Kickle Cubicle FAQ/Walkthrough

by ParanoidXE

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VERSION 1.0

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Completed in: 6 hours and 24 minutes (Creating the Guide, not typing)

-=Disclaimer=-

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Why Kickle Cubicle?

I was browsing GameFAQs, and I was shocked to see that there is no FAQ for one of the best games for the NES!!! Kickle Cubicle is an extremely fun and challenging game, so I decided I would create an FAQ for it. After all it is my 4th favorite game for the Nintendo Entertainment System.

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>>>>>>>> Introduction to Kickle Cubicle

Kickle Cubicle is a puzzle type game. the object is to try to get Dream Bags to get you on to the next level. You must rescue Kickle's Fantasy World, because he is the only hope for them! Please continue...

>>>>>>>
The Controller

A - Ice Pillars: Kickle will make a ice pillar in front of him. they are very useful. If you throw ice blocks at pillars they will not break appart like they normally might would.

B - Ice Breath: Kickle will blow at an enemy and will freeze them. it is not always effective.

Select - If you are stuck in a level this will kill you instantly. You can get stuck in the game believe me, this button is a life saver.

Left - Moves Kickle left

Right - Moves Kickle Right

Up - Moves Kickle Up

Down - Moves Kickle Down

Creating Ice Blocks/Cubes - Use Ice Breath on the noggles, they are the only ones you can use to create Ice Blocks.

>>>>>> Enemies

Name: Noggles

Description: Blue Blob Attacks: Touching Kickle

Weak against: Blasts from Ice Breath

Name:Mr. Hoople

Description: Purple beast, yellow hat

Attacks: Touching Kickle

Weak against: Blasts from Ice Breath, and Kicking Ice

Name:Sparky

Description: Green Bomb (Red when your in front of it)

Attacks: Chasing and exploding on Kickle Weak Against: No Weakness, cannot be killed

Name:Max

Description: Chicken with patch over one eye

Attacks: Kicking Ice Blocks at Kickle

Weak Against: Ice Blasts

Name: Rocky

Description: Brown Racoon Attacks: Touching Kickle

Weak Against: Ice Blocks kicked at him

Name:Myrtle

Description: Green Turtle
Attacks: Rolling towards Kickle

Weak Against: Ice Blasts, and kick to frozen Myrtle

Name:Rooker

Description: Knight with Shield

Attacks: Reflecting Kickles Ice Breath Weak Against: Ice Blasts from Side or Back

Name:Bonkers

Description: Clown

Attacks: Rolling Beach Ball at Kickle

Weak Against: Ice Breath

Name: Shades

Description: White Haired "Man"

Attacks: Ice Breath

Weak Against: No weaknesses, cannot be killed

Name: Equalizer

Description: Moving/Jumping Cannon

Attacks: Cannonballs that destory four blocks of land

Weak Against: Freezing breath, and cracking Ice

Name:Spiny

Description: a spiky ball that spins around the level

Attacks: Touching Kickle Weak Against: Nothing

Name:Gale

Description: Two spiked Spiny, red colored

Attacks: Touching Kickle Weak Against: Nothing

<<<<<<<< << Items/Objects

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Dream Bag: Dream Bags contain one of the members of the Fantasy Kingdom, collect these on each level to move to the next level.

1-UP: Gives Kickle an extra life, these are usually easy to obtain in Kickle Cubicle.

Ice Pop: Gives bonus points to Kickle.

Mira's Ring: You will get a special bonus stage of you manage to pick up this ring.

Rock: Rocks cannot be removed, but they are useful for stoping Ice cubes without breaking them.

Water Hole: You cannot fill these spaces with Ice Blocks, nor can you walk over them.

Breaker: Shatters any Ice Cubes that touch it.

Base Rock: These are the locations in which enemies come out of, you cant destroy it, however, you can block them using pilars.

Springs: Springs are used to bounce Ice cubes off of it.

Power Rock: The Power Rock can be used to instantly freeze all enemies on the screen, but they are only on certain levels and dont just appear out of nowhere.

Walkthrough: Garden Land <<<<<<<<<

Level 1

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At the beginning you will notice two noggles coming to the center of the level. You will notice the three dream bags straight on the top of the level. You need to freeze the noggles and push the blocks to the north and make a platform all the way to the north, get all the dream bags.

Level 2 ツツツツツツツ

In level 2 the dream bags are located to the north once again. First pick up the dream bag located on the same platform then freeze noggles and shoot them north, until you make a platform to the dream bags. notice that there is also a Mr. Hoople on that platform to the dream bag, freeze and then kick him. Collect the three dream bags.

Level 3 ツツツツツツツ

Once again all dream bags are located north and noogles are coming from left and right. There are also two power rocks at the bottom. Freeze the noggles and shoot them north, until you are able to reach the dream bags.

Level 4 ツツツツツツツ

Same concept. This time it will take many more blocks than previously. Get the three dream bags to the north once the platform is created.

Level 5

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Finally a different looking level! first lay an ice pillar right in the center of the level. the push the lower left ice block, and move! The ice block will hit the ice pillar and stop. Now kick the ice block down. go and get the lup to the south. now go up north and kick the other block to the west, and move. Now both sides are open to get your dream bags. Note: You may have to refreeze the blocks

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The holes to the south represent parts where blocks will not work. kick an iceblock to the space directly to the left of the hole in the center. repeat one more time. Go down the newly created path and kill max, pick up the two

Level 7

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Setup pillars to the west and east so when you fire ice cubes at them it will stop them. Then fire them north to fill in the gaps of the columns to the dream bags. Then shoot one more where the previous gap was on the right side.

Level 8

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You simply need to setup ice blocks to get onto the purple platforms and get the dream bags.

Level 9

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Here is a more complex level. You are located to the east of blocks blocking you from the other side. wait for max to kick blocks to get you off the usland. get off the island kill max. kick ice blocks down to the purple platforms to make a path to the otherside. On the way to the otherside pick up the dreambag in the lower west corner of the wall. Now kick ice blocks to the island shoot the noggle on the island, max will kick it to make a path, kill max and get the final dreambag.

Level 10

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There is one dream bag already on your platform, pick it up. then shoot noggles up to both paths, watch out for the spinys and get both dream bags.

Level 11

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This time you are on a platform with noogles coming from left and right. freeze them and shoot them to the left or right. Get off the platform and get the dream bag to the south, from here shoot noogles straight between the two dreambags until you can get them both.

Level 12

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A rather simple level, go to the pillars and disable one by one. watch out for the spinys.

Level 13

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Get the dreambag on your platform. make a path around the holes to the the final two dream bags.

Level 14

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First get the dream bag in the center by shooting noggles into the center. Shoot the hoggles to get the platform with sparky on it. (I prefer the rightside myself, its easier) you cant freeze sparky remember so avoid him and capture the last dream bag for the level.

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easy level, make a path using ice cubes and piliars.

Level 16

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Get the dreambag on your platform, then make a platform that goes around the holes and to the spiny you will want to run when you first release the spiny, then you must create blocks to get to the dreambag.

Level 17

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Simply create paths to each outside column, kill max and get the dreambags and the lup.

-= Defeating Chicken =-

Appearance: Big Yellow Chicken, with a patch on his right eye

Attacks: Big blocks of Ice, charge

Defeating Chicken: When he throws ice blocks at you they will break,

then throw the blocks back at the Chicken.

Level 1

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create a platform north sing using ice blocks and ice pillars. When the platform is complete allow the spinys to come to the left platform. Then run and get the other two dream bags to complete the level.

Level 2

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Timing is everything, when a bomb explodes immediately run to the otherside. setup ice pillars. repeat until you have gotten all three dream bags.

Level 3

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bonkers are on this level. use freeze and kill method until you get to the middle where you can get the 3 dream bags.

Level 4

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Use ice pilars to block cannon shots, slowly creep south to pick up one of the dream bags. remember to use ice pillars to keep yourself protected. then repeat until you get all three of the dream bags.

Level 5

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The trick here is to bounce cubes to the south and to make it create a platform to get the dreambag to the north.

Level 6

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Have the hammer to the north face east, hit an ice cube into the hammer, the hammer will shoot the block to the east, go through to

the otherside get the dreambags.

Level 7

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Use cubes to block each cannon to pickup the dreambag as you slowly go around in a circle.

Level 8

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Use Ice Blocks, get to the north platforms watch for the equalizers, and get both dream bags.

Level 9

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First get both dream bags, now freeze a noggle and kick it into the spring on the left, it will bounce and go to the east springs, when it passes by hurry and set an ice pillar to block its path. now shoot the ice block north and get the dream bag.

Level 10

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Use the hammer to shoot blocks to the left and rightside. get the dreambags.

Level 11

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Shoot an ice block north, using the blocks get it down to the green block on the right side. collect all three dream bags.

Level 12

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Set the hammer below you to face right. Shoot an ice block into the hammer the second hammer into the second platform to get the three dream bags.

Level 13

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Shoot ice blocks to the north and pickup all the dream bags watch for the spinys.

Level 14

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You need to setup an ice cube using ice pillars, so that it will creat a platform to the left. go north and get the dreambag.

Level 15

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Set the hammer to face north, use an ice block and bounce it off the west spring, move and it will create a platform to the west. Now shoot another block the same way. Only this time make the cube hit the hammer on the east side. Stay clear of the hammer.

Level 16

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You must learn the spinys pattern and use ice pillars to block. Take this level one step at a time.

Level 17

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You need to get to the lower South east platform and kick straight to

the east to get the three dream bags.

-=Defeating Clown=-

Clown does the same as chicken only with a beachball instead. Use the small beachballs and hit it back at him. He will also jump in the air when you have one hit left to finish him. You must dodge this, then hit him when he is temperarely stunned.

Level 1

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Follow the path where there are missing blocks, use ice blocks to fill them in and get all the dreambags.

Level 2

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Using the noggles fire blocks to the north making platforms you can cross on the northeast, watch for the spiny.

Level 3

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First you must out maneuver the rookers and shoot them when their sheild is not facing you. Then you must crsh them. Go to the northeast island get the dream bag, use ice blocks to get to the platform to the west.

Level 4

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You need to use noggles and create ice then use the green blocks to the south to manuveur them to create a platform to access the right platform, use a noggle at the cannon to prevent harm.

Level 5

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Create a platform south of the spring, use an ice pillar to the square to the right of the spring, now use an ice block and hit that recently created Ice pillar, go around through the bottom path. Disable the pillar kick the block into the spring and move. Now go north to collect the three dream bags.

Level 6

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Aviod the Myrtles and get the two dream bags.

Level 7

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Use Ice cubes on springs and use the green blocks to prevent crushing the blocks.

Level 8

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Have hammer face south, use an ice cube on it, hitting the hammer from the east. Using the green blocks to assist you so you can create a platform to the east.

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First fire an ice block to the green block then kick it into the spring, now run to the slot in the northwest or east. As the cube comes back to one of the springs kick it to the south. Watch out for the spinys, get the one dreambag, repeat for the otherside.

Level 10

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Have the northwest hammer facing east, have the northeast hammer facing south, have the center hammer facing east. Hit an ice block to the northwest hammer, collect your dream bags.

Level 11

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Max will kick blocks and have them bounce back and forth. you must hurry and follow the path and get all dreambags, before the ice block melts in the lower right corner.

Level 12

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No Tips Avaible

Level 13

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Just run for the dreambags, the bombs are the only threat.

Level 14

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Shoot an ice cube to the south part of the green block after you have created a pillar on the space to the lef. Then you kick the cube north. goto the blank space and lay down a pillar. Kick the cube to the pillar. Now kick the cube south, it should get kicked into the lower east platform so you can get the dream bags.

Level 15

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No Tips Avaible

Level 16

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Use the springs to bounce into the hammer. this will open the east passage, get the dream bag. Now do the same thing, this time when it hits the right hand springs move the hammer so it hits the left side to collect the final dreambag to continue.

-=Defeating Turtle=-

Same as the previous two bosses, watch for his spin though. He takes 5 hits to kill.

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Tips: Toyland

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Level 1

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You must avoid the gales, try going to the northeast first. Collect all the dreambags laying around, you may want to watch the pattern at first to make it a little bit easier to complete.

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You must use one block and move through to the end to collect all the dream bags.

Level 3

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Use the shortcuts to get the dream bag. It will make it much easier. The shortcut are through the popsicles.

Level 4

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Hit the center one to the south. Then repeatedly freeze and shoot the noggles to the south from both spots. Then go into the center of the ice. Fire the left column to the left cannons and the right to the right cannons. collect dream bags, this may take a couple of tries.

Level 5

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On the green platforms you can avoid the spinys by being in the center of the green blocks. Use the pillars to stop them from coming towards you.

Level 6

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No Tips Availible.

Level 7

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To get the dream bags requires you to switch the hammer when the cube is already hitting it.

Level 8

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Use pillars when max creates platforms for the left side. The newly created platform should have a pillar created on it. You need to make sure you put a pillar there. Now you have to make max hit a block into that platform so it is safe on the pillar. now kick it north and get your dream bag.

Level 9

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Use ice blocks and bounce them in the proper places to get the dream bags.

Level 10

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Hit the hammers in this order, top, bottom then the middle. Then cross the middle path to get the dreambag.

Level 11

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No Tips avaible.

Level 12

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Watch the pattern, its a peice of cake once you catch on.

Level 13

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No Tips Avaible.

Level 14

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Run around away from the spiny while firing in the center to hit the noggles, the maxs should kick the ice blocks...repeat until you get an opening, then run to that opening collecting the dream bags.

Level 15

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Use the hammers in the center to create a platform on the west side.

Level 16

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You must properly crash the ice into one another, and eventually there should be one in the center so you can shoot north to get the dream bag on the north plateu.

Level 17

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No Tips Avaible.

-=Defeating Wizard=-

Freeze the giant ball, then kick it into the Wizard when he is on the ground. Repeat this until he is defeated. It takes about 4 to 6 hits to kill the Wizard.

Good Job! You have just successfully won Kickle Cubicle!

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SECRETS/CODES

Game Genie Codes

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SAEAATVG - Infinite Lives

SXNGSVVK - Stop Timer

YENKXVSA - Faster Timer

YENKXVZE - Slower Timer

Passwords

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Start of Fruitland ELeA hhBP
Chicken Boss gMgP GICG
Clown Boss XDXI EkBY
Turtle Boss ELGh hHBh
Wizard Boss LYSe bFBa
Toy Land JVYD GKAe

Misc.

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Kid Niki: Hold A on controller 2 at title screen, until Kid Nikki appears. You cannot play has her of course.

Special Game: Hold Select on Controller 1 and power up the NEWS.

Press Up on controller 2 after the screen turns white.

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