

# Mickey's Adventures in Numberland FAQ/Walkthrough

by Crazyreyn

Updated to v1.0 on Jul 1, 2006

\*\*\*\*\*

-----  
M I C K E Y ' S A D V E N T U R E S I N N U M B E R L A N D  
-----

Nintendo Entertainment System

FAQ/Walkthrough, Version 1.0

Last Updated - 01/07/2006

By Crazyreyn (crazyreyn\_faqs@hotmail.com)

Copyright (c)2006 Matthew Reynolds. All rights reserved.

\*\*\*\*\*

## Legal Notice

-----

The ONLY sites that may have this FAQ and all my other FAQs are the following..

<http://www.gamefaqs.com>

<https://www.neoseeker.com>

<http://faqs.ign.com/>

<http://www.cheats.de>

<http://www.cheathappens.com>

You will find the latest versions here. If you want this FAQ on your site, then email me first to ask permission. I'll most likely say yes anyway, but an email would be nice.

## Contact Details

-----

If you see a fault of ANY kind or you want to contribute some data to me, then either email me at crazyreyn\_faqs@hotmail.com OR speak to me on MSN Messenger on crazyreyn\_faqs@hotmail.com, or on AIM at Crazyreyn.

If you are emailing me, then please have the subject title as 'Mickey Numbers FAQ' or something similar, otherwise it will not be opened. Full credit will be given in due course.

=====  
INTRODUCTION  
=====

Hello and welcome to the Mickey's Adventures in Numberland FAQ/Walkthrough. This FAQ will provide you with a walkthrough the for the Normal and Advanced versions of the game, as well as tips for the Super Advanced mode. This is part of the NES Completion Project at the FAQ Contributor Board at GameFAQs, with the aim of giving every NES game a full FAQ. If you are interested or want to contribute, then check out the site here -

<http://faqs.retronintendo.com/>

=====

## TABLE OF CONTENTS

=====

1. Version History
2. Game Basics
3. Normal Walkthrough
4. Advanced Walkthrough
5. Conclusion and Special Thanks

=====

### 1. VERSION HISTORY

=====

Version 1.0 - 01/07/2006

-----  
The first complete version of this FAQ. Everything is complete.

=====

### 2. GAME BASICS

=====

Story

-----  
The basic story of the game is that Pete has stolen 10 letter molds, and you have to go through various levels to get them back. You are Mickey, by the way, in case you didn't guess that already.

Basic Gameplay

-----  
In each of the areas there are locations where the numbers will be, but will be placed in a random order. You will need to go to each one to find it. The walkthrough in this FAQ will show you where the numbers will be located, but remember they are random so you will have to check each number to find the one you are looking for.

Collectable Items

-----  
The Red Pellets and the Stars do nothing apart from add up at the end to give you a score. No treats or anything can be gained.

End of Level Number Tasks

-----  
After each level you will get a number task, this will be either picking numbers in order (ie. you have 7 9 8 so you would pick 7 8 9 in that order), selecting the number with the amount of stars displayed or doing basic sums.

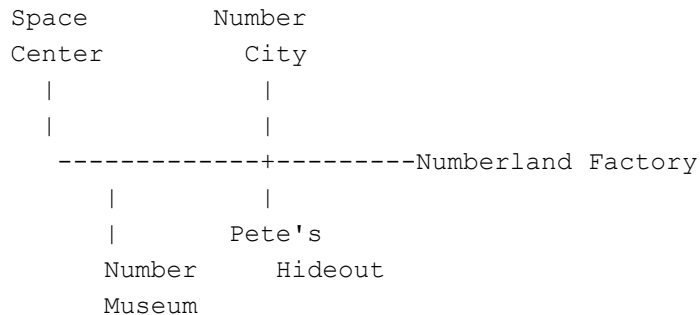
Normal, Advanced and Super Advanced Differences

-----  
Normal has totally unique and easier level designs, and less numbers in each level to look for. Advanced has new levels for each area, pellets are counted and a counter is added at the bottom of the screen. The TV screens now move and rotate numbers. Super Advanced has the exact same level design as Advanced. You

are given lives as well, so getting injured actually counts for something.

### Game Map

-----



Each one of the areas contains two levels, each yielding a number mold.  
Note that the route to Pete's Hideout is only available when you have completed all the other levels.

=====

### 3. NORMAL WALKTHROUGH

=====

-----

### Number City

-----

Level 1 - You will have to find Magic Number 1

-----

The numbers will be in one of three locations. Follow these directions in order and you'll find the number at one of them.

- To start finding, run right, up the stairs, onto the desk with the phone on and jump across to the lift door on the left. Head up, and the number will be on the roof.
- Head back down, jump across to the desk, over the phone and up the bouncy chairs to the area above. If you have the number then you can use the box to get a star. Otherwise, head across the gap to the roof on the right for the next number.
- The final check from here would be to drop down, and down again to the car park where the number would be located on the far left side.

To finish, when you have your number head to the red door on the right side of the bottom right car park.

Level 2 - You will have to find Magic Number 2

-----

The numbers will be in one of four locations. Follow these directions in order and you'll find the number at one of them.

- Head right and jump over the first crow and under the other. Jump the one and up the lift, left and up another. Head right across the roof and instead of dropping down there is an alcove in the right wall, where the first number is located.
- Drop down and head down the stairs. Go right to the blue area and over the gaps to reach a parting of either up above or down below. The next number location is up above and to the right a little.
- Head back and take the down path, where the next number location is at the

top of the stairs.

- Head down the stairs and go left across the ground, where the number is in the corner.

To finish, when you have your number walk right past the stairs to the street. That's 2 molds down, 8 to go!

-----  
Numberland Factory  
-----

Level 1 - You will have to find Magic Number 3  
-----

The numbers will be in one of three locations. Follow these directions in order and you'll find the number at one of them.

- Head right, down the tube, up another and jump across left for the first number location.
- Jump back across right, avoid the falling spanners and down through the tube. The next number is in front of you.
- Drop down and go left - keep walking and you will go through the various scenery to end up finding the next number.

To finish, when you have your number walk right and across the conveyor belt and through the machine to end up at the ending red door.

Level 2 - You will have to find Magic Number 4  
-----

The numbers will be in one of three locations. Follow these directions in order and you'll find the number at one of them.

- Go right and through the machine. The first number is above to the left.
- Drop down right to the conveyor belt on the ground and walk left to fall through the floor. Go left, drop down avoiding the spanner and down the tubing. Drop down and through the machine right, where the number is on top of the machine as you exit.
- Go right up the steps, across left, right on to the platform and right again to the edge of the conveyor belt. Jump left across to the edge to find another number.

To finish, when you have your number head back across to the conveyor belt opposite and through the machine. Drop down and go slide down the tube, down right and through the slide tube to find the door on the far right.

That's 4 molds down, 6 to go!

-----  
Space Center  
-----

Level 1 - You will have to find Magic Number 5  
-----

The numbers will be in one of three locations. Follow these directions in order and you'll find the number at one of them.

- Leap over the robot and up the two flights of stairs. You will exit in to

space where you can jump real high, so do a running jump right from this edge to a platform in the centre, with the first number location.

- Leap right back in doors (there is nothing in the area below) and down inside the rocket to the ground. Head up the stairs, jump left and up the ladder to the next number location.
- Head back down the ladder and right to the top of the stairs. The next number is at the end of the telescope.

To finish, when you have your number go up the stairs next to the final number location to find the red door.

Level 2 - You will have to find Magic Number 6

-----  
The numbers will be in one of three locations. Follow these directions in order and you'll find the number at one of them.

-----  
Number Museum  
-----

Level 1 - You will have to find Magic Number 7

-----  
The numbers will be in one of three locations. Follow these directions in order and you'll find the number at one of them.

- Head down the stairs and jump across to the hanging chandelier. The next one along has a number upon it.
- If you drop straight down to the ground and head left, another number is at the top of a flight of stairs.
- Head back to the area with chandeliers above and go up the right stairs. Next is a bony tail belonging to a dinosaur skeleton, leap across to find a number in the middle of it's back.

To finish, when you have your number head down the dinosaur neck and up the final staircase to the red door.

Level 2 - You will have to find Magic Number 8

-----  
The numbers will be in one of three locations. Follow these directions in order and you'll find the number at one of them.

- Go left and avoid the falling picture. Slide down the stair banister and drop down to find a number in front of two columns.
- Continue right and up a stack of columns, across the wet floor and drop down on to the dinosaur skeleton. Go down the spine to the end of the tail and head across the ground underneath it for another number.
- Head back to the tail of the dinosaur, drop down to the ground and go left to find a number in the alcove.

To finish, when you have your number continue right along the ground to find the red door. 8 number molds down and 2 to go!

-----  
Pete's Hideout  
-----

This is only unlocked on the map once you have collected 8 molds from the other four levels. It's located South of Number City.

Level 1 - You will have to find Magic Number 9

-----  
The numbers will be in one of two locations. Follow these directions in order and you'll find the number at one of them.

- Head right, jump the first gap, over the stairs to the ledge opposite and go through the wall to find a number.
- Head back and down the stairs, then bounce right using the sandbags to land on some stairs below. After another pit of sandbags is another number.

To finish, when you have your number carry on up some stairs to find the red door that ends the level.

Level 2 - You will have to find Magic Number 10

-----  
The numbers will be in one of six locations. Follow these directions in order and you'll find the number at one of them.

- The first number is located straight in front of you.
- Walk straight through the pile of sand to fall down to an area below. Go left to find the next number.
- Drop down, right and over some boxes to find the next number location.
- Head right and up the stairs, then up the next set that lead up to the left. A number is at the top of these stairs.
- Use the sandbags on the left to bounce up on to the stacked crates, then up to the ledge above. To the right are two barrels with a drop between them; there is a gap in the floor just after the drop so be sure to leap straight over both of them, to find another number.
- Continue to the end here to drop down below, where a number is bouncing in the corner.

To finish, when you have your number go left to the red door.

Congratulations, you have recovered all 10 of the number molds and completed the game!

=====  
3. ADVANCED WALKTHROUGH  
=====

-----  
Number City  
-----

Level 1 - You will have to find Magic Number 1

-----  
The numbers will be in one of six locations. Follow these directions in order and you'll find the number at one of them.

- Walk right to find the first number.
- Continue right, up the stairs left and up the lift. Continue right over the phone and to the end where there is a bouncy chair. Use this to reach the upper left ledge where another number is located.

- Proceed left for a lift to the roof. Go right and use the external staircase up to the top of the building whilst avoiding the flying crows. Drop down on the right where there is a passage through the wall; there is a number at the end of it.
- Head back to the outside and go left into the building. Take the lift down for a number at the top of the stairs.
- Head down the stairs and through the floor for a number to be bouncing on the desk.
- Take the lift down to the floor below, left, down the stairs to the ground floor and left along the ground for the final number.

To finish, when you have your number walk all the way over to the right.

Level 2 - You will have to find Magic Number 2

-----  
 The numbers will be in one of eight locations. Follow these directions in order and you'll find the number at one of them.

- Go left avoiding the birds and drop down for the first number, just to the right of the bouncy chair.
- Head right, down the stairs and drop down. Head right down some more stairs and go left across the ground and enter the lift. When you exit the next number is to the right.
- Take the lift on the right to the floor above, up the stairs and drop down to a bouncy chair and phone. Use the chair to get over the phone and on to the tall wall next to it. Drop down and down again to the ground floor and crawl right through the passage for another number.
- Crawl through the passage on the right now for the next number.
- Take the lift up and over the phone to an external set of stairs, head up and enter the building for another number.
- Head right up the stairs and jump to the floor above. Jump from the balcony on the left to the one opposite to find a number in the room.
- Jump back in to the building and continue up a floor to a lift. Go down the steps left where a number is located at the bottom.
- Go back up the second to bottom step and jump across to the wall on the left. Jump off this to an alcove in the left wall with yet another number.

To finish, when you have your number drop down below, left and bounce up using the bouncy chair to be back outside. Drop to the left of the external stair case and go left to the red door that finishes the level. 2 number molds down. 8 to go!

-----  
 Number Factory  
 -----

Level 1 - You will have to find Magic Number 3

-----  
 The numbers will be in one of three locations. Follow these directions in order and you'll find the number at one of them.

- Right and navigate your way down through the conveyor belts. If you go left through the wall you drop down to an area below with the first number.
- Head right to exit the machine. Proceed right across the conveyor belts whilst avoiding the bouncing cogs to some steps. Jump across to the platform left and to the conveyor belt and enter the machine. Bounce through and exit left, and run and jump from the upper area to the upper left ledge. Watch

out for falling spanners in the middle and jump across right to the ledge there. Head to the top, where a number is located on the left platform.

- Jump back across right and go down the slope tunnel and up the tube. There is a number on the left ledge.

To finish, when you have your number jump across right to the red door.

#### Level 2 - You will have to find Magic Number 4

-----  
The numbers will be in one of five locations. Follow these directions in order and you'll find the number at one of them.

- The first number is right next to you as you begin.
- Walk through the right wall and on to the platform, and up left. Jump up to the right platform and run and jump left on top of the machine for another number.
- Don't enter the machine on the left as you'll go back to the start of the level, but instead jump on top of the machine and head down the tube. Drop down to the ground where a number will be on the right.
- Go left across the conveyor belts and up the ledges until you reach the top, avoiding the falling spanners as you go. Enter the machine on the right and as you exit, jump on to the exit lip of the machine to get up the left ledge. Walk through the wall to reach a number between two conveyor belts, but watch out for two spanners that fall you go to collect it.
- Head back through the wall, drop down, over the conveyor belt, through the wall and down the tube slope. Jump on top of the tube slope, where the final number is on the right ledge.

To finish, when you have your number go on top of the tube slope and take the conveyor belt to the upper right red door. 4 molds down, 6 to go!

#### ----- Space Center -----

#### Level 1 - You will have to find Magic Number 5

-----  
The numbers will be in one of four locations. Follow these directions in order and you'll find the number at one of them.

- Head right and start jumping up the first ladder, where the first number will appear in an alcove on the left.
- Back on the ladder, get to the top and right on to the ledge. Avoid the robot and jump over the rocket to the next number on a platform.
- Drop down to the right and keep going to reach space. Jump across to the next platform and if you drop down right you'll land on a lower platform with the next number.
- Jump up to the upper right platform, and again for the final number.

To finish, when you have your number drop down below to land at a bouncy area; there are aliens here so watch out, and bounce to the left wall for the red door.

#### Level 2 - You will have to find Magic Number 6

-----  
The numbers will be in one of four locations. Follow these directions in order



and you'll find the number at one of them.

- Walk right and jump up to the right ledge for a number.
- Drop down through the rocket, right and up the ladders to the top, where a number is on the right ledge.
- Head across the ladder to the top of the rocket left, up the steps left and up the steps right. Jump over the biting plant, across the gap and onward to space. The easiest thing to do here is to drop straight down to the bottom and work your way up. The bottom is bouncy, so use that to get on to the central platform. From here, jump over to the right for a number.
- From here, jump across left and bounce to the above right platform to a number. Jump up and right, up and left, and left back in doors. Go up the stairs and slide down the telescope the other side to the next number.

To finish, when you have your number go up the left stairs to the red door.  
6 down, 4 to go!

-----  
Number Museum  
-----

Level 1 - You will have to find Magic Number 7  
-----

The numbers will be in one of four locations. Follow these directions in order and you'll find the number at one of them.

- Drop down right, up the stairs, across the wet floor and down the dinosaur skeleton for a number in the middle of it's spine.
- Head down the neck and to the ground, and walk left underneath it for a number in the corner.
- Drop down, head down the columns and up the spine of the dino. Drop down and left to some columns, one with a number on.
- Continue further left on the ground for a number at the far end.
- Head back to the columns and use them as stepping stones to the far left area. Go up the steps and left, up the dino where on the ledge by it's head is the final number.

To finish, when you have your number head down the dino and drop down, where the red exit door is located to the left.

Level 2 - You will have to find Magic Number 8  
-----

The numbers will be in one of four locations. Follow these directions in order and you'll find the number at one of them.

- Slide across the wet floor but stop midway to avoid the falling picture. Head down the steps and right to the edge. Jump on to the nearest chandelier then up and left to the first number.
- Drop back down and head across the chandeliers to the far wall. Drop down and head left, going across the wet floors and jumping the gaps. Proceed onward until you see another chandelier above to the left; if you run and jump to the right you can get a number at the upper right ledge.
- Jump back left and drop down a few times to find a number on the Goofy statue.
- Walk right across the ground floor until you come across some columns with falling Pete statuettes. Watch as you go so you don't hit them. Head up the end columns, jump left where the next number is on the left column.

To finish, when you have your number head up the stairs, up the end columns, across the chandelier and over the dinosaur to the exit red door. 8 down, 2 to go!

-----  
Pete's Hideout  
-----

Level 1 - You will have to find Magic Number 9  
-----

The numbers will be in one of four locations. Follow these directions in order and you'll find the number at one of them.

- Drop down the first pit to land on a bad of sandbags. Proceed right, avoid the dog and bounce off the sandbags to the above stack of crates. Jump across to the upper left stack, where the first number lies in the left wall.
- Jump right and head up the first flight of stairs. If you jump up the left ledge, through the wall and over the gap another number can be found.
- Head back through and up the short set of steps. Watch out for the crate with the X on, as after is a hidden gap that takes you down below, so be sure to jump straight over it. Continue to some sandbags, which you should bounce with over the creature that follows. Drop down, left and crawl through the passage to a number.

To finish, when you have your number walk through the pile of sand to fall down through to the area below. Use the sandbags on the right to gain enough height to reach the platform above, then leap right to the red exit door.

Level 2 - You will have to find Magic Number 10  
-----

The numbers will be in one of four locations. Follow these directions in order and you'll find the number at one of them.

- Drop down and head down the two sets of stairs (watch out of the falling bags) and drop down to the floor below. Avoid the dog and walk through the stairs and through the wall to the first number.
- Head back and right, use the sandbags up a few levels to the left ledge with a number on.
- Jump up and right on to the ledge and avoid the creature. Walk through the sand pile to fall down. On the left is the another number.
- Just to the right is another sand pile; walk through it to fall down to a tunnel below, where a number lies to the right.
- Go up the two flights of stairs and on to the crates. Jumping across to the platform left, and across left again will net you another number.
- Head back to the crates and head right now, with a number up the first step.
- Use the sandbag to get up to the left, where a number lies at the top of the stairs.
- Jump up the next ledge, and across to the right and through the wall for another number.
- Back left, up the stairs and on top of the crates. You can jump up to the upper right ledge for another number.
- Head back down and proceed going left. Go across a gap to find a number by the sandbag.
- Finally, head left through the wall for the last number.

To finish, when you have your number the exit door is to the left of the last

number location.

Congratulations, you have recovered all 10 of the number molds and completed the game!

=====

5. CONCLUSION AND SPECIAL THANKS

=====

If you could, please either ask me questions, suggestions, comments or contributions at [crazyreyn\\_faqs@hotmail.com](mailto:crazyreyn_faqs@hotmail.com). Also could you rate this FAQ so I could get some feedback. Thank you for reading.

If you wish to say thanks via cash, then my PayPal is [crazyreyn@gmail.com](mailto:crazyreyn@gmail.com). However a simple thank you email is more than enough. :)

Thanks to CJayC, IGN, Neoseeker, and everyone at the FCB and v3.

Thanks to Defcon999, SayainPrince, djg40, namod65 and strawhat for their help and opinions about this new shorter format. Thanks guys!

Thanks to ASchultz, Revned and Devin Morgan for creating and maintaining the NES Completion Project, which this game was written for. The site can be found here - <http://faqs.retronintendo.com/>

If I have forgotten you, then please contact me and I'll fix your name up here!

-----

C R A Z Y R E Y N - <http://www.gamefaqs.com/features/recognition/27600.html>

-----

By Crazyreyn ([crazyreyn\\_faqs@hotmail.com](mailto:crazyreyn_faqs@hotmail.com))  
Copyright (c)2006 Matthew Reynolds. All rights reserved.

Copyright Notice

-----

This may be not be reproduced under any circumstances except for personal, private use. It may not be placed on any web site or otherwise distributed publicly without advance written permission. Use of this guide on any other web site or as a part of any public display is strictly prohibited, and a violation of copyright.

All trademarks and copyrights contained in this document are owned by their respective trademark and copyright holders.

===== END OF DOCUMENT =====