed things up, make the pig charge you, then get out of its way, it'll more quickly reach the edge and then you can jump up and crush him from behind.

When you get to the larger air house structure, there will be more hammer pigs. These ones are more simplistic. Just jump up behind them and strike them down.

Enter the door beneath the blimp.

---Part 3: Door Maze---

From the door jump over to the right, next to that door. If you feel this is too far, you could jump up and to the left, enter the door, then take the door to the far right of the passage. That leads to the same place.

Either way, pass the door here and take the next one, on the right.

-Attack the cyclops just in front of you. Trhow him into the next cyclops and leave through the next door.

When we are outside again, wait for the paratrooper to land and jump to his death. Jump up and left when the hammer pig is walking away from you. Smash it, and throw it at the next hammer pig, near the next door.

Enter this next door.

-There are pigs with swords looking very much like they want to dice you up. Strike the one that charges you before it gets the chance to thrust its blade at you. Wait for the one up on the platform to turn around, and crush her from behind.

Skip that door, it leads backwards. Wait for the next pigs to have their back turned, jump up and hammer one and throw it into the other. Proceed through the door in the upper right.

From here, jump up and to the right. Wait for the hammer pig to turn and jump up and to the left. Strike the pig. there are two door here. Take the one on the left.

---Part 4: Giant Fan Room---

Strike the paratroopers and hammer pigs all around you and dispose of them before you continue. When the coast is clear, head to the left.

Stay to the floor, you don't want a flamethrower to get you. Jump up and get the magic staff from the chest. Climb the left side of the room and use the fireballs to kill the hammer pigs. Get all of the flyer icons here before you continue.

When you're ready, jump above the giant fan. Let the air push you to the top of the building. Destroy the paratroopers, and across the next fan. Land, and kill the hammer pig.

Jump down and grab the flyer icons. Use the giant fan to the lower right to get the rest of the icons.

Head to the right of that giant fan and break open the next blue chest for this room's key. Pass below the chest to the left. There will be a door with a flamethrower above it. Wait for it to move away then jump up and enter the newly unlocked door.

---Part 5: Teleporter Room---

The pigs in here can block your attacks from the front. Jump over them and strike them from behind. Otherwise, just jump into the teleporting stream to face the boss.

*** Boss 3 ***

A large paratrooper monster. Notice that you are also wearing a parachute... Hold in the jump button to rise through the sky.

The safest place is in the lower left corner. Basically, let the boss throw out some of his little dudes, and smack them. Drop as they drop and grab the little guy. Try to do this when the boss has moved to the other side of the screen.

Then, enemy in hand, move to one side of the screen, rise on up, and toss it at the boss.

It might be best to float under him during the downtime. He CAN hurt you if he drops his little guys on top of you. So it might be best to float past him.

Either way, he's just a test of patience. When there's small guys onscreen, he won't drop anymore, so it's easy to set up some good hits.

Stay beneath him as he dies so so you can get the gems that fall. The bag has a parachute, thankfully, so get it after the gems are gone.

DDD5.4: World 4

This area seems to be based on the undead.

---Part 1: Haunted Woods---

Head to the right and crack open the chest. Take big heart to restore some hp from the previous stage.

Pass the chest and keep moving as the bat falls. Take it and jump up and throw it at the mummy mushrooms. Open the blue chest here for a message from the witch. After reading that, there will be some mummy mushrooms down and to the right. Now, hit it twice to smash it into a ball, then proceed to throw it at the next one. Head on right and you will find a slop heading upwards.

Alright, let's head up this slope. See that Frankenstein's Monster? It looks like he is kicking pumpkins at you, but in actuality this is two different monsters. The pumpkins are generated from some space behind a tombstone.

-Please note: You can destroy the tombstones.

Basically, you will want to swing your hammer as the Monster approaches you. This constant swinging will also destroy those pumpkins that bounce down after you. When Franky is downed, smash the next pumpkin and run past its spawn point.

Pass the tombstone just after you destroy the pumpkin and before the next pumpkin can jump out. Pass the bridge. Walk under the skeletal witch and it will drop a fireball. Just keep walking and it will fly away.

You can get the invincibility for your straight run to the finish. Instead for now, climb the hill to the right, and jump over the tombstones at the upper left to play the bonus game.

Crack open the chest for a bag that grants invincibility. While invincible, run right and climb the hill. Run to the right and jump off the right side of the hill. Run and jump across the platforms over the water.

Alright, when you see the blue chest, wait until the bat is flying over the door and chest. Jump over and run under the bat so it drops. Pick it up, get on top of the door, take a tiny jump and throw the bat at the moon. If you jump too high, the Moon will fly out of the way.

If you miss, go back left until you see a Frankenstein's Monster, then head back to the right and the bat should be back.

When you hit the moon, the door opens. If you leave this area, the door will shut again and you will need to toss the bat all over again. So make sure you are ready to proceed.

And when you are ready to proceed, hurry up about it because the door will eventually close on its own.

---Part 2: Castle---

Entering the castle you will see one of the axe knights from Don Doko Don. It slowly moves forward before attacking with its axe. It blocks most attacks from the front with its shield. It's a little toned down from the first game though, if you jump over it, you have a clear shot at its back - dies in one hit.

Either way, deal with it and move on.

Pass or destroy two more axe knights and you should be beneath a conveyor belt. This conveyor isn't carrying anything, and it's actually the enemy up near the belt that's the point of interest. A ghostly wizard will be up here, and it will launch a small fireball at you. With that, it turns into a fireball and flies down a short way before turning back to a ghost and shooting another fireball.

But I digress, these are important targets. Lure him down, and smash him just as he turns back to his wizard form. Continue to the right.

Make sure you throw him because he drops down as a hat.

There's a door to the far right, Enter it.

---Part 3: Castle 2---

From the start you drop down and collect some flyer icons. Make sure you get the rest of them. Right now, you should be faced with a door and a set of blocks.

There's a risk here. If you take the door from here, you can get a big heart but when you come back through that door, there will be two axe knights and a fire ghost not far behind. Either way, you'd have to face them if you went

to that heart for a refill later. So let's assume you grabbed the heart, shall we?

After grabbing the heart, you're closed in by two axe knights. Immediately move toward and jump over the knight on the right. Crush him from behind. Wait for the left knight to get close to you, jump over him and kill him. Now, the ghost will soon be transforming from fireball to wizard, clobber it as soon as it transforms.

REMEMBER - it drops as a hat. Get rid of it right away or it may cause more trouble yet.

Now we come to a split, you can go up or you can go down. The upper right leads to that heart. If you need that heart, get it via the doorway. It's faster, safer, and you can't leave via this upper split anyways. You will be forced to take the door.

And there's a witch up there that throws brooms at you. It's best to take the door.

Basically, it's like this:

```
(K) 1          (B) 2          ***K= Key    B = Big Heart    LD = Locked Door
      | LD |          ***1= Door between these two points.
-----          -----          ***2= Door back to near the start of Castle 2.
      1              From start of castle 2
-----          -----
      |            |
```

Back to Castle 1

So you can fall back to the lower area. Basically, what you want to do is come down the escalator, jump to a conveyer belt and climb to the upper left. Break the blocks up here and grab the key. Take the door.

Destroy the axe knight after taking the door, then climb back up to the locked door. It's unlocked now, so we can open it.

---Part 4: Castle 3---

Head up the stairs to the left, destroy the fire ghost that appears. You will be faces with big sections of breakable blocks here, and some flyer icons in the gaps above. rather than falling multiple times from above, how about we get tricky?

```
+---+          To set the blocks up like this, you will need to jump up and
| |          break the second block from the bottom.
+---+---+
| | |          Jump to this position and then jump out and back in towards the
+---+---+          blocks and smash the top block in the stack.
| |
+---+---+          get up to this new gap and from here, it is easy to collect a
| | |          group of flyer icons or even skip part of the level.
+---+---+
```

But, I have got to assume you just plough on though to the left after getting the icons, or would prefer to drop down on them. Either way, let's go left.

When you get near the broom tossing witch, break most of the blocks before her.

After she trhows a broom, jump down, knock her out, and destroy her.

Climb the conveyer belts at the far left of the area. There's a small hear at the top. If there's a fire ghost here (may have followed you). Destroy him befor eyou even think about moving on. Once the ghsot is downed, it's time for us to get this show on the road.

Break the blocoks to the right and wait for the axe knight to start walking right. Drop down and clobber him. There's another axe knight across that gap. Again, when it is walking right we jump across the gap and crush that sucker in the back. It's a good thing we get sneak attack as a class feature... er, either way - sneaky is good here.

Break through the blocks to the right and you will be above the entrance to this area. Nice, except for our old friend the fiery Casper. Let him fly up through the wall until you have a clear shot at him. Again, better to destroy it now thent o have it dog you for a while. Once he's down, climb the staircase to the right and jump up and left.

There's axe knights here, of course. So head left, jump over any axe knights and hit them from behind. You will eventually come to a conveyer belt.

There's a witch throwing brooms here. What youw ant to do is walk in, then swing furiously when she throws her broom. You -can- destroy the brooms, but it's inaccurate so swing a lot of times. As soon as you see her move her hands, she will throw one. So, even let the conveyer take you a little bit back to line up some good shots for the broom.

If you are close to her, clobber the broom and jump in and take her out asap. From here, make sure you throw her againsta wall as she will be picked up.

Once the Wicked Witch of the Conveyer belt is vanquished, head through that next door.

---Part 5: Castle 4---

Alright, here we go again. You start right in front of a mummyshroom. Smack it twice in quick succession and use it to destroy the one jumping through those blocks to the right.

Fantastic, they're gone. Let's break the blocks to your immediate right and pass on through.

Destroy the mummyshroom on the escalator and take it up. There's a bat over the escalator and conveyer here, so it -will- be dropping for us. There's other bats and a skeleton witch here. The best thing to do is kill any bats that dropped near you on the conveyer and then jump up and strike the blue chest.

This blue chest puts a key onto the conveyer belt above the chest. For you? Jump off the conveyer onto that yellow block. Be careful - the spiked floor will kill you. So stay on this top yellow block and you will catch the key as it falls.

With the key in hand, jump up and left then continue up and left to the next escalator. There will be more bats, maybe let them hit the conveyers instead? They aren't carried by it, either way.

Take care as you go up the conveyer, there;s a spiked piston up here. Interestingly enough, you can only be hurt if it closes in on youw hen it's going back... at least in my experience, it moves slow enough I don't recommend

testing it. It will damage you from front on when it comes out. Either way, as it recedes, jump up to the yellow block above it.

From here, jump up and right and hammer the chest. Take the small heart here.

Don't go down the right path as it leads back to the start of the section. So, they're tricking us?

Yes, the classic walk-through-wall deception. Go back to above the spiked piston and jump up to that little alcove. Through that wall is the door to the boss. I hope you have the key.

If you couldn;t get it, you will probably have to take that righthand path to reset the section.

*** Boss 4 ***

This jester greets you as you enter his chamber. the clown jumps up and down on a ball. There are two ways to pass him - either jump beneath himw hen he takes a high jump up. You will take a small jump over the ball before he crashes down on top of you. The other is to climb to the upper paltform and jump past him. Usually, brushing his arm won't be enough to hurt you.

So, he also releases bats. These bats will eventually fid there way to you. Stay in one of the lower corners of the level and let the bats come to you, you're safe here for now.

Let a bat drop and toss it at the clown's heart when it's farthest away from you. This gives you plenty of time to respond. You have to pass him, if you stay in the corner a ball will hit you and if you try to jump over the ball in the corner, the clown will hit you.

I find he usually makes a larger jump after a very short one if you prefer to jump between the clown and the ball.

Either way, keep it up and if you're accurate and patient, this strategy will take the clown down.

Try to hit the clown on the high point of his jumps. This is very important. Eventually, his heart will leave his chest cavity. When it does, it's on the side opposite of you. Jump over and smash the hell out of it. A bat might get you, but it;s worth it in the end and the clown will probably die.

DDD5.5: World 5

This is an odd stage with a few cameos. Let's proceed.

---Part 1: Toy Castle---

Alright, there's card soldiers marching towards you, and a crane machine dominates the ceiling. Try to knock the cards out (do not destroy) while the crane machine drops its little bubble bobble doll. After that disappears, take the soldiers and throw them at the large, pirhana plant style enemy to the right. Once he's knocked out, jump over it before it wakes up. Move fast, it does not sleep for long.

Either clobber the card here to use on the pirhana plant or wait between them for some to march in from the left. Make sure to dodge the crane machine if you have to do this!

Either way, pass the second pirhana plant.

There's a door marked EXIT and a blue chest. Let's break that blue chest open before we do anything else. There's a small heart in here. Fine, take it and head through the door.

---Part 2: Toy Castle 2---

It take sa long time for the platfornt o come back if you miss it, but those saws are deadly - instant kill - so you're going to be waiting for it either way.

Ride it all the way to the right. As you approach the next floor, jump over the boomerang. The boomeranger is your target, As the boomerang returns, jump over it again then come in and clobber that elfish puke before he can throw another.

Head right and approach the staircase. There's a boomeranger here. Let him toss the boomerang and catch it, and when he does you shall jump up and hammer him in the face. Dispatch him, and be on your merry way.

At the top of the stairs, jump up to the next platform. That gumball machine cannot be destroyed and its payload of gumballs in infinite.

Either way, head up and to the left. The man in the tall cap is a hunter or a royal guard or royal hunter or something. When he sees you, he aims his gun and fires. It's easy to dodge this, but do yourself a favour and approach him from behind if possible.

Ride the platform across the rop to the left. If you're on the platform and you see the Hunter take aim, jump over next to him if he's close enough. Only if he is close enough, you don't want to jump down to those saw blades.

Ride the next platform to this Hunter's left. There will be a UFO approaching you... no problem, smack him. When you swing your hammer on one of these platforms it changes direction. So swing your hammer again and move to the left end of the room.

Climb up here, and up on level with the boomeranger as his boomerang flies back to him. Jump onto the yellow platform. Crack that UFO down and use it to destroy the Boomeranger from afar.

Ride the platform to the right, there;s no apparent threat on this ride.

There's a robot mushroom to the right. The first hit smashes it and makes it move faster, the second stuns it. Hit it twice quickly, then throw it away. Move to the far right, climb up, and head left.

There's a hunter on the way to the left. You need to let this one fire. Jump over his shot and crush him.

Enter the door to the far left.

---Part 3: Toy Castle 3---

This is a full house. Anyways, let us start on the platforms with the boomeranger, just near to the giant face. Let the enemy catch his boomerang then jump up and kill him. Jump up to the red slope above these platforms.

From here, head left past the locked door (note its position) and ignore the UFO until you collect all of the flyer icons. Then, smash the UFO and throw it at the Hunter approaching from the right. Nice.

Heading up the slope again. Head up and to the left. There's a blue chest over there - this is the key. Jump near the box and let the boomeranger near it catch his boomerang. Jump over, kill him, then jump back over and take the key.

Head along the top now, and drop down the righthand side. Make your way to the lower right and drop down on these flyer icons to get them. Get them all. It's time to find a door.

Take either one, they lead to the same room albeit at different sides.

---Part 4: Clock Tower---

No matter which door you took, make your way to the centre of the level to see the clock and moustache. For the boomerangers, let them catch their weapons and crush them.

Now, you can climb up above the face of the clock and go left or right to either tower, and find the blue chests for small hearts. The only point is to refill before the boss.

The boss door is kind of different, the trick is the Clocks hand will point to it. But what's the difference? Stay at one of the blue towers just off the side of the clock and eventually a clock door will appear next to you. This is the door to the boss. Or even beneath the clock's face. It's just when the clock completes a cycle, the door moves to a new position. You'll encounter it eventually, and might not reach it if you chase it.

*** Boss 5 *** *****

The giant clock in the middle of the room houses the boss, a giant cuckoo. It lets loose some more powerful enemies than previous bosses, but if we're smart it shouldn't matter.

The clock will spin, and the cuckoo will emerge. It lets loose two gumballs to either side and two roboshrooms to either side. The roboshroom should reach you first. Strike it twice, quickly, and toss it at the cuckoo.

You should jump over the gumball and fire the roboshroom. When you hit the cuckoo it is temporarily stunned and lets another gumball fly. It's the only time you have to crush the other roboshroom and hit the boss with it too. Otherwise, it will duck back in the clock. In fact, if you can't hit it quickly it ducks back in the clock anyways. It's recommended to just trash the roboshrooms if this happens...

Stay under the middle clock, in the middle at all times. If he pops out of the side, move to the side opposite of him. He may toss one or two roboshrooms at this point. If it's one and it's away from you, just focus on avoiding him. Otherwise, get one shot in. The other shroom's probably too far away to make it a double shot.

When all three appear, it's going to die but it will still toss out Roboshrooms as well. So look out for those, but you're otherwise done.

DDD5.6: World 6

You will talk to the witch and there will be a cutscene. Get ready, because the game goes straight into another boss fight.

*** Boss 6 ***

Alright, this guy is in his little robot thing. He moves back and forth while waving his arms. There's no option, just stay in the lower left corner.

When he grows large legs, the witch will fly by and drop a crystal ball. Pick this up. This crystal ball can be tossed at the boss' head in order to damage him.

Now, while he is using the tall legs, it is impossible to hurt him. Instead, move toward him as he moves toward you and move under his foot as it raises up. Now, you will be between his legs. When they start to recede, just stand next to one of the legs and the boss will lower and not harm you at all.

But you can only move to this position if you stay right below him, or else he will jump down and it will be impossible to pull it off.

When you go to throw the crystal ball at his head, you need to wait for his arms to come down from around his head.

And when the arms go down, he's going to raise his legs. So you can throw, and get in close to the boss before it rises up in order to get in between its legs right from the get go.

This takes a long time, but less hits than you'd imagine. Patience is the key, as well as familiarity with his patterns.

*** Boss 7 ***

The boss emerges from his little robo walker, sports a snazzy staff and can now fly. Oh dear? Well, let's get to it.

The witch flies by to give you another crystal orb (you lost the old one). The boss isn't hard if you just stay away from him.

He floats near you, then launches some beams from his eyes. When he launches the beams, he drops to the ground, jumps toward you, launches some more beams, then flies again.

So it's easy. You run to the opposite side of the screen, and toss the crystal ball when he drops. Collect it after he rises up again, and repeat the pattern. He does not take many hits at all.

Collect the gems before you collect the potion.

but the enemies will be destroyed if they hit the shell (no damage) or the boss herself.

Again, take the red gems she leaves before the bag.

*** Boss 3 ***

A large paratrooper monster. Notice that you are also wearing a parachute... Hold in the jump button to rise through the sky.

The safest place is in the lower left corner. Basically, let the boss throw out some of his little dudes, and smack them. Drop as they drop and grab the little guy. Try to do this when the boss has moved to the other side of the screen.

Then, enemy in hand, move to one side of the screen, rise on up, and toss it at the boss.

It might be best to float under him during the downtime. He CAN hurt you if he drops his little guys on top of you. So it might be best to float past him.

Either way, he's just a test of patience. When there's small guys onscreen, he won't drop anymore, so it's easy to set up some good hits.

Stay beneath him as he dies so so you can get the gems that fall. The bag has a parachute, thankfully, so get it after the gems are gone.

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DDD7: Enemies

As with many of my guides, the names of enemies here are mere approximations - I have no idea. They're just descriptive and not nearly official.

The interesting thing about Don Doko Don 2 is that level 1 has many of the first game's enemies, then as you go on there's a lot of new entries into the fold which do with with the overall theme of the series. Neat.

World 1 *****
!!!!!!!!!!!!

*Bunny:

A small rabbit that hops toward you. Move back and trike them as they land.

*Caterpillar:

Though you can ride it, get onto it from the back and not the front. When close enough, it will reach out for you with its tongue. If it ctaches you - instant kill.

*Flying Pig Bomber:

Flies through the sky, stops and drops a rock on top of you. It stops before it

drops, so use this as an opportunity to run out of the way. The rock smashes against the first floor it contacts, so you can sometimes find cover.

*Flurry:

Very much like Flurries of a certain other series. Except in behaviour - they approach you while leaping. Either try to predict where they'll land or throw something at them.

*Gangster Penguin:

Moves back and forth. When it sees you, it throws a knife. Either leap over the knife and strike it or hit it from behind. Throw something into them if at all possible.

*Ice Queen:

Not nearly as powerful as her Don Doko Don incarnation, still fairly dangerous. She can drop down through higher platforms after you, and follows you pretty steadily. When she gets near, she swings her wand to damage you. It's best to make a small jump and strike her in the face.

*Icicle:

Drops from the ceiling when you pass beneath. Just keep moving.

*Light Orange Mushroom:

Walks towards your carpenter. Smack them and toss them into one another.

*Light Orange Small Jumping Mushroom:

Small mushroom that jumps in place. They shouldn't be too difficult. Stand next to it and swing.

*Log Spike:

Logs extrude from grey squares when you approach. Wait for them to recede before you pass. Their rate will become constant.

*Orange Fireball Mushroom:

Stationary mushroom that fires shots at regular intervals. Either jump and strike it after it fires or throw one of its friends at it from a distance.

*Pink Fireball Mushroom:

Stationary mushroom that fires shots at regular intervals. Either jump and strike it after it fires or throw one of its friends at it from a distance.

*Purple Walking Mushroom:

Walks towards your carpenter. Smack them and toss them into one another.
-Probably just a palette choice thing...

*Rock Monster:

Jumps back and forth before taking a large leap. Stand next to him swinging. When it takes the super jump, move past underneath it, or run away.

*Small FLying Dragon:

Small dragon that flies around and pauses to shoot fire. Try to jump and strike it after it shoots fire or just when it pauses.

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***** World 2 *****  
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*Cannon:

Fires cannonballs in arcs. Hammer it to turn it around.

*Clam:

Large clam that just sits there. Hit it with an enemy and it will open... ride its bubbles to new heights.

*Crab:

Stops next to you and jumps straight up. Easy. Hit it when it pauses and toss it away.

Don't get above them if you can help it though, or their jump might actually hit you.

*Guillotine:

Blades that move up, then drop. Pass them as they rise.

*Hermit Crab:

Small crab that moves forward and will pause before leaping. Get it on the pause if possible.

*Jellyfish:

Slowly moves abck and forth while "leaping," hit it as it approaches you. Too slow to be any rewal threat on its own.

*Octopus:

Large stationary enemy with a dangerous tentacle. Hit it with an enemy to stun and render the tentacle harmless for a little while. Pass it while you have the chance.

*Robo Fish:

Metal fish with a propeller. It will swim down to your level and swim forward, stop, adjsut the height again and come back after you. Star whacking it as soon as it approaches and you should stun it enough to get all three hits in.

They are normally near a generator which keeps making them. So while it's certainly important to destroy them, you have to put some distance in too.

*Sailor Pig:

This dude strolls about the ship flaunting his sword, taking a swing at foolish carpenters. No problem, hit him in the back. It's a pirate's life for you, so nevermind the honourable way.

If it runs after you, hit it when it pauses, before it swings its sword.

*Sailor Pig with Barrels:

Stationary big that regularly rolls barrels at you. Jum over the barrel and hit him.

*Small Jumping Fish:

Jumps out of the water. Best avoided. Either let it jump over you, or more commonly make a jump yourself to avoid it.

*Trident Fish:

This fishy warrior happily swims up and down until it notices our intrepid hero wading through the water. At this point, he opens his mouth wide (I guess he is hungry) and swims right after you.

Essentially, get back enough tha the will be in line with you and smash it before it can hit you.

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          *****
          |-----|
***** World 3 *****
          |-----|
          *****

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*Airplane:

The vapor trail they leave behind can be walked upon. Otherwise, try not to stand beneath them as they drop bombs.

*Cloud:

Not the variety that has headaches. Approaches you and drops thunderbolts. Jump and smash them as they arrive.

They can fire the lightning in any direction, so they are a priority.

*Cyclops:

Plods towards you and tries to step on your toes. Smash it as it pauses before it stomps.

*Flamethrower:

It moves back and forth along the ceiling, and will spew fire when you approach it. You should just run away, let it recede, then try to run past.

*Hammer Pig:

Charges you while swinging a hammer. While you can take it out from the front, it's best to strike it from behind. Or better yet - throw a paratrooper at it.

*Paratrooper:

Pigs with parachutes. The biggest danger is the risk of them landing on you. Smack them as they land.

*Sword Pig:

Rushes at you to strike with its sword. Hammer it before it gets the chance, or better yet get it from behind. If it sees you, as per usual it charges.

*Sword Shield Pig:

Only vulnerable from behind. He'll block your attacks from the front.

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          _____
          *****
***** World 4 *****
          !!!!!!!!!!!!!

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*Axe Knight:

Slow moving knight with an axe and shield. It's useless to attack it from the front - it will block every attack. However, it's a simple matter to jump over it and strike it from behind. Drop that sucker in one shot.

*Bat:

Drops from above. Move out of the way and throw it before it can get back up.

*Broom Tossing Witch:

Throws brooms that bounce toward you, otherwise a stationary enemy. You will need to catch her unawares if possible, or at best hit her from afar. Your hammers can break the brooms, but it can be inaccurate.

*Fire Ghost:

Follows you as a fireball, before turning into a wizard ghost to launch a small fireball at you. Jump and smash it just as it turns into the ghost form. It's a priority target.

*Frankenstein's Monster:

The Monster has a reputation in games of being large and sturdy. He is usually one of the creatures with the most stamina and strength you fight. Not quite so here. The Monster lumbers towards you and crumples under a single hit. Just smack it as it approaches.

*Mummyshroom:

Moves toward you. Takes two hits, after the first it shrinks and runs faster. Just hit it twice in succession or just throw something at it.

*Pumpkin:

These guys are produced from some zone of space, usually near a tombstone. They pop out and bounce toward you. They require only one hit to destroy, though they become an issue when other enemies are nearby.

Because of this, try to lure other enemies into an area where you can hit the other enemy and the pumpkin.

You can destroy the tombstones, by the way.

*Skeletal Witch:

Flies through the air, and stops above you. At this point she drops a fireball straight down. It's best to just keep walking past them if you can't reach her to destroy her. She speeds off after attacking.

*Spiked Piston:

A large spiked piston. Ideally, you will let it recede before you try to pass it.

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***** World 5 *****
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*Boomeranger:

Stationary enemy that tosses a boomerang. Best to jump in and strike him after the boomerang returns.

If you have to jump over next to him, jump over after he tosses the boomerang, then jump over the boomerang as it returns, then kill the enemy.

*Card Soldier:

Marches toward you. Hammer and toss.

*Crane Machine

The crane machine drops random taito stars onto you, which hurt and disappear soon after. It's best to provoke it to drop.

*Gumball Machine:

A large, invincible gumball machine. The gumballs cannot be destroyed either.

It will expel gumballs at regular intervals. These bounce and roll forward and are always thrown your way. So, learn their timing if you want to pass the machine. The gumballs are easy enough to jump over, but you don't want one shot out just as you pass the hatchman?

*Hunter:

When he sees you, he will stop and fire a shot at you. This shot is plainly visible and easy to dodge. If you're attacking from the front, jump over the shot and hammer the Hunter in the face.

Of course, it's best to take them out from behind.

*Pirhana Plant:

A large carnivorous plant. Hit it with an enemy to put it to sleep very temporarily. Pass it ASAP!

*Roboshroom:

A tall mushroom that once it's hit, it gets faster. However, hitting it again will smash it and allow you to throw it. Much like the mummshrooms from World 4, it's best to hit it twice quickly and throw it away right away.

*UFO:

