# **Kickle Cubicle FAQ/Walkthrough**

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## by benjamin

## Updated to v1.2 on Jun 25, 2009

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------ INTRODUCTION

Kickle Cubicle is a fun but not too well known puzzle game for the NES by Irem, a developer best known for R-Type for better or worse. (I think Dragon Breed is a better Irem shooter, and that R-Type is over-rated.) At any rate, I felt like writing a guide and since my Dreamcast is currently dead (again) and the lack of Internet access to waste away my life with, I decided to hook up my NES and pick a game which could use a good guide.

Unfortunately, the main game of Kickle Cubicle is rather simple to anyone used to puzzle games, but the difficulty does pick up a bit later in the game and becomes a real challenge once the "Special Game" is unlocked. The main purpose of this guide is to help people solve those puzzles they might be stuck on for a solution, though, as with any game, it's best to try to solve these puzzles yourself since breezing through with a guide undermines the challenge and ruins the fun to be had.

Since this is primarily an answer guide, it's a pretty dry read. There are other FAQ writers who like to pad their documents with lots of useless information, but I try to avoid that when possible since a guide's sole purpose should be to provide answers and information concerning the game at hand, and its design should be such that those answers are easily found without having to wade through a bunch of rambling and whatnot. That's what introductions are for. :p

If you're enjoying Kickle Cubicle, I'll close by recommending another great NES puzzle game, The Adventures of Lolo by HAL Labortory, the same people behind the Kirby series. (Well, it's probably different people by now, but I digress.) There are three Lolo games, each better than the last, and the puzzles found in there are a good bit more challenging in general than those in this game, which is a good thing. Solstice, an isometric puzzle game in adventure game's clothing, is another nice NES game though the odd perspective makes it more difficult than it needs to be.

If you need further clarification, help not contained in this guide, or have some related information not included in this here document, then please feel free to e-mail me at the above address.

Updates to the guide can be found at GameFAQS [ gamefaqs.com ]. This guide may not be sold or profitted from its use under any circumstance. No one has permission to alter this document in any form.

ver. 1.2 - June 25, 2009 - Toy Land: Stage Q solution corrected thanks to Dan Farrow and Jeffrey Purdon. ver. 1.1 - March 15, 2006 - Minor editing, mainly regarding Princess Mira's ring and map graphics. ver. 1.0 - March 5, 2002 - Initial release.

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------ CONTROLS
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- - B = Ice blast (turns Noggles into an ice block or freezes some enemies momentarily). The ice shot cannot penetrate through rock, springs, ice blocks, ice pillars, base rocks, hammers, breakers, or cannons. = Kick (against an ice block or hammer).
  - A = Ice pillar (places an ice pillar in front of Kickle's direction or removes an existing pillar). Pillars may only be placed on top of land; they cannot be built upon slippery ice. Pillars are used to build barriers to stop ice blocks or defend against enemies.

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 decribed 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 with died 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 richouettes 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 allGuide Legend:of the puzzles in Kickle Cubicle, the0 = Landpasswords to jump to any board, boss0 = Landstrategies, and maps of the stages as well.0 = Slippery IceThe stage maps will help players recognizeI = 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 A A NN N D D L A A N N N D D L AAAAA N NN D D L LLLLL A A N N DDDD K J The turnip-shaped Garden Land contains 17 stages that serve to introduce the player to the world I M L H G F of Kickle Cubicle. Noggles, Mr. Hoople, Sparky, E Max, Spiny, and Rocky inhabit these stages, but Ν 0 D none of them should be too troublesome. At the P C end is a fight with Koke, an easy boss for an easy level. QВ Α

Garden Land: Stage A ..... password: CADO QECP X X X X X X X X X X X X X X X X X Enemies: X Noggles x 2 (respawning) X 0 Х 000 X Items: Х X Dream Bags x 3 X 000000000 X Solution: X 0 0 0 0 0 0 0 0 0 0 0 0 0 X Lead the Noggles directly under the Dream Bags and Х Х 0 0 0 0 0 0 0 0 0 0 0 0 0 0 Xthen just freeze and kick0 0 0 0 0 0 0 0 0 0 0 0 Xthe ice blocks to build aB 0 R 0 0 0 R 0 BXbridge up. Х Х Х Х 0 0 0 0 0 0 0 Х Х 0 0 0 0 0 Х Х 0 0 0 Х Х Ο Х \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* Garden Land: Stage B ..... password: hNRA EODF X X X X X X X X X X X X X X X X X Enemies: X Noggles x 2 (respawning) X R 0 0 0 0 0 Х Mr. Hoople x 1 Х X Items: Х X Dream Bags x 3 X Ice Pops x 3 0 0 0 Х R R Х X R R OOOOO R R X Solution: 

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 Lead the Noggles directly

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 then just freeze and kick

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 Х Ice Pops x 4 Х Х Х X X X 0 0 0 0 0 0 0 0 0 the ice blocks to build Х 0 0 0 0 0 0 0 Х enough land to grab all X three Dream Bags. Х 0 0 0 0 0 0 0 0 Х Х Х X  $\cap$ Garden Land: Stage E ..... password: TGNd HVBQ X X X X X X X X X X X X X X X X X Enemies: Х Х 0 0 0 Noggles x 2 (respawning) 0 0 0 0 0 X Items: Х X Dream Bags x 3 ООВОВОО Х 0 0 0 0 0 0 0 Х X 1-Ups x 1 OOROO X Solution: Х Kick the two ice blocks at X S O O O I O O O O O O O S X X S O O I O O O O O O S X Kickle's left then move out Х the way before the springs Х 0 0 0 0 0 0 0 0 0 0 Х Х bounce them back to the right. The ice blocks will X Х Х 0 0 0 0 0 Х bridge the gap to the Dream Х 0 0 0 Х Bag at the right. As for the 1-Up, just freeze a Noggle Х Х 0 \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* 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 Enemies: R Х Noggles x 2 (respawning) Х X Max x 1 (respawning) 0 0 0 Х Х 0 0 0 0 0 X Items: 0 0 0 0 0 0 0 X Dream Bags x 3 Х 0 0 0 0 0 0 0 0 0 X Solution: Х 0 0 0 0 0 0 0 0 0 0 Just form and kick enough Х Х X 0 0 0 0 0 0 0 0 0 0 0 X ice blocks to build a bridge to the Dream Bags Х втттт в Х Х 0 Х below. It will save time if the blocks are kicked Х 0 Х between the second and third Х Х  $\cap$ water holes. Х 0 0 Х Х  $\cap$ Х \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* Garden Land: Stage G ..... password: PeCL GKBV

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Х Х Noggles x 2 (respawning) Rocky x 1 (respawning) Х 0 Х Х X Items: 0 0 0 0 0 X Dream Bags x 3 0 Х 0 0 0 0 0 0 0 Х 0 O X Ice Pops x 2 0 0 0 0 0 0 0 0 0 0 0 X Solution: Х 0 0 0 0 0 0 0 0 0 0 Х Simply kick ice blocks up to Х 0 0 0 B 0 0 0 B 0 0 0 A 0 0 0 0 0 0 0 0 0 0 0 0 X - - - - - - - - - - - - - - - X form enough land to reach the Dream Bags. The two Х Х X Power Rocks are not needed 0000 0000 Х to solve this puzzle. Х Х 0 0 0 0 0 0 0 Х Х Х Garden Land: Stage H ..... password: OMUb UaCF X X X X X X X X X X X X X X X X X Enemies: X Noggles x 2 (respawning) X 0 0 X Items: X 0 0 Х 0 0 0 0 X Dream Bags x 3 0 0 X Solution: X 0 0 000 В B 0 0 0 X Use the Noggles to create Х 0 0 0 X Х 0 enough ice blocks to build 0 0 0 0 0 0 land over the water gaps Х Х Х separating Kickle from the 0 0 0 0 0 0 0 Х X 0 0 0 0 0 0 0 0 0 0 0 X Dream Bags. X 0 0 0 0 0 0 0 0 X X 00 00000 00 X X 0 0 X Х Х Garden Land: Stage I ..... password: KITg QUCe X X X X X X X X X X X X X X X X X Enemies: 0000R0000 X Noggles x 2 (respawning) Х 0 0 0 0 0 R 0 0 0 0 0 Х Max x 2 (respawning) Х X 00000R00000 X Items: ORO 0 0 X хоо Dream Bags x 3 X 0 0 0 0 R 0 0 0 0 0 X Ice Pops x 4 X O O O O R O O O O O X Solution: ORO 0 0 X The Max below Kickle's хоо 

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 starting point will begin by kicking the two ice blocks up and building the bridge for Kickle to walk off the воооокооов х Х Х 0 R Х right island. Freeze Max and a Noggle, then kick the 0 0 0 0 0 0 0 0 0 Х Х ice block down to reach the slippery ice and the left side of the stage. Aim at the left Noggle on the island and the Max

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.

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 XR00000000011 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 Enemies: X Noggles x 4 (respawning) Х 0 0 0 X Items: X Dream Bags x 3 X Ice Pops x 5 0 0 Х воов Х Х 0 0 X Solution: 0 Х 0 

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 Freeze and kick the upper

 X B 0 0
 0 0 0 0 0 0 0 0 0 0 X
 two Noggles to the sides and

 X 0 0 0 0 0 0 0 0 0 0 0 0 X
 move Kickle to the large

 X 0 0 0 0 0 0 0 0 0 0 0 X
 piece of land below. Then

 X kick ice blocks upward to
X reach the two Dream Bags at
X the top of the stage. 0 0 0 0 0 0 0 Х Х 0 0 0 0 0 Х 0 0 0 Х Х 0 \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* Garden Land: Stage L ..... password: OdYN OABW X X X X X X X X X X X X X X X X X Enemies: 0 0 0 X Spiny x 3 Х 0 0 0 X Items: Х 0 0 0 X Dream Bags x 3 Х X Solution: L Х X 0 0 0 0 0 0 0 0 X Position Kickle in front of 

 0 0 0 L 0 0 0 0 L 0 0 0 X
 a pillar and remove it once

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 the Spiny travels past him.

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 Run into the enclosed area,

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 grab the Dream Bag, then

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 run out. It belos to replace

 Х X 0 0 0 Х Х Х 0 0 0 0 0 0 0 Х run out. It helps to replace X the missing ice pillars soX that the Spiny remainX trapped and out of the way. 0 0 0 0 0 Х Х 0 0 0 Х 0 \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* 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 Enemies: Х В X Noggles x 2 (respawning)

Х 0 0 0 0 0 Х Max x 1 (respawning) Х Items: Х т т т т Х Х Dream Bags x 3 X Ice Pops x 2 Х ТТТТТ X Solution: Х Х Х Freeze and kick the Noggles up toward the sliver of land above. The water holes B 0 0 0 0 0 0 0 0 0 B X 0 0 0 0 0 0 0 0 0 X Х Х cannot be crossed, so the 0 0 0 0 0 0 0 Х Х Х Х 0 0 0 0 0 bridge must be at least two Х 0 0 0 Х blocks wide so that Kickle Х 0 Х has enough room to walk X X X X X X X X X X X X X X X X X X around the holes. Garden Land: Stage N ..... password: RhXY WQBg X X X X X X X X X X X X X X X X X X Enemies: Х Х В Noggles x 2 (respawning) Х 0 0 0 0 0 0 0 Х Sparky x 1 (respawning) X Items: 0 0 0 0 0 0 0 0 0 Х 0 0 0 0 0 0 0 0 X Х Dream Bags x 3 00 00 00 00 Х Ice Pops x 3 Х X Solution: 0 0 0 0 0 0 0 Х 0000BB000X Freeze and kick the Noggles Х 0 0 0 0 0 0 Х up to fill in gaps to reach Х Х Х Х attack Kickle, the explosion Х 0 0 0 0 В 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 X Х will not actually destroy X 0 0 0 0 0 0 0 X the land, so just be sure to \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* avoid the explosion and run for the items. Garden Land: Stage O ..... password: VDUJ WGCe X X X X X X X X X X X X X X X X X Enemies: Х Х Noggles x 2 (respawning) Х Х Mr. Hoople x 1 (respawning) X Items: Х OORO Х 0 0 0 R 0 0 Х Dream Bags x 3 R 0000R000 X Ice Pops x 3 Х 00000R0B0R X Solution: Х R R R R B O O O O O R O O R X Kickle must build enough Х land so that it goes around RR OOOOOROOR X Х O O O O R O O OXthe wall of rocks which stopO O O R O OXhim from getting the right Х R Х Dream Bag. Just freeze and Х OORO Х Х Х kick a few ice blocks up to Х Х give Kickle some room to work with, then lure and freeze some Noggles so that they can be kicked to the right and form enough land to reach the other side.

Garden Land: Stage P ..... password: ZXBg GACL

ХО	X Noggles x 2 (respawning)
Х Т Т	X Spiny x 1
Χ ΤΟ Τ	X Items:
Х Т Т	X Dream Bags x 3
Χ Ο ΤΤΤΤΤΟ	X Ice Pops x 4
X 0000000000	X Solution:
x	X It will take minimum of ten
ХВОООООООООООВ	X ice blocks to build enough
х 000000	X land to get Kickle around
х 000000	X all of the water holes. Just
X 00000	X keep freezing and kicking
X O	X ice blocks up, but try not
X O	X to connect the Spiny to the
* * * * * * * * * * * * * * * * * * * *	
	since it can destroy ice
blocks and make building the re	quired land a bit more troublesome
than it needs to be.	quired fand a bit more croublesome
than it needs to be.	
Garden Land: Stage O	password: qMhQ GKCQ
	passing ging chog
* * * * * * * * * * * * * * * * * *	X Enemies:
Х	X Noggles x 2 (respawning)
X R O O O O O O R	X Max x 4
X R R R R	X Items:
X R R R R R R	X Dream Bags x 3
X O OOBRBOO O	X 1-Up x 1
X 0 0 0 0	X Solution:
X 0 0 0 0	X Let the Noggles come to
X 0 0 0 0	X Kickle and freeze and kick
X 0 000000 0	X them to the left and right,
X R R R R R R	X disposing of the Max when
X R R R R	X Kickle is able to freeze and
Х	X kick them. Kickle will have
Х	X to kick an ice block up
* * * * * * * * * * * * * * * * * *	±
	needed to send ice blocks
down to build a bridge to reach	the 1-Up below.
	1
Garden Land: Koke	password: gMgP GICG
	1 2 2
* * * * * * * * * * * * * * * * * *	X Boss strategy:
* * * * * * * * * * * * * * * * * *	X Koke is a big yellow bird
* * * * * * * * * * * * * * * * * *	X with an eye patch who will
х х х	X toss a large ice block at
х х х	X Kickle. When the block hits
х х х х	X the ground, it will break
х х х х	X into four separate smaller
X X X	X ice blocks which Kickle can
X X X	X now Kickle at the Koke to
	X attack. Koke will sometimes
	X     also make a running charge
	Xalso make a funning chargeXat Kickle, but Koke can
	X still be attacked while
× × × × × × × × × × × × × × × × × × ×	· · J J· · · · · · · ·
^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^	kick a block at the boss
when it sither at the tax marin	AICH A DIOCH AC CHE DOSS

when it either at the top moving, getting ready to throw another block, or making its charge at Kickle. Note that Koke's charge will

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 RRUUI Т FFF RRR U U I Т F R R U U I Т F R R UUU IIIII T AAA N N DDDD T. T. A A NN N D D A A N N N D D T. AAAAA N NN D D T. LLLLL A A N N DDDD АВС Fruit Land vaguely resembles a pineapple and tests Kickle with 17 stages. Kickle will meet a D large number of Bonkers here as well as a few new E M FNL hazards. The boss Piro himself resembles the Bonkers, but much like the enemies themselves, he O Q G P K isn't much of a threat. While Fruit Land still h J won't really challenge Kickle much, at least it finally ditches the mindless "fill in the water" Т boards of Garden Land. Fruit Land: Stage A ..... password: GWZE CKAd X X X X X X X X X X X X X X X X X Enemies: 0 0 0 0 0 0 Х Х Noggles x 2 (respawning) LLL OOO Х Spiny x 2 Х X Items: 0 0 0 R 0 0 0 Х 0 0 0 R 0 0 0 Х Х Dream Bags x 3 Х ROOOROOOR Х Ice Pops x 3 ROOOOROOR X Solution: Х X R 0 0 0 0 0 0 0 R 0 0 0 R X Remove the pillars at the top, grab the Dream Bag X B O O O O O O O O O R O O R X behind them, then line the R 0 0 0 0 0 R 0 0 0 R X top row with pillars. Move Х ROOOROOOR Х Kickle below the slippery Х Х ROR ROR Х ice and freeze and kick a Х Noggle into a pillar. Now Х R R 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

Х Х Sparky x 4 (respawning) Х R R O O O O L O O O R R Items: Х X R R O rr X Dream Bags x 3 0000L0L0000B X Ice Pops x 3 Х X Solution: Х 0 X B O O O C L O L O O O O O X Be quick and run as far up as possible after the four Х Х Х ОООООLОLОООВ Х Sparky explode as the start 0 Х of the level. Use ice Х X B O O O L O L O O O O O X pillars to keep Sparky at X RRO RR X bay while moving up along Х RROOOOLOOORR X the paths and collecting the Х Х 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 Enemies: X Bonkers x 5 (respawning) X X 00000000000 X Items: Х X Dream Bags x 3 Ο 0 X 0 00000000 0 X Solution: 0 0 X This is the first appearance Х 0 0 О О О О О В О О Х of Bonkers, but as long as Х 0 0 X Kickle defends himself with X 0 0 0 ice pillars and kills them Х 0 0 0 0 0 0 0 0 X quickly, moving around the X 0 0 о х spiral will be a snap. Just X 0 0 0 0 0 0 0 0 0 0 X be careful because Kickle X O Х Х 00000000008 Х will get surrounded if he is Х too slow. Х \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* Fruit Land: Stage D ..... password: KKKb dKCF X X X X X X X X X X X X X X X X X Enemies: 0 Х Х none Х 0 0 0 X Items: 0 0 0 0 0 X Dream Bags x 3 Х 000 000 о х Ice Pops x 7 Х 0 0 0 000X Solution: Х С LOO X Х ΟΟL Use the pillars for a hint ХООЬ C C LOO RX and move around the level C LOO R X building pillars along the Х ΟΟL XR OO O O R X inside for protection X R 000 000 R Х against the cannons' shots. Picking up the Ice Х Х R OOOOO R Х R OOO R Х Pops will require quick R Х reflexes since they will not R O Х \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* provide any protection once 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 Enemies: Х SSSOSS X Noggles x 4 (respawning) Х 0 Х Rocky x 1 (respawning)

Х ттттт X Items: 
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 Х Х Х Х Х quickly move out of the way. Х 0 0 0 0 0 0 0 

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 The ice blocks will bounce up

 0 0 0 0 0 0 0 0 0 0 0 0 X
 The ice blocks will bounce up

 0 0 0 0 0 0 0 0 0 0 0 0 X
 and build a bridge to the

 0 0 0 0 0 0 0 0 0 0 0 X
 secluded Dream Bag at the

 B T T T T T T T T B
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 Х Х Х Х Х SSSSSSSSS Х \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* Fruit Land: Stage F ..... password: RRRa QgCE X X X X X X X X X X X X X X X X X Enemies: 

 H H H
 0 0 0
 X
 Noggles x 2 (respawning)

 H H H
 0 0 0
 X
 Bonkers x 2 (respawning)

 H H H
 0 0 0
 O
 X

 Items:
 Items
 Items

 Х Х Х О X Dream Bags x 3 Х О 000R000 0 X Ice Pops x 4 0 0 0 R 0 0 0 Х RROOOROOORR X Solution: Х XR000 line it against the center Х В О О О О О О В О О О О О В Х 

 X R 0 0 0 0 0 R 0 0 0 0 R X
 rock wall, and then kick it

 X R 0 0 0 0 0 R 0 0 0 0 0 R X
 into the hammer to send the

 X R 0 0 0 0 R R 0 0 0 0 R X
 ice block right and fill in

 RRRR RRRR X Х the water gap. Repeat the precedure to build a bridge \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* to the Ice Pops on the right island. Kick an ice block into the hammer head with the hammer pointing left to build a bridge to the Ice Pops on the left. Fruit Land: Stage G ..... password: ZZWT AMBT X X X X X X X X X X X X X X X X X Enemies: Х C X Noggles x 4 R O R X Items: X R X Solution: X R O 0 X Run counter-clockwise around 0 0 0 Х 0 0 0 0 0 0 0 0 Х the level, freezing and Х 

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 kicking the Noggles into the

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 cannons for cover. Act

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 quickly since the Noggles

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 0 0 0 0 X Х Х 0 Х 0 R 0 Х Х 0 0 0 0 0 0 0 0 0 0 C X puzzle cannot be completed X R O R R X without them. Х С Х \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* Fruit Land: Stage H ..... password: gOSh AODG X X X X X X X X X X X X X X X X X Enemies: R 0 0 0 X Noggles x 2 (respawning) Х Х 000 R 0 0 0 0 Х Equalizer x 2 (respawning)

00000R00000 X Items: Х 0 0 0 R 0 0 0 X Dream Bags x 3 Х ХО 0 ОХ Ice Pops x 3 В 00 00 B X Solution: Х ΟΤ Ο ΤΟ X Just freeze Noggles into ice Х X 0 0 0 0 0 X blocks and kick them up to 

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 000 000 Х distance from them. Х Fruit Land: Stage I ..... password: CCeO YACC Enemies: R B RXNoggles x 2 (respawning)R 0 0 0 RXSparky x 1 (respawning) Х Х Х R 0 0 0 0 0 R X Items: Х Dream Bags x 3 Х X R R R B R R R R O O O O R X 1-Up x 1 X R S O O O O O O O O O O S R X Solution: X R S O O O O O O O O O S R X Kickle can freeze and kick a X R S O O O O O O O O O O S R X Noggle left into the springs X R R R R R R R R R O O O O R X from the edge of the Xslippery ice then quicklyR O O O O O R Xrun to the right by theR O O O R Xsprings. Position Kickle X slippery ice then quickly Х Х Х RRR X 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 Enemies: 0 0 0 0 X Noggles x 2 (respawning) 0 0 0 H H H 0 0 0 X Equalizer x 1 Х Х 00 00 H H H 00 00 X Items: Х 0 00HHH00 0 X Dream Bags x 3 Х R 0 0 0 R X Solution: Х R R O O O R RXAim the hammer left and kickR O O O O O O O RXa frozen Noggle into it toB O O O O O O O O O BXreach the left island or aimR O O O O O O O RXit right to reach the right Х Х Х Х Х ROOOOR Х island. Х Х ROOOR ROR Х Х R Х X \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* Fruit Land: Stage K ..... password: bXED gKBe X X X X X X X X X X X X X X X X X Enemies: X R 0 0 0 0 0 0 0 0 0 0 0 0 R X Noggles x 1 (respawning)

0 0 0 0 X Х Mr. Hoople x 1 (respawning) 0 0 X Items: Х 0 R X R 0 0 0 0 0 0 0 0 0 0 R 0 0 R X Dream Bags x 3 0 0 0 0 X Solution: Х 0 0 X Simply freeze the Noggle and 0 0 0 Х Х В О О В О О О О О О О О В Х kick the resulting ice block up, right, down, and then 0 0 r 0 x Х 0 X 0 0 0 0 X left to reach the center X R 0 0 0 0 0 0 0 0 0 0 0 0 R X island. 0 0 X R X 0 X 0 0 0 0 X X R 0 0 0 0 0 0 0 0 0 0 0 0 0 R X \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* Fruit Land: Stage L ..... password: STZK hbCe X X X X X X X X X X X X X X X X X Enemies: X RRRRR Х Noggles x 5 (respawning) Х ROOOOR Х Sparky x 1 (respawning) X Items: X R O O O O O O O O R X Dream Bags x 3 X R O O O O O O O O R Х Ice Pops x 4 XROOBOOOBOOR RBRX Solution: X R O O O O O O O O R  $\,$  O O O X  $\,$  Kickle just needs to kick an X R O O O O R O O O R O O O X ice block down into the left XROOOOOOIII X 0 0 0 0 H H H 0 0 0 0 0 H H H X pointing up. This will build н н н нннх a bridge to the island with Х the Sparky. It's best to ннн НННХ X X X X X X X X X X X X X X X X X X X trap Sparky with an ice pillar on the newly formed bridge and wait until it explodes before rushing it and grabbing all of the Dream Bags. Fruit Land: Stage M ..... password: PbaJ OgAb 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 Spiny x 4 Х 0 0 0 Х 0 0 X Items: Х 0 0 0 0 X Dream Bags x 3 Х Х 1-Up x 1 Х X R O O O O O O O O O O R X Solution: X R B O O O O O O O O O O B R X Simply have Kickle freeze 

 X
 R 0 0 0 0 0 0 0 0 0 0 0 R
 X
 and kick the Noggles up to

 X
 0 0 0 0 0 0 0 0
 X
 fill in the water gaps above

 Х 0 0 0 0 0 Х and reach the Dream Bags. Kick an ice block down to reach the 1-Up. As long as Х 0 0 0 Х Х Х R 0 0 0 0 0 X Kickle stays away from the Х edge of the land he'll be \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* safe from the Spiny. Fruit Land: Stage N ..... password: SSIe daCF

X X X X X X X X X X X X X X X X X Enemies:

Х															Х	Noggles x 6 (respawning)
Х		0	0	0	0	0	0	0	0	0	0	0			Х	Equalizer x 1 (respawning)
Х		0	0	0	0	0	0	0	0	0	0	0			Х	Items:
Х				S	S	S	В	S	S	S					Х	Dream Bags x 3
Х		S	0	0	0	0	0	0	0	0	0	S			Х	Ice Pops x 2
Х	S	0	0	0	0	0	0	0	0	0	0	0	S		Х	Solution:
Х	S	0	0	0	0	0	0	0	0	0	0	0	S		Х	Kickle must freeze a Noggle
Х	S	0	0	0	0	0	0	0	0	0	0	0	S		Х	and kick it up so that it
Х	S	0	0	0	R	0	0	0	R	0	0	0	S		Х	makes contact with one of
Х		S	0	0	0	0	0	0	0	0	0	S			Х	the springs above. Use an
Х			S	0	0	0	0	0	0	0	S				Х	ice pillar to stop the
Х				S	S	S	В	S	S	S					Х	block's movement on the
Х															Х	land above the two rocks,
ХХ	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	then kick it horizontally so
																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

ХХ	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Enemies:
Х					В				В						Х	Noggles x 1 (respawning)
Х				R	0	R		R	0	R					Х	Bonkers x 2 (respawning)
Х			R	0	0	0	R	0	0	0	R				Х	Items:
Х		R	0	0	0	0	R	0	0	0	0	R			Х	Dream Bags x 3
Х	R	0	0	0	0	0	R	0	0	0	0	0	R		Х	Ice Pops x 2
ΧR	. R	R	R	R	R	0	R	0	R	R	R	R	R	R	Х	Solution:
Х															Х	The hammer will already be
ΧR	. R	R	В	R	R	0	0	0	R	R	R	R	R	R	Х	pointing up, and if Kickle
X S	0	0	0	0	0	Н	Н	Н	0	0	0	0	0	S	Х	kicks a frozen Noggle right
Х	S	0	0	0	0	Н	Н	Η	0	0	0	0	S		Х	into it, the hammer will
Х		S	0	0	0	Н	Н	Η	0	0	0	S			Х	swing and build a bridge to
Х			S	0	0	0	0	0	0	0	S				Х	the top-left portion of the
Х				R	R	R	R	R	R	R					Х	map. Kickle must lower the
ХХ	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	hammer out of the way of the
																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

ХХ	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Enemies:
Х						R	0	R							Х	Spiny x 3
Х					R		L		R						Х	Items:
Х				R			0			R					Х	Dream Bags x 3
Х			R	R			0			R	R				Х	Solution:
Х		R			R		L		R			R			Х	Remove the top pillar when
Х	R					R	0	R					R		Х	the Spiny is moving down and
X R	0	L	0	0	L	0	0	0	L	0	0	L	0	R	Х	run to the left pillar and
Х	R					R	0	R					R		Х	wait. Once the Spiny passes
Х		R			R		0		R			R			Х	Kickle by, follow it down
Х			R	R			0			R	R				Х	and trap it below with an
Х				R			0			R					Х	ice pillar, then remove the
Х					R		0		R						Х	second top pillar and grab
Х						R	0	R							Х	the Dream Bag. Remove the

#### 

left pillar when the Spiny is heading right and hide in

the bottom isle, making sure to trap it as far into the top lane as possible. Remove the leftmost pillar and collect the bag. Now remove the right pillar when Spiny is heading right and run to the left. Once Spiny heads down, run to the right and drop a pillar in the intersection. Remove the furthest right pillar and pick up the final Dream Bag.

Fruit Land: Stage Q ..... password: XDWH EIBP

X X X X X X X X X X X	хххххх	Enemies:
Х	Х	Noggles x 5 (respawning)
ХО	X C	Bonkers x 4
X 0 0 0 0	X O C	Items:
Х ОВ	ОВ Х	Dream Bags x 3
ХО	О Х	Solution:
Х 000	0 0 0 X	Just use the Noggles to
X O B	ОВ Х	create bridges from island
Х	Х	to island. Kickle must head
Х	Х	right first, then down, then
X O B	ОВ Х	left, then up, and finally
X 0000	X O C	right again.
ХО	X C	
Х	Х	
* * * * * * * * * * *	хххххх	

Fruit Land: Piro ..... password: XDXI EKBY

Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Boss strategy:
Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Piro is a clown who attacks
Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	with a big beachball. When
Х	Х														Х	Х	the large ball hits the
Х	Х														Х	Х	big ball hits the ground it
Х	Х														Х	Х	will split into four smaller
Х	Х														Х	Х	balls that Kickle can kick
Х	Х														Х	Х	up at Piro to defeat him. It
Х	Х														Х	Х	takes four hits from the
Х	Х														Х	Х	balls to stop Piro, and
Х	Х														Х	Х	Kickle can only attack when
Х	Х														Х	Х	Piro is at the top of the
Х	Х														Х	Х	screen. Piro also does a
Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	flipping attack which is
Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	easily dodged, but Kickle
																	cannot hurt Piro while he is

flipping through the air. Any balls Piro flips into will disappear, though, so try to lead him away from them since Kickle will need to keep them on screen to attack.

Cake Land CCCCC AAA K K EEEEE C A A K K E C A A KKK EEE C AAAAA K K E CCCCC A A K K EEEEE

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				L	А	A	N N	N	D	D
				L	AAAA	AA	Ν	NN	D	D
				LLLL	A	A	Ν	Ν	DDI	DD
PI	Ŧ	Т	Unlike Garder	Land and	Frui	it.	Land	. C	ake	Land onl
0 0	2	J	has 16 stages							
N I	-	K	only increase							
	- E L		solve the puz				-			
	 )		skill and ref				-		2	
-	2		here, the ma-		-	-				
	3		pushovers and	-						
-	2 A		-							
1	-7		boss Kapan, h		TTT F		vel	0.0	eu	le
			toughest boss	s yet.						
e Lai	nd:	Stage	A				pas	SWO	rd:	CdhK UYE
ХХ	Х	хххх	<pre></pre>	X X Enem	ies:					

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

> > Noggles x 5 (respawning) Items: Dream Bags x 3 Ice Pops x 6 Solution: First kick a frozen Noggle right to fill the top-left water gap and go ahead and kick another right to fill in the top-right gap although it can wait until the end. Kick a Noggle down to fill in the bottom-left water gap, then either kick an ice block right or left

into the springs and dodge to hit the bottom-right water gap.

Cake Land: Stage B ..... password: gACJ QaBF

Χ	2	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Enemies:
Χ	Ś				0		0		0		0		0				Х	Noggles x 4 (respawning)
Χ	Ś				0		0		0		0		0	0			Х	Spiny x 4
Χ	Ś		0	0	Т	Т	Т	Т	Т	Т	Т	Т	Т	0	0		Х	Items:
Χ	ζ		0	0	Т	0	0	0	0	0	0	0	Т	0	0		Х	Dream Bags x 3
Χ	Ś		0	0	Т	0	0	0	0	0	0	0	Т	0	0		Х	Solution:
Χ	Ś		0	0	Т	0	0	Т	Т	Т	0	0	Т	0	0		Х	Kickle just needs to kick
Χ	Ś		0	0	Т	0	0	0	0	0	0	0	Т	0	0		Х	one of each Noggle up to
Χ	Ś		0	0	Т	0	0	0	0	0	0	0	Т	0	0		Х	reach the top-left Dream
Χ	Ś		0	0	Т	Т	Т	Т	Т	Т	Т	Т	Т	0	0		Х	Bag. Just time the kicks so
Χ	Ś		0	0	В	0	В	0	В	0	В	0	В	0	0		Х	that the ice blocks pass in
Χ	ζ			0	0	0	0	0	0	0	0	0	0	0			Х	between the Spiny circling
Σ	ζ				0	0	0	0	0	0	0	0	0				Х	inside the area enclosed by
Χ	ζ					0	0	0	0	0	0	0					Х	the water holes.
Χ	Ζ.	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	

Cake Land: Stage C ..... password: aUZE UdAK X X X X X X X X X X X X X X X X X Enemies: B X Noggles x 4 (respawning) 0 Х 0 0 0 X Х 0 0 0 Rooker x 4 хооооо 00000000X Items: тот ооо х Х 0 0 0 Dream Bags x 3 ТТОТТ Х 0 0 Х Ice Pops x 4 Т О О О О Т X Solution: Х ΤΤΟ ΚΟ ΚΟ ΤΤ X The four Rooker are closing X O O O O O O O O O O O O O Xin on Kickle, but if he justT T O R O R O T TXmoves down and hugs the rockT O O O O O TXleft or right he'll avoidT T O T TXthem as they converge on the Х Х Х them as they converge on the Х center. Now dispatch of the X ТОТ Х Х Ο Х 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 Enemies: XRBR R B R X Noggles x 2 (respawning) X O O O R R R R R R R R R O O O X Mr. Hoople x 2 (respawning) X O O O R C O O O O O O O O O X Items: Dream Bags x 3 ROOOX Ice Pops x 2 X O O O R R ΧΟΟΟR R O O O X Solution: R R O O O X Freeze the left Noggle and XOOOORR Now kick the ice block down, RROOOORR X right, down, right, up, Х X right, up, and finally right RRRRR Х \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* 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 Enemies: Х Х Noggles x 10 (respawning) Х RRRRX Spiny x 1 Х R O O O R X Items: Х ROOORX Dream Bags x 3 R 0 0 0 0 0 R X Х 1-Up x 1 X Solution: Х R R R B R R R R R O O R R X First freeze and kick a Х Х R O O O O O O O O O O O O X Noggle right along the lower 

 X R O O O O O O O O O R O R O R O X
 rock wall to build a bridge

 X R O O O O O O O O O R S R O O X
 so Kickle can go over the

 X R O O O O O O O O O R R R O O X
 water. Have Kickle drop an

 X R O O O O O O O O O O O O O O O O X
 ice pillar to the right of

 Х RRRRRRRR RRRX the spring on top the short

#### \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \*

rock wall and kick an ice block right into the pillar.

Walk back right and remove the pillar, then kick the block down and move out the way. The spring will send the block up to connect it to the island above. Walk up and collect the Dream Bags. To collect the 1-Up, have Kickle touch it when the Spiny is moving along the inside corner of the room.

Cake Land: Stage F ..... password: OQOe QaCF

Enemies: X Myrtle x 6 Х 0 0 0 0 0 0 X Items: Х 0 0 0 0 0 0 0 0 0 0 0 0 0 0 X Dream Bags x 3 X Х 0 0 0 0 0 0 X Solution: Х 0 0 0 0 0 0 0 0 0 0 0 X Quickly defeat or avoid the 0 0 0 0 0 X six Myrtle and collect the Х 0 Dream Bags. It helps to wait X 000000000 X Х X 0 0 0 0 0 X for them outside of their X 0 0 0 0 0 0 0 0 0 0 0 X view to freeze them and Х Х 0 0 0 0 0 0 avoid their shell charge. X 0 0 0 0 0 0 0 0 0 0 0 0 X 0 0 0 0 0 0 Х Х Х Х \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \*

Cake Land: Stage G ..... password: KENY UECL

X X X X X X X X X X X X X X X X X Enemies: Х X Х RВR Х X ROOR Х XSOOOR S S 0 0 XSOOOR ΟХ 0 0 0 X Solution: XSOOOR 

 X S O O O I
 0 0 0 0 R 0 R
 O X
 Begin by kicking the ice

 X S O O O R
 0 0
 O X
 block right to connect the

 X S O O O R S O O C C C X S O O O R R O O X ice pathways. Have Kickie X R O O R S O O O O O O O X wait on the leftmost patch V P R R R R R X of slippery ice for a Noggle XSOOOR SOOOOR OX Х 

Noggles x 2 (respawning) Rooker x 1 Items: R X Dream Bags x 3 Ice Pops x 2 left island to the slippery to approach, then freeze and kick it left and run right then down. When the block

returns, kick it up and run down and right. Kick the block again and dash right and down. Kick the block up and run down and right. Finally, kick the block left and run left then up to dodge it as it sails into the water and creates the bridge to the right piece of land. Have Kickle take out the Rooker from the side and go collect the Dream Bags.

Cake Land: Stage H ..... password: GIIX QgBN X X X X X X X X X X X X X X X X X Enemies: Noggles x 1 (respawning) X R R R R R R R R R R R R X Myrtle x 2 (respawning) X R 0 R 0 0 0 0 0 0 0 0 R 0 R X XR000000R00R 0RX Items:

Dream Bags x 3 Solution: First aim the hammer so that it points down. Freeze the Noggle and kick it up, left, left, and up. Have Kickle push the hammer so that it points down and kick the ice block right, left, up, and right. Make sure the hammer 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

Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Enemies:
Х				Κ								Κ				Х	Noggles x 7 (respawning)
Х			Κ	0	Κ	Κ	Κ	R	Κ	Κ	Κ	0	Κ			Х	Spiny x 2
Х		Κ	S	0	0	0	0	0	0	0	0	0	S	Κ		Х	Items:
Х			Κ	0	0	0	0	0	0	0	0	0	Κ			Х	Dream Bags x 3
Х			Κ	0	0	0	0	0	0	0	0	0	Κ			Х	Ice Pops x 2
Х			Κ	0	0	0	0	0	0	0	0	0	Κ			Х	Solution:
Х			Κ	0	0	0	0	0	0	0	0	0	Κ			Х	Have Kickle freeze and kick
Х			Κ	0	0	0	0	0	0	0	0	0	Κ			Х	a Noggle up so that it rests
Х						В	В	В	В	В						Х	against the top rock. Then
Х			0	0	0	0	0	R	0	0	0	0	0			Х	kick the ice block to the
Х			0	0	0	0	0	R	0	0	0	0	0			Х	left or right and move out
Х						0	0	R	0	0						Х	of the way. Choose a corner
Х						0	0	R	0	0						Х	wait directly where the Ice
Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	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

Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Enemies:
Х			Κ	0	Н	Н	Н	0	Η	Η	Н	0	Κ			Х	Noggles x 1 (respawning)
Х			Κ	0	Н	Н	Н	0	Η	Η	Н	0	Κ			Х	Rocky x 1 (respawning)
Х			Κ	0	Н	Н	Н	0	Н	Н	Н	0	Κ			Х	Items:
Х			Κ	0	0	0	0	0	0	0	0	0	K			Х	Dream Bags x 3
Х		Κ		0	0	0	0	0	0	0	0	0		Κ		Х	1-Up x 1
Х	Κ	0		0	0	0	Н	Н	Н	0	0	0		0	Κ	Х	Solution:
Х		Κ		0	0	0	Н	Η	Η	0	0	0		Κ		Х	First have Kickle push the
Х			Κ	0	0	0	Н	Η	Η	0	0	0	Κ			Х	top-left hammer to the
Х				В	0	0	0	0	0	0	0	В				Х	right, the top-right hammer
Х					Κ	0	0	0	0	0	Κ					Х	down, and the bottom hammer
Х						Κ	0	0	0	Κ						Х	right. Then freeze a Noggle
Х							Κ	0	Κ							Х	below the head of the
Х								Κ								Х	top-left hammer and kick it
Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	up to build a bridge to the
																	Dream Bag on the right. To
	- 1			- 1		1	т т	- 1			- 1		. ــ		٦.	- <i>ב</i> -	

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 Enemies: Х Х Max x 1 X Spiny x 1 Х X R R R R R R R R R R R R R R X Items: Dream Bags x 3 ХЅТТТООООТОООТЅХ X S T T T O T T O T O T T O T S X Solution: of the ice blocks, sending Χ S O I T O T T O O O T T O T S X Х S T T T O T T T O T T T O T S X them bouncing horizontally 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 R X along the springs. Kickle must simply run along the slippery ice and collect all Χ Х Х Х 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 Enemies: R X Noggles x 1 (respawning) Х R r 0 r Х r 0 r Mr. Hoople x 1 (respawning) X R OORRROO R X Items: Х X R 0 0 0 0 0 0 0 0 R X Dream Bags x 3 R 000R000 R X Solution: Х X Freeze the Noggle and head X R O O O B O O O R Х down to the right hammer and ROOROOR X R 0 0 0 R 0 0 0 RXdown to the right hammer a<br/>turn it so it faces rightR 0 H H H T H H H 0 RX(the left hammer shouldR 0 H H H B H H H 0 RXalready be pointing up). Х R О Н Н Н Т Н Н Н О R Х Х R О Н Н Н Т Н Н Н О R Х Kick the ice block down into Х X the hammer and then kick itX left to pick up the left R 0 0 0 R 0 0 0 R Х RRR RRR Х 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 Enemies: Х Х ROBOR Noggles x 4 (respawning) Х RROOORR Sparky x 4 (respawning) Х Х RRROOORRR X Items: RRRRO ORRRR Х Х Dream Bags x 3 RRRRROBORRRRR X Х Ice Pops x 8 X O O O I O I O O O L O L O O O X Solution:

BOOOB OOBX Although four Sparky are

present at the start of the

ХВОО

X O O O L O L O O O I O I O O X

X R R R R R O B O R R R R R	X level, only two will
X RRRRO ORRRR	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 ROBOR	X do is shield himself with
* * * * * * * * * * * * * * * * * *	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 act	ually 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
2	-
* * * * * * * * * * * * * * * * * *	X Enemies:
X 0 0 R 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 s 0 0 0 0 0	
х 0 0 0 0 0 0 0 0 0 0 тт 0 0 0	
X 0 0 0 T T 0 0 T T T B T 0 0 0	X Dream Bags x 3
Х 0 0 0 Т В Т Т Т О О О Т 0 0 0	2

X R S O T O O O T O R O T O O O X Solution: ΧΟΟΟΤΟΡΟΤΟΙΟΤΟΟΟΧ X 0 0 0 T 0 0 0 T T T T T 0 S R X X 0 0 0 T T T T T 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 B 0 0 R 0 0 0 0 0 0 X 0 0 0 X X 0 0 0 0 0 0 0 0 0 0 0 0 X \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* right, and then down. The

Ice Pops x 2 First collect the two Ice Pops and place ice pillars where they were picked up. Now freeze the Noggle and kick it up to the rock above it and the Max will kick it left into the pillar. Now kick the ice block up,

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 X X Enemies:

Х R Х r 0 r Х Х Х RRRR RRRR Х R 0 0 S 0 0 0 0 0 0 R 0 R X Х 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 0 S R X X R 0 0 0 0 0 0 0 0 0 0 0 0 0 R X X R S 0 0 0 0 0 0 S R 0 0 0 R X X R 0 0 0 S 0 0 0 0 0 0 0 0 R X X R 0 0 0 R S 0 0 0 0 0 0 S R R X X R 0 0 0 0 0 0 B 0 0 0 0 0 R X R 0 0 0 0 0 0 0 0 S 0 R X RRRRRRRRR Х Х 

X 0 0 0 0 0 0 0

Noggles x 1 (respawning) Equalizer x 1 (respawning) Items: Dream Bags x 3 While dealing with the ice block try to keep freezing the Equalizer since its cannon balls have a large range and can destroy the block, especially since it will be in constant motion. First, have Kickle freeze 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

the top spring, kick it left or right. Then, when the block hits the left spring, have Kickle kick it up or down again. Now, when the ice block strikes the bottom spring, Kickle must kick it left or right once more. Finally, when the ice block hits the right spring, kick it up into the water to reach the top Dream Bag.

Cake Land: Stage P ..... password: ELEA hhBP

```
X X X X X X X X X X X X X X X X X Enemies:
      ROOOOR X
X
X R R R R R O O O O O R R R R R X
XSOOO OHHHO OOOSX Items:
х ѕ о о о о н н н о о о о ѕ х
X S 0 0 0 0 H H H 0 0 0 0 S X Solution:
X R R R R R O O O O O R R R R R X
Х
    R 0 0 0 0 0 0 0 0 R X
X
   R 0 0 0 0 0 0 0 0 R
                      Х
                      Х
   R 0 0 0 0 B 0 0 0 R
Х
Х
   R 0 0 0 0 0 0 0 0 R
                      Х
    R 0 0 0 0 0 0 0 R
Х
                      Х
Х
       R 0 0 0 0 0 R
                      Х
        RSSSR
Х
                      Х
```

Noggles x 1 (respawning) Myrtle x 2 (respawning) Dream Bags x 3 Have Kickle point the hammer to the right then freeze and kick the Noggle up into it to get across to the right Dream Bag. To get the left bag, reset the hammer so that it points right again and kick an ice block up into it. The hammer will keep swinging the block into

the spring at the bottom and the one on the right. Once the hammer swings the block to the right, quickly push the hammer out of the way so the block can travel all the way to the left and build a bridge there.

Cake Land: Kapan ..... password: ELGh hHBh X X X X X X X X X X X X X X X X X X Boss strategy: \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* Kapan is a large turtle who \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* tosses large turtle shells ХХ ХХ at Kickle. The shells will separate into four smaller ХХ ХХ shells which Kickle can kick ΧХ ΧХ ХХ ХХ back at Kapan to defeat him. It will take five hits to ХХ ΧХ ХХ stop Kapan. Kapan also ХХ хх ХХ attacks with an invincible shell attack in which he ХХ ΧХ ХХ

ХХ ХХ ХХ \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \*

bounces from wall to wall, destroying any of the small turtle shells in its path. Kickle must dodge this attack and wait for Kapan to

stop at the top in range to have a shell kicked back at him. Just be patient if Kapan doesn't position himself to be attacked too often and try to quickly get a kick in at him before he goes into his shell attack.

Toy Land

Т	0	0
Т	0	0
Т	0000	00

Y Y Y

L	AA	AA	Ν	Ν	DDI	DD
L	А	A	NN	Ν	D	D
L	А	A	N N	N	D	D
L	AAA	AA	Ν	NN	D	D
LLLL	А	А	Ν	Ν	DDI	DD

A B C D E F H

Q Toy Land contains 17 stages and even more 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 ..... GKAe

Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Enemies:
Х								0								Х	Gale x 7
Х							0	0	0							Х	Items:
Х						0	0	0	0	0						Х	Dream Bags x 3
Х					0	0	0	0	0	0	0					Х	Ice Pops x 9
Х				0	0	0	0	0	0	0	0	0				Х	Solution:
Х			0	0	0	0	0	0	0	0	0	0	0			Х	Just run and collect a Dream
Х		0	0	0	0	0	0	0	0	0	0	0	0	0		Х	Bag by running to it when
Х			0	0	0	0	0	0	0	0	0	0	0			Х	the Gale passes by and have
Х				0	0	0	0	0	0	0	0	0				Х	Kickle wait on that exact
Х					0	0	0	0	0	0	0					Х	spot for the Gale in front
Х						0	0	0	0	0						Х	the next bag to clear before
Х							0	0	0							Х	collecting it and so on. The
Х								0								Х	clockwise path would be up
Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	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 an 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

ХХ	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Enemies:
Х															Х	Shades x 8 (respawning)
Х		L	0			0	L								Х	Items:
Х	L	0	0	0	0	0	0	L				0			Х	Dream Bags x 3
Х	0	0					0	0				0			Х	Solution:
Х		0					0					0			Х	Kickle must use the ice
Х	0	Ι	0			0	0	0			0	0	0		Х	block to kill all of the
Х	0	0	0			0	0	0			0	0	0		Х	Shades that litter the path
Х	0	0	0			0	0	0			0	0	0		Х	to the right Dream Bag. Kick
Х		Ρ					0					0			Х	the block up, right, down,

Х			0				0	0					0	0		Х	right, a
Х			0				L	0	0	0	0	0	0	L		Х	making :
Х			В					L	0			0	L			Х	Shades a
Х																Х	the smal
Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	the patl
																	Kickle v

right, and up again while making sure none of the Shades along the way hide in the small areas outside of 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 Enemies: X Х Gale x 5 X 0 0 0 0 0 0 0 0 0 0 0 0 0 0 X Items: X 0 0 Х Dream Bags x 3 X 0 0 0 0 0 0 0 0 0 0 0 0 0 X Ice Pops x 5 Х 0 X Solution: 0 X 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 use the Ice Pops to avoid Х X 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 X the Gale in the level. If 0 X Kickle picks up an Ice Pop, Х Ο be sure to drop an ice X 0 0 0 0 0 0 0 0 0 0 0 0 0 0 X X 0 о х pillar in its place since X 0 0 0 0 0 0 0 0 0 0 0 0 0 X the Gale will have a second Х path and could return to X \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* Kickle faster. The only real Gale to worry about is the

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

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

X X X X X X X X X X X X X X X X X X Enemies: Х ΟΟΟΟΙΤΟΟΙΟΟΟΟ Χ Spiny x 5 ORRRORRRORRO X Items: Х OROOOROROROOO X Х Dream Bags x 3 OROOOROROROOO X Solution: X 0 R 0 0 0 R 0 R 0 R 0 0 0 Х Х X ORRRORORORRL X X OOOROROROOORO X X O O O R O R O R O O R O X X 0 0 0 R 0 R 0 R 0 0 0 R 0 X Х ORRRORRRORRRO Х Χ ΟΟΟΤΙΟΟΟΙΤΟΟΟ Χ L X X L X 0 0 0 0 0 0 X 

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

Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Enemies:
Х				S								S				Х	Noggles x 1 (respawning)
Х			R	0								0	R			Х	Mr. Hoople x 1
Х		R	R	0								0	R	R		Х	Items:
Х	S	0	0	0	0	0	0	0	0	0	0	0	0	0	S	Х	Dream Bags x 3
Х				0								0				Х	Ice Pops x 4
Х			R	0								0	R			Х	Solution:
Х		В	0	0								0	0	В		Х	Drop an ice pillar above the
Х			R	0								0	R			Х	bottom-left Ice Pop, then
Х				0								0				Х	freeze and kick the Noggle
Х	S	0	0	0		0	0	R	0	0		0	0	0	S	Х	up into the spring and run
Х		R	R	0								0	R	R		Х	to the left of the lower
Х			R	0								0	R			Х	left slippery ice patch. Now
Х				S								S				Х	Kickle will have an ice
Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	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 Enemies: RSSSSSSR X Х Noggles x 1 (respawning) X R R R O O O O O O O R R R R X Rocky x 1 (respawning) X 0 0 0 0 0 0 0 0 H H H O O O S X Items: ХОООООООНННОООЅХ Dream Bags x 3

Х	0	0	0	0	Н	Н	Н	0	Н	Н	Н	0	0	0	S	Х	Ice Pops x 3
Х	R	R	В	R	Н	Н	Н	0	0	0	0	R	В	R	R	Х	Solution:
Х				R	Η	Н	Η	0	0	0	0	R				Х	Have Kickle freeze and kick
Х				R	0	0	0	0	0	0	0	R				Х	the Noggle left into the
Х				R				R				R				Х	left hammer while it is
Х					R	0	0	R	0	0	R					Х	pointing up. While the block
Х						R	0	R	0	R						Х	is bouncing, walk close to
Х							R	R	R							Х	the left hammer and push it
Х								R								Х	up when the block strikes
Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	the top spring which will
																	cause it to slide into the

water below and build the bridge to the left Dream Bag. As for the right Dream Bag, once again send an ice block into the left hammer, but this time when the block hits the top spring, quickly push the right hammer down and move out the way. The hammer will hit the ice block down and allow Kickle to grab the last Dream Bag.

Toy Land: Stage H ..... password: PPRI KICD

X X X X X X X X X X X X X X X X X Enemies:

Х								0								Х	Noggles x 2 (respawning)
Х							0	0	0							Х	Max x 1 (respawning)
Х				0	0	0	0	0	0	0	0	0				Х	Spiny x 1
Х			0	0			0	0	0			0	0			Х	Items:
Х		0	0					0					0	0		Х	Dream Bags x 3
Х		0				R				R				0		Х	Solution:
Х		0												0		Х	The stage begins with the
Х																Х	Max kicking an ice block
Х		0		В	Т	Т	Т	В	Т	Т	Т	В		0		Х	right which will hit the
Х		0	0	0	Т	0	0	0	0	0	Т	0	0	0		Х	water and create land. Head
Х		0		0	Т	Т	Т	Т	Т	Т	Т	0		0		Х	over to this piece of land
Х				0	0	0	0	0	0	0	0	0				Х	and build an ice pillar on
Х							0	0	0							Х	it. Freeze the right Noggle
Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	from below and then walk
																	to the left of the left

Noggle, freeze it and break the block against the base rock, then move to its left and freeze it again. Kick the ice block right and it will kill the Max and stop over the right water hole and send the other into the pillar. Break the right ice block against the pillar and wait below. The Max will respawn and kick the ice block to the right, which Kickle will now be able to kick up to reach the top island and the last Dream Bag. Be sure to kick the block when the Spiny is moving away from Kickle to avoid running into it.

Toy Land: Stage I ..... password: SPSe LDCS X X X X X X X X X X X X X X X X X Enemies: X 0 S 0 0 X Noggles x 1 (respawning) X R 0 0 0 0 0 0 0 0 0 0 0 S 0 R X Max x 1 (respawning) S 0 X X 0 0 Rooker x 2 (respawning) X B O S O O O O O O O O O O O B X Items: R X 0 0 0 0 X Dream Bags x 3 X R 0 0 S 0 0 0 0 0 0 0 0 S 0 0 R X Solution: 0 X Begin by freezing the Noggle Х 0 0 0 0 X 0 0 0 0 0 0 0 0 0 0 0 0 0 0 X and moving out the way so 0 0 X the Max can kick it up into Х 0 Т 0 0 0 вов 0 0 X the center rock. Kick it Х Х 0 Ο ΤΟΤ Ο 0 X left into the spring and

Х					0		В	0	В		0					Х
Х		0			S			Т			S			0		Х
Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х

then go around and wait just below where the block hits 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 X Enemies: ΧΤΤΤΤΤΤΤΤΤΤ Χ ХОООООНННТ Х X 0 0 0 H H H H H H T 0 0 B R R X хнннннннтоооозх хннннн 0 0 0 т 0 0 0 с х X H H H O O O O O O T O O O O S X Solution: X T T T T T T T T T T O O B R R X X O L O O O O O O O O O X ΧΤΤΤΤΤΤΤΤΤΟΟ ΟΟΧ хнннннннтоо оох хнннннннтоо оох ХНННННННТ Х ХТТТТТТТТТТ Х \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \*

Noggles x 5 (respawning) Spiny x 2 Items: Dream Bags x 3 Ice Pops x 4 Solution: First, pick up the Ice Pops and be sure to place ice pillars on the land where the lower and right ones are to block the Spiny once they are released from the island. Now, freeze a Noggle

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 X X Enemies: X R R R R R R R R R R R R R X Noggles x 6 (respawning) X R R 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 S R X Items: X R S 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 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 S R X 

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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

Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Enemies:
Х																Х	Spiny x 7
Х		0	0	0	0	0	0	0	0	0	0	0	0	0		Х	Items:
Х		0	0	0	0	0	0	0	0	0	0	0	0	0		Х	Dream Bags x 3
Х		0	0					0					0	0		Х	1-Up x 1
Х		0	0		0	0	0	0	0	0	0		0	0		Х	Solution:
Х		0	0		0						0		0	0		Х	Kickle must make his way up
Х		0	0		0			0			0		0	0		Х	and around to the three
Х		0	0		0		0	0	0		0		0	0		Х	Dream Bags in the center,
Х		0	0		0	0	0	0	0	0	0		0	0		Х	which relies more on evasion
Х		0	0										0	0		Х	skill than a real puzzle
Х		0	0	0	0	0	0	0	0	0	0	0	0	0		Х	solution. Just keep track of
Х		0	0	0	0	0	0	0	0	0	0	0	0	0		Х	which wall the approaching
Х																Х	Spiny are clinging to and
Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	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 Enemies: X R S S S S S S S S S S S S R X X S O O O O O O O O O O O O S X X S O O O O O O O O O O O O O S X Items: X S 0 0 0 0 0 0 0 0 0 0 0 0 0 X Х Ѕ О О В О О О О О В О О О Ѕ Х X S O O O O O O O O O O O O S X Solution: X S 0 0 0 0 0 0 0 0 0 0 0 0 S X  $\hfill Freeze the Noggle and kick$ X S O O O O O O O O O O O S X X S O O O O O O O O O O S X X S O O O O O O O O O O O S X X S 0 0 0 0 0 0 0 0 0 0 0 0 S X X S O O O O O O O O O O O O S X X R S S S S S S S S S S S S R X 

Noggles x 1 (respawning) Shades x 2 (respawning) Dream Bags x 3 Ісе Рорх х 3 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 Ice Pop, 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

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

Enemies:

X 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 0 0 T T T T T T B T T T T 0 0 X Items: хоо ннннннннтоох хоо ннннннннтоох хоо ннннннннтоох х 0 0 Т Т Т Т Т Т Т Т Т Т О О Х X 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 0 0 0 0 0 0 0 B 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 X X 0 0 0 0 0 0 S 0 0 S 0 0 0 0 X 

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

Toy Land: Stage P ..... password: TAIL bZBE X X X X X X X X X X X X X X X X X Enemies: Х Х Spiny x 2 X Items: Х 0 0 0 Х 0 Х Dream Bags x 3 Х КККК КККК X Solution: К О О О О О О О О К Х Begin by kicking the Х кооооогоок X Х leftmost ice block to the КООІОООООК Х right into the rightmost Х Х КОІОООООІОК Х one, then kick it up, left, к 0 0 0 0 0 1 0 0 0 к Х down, right, and then up to Х к 0 0 0 I 0 0 0 0 К Х build the bridge to the top. Х Х As always, be careful to к 0 0 0 0 0 0 0 0 к Х Х ККККККККК Х avoid kicking it into the Х Х Spiny since it will make it \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* impossible to build the bridge to the last Dream Bag. Also note an interesting Spiny phenomenon where if two Spiny touch and would be traveling in the same direction after contact, they will use each other for their "wall contact" to travel across

an area.

Toy Land: Stage Q ..... password: LYTd bFBa

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 X ХОООВОООВО ОООХ X H H H O O O O O H H H O O O O X Items: х н н н о о о о о н н н о о о о х XHHHOHHHOHHHOHHHX Solution: х 0 0 0 0 н н н 0 0 0 0 н н н х х н н н о н н н о н н н х хннноооооннноооох х н н н о н н н о н н н х х 0 0 0 0 Н Н Н 0 0 0 0 О Н Н Н Х х 0 0 0 0 н н н 0 0 0 0 н н н х X 0 0 0 B 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 

Noggles x 1 (respawning) Shades x 2 (respawning) Dream Bags x 3 To make this description easier to understand, the hammers are assigned the numbers shown below and will be references as such in the following solution: 1234 5 6 7 8 Arrange the hammers in the following order: point

hammer "1" right, hammer "2" left, hammer "3" down, hammer "4" left, hammer "5" up, hammer "6" up, hammer "7" left, and hammer "8" up. Then freeze and kick the Noggle up into hammer "2," then quickly aim hammer "6" to the right so it can complete the cycle. Hammer "7" will finish by sending the ice block up into the water, and Kickle can now grab the last Dream Bag.

Toy Land: Wizard King ..... password: LYSe bFBa

Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Boss strategy:
Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	The Wizard King will
Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	alternate between two
Х	Х														Х	Х	attacks: he will summon a
Х	Х														Х	Х	large ball which will bounce
Х	Х														Х	Х	around the room and then a
Х	Х														Х	Х	high leaping attack the

ХХ	ХХ	length of which increases as
ХХ	ХХ	the Wizard King is damaged.
ХХ	ХХ	Kickle must freeze the large
ХХ	ХХ	bouncing ball into a very
ХХ	ХХ	large ice block and then
ХХ	ХХ	kick it into the boss,
* * * * * * * * * * * * * * * *	хххх	dodging the Wizard King's
* * * * * * * * * * * * * * * *	хххх	leaping attack in between.
		Don't waste a kick if Kickle

and the boss aren't lined up correctly since there is only one chance to attack per rotation. Note that the ice blocks will also protect against other bouncing balls the boss may fire, but the Wizard King can destroy these if he makes contact with them without them being kicked into him. If the ice block lands against the side or bottom wall, be sure to kick them out of the way since the chance of getting an attack in with them is too slim and they take up too much room needed to dodge the boss' attacks. It takes six hits from the ice blocks to defeat the Wizard King.

			S	pecial	Game	9							
SSSSS	PPPPP	EEEEE	CCCCC	IIIII	AA	AA	L						
S	P P	PECIA				А	L						
SSSSS	PPPPP	EEE	С	I	A	A	L						
S	P	E	С	I	AAAAA		L						
SSSSS	Ρ	EEEEE	CCCCC	IIIII	A	A	L	LLLL					
							GG	GGG	AZ	λA	М	М	EEEEE
							G		A	А	MM	MM	Е
							G	GG	А	A	ΜM	Μ	EEE

After defeating the main game, a "Special Game" will be available. The Special Game is a series of 30 challenging puzzles to play.

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Special Game: Round 01 ..... password: FbgJ IYAX X X X X X X X X X X X X X X X X X X Enemies: Х Κ Х Noggles x 4 (respawning) КОК X Items: Х Dream Bags x 3 Х Х коооок Х Х Ice Pops x 3 Х R O O O O O O R Х Solution: R O O O R O O O R Kick a couple of Noggles Х Х ΒΟΔΟΟΟΟΟΟΔΟΒ Χ under the two breakers down Χ ROOOOOOOR X Х pointing breakers and create ice pillars on the newly Х R 0 0 0 0 0 0 R Х Х R 0 0 0 0 0 R Х formed land. Kick two ice ROOOR blocks into those pillars Х Х ROR Х (one each), and then kick Х one of the ice blocks into Х  $\cap$ Х \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* the other across the slippery ice. One will slam

into one of the breakers one the side while the other block will come to a stop right beneath the water block leading to the Dream Bag. Simply kick the ice block up to build a bridge and collect the last Dream Bag.

Special Game: Round 02 ..... password: FLPa YKCG

X X X X X X X X X X X X X X X X X X Enemies: S 0 0 0 0 0 0 S X X О О О О В О О О О О Х Х Х S 0 0 0 0 0 0 0 0 S Х Х S 0 0 0 0 0 0 0 0 S Х Х S 0 0 0 0 0 0 0 0 S Х Х 0 0 0 0 0 0 0 0 0 0 Х ТООООООООТ Х Х ТООООООООТ Х Ο STTTTTTS Ο Χ Х X 0 0 0 0 0 0 0 0 0 0 0 0 0 X Х 0 0 0 0 0 Х 0 0 0 Х Х Х Х 0 \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \*

X X Enemies: X Noggles x 3 (respawning) X Mr. Hoople x 1 (respawning) X Items: X Dream Bags x 3 X Ice Pops x 2 X Solution: X Freeze the three Noggles and X kick them into the springs X so that the ice blocks will 0 X begin bouncing left and X right within colliding into X each other. Try to stagger X the kicks because now Kickle X kick one or more of them so that the blocks begin

and build a bridge to the

bouncing vertically along one side of the stage. When the top or bottom blocks stops bouncing, kick it into the other two until all three are bouncing vertically in unison and adjacent to each other. Simply wait for them to pause while striking the bottom spring and kick them each to the right or left to build a bridge around the water holes. Walk along the slippery ice to collect the Dream Bags being careful to avoid the Gale (move past when it's traveling down and remember it's safe to pause on the spot where the middle Dream Bag is located).

Special Game: Round 03 ..... password: GdBM IABg

Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Enemies:
Х				R	R	R	R	R	R	R	R	R				Х	Max x 4
Х			R	0	0	R	0	R	0	R	0	R	R			Х	Spiny x 1
Х		R	0	R	0	R	0	R	0	R	0	R	0	R		Х	Items:
Х	R	Т	L	Т	Т	Ι	Т	Ι	Т	Ι	Ι	Т	Т	Т	R	Х	Dream Bags x 3
Х	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	Х	Solution:
Х	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	Х	Kick both of the ice blocks
Х	0	0	0	Ι	0	0	0	0	0	0	0	Ι	0	0	0	Х	at Kickle's sides up into
Х	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	Х	rocks at the top. Remove the
Х	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	Х	top left ice pillar and kick
Х	R	Т	Т	Т	Т	Т	Т	Т	Т	Т	Т	Т	L	Т	R	Х	the leftmost block right. It
Х		R	0	0		0		0		0		0	0	R		Х	will shift all of the blocks
Х			R	0		0		0		0		0	R			Х	so that the four Max at the
Х				R	R	R	R	R	R	R	R	R				Х	top can in turn send them
Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	down across the water holes

Dream Bags. Remove the bottom right pillar and collect the bags. It helps to trap the Spiny by removing then replacing the pillar at the bottom of the screen while setting up the four Max to kick since if an ice block strikes the Spiny while in motion the block will crumble and Kickle will be unable to collect all of the Dream Bags to complete the level. Special Game: Round 04 ..... password: GMQL IgBF

X X X X X X X X X X X X X X X X X Enemies: хннн ХННН нннх х н н н 0 0 0 0 0 0 0 0 н н н х Х 0 0 0 0 0 0 0 0 0 0 0 0 X Dream Bags x 3 XHHHOOOSROOOOHHHX Solution: хннноооггговонннх XHHHR RDR RHHHX Х 00R R 00 Х 

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HHHX Noggles x 4 Rocky x 2 Items: 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 Enemies: X 0 0 0 0 0 B 0 0 0 0 0 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 T T T X X R O T O O O O O O O O O O O R X X O O T O O O O O O O O O O O X Solution: Х О Т Т О О Т Т Т О Т О О О О О Х X O T T O O T B R B T O O O O O X ХОТТООТОООТООООХ X O O T O O T T R T T T O L T R X X B R R O O O O O O O O Y R X X 0 0 0 0 Х 0 O R Х 0 0 0 0 0 0 0 0 Х 

Noggles x 1 (respawning) Max x 4 (respawning) Items: Dream Bags x 3 1-Up x 1 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

to the right into the rock, and then the center Max can finally kick the ice block down to build the bridge to the Dream Bags. As for the 1-Up, have Kickle do the above but instead kick a block left and then kick another to the right to reach it.

Special Game: Round 06 ..... password: HNVQ IKCQ

X X X X X X X X X X X X X X X X X Enemies: Х В О О О О О В О О О О О В Х X O O O R O O O O R O R O O O X X 0 0 0 0 0 0 0 0 0 0 0 0 0 X X R S H H H R O R R O R O O S R X X R S H H H O O O O O S O O S R X X R S H H H O O O O O O O O S R X Solution: X R S O O O O O H H H O O O S R X X R S 0 0 0 0 0 H H H 0 0 0 S R X X R S O O O O O H H H O O O S R X X R S 0 0 0 0 0 0 0 0 H H H S R X X R S O O O R R Y R R H H H S R X X R S O O S R RHHHSRX XRSOORR O ROOOSRX \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \*

Enemies: Noggles x 1 (respawning) Rooker x 2 (respawning) Items: Dream Bags x 3 Ice Pops x 2 Solution: Begin by collecting all of the items since the two Ice Pops rest on valuable land that is needed for this puzzle's solution. First freeze the Noggle at the top of the screen when it is over the slippery ice gaps between the rocks and kick

it down so that it stops against the rock wall at the bottom surrounding the difficult to reach Dream Bag. Now kick the ice block to the right and wait for it to return above the lower left patch of land. When it strikes the spring at the left, build a pillar on the patch of land to stop the block's movement. Remove the pillar then move Kickle over to the topleft hammer and swing it such that the head of the hammer points down. Go back to the ice block and kick it into the head of the hammer, which will act like a rock and stop the progress of the block without destroying it. Now kick the block to the right, and it will begin bouncing to and fro from spring to spring. When the ice block strikes the right spring, build a pillar on the small piece of land nearest to it on the right so that the block stops just a couple of steps away from it. Check and make sure the hammer below is pointing up (it should be) and kick the ice block down into the head of the lowest hammer, stopping the block just two steps south. Now remove the pillar and position the middle hammer so that it points to the right. Finally, kick the block to the left and quickly push the hammer so it points down after the hammer has traveled far enough not to be struck too early. Be sure to move off the hammer platform quickly. The block will strike the spring, bounce back right into the hammer head causing it to swing around and hit the ice block down right into the water that separates Kickle from the last Dream Bag.

Special Game: Round 07 ..... password: IgDg YYBC

Enemies: Х Х Noggles x 5 (respawning) Х Х Spiny x 1 Х Х Items: X R R R R R R R R R R R R R X Dream Bags x 3 X K O O O O O O O O O O O O O S X Solution: X K O O O O O O O O O O O O S X Although only two Noggles X K 0 0 0 R E E E E E R 0 0 0 S X will appear at a time, there X K 0 0 0 0 0 0 0 0 0 0 0 0 0 S X are actually five -- just

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enough to completely block
a row of cannons. Have
Kickle wait to the left of
top piece of land the
Noggles appear on; he will
be safe here from the cannon
fire but will still have to

step back to avoid the Spiny. Wait for a Noggle to step onto the high land box, freeze it, kick it to the right into the springs, and quickly drop a pillar where it was. The ice block should now be stopped one space to the right of where it was. Remove the pillar, let another Noggle walk onto the space, and repeat the above procedure. Kickle will now two ice blocks to the right of where he is, and if the process is repeated three more times, there will be enough for him to make a safe run along the bottom of the left to grab the Dream Bags on the right. Just be cause to wait until Spiny is turning onto the top of the cannon island before kicking, else it will likely hit the ice blocks in motion and destroy them. Also be as quick as possible since the ice will be thawing as the barrier length increases.

Special Game: Round 08 ..... password: IOSF AgBD

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Enemies: Noggles x 2 (respawning) Bonkers x 5 Items: Dream Bags x 3 Ice Pops x 4 Solution: Simply freeze a Noggle and kick it into the left wall where the base rock is. Kick it down, refreeze it if needed, then remove the pillar and run around the level to the ice block. The Bonkers shouldn't pose much of a problem, but remember

that Kickle can't build pillars to protect him. Kick the ice block to the right and immediately run back into the center room. The hammers are already positioned so that the ice block will return such that it will build a bridge over the water which separates the two Dream Bags, but it will kill Kickle if he is in the way.

Special Game: Round 09 ..... password: IDGN RRBC Enemies: X 0 0 H H H 0 0 0 0 0 H H H 0 0 X Noggles x 1 (respawning) X 0 0 H H H 0 0 0 0 0 H H H 0 0 X Mr. Hoople x 2 х ѕ О Н Н Н О О О О О Н Н Н О О Х Items: X 0 R 0 0 0 0 0 0 0 0 0 0 0 0 X Dream Bags x 3 X 0 0 0 0 0 0 0 0 0 0 H H H O 0 X Solution: X 0 0 0 0 0 0 0 0 0 0 H H H 0 0 X Begin by using the Noggle Х В О Н Н Н О О О О В Н Н Н О О Х to create an ice block and X 0 0 H H H 0 0 R 0 0 0 0 0 0 X kick it up into the rock above. Kick it left into the X 0 0 H H H 0 0 0 0 0 0 0 0 0 X X 0 0 0 0 0 0 0 0 0 0 0 0 0 X bottom-left hammer (which

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should be pointing down) and it will swing and knock the block down into the rock 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 Х X R R B R R R S R R R R R R R X X R O O O R R O R O R R O O O R X X R O O O R R O O O O R O O O B X X R O O O R O O R O R R O O O R X X R R R R O O R O R R O R R R X X S 0 0 0 0 0 0 0 0 0 0 0 0 S X X R R O R R O O R O R O O R R R X X R O O O R R O R O O R O O R X X R O O O O O O T R R O O O R X X R O O O R R O R O O R O O O R X X R R R R R R R R R R R R X Х Х \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \*

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

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Spiny x 2 Dream Bags x 3

Head left and kick the ice block that's closest to the left over to the right. Now go under the two ice blocks now along the right rock wall and wait for the right Spiny to travel to the right and, the moment it crosses the line of water holes, 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

Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х
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Х			S	0	0	0	0	Т	0	0		0	S			Х
Х		R						0						R		Х
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Х	R	0	0	0	0	0	0	0	0	0	0	0	0	0	R	Х
Х	R	0	0	0	0	0	0	0	0	0	0	0	0	0	R	Х
Х	R	0	0	R	0	0	0	0	0	0	0	R	0	0	R	Х
Х	R	0	R	В	R	0	0	0	0	0	R	В	R	0	R	Х
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Enemies:
  Noggles x 1 (respawning)
   Rocky x 2 (respawning)
Items:
   Dream Bags x 3
Solution:
   With the head of the hammer
   pointing up, freeze and kick
  the Noggle to the right. The
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hammer will swing the block up and build a bridge to the Dream Bag on the left. Now aim the hammer to the left and freeze and kick a Noggle 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 Baq.

Special Game: Round 13 ..... password: LBYT YIBR

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Enemies: Noggles x 2 (respawning) Gale x 4 Items: Dream Bags x 3 Ice Pops x 4 Begin by putting the four hammers in this order: the top-left hammer should point down, the bottom-left hammer should point right, the bottom-right hammer should point up, and the 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 X Enemies: Х Х Х R 0 R Х Х Х r 0 r 0 r 0 0 0 0 0 0 0 Х R O O T O T O O R Х Х R 0 B 0 0 0 0 0 B 0 R Х Х X R O O O H H H O H H H O O O R X Х RООНННОНННООК Х R О Н Н Н R Н Н Н О R Х Х R 0 0 0 0 R Х Х Х 0 R 0 Х Х Х \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \*

Noggles x 1 (respawning) Mr. Hoople x 1 Items: X Dream Bags x 3 Ice Pops x 2 X Solution: R 0 0 0 0 0 0 0 0 0 0 R  $\,$  X  $\,$  Begin this stage by picking up the two Ice Pops and have Kickle drop pillars on the spots they were found. Now freeze and kick the Noggle up into the pillar above. Remove the pillar so that 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

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Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х

Enemies: Noggles x 1 (respawning) Items: Dream Bags x 3 Solution: The bottom hammer should be pointing down already, so freeze and kick the Noggle into it. The ice block will Run up to the second row with the springs and quickly push the hammer out of the block's way when it strikes the bottom spring. Hide by 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 R S S S S S S S S S S S S R X 0 0 0 0 0 0 S X XSOOO X S O T T T T T T T T T T T O S X X S O T O O O O O O O O O O S X Х S O T O H H H O H H H O O O S X X B 0 T 0 H H H 0 H H H 0 B 0 B X Х Ѕ О Т О Н Н Н О Н Н Н О О О Ѕ Х X S O T O O O O O O O O O O S X X S O T T T T T T T T T T T S X X S 0 0 0 0 0 0 0 0 0 S X X S T T T T T T T T T T T T S X X R S S S S S S S S S S S S R X \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \*

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

hammer down. This must be

done for each hammer and both sides of each hammer (that it, 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

Enemies:

Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х
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Х		0	0		0	Т	0	Т	0	Т	0		0	0		Х
Х		0	Κ	Т	0	Т	0	Т	0	Т	0	Т	Κ	0		Х
Х		0	Κ	Т	0	Т	0	0	0	Т	0	Т	Κ	0		Х
Х		В	S	Т	0	0	0	Т	0	0	0	Т	S	В		Х
Х		0	Κ	Т	0	Т	0	Т	0	Т	0	Т	Κ	0		Х
Х		0	Κ	Т	0	Т	0	Т	0	Т	0	Т	Κ	0		Х
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Х				R	Κ	Κ	Κ	S	Κ	Κ	Κ	R				Х
Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х

Noggles x 4 (respawning) Rooker x 3 (respawning) Items: Dream Bags x 3 1-Up x 1 Solution: It's best to start with the most difficult to reach Dream Bag (the bottom-right one) since it is time consuming (plus the left one if picked up early forces Kickle to release the Rooker 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 Enemies: Х Х Spiny x 10 Х Х Items: Х Х Dream Bags x 3 Х RL L L L R Х Solution: Х RLOLOLOLOLR X This may look impossible,

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but with some practice this should only be moderately difficult. Unlike most of the puzzles in the game which occaisionally required some twitch skill, Kickle will not come anywhere near completing this stage unless he is as fast as possible, but that doesn't mean

rushing into the situation as there is more than enough time to plan each move (not counting the pause button). First, remove the top, bottom, and left ice pillars that touch Kickle. Pick up the Dream Bag below and when the Spiny have just finished crossing the left side (it is difficult to tell but not impossible), quickly remove the pillar at Kickle's right, then top, then bottom. Remove the pillar jutting into the water then drop some pillars to trap Kickle away from the Spiny. Now try to gradually enclose them in the upper left corner by pushing the pillars in as close as possible without endangering Kickle. Dig down and right to the bottom of the stage dealing with the Spiny one at a time, then go along the edge to grab the final Dream Bag.

Special Game: Round 19 ..... password: NYVg VLBK

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Enemies: Noggles x 1 (respawning) Shades x 1 (respawning) Items: Dream Bags x 3 Ice Pops x 7 Solution: First collect all of the Ice Pops and place ice pillars on the spots they are found. Freeze and kick a Noggle down for the bottom-right Dream Bag. Now aim the hammer to the right, go beneath the Noggle, and freeze and hit it up into

the hammer. Drop a pillar on the piece of land where the Noggle was and go to the ice pillar where the block now rests. Remove the ice pillar and kick it left into the hammer again (which should be now pointing down). Replace the bottom-right pillar and go kick the ice block left of where it stopped into the bottom-left pillar. Now kick the ice block up into the topmost pillar and remove the pillar two steps right of where the block rests. There is a pillar on the far right along the same path, and Kickle must kick the block to the right into the pillar then replace the pillar near the base rock which was removed. There are now two pillars along the same row directly under the block; remove the one adjacent below the pillar and kick it down. Replace the top pillar then move Kickle to the bottom pillar and remove it now. Kick the block up into the top pillar. Now make sure the hammer isn't in the way and kick the ice block to the left into the far left pillar. Aim the hammer up and kick the block right into the hammer. The hammer will swing the ice block up into the pillar next to the base rock. Finally, move the hammer out of the block's vertical path and kick it down to build a

bridge to the last Dream Bag.

Special Game: Round 20 ..... password: OEYT IOBW

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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

Enemies: Χ Х х к к к к к к к к к к к к к х X S T T T T T T T T H H H T T S X X S T R R R T T O O H H H O O S X Solution: X S 0 0 0 0 0 0 0 T H H H T 0 S X X S O T T T T T T T T T T T O S X X S 0 0 0 0 0 T 0 0 0 0 0 0 S X Х Т О О О О Т О Т Т Т Т Т Т Х Х Т О О О О Т О Т Н Н Н Т Т Т Х Х Т О О В О О Т О О Н Н Н О О Т Х Х Т О О О О Т Т Т Н Н Н Т Т Т Х X K K K K K K K K K K K K K X Χ Х 

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 right of the hammer. The hammers will once again return to their original positions after swinging the block around and clear a path for Kickle to collect the three Dream Bags.

Special Game: Round 22 ..... password: PFeA ACCY

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Spiny x 2
tems:
 Dream Bags x 3
olution:
 Kickle must simply dodge the
 Spiny while kicking the ice
 block in the following
 order: right, up, left,
 down, right, up, left, down,
 and left into the spring.
 Once Kickle kicks the block
 into the spring, have him
 dash up beneath the center
 water hole. Let the block
 return and trap Kickle, then

kick it down and then left to build the bridge to the Dream Bags. Be careful to avoid striking the Spiny with the block, and it helps to run clockwise around the maze to avoid the Spiny. When kicking the block left into the water, try to time it so that the left Spiny is moving down along the rock wall so that it when it escapes it will begin moving in the same direction as the other and lessen the risk of trapping Kickle from both sides.

Special Game: Round 23 ..... password: QWLK UMBT

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Enemies: Noggles x 1 (respawning) Myrtle x 2 (respawning) Items: Dream Bags x 3 Solution: To make this solution easier to follow, it will use the number designations below to indicate which hammer is being referenced to by the description: 1 2 3 4 5 6 7 8

First, point hammer "3" to

the right, hammer "4" up, and hammer "5" left. Freeze and kick the Noggle up into hammer "3" and it will come to a stop at the tip of hammer "5." Now, move hammer "5" down, hammer "4" down, hammer "7" right, and hammer "8" up. Kick the ice block left into hammer "4" and it will once again come to a stop at the tip of hammer "5" but in a new position. Now, point hammer "6" up, hammer "1" right, hammer "2" down, and hammer "8" up and kick the ice block left. Finally, make sure that hammer "6" is pointing right, hammer "3" is aimed down, and hammer "5" is pointing down as well (they should be). Kick the ice block left into hammer "6," then kick it up into 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

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Noggles x 5 (respawning) Sparky x 1 (respawning) Dream Bags x 3 Begin by going to the bottom-left hammer and, leaving it up, freezing a Noggle right in front of its head. Kick the ice block left into the springs and quickly run up and right. Next, kick the block left 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

Enemies:

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Noggles x 2 (respawning) Bonkers x 2 (respawning) Items: Dream Bags x 3 immediate left of the base rock and kick it down into the rock wall below. Freeze the second Noggle and kick it on top of the other. Now

have Kickle move any of the bottom hammers so that it 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.

Build the bridge across the water to collect the final Dream Bag.

Special Game: Round 26 ..... password: RHDS EgBS

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Noggles x 2 (respawning) Gale x 1 Stems: Dream Bags x 3 Solution: Freeze and kick a Noggle to the left and the four hammers will begin swinging it around the level. While the ice block is traveling around, run past the second Noggle to the left when it turned around. Now, face to the right and freeze the second Noggle. The first one

should be hitting the top-right hammer about now, and, the instant passes over the water blocking the Gale, kick the second ice block right into the oncoming one. This should stun the kicked ice block just under the right rock and send the other block traveling back around the level. Now hide right under the base rock and when the first ice block returns, it will collide into the other and push it one square to the left, giving Kickle the room he needs to kick it down and build a bridge to the Dream Bags. Since the bottom-right hammer should now be pointing up, Kickle will have to kick one more Noggle left to change the hammers' positions so that he can walk to the center (he can hide in the little piece of slippery ice which juts into the water at the top-right of the map). Now move the bottom-right hammer to the left and wait under it. Sooner or later the Gale will escape, and once it passes the hammer Kickle can push it up and trap the Gale or at least delay it long enough to run in and grab the Dream Bags with little risk. Else Kickle can just do his best to dodge Gale while collecting the Dream Bags.

Special Game: Round 27 ..... password: RdBC FDCN

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Enemies: Noggles x 3 (respawning) Max x 3 (respawning) Spiny x 1 Items: Dream Bags x 3 Ice Pops x 2 Solution: Begin by picking up the two Ice Pops and setting ice pillars one the same spots they are found; Kickle will have to freeze and kick the Noggle right to reach the right Ice Pop, then freeze and kick the Noggle twice

to return (one to move it and another to destroy it). Now, freeze the top-left Noggle, then freeze and kick the bottom Noggle right

and up into right hammer. A block will slide under the center Max, and it will kick it down to fill in the gap. Kickle can now grab the top-left Dream Bag. Now, freeze the top-right Noggle and then freeze the bottom one and kick it right into the pillar. Remove the left pillar and kick the block above (the left frozen Noggle) up to reset the hammers. Now destroy the ice blocks or kick them off screen to get the Noggles to reappear from their base rocks. Freeze all three Noggles now and have Kickle kick the bottom one right and then up into the hammer. This will fill in the right gap. Destroy the block positioned over the bottom base rock. Freeze and kick the bottom Noggle right. Remove the left pillar and kick the block above it up, then replace the pillar. Have Kickle freeze the right Noggle. Now, kick the two back-to-back blocks right up. Freeze the top-left Noggle, remove the left pillar, and finally kick the ice block up. This will fill in the left gap and let Kickle grab the final grab bag

Special Game: Round 28 ..... password: RMQP JPCK

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Noggles x 4 (respawning) Rooker x 2 (respawning) Items: Dream Bags x 3 To make the following explanation easier to understand, numbers will be used once again to refer to the hammers which appear in this puzzle: 1 2 3 4 5 Freeze and kick a Noggle to hammer "1" first, then kick

another into hammer "5."

land concealed by the Ice

This will fill in the first of the eight gaps which separate Kickle from the last Dream Bag. Kick an ice block into hammer "2" to fill in the eighth gap. Kicking a block into hammer "1" will fill in the second gap. Now kick a block into hammer "4" and then into hammer "5" to fill the seventh gap. Now activate hammer "3" and then hammer "1" to fill in the fourth gap. Have Kickle strike hammer "2" and then hammer "3" to fill in the third gap. Now, hit hammer "4," hammer "2," hammer "5," hammer "3," hammer "1," hammer "4," and hammer "2" to fill in the sixth gap. Finally, kick an ice block into hammer "3" and then hammer "4" to fill in the final water gap and reach the last Dream Bag.

Special Game: Round 29 ..... password: TZQL YYBV 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 X Noggles x 1 (respawning) X 0 0 0 0 0 0 0 0 0 0 0 0 0 0 X Equalizer x 1 (respawning) X O O O O O O O O O O O O O X Items: X 0 0 0 0 0 0 0 0 0 0 0 0 0 0 X Dream Bags x 3 X 0 0 0 0 0 0 0 0 0 0 0 0 0 0 X Ice Pops x 25 X 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 X Solution: X 0 0 0 0 0 0 0 B 0 0 0 0 0 0 X Kickle will need some of the X 0 0 0 0 0 0 0 0 0 0 0 0 0 X

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Pops to complete this stage. For this solution, when it says to kick the ice block to an Ice Pop, that means to build a pillar where that 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 Baq.

Special Game: Round 30 ..... password: TJBd IKCE

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

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

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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: Out 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

Kickle: Where am I now?

- Princess Mira: You came around! I am the youngest daughter of King Tois, Princess Mira.
- 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 Kindgom 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 + GZUISOSE + PAUIOPAA Begin at Cake Land --> GZKATXSE + GZUISOSE + ZAUIOPAA Begin at Toy Land --> GZKATXSE + GZUISOSE + 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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