



- (5/25/03) - Final

Final Update. Walkthrough complete. I procrastinated and didn't get it done in the two days like I said I would.

- (4/7/04) - Final V.2

My guide looks like crap so I'm going to reformat it. I also grammar checked it and some other stuff.

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B1. Contact Me  
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If you want to contact me, use the following e-mail address:

swtzwondrboy20@yahoo.com

I'll be willing to answer questions, providing my memory of a game can hold out that long. If you have something to say you can send it my way then do so. I've been getting a lot of silly IM's lately since I provided my IM name to the public in my FFO walkthrough. I still find this rather amusing that people IM me with some rather odd stuff. My AIM name is the same as my yahoo e-mail address. Not to hard to remember, eh?

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C1. Story  
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Feral lightening strikes a nearby mountain. Spheres of glorious light are seen leaving the mountain in a hurry. You don't know what these spheres are or what they harbor. A pause, then the next scene shows three men talking to the king. Most likely an exploration party that is going to be sent out to look around the mountain to see what caused the release of these spheres. As soon as they leave, a daunting apparition appears and kills the three men. Then another man is seen in front of the king. The man sent out four birds that have a letter tied to around their legs. The birds, which are carrier pigeons, are sent out to give the letters to the heroes: a mouse, golem, dragon and Samson.

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D1. Basics  
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D2. Items  
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There's not a lot of items in Little Samson, as you can tell.

- Heart: Will give you one bar of health back. This is quite common throughout the game
- Big Heart: Will give you four bars of health back.
- Heart Container: Will increase your health by two bars.
- Potion: Allows what ever character that acquired the potion to be able to heal themselves at any time in any stage.

All the characters will begin with a relatively low amount of health. There will be heart containers that'll be scattered throughout each level you'll you should collect.

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### D3. Controls

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| #      |
| ###      (B) (A) | <---- This is a Controller.
| #      (SEL) (START) |
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Start = Pause and lets you change characters.  
 Select = Looks pretty and just sets there  
 B = Attacks  
 A = Jumps  
 Control Pad = You use it to move around. THE IRONY!

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### E1. Walkthrough

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You'll have a choice of what levels you want to take on first. You can choose Little Samson's, Gamm the Golem's, KO the mouse's, and Kikara the Dragon's. This walkthrough will start with little Samson. Each level is VERY short and should only take a matter of minutes to complete. Little Samson is a short, great game that's very obscure. Hell, I even won \$25 off Gamefaqs for writing a review for the game! =D

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#### Little Samson

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Select the level with the icon of little Samson spinning around it to access the first level

Go straight and kill the jelly monster. You'll come to an area in the level in which you'll have to climb up. Do so until you get to some monsters. Kill them and proceed up the narrow path going upwards. They'll be a bunch of annoying eye enemies around here. Take them out and keep going up. When you pop out the top, you'll be greeted by three green dragons. Kill them with just the press of the attack button a few times.

Jump across the brown floating things, you'll come to one with a heart container on it. Jump here to increase your life by 2 bars, this is permanent. Keep going right till you come to a big hole in the ground, go down here to progress further in the game. Just kill the enemies and keep going down and down.

At the bottom there will be spikes, jump over these. Get out of the cave and go outside. Climb up the entrance of the cave and collect the big heart. Next there will be lava, jump over this and keep going right. There will be more green dragons that are flying around in the air. Kill them and proceed further. There are even more green dragons on top of the ones you already fought. After you kill the last set it'll show you returning to the castle, probably to talk to the kind. Now, a box will open up allowing you to go through the other three members' quests.

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#### Kikara the Dragon

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You'll notice this level has a little bit more of a snow theme to it. Anyway, the whirlwinds that are in the air can catch you and take you back the beginning of the level if you're not careful. With the dragon you can float in midair too. When the level start, go right. Kill the red dragons that get in your way. After about 30 seconds of just gliding right (DODGING THE WHIRLWINDS). You'll get sucked up by a big tornado and shot out up high in the clouds.

The dragons no longer just shoot fire at you, they charge at you, too. If you happen to get hit now you'll die and it'll be all over. Be very cautious and fly right, and over most of the monsters. Then you'll land at a giant, stone wall. Just go right a little bit and the level will be over. You'll get to pick your next character.

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Gamm the Golem  
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You'll be in a huge cave. The golem has more bars of health than any other character in the entire game. He hits real hard, too. There's not many monsters at all in this desolate cave. One hit from the golem will take anything out that stands in your way. Basically, just go right for about one minute till you exit the cavern. Then you'll be done with this level. Easy, eh?

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KO the Mouse  
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The mouse only can take two hits and then he dies. He runs really fast; use his speed to your advantage. His attacks are composed of laying little mouse dropping that explode given time. I've never heard of dangerous poop before.

Moving along with the guide. When the level start, go right some. You'll see a floating balloon that chases you around. Place one of the droppings at the right time to have it explode and kill him. Go right some more till the path ends. You have to double jump onto the wall and go up that way. Keep going till you see a heart container. Jump on the other side and scale the wall. When you get to the part with a path going up or down, take the bottom one. Scale the ceiling until you reach the other end and exit the level. That is all there is to this level.

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Boss: Kikara the Dragon  
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You'll see a cut scene of little Samson entering the castle. He'll be confronted by Kikara the dragon. Let him charge up his health bar and let the battle begin. To defeat Kikara the dragon just wait till he stops flying around in mid-air. When he lands, lay it into him. If you jump while he's flying around he can automatically hit you, taking away one heath bar.

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Now that we got all the characters at the castle. We can change into any of them whenever we want.

You'll be in a ruins-esque place at the start of this new level. Transmogrify into the golem. Becoming the golem will not only make your health raise a whole bunch, all monsters are able to be killed in exactly one hit. Make your

way to the end of this area. When there's a path going straight up, turn into the mouse and scale your way up. When you reach the top, go right a little way and collect the heart container. Once you go a little ways right you'll meet a new enemy. These things are really annoying as they shot fire in sets of three at you.

You can also see two heart containers. Get these by hacking your way through the enemies to get one. Then turning into the mouse and scaling the bottom of the level to get the other one. Once you manage to do this, just go right some more and you'll be at the boss.

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    Boss: Green Wizard

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Turn into the dragon and hover about eye level with him. Shot like a madman at his head. He'll go down in no time. But, he'll transform into something even stronger.

The second phase of the green wizard can really lay it into you. His attacks are unbelievably strong. Turn into Samson and let him have it... again. His fireballs will take away about 3 bars of health per hit. He will go down after while.

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Go through the area in which you played out the first time with the dragon again to get to level 3. Here you will be in a forest type area. Turn into the dragon and glide over the water. After you float across, you'll come to another hole in the ground. Go into the hole and descend to the bottom.

When you pop out of the cave float over all the monsters till you come to a leaf in the middle of the water. Turn into little Samson and jump on the leaf. The reason you don't use the dragon is because it's too long of a distance for him to glide. After you get done there, you'll come to the boss

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    Boss:Water Jinn

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Turn into the mouse and wait for it to come out of one of the holes. Then blast it with the mouse bombs. This will cause mass damage to the boss. Repeat and rinse till it dies. Now we go to the next part.

If you happen to fall through the floor. He'll come and take some ball thing from you. Then you have to ride a crab through a level and fight another boss at the end of it.

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Looks like a desert to me. The skeleton enemies on this stage are hard. They do about 2 life bars of damage a hit. They can jump and land on you, too. turn into the dragon and just fly over them. When you get to the spiked mushrooms. Turn into the golem, and jump over them all. Only the golem can walk over them without getting killed in one hit. Then exit the this area of the level.

In the next area, go right till the stage ends. Watch out for the skulls that fly at you. Turn into the mouse and scale the wall. Watch out for the more skulls. When you get to the top, turn into the dragon. Go right

Now you'll be in a jungle. GO right a little ways and you'll see water on the ground. Turn into the dragon and fly over this water. If you happen to get caught in it; your mobility will just be cut in half. After you get done here, you'll be a part with jungle trees going up and out of the water. You can't get there through it by conventional means. Turn into the dragon and jump into one of the little cyclones. Here you'll just jump out of it again. It'll act like a double jump; allowing you to be able to get through this part.

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BOSS: Water Dragon

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This guy is pretty tough. But, you can make quick work of him. Take the golem right up to his face and press the attack button to death. He'll die first wave.

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The levels are getting shorter.

Now you're in the middle of a cave I believe. Turn into the dragon and proceed to the right some. Here's one of the toughest points in the game. You can jump on the blocks even after they disappear. Stick it out with the Dragon. When you get to the end, turn into the mouse and scale the wall. There's an invisible hole in the wall which will lead to the boss.

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BOSS: Green Skull

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Turn into the golem and just let a rip on him. He'll go down in about four seconds of close combat. The golem can hit the guy faster than he can if you get up in his face.

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The first area is practically a walk in the park. Just keep Samson and advance through the area. You'll be out of it in no time. There's some spikes at the end of the level to watch out for. Nothing big.

Next, you'll be at a temple. Turn into the dragon and fly over those annoying skeletons. You'll have to change into the mouse and scale the wall soon. After you do that you'll see a lot of spikes. Don't use any other character expect the golem. As he takes no damage from walking over all these spikes.

They will be an area with about 4 pillars going in the air. Take the one on the far right. Go up and jump onto the platform. Destroy the skull and keep going up. Get the heart container. When you get to the very top a sword will come out of the ground and take a cheap shot at you. Dodge him and proceed right some more. Turn into the dragon and fly above the enemies again till you get to the end of the area.

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Boss: Blue Mage

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His first form is a complete pushover as all you do is turn into the dragon and fire at him. He'll just float around and shot little balls over power at

you.

His second for he'll be a blue knight. When he hits you it'll take about 1/3 of your health down. So, attack with caution. You can take him out with little Samson if you dodge his attacks. You can do the same thing here as you do for all the bosses. Go up to him and just pummel him to death with the golem. Now, we're done with this move, time to move on.

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Next you'll be at a volcano after you beat the magician. You'll encounter those annoying balloon thingies here too. If they happen to hit you while you're jumping over a pit, you'll fall down and die. Take precaution when killing them. After you manage to make it to where there's a narrow path leading up, change into the mouse. Scale the wall to the top, here you'll need change back into Samson. Attack all the little blobs that come at you and make your way to the top without getting hit \*hard task to do\*. After you go left a little ways you'll see more lava.

Turn into the dragon and just fly over all of this. Make sure to pick up the hearts on the way. You'll have to fight another annoying wizard:

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Boss: Purple Mage

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Simply take the good'ol golem and smash him till he changes into a giant dragon. Take the dragon and just let in on him. Watch out for when he opens his mouth; he'll let send out a really nasty rock attack that can do a lot of damage. If your dragon gets weak on health. Turn into the golem and hit him in the face about 10 times. Sometimes he'll lower himself and fire wind blades at you.

These monsters are specters, and fly at you. Gamn will take care of these wraiths from beyond.

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Boss: Gold Mage

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Another mage that you'll have to fight! This one will fly to the four corners of the screen and attack you. Dodge his lightening balls [hehe] till he comes down to the bottom left, and open fire with Gamn to make short work of him. He'll turn into the \*GASP\* Grim Reaper.

His second form is laughable in terms of how tough it is. He'll just teleport from the right side to the left side and back again. Turn into the dragon and bust out some fire on his candy ass to finish him off. He'll throw those specter enemies at you, which won't take much to kill. Next, we move to the final stage in the whole game:

The final area in the whole game. You'll begin in a castle with daunting music playing in the background. Those are spikes at the top of the ceiling, not decorations. I've killed myself plenty of time thinking else wise <\_<. Turn into KO and go under the statues that are blocking the way. Next you'll see a big pit that happens to have spikes on top and bottom. Yes, reader, this is hard as hell to make it without getting hit once. Jump across the narrow, floating stones. Do so with KO the mouse. Use the bombs and good timing to take out the monsters. Falling even once will mean doom.

After you make it past that part, you'll descend into the level more. This area will be littered with those pesky skulls that seem to follow you when you get in front of them. Get the extra life and heart container here and move on down the level. After you exit that area WATCH OUT. There's blocks that jump from the floor to attack you. They're all over the floor here. Turn into the dragon, and try to fly over all of the blocks. There will be green dragons, and spikes that fall from the ceiling that you have to dodge, too. Dodging these shouldn't be too hard of a task, as all you need to do it keep moving to dodge the spikes, and just keep pressing the attack button to take care of the dragons.

Now you're at "Make the jump or die" area of the level. There's only the occasional green dragons to worry about here. Once you make it across you'll see two paths going up. The right one [which you have to be the mouse to get] harbors a heart container/lot of hearts. There's specters that come randomly from the right corner of the screen, so watch out. They'll probably end up hitting you.

On the other hand, you can take the left path. This path has a potion, and the monster tend to be a lot easier. You'll still have to deal with this silly skulls. Either way, once you get to the top of this you'll have to deal with a new type of platform. It'll be a spinning platform that you can't move on at all. Turn into the dragon and fly over most this crap to get past it.

Walk down this area to reach the final part of the game:

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Final Boss: Gold Knight (?)  
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Alright, so the name might be just a tad anticlimactic. But, still, you'll see a staff just floating there. It'll turn into this...gold guy. THEN THE MUSIC STARTS! He'll start by floating into the air to fire balls that flash red and white at you. These things will smear your ass to say the least if they manage to hit you. Wait till he comes down and... you guessed it. Hit him with Gamm to death. He'll die and turn into a face that's really ugly. This face will then slide to the left side of the screen and shoot more of those balls at you. Get right in front of him and attack him with Gamm. He'll then turn into a little eye at the top of the screen. He'll shoot red balls off the screen that won't hit you. Turn into K.O the mouse to try and dodge his about 30 balls that come your way. You can usually just set through most of the sprees in which balls are coming at you with the mouse, since he's short. Repeat and rinse till he dies...

You beat the game...

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If you played the game on normal. This is the "Official" Final Area  
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Soon a large skull will come out of a pond on the map. It'll float up into the sky and ominous music will begin to play. This is the final area. You'll begin in a green chamber. Go right and watch out. There's a crap load of eyes here that can do a lot of damage. Not to mention the skulls that randomly appear out of nowhere. Use Gamm and time your hits well to get past this area without a scratch.

Next area will involve a lot of those roly thingies. These things are annoying and most the time you can't even advance further into the game without taking one or two hits from them. Plow your way through them. Make



sure to give all of the heart containers to the Dragon.

Once you get to the top of the area. Just turn into the dragon, and fly over all the bad guys. You get to the end of the level and meet the \*GASP\* Grim reaper again. Use the Dragon to take care of him. I guess they thought he was so scary they had to add him twice in the game.

Next up: Big green monster that's weak, take Gamn and smash him into the ground. After you do this, the level keeps going on! What's this! Keep going right till you come to another ascending spot in the level. Go up till you see our best friend: Skull. There's two of the, simply go to the platform that's to the right of the first one. Go all the way at the end and turn into the dragon. Begin to fire at that first skull, the second one can't hit you. Take the other one out with the mouse. Keep going up till you get to the top. At the top, turn into the dragon and fly over all the little monsters. Make sure to pick up the extra life on the way.

Time to fight that classic ol'knight again. He was tough the first time, you can only imagine now. You know the drill. After you beat him, you'll have to face the dreaded flying dragon. This guy is probably the toughest boss in the game by far.

To paraphrase the rest of the game: You'll fight every other boss that you've faced up to this point over again. Use the same strategy as before.

Soon you'll fight the main boss of the game. Not to spoil anything I won't write a strategy on this part. Just remember: Keep potions on Gamn. Be quick to avoid anything that he dishes out. As it does a lot of damage. After you beat him/her. The ending roles. Enjoy

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F1. Codes  
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F2. Easy Mode  
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- Stage 1 = ?2KS
- Stage 2 = BN&S
- Stage 3 = 5JSQ
- Stage 4 = NS6K
- Stage 5 = 1NWB
- Stage 6 = PHC&
- Stage 7 = QLXZ
- Stage 8 = CLZT
- Stage 9 = J62?
- Stage 10 = DP03

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F3. Hard Mode  
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- Stage 1 = 7XGN
- Stage 2 = KK7B
- Stage 3 = XSRR
- Stage 4 = 3MTT
- Stage 5 = XBQQ
- Stage 6 = GWLH
- Stage 7 = C9ZK

Stage 8 = GPLH

Last stage (Normal Mode Only) = &&&&

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G1. Disclaimer/Thanks  
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