

Quattro Adventure FAQ/Walkthrough

by merc for hire

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Quattro Adventure

This FAQ/Walkthrough was made for The NES Faq Completion Project. If you'd like to contribute to this completion project than go to Devin Morgan's site: <http://web.njit.edu/~dbm7/>

Table of Contents

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|                                    |
|------------------------------------|
| +-----+                            |
| 1. Controls.....0001               |
| 2. Walkthrough.....0002            |
| 2.1 Linus Spacehead.....LSSH       |
| 2.2 Super Robin Hood.....SRHD      |
| 2.3 Boomerang Kid.....BGKD         |
| 2.4 Treasure Island Dizzy.....TIDY |
| 3. Game Genie.....0003             |
| 4. Disclaimer.....0004             |
| +-----+                            |

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1. C O N T R O L S

~~~~~0001~~~~~

Linus Spacehead

- A - Jump
- B - Not Used
- D-Pad - Move
- Start - Pause
- Select - Not Used

Super Robin Hood

- A - Jump
- B - Ready Arrow, Let Go Of B To Fire
- D-Pad - Move
- Start - Pause
- Select - Not Used

Boomerang Kid

- A - Jump
- B - Not Used
- D-Pad - Move
- Start - Pause
- Select - Speeds Up Timer

Treasure Island Dizzy

- A - Jump
- B - Pick Up Items, Read Notes, Scroll Through Items
- D-Pad - Move
- Start - Pause Game
- Select - Not Used

2. W A L K T H R O U G H

0002

Linus Spacehead

-----LSSH-----

This is not an easy game. The controls are very slippery and you have no weapons to kill enemies. Collect 5 canisters to gain an extra life. You must collect 8 parts to your radio to complete the game.

(Level 1: Bubble Trouble)

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For this level you will need to ride the bubbles up all the way to the top of the screen while avoiding fishies. On the rock above your crashed space ship is a canister. Make your way over to it and grab it. Keep riding the bubbles on the right side of the screen up.

From the large rock on the right ride bubbles over to the middle rock above where you got the canister. While doing so remember not to jump on the bubbles as they will pop. Ride any bubble that comes straight up the middle to reach a rock higher up to the right.

Now wait for some bubbles to reach another higher rock to the left. From this small outlet ride the bubbles over to a rock platform on the right then while avoiding the eel ride them over to the left rock. Now float straight up and grab the canister from the rock at the top.

After landing on the rock with the canister make your way towards the beach on the right. There are a lot of bubbles in this spot so you shouldn't have any problem worrying about getting a bubble to ride across. Once across you will automatically run up the beach.

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(Level 2: Lifes A Beach)

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Run to the right and grab the canister. For this level you will need to avoid the coconuts that drop from the palm trees. Run to the right and wait for the first coconut to be in the air and then run underneath it. When the second one drops let it slow down until it rolls then jump over it.

Now run straight and do not stop moving until you reach a rock. The coconuts will drop in a manner that can be avoided by simply continuously running. When you reach the rock get close enough to the palm tree so that the coconuts drop then back up a little to avoid being hit.

Drop down and avoid the other coconut by letting it bounce over you. Jump onto the rock formation. Then let the coconut on the palm tree across the water drop into the water. From the rock formation jump across the water. When the second coconut drops from the palm tree wait for it to slow down then jump it.

Jump up while standing in front of the palm tree to get an extra life. Go all the way to the left of the island then run to the right and jump the water. Do the same thing on the next island. As soon as you reach the island with the rock formation jump over the crab.

Quickly climb the rock formation run to the right and grab the canister. Wait for the pelican to get close and then drop down onto the land below. If the pelican gets you he will fly you far back near the start of the level. Jump the crab and another pelican comes by. This time you can duck to avoid.

Jump to the small island then jump to the smaller island. Wait here for the cocnut to drop into the water. Now jump to the island and then quickly jump to the smaller island and then to the slightly bigger island. Now with both coconuts out of the way return to the island with the palm tree.

Jump onto the tiny island and then turn around and jump back to the palm tree island and then the tiny island to avoid a coconut. Then jump to the second palm tree island and then run back to the first palm tree island to avoid the other coconut.

Grab the radio piece to get your first part of Radio Linus. Jump onto the rock formation then jump across to the other rock. Run until a pelican flies on screen and then run to the left. Drop down when the pelican gets close. Jump the crab and grab the canister.

Return to the previous island and climb on top of the rock. Jump to the rock on the island you were just on with the pelican and then climb to the highest rock. Run and jump to the island all the way to the right. As soon as you reach it you will automatically run off screen.

(Level 3: Clifftop Capers)

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For starters run and jump your way towards the far right side of the screen. Once here climb up as far as you can go. At the top go to the block to the left and jump the gap. From this block jump as far left as you can to land on a ledge.

On this side climb up as far as you can go then jump along the ledges to the middle of the screen. Here you will recieve another part of the radio. Jump onto the small ledge and make your way back to the left along the small ledges.

At the end of the path climb up the diagonal path of small ledges. When you reach a dead end jump to the left and climb some more ledges while avoiding rocks. Climb up the the set of ledges below where the rocks fall out and run and jump to the right.

At another end jump and climb up. When you reach another dead end jump as far to the left as you can to land on a ledge near where a rock drops down. Climb up the ledges going to the top right. Avoid two more holes where rocks drop from and climb the rest of to the top to finish the level.

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(Level 4: Swamp Stress)

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This is a fairly straight foward level. Jump onto the log floating in the water and then to the tree. Grab the canister then jump to the next tree. From the next tree drop into the trunk floating in the water to find a hidden area. Collect all the canisters and run off screen to the right.

You will start on a branch of a tree. From here jump onto the alligator in the water. Be cautious of its tail which will raise frequently and send you flying in the opposite direction. Wait for it to drop then jump onto the log floating in the water.

From the log jump to the tree, then from the tree to the next tree. Jump to

the top of the tree while avoiding the bat. At the top grab another canister.

Run and jump to the log floating to the far right. After landing on the log jump to the tree.

Jump to another tree and then an alligator. Run along its back and then hop onto the tree. Climb to the top and run along the branch to the right and jump to land behind a bat and on the back of another alligator. Quickly jump onto the log and then onto yet another alligator.

You know what to do, jump the tail and land on the log. Jump from the tree and then along the logs to reach another component for your radio. Continue to jump from log to log and then to a tree. Drop onto the solid ground to have completed the level.

(Level 5: Treetop Tangle)

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Time for another climbing level like Clifftop Capers. Run to the right and jump onto the circle branch on tree. Climb up until you are on the branch to the right. Run to the right and jump onto the higher branch. Climb up and then jump to the long branch to the right.

Climb the branches on the right to the top where there is an ant. Watch out for the monkey who throws food at you and will knock you off the tree. Get onto the branch and jump the ant while running to the left. Jump the gap to land on the branch to the left.

Hop to the highest branch on the far right while avoiding the monkey's attacks. Jump to the branch and then the cut off branch and then the long branch. Climb the two branches and then jump to another circular cut off branch.

Run to the branches on the left and climb up. Jump to the branch to the left and then jump the gap to land on a branch to the far right. Climb up the small branches to reach another part of the radio. Climb up the branches to the left till you can't go any higher then cross over to the right side.

Climb all the way up untill you can jump from cut off branch to cut off branch. At the top you will automatically run off the branch to the right to what seems like the death of the horrendous Linus Spacehead. But no the little P.O.S. lands on a balloon. To the next dreadful level.

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(Level 6: Balloon Bother)

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This is a very straight foward level. Just ride the balloons up towards the top of the screen. Theres no radio parts to collect so just enjoy the ride up. Jump from balloon to balloon as they pop. Near the end of the level there will be denser clouds. At the top jump onto the tower to the right.

(Level 7: Rope Bridge Risks)

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The bees in this level make this a very agrivating level. Jump the gap and run along the bridge to where theres a hole in the bridge. Jump as far as you can to avoid the large segment of the bridge that collapses. Jump the gap and run along the bridge and jump as soon as the bridge starts to drop.

Run off the edge of the platform and drop onto the small ledge. Jump to solid ground and then jump completely over the bridge as it will drop. Jump onto the higher ledge and run and jump along the bridge. The best way through this section is to run a long the lower bridge.

Once out of the bridge section jump across the gap to land on a platform with a part of a radio. Jump across another gap. When you reach the bridge run a long it and jump the section in the middle that drops. At the end jump off the cliff...only to land on a cloud. Last level time.

(Level 8: Cloud Climax)

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The last level of this evil game is not so easy. If you stand for too long on a cloud you will fall through, as we know this is the rules of physics in work. Make your way to the right then use the cloud to get up to the higher section leading to the left.

Now head to the left. Time your jump so that you are right behind the path of the whirlwind. Jump to safe ground err cloud when you are in the open. Use the clouds to reach higher sky. Once up to the higher section make your way to the right. Jump up to another higher section.

Jump onto the higher up cloud to the left to get the remaining component for your radio. Lets finish this level. Jump the gap from the higher cloud above the radio part. Climb up using clouds. Now run and jump to the set of clouds to the left.

Climb up these clouds then run and jump the gap to the right to land on the last set of clouds. This is it, climb up the clouds and then jump into the darkness. Linus will float up to the moon and call home. A spaceship will swoop in and take him away.

The End

Super Robin Hood

-----SRHD-----

First, run to the left and jump onto the table to get a key. Shoot at the archerer to the left. Hop off the table and run to the right to climb up a ladder. Wait for the moving platform to come all the way to the right then step onto it and ride it over to a key.

Drop down and run to the ladder and climb up once again. Head to the right and drop to the right and then move to the left to get some treasure. Run back to the right and drop down and kill an archer. It will take two shots this time. With him gone climb up the ladder.

Avoid the fire from the statue. Jump onto the altar and continue to the right. At the other end is a bat, wait for it to enter your range of sight then fire. Drop down and avoid the mini demon as you can not kill it. Run to the right and avoid the spiked ball that drops from the ceiling.

Grab the treasure from the table then climb up the ladder at the end of the hall for a key. Run past the spiked ball and jump on the silver trampoline and land on the platform to the right. Hop onto the moving platform and when it reaches the wall on the right jump onto it and drop down the other side.

Kill the archer across the gap and then jump it to land on the other high platform. Kill the another archer at the end and grab the key. Be careful on the way back because a spike will pop out of the ground now. Also, to reach the key you will need to be running fast and then jump.

Return to the gap and drop down it. Run to the right to get some treasure and then climb up the ladder. Kill the archer and grab the final key. Run all the way back to the silver trampoline. Run through the hole where there was once

a wall and climb down the ladder.

Back up a little from the the low and then run and duck to slide through the small hole to get a key. Now slide back under the hole. Run to the left and grab a treasure chest. Jump from chain to chain to the other side to get a heart.

Keep going to the right until you reach another hole, slide under it and head into the next room. Kill the lone archer in here then slide through the hole that was behind him to land on a key. It will break the wall out next to you. Enter the room with the lava and climb the chains to reach a chess.

Enter into the room on the right and time your jumps to each platform while avoiding the flames out of the statues' mouths. On solid ground grab another chess and continue down the hall to the left. Grab the key at the end then return to the room with the archer and the key.

Climb to the top and slide under the hole at the top right corner of the room. A little after where the large silver balls drop down from is a ladder leading down. Climb down it and grab the treasure chest. Climb all the way down and time the platforms appearance to drop onto it.

Next jump onto the moving platform. Grab the heart upon reaching solid ground. Jump onto the altar where the spiked ball drops and then jump onto the chain. Climb up and kill the archer to the right, then grab the key. Drop back down and grab the treasure chest.

Go into the small hole to the right and jump for the ladder to lower. Climb up it to be in the room with the ladder you first climbed down. Run and slide under the hole to the right. Grab the crown and then climb the chain. Use the platform to the right to kill the archer.

Climb all the way to the top and then hop onto solid ground to the right and grab the key. Climb back down the chain and head down the hall to the right. Climb down the ladder in the next room. Kill the archer and then drop all the way to the bottom and grab the key.

Return to the previous room and there will now be a moving platform. Climb onto the ledge on the right and then jump onto the lowered platform. Kill the archer and jump to the hallway to the right, with the spiked ball. Run past it and go down the lower hall to get another crown.

Continue down the hall and use the rolling barrel to reach the heart on the higher ledge. Avoid the spike the comes up from the ground and grab the key. Return to where you dropped into the hall from and use the rolling barrel to reach the higher ledge to the right with the ladder.

Climb up the ladder and kill the archer to the right. Then go into the room on the right and stand on the barrel ontop of the table and kill the archer. Use the longest chain on the left to reach a platform and then climb up a rope to grab a key.

Use the chains to get to where the archer whom you killed while standing on the barrel on the table was and go down the hall to the left. Theres a heart if you climb the ladder and go to the right. At the end of the hall climb down the ladder.

Run all the way to the left and slide to get the crown. With crown in hand release the down button and you should slide backwards. Climb down the ladder. Drop down and grab the crown while avoiding the cannon fire and statue fire.

Jump to the extending platform and then climb down the ladder.

Grab the key and head back up the ladder. Run to the right and past where you had gotten the crown. Wait for the moving platform to stop on your end then ride it over to the other side. Kill the archer and climb down the ladder. Grab another crown and keep dropping down.

Climb down the ladder and run to the right to avoid the cannon fire. Climb down the ladder and then run to the left. Kill the archer on the left and then jump into the hole he was standing in. A ladder will appear above you so climb up it.

With key in hand climb back down and then run and jump onto the disappearing platform and then onto solid ground. Get the heart and then the crown all the way to the right. Climb up the ladder and get the key. Head to the left and drop down to the lowest section.

Run to the right and avoid the spiked ball and the statue's fire. Jump onto the ledge then run and slide through the hole to get a crown. Ride the platform over to an archer and kill him. Climb down the small ladder and grab the key. Return all the way back to where you got the last key.

Once back to the highest hall run to the right and grab another crown then climb up yet another ladder. In the next room grab the key to the right and then climb up the rope. Grab the diamond and key then kill the archer. Drop down and kill another archer.

Keep dropping down and hop across the pit of lava and then climb up and grab the key. Climb back down and grab the diamond. Kill the archer in this room and then jump onto the platform when it appears the lowest. This will also allow you to grab the heart.

Jump to solid ground and then to the platform when it appears at its highest. Jump towards the ladder and climb up it. Kill the archer and jump onto the platform. At the top run to the right and grab another diamond. Move through the water to grab another key.

Head to the left and drop down and then head to the right. In the room farthest to the right climb up the ladder and ride the platform over to grab another diamond. Jump to the chain and then the platform. Climb up the chain to the left.

In the next room climb up the chain and grab the diamond and then run to the right and slide through the hole to get a key. Return to the chain you used to climb into the room and climb back down it. Jump to the chain on the right and climb up it.

In the other side of the room grab the heart and kill the archer. Grab the diamond that's directly behind him. Get on the moving platform and ride it up. Run along the the hall and jump as soon as you are above the pillar in the room below so you won't fall into a hole.

On the other side grab a key and drop into the room. Grab the diamond and then jump onto the altar and then drop into the next room. Grab the diamond and key. Kill the archer to the left and drop down and grab the heart. Head all the way to the right and slide through the hole.

Climb down the chain into the previous room and then climb up the chain to the right. Run all the way back to the room with the altar and stand on the wall and wait for the moving platform to reach you. On the other side climb up the

ladder.

Run all the way to the right to get a heart. From the heart go to the left and either run and jump to the platform or use the barrel to jump to it. From the platform get the shield and then jump and climb the rope. Jump to the hall to the right and grab the key.

Return to the platform where you got the shield and jump from platform to platform to reach an archer. Dispose of him then climb the rope to reach another shield. Return to where you got the heart and the moving platform will now be activated.

Ride it up to the ladder and then climb up into the next room. In the next room will be a shield from the ladder to the left. Grab it and then continue all the way to the left while avoiding a spike that rises out of the floor to get a key.

Return to the trampoline you passed on the way to the key and jump up to a higher ledge and climb up the ladder. Kill the archer then keep climbing up. Grab the key and then head back to the previous room. Head to the starting ladder and jump to the ledge above it.

Jump from the platform to the vanishing platform to solid ground with a heart. After getting a heart jump to the ladder and climb up. Grab the shield and then climb up the set of vanishing platforms then jump to solid ground. Grab the key and kill the archer. Drop down and head into the previous room.

Use the trampoline to reach the ladder and climb all the way to the top. Head through the hole where a wall once was. Avoid the cannon fire and climb down the ladder. Wait for the platform to be directly below you then drop down onto it.

Jump to solid ground and then drop down and grab the shield. Use the trampoline to reach the ladder. Grab the heart on the higher platform and then climb up the ladder. In the next room kill the archer and grab the shield. Run and jump for the key to the left.

Climb up the platform to the right and grab the heart to the right of the ladder. Then climb the ladder into the next room. Kill the archer and bat then climb the ladder onto the roof. Jump onto the platform and grab the shield to the right.

Run to the left and grab the heart. Run to the left jump to grab the key and then drop down to grab the shield. Climb down the ladder and go through the hole in the wall to the left. Climb down the ladder into the previous room. Wait for the platform then get on it.

Avoid the cannon fire and duck to avoid the low walls. Jump onto the low wall and grab the cup. In the next room drop down and go down the ladder. Grab the cup to the left then run and jump to the right to grab the ladder. Climb into the next room for a cup and key.

Head back down the ladder you came up and run and jump to a platform to get a key. Then drop down for a cup. Run along the lower level to the right and kill an archer and get another key. Return to the first room right after the moving platform with the two low walls and the cannon.

Use the moving platform and the disappearing platform to get to the top and then go to the right and climb the ladder. Grab the cup and key then head to the left again. Drop to the bottom of the room and run left to reach a cup.

Jump the low wall and kill the archer.

Go down the ladder to get a goblet. Run and slide all the way to the left and kill the archer. Climb up the ladder and use the ropes to get to the other side of the room. Slide through the hole for the last cup. Climb down the ladder and grab the key.

Get past the room with the ropes and go through the hole to find a moving platform. Ride it to an archer and ladder. Climb up the ladder and run to the right for a heart and relic. Jump from the drawer to the top of the bed to reach a key.

Next run all the way to the left to get onto a platform and climb to the top for another relic. Climb the ladder and kill the archer in the next room. Climb the ladder to the left and grab the heart at the top and then run to the left for a key.

Climb the ladder to the left above the barrel. Collect the two relics and key. The key at the top of the tower can be gotten by using the clouds in the middle of the room to reach the middle tower then run and jump to the tower on the right.

Now go down the ladder the furthest to the right. Grab the relic on the right and the key at the bottom. Jump on the table to the left of the key for a platform to appear. Climb to the roof and use the ladder to the left. Go back two rooms.

Use the platforms and moving platforms along the top of the room to reach a relic. Kill the archer and jump on the trampoline to reach a ladder. Grab the relic and then climb the ladder and use the trampoline to jump the wall to the left. Grab the key and climb the rope to jump th wall.

Kill the archer and climb the ladder. Kill the archer to the left then climb the ladder to the right. Congratulations you have just completed Super Robin Hood!

The End. Congratulations! After exploring and fighting you way heroically through the deadly Nothingham Castle you have eventually rescued your true love Maid Marion! You have also recovered all the stolen treasures. King Richard will return soon. Long live the king!

Boomerang Kid

-----BGKD-----

For the purpose of beating the game I continued to go to the right whenever the stage select screen appeared.

(Level 1: Starting Stage)

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Run to the right and jump up the three ledges. At the top jump onto the tree and run along the limb and jump to the solid ground on the left. Jump over the snake and onto the ledge and grab the boomerang. This opens the exit to the level. Jump the snake and run across the tree to the exit.

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(Level 2: Platypus Place)

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Jump the snake and run to the ledge. Climb the dirt mound and at the top jump to the limb on the left. Grab the boomerang then climb the tree by jumping from limb to limb. At the top jump to the right to land on a ledge. Wait for the snake to move then jump up and grab the boomerang. Head for the exit.

(Level 3: Cliff Edge Corner)

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Climb the four ledges at the starting point and at the top jump over the kangaroo and grab the boomerang. then jump to the mini platform. Drop down and jump to the tree. Climb to the top for a boomerang. Make your way to the bottom of the tree for the exit.

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(Level 4: Shark Fin Creek)

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Jump over the kangaroo and land on the step directly behind him. Jump to the platform but don't stand to long because the platform crumbles. Jump to solid ground. Climb the crumbling platforms to grab a boomerang then jump to the exit.

(Level 5: Kangaroo Corner)

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Climb the first two mini platforms and jump from the long platform to the right of the mini platforms to reach a boomerang. Return to the long platform and go to the right and jump the gap. On the other side climb up the platforms for a boomerang.

Jump over the kangaroo and land on the small platform. Jump to the top and then jump over the gap to the left. On the other side jump over the kangaroo and grab the last boomerang. Jump the gap and then jump to the platform below where you just were. Make your way to the bottom right corner to the exit.

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(Level 6: One Way Ticket To Bridge)

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You will automatically go to this level. Hop over the crumbling platform so that it doesn't completely get destroyed and then jump onto the mini platform again making sure not to destroy it. Avoid the snake and grab the boomerang to the right.

Hop over the snake and then onto the small limb on the tree. Use this to get to the highest limb on the right. Grab the boomerang then head to the left. Get over the snake and then jump the gap to grab another boomerang. Jump back to the branch.

Go to the small branch that you used to get the boomerang in the top right corner. Jump from this branch to the solid ground on the left. Drop down and avoid the koala again. Drop down to the right again and grab the last boomerang then go through the exit.

(Level 7: Lord Grimdown's Castle)

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Run up the stairs all the way to the top right corner of the screen. At the top jump onto the two crumbling platforms then jump to the solid ground. Run and jump over the gargoyle to get a boomerang. On the next platform jump another gargoyle and grab the boomerang.

Drop onto the vanishing platforms and then grab another boomerang. Drop down from this ledge and go through the hole in the stairs. Go to the right and climb up the platforms to grab the last boomerang. Drop down from the platform and go through the exit.

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(Level 8: Tower of the Forgotten Knights)

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Jump onto the platform to the left of the starting point. Go to the right and drop through the hole and grab the boomerang. Run along the crumbling floor to

the left and jump onto the platform again. Jump the hole and avoid the knight that will occasionally move.

Go up the stairs to the right and jump onto the crumbling platform to the left. Jump to the solid ground and go all the way to the left and grab the boomerang. Return to the stairs and and jump to solid ground then to the crumbling platform for another boomerang.

Avoid the knights on the highest platform by using the vanishing platform to jump over them and then run along the crumbling platform. As soon as you grab the last boomerang for this level you will automatically go to a level warp and the level will be complete.

(Level 9: Dr. Jekyll's Lab)

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Walk up the stairs to the right and then jump to the platform to the left. Jump onto the crumbling platforms and climb up till you reach a moving platform. Jump onto it and hit the switch on the ceiling. Then jump to the platform moving up and down in the middle of the room.

While the moving platform is at its highest jump to the ledge to the right and grab the boomerang. Drop onto the moving platform and then wait for the vanishing platform to appear. Jump onto it and drop down to the ground. Jump onto the moving platform all the way to the right and ride it up.

Hit the switch and then ride the platform back down. Once down jump over the trap door to the left. Go down through the hole but wait till the platform on the ground is up. When it is drop down onto it so you won't die. Once down head through the exit on the right.

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(Level 10: The Tower of London)

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Climb the stairs at the starting point. At the top jump onto the moving platform along the top of the screen and once it is above the solid platform drop on it. Then move onto the fast moving platform and ride it over to a boomerang and switch.

Ride the fast platform back to the once stationary platform and jump to the now moving one. Jump off of it once it reaches the stairs. Go all the way to the bottom and grab the boomerang. Go back up the stairs and jump to the once stationary platform and then to the fast one.

Drop down the conveyor belt while avoiding the gargoyle. Drop down to the other conveyor belt and then run to the left. Jump onto the moving platform to and ride it over to the solid ground. Jump onto the ground and go through the exit.

(Level 11: The House That Came Alive)

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Run to the right and jump over the chair that moves. Run up the stairs and then jump to the trampoline to the right. Bounce up and to the left. Jump over the gargoyle and run to the left of the solid ground. Jump to the crumbling platform and jump to the solid ground to the left.

Walk up the stairs and then jump to the conveyor belt. Jump the gap while hitting the switch on the ceiling. On the other conveyor belt grab the boomerang then jump to the crumbling floor and hit the switch. Jump to the platform with the gargoyle.

Run to the right and and jump to one of the crumbling platform. Run along the

long crumbling platform to get a boomerang then drop down from moving platform to moving platform. Run to the right and go up the stairs. Jump onto the platform and ride it to a boomerang. Go through the exit next to the stairs.

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(Level 12: Chamber of Horrors)

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This is another level where you just warp automatically to it. Run and jump over the trap door to the right and on the right wall hit the switch. Wait for the knight on the other side of the trap door to stop moving then jump over it.

Hit the switch on the left wall then jump over the trap door again and hit the switch while using the platform that appeared from the switch. Jump over the trap door and climb the platforms on the left to reach the conveyor belt. Run along the belt to the right.

Climb the platforms to reach a small area with a switch. Hit it and then jump to the platform to the left of the switch and across a gap. Then jump to the top to reach a switch and a boomerang. With both taken care of drop onto the platform that is rising and dropping.

Get all the way to the bottom and hit the switch. Climb back up to the top right corner of the area to get to the exit. The exit is right above where the switch is. Use the platforms to get up high enough to be able to jump onto the platform with the exit.

(Level 13: Home Base)

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Run to the right and jump the lava and land on the ledge. The jump to the left and then run all the way to the ledge on the left. Make sure you avoid the falling water droplets. Jump to the higher ledge and avoid the frog. Jump the gap while avoiding the bat to land on a platform. Climb up to the top.

Wait for the invisible monster to go completely invisible and then run past it and jump the gap. Grab the boomerang and then make your way to the bottom left corner of the area. This is where the exit is located. Just drop onto the ledge with the frog and go from there.

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(Level 14: Backstab Alley)

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Jump from platform to platform collecting boomerangs as they appear until the exit opens. You will only need four. They are all along the top area. While collecting them you need to avoid a bat that travels in a circle formation. Reaching the level exit is impossible.

Instead, return to the starting point. Jump onto the lowest platform and you will enter a level warp. The visible exit is impossible to reach because the lowest platform above it is still too high to be safe to drop from and the lava is too large to jump.

(Level 15: Stalactite City)

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Jump onto the trampoline to land on a green moving platform. Jump onto the slender rock platform and make your way over to a vanishing green platform. When it appears and the invisible monster is out of the way jump up to the platform.

Time your movements to avoid the water droplets and invisible monster in order to reach another green moving platform. Ride the platform over to a crumbling

platform. Use it to reach a higher up moving platform. Ride this platform to a boomerang.

Drop down the moving platforms to reach the second boomerang. With both boomerangs the exit opens up. Jump along the narrow rock towers from the pit to reach the exit. Land on the crumbling platform and you will automatically drop down to the exit.

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(Level 16: The Corrosive Cavern)

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Immediately jump onto the conveyor belt above to get the first boomerang. Jump over the frog. Jump onto the trampoline above the lava and land on the higher ledge to the left. Quickly get to higher ground on the left to avoid a bat that flies around the area.

Grab the boomerang and then jump along the small ledges to the right side of the room and for another boomerang. Jump along the top ledges to get another boomerang. Get to the bottom of the screen and use the trampoline to reach a vanishing green platform then jump to the exit.

(Level 17: Triple Trouble Cave)

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Jump up the column of platforms and at the top run along the crumbling ledge and onto the conveyor belt. Time your movements so that when you land on the conveyor belt the invisible monster had just vanished. Jump and grab the boomerang then allow yourself to drop to the bottom.

At the last ledge jump to the platform in the lava. Avoid the droplets and jump across the platforms to the starting point. Grab the boomerang here then climb to the top once more and get the last boomerang. Return to the bottom and jump across the platforms to the exit.

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(Level 18: The Cave of Ultimate Evil)

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+NOTE+ Make sure you don't completely destroy the crumbling platform the the right of the starting point!

Jump onto the vanishing green platform and follow the frog to the edge of the platform to the right. When the frog moves again jump over it. Jump to the crumbling path and jump to solid ground. From the exit jump to the left. Wait for the water droplet to drop then jump to the left platform.

Grab the boomerang and then quickly jump back to the platform you were just on. Return to the platform with the frog, make sure not to completely destroy the crumbling path to the right of the frog, and grab the boomerang above the starting point.

Now climb to the point above the starting point to grab another boomerang. Now return to the starting point. Grab another boomerang. A new boomerang will appear where the bat is so climb up and grab it. This causes one to appear next to the frog once more.

Upon getting the boomerang next to the frog another boomerang will appear above the exit. Grab this one and then the last one will appear at the starting point. Grab it and head for that sweet sweet exit. With that the game is complete.

Well Done!

You have collected all of the boomerangs!

Treasure Island Dizzy

-----TIDY-----

From the starting point head to the left and pick up the rock. Go to the left one screen and go up to the ledge. Drop the rock by scrolling up to it with B. Jump onto it and then onto the ledge. Jump up one more screen until a tree and bee are on screen.

Get the coin from the rock and jump into the bee for a coin to shoot off into the next screen to the left. Stand in front of the tree and press B for another coin to appear. Head into the next screen to the left. Pick up the coin from the bridge and enter into the next screen.

Pass through Hookjaw's Grave site until you reach a screen with a hut and two bees. Keep going to the left along the ground until you reach a dead end with a coin. Head back to the screen with the two bees and the cabin. Now jump onto the high platform with the cabin on it.

Stand in front of the cabin door and press B to get a coin. Stay on the middle path for now and head left into the next screen. In this screen when you get all the way to the left of the screen jump to the left to land on a higher walkway. This will allow you to avoid a deadly cage.

For now head left two screens and then jump onto a platform with a coin. From the platform jump up and to the right to land on another walkway. Get on the walkway leading to the left. Go to the cabin door and press B for another coin.

Head up the walkway to the right. Get the rubber snorkel from the platform with the cabin. Go to the right to get a weight. Return all the way to the area with the cage at the lowest level. Stand above the cage and then jump to the left and up to land on a walkway in the next screen above.

From the walkway jump across the gap to the right to land in front of a cabin. Grab the coin in front of it and head to the right. Jump to the platform and grab another coin. Head to the left now and jump the gap back to the walkway you first stood on.

Head into the next screen to the left. Follow the walkway all the way to the left to find another coin. About now you should have ten. Go back one screen, to the screen with the weird rope. Walk up to it and scroll through items list until the weight you picked up earlier is placed on it.

This will lower the platform. Move up the walkway then jump onto the lowered portion of the walkway. In the next screen jump up and to the right to land on another walkway and go all the way along it to the right to get a gravedigging spade.

Now jump to the right off the solid ground. You will land on some clouds. Jump to the right and offscreen then up and to the left to reach a pogo stick. Now go back to the first cloud you stood on and drop down to land on a bee. Go to the left one screen and get the coin.

Return to the starting point and drop off the spade here for safe keeping head into the water for a coin. Head to the right until you reach a sunken ship. Use the ledges on it to reach a coin on the back part of the ship and head to the right for a crowbar.

With crowbar in hand drop down from the ship, we will be back here shortly, and head to the right. When you spot a rock over a hole use your crowbar on it

to release a fish, stand on the fish to enter into a fish's mouth. Grab the coin then exit to the left.

You will drop into the air pocket, do not go into the water! you will get stuck. Grab the coin and jump out of here. Return to the spot where you got the crowbar on the ship. Jump right in front of the sign that says Official Pogo Place to land on the Island in the Sky.

Grab the the fire resistant suit then jump off the island to the left. You will land on a platform with a coin. Grab the coin then head to the starting point and drop the fire resistant suit off here and the pogo stick. Return to the rock you pried off the hole with a crowbar.

Jump onto the green fish here and ride it up to jump onto the ledge. Go to the right and grab the coin then make your way to the beach to the right. Go all the way to the right and collect the two coins, bible, and axe. Head past the totem poll to find the Trader.

You have nothing to trade just yet so grab the coin and head to the next screen. Press B in front of the first cabin to get a coin. Go over one more screen and press B at the cabin for a coin. Return to the starting spot and trade out the axe and snorkel for just the gravedigging spade.

Return to the beach on the right and dig a hole in the grave on the first screen to the right. You will be in a cave. Head to the left and pick up the dynamite. Return to the starting point. Drop everything but the dynamite. Head all the way to the left till you reach the blasting zone.

Leave the dynamite at a large rock in the mine. Now go to where you got the grave digging spade up in the sky. On the walkway to the cabin with the spade jump to the higher platform to the left with the detonator. Use the detonator behind the small wall back at the mine.

Go to the other side of the rock for a bag of gold. Grab the magic pebble on leaving the mine. Time to get the coin from the roof of the mine. The first walkway you come to climb onto it and then the platform above it. Jump to the right and up to reach another walkway.

Run right then left to reach a cabin. Jump to the left to reach the coin on the mine roof. Return to the starting point and grab the snorkel. Return to the trader and give him the bag of gold. In exchange you get a boat. Bring it to the pier all the way to the right.

Next head one screen to the left of the trader to reach a totem pole. Use the magic pebble to transport to the top of the pole. Jump from cloud to cloud to get the flippers. Return to the starting point and drop off the flippers for the fire resistant suit.

Return to the cave where you went to get the dynamite. Instead of going left go right this time. Make your way over the barrels to reach a diamond. Along the way grab the coin. As soon as you get the diamond run begin the place will begin to collapse and a rock will roll towards you.

Return to the trader and give him the diamond. Bring the motor to your ship and then return to the starting point. Drop off the fire resistant suit and grab the flippers. Return to the air pocket, located under the rock you moved with the crowbar.

Drop down into the hole and then into the water. Grab the coin at the very bottom and then return to the starting point. Drop off the flippers and grab

the axe and bible. Go to the bridge on the left and use the axe on it. Use it on the grey section and you will drop into the water.

Go to the right for a coin and cursed treasure. Now head into the left screen for a coin. Use the platforms to climb out of the grave. Now head to the trader. Give him the treasure in exchange for some petrol. Drop it off at your ship then grab the brass key.

Return to smugglers cave, where you got the diamond. After the first screen with barrels use the key on the trap door in the next screen. This will open the door. Grab the brandy and coin. You should now be at twenty eight coins. If you want the last coin go to the third screen from the rock you blew up.

Press B on the second tree from the left to get the coin. Now return to the trader and give him the brandy in exchange for a key. Ride the ship over to the other land and grab the coin. Read the sign for a congratulations scene.

3. G A M E G E N I E

~~~~~0003~~~~~

#### Linus Spacehead

PEKGLLE Start with 9 lives  
AZKKNAP Increase oxygen  
AEULZIPA Never lose oxygen  
SXEGLYVG Never lose life in the water  
SZXIILVG Never lose life in the land

#### Super Robin Hood

PAVGILLA Start with 1 life  
TAVGILLA Start with 6 lives  
PAVGILLE Start with 9 lives  
SXNKZIVG Infinite lives  
AVONISPG Become invincible  
PAEGLTLE 9 energy hearts-you may lose some of the hearts you have when you pick up new ones

#### Boomerang Kid

TAOGPTLA Start with 6 lives  
SZOGXVVK Infinite lives

#### Treasure Island Dizzy

With the first code you will start in the island in the sky, so just keep walking left and you will arrive at the original starting point

PEXSZYAA Invincible Dizzy  
OZNTKASX Walk backwards  
PEUSYAA Start with snorkel  
PEUSYAA +  
PEKNIZZP Start with axe  
PEUSYAA +  
ZEKNIZZP Start with dynamite  
PEUSYAA +  
IEKNIZZP Start with heavy weight



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4. D I S C L A I M E R

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