

I have decided to do a FAQ for it, as even the dirty games need love too.

Garfield - A Week of Garfield is a cute looking game, but that's where the fun stops. A single enemy can knock you out of the game for good if you are not careful and seeing how you only have 1 life, you need to be REALLY careful.

I am writing this guide for those of you who think the game is impossible. I bet you didn't know about the built in continue feature and the fact that if you are patient pretty much any game can be beaten. For a list of really impatient people, check out the reviewers who gave Garfield and Hydride low number reviews.

Now whether you like it or not, here's a Garfield FAQ for you.

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III. ITEMS
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The following are probably all of the items to find in this game:

MILK - Raises your power meter

CUP O' COFFEE - Raises your power meter

FISH BONE - Lowers your power meter

BONE - Adds 10 Bone projectiles to your arsenal

BURGER - Adds 5 Burger projectiles to your arsenal

CHEESE - Adds 5 Cheese projectiles to your arsenal

[Please note that the Burger and Cheese projectiles do not look like a Burger and a piece of Cheese. The Bone projectile, however, does look like a Bone]

LASAGNA - Makes you invincible for a limited time

BOOTS - Makes Garfield move really fast

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IV. KEY LOCATIONS
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Most of the keys are found near the doors at the end of each section, but some are hidden elsewhere. Actually, just one key in the whole game is someplace other than at the end of the level near the door, and that key is in Level 1. Again, this game is not as difficult as people think. They could have made it a real bitch by hiding keys at the beginning of the levels, seeing how you can't scroll back to the left. You would have been stuck with nowhere to go.

Anyway, here are the locations to all the keys in this game.

LEVEL 1 - Monday (3 Keys)

1st Key

Go all the way to the right to the locked door then jump around near the bottom left of the right window to make it appear.

2nd Key

Go all the way right to the door and stand on the pink bricks nearest the door. Jump straight up for the key.

3rd Key

When you start this area head right, staying on the bottom, and you'll reach a white table. Walk right into the left side of the table and the key will appear.

LEVEL 2 - Tuesday (3 Keys)

1st Key

When you reach the door at the end of the first section, jump near the bottom right of the window for the key.

2nd Key

Go all the way to the door, stand on the highest file cabinet and jump up for the key.

3rd Key

The key will be found all the way at the right by jumping right near the door.

LEVEL 3 - Wednesday (1 Key)

1st Key

Go all the way right and jump up near the door.

LEVEL 4 - Thursday (3 Keys)

1st Key

When you reach the door all the way to the right, jump around at the bottom of the ladder for the key.

2nd Key

At the end of the second area there will be a ladder with a window to the right of it. Jump off the middle of the ladder and aim for the area right above the window for the key.

3rd Key

The key at the end of the third area is right next to the door. Jump up to make it appear. However, you must beat the boss to go through the door.

LEVEL 5 - Friday (3 Keys)

1st Key

Go all the way to the right and jump up a couple of spaces to the left of the door knob for the key.

2nd Key

Again, go all the way to the right and jump at the bottom right corner of the yellow window for the key.

3rd Key

At the end of this area the key will be just to the right of the mid-bottom of the tree. You will have to fight a boss to move through the door.

LEVEL 6 - Saturday (1 Key)

1st Key

When you get to the end of this area you will have to fight a boss, but the key is located in the upper left section of the window. You will have to jump from the fence to reach it.

LEVEL 7 - Saturday...again (3 Keys)

1st Key

Go all the way right and just under the window on the right you will locate the key.

2nd Key

When you reach the door stand on the cabinet closest to the door and jump up to the right of the yellow window for the key.

3rd Key

Another easy one. Just get to the door and jump straight up to reveal the key.

LEVEL 8 - Sunday (1 Key)

1st Key

When you reach the door, jump from the middle of the ladder to the right and you will discover the key, about 3/4 up the screen.

LEVEL 9 - Sunday...again (1 Key)

1st Key

When you get to the door, jump near the lower right corner of the right window for the key.

2nd Key

You don't actually get a key for the 2nd door. Just beat the boss and you are able to enter the 2nd door with Odie. You'll also be able to walk right over and through the 3rd door too.

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V. BOSS STRATEGY

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I guess the easiest way to beat a boss in this game is to learn its pattern. You cannot stand toe-to-toe with bosses in this game (or most enemies for that matter) as there is no "invincibility time" when you get hit and they can pretty much have their way with you. Actually, the last boss you can stand toe-to-toe with...

Below I will try to give you a little insight on the best way to defeat the bosses. Again, learning their patterns (which aren't all that difficult) will be the easiest way to beat them.

KNIFE-THROWING CAT (Level 4)

This little guy is armed with daggers and doesn't hesitate to unload them upon poor Garfield. You do, however, have one thing going for you. See those 2 ladders? When you jump he tends to jump with you, so if you can get him to jump near a ladder he will land on the ladder instead of on you, so you can stand on the floor in front of the ladder and wait for him to come off, then you can pelt him with your special weapons or kick him.

Also, if you can get him in the bottom right or left corner of the screen and repeatedly kick him you can kick him right off the screen and he will appear on the opposite side, giving you time to plan your next move. Pelt him enough times and grab the key to move on.

A controller with a slow-motion feature should help you. If all else fails and you are using an emulator (particularly NESTen), then go to the section entitled "NESten Cheats."

APPLE-THROWING CAT (Level 5)

This feline is similar to the knife-thrower, as he can really unload the ol'

apples and kill you in no time. He'll run right at you from the right side of the screen, so head over to the bricks on the left quickly where there is a somewhat safe spot to stand.

It is important to have a projectile weapon here, or the battle will be much more difficult. Stand on these bricks and when he comes at you he will jump up, but if you jump and stay towards the left side of the screen, you should avoid him MOST of the time. When you land nail him with your special weapons or kick him if he is close.

This, like the last boss battle, will be tough, so the more you practice the more likely of a chance you will have to beat him.

BASEBALL-THROWING CAT (Level 6)

Yet another projectile hurling cat. Your best bet here is to stand on the fence and jump when the cat jumps, thus avoiding him in the process. When you land, get in a quick shot and get ready to jump again. Projectile weapons like the cheese (though the burger and bone will work good too) are almost a necessity, so don't waste them on enemies throughout the stage.

Hang in there and you should be able to outlast this baseball kittie.

FINAL BOSS CAT (Level 9)

This fat cat is blue and has an eye patch. He also throws daggers at you. He has also trapped Odie in a crate.

The easiest way to beat him is by using the Burger weapon. Let him get over to your left and position yourself under the ladder. Now start tossing the Burger weapon. Your projectile will not only damage him but will destroy the daggers he tosses at you.

This is the easiest method I found. You can try standing at the top of the ladder and jumping to avoid him, but he always seems to land right where you are and damage you.

I have also used the above mentioned method (hitting him with burgers while standing under the ladder) using the Bone weapon, but it takes many more shots to do him in.

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VI. NESTen CHEATS
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If you are using the wonderful emulator NESTen, then you probably know about the cheat mode you can use to isolate certain memory locations in a game and change the values to whatever you desire. Since this game is towards the difficult side I figured I'd include some of the cheats I used. If you don't know how to use these cheats, DO NOT email me. If you have NESTen then you probably still have the file that tells you how to cheat. Use that.

A couple of these codes (the Keys and Boss Energy codes) kind of make this FAQ obsolete and meaningless, so if you are serious about this game, do not use

these codes. If this game is just another notch on your belt to you, then feel free to use 'em:

\$0315 - Time

I had it set and frozen at 3, but you can probably set it at any number of your choosing, as long as it isn't 0.

\$0318 - Power

Set and freeze this at 30 for infinite energy. Now nothing will be able to sap your strength.

\$035A - Burgers

Burgers are the middle weapon that explode on the ground when you throw them. Set and freeze for infinite burger weapons.

\$0359 - Cheese

The Cheese icon selects the best weapon you can have. Now you can have infinite cheese projectiles by setting and freezing this value.

\$00D4 - Keys

If you don't feel like looking for keys, set and freeze this value at 1 and you will just be able to go through any door without a key.

\$0358 - Bones

The bone projectiles can be set and frozen with this value.

\$0079 - Boss Energy

If you set this value at 1 the boss will only take one hit to kill!

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VII. HELPFUL HINTS
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-Jump around a lot. You will uncover icons just about everywhere. You will also uncover them just by walking, so try to be everywhere.

-Pause a lot. It will give you time to think out your next move. This is necessary because the game is so darn cheap when it comes to you losing energy. Do this especially during boss battles.

-Don't worry about the timer...if your time in a level exceeds the Max Time shown above the day, you will die, but you have sufficient time to complete the levels. Just don't dally.

-Infinite Continues are included in this game...press Start at the title screen after you die and you will continue at whatever level you died at.

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VIII. ACKNOWLEDGEMENTS
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Towa Chiki Corp

-For making this game. They made a few other obscure titles (Dragon Fighter probably being the best known) but are responsible for bringing Garfield to the Famicom.

Nintendo of America

-For not releasing this turd on the NES.

Odie

-For making stupid cool.

EdTheMoogler

-Yes, the programming sucks in this game. Yes, Mutant Virus sucks too. Thanks for the review.

pepper2000

-Thanks for the review. You pegged it when you said "your survival depends on luck and knowledge of when the enemies will attack." That, my friends, is sage advice for any game.

ANY GARFIELD FAN OUT THERE WHO CAN...

-...send me the names of the boss cats. That fat blue thing with the patch has to have a name!

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IX. DISCLAIMER
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