



possible a quicker way through the game and I will update it with the submitted info.

On a personal note, this was one of those games that I never thought I would beat. I am on a quest to finish every single American-released NES game and at this point in time I have just under 100 games remaining. I always thought this game would still be haunting me when I got near the end of my lifelong quest, but thanks to a very kind-hearted person who supplied me with scans of the level maps taken from Video Games and Computer Entertainment magazine I was able to find my way through the seemingly endless maze and finally placed this game on my "Games Beaten" list.

Enjoy the walkthrough.

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WALKTHROUGH  
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AREA 1  
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Room 1  
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You start the game in Room 1. The first room is easy. Just break through the yellow-colored tiles on the right wall and an arrow will appear allowing you to move through to Room 2.

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Room 2  
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In this room, break through the green tiles on the bottom to move down into Room 43.

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Room 43  
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If you look towards the top of the left wall you will see a single black tile (at the top of the 2nd column from the left). Simply hit that tile and you will trigger a Warp to Room 24.

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Room 24  
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Here you must eliminate all the green tiles in the back wall. When the whole back wall is eliminated an arrow will appear. Hold down the A button to zoom towards the wall then hit the Select button to move on to Room 28.

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Room 28 [Wizard]  
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Ahh, your first boss. The Wizard will move along the bottom of the Room shooting rocks towards you. Touching the Wizard will result in loss of a life. Stay towards the top of the Room, avoiding the rocks, and try to hit the Wizard with your ball. The Wizard will follow in the direction that you move, so you can sort of guide the Wizard to run into the ball as it bounces off the back wall. This method works with all the bosses in this game. Once you've depleted the Wizard's energy knock out the green tiles in the back of the room and you will be able to move through the back of the room to the first Puzzle Room.

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Puzzle Room #1  
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The Puzzle Rooms can be the most difficult rooms to get through. To beat them, you must throw the ball towards the back of the room to make different colored symbols appear. The object is to make 1 column of similar symbols appear. It doesn't matter if the column is red, green or blue, as long as they are all the same. Once you get your column and arrow will appear letting you escape through the back of the room and into Area 2.

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AREA 2  
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Room 30  
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This new area does not have any tiles in the back of the room. It does however have some tiles along the diagonals of the room that are harder to hit and must be eliminated in some cases in order to advance. In this room you must eliminate the 8 rows of purple tiles on the bottom to move down to Room 23.

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Room 23  
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This room is just as simple as Room 30. Just eliminate the tiles on the bottom and you will move down into Room 16.

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Room 16  
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In this room you want to be careful NOT to hit the warp tile on the bottom of the screen, which will warp you to an out-of-the-way room. Instead, knock out all the tiles on the left side of the screen. This is the first room where you have to knock out some difficult diagonal tiles on the bottom left of the screen. To get rid of these, catch the ball and then throw it, aiming it those 4 tiles. You have to moving the glove in the direction you want to throw the ball when you release it. It takes a little practice, but you will need to do this in quite a few rooms before you finish the game. Once the entire left wall is removed you can move left into Room 15.

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Room 15  
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Attack the tiles on the bottom and you can move down into Room 7.

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Room 7

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Take out all the tiles on the right wall, including the diagonal tiles on the bottom right and upper right. Be careful NOT to hit the Warp tile, which is in the front row of the bottom tiles or you will Warp to a far away room. Once you get rid of the right wall move into Room 8.

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Room 8

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You also have to take out the entire right wall this room, including the upper and lower right diagonal walls to move into Room 9.

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Room 9

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Same as Room 7 & 8. Take out the right wall to go to Room 10.

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Room 10

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You know the drill. Take the right wall out again, moving you into Room 11.

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Room 11

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Finally, something different. Work on the bottom set of tiles. When you take out the last one you can move through the floor to Room 2.

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Room 2

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Be careful of the Teddy Bear-like creature in this room. Touching him costs you a life. Work on the right wall, then move through it to Room 3.

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Room 3 [Shark]

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The second boss of the game, a nasty little Purple Shark, will attack you in this Room. He will swim around in the back of the room, then suddenly come out at you. Fire the ball at him when you can, but be sure to move quickly to avoid his charge. Use the same method you used on the Wizard to defeat the Shark, by trying to guide him into the ball. When you finally defeat the Shark you still have to knock out all the tiles on the right wall to move into Puzzle Room #2.

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Puzzle Room #2

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All the Puzzle Rooms are the same, so just keep bouncing the ball against the back wall of the room, trying to line up a column of similar colored symbols. Once you get your column you can move through the back of the room and into Area 3.

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AREA 3  
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Room 6  
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You can tell you are in a new area because the tiles are a bluish-black color. In this room get rid of all the tiles on the top and move up into Room 11.

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Room 11  
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Attack the right wall, including those hard to reach diagonal tiles on the bottom right, and move through to Room 12.

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Room 12  
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This room is filled with UFOs and these weird looking hopping things with smiling faces. Your goal is to knock out the tiles on the floor and move down into Room 7.

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Room 7  
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Again, knock out all the floor tiles and move down into Room 3.

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Room 3  
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Go after the tiles on the left side of the room, then enter into Room 2.

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Room 2 [Puzzle Room]  
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Room 2 is actually a Puzzle Room. Do as you did before, creating a column of similar colored symbols, and you can move forward into Room 21.

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Room 21  
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The walls in this room are green rather than blue, but it is still considered Area 3. Work on the bottom tiles and move through the floor into Room 17.

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Room 17

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The left wall is your target here. Once you have eliminated it, move through to Room 16.

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Room 16, Room 20, Room 24

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In Room 16 you will go after the tiles on the Top of the room, then move up to Room 20. Do the same in Room 20 to move up to Room 24, then do it again in Room 24 to move up to Room 29.

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Room 29

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In this room be careful of a little red guy that appears from the back of the room and comes charging at you. He will take away a life. Go ahead and get rid of the right wall and move through to Room 30.

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Room 30

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Again, go after the right wall and move through into Room 31.

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Room 31

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Get rid of the tiles on the bottom and go through the floor to Room 26.

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Room 26 [Puzzle Room]

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Another Puzzle Room. You know the routine. One column. Same symbol. Move through the back of the room to enter Room 43.

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Room 43

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You are now in the last section of this game. Only several more rooms to go. In this room, go after the floor tiles then move through to Room 38.

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Room 38

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You will also get rid of the bottom tiles in this room. Be careful of the flying green head, which kills you if you touch it. Going through the floor brings you to Room 35.

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Room 35

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That flying green head is in here as well. Try and avoid it while working on

the left wall. Go through the left wall when all the tiles are gone and it will bring you to Room 34.

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Room 34

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There is a Fuzz Monster floating around in this room. He will also kill you if you touch him. Avoid him and work on the left wall. Entering through it will bring you to the final room, Room 33.

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Room 33 [Lion/Puzzle Room]

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Here you will meet the final boss, a scrawny looking Lion, guarding the final Puzzle Room. It kinda looks like a cross between a lion and a mutt, but I'll just refer to it as a Lion. He moves along the bottom of the screen and when he gets even with you, he will jump up towards you. Just avoid him and use the same strategy you used for the Wizard. Fire your ball at him and if you miss, when the ball bounces back, guide the Lion, as he follows your movement, into the path of the returning ball. It takes quite a few hits, but with a lot of luck, skill and patience you will defeat him.

When you dispose of the Lion you are still left in the Puzzle Room. Simply line up a column of similar colored symbols for the last time and you are free to leave the room through the back wall.

After leaving the room you are greeted with a strange message and your spaceship blasts off from the maze. You can then enter a 4-digit name for the high scores list.

Congratulations, you finished Super Glove Ball!

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