

# Little Nemo: The Dream Master FAQ/Walkthrough

by Metal Snake

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Metal Snake's FAQ for:  
Little Nemo: The Dream Master

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Credit me if you use it somewhere. That's about it, I think.

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Version Info  
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This file: v1.1 Fixed some minor errors (Frog's max health, some  
organizational stuff).  
Submitted to GameFaqs same day as v1.0

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(Introduction)

Why write this FAQ? Well, Little Nemo has always been a favorite game of mine, and is actually fairly challenging. So I thought an FAQ could be of some use to someone? Actually, Yakuza's had a complete walkthrough posted for years now, but I couldn't resist writing this. Anyway, enough said. Enjoy this FAQ. It's my first, so forgive me if it's a bit rough around the edges.

\*Note: I've never had access to this game's instructions, so all enemy names are off the top of my head. They're always consistent, however.

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1)The Basics

=====

To be honest, Little Nemo is a pretty easy game to understand; virtually anyone can jump in and figure out the majority of the game's mechanics simply by playing. You might want to skip this part and jump to the walkthrough itself; in any case, this section details the basics of the gameplay, including objectives, rules, controls, animal helpers and enemy creatures.

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1A)What to do

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The object of the game is to retrieve the several keys scattered throughout the levels, then head to the Exit Door of the level, open it and move on. You'll know if you've gotten all of the keys when you've opened all of the locks by the Exit. If any locks are left, you're missing keys.

Along the way, you'll need to gain control of various friendly animals (see 1D) located around the levels, by feeding them candy. Once you've tamed them, you can use their abilities to collect more keys and fend off enemy creatures. As you'd expect, there are loads of enemies running about the place (see 1E), who'll try to kill you. Hey, this is a videogame. What are enemies for?

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1B)Life. Death. Game Ova!

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Nemo begins the game with four lives. You can collect more by picking up lups scattered around the levels.

Nemo starts each life with three health bars, and loses one each time he's hurt by an enemy. Lose all of your health, and you'll "die," losing one life. In general, you'll restart at a point near to where you bought the farm. Health can be replenished by picking up Bottles (restore one bar) or Medikits (restore all health). Note that various animal helpers have different health capacities; see 1D.

Run out of lives and it's Game Over. Fortunately, you can continue from the title screen; just choose "Continue" and you'll return to the level where you left off.

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1C)Controls  
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(When playing as Nemo)

- A- Jump. Tap for a smaller jump, hold for a bigger one.
- B- Throw candy.
- LEFT- Run or Swim left.
- RIGHT- Run or Swim right.
- UP- Swim upwards. Hold UP, then jump to leap higher out of the water.
- DOWN- Duck or Swim downwards.

When you're playing as an animal, some controls will change according to that animal's abilities. For instance, to run up and down walls with the Mouse, press UP or DOWN while on the wall. To fly as the Hornet, tap A rapidly.

In some cases, animals simply don't have certain moves; e.g, the Mole can't jump, the Frog can't duck. Aside from exceptions like these, the basic controls remain the same no matter what form Nemo takes.

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1D)Animal Buddies  
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No, not every creature Nemo meets is intent on mauling him. Feed the following benevolent animals three pieces of candy to tame them, then walk up to them to hitch a ride\gain their powers. Press SELECT to change back to Nemo's original form.

Note that touching even a friendly animal before you've tamed it will hurt\kill Nemo! Some friends, hmm?

(Listed in order of appearance. LIFE= indicates an animal's maximum life bar count)

FROG: Swims very quickly, jumps really high. Can kill enemies by jumping on them. Unfortunately, he's very slow on land. LIFE=3.

MOLE: Can dig through soil to find keys. He can't jump or attack, but that's not really a problem in the area you'll use him. LIFE=4

LIZARD: A fast runner, can fit through narrow spaces, and he climbs walls too. His jump is a bit weak, and he's got no means of attack. LIFE=4

GORILLA: Can throw punches, and climbs walls and trees just like the Lizard. He jumps well, and can take a lot of punishment (which is good, as he's a big target). LIFE=5.

HORNET: He can fly (for a limited time), making him useful to say the least. He also falls much slower than other animals\Nemo. Can fire quick (but weak) stingers while airborne. LIFE=4.

HERMIT CRAB: Similar to the Mole, he can dig through sand (jump onto sand, then tap A rapidly while moving the pad to dig). Also has a pincer attack. Just be careful around pits. LIFE=4.

FLOUNDER: Swims even faster than the Frog; he's extremely maneuverable. No attack, but then he doesn't really need one. Tough, as well. LIFE=5

MOUSE: Like the Lizard, he climbs walls. He's not as fast, but makes up for that with better jumping, more life, and his mallet attack. Use the mallet to knock down certain walls. LIFE=5

\*Note: ONLY the FROG, FLOUNDER and HERMIT CRAB can swim. Any other animal will start to drown if you try to enter water with them, and you'll need to press SELECT to switch to back to Nemo.

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1E) Enemy Creatures  
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These creatures are more interested in Nemo's blood than his candy. Okay, that's a bit melodramatic, but they'll still try to kill you. None of the following creatures can be tamed; rather, hitting any enemy with candy will stun it for roughly two seconds.

Along with the common enemies, you'll also run into Bosses at certain points; I'll detail them as they appear during the walkthrough.

(Listed alphabetically)

BARNACLE: Sticks to underwater walls, spitting bullets in a limited-range spread pattern.

BAT: Hovers down from the ceiling to your head-level, then charges at you. Can be avoided by leaping just before they charge, then ducking; the bat should go right over your head.

BUZZARD: Flies around the top of the screen carrying its nestling, who drops eggs on you.

CHIMP: A chimpanzee balancing on a stack of china plates, which it hurls at you. Best avoided in most cases.

CROCODILE: Swims about, occasionally leaping up to attack you. Not really a problem, just hurry past.

FLOATER: Drifts downward from the top of the screen towards you, then falls straight down at you once it's closed in. Pretty annoying. To ditch them, simply wait until they've started to descend on you, then run.

FLY: Flies towards Nemo in a diagonal-downwards path, then returns the opposite way. Duck it or jump it, depending on your position.

FLYING FISH: Leaps up from the water and charges at you. Jump it or duck it, just make sure you avoid it.

FLYING SQUIRREL: Hangs from ceilings, then drops to level with you and charges. Approach with a jump, then drop as it flies over your head.

FLYING TURTLE: Similar to the Buzzard, but a bit trickier. Regurgitates shells (don't ask me...), which hit the ground and roll about, ricocheting off of walls, etc.

FROG: Runs around aimlessly. No big deal, hop over it.

HANGING SPIDER-THING ("HANGER"): Hangs from the trees in the Flower Garden. Takes two hits to kill it; avoid hitting its thread, which will cause it to hit the ground and slither at you.

PUFFERFISH: Fires spines in a 360' pattern, and can pass through solid rock to keep up with you. It's pretty bad news, so hurry past it.

RABBIT: Only found once throughout the game (in the Flower Garden). Rolls melons down a slope towards you, which become Small Frogs. It then proceeds to run down the slope, knocking into you. You can avoid it completely using the underwater route found in this area.

SNAIL: Crawls around in a straight line. Just jump over it.

SQUID: Rockets up from the bottom of the screen. Simply avoid being above it when it does so.

STUMPY: Best name I could think of! A misanthropic tree stump, which can spit sap at you. It's very slow, just run from it.

TADPOLES: Chase you relentlessly while you're in the water. Pretty dangerous, just swim away from them as quickly as possible.

TOY PLANE: May try to kamikaze you, or simply fly past. Attacks in squadrons.

TOY AIRSHIP: Drops bombs in an erratic pattern. These attack alongside Toy Planes.

WORM: Springs up from the ground and squirms towards you. Just jump.

There are also various environmental hazards found throughout the levels, which I'll cover during the walkthrough. Speaking of which...

=====  
2)Walkthrough  
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A few notes before you start: Since the keys are usually your main objective, I've written each level's walkthrough as a key-by-key breakdown, going by paragraphs. Also, I've capitalized the names of any useful landmarks (ie Red Mushrooms, Lower Path) for added emphasis. Okay, let's go.

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2A)Mushroom Forest (SIX keys)  
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Enemies: SNAIL    Buddies:FROG  
          FLY            MOLE  
          FROG           LIZARD  
-----

After talking with Flip, head right; you'll come to a Frog very shortly. Get it (as in, "give it three candies and jump on"), then hop directly up the mushrooms it was sitting under. Hop across to the Blue Mushroom you'll notice at the Top Right, climb it, and you've got the First Key.

Next, head to the right along the tops of the Giant Mushrooms. Keep heading that way, avoiding or killing Flies and Snails; you'll eventually come to a cliff, on top of which you'll find another Blue Mushroom. Climb it, and there's the Second Key.

Drop from the Blue Mushroom and go right. You'll eventually come to a field of soil, in which you'll notice a HUGE Red Mushroom. Scale it, and get the Third Key at the very top.

Head down the right side of the Red Mushroom, and find the Mole in the right corner of the field. Ditch the Frog (press SELECT) and get the Mole, then dig straight down. There's your Fourth Key!

Now dig down and drop to the floor, then run left to get the Fifth Key.

You can go left from here, digging through the soil and heading down the passage. You'll find the Lizard; switch back to Nemo and get it, then exit right after collecting the lup. You'll pop up at the summit of the Huge Mushroom; run down, let the frogs go past, then hop over the mole and run up the wall. From here, keep heading upwards and to the right; you'll reach another lup, and the edge of a Waterfall. Run down the Left Side of the Falls, until you reach a Stone Platform; jump on, hopping to the right along the other Platforms, until you reach the Right Side of the Waterfall. Climb up (you'll have to back down a bit to avoid suicidal frog-jumpers) and grab the Sixth Key.

That's all of the keys; just go right, and you'll reach the Exit Door shortly. Easy, huh?

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2B) Flower Garden (SIX keys)  
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New Enemies: BUZZARD      New Buddies:GORILLA  
                  TADPOLE                      HORNET  
                  FLOATER  
                  HANGER  
                  RABBIT  
                  WORM  
-----

Chat with the rather trippy-looking creature at the onset, then jump into the water and swim to the very bottom to meet Oompi, who's pretty odd-looking himself. Learn where to find the Lizard, then exit right. You'll reappear on the opposite side of the water; head right, hopping the worms, and hook up with the Gorilla. Continue right, using his Gorilla fists to hammer any Flies or Worms that attack; you'll reach a tree shortly. Kill both Hangers, then climb up.

Climbing the tree, you'll have to dodge Floaters. Here's how to deal with them, and you'll need to do this several times throughout the game: Let the Floater fall close enough to get a bead on you, so that it heads straight down for you, then quickly move aside. It'll fall harmlessly, and you'll get a moment's respite until the next one drifts down. Okay, once you're at the top, ditch the Gorilla for the Lizard and grab the First Key, then head back down.

Back on the ground, go left, dodging the Worms and Hangers. You'll notice a narrow passageway; head in using the Lizard, and carefully move past the spikes. By the way, from this point on, Spikes=INSTANT DEATH. Be careful around them. Past the spikes, get the Hornet. Make sure no Floaters are tailing you, then hover down to the Second Key, quickly flying back up to the ledge.

From there, fly up and to the right, landing on the small Rock Platform with the Bottle. You'll notice the Third Key; fly over and grab it, avoiding the spikes, then fly up and out of the passage, heading right.

You'll be almost immediately attacked by a Buzzard; fly over it, then carefully go down the slope, ignoring the Hornet at the bottom. Fly across the water, stopping on the second Pink Flower. You'll notice the Fourth Key at the top right, directly under some spikes. Hover up carefully and grab it, then ditch the Hornet and drop into the water the Pink Flowers are growing out of. Head down the vertical passageway to drop into the next area.

Under the water, drop down, avoiding the Stumpy. Just run off, it can't do anything. You'll come to a pit, accompanied by a bat; just hop across and duck, it'll go over your head. Keep going right to find a lup and the Fifth Key, and more spikes. Either hop up onto the blocks carefully, or simply jump up alongside the items to grab them. Heading right, wait until the boulders have fallen and quickly jump across the pits to exit.

You'll reappear next to edge of the water. Go right, up the slope; you may run into the Rabbit here. Just jump over the melons he rolls, and remember to leap the Rabbit himself when he runs off. Okay, jump into the water. You'll have to race a couple of tadpoles through to the bottom, then head through the bottom passage and up to the surface (grab the Medikit if you need to). Once you're on dry land, get the Lizard (on your left) and head right, down the slope. Climb the tree, and get the Sixth Key.

Now just go right (you may want to ditch the Lizard to jump over the Worm here), and there's the Exit.

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2C) House of Toys (SIX keys MINIMUM)  
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New Enemies: TOY PLANE            No Buddies this time!  
                  TOY AIRSHIP  
                  FLYING SQUIRREL  
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Yes, six keys MINIMUM. This level differs from the others, in that it follows a totally linear course. You'll have no trouble finding the keys; all you've got to do is grab them. You'll reach the Exit Door eventually, where you'll need at least six keys to go through. Not enough keys, and it's back to the start! The level actually contains Nine keys, and Six are totally unmissable, so you really needn't worry about them during this level.

What? No bad-trip apparition to chat with? Anyway, start by climbing the tower to your left, then hopping across the two blocks to the station roof. That's the First and Second Keys found.

Go right, jump onto the floating block. There's the Third Key. Then take a big jump over the barricade to land on the train.

Obviously you really only need to get three keys now. The bigger challenge will be the level itself. When dealing with Toy Planes, keep back, on the rightmost Pink Carriage. If they're going to dive, they'll do so before they reach you. Duck or jump the really low-flying ones.

When the Toy Airships attack, stay near to, but not underneath them. As soon as they drop their bomb, dash across (Note that the explosion won't hurt you, just the bomb itself). You'll also have to jump the Pink Barriers, to avoid being crushed. Go after the items here if you want; just don't get killed by the Toy Planes or crushed by the Blocks.

Pretty soon you'll encounter some Crushers. No big deal, just maneuver between

them. Actually, if you stand with Nemo's foot above the leftmost window of the Lead Pink Carriage, you won't even have to move.

You'll come to some Flying Squirrels shortly, accompanied by some spikes; get close to lure them out, then leap them, immediately ducking to avoid the spikes. The train will start descending now; deal with the Airships and Planes as before, and look out for the Fourth and Fifth Keys when the Pink Barriers show up. Just mind the Barriers and low-flying Planes, and hop up to get them (you'll know to avoid the spikes, right?) Remember you can miss a couple if necessary.

Immediately after this section, the Sixth Key is right out in the open, so jump up and get it. You'll now come to a spiked roof, which will start hammering down onto the train. You can duck under any section of the roof, except the ones that actually touch the train; just hurry past those. Keep ducking underneath the spiked blocks, and grab the Medikit if you need it. Immediately after the ceiling stops falling, you'll have to carefully hop over low-flying Planes. As soon as the Medikit appears in the top right corner, hurry out from under the spikes to avoid being crushed as the train ascends.

You'll have to deal with another batch of Airships and Planes, then a combination of Pink Barriers and Planes. Shouldn't be too difficult...after a bit more of this, you'll come to the Seventh and Eighth Keys, and the Exit Door, behind which is the Ninth Key. And that's it.

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2D)Night Sea (FIVE keys)  
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New Enemies:	BARNACLE	New Buddies:	FLOUNDER
	FLYING FISH		HERMIT CRAB
	PUFFERFISH		
	SQUID		

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As usual, listen to your strange friend, then jump into the water. First Key, dead ahead.

Next, swim down the slope and get the Hermit Crab. To dig through sand with him, just jump; when he lands, he'll automatically dive into the sand. To dig around, tap A while moving the pad. There's a Bottle directly underneath the sand where he was waiting, so max out his health. Keep heading right, until you reach the Ship; drop off the slope to land on the Second Key.

Now dig straight down through the sand, and you'll come to a secret area containing a lup and a Stumpy. This time you can kill him, so take him out! That'll teach him to spit.

You'll reappear inside the Ship; ditch the Crab, then swim up to the surface. Continue along to the right, and you'll come to the Flounder. Get him (you'll have to avoid any Tadpoles chasing you while you feed the Flounder), then ignore the Wide Passageway on your right and swim straight down, until you reach a Narrow Passageway. Head in, and take the topmost route at the junction; when you reach the dead-end, you'll be transported to another part of the reef. Quickly swim up, grabbing the lup and the Medikit, then head across and down, getting the Third Key on the way out. Hurry through, and the Pufferfish and Squids shouldn't get you.

You'll be dropped back at the junction. Now, head back along the Narrow Passageway, and swim back up to the Wide Passageway I told you to ignore earlier. Head in (watch out for the Barnacle) and lose the Flounder. Jump out



onto dry land and get the Frog, then CAREFULLY jump up to reach the Fourth Key. Just tap A lightly to avoid impaling yourself, it's pretty easy (then again, so's impaling yourself).

Go right, dropping into the water. Carefully swim between the spikes, then keep heading right, down the slope. Switch to the Crab here, then dig straight down to find the Fifth Key.

Now, lose the Crab and carefully swim up the right-hand passage above the sand. Let the Flying Fish fly off, then jump out onto Dry Land. Heading right, you'll have to leap a couple of Flying Fish; after that, keep going right and you're home free.

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2E)Nemo's House (SEVEN keys)  
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New Enemies: CHIMP                      New Buddy: MOUSE  
                    FLYING TURTLE  
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As the dog pointed out, you're in Nemo's house. I guess I should point out that this level is considerably trickier than the ones before it, and a few after it. Okay, hop straight up onto the railing, then head right, over the crate, onto the Bannister. Hop left, onto the railing, and get the Frog. Go back to the Bannister; it'll probably be crawling with creatures, so make your way carefully. Jump left, into the Grey Passageway, and head in. To deal with the Bats here, just hop as you approach; they'll fly over you as you drop back down. You'll find the First Key at the end of the Passage.

Making sure to keep the Frog, head back to the Bannister, and leap over to the Stairs. Climb up, and continue right. You'll eventually come to a Medikit, and an opening in the floor. Drop down, and go right along the Grey Passageway (deal with the bats as before). At the end of the passage, drop down onto the ledge above the Chimp. Hop down, making sure to land on him as you fall; go left and do the same to the next one down. You'll notice a Vertical Shaft; drop down, and you'll end up in the Basement. Go left, drop down, then ditch the Frog. Go right, make your way past the Crushers, and get the Lizard. Now head as far left as you can. Climb the orange wall to find a lup and the Second Key. Now run back down, hop on the block, climb up the left wall and switch to the Hornet, then leave the Basement.

Now you're back in the Chimps' area. To get out unscathed, quickly fly up to the closest Square Wooden Platform on the upper left. Now, hover up slightly, then duck immediately. A Bat will attack, and miss. Now fly up to the Larger Square Platform directly above you, grab the Medikit, and fly left while avoiding\killing the Bats. Keep going left, and fly back up into the Grey Passageway. Go right, and exit the way you came in. Fly directly up to the chandelier to find the Third Key.

Now, fly left, along the Square Blocks. You'll eventually come to a large Green Door, and the Fourth Key.

From the Green Door, you'll notice an opening in the ceiling. Fly in, and you'll be in the Attic. Go right. Eventually you'll come to an opening in the Attic ceiling; fly in. Make your way past the Crushers here (note that you've got to KEEP the Hornet!) and get the Fifth Key.

Head back down the opening, and go to the far left side of the Attic. You'll find another space in the ceiling; fly in. Once you're in, you can ditch the Hornet. Head right, past the Crushers, and get the Mouse. Getting past the

Crushers with him can be tricky; just walk off the side of the first crate, and climb down the side of the second. Once the Crusher has risen, run up and along the second crate. Drop back down through the ceiling. Now you've got to get the Mouse to the right side of the Attic; this is pretty tricky, thanks to the Flying Turtles.

To get past, wait for them to drop a shell, then whack the shell with your mallet and hurry past. Watch out for the gaps in the floor, as well; fall down once and you'll have to start all over again from the Hornet. Once you've made it to the right side, take out the wall with your mallet. The game's collision detection seems a little off in this case; just line up the Mouse's nose with the block you're aiming at, and you'll hit it. Hack your way through the pile of rocks beyond the wall, and drop down into Nemo's bedroom.

Get the Hornet, and fly back up through the hole you just made to grab the Sixth Key. You've probably figured out you could've gotten it a bit earlier, but many people (like me) take out too much of the wall to climb up and grab it with the Mouse. Same difference.

Now, head right. Carefully pick off the Chimp with your stingers, and grab the Seventh Key he was guarding. Now just drop back down to the bed, and head for the Exit.

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2F) Cloud Ruins (SIX keys)

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(No new Enemies or Buddies)  
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Ah, a very cool level. First things first; don't worry about finding keys. Just enjoy playing through the level. All key-related business will be dealt with at the exit.

Chat with your standard-issue freaky pal, then head across the rooftops. When you reach the trio of clouds, use some platforming skills to make it across to the Clock Tower and get the Hornet.

Go left, ignoring the Frogs (both of them), and get ready to move; as soon as you reach the edge of the roof, the screen will begin to scroll upwards rapidly. You'll have to fly up quickly, stopping on clouds to let the Hornet get its breath back (go for the lup if you want, but keep moving). There's a chance the Buzzards here might hit you occasionally; just try to avoid them, and keep heading upwards. After the Long Cloud on the left has come into view, land on it and you're safe.

Not much to talk about here, other than the cool scenery (watch out for the "picket fences," they function just like spikes). Just take the bee to the roof of the highest building, and switch to the Lizard. Head down to the Grey Building and drop through the crack in the floor, to the Pink Buildings. Go right, jumping over the pits; the Flying Squirrels here can be hopped as they charge. You'll soon come to a narrow space in the wall. Crawl through, then switch back to Nemo and hop up onto the cloud.

Continue right; now you've got to do the opposite of the Upward-Scrolling section. Ditch any Floaters tailing you, and hop onto the clouds. This is actually pretty easy (and fun). Just make your way down the clouds, while keeping Nemo on the screen. If you do get scrolled off, it's not really a problem, you'll just drop from where you were standing. Get the easy lup in this section, then land on the Pink Rooftop.

Now just go to the right along the rooftops, avoid the Snail, and head to the Exit, where you'll receive all Six Keys. See? No worries.

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2G) Topsy-Turvy (SEVEN keys)  
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(No new Enemies or Buddies)  
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The penultimate level, and it's actually a lot less trying than Nemo's House. Start off by going right, hopping across the blocks. You'll come to the First Key shortly.

Next, head back to the left; you'll notice an opening in the "ceiling." Hop up, avoiding the Frogs, and go left. Get the (friendly) Frog, and the Second Key.

Go right now; you'll soon reach a Bannister. Head down, and get the Hornet. Continue going right, avoiding the Flying Squirrels, until you reach a couple of Chimps. Carefully take out the uppermost one, and get the Third Key from his shelf.

Now fly up and a bit to the left. Two openings can be seen in the ceiling. Fly into the left-hand one. Actually, they both lead to the same place, but the left opening puts you directly underneath the Fourth Key; fly straight up for it (mind the Floaters).

Drop back to where you came in, and go across to the Mouse. Switch to him, and climb up the wall (you may want to hop off to the platform halfway up, to avoid Floaters). Knock down the wall at the top, and descend the other side; don't miss the Medikit. You'll drop into the next room right on top of a Chimp; try to avoid landing on either him or his plates. Get the Frog immediately to your right, and go left for the Fifth Key (note: in my copy of the game, the aforementioned Chimp usually disappears as soon as you get the Frog; maybe it happens in all copies?).

Going back to the right, take a big jump onto the Brown Platform, and keep heading up/right until you reach the Hornet. Get him, and drop straight down. There's a lup and a Medikit in the area directly below you, so you might as well go for them; just watch out for the Buzzard's eggs. Once you've got them, go straight up and fly across the pit, stopping on the platform. Fly straight up to find two openings; check the left one first, for a lup (nail the Chimp guarding it with the stingers). Head back down, then check the right-hand opening for the Sixth Key, also guarded by a Chimp (you know what to do).

Dropping back down, go right. Wait until the Buzzard has flown past, then quickly fly up the narrow passage, dodge the Floater, and hurry down the other side. Ignore the Hornet at the bottom of the passage, and immediately fly up to the roof to avoid the Buzzards. All you need to do now is keep flying to the right, until you reach the end of the stage. Land on the Exit Door's platform, and you'll notice the Seventh Key beneath you. Hover down and get it, then quickly fly back up and exit the level.

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Special Note: The Morningstar  
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As you'll know from the cinema scene that follows Topsy-Turvy, Nemo can now use the Morningstar. You know, that scepter-like thing he's been carrying around

since the first level? Anyway, during the final level, you can toggle between Candy and the Morningstar (I'll call it the "Wand" from now on) by pressing SELECT. With the Wand selected, tap B to swing it, or hold B to charge its power and fire a 45' angle blast. The longer you charge, the more powerful the blast. Simple, right? Note that pressing SELECT while in an animal form will still change you back to Nemo.

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2H) Nightmare World  
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New Enemy: CROCODILE  
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Note: the final level has NO KEYS. It's divided into three stages, each with a Boss. Getting a Game Over at any point in this level will send you back to the start of Nightmare World, Stage 1.

-----  
Stage 1  
-----

Cool background, huh? Anyway, go right and get the Lizard. Climb the steps (let the Frog run past, then leap it), and enter the cave. Go down the slope to lure the Bat out, then move back up to avoid it. Jump onto the Block, then across to the other one (the Bat will go right over your head as you jump). Hop across to the next platform, then drop off and stick to its side, and hop off to the right.

You'll have to cross some Flames(don't worry about falling into the cracks); run across the first two, wait for the third to go off, and hurry past. Climb the tree up ahead, getting the Medikit, and jump off to the right at the top.

Hop across the Blocks; the Lava below means instant death, but you should be able to make it through pretty easily. Time for a Boss!

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Boss: King Penguin  
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The King Penguin attacks by A)Spitting bubbles into the air, which will rain down on you to cause damage, or B)Disgorging baby penguins, who'll run about knocking into you. Yes, I know it's a bit odd that the "King" Penguin would possess such a capability, but you're here to kill it, not debate its gender. Anyway! This isn't very difficult. It'll take approximately six fully charged shots to its beak to kill it, and you can get one in every time it appears. Get rid of its offspring by whacking them with the Wand, dodge between its bubbles, then blast him when he reappears. Keep it up and he'll be dead in no time.

(A Nintendo-approved game where you can bludgeon baby penguins with a steel rod? Who says Nintendo were squeamish back then?)

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Stage 2  
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I'd say this is the most difficult area of Nightmare Land. Start off by going right, to the opposite side of the water for an easy lup. Now head back left, and hop up the platform to the slope. There's a Flame at the top; just let it die down, then move past quickly. Going right now, you'll soon reach a Lizard. Get it and go left, up the slope.

This part is a bit tricky. You'll have to leap onto the Rock Column the instant the Lower Flame recedes, then immediately move up past it. Wait until the Upper Flame dies down, then hurry over it. Stop before you reach the top; only climb up and over when the Ceiling Flame is inactive. After that, just run past the Ground Flame as it recedes. Climb the platforms and go right a bit, then hop up at the top of the slope and go left.

Another Flame section. The Ceiling Flames aren't a problem for the Lizard, but the Floaters most definitely are; so pass through quickly, before any can descend on you. Hop to the platform, ditch any Floaters tailing you (there'll almost certainly be at least one), and take a big leap to the left.

You should land on the Frog's ledge. Get him quickly, then retrace your steps to the Flame area up top. Head through; the Ceiling Flames can't hit you, so concentrate on avoiding Floaters and Ground Flames. You'll probably want to leap the latter, since Frog is so friggin' slow. Hop to the platform, then over to the Stone Ledge. Ditch the Frog and CAREFULLY hop up with Nemo, then exit to the right.

You've probably already noticed the falling, spiked ceiling? Okay, go up the stairs and drop into the water; it's better to kill the Crocodile here with your Wand, than have him get you killed by the ceiling. With him out of the picture, hop up to the Ice Block and carefully jump over to the ledge; you'll need to duck to avoid being crushed. As soon as the ceiling is high enough, leap across the two Ice Blocks, then hurry over to the Lower Ground.

Duck the Fly who'll attack, then blast him with the Wand as he returns. You'll have to repeat this process a few more times; after getting the Medikit, drop into the water, then hop onto the Ice Block and onto the ledge. Exit to the right; time to fight the second Boss.

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Boss: Fire Stingray  
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Well, it looks like a stingray to me. This Boss is quite a bit more difficult than that ridiculous hermaphrodite penguin. It attacks by A)Hovering over you, pelting fireballs, or B)Dashing in from offscreen, from four possible directions (Basically 1, 3, 9, and 11 o'clock).

To beat it, stay in the center of the screen; that way you can avoid its dives easily by shifting in the appropriate direction, or leap over its sidelong charges. Its lowest charges will simply pass underneath you. As soon as you see it moving to spit fire (it'll hover in slowly), move out of its range and hit it with a charged blast.

It'll take around seven fully-charged blasts to kill it; just keep your eyes on the corners of the screen to anticipate its dashes, and this won't be too hard.

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Stage 3  
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Actually, nowhere near as taxing as Stage 2, in my opinion. Just leap across the Ice Blocks at the start and continue heading right; blast or avoid the Fly, and enter the Cave. Hop along the platforms, and carefully pass through the

Crushers (use small hops). Take the Lower Path, whacking the Bats with the Wand, and get the Lizard.

Head back to the junction and get on the High Path; you can ditch the Lizard here, and take out the Bats with Nemo's Wand. Get the Hornet, then head back to the start of the Cave. Fly up and to the left to find the Mouse; get him, then carefully hop down to the Ice Block just below you (miss it and it's back to the cave). Hop onto the wall and climb up.

Nothing much to say about this next bit; it's a long series of Flame Pits, accompanied by Buzzards. Nothing you can't handle at this point, right? Just time your jumps to avoid the Flames, and carefully move between the falling eggs. I used the Mouse, though Nemo works just as well. The view of the Nightmare King is a really cool touch, isn't it?

The next section is a breeze. Head straight across the top for a Medikit and lup, then fall straight down for two more lups. Go left for another Medikit, or just drop straight down into the water and exit to the right, to fight the Last Boss.

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Last Boss: The King of Nightmares  
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Head up the steps, then drop down and meet the Last Boss. Strangely enough, he looks kind of washed-up. He looked really fearsome up until this point.

Anyway, the Nightmare King's attacks are A)a series of lasers, which fan out from the right to the left of the screen, and B)a slow-moving Red Blob he'll spit out, which will hang around pestering you until it's destroyed. Note that only blasts to the head will hurt him.

When he uses his lasers (he'll telegraph them by doing a little hocus-pocus with his hands), just leap the one aimed closest at you; thanks to their pattern, if the first one misses, the others certainly will too. Alternately, if you're closer in, duck his first laser, then shift back to avoid the second.

As for the Blobs; either kill them immediately, to keep them off of your back while you fight, or (I prefer this method) let one roam around a bit. It's a little risky, but it leaves the Boss wide open to attack. Just keep an eye on the Blob.

You'll need around fifteen fully charged blasts to kill him, or you may prefer to use rapid, uncharged ones. Either way, stick to the plan and you shouldn't have any trouble.

And that's it! A winner is you! Enjoy the ending.

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3)Miscellaneous  
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3A)Level Select Code  
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"At the title screen, press: Up, Select, Left, Right, A, A, B.

A 'Dream Select' message will pop up. However many levels you want to skip, press A that many times, then press Start."

From www.Gamefaqs.com, Contributed by: Dallas, Source: Nintendo Power.

Although I'd recommend playing Little Nemo from start to finish, this cheat is very useful if you don't feel like beating the whole game in one sitting; you can just skip back to whatever level you were on. Capcom should've really included a password as in the Mega Man games, don't you think?

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3B)Nemo-related Stuff  
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In case you didn't know, Nemo's history goes back much further than the NES circa 1990. Check out this link for info on Windsor McCay, the artist responsible for Nemo and several other pioneering works in both comics and animation: <http://vegalleries.com/winsorbio.html>

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3C)Thanks  
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-www.Gamefaqs.com, the single best place on the internet (the Earth?) for game info.

-You, for reading this!

"Game over, pal! Don't forget to save. Sweet Dreams!" - Shermie.