

Nuts & Milk FAQ/Walkthrough

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| NUTS & MILK FAQ/Walkthrough |

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v1.0

For all your Nuts & Milk needs!

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INTRO AND NOTES

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Welcome to the walkthrough and overall strategy guide for Nuts & Milk, an oft-overlooked first-gen game from 1984 that was made by Nintendo. I guess in the popularity of other games, Nuts & Milk was just passed over in terms of fame and, in this modern day of the advent of the Internet, FAQ coverage. Granted, N&M is a pretty weird old-arcade-style action game, but one worthy of a small time investment nonetheless. In it, you are Milk, the character whom I have determined to be the female of the pair. If you don't understand why I say this, look at the game's title, consider its characters and their love connection to each other, and you might see where I'm coming from with that observation.

In any case, the gender of the seemingly genderless characters isn't an issue. (Not here, anyway.) This is a FAQ for Nuts & Milk and nothing more. Within the boundaries of this document, you'll discover how things basically work and what you can do to escape the blue enemies that harass you so. I hope the guide is useful to all who come across it, and with that in mind, I roll out the notes for the guide - things that might make the guide perplexing in some way if not clarified from the get-go. Here's the stuff to know about Nuts & Milk and, in addition, some personal matters to be addressed.

** Because most modes of play are essentially the same in Nuts & Milk, the walkthrough portion of the FAQ mostly concerns the 1-player "A" mode. It's what the game is mostly centered around and is the basis for all the other modes of play in the game (Game Editor excluded). If I were to cover the 1-player "B" mode in as full detail as I could possibly muster, most level strategies would look something like this:

"Level 1: Same as in 'A' mode, except watch out for the little weaving dirigibles."

In "B" mode, the levels are all the same, but more obstacles are added to make it more difficult. Therefore, I would be needlessly retreading ground that has been covered in the "A" mode walkthrough and making only minute

changes in the process. The same holds even truer for the two-player modes, both A and B. I don't need to explain how to do that, especially when the two players are taking turns instead of doing it at the same time. So, to wrap up all of what I just rambled about in a nice box with a big ribbon, the walkthrough will only cover 1-player "A" mode. Heck, it's already going to be big enough by itself - Nuts & Milk is comprised of 50 different levels.

** If you've never given N&M a spin, I suggest taking a look at both Basic Concepts and Controls. These sections might prove invaluable to a rookie.

** In the walkthrough, it won't often take more than one succinct paragraph to get the solution across to you, as these levels aren't exactly what you'll find in, say, a Mega Man game. This is why I didn't opt for the step-by-step approach this time around. One nice and neat paragraph per level ought to work here.

** Bonus rounds are indicated by an asterisk (*) next to the round number.

** Should you for any reason at all feel compelled to drop me a line in regards to this or any other document I have posted on this site, the address to reach me personally at is <eubanks1084@hotmail.com>. I only have two things to ask of you about e-mailing me:

1. Put what you want answered in the subject line. Include at the very least the name of the game. The more specific you are, both in the subject line and the related question, the better I can serve your needs. Lately, the better part of my inbox is crap related to mortgage, debt financing, attracting the opposite sex, etc. If you don't want to be considered part of this deluge of spam and have your question deleted on sight, don't leave your subject line blank.
2. Please please please, pretty please with a cherry on top, MAKE SURE WHAT YOU'RE ASKING ISN'T ALREADY SOMEWHERE IN THE WALKTHROUGH. I've deleted stuff that people didn't realize was already answered in one of my guides with caustic indifference. At the very most, if you send me stuff like this, you'll get a rude awakening - if I'm feeling generous and in the mood to reply. So, make doubly sure that you're not asking a stupid question. Yes, despite what your grade school teachers all told you, there **IS** such a thing as a stupid question.

I appreciate receiving mail that meets the above criteria and will always answer such compliance with my preferences with kind words and helpful information (if I can). Mail that meets my requirements always gets a reply, however long it takes. If you send me something that I can use in a walkthrough, your name will be mentioned (or withheld by request - yes, it's happened) and you will be given due credit for your two cents.

** Now that I've covered what I feel is important, let's dig into Nuts & Milk!

BASIC CONCEPTS

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To anyone with a decently functioning brain, Nuts & Milk ought to be easy as pie to just pick up and start playing. If you've got cold feet about it, don't feel so bad. This section is here to familiarize you with the game before you even fire up the NES (or emulator). Here's a pretty good rundown

of the stuff you'll be encountering as you play N&M.

1. The Baddies

-> Besides your main character and his/her/its main squeeze, there are these blue things that look like your character, but clearly establish themselves from the beginning as the bad guys. It's your job to keep your pink butt away from these things. They are constantly in pursuit of your character. They will at first seem very incompetent but will over time become more proficient in chasing you down. Avoid them always.

2. Gathering Of The Fruit

-> It is the objective of each level to get to the house in the upper left hand corner of the screen. To open up this house, you must first collect all the apples and bananas in any given level. As you will find out when you start to fiddle with the Game Editor, the position of the house is hardcoded into the game. You will always have to get to that upper left hand corner no matter what. When you do, another level is conquered.

3. Bonus Rounds

-> Nuts & Milk is peppered with fun bonus stages that start on level 3 and continue to pop up every five levels until the end of the game. You have to get to your honey in the middle instead of the upper left corner in bonus rounds, and there are no enemies save for the fireballs that move in diagonal trajectories. These are for points and extra lives, and you won't lose a life if you are killed during one of these bonus rounds. Complete one to see the happy couple in love in a menagerie of beautiful flowers for a few seconds.

4. Odds And Ends

-> Aside from standard platforms and such, you'll have to use some other pieces of scenery to navigate levels and get to the house at the end. It is imperative that you master these two objects, as you will need some of the skills described below to complete certain later levels.

a. Pink Ladders

-> Basically, you can climb in any direction you want along a series of ladders - up, down, left, or right. You will have to precariously hang from these ladders in order to collect some fruit occasionally. While you are on ladders, you cannot jump at all. This includes while you are on top of them and when coming off a ladder from the sides.

b. Springboards

-> N&M's protagonist can clear a pit that is a maximum of two tiles wide with one jump. For longer distances, the springboard is necessary. Just take one hop on it to get over the harmful waters below. If you press the jump button (A) just so when you hit the springboard, you will get a boost. This boost is a must to complete some of the later levels. Also, don't stay on one springboard too long or you'll lose reasonable control of your character as they get bounced about in a horrible way.

5. Dirigibles and Helicopters

-> While you're playing, you might notice little airborne vehicles weaving up and down across the screen. The dirigibles (blimps) will kill your character - don't ever touch them. Helicopters, on the other hand, are safe to run into, and in fact you'll net 500 points for nabbing one. Bottom line there: dirigibles bad, helicopters good.

6. Making Your Own Levels

-> Nuts & Milk, in the style of several very early NES games, comes packed

with a tool for making your own levels. For tips on how to use this baby effectively, see the corresponding section "The Game Editor." It is found just prior to the Walkthrough section in this FAQ.

CONTROLS

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Of course, any video game must be controlled by you, the Constant Gamer, to some degree. Here's how to get a grip on your character in Nuts & Milk.

D-Pad:

- > Walk left and right.
- > Climb up and down ladders.
- > Move pieces about in the Game Editor.

Select:

- > Cycle through the game modes on the main menu.
- > Skip levels while playing. (Really!)
- > Cycle backward through Game Editor tiles.

Start:

- > Confirm menu choices.
- > Exit the Game Editor.
- > Pause in the middle of play.

A:

- > Jump. Hold the direction in which you are walking to jump that way.
- > Put a tile in a certain place during the Game Editor.

B:

- > Cycle forward through Game Editor tiles.

THE GAME EDITOR

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As of yet, I am unable to find out how to edit levels other than the first one. Maybe you can't, but this first level is a good way to familiarize yourself with the Game Editor. You can add or take away elements of the level, or delete it all and make something of your own creation. There are some things that can't be done in the Game Editor, such as:

- > You can't have more than one pink guy/girl/thing on the screen (i.e. your character), but you can have as many blue things as you want.
- > All tiles must be placed below the two rows that the house is on. As I mentioned already, the house's position is hardcoded into the game and cannot be altered. It helps to put at least some kind of platform below the house as well.
- > When you play the level for real, you can't cross from the left side of the screen to the right (and vice versa) as you could in an untouched level. Bear that in mind when you're putting a level together.
- > Don't make any impossible situations. That's just stupid.

Look in the previous section "Controls" for help on how to lay tiles in the Game Editor. Here's a listing of everything you can lay. Like tiles are grouped together for convenience.

1. Main Character, Bad Guys

-> The little pink thing that looks a little like an 8-bit bumper car is the hero/heroine/hero-it. You can only have one of these on the screen at a time, but the number of blue ones is limited only by the number of available spaces on the screen.

2. Blank Space

-> If you want to get rid of an unwanted tile, cycle to this to put in an empty spot.

3. Pipes, Bricks

-> Hard terrain that you have to walk on top of.

4. Pink Ladders

-> The characters can climb, descend, and walk off the side of these, but can't jump while aboard or on top of them.

5. Apples, Bananas

-> You can put as many of each in the level as you see fit. Remember that you must collect them all to open up the house that is always a level's goal.

6. Springboards

-> If you make a pit that's more than two spaces wide, you'll have to insert a springboard in order to clear it.

Once you've finished making a level, press Start to return to the main menu and start a game. You'll get to play the level you made (albeit with some of the restrictions above in place). The game doesn't save edited levels, so when you turn it off, everything will return to normal.

Now that the other facets of the game are behind us, we can get into the walkthrough.

WALKTHROUGH

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Round 01

Walk all the way to the left and climb down the ladder enough to reach the banana, but don't fall off. Then, go back up after grabbing the banana bunch and go to the right where the apple lies suspended below the ladder. Fall down onto it. Your character should be momentarily stunned after the long fall; press A repeatedly to get him/her/it back on his/her/its feet. Go all the way to the top and drop off to get the apple, then return to the top and jump to the house.

Round 02

Wait for the blue guy to walk off some edge, then go down the ladder to your right and drop off to the left. You'll get one of the apples upon falling, and you can jump for the next one. Wait for the blue enemy to regenerate and fall off again (he'll do it instinctually, for some stupid reason), then go to the top and springboard to the house.

Round 03*

Jump when the fruit comes down to your level, watching out for airborne vehicles and the fireballs that pop up if you take too long. When you have all the fruits, climb up the pink ladder on either side and make the leap to your honey on the green ledge.

Round 04

Jump on the ladder and ootch yourself a bit to the left to grab the apple, then head up and jump down to the ledge with the fruit on it (you will be stunned). Get the one next to the ladder on the left, then head back to the right side and go up to the top. Here is the first time you'll have to use the extra boost to get across a pit. Jump on the nearby springboard and press A at just the right moment when you land on it. If executed correctly, you'll jump a lot higher and you'll make it to the next springboard. When you hit the next one, hold left and you'll land on the ledge where the house is located.

Round 05

Walk down the ladder and head off it to the right while the other blue comes up. Cross from the right side of the screen to the left and grab the banana. When the two blue guys walk off the ladder to the hole below, jump to the ladders and grab both apples quickly. Climb to the top and springboard across to the house.

Round 06

When the blue guy climbs down the ladder, you climb up and fall down through the U-shaped brick hall (notice how the arrangement of tiles spells NUTS). Jump to the ladder and go across to the S to get another fruit. Finally, go down to the lower level and collect apples while jumping over the blue enemy. When you have them all and the house opens up, use the springboard boost to get back up to the series of ladders you started on and ascend to the house.

Round 07

Climb down the M and drop off to the left (the tiles spell out MILK this time) to get an apple. Jump to the I and then cross over to the L to get the second apple, then go up the K and jump up to the steps. To do this, walk a little to the right of the step you're on and jump up and to the left to get up them. Use the springboard boost to get to the house.

Round 08*

You can't get up to the ladder you start below, so head right and ascend to the second row. If you want the fruit, wait for it to come to you. When you have it all, you'll have to go all the way around on the designated path to make it to your girl/boy/it-friend.

Round 09

Go up to the top to your house and fall straight down to get the two bananas, then jump off the springboard to the right without actually springing off it to get to the two suspended apples. You can clear the pit without using the

springboard, and if you get a boost off it, there's a chance you'll hit the bricks and plunge into the lake. Return to the house once you've gathered all the fruit.

Round 10

Jump to the two bananas above you to get them. You'll have to be a bit more cautious on the trek down to the apple. It's probably best to wait until one of them takes a dip in the water below, and it will be safer to go down there. Hurry it up though, because when a blue guy dies, he/she/it regenerates awfully quick. Fall straight down from the ledge above and to the right of the apple and you should grab it on the way down. Clear the chasm to the right, climb up the ladders, and hit the house.

Round 11

This is a pretty easy level. Jump to the ledge to the left and stand on one of the springboards. Boost yourself straight up and then jump for all the fruit, then head to the right and go up the ladder. Jump across the pit and make the straight journey to the house.

Round 12

Get the apple to the left, then cross instantly to the right side through the left and clear the blue guy as you get the next apple. Jump back across to the side where you got the first apple and go down the short ladder. Get the apple suspended in the air, but ONLY THE TOP ONE. Wait patiently for the blue enemy below to go over to the ladder on the far left and climb it. This will afford you time to drop straight down and get the last apple. You won't have a lot of control over your character once he/she/it starts to bounce around on the springboard, but hold right and then tap A when he/she/it stops bouncing. After this, you can go right up to the exit.

Round 13*

You can get the fruits pretty fast if you jump just right. If you don't get each couple in rapid succession, just climb the ladder and get them as you can. Once you have all of them, cross through the ladders until you get to one on the far edge. Jump to the middle square to complete the round.

Round 14

I'm not sure, but I think the ladders here spell out KIKU ... am I right on that?

Anyway, grab the nearest fruit, then go down to the pipe-springboard-pipe ledge on the left. Wait there until the two blue enemies crawl down the letter and plop into the water. It's safe to then jump to the second K. Nudge yourself to the right to get the banana and wait for the blue guys to follow you onto the K. If you head up to the upper right part of the second K, they'll follow you, but it will be easy to make it to the U. Take the banana inside the U to open up the house, then go to the top and head left, jumping over the gap along the way.

Round 15

Here's one that can be done pretty fast. Don't boost off the springboards, just jump the pit and collect the two apples. Jump back across to the left and get to the ladder. You'll probably have to clear the blue guy, but once you do, go up the ladder to the house and drop off to the right, grabbing both bananas on the large brick ledge. Backtrack to the ladder and head up to the house.

Round 16

This one is made easier by the fact that the blue enemy often just drops off the ladder into the water upon regenerating. While he's off being stupid, climb along the ladders with the fruit next to them and use the top of the level to go from ladder to ladder, not the springboards. There are only two, so this one should be a piece of cake.

Round 17

Go down to the lower level where the springboard sits at the right edge. Sit to the far left until the blue enemy comes down to you, then clear it and go right as fast as your little circular feet will carry you. Boost yourself to the ledge above and grab both apples. Jump back down to the springboard you just boosted yourself off of and do it again. You should hit the next springboard and just barely make it to the pipe ledge. Climb the ladder and you're home free.

Round 18*

The easiest way to do this bonus round is to go up the ladders in the middle and get each apple that goes up and down the ladders to your left and right, then position yourself a little bit off the pipe where the bananas are cruising and let them run into you. Once you have all four fruits, recall that you can't jump off ladders, so you'll have to go to one of the bottom corners and climb down and all the way up. Leap to the ledge above the middle and drop down.

Round 19

Cross over to the apple to the right and jump to get it. Wait for the first blue enemy to go down the "broken" ladder before you go up the one to the right. Get the items on the second row, reaching out from the left of the ladder to get the banana there. Get everything on the third row - the row where you'll most likely have to do some jumping over your foes to survive. When you have everything, go up to the top and walk all the way left to your open house.

Round 20

Since you can't jump at all in this level except for at one spot, move quickly and don't drop off any ladders to get the apples. Get the one to the far left, waiting for the blue enemies to drop below you before continuing. Obtain the two apples grouped together in the middle, then climb up and get the one under the springboard. It will be a little harder to get the one to the far right, but one hint I can offer is to let them both follow you on the ground instead of by ladder. If you make it to the top and you're not

surrounded, go to the springboard. You won't be able to boost off it, so make the straight jump across. If you do find yourself cornered, there are plenty of ladders scattered about; try to fake them out and get to the top unharmed.

Round 21

Start out going left and getting the apple that way, then keep going left until you pop up on the right side of the screen and get the one right there before heading up the ladder. Get the two on the second tier in the same fashion, but don't let the blue enemies get you. Once at the top, don't bother getting momentum off the springboard - you can complete the jump without them.

Round 22

Ironically, the blue bricks here will form the number 22. This level is all about the tricky business of waiting. WAIT for the blue enemy that starts near you to fall to the bottom before you grab the apple nestled inside the first 2. Climb up the ladder to your left and go up. Drop to the springboard and get the other apple inside the other 2. Drop from the second 2 to the first 2, then go down when the blue enemies are away from you. Do what you must to get the banana in the lower part of the second 2. Once you have all the fruits, jump from the top of either 2 to the ladders suspended between and above them, and from the gold pipe to the exit.

Round 23*

Grab the bananas by jumping, then take the apples by using the instantaneous screen warp technique (going from one side to the other instantly). Once you have all the fruits, get to the top, make the necessary jumps, and fall down to the middle square.

Round 24

Provided you stay at the top, this one is really easy. In fact, it's imperative that you not drop to the lower level. You won't be able to recover and get back to the top if you miss, and you'll be harassed by blue enemies if they don't already touch you while you're stunned. If you stay on the upper half of the screen, you're cool.

Round 25

The only problem in this level is the bananas to the right and left of the plus sign. (Is it me, or does the terrain spell out "1 + 1 = 1"? Am I right on this?) You can get the other fruits with ease, but wait until at least one of the blue things has died before you pick up the banana bunches. With a little fancy footwork, you ought to be able to easily jump over both bad guys. Use the boost from the springboard to latch onto the ladder to the far right, and from there just head for home.

Round 26

The trick to this level is waiting for the enemies to fall in the water before you go after the fruit. If you do this, you'll be able to grab the

fruit without the hassle of those blue baddies on your back. However, if you do happen to screw up, it's easy to fake them out by warping from one side of the screen to the other. Once you have all the fruit, the exit is easily accessible; I recommend using the ladder just under the house to get to the end.

Round 27

This one is incredibly easy. Grab all the fruits from the ladders (the middle of which is shaped like a question mark). When you have them all, climb up the far right ladder and use the springboards to get to the exit.

Round 28*

Get the four fruits in order from right to left, then follow the ladder that winds all the way around the level to your honey bunch.

Round 29

It's hard to figure out just where to start and what to do on this one, but once again, I have the definitive solution. Go to your house, then wait for the blue enemy nearest you to start heading up the ladder before you jump for the apple. After recovering from the rough landing, you'll have time to get over both of them. Follow a counterclockwise path through the rest of the level, then when you have to get back to your house, jump with caution so you don't get killed.

Round 30

Where the blue guy regenerates, he'll hit the springboard and fall in the water every time. Jump across the thin pillars and get all the fruit, then take the ladder on the far right and jump across. The last apple is up here, so the house will open while you're heading for it. Dirigibles might make this one significantly tougher. Make sure not to fall while you're at the top or you might find yourself in deep poop.

Round 31

Drop off to the left side and get the apples from left to right, making positive that you avoid the blue enemy as you descend the long steps. At the foot of these steps, warp from the right side to the left to pick up the isolated apple. Once you have that one, walk left until you find yourself on the top of the level. Get the last apple and make the required jumps to make it home.

Round 32

Get the bananas that are on the floor you start on, then drop down to the bottom once the blue enemy falls in the lake. This next part on the lowest level is pretty difficult. Just get the fruit to the right last, and then hurdle over the blue guy when he comes your way. Bounce hard off the springboard TO THE LEFT to get back to the floor you started the level on, then bounce with a boost to the left again to make it to the house.

Round 33*

Only jump to get the two middle bananas. Position yourself just a little bit off the edges to get the apples, then climb the ladder on either side and jump effectively when at the top to complete this bonus round.

Round 34

If you know what the enemy is and isn't capable of, then this one should be easy for you. You start in an awkward place, but make the most of it. Go down the ladder and jump straight up so that you will get the apple to the left. Fall to the middle ledge on the second floor (the one with the ladder on it) and jump across for apple #2. When they try to come after you, just drop off to the left (if you can, if not try something else to fake them out) and get the last apple. Climb up to the exit after that.

Round 35

This one, while not containing as much detail as others, definitely holds its own against the others in terms of difficulty. You'll have to boost off the springboards from left to right to get the apples without dying. Once you have them both and can get away from the blue enemy, go to the right side of the screen and warp to the left. Use the springboard or the middle ledge to get to the ladder and run home.

Round 36

This one involves more boosts off the springboard, but it's easier than the last one. Grab bananas while outrunning the blue foe, then climb up the ladder and use boosts again to grab the apples and get home simultaneously. All in all, it's not exactly rocket science. (NOTE: You'll have to boost twice in succession to make it to the house.)

Round 37

Take the level's only banana, then climb down the short ladder next to it a little and use the springboard to get to the apple in the 7 (the tiles form a crude representation of the number 37). It's an easy route to the apple in the 3, but after you get it, wait for the blue enemy to fall in the water before you hit the ladder on the far right. Stand on the left side of the springboard where you got the banana and use the super boost to essentially end the level.

Round 38*

To end this one quicker, only get half the fruits. It's an unnecessary chore to go after them all. Plus, you'll get more points if you just go up the ladder and jump to the middle while only getting one apple and one banana.

Round 39

Get the apples by making a spiral path on the way down, then get the banana to the left below the house. You can't jump to the house from the ladder

(which I think sucks here), so warp from the left side to the right and wait for the enemies to clear a path. Use the middle ladder on the bottom row as the first stepping stone to the top (climb the one just to the right of it when you get there). Make the wide leaps to the house and you'll have another stage under your belt.

Round 40

When you land on the springboard at the beginning, dismount to the left and warp to the right. Get the two apples on the same row by using the screen warp, then return to the right end of the level and get the banana. The apple above the lower springboard is the hardest. For the easiest route to the house, jump on it from the jump you use to get the banana and only use the boost on that lower springboard. This should get you to the house efficiently.

Round 41

Always wait for your enemies to fall in the water before getting the fruit on the pipes. This will make it easier for you when you have to go to the bottom floor and return to the top. Don't climb the ladders until they're unoccupied and you won't have much of a problem. Repeat this strategy until you have a clear path to the end of the level.

Round 42

The order in which you need to get the fruits is: apple at the top, the banana to the far left, the apple above it, and the last banana. You should also always be on the opposite half of the screen as your enemy. Once you're done, go to the top and spring to the house. That's the best way I can explain it.

Round 43*

Here is one of the easiest bonus levels in a while. Get all four fruits - unlike last time when it was too unwieldy to do so - then climb the ladders in an alternating style until you're at the top, and then you can jump to the middle safely.

Round 44

Get all the lower apples first. Save that banana up in the upper right corner for last. It's easy to fake out the enemy down below. He often falls into the water, but if he doesn't happen to, the ladder arrangement should make it simple for you to swerve around him. Go back to the top once you have all the apples, then boost yourself to the banana using the springboard. Use the screen warp to get from the right side of the screen to the left where the house is. It's easy if you judge the distance correctly.

Round 45

Go up the ladder to the right and get the apple next to the springboard, then head for the one on the far left of the level. The blue enemies make sort of an intermittent barrier that you'll have to keep an eye on, but one of them

can chase you, so take care. When you have the two aforementioned apples, just pick up the last one on the way home.

Round 46

Don't use the springboards at all here. Walk across them as if they were normal ground and jump up on the ladder to the right. Climb it and get the apple, then drop to the corner made by the gold pipes. Jump to the symmetrical set on the left and then up to the ladder. Get the apple and climb directly up to the door of the house.

Round 47

Make a beeline path for the exit until you get to the apple wedged between the pipes. Fall straight down and take the springboard to the left. You should land on the L-shaped ladder below. Recover and head home.

Round 48*

The last bonus round! As long as you clear the two-tile-wide pits (especially the one at the beginning), this one's a cinch. Get all the fruit you see.

Round 49

This one is not as hard as it looks. All of the enemies can easily be jumped over. You'll have to use the super boost from the springboard to reach both the ladders that you need to climb. When dropping from the highest point you reach to the lowest level, make sure you wait until both blue baddies fall in the water before dropping. If done right, you should pass the one on the bottom level while he's regenerating. Boost yourself to the ladder and ascend to your home.

Round 50

As long as you stay on the ladders in the letters N and D (the letters spell END, signifying that this is the final level), the blue enemies won't attack unprovoked. Just get the fruits and mind your business as you wind your way around them. When you get to the top, hop to the springboard and then use the boost to reach the house ... for the last time.

Once you reach the end of the game, a screen will pop up saying PERFECT! (happy couple) CONGRATULATIONS! From here, the game doesn't really end, per se, but cycles back to level 1, giving you the opportunity to play through again if you feel so inclined.

Congratulations on beating Nuts & Milk!

COPYRIGHTS AND CREDITS
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Wow, it's been at least a month and a half since I typed one of these sections. This is the section in all my guides that contains the legal disclaimers and the obligatory thanks that are due to certain folks. Bearing that in mind, it's just as well that we get them overwith. These are the main folks I have to thank for their various contributions:

** Of course, Nintendo for making the game. It's not one of their more remembered games, but I consider it a classic nonetheless.

** My dad, whose laptop I like to do these things on. Finishing touches were added on the family computer so I could submit it to GameFAQs.

** Speaking of which, GameFAQs, the site that graciously accepts the result of my hard work. The posting of this guide will make this my 22nd published FAQ on the Internet. Also, anyone else who posts it receives my thanks as well.

** A tip of my hat to those who encourage my literary talent. Granted, this isn't exactly Shakespearean or Dickensian in its writing, but without the people who taught me to read, write, spell, and form sentences, I couldn't be sending my knowledge out to the world like I am now.

** I admit it - I do most of my guides using emulators, and for that, I thank the folks who made FCE Ultra, one of the best and easiest to use for the NES.

** My dogs, Murphy and Molly, who keep me company as I write.

** If I've forgotten anyone, I'm sorry! Tell me and I'll add you!

If you wish to e-mail me in regards to questions, comments, suggestions, requests, or anything else in that vein, direct your writings to my address at <eubanks1084@hotmail.com>. Read the Intro and Notes section to see what, to me, constitutes a perfect e-mail. I won't accept e-mail that doesn't follow those guidelines (or will, but grudgingly).

Now for the legal crap that none of us cares about but it's necessary to include anyway. I am picky as to what is done with my walkthroughs. If you're going to use this on your website, I only ask a few things. First of all, ask me for permission to use this or any of my guides that you've got your eyes on. I've never had to worry about someone stealing my work, and I hope I don't ever have to. If and when I send a written reply granting consent for the use of my work, you must put on your site without altering any text whatsoever, and you must leave my name on the document to display whose it is. While I don't allow text changes, the addition of pictures or screenshots is perfectly okay by me. Visual aids are a great way to learn.

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Have a great day, and enjoy Nuts & Milk!

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