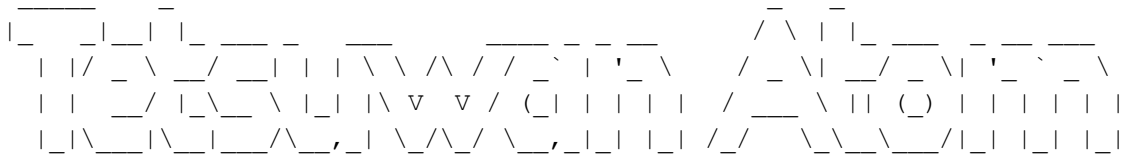


Tetsuwan Atom (Import) FAQ/Walkthrough

by Da Hui

Updated to v1.0 on Jan 15, 2009

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This FAQ was made for the NES FAQ Completion Project. You could contribute to this yourself! Just check out Devin Morgan's web site about it:
<http://faqs.retronintendo.com>

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| 1. - Controls | TA1 |
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- D-Pad - Move
- A - Jump
- B - Punch
- Start - Pause
- Select - No Use

*Please Note - To use the jet pack, you have to jump three times quickly and then press up. You have to jump immediately after you land and on the third jump you will notice Astro Boy leaning in the direction you're moving. When he's leaning, press up to start flying in that direction.

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| 2. - Walkthrough | TA2 |
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*Please Note - For some reason, the game doesn't seem to introduce stage 2. I could only assume that it is the area with the bells with the musical note sequence. However, since it doesn't introduce it as that, I will just list that part under stage 1 and have the next part of the guide go to stage 3.

Stage 1

Move to the right and climb up a few platforms. At the end of the second platform you have to jump to is an enemy. All the enemies will be just like this one in this stage. Fall down to the right for a couple more enemies walking around in this lower section. Climb up the set of stairs and there will

be an enemy shooting at you from the opposite end of this platform. When you reach the phone, crouch and hit the bottom of it for a thousand point coin. Continue to the right and jump over the water for a couple more enemies.

Get a running start early on this platform and jump three times and then press up to start to fly with your jet pack. Press up when you reach the higher platform to get on top of it and continue to the right. You will shortly reach a pier. Jump a couple of times and activate your jetpack. Fly over the water to the right and you will enter the next part of this stage.

Start to move to the right while jumping over the rocks in your way and killing enemies if you want to. Jump onto the rocks over the water to avoid the gaps. Move further to the right for some new enemies. They will just be birds flying around rather slowly. After you avoid a couple of birds and jump over a lot of rocks, you will reach a lower platform in the water. Jump over the gap and climb the stairs. The top of the wall at the end will shoot fireballs. Avoid those and jump and punch the little skeleton embedded in the wall to open the door to this temple. Run into it to complete this stage.

Stage 3

Move to the right and hit each one of the bells. Listen carefully to what note each bell makes and try to memorize it. For this part you have to have your sound on, so if you're using an emulator, make sure it's on. Move to the right past the first set of bells and you will run into three enemies that throw bombs. Kill one of them and you will hear a four note sequence in the same pitch as the bells at the beginning. Listen carefully to those four notes and hit the bells in that order when you reach them. If you so much as hit one bell wrong, you will have to go to the right and repeat this until you get it right.

Once you figure out the right bell sequence from the enemies (which is different every time so I can't tell you specifically what order of bells to use,) continue to the right. Kill a couple more enemies while jumping over the platforms. After the second platform, you will see floating knives. Avoid those while you make your way to the end of this stage. Right after those floating knives, jump and attack the skull rock sitting on the pedestal. You will see a little rodent run out from under it and to the left. Chase it and hit it once.

If you chase it too far, it might not trigger the next part of this level. In that case, just run to the right until you reach the same skull again and do it again. Be quick and after you hit him, move to the right. Avoid the floating skulls when you reach them. Kill one of the next enemies with bombs when you reach them and listen to the sound sequence again. Ring the bells in that sequence to trigger the next part of this stage. Again, if you ring a bell wrong, you will have to go to the right and repeat the process. After that, move to the right and avoid or kill the three enemies. Run off the stage to the right to finish this stage.

Stage 4

Go to the right and avoid the first gap. Avoid the enemies under the higher wall and jump over the small block on the ground. Keep moving to the right and ignore the people in the background. When you finally reach a platform that is slightly higher, move back to the left a little bit. Use your jet pack and basically fly through the ground to the left of the slightly higher platform to drop through it. Move to the right and jump over the enemies in your way. You

will see a red and blue flame there. Stand under the flames and hit the block beneath both of them once. After you do that, just run to the right and finish this simple stage.

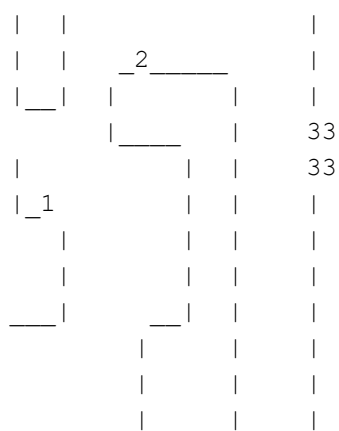
Stage 5

Move to the right and attack the floating balls coming out of the first pit. Jump to the higher platform to the right just after the spider, just make sure to avoid the spider. Jump onto the above ground platform to the right of this higher platform to get above ground. Small creatures will keep jumping out of the water fall to the right so be careful with them. Keep moving to the right while killing or avoiding the enemies in your way. Jump over the gaps until you reach the end of this path. Fall down the last small gap and move to the right, break down the wall with your fist. Climb to the far top right corner of this cave to finish this stage.

Stage 6

This stage is fairly difficult since you can't really see. Immediately jump up to the highest platforms and move to the right. You will see some water drops from the ceiling, they won't hurt you. Kill the bats as you continue along the top path to the right. When you reach the waterfall, you will have to start to use your jetpack. It's kind of tough to do in this area so I suggest falling to the lowest part of here to get the jumping start you need. Press down to aim your flash light down to find small holes to reach the bottom before the tall wall at the waterfall. Avoid the spider and go to the top right of this area.

Break down the wall there and fall down to the right. Move to the left and fall down again. Now move to the right and you will reach a wall. I will draw a diagram below here so you can see what you have to do. You have to jump to the left ledge (1) and then jump to the right to the highest ledge (2). It's a really bad angle to jump at, you have to be as far to the right of the left ledge before you jump so keep trying if you don't make it the first time. Break the middle of the wall with the crosses on it (3) and jump through it to finish this stage.



Stage 7

Jump across the bridge right off the start. Break the crystal ball sitting on the pedestal in front of the statue and then continue outside to the right. Jump over the first gap and you will see a polar bear. He will slide ice blocks

at you, avoid them. Jump down the gap below the polar bear and punch the heads off the snowmen here until you see a key. Grab the key by punching it and jump out of the hole you fell in.

Move to the right and open the gate. Jump in front of the statue with its arms open, it probably says to get a specific item but I can't read Japanese so I'm not sure. Go back to that hole behind the polar bear with the snowmen. Break the snowmens' heads again and you will see some items. Just take one of them since you can only carry them one at a time. Bring them back to the statue and try moving to the statue to the right. If that statue disappears, you have the right item. Just like the bell sequence in stage 3, it's random so I can't tell you which specific item to take.

When that statue gets out of your way, break the blocks to the right to free two of your friends. Jump over the small gaps to the right after you break all the blocks. When you reach a wall, jump onto the top of it and get above the ground. Break the blocks holding the birds down and fall down the right side of the hole you came from. Jump up the next hole to the right and break the block holding the bird to your left. Just run to the right and jump onto the bird where your friends are to complete this stage.

Stage 8

As you go through this stage, you will notice these electric currents run along some wires. You will also notice small items that appear to be an S in a small circle. You have to grab twelve of these as you move to the right. If there are any too difficult to grab, skip it and go to the end. When you reach the end, run as far to the top right and then move to the left to the currents again, they will reappear until you have twelve. Keep moving to the right while avoiding the currents and jumping over the gaps.

You will eventually reach a part with four currents moving side to side and a lot of gaps really quickly. Fly across this with a jetpack in between the currents and fly in between the blocks at the end. Move to the top right above that electric field and you will see the S items appear on top of the large machine. Keep punching them to stop the machine and go down to the bottom where you will see the electric current will turn off. Move to the right in this area to complete this stage.

Stage 9

This stage can be very annoying, I suggest running through it as quickly as possible. There will be the same enemies from the first stage with rocket launchers all around. Some snake enemies will pop out of the gaps and shoot fireballs at you as well. That's not all you will have to avoid, the environment around you is falling apart. Some blocks on the ground will crumble up and break while some of the blocks in the ceiling will fall and bounce once off the ground and then fall off the screen. When you reach the end, punch those two bubble things and grab the two girls in there. You will notice a hole appear in the top right when you grab both of them. Fly up there with your jet pack to finish this stage.

Stage 10

Simply run to the left and use the jetpack to fly across the water. You will notice two set of enemies floating around. I suggest just flying along the very top of the screen since they usually don't go this high. After you get by both sets of enemies, you will just simply have to fly a little further to the left to finish this rather short last stage.

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3. - Disclaimer

TA3

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