

SELECT = Kills Kickle, used when a solution is no longer available.

START = Pauses and unpauses the game.

----- ENEMIES -----

There are 12 enemies out to stop Kickle as well as two other hazards and the four bosses. The 12 main enemies are described in detail below while information on the bosses will be found in the walkthrough. When enemies are defeated, they will usually respawn from a base rock.

One of the hazards are cannons, which sit on a single spot and fire bullets at Kickle in any of eight directions. The cannon shots will only hurt Kickle and are blocked by any above ground object, including enemies and items.

Striker, the other hazard, is just the large star enemy which kills Kickle when the timer runs out. While the manual says it is possible to dodge Striker, it simply cannot be done.

NOGGLES are blue slimes which are important in the game because they can be frozen into ice blocks. The ice block will melt over time; when the ice begins to thaw, Kickle can refreeze it with a shot. If the ice thaws, the Noggle will die and usually respawn from a base rock. The block can be kicked into water to build land for Kickle to walk as well as attack most enemies. Noggles attack by touching Kickle and can be defeated with an ice shot, a moving ice block, hammer swing, or enemy attack. Noggles can also only travel on solid land; all other enemies except Noggles can walk on slippery ice as well.

MR. HOOPLE can be frozen momentarily with an ice shot. Once frozen, a kick will destroy it. Mr. Hoople is the weakness enemy as he is essentially a useless Noggle; however, Mr. Hoople can walk across slippery ice. Besides crumbling Mr. Hoople when frozen, he can be defeated by a hammer swing, moving ice block, or enemy attack.

SPARKY is a time bomb which will run after Kickle and explode, damaging any ice blocks within the immediate area surrounding the explosion. Sparky cannot be frozen but can be defeated with a moving ice block, hammer, or enemy attack.

MAX is a yellow bird with black sunglasses who will kick any ice blocks in reach at Kickle. Max can be frozen and will crumble when kicked and can also be killed by a moving ice block, hammer, or enemy attack. Max can also take down pillars which block his path as well.

ROCKY can be frozen into an ice block but will not travel when kicked. It also has the ability to disguise itself as an ice block. Rocky can be stalled by being frozen for a bit or dispensed with by

a moving ice block hammer swing, or enemy attack. Rocky can destroy ice pillars.

MYRTLE is a turtle who can launch itself into an invincible shell charge. The charge will destroy most anything in its path including other enemies. When not in its shell, Myrtle can be frozen and destroyed as well as killed by a moving ice block, hammer, or other enemy attacks.

ROOKER is a knight with shield who will make a very fast charge at Kickle should he step in his line of sight. Ice shots will not affect Rooker if they strike his shield; instead, the shot will reflect back at Kickle and freeze him should it make contact. Rooker can dismantle any ice pillars Kickle has made by walking into them as well as destroy any stationary ice blocks. Rooker is still vulnerable from ice shots the sides and rear. When frozen, Rooker will be stunned and can be kicked to be defeated. It can also be destroyed with a well timed hammer.

BONKERS is a clown who kicks slow moving balls toward Kickle. Aside from this weak attack, Bonkers is nothing special and has the same vulnerabilities as Mr. Hoople.

SHADES is a snowman with the same ice shot as Kickle. If the ice shot strikes Kickle, he will be frozen momentarily. Shades itself is immune to Kickle's own ice shots and can only be defeated by a moving ice block or hammer swing.

EQUALIZER is a roaming cannon which fires cannon balls a short distance toward Kickle. The cannon shells can be kicked out of the way and will flash when above to explode. Equalizer can be frozen and destroyed or defeated with a hammer swing, enemy attack, or moving ice block.

SPINY will constantly circle an area along the edge of the walls. Spiny is not prone to being shot, and will destroy any ice blocks or enemies it touches. However, Spiny cannot destroy an ice pillar. Oddly enough, items act as barriers for Spiny as well. Spiny cannot destroy another Spiny and can actually dart away from a wall when traveling along the same path as another touching Spiny (each Spiny acts as the other's "wall"). Spiny can only be defeated by a hammer swing.

GALE is an invincible enemy which ricochettes from wall to wall and object to object. Gale can only be defended against with ice blocks and ice pillars. Gales will bounce off each other and defeat any enemies they come in contact with.

----- WALKTHROUGH

This walkthrough features solutions to all of the puzzles in Kickle Cubicle, the passwords to jump to any board, boss strategies, and maps of the stages as well. The stage maps will help players recognize

Guide Legend:
O = Land
0 = Slippery Ice
I = Ice Block

which board they are seeking help about since the game doesn't readily identify individual stages until the Special Game. Note that the stage letters are assigned by myself only and are to be used in conjunction with the general land map at the beginning of each section along with the stage maps to identify the puzzles in throughout Kickle Cubicle.

- L = Ice Pillar
- R = Rock
- B = Base Rock
- S = Spring
- T = Water Hole
- K = Breaker
- H = Hammer
- C = Cannon

The object of the game is to collect all three Dream Bags present on each stage to advance to the next level. Ice Pops can be picked up and are worth 3,200 points a piece, but Kickle can double their point value if he kicks an ice block into them. The timer on each stage begins at 100 seconds, and timer is added to Kickle's score once he collects the last Dream Bag. Finally, the 1-Ups add an extra life to Kickle's stock but are not saved by the password.

The Guide Legend at right is used to build stage maps within the "X" borders. Land is areas of the map where any enemy can walk (most importantly Noggles) and pillars can be created. Slippery ice are areas where Noggles cannot walk on nor ice pillars can be made. Rocks are barriers while base rocks are both barriers and places where enemies will be released onto the map and respawn from. Springs will bounce any ice blocks kicked into them. Water holes cannot be walked over by Kickle and most enemies nor can any ice pillar be built on them. Breakers will destroy any ice block which runs into them. Hammers are both weapons to kill enemies and devices that can be used to swing ice blocks in directions other than that which they are kicked. Finally, cannons are essentially rocks that shoot bullets at Kickle and track his movement. Power rocks are not indicated on the maps since since they are useless.

Garden Land

```

GGGGG  AAA  RRRR  DDDD  EEEEE  N  N
G      A  A  R  R  D  D  E      NN  N
G  GG  A  A  RRR  D  D  EEE  N  N  N
G  G  AAAAA  R  R  D  D  E      N  NN
GGGGG  A  A  R  R  DDDD  EEEEE  N  N
  
```

```

L      AAA  N  N  DDDD
L      A  A  NN  N  D  D
L      A  A  N  N  N  D  D
L      AAAAA  N  NN  D  D
LLLLL  A  A  N  N  DDDD
  
```

<pre> K J I M L H G F N O P C Q B A </pre>	<p>The turnip-shaped Garden Land contains 17 stages that serve to introduce the player to the world of Kickle Cubicle. Noggles, Mr. Hoople, Sparky, Max, Spiny, and Rocky inhabit these stages, but none of them should be too troublesome. At the end is a fight with Koke, an easy boss for an easy level.</p>
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Garden Land: Stage A password: CADO QECP

```

X X X X X X X X X X X X X X X X X X
X           O           X
X           O O O       X
X
X           O O O O O O O O O O O O
X O O O O O O O O O O O O O O
X
X O O O O O O O O O O O O O O
X O O O O O O O O O O O
X B O R O O O R O B
X O O O O O O O
X O O O O O
X O O O
X O
X X X X X X X X X X X X X X X X X X

```

```

Enemies:
Noggles x 2 (respawning)
Items:
Dream Bags x 3
Solution:
Lead the Noggles directly
under the Dream Bags and
then just freeze and kick
the ice blocks to build a
bridge up.

```

Garden Land: Stage B password: hNRA EODF

```

X X X X X X X X X X X X X X X X X X
X           R           X
X           O O O O O   X
X
X           O O O       X
X R           R           X
X R R O O O O O R R X
X R O O O O O O O O R X
X R B O O O O O O O O B R X
X R O O O O O O O O O R X
X O O O O O O O O O
X O O O O O O
X O O O O O
X X X X X X X X X X X X X X X X X X

```

```

Enemies:
Noggles x 2 (respawning)
Mr. Hoople x 1
Items:
Dream Bags x 3
Ice Pops x 3
Solution:
Lead the Noggles directly
under the Dream Bags and
then just freeze and kick
the ice blocks to build a
bridge up.

```

Garden Land: Stage C password: bZaD WCBb

```

X X X X X X X X X X X X X X X X X X
X           O           X
X           O O       X
X           O O O     X
X           O O O O   X
X           O O O O O X
X O O O O O O O O O O
X B O O O O O O O O O B
X O O O O O O O O O
X O O O O O O O
X O
X O
X O O O O O
X X X X X X X X X X X X X X X X X X

```

```

Enemies:
Noggles x 2 (respawning)
Items:
Dream Bags x 3
Ice Pops x 12
Solution:
Lead the Noggles directly
under the Dream Bags and
then just freeze and kick
the ice blocks to build a
bridge up. The Power Rocks
aren't necessary for this
puzzle.

```

Garden Land: Stage D password: XKSH HNCe

```

X X X X X X X X X X X X X X X X X
X      O O      O      O O      X
X      O      O      O      X
X      O      O      X
X      X      X      X      X      X
X      O O O O O O O O O O      X
X      O O O O O O O O O O O O      X
X      O O O O O O O O O O O O      X
X      B O O O O O O O O O O B      X
X      O O O O O O O O O O      X
X      O O O O O O O      X
X      O O O O O      X
X      O O O      X
X      O      X
X X X X X X X X X X X X X X X X X

```

```

Enemies:
  Noggles x 2 (respawning)
Items:
  Dream Bags x 3
  Ice Pops x 4
Solution:
  Lead the Noggles directly
  under the Dream Bags and
  then just freeze and kick
  the ice blocks to build
  enough land to grab all
  three Dream Bags.

```

Garden Land: Stage E password: TGND HVBQ

```

X X X X X X X X X X X X X X X X X
X      O O O      X
X      O O O O O      X
X      O O B O B O O      X
X      O O O O O O O      X
X      O O R O O      X
X S O O O I O O O O O      O O O S X
X S O O O I O O O O O      O O O S X
X      O O O O O      X
X      O O O O O      X
X      O O O O O      X
X      O O O      X
X      O      X
X X X X X X X X X X X X X X X X X

```

```

Enemies:
  Noggles x 2 (respawning)
Items:
  Dream Bags x 3
  1-Ups x 1
Solution:
  Kick the two ice blocks at
  Kickle's left then move out
  the way before the springs
  bounce them back to the
  right. The ice blocks will
  bridge the gap to the Dream
  Bag at the right. As for the
  1-Up, just freeze a Noggle
  and kick it down to build a
  bridge to it.

```

Garden Land: Stage F password: ORBI XbCe

```

X X X X X X X X X X X X X X X X X
X      R      X
X      O O O      X
X      O O O O O      X
X      O O O O O O O      X
X      O O O O O O O O O O O      X
X O O O O O O O O O O O O O      X
X B  T  T  T  T  T  B      X
X      O      X
X      O      X
X      O      X
X      O O      X
X      O      X
X X X X X X X X X X X X X X X X X

```

```

Enemies:
  Noggles x 2 (respawning)
  Max x 1 (respawning)
Items:
  Dream Bags x 3
Solution:
  Just form and kick enough
  ice blocks to build a
  bridge to the Dream Bags
  below. It will save time if
  the blocks are kicked
  between the second and third
  water holes.

```

Garden Land: Stage G password: PeCL GKbV

```

X X X X X X X X X X X X X X X X X

```

Enemies:

```

X
X
X  O O      0 0      0 0
X  O      O  0 0 0  O      O
X  O      0 0 0 0 0 0 0  O
X  O      0 0 0 0 0 0 0 0  O
X      0 0 0 0 0 0 0 0 0 0  O
X      0 0 0 B 0 0 0 B 0 0 0
X      0 0 0 0 0 0 0 0 0 0  O
X      0 0 0 0 0 0 0 0 0 0  O
X      0 0 0 0      0 0 0 0
X      0 0 0 0 0 0 0 0
X
X X X X X X X X X X X X X X X X X

```

```

X      Noggles x 2 (respawning)
X      Rocky x 1 (respawning)
X Items:
X      Dream Bags x 3
X      Ice Pops x 2
X Solution:
X      Simply kick ice blocks up to
X      form enough land to reach
X      the Dream Bags. The two
X      Power Rocks are not needed
X      to solve this puzzle.
X
X

```

Garden Land: Stage H password: OMUb UaCF

```

X X X X X X X X X X X X X X X X X
X
X  0  0      0  0
X  0  0      0  0
X  0  0      0  0
X  0 0 0  B      B  0 0 0
X      0  O      O  0
X      0  0 0 0 0 0  0
X      0 0 0 0 0 0 0 0 0 0 0 0
X 0      0 0 0 0 0 0 0  0 X
X      0 0  0 0 0 0 0  0 0
X  0      0 X
X
X X X X X X X X X X X X X X X X X

```

```

X Enemies:
X      Noggles x 2 (respawning)
X Items:
X      Dream Bags x 3
X Solution:
X      Use the Noggles to create
X      enough ice blocks to build
X      land over the water gaps
X      separating Kickle from the
X      Dream Bags.
X

```

Garden Land: Stage I password: KITg QUce

```

X X X X X X X X X X X X X X X X X
X      0 0 0 0 R 0 0 0 0
X      0 0 0 0 0 R 0 0 0 0 0
X  0 0 0 0 0 0 R 0 0 0 0 0 0
X 0 0      0 R 0      0 0 X
X 0 0  0 0  0 R 0  0 0  0 0 X
X 0 0  0 0  0 R 0  0 0  0 0 X
X 0 0 0 0 0 0 0 R 0 0 0 0 0 0 X
X  0 0 0 0 0 0 R 0 0 I I 0 0 X
X  B 0 0 0 0 0 R 0 0 0 0 0 B X
X      B 0 0 0 0 R 0 0 0 0 B X
X      O      R X
X      0 0 0 0 0 0 0 0 0 X
X X X X X X X X X X X X X X X X X

```

```

X Enemies:
X      Noggles x 2 (respawning)
X      Max x 2 (respawning)
X Items:
X      Dream Bags x 3
X      Ice Pops x 4
X Solution:
X      The Max below Kickle's
X      starting point will begin by
X      kicking the two ice blocks
X      up and building the bridge
X      for Kickle to walk off the
X      right island. Freeze Max and
X      a Noggle, then kick the
X      ice block down to reach the
X      slippery ice and the left

```

side of the stage. Aim at the left Noggle on the island and the Max there will kick it to build a bridge to the rest of the stage. Walk to the island to grab the last Dream Bag.

Garden Land: Stage J password: HVBQ EgAU


```

X X X X X X X X X X X X X X X X X X X
X           R           R           R           X
X           O O O       O O O       X
X           O O O O     O O O O     X
X           O O O       O O O       X
X           O O O O O O O O O       X
X   B O O O O O O O O O O O O B   X
X   R   O O O O O O O O O O   R   X
X   R     O O O O O O O       R   X
X   R     O O O O O O O       R   X
X     R     O O O O O       R     X
X           R R O O O R R       X
X           R R R R   R R R R   X
X X X X X X X X X X X X X X X X X X X

```

Enemies:
 Noggles x 2 (respawning)
 Spiny x 2
Items:
 Dream Bags x 3
 Ice Pops x 2
Solution:
 Simply kick a couple of frozen Noggles into the water above to create a land bridge to the upper Dream Bags. The Spiny will move off the island once they make contact with the bridge, and Kickle can grab the Dream Bags.

Garden Land: Stage K password: GUBO GaAF

```

X X X X X X X X X X X X X X X X X X X
X           O O O       X
X           O           O       X
X           B   O   O   B       X
X           O           O       X
X           O           O       X
X O O O   O O O O O O O   O O O X
X   B O O           O O B   X
X   O O O O O O O O O O O   X
X   O O O O O O O O O       X
X           O O O O O O O       X
X           O O O O O       X
X           O O O       X
X           O           X
X X X X X X X X X X X X X X X X X X X

```

Enemies:
 Noggles x 4 (respawning)
Items:
 Dream Bags x 3
 Ice Pops x 5
Solution:
 Freeze and kick the upper two Noggles to the sides and move Kickle to the large piece of land below. Then kick ice blocks upward to reach the two Dream Bags at the top of the stage.

Garden Land: Stage L password: OdYN OABW

```

X X X X X X X X X X X X X X X X X X X
X           O O O       X
X           O O O       X
X           O O O       X
X           L           X
X   O O O       O       O O O   X
X   O O O L O O O O O L O O O   X
X   O O O       O       O O O   X
X           O O O       X
X           O O O O O       X
X           O O O O O O O       X
X           O O O O O       X
X           O O O       X
X           O           X
X X X X X X X X X X X X X X X X X X X

```

Enemies:
 Spiny x 3
Items:
 Dream Bags x 3
Solution:
 Position Kickle in front of a pillar and remove it once the Spiny travels past him. Run into the enclosed area, grab the Dream Bag, then run out. It helps to replace the missing ice pillars so that the Spiny remain trapped and out of the way.

Garden Land: Stage M password: NLKT WGcE

```

X X X X X X X X X X X X X X X X X X X
X           B           X

```

Enemies:
 Noggles x 2 (respawning)

destroy any blocks he charges into, but if Kickle can attack the boss quickly enough into its charge, Koke will be damaged and back away. It will take three hits from the smaller ice blocks to defeat Koke.

Fruit Land

```

FFFFF  RRRR  U  U  IIIII  TTTTT
F      R  R  U  U  I      T
FFF    RRR  U  U  I      T
F      R  R  U  U  I      T
F      R  R  UUU  IIIII  T

```

```

L      AAA  N  N  DDDD
L      A  A  NN  N  D  D
L      A  A  N  N  N  D  D
L      AAAAA  N  NN  D  D
LLLLL  A  A  N  N  DDDD

```

<p>A B C D E M F N L O Q G P K H J I</p>	<p>Fruit Land vaguely resembles a pineapple and tests Kickle with 17 stages. Kickle will meet a large number of Bonkers here as well as a few new hazards. The boss Piro himself resembles the Bonkers, but much like the enemies themselves, he isn't much of a threat. While Fruit Land still won't really challenge Kickle much, at least it finally ditches the mindless "fill in the water" boards of Garden Land.</p>
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Fruit Land: Stage A password: GWZE CKAd

```

X X X X X X X X X X X X X X X X X X X X X X X X
X      O O O  O O O      X
X      L L L  O O O      X
X      O O O R O O O      X
X      0 0 0 R 0 0 0      X
X      R O O O R O O O R      X
X      R O O O O O R O O O R      X
X B O O O O O O O O O R O O O R X
X      R O O O O O O O R O O O R      X
X      R O O O O O R O O O R      X
X      R O O O R O O O R      X
X      R O R  R O R      X
X      R      R      X
X X X X X X X X X X X X X X X X X X X X X X X X

```

```

Enemies:
Noggles x 2 (respawning)
Spiny x 2
Items:
Dream Bags x 3
Ice Pops x 3
Solution:
Remove the pillars at the top, grab the Dream Bag behind them, then line the top row with pillars. Move Kickle below the slippery ice and freeze and kick a Noggle into a pillar. Now kick the ice block to the right to get over to the

```

other side of the level. Let the two Spiny move into the left area before going in for the last Dream Bag.

Fruit Land: Stage B password: GGib aACg

X Enemies:

```

X
X  R R O O O O L O O O O R R
X  R R O                               R R
X  O O O O O L O L O O O O B
X
X  B O O O O L O L O O O O O
X    O
X  O O O O O L O L O O O O B
X
X  B O O O O L O L O O O O O
X  R R O                               R R
X  R R O O O O L O O O O R R
X
X X X X X X X X X X X X X X X X

```

```

X      Sparky x 4 (respawning)
X  Items:
X      Dream Bags x 3
X      Ice Pops x 3
X  Solution:
X      Be quick and run as far up
X      as possible after the four
X      Sparky explode as the start
X      of the level. Use ice
X      pillars to keep Sparky at
X      bay while moving up along
X      the paths and collecting the
X      items.

```

Fruit Land: Stage C password: HTYP OSAR

```

X X X X X X X X X X X X X X X X X
X
X  O O O O O O O O O O O O O
X  O
X  O  O O O O O O O O O  O
X  O  O
X  O  O  O O O O B  O  O
X  O  O  O
X  O  O  O O O O O O O  O
X  O  O
X  O  O O O O O O O O O O O
X  O
X  O O O O O O O O O O O B
X
X X X X X X X X X X X X X X X X

```

```

X  Enemies:
X      Bonkers x 5 (respawning)
X  Items:
X      Dream Bags x 3
X  Solution:
X      This is the first appearance
X      of Bonkers, but as long as
X      Kickle defends himself with
X      ice pillars and kills them
X      quickly, moving around the
X      spiral will be a snap. Just
X      be careful because Kickle
X      will get surrounded if he is
X      too slow.

```

Fruit Land: Stage D password: KKKb dKCF

```

X X X X X X X X X X X X X X X X X
X      O
X      O O O
X      O O O O O
X      O O O  O O O  O
X  O O  O
X  O O L  C  L O O
X O O L  C  C  L O O  R
X  O O L  C  L O O  R
X R  O O  O O  R
X  R  O O O  O O O  R
X  R  O O O O O  R
X      R  O O O  R
X      R  O  R
X X X X X X X X X X X X X X X X

```

```

X  Enemies:
X      none
X  Items:
X      Dream Bags x 3
X      Ice Pops x 7
X  Solution:
X      Use the pillars for a hint
X      and move around the level
X      building pillars along the
X      inside for protection
X      against the cannons'
X      shots. Picking up the Ice
X      Pops will require quick
X      reflexes since they will not
X      provide any protection once
X      Kickle grabs them.

```

Fruit Land: Stage E password: OgFG IIBU

```

X X X X X X X X X X X X X X X X X
X      S S S O S S S
X      O

```

```

X  Enemies:
X      Noggles x 4 (respawning)
X      Rocky x 1 (respawning)

```



```

X   O O O O O R O O O O O   X
X  O O       O R O       O O X
X  O         O           O   X
X  B   O O       O O   B   X
X         O T   O   T O       X
X  O O       O O O       O O X
X  O O O O O O O O O O O O O X
X  B O O O O O O O O O O O B X
X   O O O O O   O O O O O   X
X         O O O O O O O O O   X
X         O O O   O O O       X
X X X X X X X X X X X X X X X

```

```

Items:
  Dream Bags x 3
  Ice Pops x 3
Solution:
  Just freeze Noggles into ice
  blocks and kick them up to
  cross the water. The two
  Equalizer won't pose a
  problem if they are frozen
  and Kickle keeps his
  distance from them.

```

Fruit Land: Stage I password: CCeO YACC

```

X X X X X X X X X X X X X X X X X
X                               R B R   X
X                               R 0 0 0 R X
X                               R 0 0 0 0 0 R X
X                               X
X R R R R B R R R R O 0 0 0 0 O R X
X R S O O O O O O O O O O O S R X
X R S O O O O O O O O O O O S R X
X R S O O O O O O O O O O O S R X
X R R R R R R R R R O 0 0 0 0 O R X
X                               X
X                               R O O O O O R X
X                               R O O O R   X
X                               R R R   X
X X X X X X X X X X X X X X X X X

```

```

Enemies:
  Noggles x 2 (respawning)
  Sparky x 1 (respawning)
Items:
  Dream Bags x 3
  1-Up x 1
Solution:
  Kickle can freeze and kick a
  Noggle left into the springs
  from the edge of the
  slippery ice then quickly
  run to the right by the
  springs. Position Kickle
  above or below where the ice
  will strike the right spring
  and down for the 1-Up or up

```

for the Dream Bag. Kickle can use the bit of land to the right of the slippery ice line to drop a pillar and give Kickle a bit more time to set himself up after the kick.

Fruit Land: Stage J password: hLHA MCDO

```

X X X X X X X X X X X X X X X X X
X                               0 0 0   X
X   0   0 0 H H H 0 0   0   X
X  0 0   0 0 H H H 0 0   0 0 X
X   0   0 0 H H H 0 0   0   X
X                               R 0 0 0 R X
X                               R R O O O R R X
X                               R O O O O O O O R X
X   B O O O O O O O O O O B   X
X   R O O O O O O O O R   X
X   R O O O O O R   X
X   R O O O R   X
X   R O R   X
X   R   X
X X X X X X X X X X X X X X X X X

```

```

Enemies:
  Noggles x 2 (respawning)
  Equalizer x 1
Items:
  Dream Bags x 3
Solution:
  Aim the hammer left and kick
  a frozen Noggle into it to
  reach the left island or aim
  it right to reach the right
  island.

```

Fruit Land: Stage K password: bXED gKBe

```

X X X X X X X X X X X X X X X X X
X R 0 0 0 0 0 0 0 0 0 0 0 0 R X

```

```

Enemies:
  Noggles x 1 (respawning)

```



```

X
X 0 0 0 0 0 0 0 0 0 0 0 0
X 0 0 0 0 0 0 0 0 0 0 0 0
X   S S S B S S S
X  S O O O O O O O O O S
X S O O O O O O O O O O O S
X S O O O O O O O O O O O S
X S O O O O O O O O O O O S
X S 0 0 0 R 0 0 0 R 0 0 0 S
X   S O O O O O O O O S
X   S S S B S S S
X
X X X X X X X X X X X X X X X X

```

```

X   Noggles x 6 (respawning)
X   Equalizer x 1 (respawning)
X Items:
X   Dream Bags x 3
X   Ice Pops x 2
X Solution:
X   Kickle must freeze a Noggle
X   and kick it up so that it
X   makes contact with one of
X   the springs above. Use an
X   ice pillar to stop the
X   block's movement on the
X   land above the two rocks,
X   then kick it horizontally so
X   that it begins bouncing from

```

spring to spring. Kickle needs to wait above or below the block's path then drop a pillar so that the block stops moving just below the water at the ends of the springs above. Kick the block up to reach the island and take care of the Equalizer to claim the bag.

Fruit Land: Stage O password: WGTY IYCI

```

X X X X X X X X X X X X X X X X
X       B       B
X       R O R   R O R
X       R O O O R O O O R
X       R O O O O R O O O O R
X  R O O O O O R O O O O O R
X R R R R R R O R O R R R R R R X
X
X R R R B R R 0 0 0 R R R R R R X
X S O O O O 0 H H H 0 0 0 0 0 S X
X  S O O O O H H H 0 0 0 0 S
X   S O O O H H H 0 0 0 S
X   S O O O 0 0 0 0 S
X       R R R R R R R
X X X X X X X X X X X X X X X X

```

```

X Enemies:
X   Noggles x 1 (respawning)
X   Bonkers x 2 (respawning)
X Items:
X   Dream Bags x 3
X   Ice Pops x 2
X Solution:
X   The hammer will already be
X   pointing up, and if Kickle
X   kicks a frozen Noggle right
X   into it, the hammer will
X   swing and build a bridge to
X   the top-left portion of the
X   map. Kickle must lower the
X   hammer out of the way of the
X   row of top springs and kick

```

the Noggle into them. When the ice block strikes the right spring, push the hammer up and move out of the way to have access to the last Dream Bag.

Fruit Land: Stage P password: aagL QOBK

```

X X X X X X X X X X X X X X X X
X           R O R
X           R   L   R
X           R     O   R
X           R R   O   R R
X   R     R   L   R     R
X  R     R     R O R     R
X R O L O O L O O O L O O L O R X
X  R           R O R           R
X   R     R   O   R     R
X           R R   O   R R
X           R     O   R
X           R   O   R
X           R O R
X           R O R

```

```

X Enemies:
X   Spiny x 3
X Items:
X   Dream Bags x 3
X Solution:
X   Remove the top pillar when
X   the Spiny is moving down and
X   run to the left pillar and
X   wait. Once the Spiny passes
X   Kickle by, follow it down
X   and trap it below with an
X   ice pillar, then remove the
X   second top pillar and grab
X   the Dream Bag. Remove the

```


Cake Land: Stage C password: aUZE UdAK

```

X X X X X X X X X X X X X X X X X
X   O                               B   X
X  O O O                           O O O X
X O O O O O   O O O O O O O O X
X  O O O   T O T   O O O X
X   O   T T O T T   O   X
X           T O O O O O T   X
X       T T O R O R O T T   X
X   O O O O O O O O O O O   X
X       T T O R O R O T T   X
X           T O O O O O T   X
X           T T O T T       X
X           T O T         X
X           O             X
X X X X X X X X X X X X X X X X X

```

Enemies:
 Noggles x 4 (respawning)
 Rooker x 4

Items:
 Dream Bags x 3
 Ice Pops x 4

Solution:
 The four Rooker are closing in on Kickle, but if he just moves down and hugs the rock left or right he'll avoid them as they converge on the center. Now dispatch of the four Rooker and head up to where the Noggles are. Just freeze and kick one left

across the slippery ice to reach the top-left Dream Bag.

Cake Land: Stage D password: WYdD QgAZ

```

X X X X X X X X X X X X X X X X X
X R B R                               R B R X
X O O O R R R R R R R R R O O O X
X O O O R C O O O O O O I O O O X
X O O O R R R R O R R R R O O O X
X O O O R           R           R O O O X
X O O O R           R O O O X
X O O O O R R           R R   O O O X
X O O O O O O R R R R O O   O O O X
X O O O R O O O O O O O R O O O X
X R O O O O R O O O R O   O O R X
X   R R O O O O R O O O   R R   X
X       R R O O O O O R R       X
X           R R R R R           X
X X X X X X X X X X X X X X X X X

```

Enemies:
 Noggles x 2 (respawning)
 Mr. Hoople x 2 (respawning)

Items:
 Dream Bags x 3
 Ice Pops x 2

Solution:
 Freeze the left Noggle and place it so that it lies left of the first singular rock on the slippery ice. Now kick the ice block down, right, down, right, up, right, up, and finally right again to cross over to the right side of the map. Head

up by the base rock and freeze the Noggle the moment it steps into the cannon's path. Kick the ice block left to block the cannon fire and collect the top Dream Bag.

Cake Land: Stage E password: SMTg UADS

```

X X X X X X X X X X X X X X X X X
X                                     X
X                                     R R R R X
X                                     R O O O R X
X                                     R O O O O R X
X                                     R O O O O O R X
X                                     X
X   R R R B R R R R R O O R R X
X  R O O O O O O O O O O O O X
X R O O O O O O O O O R O R O O X
X R O O O O O O O O O R S R O O X
X R O O O O O O O O O R R R O O X
X  R O O O O O O O O O   O O O X
X   R R R R R R R R R   R R R X

```

Enemies:
 Noggles x 10 (respawning)
 Spiny x 1

Items:
 Dream Bags x 3
 1-Up x 1

Solution:
 First freeze and kick a Noggle right along the lower rock wall to build a bridge so Kickle can go over the water. Have Kickle drop an ice pillar to the right of the spring on top the short


```

X R 0 0 R 0 0 0 0 0 0 0 R 0 R X      Dream Bags x 3
X R 0 0 0 0 0 R 0 0 0 0 R 0 R X      Solution:
X R R 0 0 0 H H H 0 0 0 0 0 R X      First aim the hammer so that
X R 0 0 0 R H H H 0 R 0 0 0 R X      it points down. Freeze the
X R 0 0 0 0 H H H 0 0 0 R 0 R X      Noggle and kick it up, left,
X R 0 R 0 0 0 0 0 0 0 0 R 0 R X      left, and up. Have Kickle
X R 0 0 0 0 R 0 0 B 0 0 R 0 R X      push the hammer so that it
X R 0 0 R 0 0 0 0 0 0 0 R 0 R X      points down and kick the ice
X R 0 0 0 0 0 0 R 0 0 0 R 0 R X      block right, left, up, and
X R R R R R R R R R R R R R R R X      right. Make sure the hammer
X X X X X X X X X X X X X X X X X X      is now pointing left (it
                                           should from the last swing)

```

and kick the block down, up, and right. Finally, point the hammer to the right and kick the ice block down. The block will fly into the water and let Kickle grab the Dream Bags on the right. This is a lengthy procedure, so be sure to keep freezing the Myrtle to stop it from charging and breaking the ice block.

Cake Land: Stage I password: HJUh UUCe

```

X X X X X X X X X X X X X X X X X X      Enemies:
X      K      K      X      Noggles x 7 (respawning)
X      K O K K K R K K K O K      X      Spiny x 2
X      K S 0 0 0 0 0 0 0 0 0 S K      X      Items:
X      K 0 0 0 0 0 0 0 0 0 K      X      Dream Bags x 3
X      K 0 0 0 0 0 0 0 0 0 K      X      Ice Pops x 2
X      K 0 0 0 0 0 0 0 0 0 K      X      Solution:
X      K 0 0 0 0 0 0 0 0 0 K      X      Have Kickle freeze and kick
X      K 0 0 0 0 0 0 0 0 0 K      X      a Noggle up so that it rests
X      B B B B B      X      against the top rock. Then
X      0 0 0 0 0 R 0 0 0 0 0      X      kick the ice block to the
X      0 0 0 0 0 R 0 0 0 0 0      X      left or right and move out
X      0 0 R 0 0      X      of the way. Choose a corner
X      0 0 R 0 0      X      wait directly where the Ice
X X X X X X X X X X X X X X X X X X      Pops are located, then kick
                                           the block down when it hits

```

the spring in front of Kickle. Dodge the Spiny and repeat the process on the other side for the other Dream Bag.

Cake Land: Stage J password: KJeK VNCe

```

X X X X X X X X X X X X X X X X X X      Enemies:
X      K 0 H H H 0 H H H 0 K      X      Noggles x 1 (respawning)
X      K 0 H H H 0 H H H 0 K      X      Rocky x 1 (respawning)
X      K 0 H H H 0 H H H 0 K      X      Items:
X      K 0 0 0 0 0 0 0 0 0 K      X      Dream Bags x 3
X      K 0 0 0 0 0 0 0 0 0 K      X      1-Up x 1
X K O 0 0 0 H H H 0 0 0 O K X      Solution:
X      K 0 0 0 H H H 0 0 0 K      X      First have Kickle push the
X      B O O O O O O B      X      top-left hammer to the
X      K 0 0 0 0 0 K      X      right, the top-right hammer
X      K 0 0 0 K      X      down, and the bottom hammer
X      K 0 K      X      right. Then freeze a Noggle
X      K      X      below the head of the
X X X X X X X X X X X X X X X X X X      top-left hammer and kick it
                                           up to build a bridge to the
                                           Dream Bag on the right. To

```

pick up the 1-Up have the top-left hammer point down, the top-right

hammer point left, and the bottom hammer pointing left before kicking the block up into the top-right hammer.

Cake Land: Stage K password: PRKV UQCL

X X X X X X X X X X X X X X X X X X X
X
X
X R R R R R R R R R R R R R R R X
X S T T T 0 0 0 0 T 0 0 0 0 T S X
X S T T T 0 T T 0 T 0 T T 0 T S X
X S O I T 0 T T 0 T 0 T T 0 T S X
X S O I T 0 T T 0 T 0 T T 0 T S X
X S O I T 0 T T 0 0 0 T T 0 T S X
X S T T T 0 T T T 0 T T T 0 T S X
X S T T T 0 0 0 T 0 T 0 I 0 T S X
X R R R R R R R R R R R R R R R X
X
X
X X X X X X X X X X X X X X X X X X

Enemies:
Max x 1
Spiny x 1
Items:
Dream Bags x 3
Solution:
The Max will begin start the level by kicking all three of the ice blocks, sending them bouncing horizontally along the springs. Kickle must simply run along the slippery ice and collect all of the Dream Bags before the block of ice trapping the Spiny thaws. Note that the

kicks are staggered so there are brief safe spots within the area the ice blocks are bouncing over.

Cake Land: Stage L password: SBDQ FZAa

X X X X X X X X X X X X X X X X X X X
X R R X
X R 0 R R 0 R X
X R 0 0 R R R 0 0 R X
X R 0 0 0 0 0 0 0 0 0 R X
X R 0 0 0 R 0 0 0 R X
X R 0 0 0 B 0 0 0 R X
X R 0 0 R 0 0 R X
X R 0 0 0 R 0 0 0 R X
X R 0 H H H T H H H 0 R X
X R 0 H H H B H H H 0 R X
X R 0 H H H T H H H 0 R X
X R 0 0 0 R 0 0 0 R X
X R R R R R R X
X X X X X X X X X X X X X X X X X X

Enemies:
Noggles x 1 (respawning)
Mr. Hoople x 1 (respawning)
Items:
Dream Bags x 3
Solution:
Freeze the Noggle and head down to the right hammer and turn it so it faces right (the left hammer should already be pointing up). Kick the ice block down into the hammer and then kick it left to pick up the left Dream Bag. To pick up the right Dream Bag, do the same

as before except this time run over to the left half of the map before the ice block strikes the rock wall above, then kick the block right to cross the gap.

Cake Land: Stage M password: RAHW HBBW

X X X X X X X X X X X X X X X X X X X
X R O B O R X
X R R O O O R R X
X R R R O O O R R R X
X R R R R O O R R R R X
X R R R R R O B O R R R R R X
X O O O I O I O O O L O L O O O X
X B O O B O O O B O O B X
X O O O L O L O O O I O I O O O X

Enemies:
Noggles x 4 (respawning)
Sparky x 4 (respawning)
Items:
Dream Bags x 3
Ice Pops x 8
Solution:
Although four Sparky are present at the start of the

```

X  R R R R R O B O R R R R R  X    level, only two will
X      R R R R O   O R R R R  X    reappear after the four
X        R R R O O O R R R  X    Noggles emerge from the base
X          R R O O O R R  X    rocks. All Kickle needs to
X            R O B O R  X    do is shield himself with
X X X X X X X X X X X X X X X X  pillars and ice blocks to
                                     avoid getting caught by the

```

Sparky and then quickly picking up a Dream Bag before they regenerate. Also, instead of actually going after the Ice Pops here, it's much safer to freeze and kick a Noggle into them.

Cake Land: Stage N password: MTTK hPCD

```

X X X X X X X X X X X X X X X X  Enemies:
X 0 0 R 0 0 0 0 0 0 R 0 0 0 0 0 0 X   Noggles x 1 (respawning)
X 0 0 0 0 0 0 0 0 0 0 S 0 0 0 0 0 0 X   Max x 3 (respawning)
X 0 0 0 0 0 0 0 0 0 0 0 0 T T 0 0 0 0 X  Items:
X 0 0 0 T T 0 0 T T T B T 0 0 0 0 X   Dream Bags x 3
X 0 0 0 T B T T T O O O T 0 0 0 0 X   Ice Pops x 2
X R S 0 T O O O T O R O T 0 0 0 0 X  Solution:
X 0 0 0 T O R O T O I O T 0 0 0 0 X   First collect the two Ice
X 0 0 0 T O O O T T T T T 0 S R X   Pops and place ice pillars
X 0 0 0 T T T T T 0 0 0 0 0 0 0 0 X   where they were picked up.
X 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 X   Now freeze the Noggle and
X 0 0 0 0 B O O R 0 0 0 0 0 0 0 0 X   kick it up to the rock above
X 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 X   it and the Max will kick it
X 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 X   left into the pillar. Now
X X X X X X X X X X X X X X X X X   kick the ice block up,
                                     right, and then down. The

```

Max will once again kick the block, and whether it kicks it left or right the block will end up against the right rock thanks to the spring. If the block killed the right Max, then just wait for it to respawn and kick the block, too. Again, thanks to the spring, it doesn't matter what direction the Max kicks it as the block will travel down either way and build the bridge to the Dream Bags. Be careful of the free Max running around since it will try to kick the block as well.

Cake Land: Stage O password: IHAV PXBB

```

X X X X X X X X X X X X X X X X  Enemies:
X          R  X   Noggles x 1 (respawning)
X          R 0 R  X   Equalizer x 1 (respawning)
X    R R R R    R R R R  X  Items:
X  R 0 0 S 0 0 0 0 0 0 R 0 R  X   Dream Bags x 3
X R 0 0 0 0 0 0 0 0 0 0 S 0 0 R X  Solution:
X R R R S 0 0 0 0 0 0 0 0 S R X   While dealing with the ice
X R 0 0 0 0 0 0 0 0 0 0 0 0 R X   block try to keep freezing
X R S 0 0 0 0 0 0 S R 0 0 0 0 R X   the Equalizer since its
X R 0 0 0 S 0 0 0 0 0 0 0 0 R X   cannon balls have a large
X R 0 0 0 R S 0 0 0 0 0 S R R X   range and can destroy the
X R 0 0 0 0 0 0 B 0 0 0 0 0 R X   block, especially since it
X  R 0 0 0 0 0 0 0 0 S 0 R  X   will be in constant motion.
X    R R R R R R R R R R  X   First, have Kickle freeze
X X X X X X X X X X X X X X X X   the Noggle and kick it into
                                     the left or right spring and

```

move out the way. When the ice block strikes the right spring, then kick it either up or down and move out the way again. When it hits


```

T   O   O   Y
T   O   O   Y
T   00000  Y

```

```

L       AAA   N   N   DDDD
L       A   A  NN  N   D   D
L       A   A  N  N  N   D   D
L       AAAAA N  NN  D   D
LLLLL  A   A   N   N   DDDD

```

A Q Toy Land contains 17 stages and even more
B C D E F H difficult puzzles and enemies to challenge Kickle.
G I P A number of the puzzles still look more difficult
J O than they really are thanks to intimidating
K N enemies such as the Gale. When Kickle passes all
L M of the stages, he will go up against the Wizard
King.

Toy Land: Stage A password: JVYD GKAE

```

X X X X X X X X X X X X X X X X X X X Enemies:
X           O           X       Gale x 7
X           O O O       X       Items:
X           O O O O O   X       Dream Bags x 3
X           O O O O O O O X       Ice Pops x 9
X           O O O O O O O O O X       Solution:
X           O O O O O O O O O O O X       Just run and collect a Dream
X   O O O O O O O O O O O O O X       Bag by running to it when
X           O O O O O O O O O O O X       the Gale passes by and have
X           O O O O O O O O O X       Kickle wait on that exact
X           O O O O O O O   X       spot for the Gale in front
X           O O O O O   X       the next bag to clear before
X           O O O       X       collecting it and so on. The
X           O           X       clockwise path would be up
X X X X X X X X X X X X X X X X X       one step, left four, up two,

```

then up two, right four, up one, then finally down one, right two, down one, right one, and down one more time for the last Dream Bag. As the Ice Pops, Kickle will have to dart in and out, grabbing an Ice Pop and making sure to drop a pillar over the same spot before running into the safe area. If no pillar is placed, the timing of all the bouncing Gale gets thrown off, making it much more difficult to navigate the level.

Toy Land: Stage B password: NBFQ GUBg

```

X X X X X X X X X X X X X X X X X X X Enemies:
X           L O       0 L       X       Shades x 8 (respawning)
X   L O O O O O O L       0       X       Items:
X   0 0           0 0       0       X       Dream Bags x 3
X   0           0           0       X       Solution:
X   0 I O       0 0 0       0 0 0 X       Kickle must use the ice
X   0 0 0       0 0 0       0 0 0 X       block to kill all of the
X   0 0 0       0 0 0       0 0 0 X       Shades that litter the path
X   P           0           0       X       to the right Dream Bag. Kick

```

the block up, right, down,

```

X      0      0 0      0 0  X      right, and up again while
X      0      L 0 0 0 0 0 0 L  X      making sure none of the
X      B      L 0      0 L  X      Shades along the way hide in
X                                          X      the small areas outside of
X X X X X X X X X X X X X X X X X X  X      the path of the ice block.

```

Kickle will have to remove some pillars to kick the block and be quick as well since the defeated enemies will respawn from the bottom-left base rock right behind Kickle.

Toy Land: Stage C password: NRSe WgCD

```

X X X X X X X X X X X X X X X X X X  Enemies:
X                                          X      Gale x 5
X 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 X  Items:
X 0                                          0  X      Dream Bags x 3
X 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 X  Ice Pops x 5
X                                          0  X  Solution:
X 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 X  Kickle needs to walk up and
X 0  0                                          X  use the Ice Pops to avoid
X 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 X  the Gale in the level. If
X                                          0  X  Kickle picks up an Ice Pop,
X 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 X  be sure to drop an ice
X 0                                          0  X  pillar in its place since
X 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 X  the Gale will have a second
X                                          X  path and could return to
X X X X X X X X X X X X X X X X X X  X  Kickle faster. The only real

```

center one as it is returning to the left. Kickle should wait under the Ice Pop and, once the Gale bounces on it heading left into the turn, pick it up, cross over to the top, and drop a pillar quickly in its place.

Toy Land: Stage D password: OCCe WACW

```

X X X X X X X X X X X X X X X X X X  Enemies:
X          R R R          X      Noggles x 6 (respawning)
X          R 0 0 0 R      X  Items:
X          R 0 0 0 R      X      Dream Bags x 3
X          R 0 0 0 R      X  Solution:
X  R R R B O I O B R R R  X  Simply freeze a Noggle, kick
X  R O C 0 0 0 0 0 0 0 0 C O R  X  it down, and repeat until
X R O O C 0 0 0 0 0 0 0 0 C O O R X  all of the six Noggles have
X  R O C 0 0 0 0 0 0 0 0 C O R  X  been frozen and kicked.
X  R R R R R 0 R R R R R  X  Kickle will now have created
X          R R C R R      X  to small walls of ice blocks
X          R O O O R      X  to block the cannon fire.
X          R O R          X  Kick the ice block between
X          R              X  the two base rocks to block
X X X X X X X X X X X X X X X X X X  X  the bottom cannon, then walk

```

between the two walls Kickle made and kick the ice blocks to the left or right to block the cannons on the side. Just be careful when freezing the Noggles since some cannon shots will not be protected when there is no Noggle on the land to block them.

Toy Land: Stage E password: OSRE OGCE

```

X X X X X X X X X X X X X X X X X
X   O O O O L T O O L O O O   X
X   O R R R O R R R O R R R O   X
X   O R O O O R O R O R O O O   X
X   O R O O O R O R O R O O O   X
X   O R O O O R O R O R O O O   X
X   O R R R O R O R O R R R L   X
X   O O O R O R O R O O O R O   X
X   O O O R O R O R O O O R O   X
X   O R R R O R R R O R R R O   X
X   O O O T L O O O L T O O O   X
X   L                               L X
X O O O                               O O O X
X X X X X X X X X X X X X X X X X

```

Enemies:
 Spiny x 5
Items:
 Dream Bags x 3
Solution:
 Within the curves of the "S" shaped rock formations are four areas where Kickle will be safe from the Spiny if he stands directly in the center. When the first Spiny Kickle encounters is heading up, remove the pillar in his way and run to the safe spot. When the Spiny passes Kickle on the way down, trap

it below with an ice pillar. Continue trapping the rest of the Spiny behind Kickle throughout the remainder of the level.

Toy Land: Stage F password: PhhW aUBg

```

X X X X X X X X X X X X X X X X X
X       S               S       X
X       R O             O R     X
X   R R O             O R R   X
X S O O O O O O O O O O O O S X
X       O               O       X
X       R O             O R     X
X   B O O             O O B   X
X       R O             O R     X
X       O               O       X
X S O O O   O O R O O   O O O S X
X   R R O             O R R   X
X       R O             O R     X
X       S               S       X
X X X X X X X X X X X X X X X X X

```

Enemies:
 Noggles x 1 (respawning)
 Mr. Hoople x 1
Items:
 Dream Bags x 3
 Ice Pops x 4
Solution:
 Drop an ice pillar above the bottom-left Ice Pop, then freeze and kick the Noggle up into the spring and run to the left of the lower left slippery ice patch. Now Kickle will have an ice block he can kick right to build a bridge to the

bottom-left Dream Bag. To reach the bottom-right bag, have Kickle freeze the Noggle again and kick it up into the spring. Use the safe area next to the base rock if needed and run to the top-left corner. When the block is moving down, put an ice pillar above the top-left slippery ice to stop it in front of him. Kick the block to the right, walk a bit, and then drop a pillar to protect him. Kickle isn't fast enough to run all the way over before the block bounces back, so use pillars to protect Kickle while moving the block over. Kickle should head up when he can and stop and kick the block down. Finally, walk to the safe strip of land below and drop a pillar so that the block stops in front of Kickle, allowing him to kick it left to build a bridge to the last Dream Bag.

Toy Land: Stage G password: TbER YUBg

```

X X X X X X X X X X X X X X X X X
X       R S S S S S S S R       X
X R R R R R O O O O O O O R R R R X
X O O O O O O O O H H H O O O S X
X O O O O O O O O H H H O O O S X

```

Enemies:
 Noggles x 1 (respawning)
 Rocky x 1 (respawning)
Items:
 Dream Bags x 3


```

X      0  B O B  0      X      then go around and wait just
X  0    S    T    S    0  X      below where the block hits
X X X X X X X X X X X X X X X X it. Kick the block up then

```

go around to the left of where the block is now hitting the top spring. Kick it right and hide in the top-left corner diagonally to the rock. The spring will send the ice block into the rock, and Kickle can now kick it down to reach the left Dream Bag. For the right Dream Bag, have Kickle again freeze the Noggle and kick it into the side springs, but this time go to the right spring and kick it up. Head over to the right base rock and where the spring is being hit. Kick the block left into the left spring and run into the upper right corner. The ice block will stop against the base rock, and now Kickle can kick it down to reach the last Dream Bag.

Toy Land: Stage J password: XXDS KUBg

```

X X X X X X X X X X X X X X X X Enemies:
X T T T T T T T T T T X      Noggles x 5 (respawning)
X 0 0 0 0 0 0 H H H T X      Spiny x 2
X 0 0 0 H H H H H H T 0 0 B R R X Items:
X H H H H H H H H H T 0 0 O 0 S X      Dream Bags x 3
X H H H H H H 0 0 0 T 0 0 O 0 S X      Ice Pops x 4
X H H H 0 0 0 0 0 0 T 0 0 O 0 S X      Solution:
X T T T T T T T T T T O 0 B R R X      First, pick up the Ice Pops
X 0 L 0  0 0  0 0 O 0 O X      and be sure to place ice
X T T T T T T T T T T O 0  0 0 X      pillars on the land where
X H H H H H H H H H T 0 0  0 0 X      the lower and right ones
X H H H H H H H H H T 0 0  0 0 X      are to block the Spiny once
X H H H H H H H H H T X      they are released from the
X T T T T T T T T T T X      island. Now, freeze a Noggle
X X X X X X X X X X X X X X X X      and kick it into the center

```

hammer along the top row, then kick one into the top-right hammer to adjust its direction. Striking any of the top hammers will build the bridge to the island, but only the aforementioned two are necessary to reach the left Dream Bag. Now with the top-center hammer pointing right, freeze and kick all five Noggles into it. By the time the fifth one is kicked, Kickle will have the space needed to kick it down into the pillar below. Remove the right pillar being careful of the Spiny and kick it left to fill the water gap. Freeze the Noggle when it respawns and repeat to reach the left Dream Bag. Hopefully the two Spiny have knocked the Dream Bags around enough to trap them on the island with an ice pillar; otherwise, release and dodge the Spiny then run down and grab the last two Dream Bags.

Toy Land: Stage K password: aXMH LXBV

```

X X X X X X X X X X X X X X X X Enemies:
X R R R R R R R R R R R O R R R X      Noggles x 6 (respawning)
X R R S S S S S S S S S S S R R X      Max x 2 (respawning)
X R S O O O O O O O O O O O S R X      Items:
X R S O O O O O O O O O O O S R X      Dream Bags x 3
X R S O O O B O I O B O O O S R X      Ice Pops x 4
X R S O O O O I O I O O O O S R X      Princess Mira's Ring x 1
X R S O O O O O O O O O O O S R X      Solution:
X R S O O O O I O I O O O O S R X      The level begins with the
X R S O O O B O I O B O O O S R X      two Max kicking the ice

```

```

X R S O O O O O O O O O O O S R X
X R S O O O O O O O O O O O S R X
X R R S   S S S S S S S S S R R X
X R R R O R R R R R R R R R R R X
X X X X X X X X X X X X X X X X

```

blocks and sending them
bouncing into the springs.
Kickle simply must use ice
pillars to stop the blocks
in line with the water so
that they may be kicked to

form bridges to the Dream Bags or can lure fresh Noggles over to the spot and freeze and kick them like that. Note that Princess Mira's Ring has appeared on this stage at the top of the map, but it is a random appearance (apparently about ten seconds or so into the level).

Toy Land: Stage L password: hhed KICT

```

X X X X X X X X X X X X X X X X X
X
X 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 X
X 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 X
X 0 0      0      0 0      0 0 X
X 0 0  0 0 0 0 0 0 0 0 0 0 0 X
X 0 0  0      0      0 0 0 X
X 0 0  0  0 0 0  0 0 0 X
X 0 0  0 0 0 0 0 0 0 0 0 X
X 0 0      0 0      0 0 X
X 0 0 0 0 0 0 0 0 0 0 0 0 0 0 X
X 0 0 0 0 0 0 0 0 0 0 0 0 0 0 X
X
X X X X X X X X X X X X X X X X X

```

Enemies:
Spiny x 7
Items:
Dream Bags x 3
1-Up x 1
Solution:
Kickle must make his way up
and around to the three
Dream Bags in the center,
which relies more on evasion
skill than a real puzzle
solution. Just keep track of
which wall the approaching
Spiny are clinging to and
move out of the way. Realize
that there are one or two

moments where Kickle might have to backtrack a step or so to loop around the enemies depending on how they're approaching. At the top Kickle is forced to collect the 1-Up to reach the Dream Bags, but stall for a moment until the last rotating Spiny passes over it since once the 1-Up is removed the Spiny will have a way into the center area where Kickle won't be able to dodge them.

Toy Land: Stage M password: hUTd bVCE

```

X X X X X X X X X X X X X X X X X
X R S S S S S S S S S S S S S R X
X S 0 0 0 0 0 0 0 0 0 0 0 0 0 0 S X
X S 0 0 0 0 0 0 0 0 0 0 0 0 0 0 S X
X S 0 0 0 0 0 0 0 0 0 0 0 0 0 0 S X
X S 0 0 0 B 0 0 0 0 0 B 0 0 0 S X
X S 0 0 0 0 0 0 0 0 0 0 0 0 0 0 S X
X S 0 0 0 0 0 0 0 0 0 0 0 0 0 0 S X
X S 0 0 0 0 0 0  0 0 0 0 0 0 S X
X S 0 0 0 0 0 0  0 0 0 0 0 0 S X
X S 0 0 0 0 0 0 0 0 0 0 0 0 0 S X
X S 0 0 0 0 0 0 0 0 0 0 0 0 0 S X
X R S S S S S S S S S S S S S R X
X X X X X X X X X X X X X X X X X

```

Enemies:
Noggles x 1 (respawning)
Shades x 2 (respawning)
Items:
Dream Bags x 3
Ice Popx x 3
Solution:
Freeze the Noggle and kick
it right, then quickly drop
an ice pillar above the base
rock where it appeared. Now
kick the block down and once
it passes over the Ice Pop,
quickly drop a pillar on the
empty spot and wait for it
to return. Kick the ice

block left and then move Kickle over the single land block in its path and drop a pillar there when the block strikes the left spring. Now kick the block down and immediately drop a pillar over

where the block picked up the leftmost IcePop, then kick the ice block right after it bounces back to build the bridge to the last Dream Bag.

Toy Land: Stage N password: bIgR bFCa

X X X X X X X X X X X X X X X X X X	Enemies:
X	X Noggles x 2 (respawning)
X 0 0 0 0 0 0 0 0 0 0 0 0 0	X Max x 2 (respawning)
X 0	X Spiny x 1
X 0	Items:
X 0	X Dream Bags x 3
X 0	X Ice Popx x 4
X 0 O O B O O 0	X Solution:
X 0	X Immediately start running
X 0	X behind the Spiny, then just
X 0	X try to shot a Noggle on the
X 0	X island when possible. The
X 0 0 0 0 0 0 0 0 0 0 0 0 0	X Max will kick any ice blocks
X	X out to the edge and will
X X X X X X X X X X X X X X X X X X	X slowly connect the center
	X island to the outer rim.

Kickle can then step aside while the Spiny travels into the center and then clean up after it leaves. It will take several laps around the outer rim to reach the center, so try to only freeze the Noggles when they are positioned to build a single bridge so Kickle can stop trying to keep up with the Spiny. Getting all four Ice Pops will require four separate bridges that Kickle must lure the Max to create with frozen Noggles.

Toy Land: Stage O password: XMwE bJCE

X X X X X X X X X X X X X X X X X X	Enemies:
X 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 X	Noggles x 2 (respawning)
X 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 X	Sparky x 2 (respawning)
X 0 0 T T T T T T B T T T T 0 0 X	Items:
X 0 0 H H H H H H H H H T 0 0 X	X Dream Bags x 3
X 0 0 H H H H H H H H H T 0 0 X	X Ice Popx x 1
X 0 0 H H H H H H H H H T 0 0 X	X Solution:
X 0 0 T T T T T T T T T T T 0 0 X	X The two Sparky really make
X 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 X	X this level a lot more
X 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 X	X difficult than it would be
X 0 0 0 0 0 0 0 0 B O 0 0 0 0 0 0 0 X	X otherwise, but it's not too
X 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 X	X bad. Have Kickle freeze and
X 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 X	X kick a Noggle into the
X 0 0 0 0 0 0 0 S 0 0 S 0 0 0 0 0 0 X	X center hammer, then freeze
X X X X X X X X X X X X X X X X X X	X the second one and move out
	X of the way. The ice block

will strike the second one and now be to the right of the Ice Pop. Pick up the Ice Pop, drop a pillar over the land, and kick the ice block left so that it stops against the pillar. Now freeze the second Noggle again and kick it up as well. Now, quickly run over to the block adjacent to the pillar and kick it up the instant the second ice block strikes the spring. If everything is timed correctly, the hammers will swing in such a way so that the middle hammer will end up passes a block unobstructed over to the left and build the bridge to the Dream Bags.

Special Game: Round 04 password: GMQL IgBF

```

X X X X X X X X X X X X X X X X X
X H H H           H H H X
X H H H           H H H X
X H H H 0 0 0 0 0 0 0 0 0 0 H H H X
X   0 0 0 0 0 0 0 0 0 0 0   X
X H H H 0 0 0 S R 0 0 0 0 H H H X
X H H H 0 0 0 R R R 0 B 0 H H H X
X H H H R   R D R   R H H H X
X   0 0 R   R 0 0   X
X   R R 0 0 0 0 0 0 0 0 0 R R   X
X R S 0 0 0 0 0 0 0 0 0 0 S R X
X   0 0 0 0 0 0 0 0 0 0 0   X
X   0 0 0 0 0 0 0 0 0 0 0   X
X   0 B 0 0 0 0 0 B 0   X
X X X X X X X X X X X X X X X X X

```

Enemies:
 Noggles x 4
 Rocky x 2

Items:
 Dream Bags x 3

Solution:
 Push the bottom-left hammer up, go to the left of the top Noggle, and freeze it. Kick the resulting ice block into the hammer then quickly run over to the top spring and wait on the square above where the block will hit the spring. When the block hits the spring kick it down so a

bridge will be formed to the lower half of the level. Go to the three Noggles on the bottom, freeze the top one, and kick it into the springs. Wait on the slippery ice above the patch of land where the Noggles appear and freeze one when it steps onto the topmost land piece. The bouncing ice block will strike it and send both bouncing left and right. When the ice block that bounced left is returning right, time a kick so that Kickle strikes it with the ice block on the right just as it passes in front of the middle Dream Bag. If it's timed correctly then a block should be stalled so that it can be kicked up into the water to create a bring to the last Dream Bag. While the solution only technically needs two blocks, it really helps to use all three Noggles.

Special Game: Round 05 password: HeEh YYBB

```

X X X X X X X X X X X X X X X X X
X 0   0 0 0 0 0 B 0 0 0 0 0   O X
X   0 0 0 0 0 0 0 0 0 0 0 0   X
X 0 0 0 0 0 0 0 0 0 0 0 0 0 0 X
X T T T O O O O O O O O O T T T X
X R O T O O 0 0 0 0 0 0 0 O T O R X
X O O T O 0 0 0 0 0 0 0 O T O O X
X O T T O 0 T T T 0 T 0 0 0 0 0 X
X O T T O 0 T B R B T 0 0 0 0 0 X
X O T T O 0 T O O O T 0 0 0 0 0 X
X O O T O 0 T T R T T T O L T R X
X B R R O 0 0 0 0 0 0 0 O Y R   X
X   0 0 0 0           0 O R   X
X   0 0 0   0 0 0   0 0   X
X X X X X X X X X X X X X X X X X

```

Enemies:
 Noggles x 1 (respawning)
 Max x 4 (respawning)

Items:
 Dream Bags x 3
 1-Up x 1

Solution:
 While solving this puzzle be sure to keep freezing the Max which is released from the top base rock to keep it from kicking the ice block. First, create a pillar to the left of the Noggle, shot it, and move out the way. The Max next to it will kick

it toward Kickle and into the ice pillar. Create a pillar on the patch of land high above the ice block and kick the block into it. Now, kick the block to the left so that it strikes the rock. The leftmost Max will now come to it and kick it up, sending it into the water block above and creating a new patch of land. Create a pillar on this new land and freeze another Noggle, repeating the same steps as before. Now there will be an ice block against the pillar on the topleft of the map, and this block should be kicked down across the water holes. The left Max will now kick the block


```

X O R O O O O O O O O O O O O X      should be pointing down) and
X O O O O R O B O B                    X      it will swing and knock the
X O O O O O O O O O O O O O O X      block down into the rock
X X X X X X X X X X X X X X X X X X      below. Now kick the block to
                                           the left into another rock

```

and move the bottom-left hammer so that it points down. Go under the ice block and kick it up into the top-left hammer (which should be aimed to the left), and while the block is in motion, push the bottom-left hammer so that it points to the left then back away from it. The top hammer will send it down, and the lower hammer will push it against the furthest left rock. Kick the ice block up into the rock above. Now make sure that the top-right hammer is pointing to the left and the bottom-right hammer is pointing up. Kick the ice block to the rick and race over to the hammer being careful not to get struck by its swing. Once the bottom-right hammer completes its swing, push it so that the head points up or down. The ice block will bounce off the spring and strike the top hammer which will send it down to build the bridge so Kickle can grab the two Dream Bags.

Special Game: Round 10 password: JPLG IaBF

```

X X X X X X X X X X X X X X X X X X      Enemies:
X                                           X      Noggles x 1 (respawning)
X R R B R R R S R R R R R R R R X      Myrtle x 2 (respawning)
X R O O O R R O R O R R O O O R X      Items:
X R O O O R R O O O O R O O O B X      Dream Bags x 3
X R O O O R O O R O R R O O O R X      Ice Pops x 4
X R R R R O O R O R R O R R R X      Solution:
X S O O O O O O O O O O O O S X      Begin by dropping a pillar
X R R O R R O O R O R O O R R R X      in the bottom-left corner of
X R O O O R R O R O O R O O O R X      the small room Kickle begins
X R O O O O O O O T R R O O O R X      the level in. Walk up a bit
X R O O O R R O R O O R O O O R X      and freeze the Noggle when
X R R R R R R R R S R R R R R R X      it is as far left from the
X                                           X      base rock as possible, then
X X X X X X X X X X X X X X X X X X      move Kickle above it and
                                           send the ice block down into

```

the pillar below. Now drop a pillar in the small entrance gap to where the Noggle was and move back down to the ice block. Remove the old pillar and kick the ice block up into the new pillar. Now kick the ice block into the right spring and move out of the way. Position Kickle in the top half of the stage and have him drop an ice pillar when the block is heading left, placing the pillar to the right of the column with the spring and water hole. Make sure Kickle runs up to the Ice Pops after dropping the pillar. Now have Kickle must drop three more ice pillars before he can move the ice block any further. Drop one pillar directly over the space where the top-right Ice Pop is found, and do the same for the bottom-left Ice Pop. Finally, place an ice pillar one space up of the far left corner of the stage (under the Dream Bags). Now Kickle must return to the ice block and kick it down, immediately running to the small niche between the rocks above. Kickle should now be trapped behind the ice block resting against the pillar. Now kick the block to the left and have Kickle move under it. Since the ice block is so close to the spring, have Kickle make another ice pillar between the two patches of slippery ice below. Kick the block up and run into the open area on the left to avoid it. Now Kickle can remove the pillar and kick the block up again. The instant the block is kicked up,

run down and right against the water hole. The block will once again trap Kickle, but he can kick it left to freeze himself. The ice block is now lined up in front of the water which separates him from the three Dream Bags. Be careful to avoid the Myrtle when running into the room to collect the bags.

Special Game: Round 11 password: JEJd DFBa

X X X X X X X X X X X X X X X X X	Enemies:
X 0 0 0 0 0 0 0 0 0 0 0 0 0 0 I 0 X	Spiny x 2
X 0 0 T T T T T T T T T T T T 0 X	Items:
X 0 0 0 0 0 0 L T 0 0 0 0 0 0 0 X	Dream Bags x 3
X T 0 T 0 T X	Solution:
X T 0 0 0 0 T 0 0 0 0 T X	Head left and kick the ice
X T 0 T T T T T T T 0 T X	block that's closest to the
X T R T T T T T T T 0 T X	left over to the right. Now
X T 0 T T T T T T T 0 T X	go under the two ice blocks
X T 0 0 0 0 T 0 0 0 0 T X	now along the right rock
X T 0 T 0 T X	wall and wait for the right
X R 0 0 0 0 0 I T 0 0 0 0 0 I R X	Spiny to travel to the right
X R 0 I T T T T T T T T T 0 R X	and, the moment it crosses
X R 0 0 0 0 0 0 0 0 0 0 0 0 0 R X	the line of water holes,
X X X X X X X X X X X X X X X X X	kick the ice blocks up. This
	will trap the Spiny above

and allow Kickle to grab the second Dream Bag. Finally, wait behind the ice block above for the Spiny to return, and the moment it passes the block and returns to the left, kick the ice block and run after the Spiny to the left as well. Keep running all the way to the left right against the edge of the screen and Spiny will pass by Kickle heading back to the right. Now have Kickle run to the ice pillar, remove it, and grab the final Dream Bag. Remember to move as quickly as possible because the only thing holding back the other Spiny is a single thawing ice block.

Special Game: Round 12 password: KQMP AGCe

X X X X X X X X X X X X X X X X X	Enemies:
X R R R R R R R R R X	Noggles x 1 (respawning)
X S 0 0 0 0 T 0 0 0 S X	Rocky x 2 (respawning)
X R 0 R X	Items:
X R 0 0 0 0 0 0 0 0 0 0 0 0 0 R X	Dream Bags x 3
X R 0 0 0 0 0 0 0 0 0 0 0 0 0 R X	Solution:
X R 0 0 0 0 0 0 0 0 0 0 0 0 0 R X	With the head of the hammer
X R 0 0 R 0 0 0 0 0 0 R 0 0 R X	pointing up, freeze and kick
X R 0 R B R 0 0 0 0 R B R 0 R X	the Noggle to the right. The
X R 0 0 0 0 H H H 0 0 0 0 S X	hammer will swing the block
X R 0 0 0 0 H H H 0 0 0 0 R X	up and build a bridge to the
X R 0 0 0 0 H H H 0 0 0 0 R X	Dream Bag on the left. Now
X R 0 0 0 0 0 0 0 0 R X	aim the hammer to the left
X R R R R R R R R R X	and freeze and kick a Noggle
X X X X X X X X X X X X X X X X X	to the right again. The
	moment it's kicked, run

underneath the hammer and push it up once the ice block hits the spring on the right. This will send the ice block up and build another bridge heading to the last Dream Bag although there's still water in the way. Place an ice pillar on this new piece of land then repeat the before process with another ice block so that a block will be resting under the pillar. Remove the pillar and kick

the ice block down into the hammer, then move Kickle onto the small spot of slippery ice that juts into the water before the Dream Bag. The ice block will strike the hammer which will swing it into the spring and return it to the hammer and up to where Kickle is. Now Kickle can kick the ice block left and run down while the spring bounces it back right to build a bridge for Kickle to get the final Dream Bag.

Special Game: Round 13 password: LBYT YIBR

X X X X X X X X X X X X X X X X X	Enemies:
X H H H 0 0 0 0 0 0 0 0 0 0 H H H X	Noggles x 2 (respawning)
X H H H 0 0 0 0 0 0 0 0 0 0 H H H X	Gale x 4
X H H H 0 0 0 0 0 0 0 0 0 0 H H H X	Items:
X 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 X	Dream Bags x 3
X 0 0 0 0 R R 0 0 0 0 X	Ice Pops x 4
X 0 0 0 0 R 0 0 0 0 0 R 0 0 0 0 X	Solution:
X 0 0 0 0 B 0 0 0 0 0 B 0 0 0 0 X	Begin by putting the four
X 0 0 0 0 R 0 0 0 0 0 R 0 0 0 0 X	hammers in this order:
X 0 0 0 0 R R R R R R R 0 0 0 0 X	the top-left hammer should
X 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 X	point down, the bottom-left
X H H H 0 0 0 0 0 0 0 0 0 H H H X	hammer should point right,
X H H H 0 0 0 0 0 0 0 0 0 H H H X	the bottom-right hammer
X H H H 0 0 0 0 0 0 0 0 0 H H H X	should point up, and the
X X X X X X X X X X X X X X X X X	top-right hammer should
	point left. Now have Kickle

freeze both of the Noggles when they are exactly two spaces away from their base rocks. Go over to the right ice block and kick it up. Follow the ice block up and reset the hammer so that it points to the left again. Then immediately run over to the left ice block and kick it up. If everything is performed fast enough, then the "left" block should collide into the "right" block as it travels left above the water blocking the Gales. Kick the ice block down and either wait for the Gales to leave the enclosed area or for them to bounce the Dream Bag off the island.

Special Game: Round 14 password: LRJS aICB

X X X X X X X X X X X X X X X X X	Enemies:
X	X Noggles x 1 (respawning)
X R 0 R	X Mr. Hoople x 1
X R 0 R 0 R	Items:
X 0 0 0 0 0 0 0	X Dream Bags x 3
X R 0 0 T 0 T 0 0 R	X Ice Pops x 2
X R 0 B 0 0 0 0 0 B 0 R	Solution:
X R 0 0 0 0 0 0 0 0 0 0 0 R	Begin this stage by picking
X R 0 0 0 H H H 0 H H H 0 0 0 R X	up the two Ice Pops and have
X R 0 0 H H H 0 H H H 0 0 R X	Kickle drop pillars on the
X R 0 H H H R H H H 0 R X	spots they were found. Now
X R 0 0 0 0 R	freeze and kick the Noggle
X 0 R 0	up into the pillar above.
X	Remove the pillar so that
X X X X X X X X X X X X X X X X X	Kickle can get to where he
	can kick the block over to

the left pillar. Kickle may now kick the block up or down; he'll have to send a block both ways, so it doesn't matter which is done first. Now Kickle only has the right Dream Bag to collect. Set the left hammer so that it points to the right and the right hammer so

it is pointed up. Repeat the above steps so that an ice cube rests against the left pillar and then kick the ice cube down. This will send the ice block up past the right water hole and create a piece of land to the right of the slippery ice patch that juts into the water. Now place a pillar on this piece of land, adjust the hammers as before, and send another ice block up the same way. Now Kickle finally has an ice block in position to kick down and build a bridge to the last Dream Bag, but be sure to adjust the right hammer so that it doesn't get in the way of the ice block first.

Special Game: Round 15 password: MCXS YIBQ

X X X X X X X X X X X X X X X X	Enemies:
X S 0 0 X	Noggles x 1 (respawning)
X 0 0 0 X	Items:
X 0 0 H H H X	Dream Bags x 3
X 0 H H H X	Solution:
X S 0 0 0 0 0 0 0 0 H H H 0 0 0 S X	The bottom hammer should be
X 0 0 0 X	pointing down already, so
X S 0 0 0 0 0 0 H H H 0 0 0 0 0 S X	freeze and kick the Noggle
X D H H H 0 X	into it. The ice block will
X S 0 0 0 0 0 0 H H H 0 0 0 0 0 0 X	Run up to the second row
X 0 0 0 X	with the springs and quickly
X 0 0 0 X	push the hammer out of the
X 0 0 X	block's way when it strikes
X S 0 0 X	the bottom spring. Hide by
X X X X X X X X X X X X X X X X X	the lower right area near
	the hammer then push the

hammer so that it points left when the ice block strikes the top spring. Push the hammer out of the way same as before once the ice block is traveling horizontally. Once the ice block hits the right spring on the second row, push the bottom hammer up and move out of the way. This will now send the block back and forth between both of the hammers and along the third row of springs. Again, when the hammer hits the spring on the third row on the left, quickly move the top hammer out of the way. Finally, when the ice block strikes the right spring, quickly put the hammer back down and move out of the way so that it can finally build the bridge to the Dream Bag down below.

Special Game: Round 16 password: MSGB IWBA

X X X X X X X X X X X X X X X X	Enemies:
X R S S S S S S S S S S S S R X	Noggles x 1 (respawning)
X S T T T T T T T T T T T T T X	Equalizer x 2 (respawning)
X S 0 0 0 0 0 0 0 0 0 S X	Items:
X S 0 T T T T T T T T T T T 0 S X	Dream Bags x 3
X S 0 T 0 0 0 0 0 0 0 0 0 0 S X	Solution:
X S 0 T 0 H H H 0 H H H 0 0 0 S X	It helps to divide this
X B 0 T 0 H H H 0 H H H 0 B 0 B X	puzzle in halves to help
X S 0 T 0 H H H 0 H H H 0 0 0 S X	keep track of what needs to
X S 0 T 0 0 0 0 0 0 0 0 0 0 S X	be done. First, concentrate
X S 0 T T T T T T T T T T T S X	on filling in all of the
X S 0 0 0 0 0 0 0 0 0 S X	gaps at the bottom of the
X S T T T T T T T T T T T T S X	stage. Freeze and kick the
X R S S S S S S S S S S S S R X	Noggle so it bounces left
X X X X X X X X X X X X X X X X	and right, then push a
	hammer down. This must be

done for each hammer and both sides of each hammer (that is, letting the block strike the hammer head from the left and the right). Once the bottom row is filled in, the same procedure must be done, only this time Kickle must wait for the ice block to hit the bottom springs then move the hammer out of the way so that the ice block travels up and fills in the top row. The real challenge in doing this is dealing with the two Equalizer and having the bouncing ice block knock the shells the enemies shot around the level, but there's plenty enough time to complete the puzzle without having to rush.

Special Game: Round 17 password: NTGB YYAh

X X X X X X X X X X X X X X X X X	Enemies:
X 0 0 0 0 0	X Noggles x 4 (respawning)
X 0	X Rooker x 3 (respawning)
X R K K K K K K R	X Items:
X 0 B O O O O O T O B 0	X Dream Bags x 3
X 0 0 O T O T O T O 0 0	X 1-Up x 1
X 0 K T O T O T O T O T K 0	X Solution:
X 0 K T O T O O O T O T K 0	X It's best to start with the
X B S T O O O T O O O T S B	X most difficult to reach
X 0 K T O T O T O T O T K 0	X Dream Bag (the bottom-right
X 0 K T O T O T O T O T K 0	X one) since it is time
X 0 0 O T O T O T O 0 0	X consuming (plus the left one
X O K O O O T O O O K 0	X if picked up early forces
X R K K K S K K K R	X Kickle to release the Rooker
X X X X X X X X X X X X X X X X X	X on the right). First, freeze

and kick a Noggle into one of the side springs, then drop an ice pillar in its path so that the block comes to a stop right above the bottom spring. Kick the block down and move out the way as it bounces up and builds a bridge to the top Dream Bag. Now Kickle must use the slippery ice platform above to build a wall of four frozen Noggles to gain the reach needed to fill in the bottom-right gap. Freeze a Noggle in the center water hole gap above the bottom spring, then go to the platform above and freeze another above it and the water holes. Kick the top ice block down into the bottom one and immediately drop a pillar to stop its return. Remove the pillar and lure another Noggle onto the same spot, freeze and kick it down, then quickly drop a pillar again. Repeat this one more time to build a wall of four ice blocks; Kickle will probably have to refreeze them by now so they don't thaw before it's over. Now, very quickly, kick the entire wall down one last time then run as fast as possible next to the center gap between the two rows of water holes and drop a pillar there. Kickle can now kick the bottom ice block left for a 1-Up or right for the Dream Bag. The left Dream Bag can be had by simply placing a pillar above the center row of water holes as before, sending an ice block into it, and then kicking it left.

Special Game: Round 18 password: NDXS IKBO

X X X X X X X X X X X X X X X X X	Enemies:
X	X Spiny x 10
X	X Items:
X	X Dream Bags x 3
X R L L L L L R	X Solution:
X R L O L O L O L O L O L R	X This may look impossible,

bridge to the last Dream Bag.

Special Game: Round 20 password: OEYT IOBW

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X X X X X X X X X X X X X X X X
X           0 0 0           0 0 0 X
X S O O O O T H H H 0 0 0 H H H X
X S O O O O O H H H 0 0 0 H H H X
X S O O O O T H H H 0 0 0 H H H X
X B R R R B R T 0 T T T T T B T X
X O O O R R R 0 0 0 0 0 0 0 0 X
X O O O O O 0 0 R 0 0 0 0 0 X
X O O O O O R 0 0 0 0 0 0 0 X
X O O O O O 0 0 0 0 R 0 0 0 X
X R R R R R R 0 T T T T T T T X
X           H H H 0 0 0 0 H H H X
X           H H H 0 0 0 0 H H H X
X           H H H 0 0 0 0 H H H X
X X X X X X X X X X X X X X X X

```

Enemies:
 Noggles x 3 (respawning)
 Sparky x 1 (respawning)

Items:
 Dream Bags x 3
 Ice Pops x 2

Solution:
 Begin by using the top-left Noggle to build a bridge from the land around the top-left water hole to the slippery ice above the top-left hammer (it should only require three blocks). Now adjust the top-left hammer so that it points

down and freeze and kick the Noggle right into it. The hammer will swing around and stop the block on top the center-left individual rock. Kick it left to build a bridge to the Ice Pops and other Noggles, and use them to fill in the water there. Now freeze and kick one of the two Noggles and send it right into the center rock on the middle slippery ice area. Make sure that the bottom-left hammer points right, the bottom-right hammer points up, and the top-right hammer points left. Kickle must kick the ice block down into the hammer below and quickly run up to the top-left hammer, aim it down, and get out of the way. After the ice block hits all four hammers, it should come to a rest on top the center rock. Now Kickle can simply kick it right to build a bridge to the last two Dream Bags.

Special Game: Round 21 password: PVMH YIBe

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X X X X X X X X X X X X X X X X
X                                     X
X K K K K K K K K K K K K K K X
X S T T T T T T T H H H T T S X
X S T R R R T T 0 0 H H H 0 0 S X
X S 0 0 0 0 0 0 0 T H H H T 0 S X
X S 0 T T T T T T T T T T 0 S X
X S 0 0 0 0 0 T 0 0 0 0 0 0 S X
X T 0 0 0 0 0 T 0 T T T T T T X
X T 0 0 0 0 0 T 0 T H H H T T T X
X T 0 0 B 0 0 T 0 0 H H H 0 0 T X
X T 0 0 0 0 0 T T T H H H T T T X
X K K K K K K K K K K K K K K X
X                                     X
X X X X X X X X X X X X X X X X

```

Enemies:
 Noggles x 1 (respawning)

Items:
 Dream Bags x 3

Solution:
 Freeze the Noggle along the row right above its base rock and kick it to the right. Have Kickle wait just beneath the center left spring, and when the hammers send the ice block into it, kick it up so that it crashes into the breaker above. Now have Kickle move the top hammer so that it

points up and then go back to where the base rock is. Freeze and kick the Noggle up into the short rock wall above, then kick it so that it begins bouncing along the springs. Be careful to dodge the bouncing ice block while moving to the right of the top hammer. Push the hammer left and wait for the ice block to pass it up heading left, then push the hammer down and quickly move to the

hammer "3," and finally kick it right into hammer "5." Hammer "5" will swing the block down into the water below and let Kickle collect the three Dream Bags.

Special Game: Round 24 password: QGaV IWBM

X X X X X X X X X X X X X X X X X	Enemies:
X B 0 0 0 0 0 0 0 B X	Noggles x 5 (respawning)
X X	Sparky x 1 (respawning)
X 0 0 0 0 0 0 0 0 0 0 0 0 H H H 0 X	Items:
X R R R R R R R R R R 0 H H H 0 X	Dream Bags x 3
X S 0 0 0 0 0 0 0 0 0 0 0 H H H 0 X	Solution:
X R R R R R R R R 0 R T T R R R X	Begin by going to the
X S 0 0 0 0 0 0 0 H H H 0 T 0 0 X	bottom-left hammer and,
X R R R R R R 0 R H H H 0 R R R X	leaving it up, freezing a
X S 0 0 0 0 0 0 R H H H 0 0 0 0 X	Noggle right in front of its
X R R R B R R 0 R R R T R R R R X	head. Kick the ice block
X S O O O O O H H H T H H H 0 0 X	left into the springs and
X O O O O O O H H H R H H H 0 0 X	quickly run up and right.
X O O O O O O H H H R H H H 0 0 X	Next, kick the block left
X X X X X X X X X X X X X X X X X	again and once more run up

and right. Have Kickle move the top hammer down and go back to the ice block. Kickle must kick the block left and quickly run down to the middle hammer and point it down and then run into the little slippery ice aisle to the right. Now Kickle can finally kick the ice block left into the middle hammer and, as soon as it stops moving, move it left and get out the way. The ice block will swing back up after going to the spring and build a bridge to the top island where the last Dream Bag is located. Wait for Sparky to explode then run in and pick up the bag.

Special Game: Round 25 password: QbgN JJCD

X X X X X X X X X X X X X X X X X	Enemies:
X H H H 0 0 0 0 0 0 0 0 H H H X	Noggles x 2 (respawning)
X H H H 0 0 0 0 0 0 0 0 H H H X	Bonkers x 2 (respawning)
X H H H 0 0 0 0 0 0 0 0 H H H X	Items:
X 0 0 0 0 0 0 X	Dream Bags x 3
X 0 0 0 R 0 0 0 0 0 0 R 0 0 0 X	Solution:
X 0 B 0 R S S S B S S S R 0 B 0 X	Freeze a Noggle to the
X 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 X	immediate left of the base
X 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 X	rock and kick it down into
X 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 X	the rock wall below. Freeze
X 0 0 0 T T T T T T T T T 0 0 0 X	the second Noggle and kick
X H H H 0 0 0 0 0 0 0 0 H H H X	it on top of the other. Now
X H H H R R R R R R R R R H H H X	have Kickle move any of the
X H H H 0 0 0 0 0 0 0 0 H H H X	bottom hammers so that it
X X X X X X X X X X X X X X X X X	doesn't get in the way and

kick the lower ice block off the screen. Now reposition the hammer back up again and go back to the Noggles. Freeze the second Noggle to the immediate right of the base rock and walk around the water holes until Kickle is in between both ice blocks. Now have Kickle kick the block suspended above the water hole up into the springs so that he is sandwiched between both blocks. Now quickly kick both blocks as fast as possible and run up onto the land above. The blocks will collide above the water and stun one of them so that it can be kicked down.


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X O O O O O O O O O O O O O O O X      Pops to complete this stage.
X O O O O O O O O O O O O O O O X      For this solution, when it
X O O O O O O O O O O O O O O O X      says to kick the ice block
X O O O O O O O O O O O O R   R X      to an Ice Pop, that means to
X O O O O O O O O O O O O R O O X      build a pillar where that
X X X X X X X X X X X X X X X X X X      Ice Pop is located and kick
                                           the block into it. Also,

```

phrases such as "the second Ice Pop" means that the block will pass the first Ice Pop in its path along the direction to be kicked and will stop at the second one. First, freeze and kick the Noggle right into the second Ice Pop to the right. Now kick it left into the first Ice Pop left just one step away. Kick the block down into the second Ice Pop below, then kick it left into the second Ice Pop to the left. Now kick it up into the topmost Ice Pop in that column, then kick it into the right Ice Pop. Now, build a pillar on the piece of land by the base rock and kick the block down into it. Kick it left into the second Ice Pop, then send it down into the third Ice Pop below. Now kick it right into the second Ice Pop. Kick the block up into the second Ice Pop above, then send it back down into the Ice Pop below just one step away. Now kick it right into the second Ice Pop to the right. Finally, Kickle can now kick the ice block down into the water to build the bridge to the last Dream Bag.

Special Game: Round 30 password: TJBd IKCE

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X X X X X X X X X X X X X X X X X X      Enemies:
X H H H T T H H H T T T H H H X          none
X H H H O T H H H O O T T H H H X      Items:
X H H H T T H H H T O T T H H H X          Dream Bags x 3
X T O T T T O T T T O T T T T T X      Solution:
X T O O O O O T T T O T T T T T X          To make this solution easier
X S T T T O T T H H H O O O O T X          to understand, it will refer
X T T T T O T T H H H T T T O T X          to the hammers on this board
X T T T H H H T H H H T T H H H X          with the following numbered
X T T T H H H T I O T T T H H H X          designations:
X T T T H H H T O O T T T H H H X          1 2 3
X H H H T O T T T T H H H T O T X          4
X H H H T O O O I O H H H O T T X          5 6
X H H H T T T T T T H H H T T T X          7 8
X X X X X X X X X X X X X X X X X X      Begin by kicking the top ice
                                           block by Kickle up into

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hammer "2" then waiting just below hammer "4" for it to swing out the way so Kickle can head up. The instant the block begins to move hammer "2," begin walking around it counter-clockwise and kicking the hammer so that it is pointing to the left. Once the hammer is pointing left, race up and wait just outside of hammer "2." The ice will strike it a second time and leave it pointing to the left. It is very important that from this point on that Kickle not make a single mistake, never hesitating around a corner and always running as fast as possible. While hammer "2" is swinging, begin chasing after it once it passes by Kickle, quickly kick it down, then immediately dash over to hammer "6." Quickly grab the Dream Bag behind it and then race all the way back to hammer "2." It's a race to outrun the block now, and Kickle must quickly kick hammer "2" left without getting struck by the ice block or getting in the way of the hammer's swing. Kickle needs to have done everything fast enough so that he can both set hammer "2" in position and race down to the ice block below. As Kickle approaches the ice block, hammer

"7" should be swinging the block right toward hammer "8." Kickle must kick the ice block right into the facing "breakers" on hammer "8" and then quickly kick the original ice block up and out the way to give Kickle a place to run to avoid the hammer's swing. If everything is timed perfectly as shown above, Kickle will be able to collect the bottom Dream Bag behind hammer "8" and everything will be in a position to allow him to grab the upper-left one by hammer "1" as well.

----- MISCELLANEOUS -----

Princess Mira's Ring

X X X X X X X X X X X X X X X X X
X O O O O O O O O O O O O O O O X
X O O O O O O O O O O O O O O O X
X O O O O O O O O O O O O O O O X
X O O O O O O O O O O O O O O O X
X O O O O O O O O O O O O O O O X
X O O O O O O O O O O O O O O O X
X O O O O O O O O O O O O O O O X
X O O O O O O O O O O O O O O O X
X O O O O O O O O O O O O O O O X
X O O O O O O O O O O O O O O O X
X O O O O O O O O O O O O O O O X
X O O O O O O O O O O O O O O O X
X O O O O O O O O O O O O O O O X
X X X X X X X X X X X X X X X X X

Princess Mira's Ring is a mysterious item which, when picked up, automatically transfers Kickle to a bonus stage littered with 192 pink flowers each worth 400 points. While I'm not completely sure, it seems that the ring only appears on a handful of stages. I've only encountered it myself in Toy Land: Stage K and and a Fruit Land stage. I'm also not exactly sure what requirements must be met for the ring to appear.

When it does appear, the ring only remains on the screen for ten or so seconds and must be grabbed before it vanishes to make it to the bonus stage. I'm unable to confirm exactly how many bonus stage variants there are in the game, if there is one per world, etc.

There is a timer same as any other stage, so it could be possible to run out of time and die on the stage (though that should never happen). It appears that one or possibly more of the flowers will automatically end the stage when picked up -- it is not known if this is random as well (it was a flower in the bottom-right corner this time that ended it). Also note that the ring must actually be picked up by Kickle himself; it will vanish if an ice block runs over it and not be counted as being picked up as with the Ice Pops, something very easy to do on the stage the ring appears in.

Story and Dialogue

The following story is taken from the Kickle Cubicle instruction booklet:

"Help me Kickle!" a small voice cried. "Help me!"
Suddenly, he awoke. Running to his window he looked out. The people were gone, and the Fantasy

Kingdom was covered in ice. The Wicked Wizard King had turned the Four Lands of the Kingdom to a cold world of ice, hiding their four beautiful palaces. He had taken the people, and locked them in Dream Bags where they slept in a dreamless slumber. Only Kickle remained in the world of frost. He thought if the voice, and knew that somewhere he had heard it before... it was the voice of Princess Mira! He knew that she was somewhere, out in the cold. Somehow, Kickle realized that the Fantasy Kingdom depended on him and his special power. So Kickle set out, armed with his freezing breath. He would turn the invaders to ice, then turn them on their evil master the Wizard King! Join this unlikely hero on his quest to rescue his Kingdom from this most puzzling and petrifying predicament.

The following is the complete dialogue script unveiled to Kickle throughout the game:

After completing Garden Land: Stage B...

A corn man: The beautiful Fantasy Kingdon is now under the rule of the Wizard King. The ravishing palaces were hidden, and these islands were made to confine us. Kickle, please get back the palaces and revive the Fantasy Kingdom!

After completing Garden Land: Stage Q...

A tomato girl: Hurry up, Kickle! Climb up the vine which is going to sprout here, and you can reach the palace! A monster monster is in the palace, scaring the princess. Please destroy him!

Before the battle with Koke in Garden Land...

Koke: Hee, hee, welcome, Kickle. I have been waiting for you!

After Kickle defeats Koko in Garden Land...

Princess Pumpa: Oh my dear Kickle, you saved me! There are four palaces in this Fantasy Kingdom. But... The Wizard King came and took all the palaces. Get back all the palaces!

After completing Fruit Land: Stage G...

A peach girl: Our palace was sunken into the ocean together with our princess. Ah, poor princess... Kickle, please help her out!

After completing Fruit Land: Stage Q...

An apple guy: Thank you, Kickle, now the sunken palace is reappearing! Is the princess still safe and sound? Please, Kickle, beat the hateful monster!

Before the battle with Piro in Fruit Land...

Piro: Good job to come up here! But you have to give up now.

After Kickle defeats Prio in Fruit Land...

Princess Lutea: The palace is recovered! You are great, Kickle!
You must still get back two palaces. Though I
don't want you alone to fight the horrible
monster, we have no one but you to rely upon.
Please save them all!

After completing Cake Land: Stage F...

A candy girl: Our palace is sealed into a crystal ball by
witchcraft. Yet we are not afraid! You can rescue
us for sure! I trust you!

After completing Cake Land: Stage P...

A strawberry shortcake girl: I have been long waiting for this
moment. Now the seal will break on
the crystal ball. A turtle monster
is said to be in the palace. He is
said to be very tough... Kickle,
please be on your guard!

Before the battle with Kapan in Cake Land...

Kapan: Hee, hee, you are Kickle. I will punish you!

After Kickle defeats Kapan in Cake Land...

Princess Crema: Is this a dream? I am now out of the crystal
ball, and yet... Only when all the four palaces
are recovered the Fantasy Kingdom revives. For
our sake, Kickle, get back the Fantasy Kingdom!

After completing Toy Land: Stage F...

An old red stocking: Our palace is said to have been hidden in
a faraway world. If only I were young I
could fight together with you! Kickle, my
boy! Be careful! Good luck!

After completing Toy Land: Stage Q...

A block boy: The palace was sealed into the world of the Wizard
King, sob, sob. Now magic rain is falling. The
gate to the magic world is going to open. Please,
Kickle, beat the Wizard King! And get back the
palace!

Before the battle with the Wizard King in Toy Land...

Wizard King: Hee, hee, how dare you come up here. How can you
defeat me?

After Kickle defeats the Wizard King in Toy Land...

Princess Mira: Kickle, my precious Kickle, don't die! Please

open your eyes again!

Kickle: Where am I now?

Princess Mira: You came around! I am the youngest daughter of King Tois, Princess Mira.

Kickle: Is King Tois safe and sound? The Wizard King is dead, isn't he?

Princess Mira: Thank goodness, you are all right. Come on, they are all waiting for you!

King Tois: Oh, Kickle, you came around! You were blown away when the world of the Wizard King disappeared. Now the palaces are all back! And the Fantasy Kingdom has revived! Thank you indeed, Kickle! No one is happier than my daughter Mira. Isn't it so, Mira, my dear?

Princess Mira: No kidding, Father! I was really worried about you. It was a good deed. This is just to show my thanks.

Thus peace was restored to the Fantasy Kingdom which had been covered by darkness, and the palaces were once again joyful.

Kickle happily married Princess Mira and became the prince of the kingdom.

And the Fantasy Kingdom was filled with happiness and dreams forever...

Now, please enjoy a special game!

After completing Special Game: Round 30...

Kickle: Thank you for playing with me! See you again!

When Kickle dies in Garden Land...

Kickle: I am beaten, sob, sob.

When Kickle dies in Fruit Land...

Princess Pumpa: Kickle, don't give up!

When Kickle dies in Cake Land...

Princess Lutea: Kickle, help them all out!

When Kickle dies in Toy Land...

Princess Crema: Kickle, save this kingdom!

When Kickle dies during the Special Game...

King Tois: Good luck, Kickle!

The following official Game Genie codes require the Galoob Game Genie video game enhancer:

Infinite lives --> SXEAATVG

Completely stop the timer --> SXNGSVVK

Speeds up the timer --> YENKXVZA

Slow the timer down some --> YENKXVZE

Begin at Fruit Land --> GZKATXSE + GZUIOSE + PAUIOPAA

Begin at Cake Land --> GZKATXSE + GZUIOSE + ZAUIOPAA

Begin at Toy Land --> GZKATXSE + GZUIOSE + LAUIOPAA

The following Easter Egg comes from Nintendo Power and require that a second gamepad be plugged in:

See Kid Niki --> Press and hold the A botton on controller 2 at title screen and Kid Nikki will appear after a few seconds.

----- CREDITS

I would like to include the members of the KICKLE DESIGNING TEAM here since this guide would be impossible without the game itself, but they are not displayed after the game's completion.

Obviously, I played through the game and wrote created this here guide, so I get credit for that. The codes outlined in "Easter Eggs and Codes" are provided by Galoob and Nintendo Power.

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