



Tips section. I will only post your question/tip in my guide if it is good, and has not been answered in this guide. Thanks.

Instant Message Rules: Unlike a lot of authors I know, I love getting IM's from fans and for people with questions. My AIM names are HeShootsHeGores and MeganIzMyAngel, and I go on both a lot. Just remember this. If you contact me on one of the instant messengers, and I do not respond, it probably means I am busy. I am always talking with my girl, and friends, so sometimes I just ignore some instant messages from people I do not know. Be nice, and I will talk to you, just don't come out and ask the question and be all rude if I do not respond in five seconds, otherwise I probably will just block you. I will answer all e-mails about the game, however.

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-----{CREDITS}-----  
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- Capcom for making such a wonderful game.
- Nintendo for publishing the game
- Game FAQs for posting this guide (hopefully)
- Me, for writing this guide.
- Dan Z (DanMan1251@aol.com) for providing me with some helpful background information about the game
- Uhhhhhhhhhhh! at GameFAQs Message Boards for providing me with the line art

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====Version History====

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v0.70 (July 26, 2002) - 65.7K  
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That was some of the hardest K I've ever earned.. anyways, the guide's done now, as I finished the walkthrough. I'll add the walkthrough for the Japanese game in the next update, maybe, but enjoy the completed guide.

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v0.65 (August 11, 2001) - 47.8K  
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I promise I am going to finish the guide soon. I updated some of the guide to fit my current format, and I should have finally made good on the promise that this guide would be properly formatted. I look back at what the guide used to look like and I just shake my head and sigh, but now the guide should look better! The thing about this guide is, I go into a lot of detail in the walkthrough, as you may see. That means it takes me a while to go through the stages, and I haven't felt like doing this guide. But now I do. I will probably finish the walkthrough up soon enough. I only have about eight more stages to go. I also added a basic information section, a new FAQ involving game genie codes, and more information to the pizza eating contest section.

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v0.6 (December 15, 2000) - 59.0K  
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What, you thought I forgot about this guide? AHAHA! I just have not had any time to work on it. But now I do. I updated the format to my current format, and added new information. Hopefully I will fix all the formatting errors that have plagued this guide, as well. I am going to work a lot on the walkthrough

the next few days, by the way, so expect lots of updates from me for this guide.

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v0.5 (June 6, 2000)  
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Sorry for the lack of updates the past few days but I have been really busy, but now that my best friend has left on vacation for a few weeks I can work on this guide a bit more than I was before. Today, I added the stage five and six walkthroughs (finally! Yay!) and also added quotes for the pizza eating contest. I also added a new Frequently Asked Question and also added a new section which is basically a section where I inform the readers on what information I would like to have about the game and which e-mails I will just throw away. I also added the pizza eating contest goals for stages five and six. Finally, I added a new section for pizza eating contest quotes. On a sad note, the Lakers did indeed survive the wrath of the almighty Blazers. And my New York Knicks went down in defeat. Oh well, there's always next year..

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v0.45 (June 2, 2000)  
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I updated the format of the walkthrough, so now the stage walkthroughs are easily told apart because I separated them more. I also updated the pizza contest information some more by adding the goals of the pizza eating contest for stages three, four, five, and six.

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v0.41 (June 1, 2000)  
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Well I should be done with the fifth and sixth stage walkthroughs by this evening, and should have version 0.45 done by tomorrow afternoon. For this update, I totally updated the top part of the guide, and it looks a lot better now, because of the ASCII line art. I also added a new credit. I may create a new section later, called "What I Plan to do in Next Update" or "Revisions Planned in the Future". This will give the reader a basic idea of what I plan to add to the guide in the future. But for now, I really did not add too much to this update. For now, just enjoy the new look of the top section of the walkthrough, and I will have the stage five and six walkthroughs done soon, I promise!

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v0.4 (May 31, 2000)  
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Okay, so I actually got the third stage completed down. I was feeling so good about it, I went ahead and wrote down a step by step walkthrough for the fourth stage as well! This is quite tough for me to complete these walkthroughs, because I actually play the ROM, then pause the game every few seconds and write down what I just did. I also make sure to complete every step, even if it is as simple as jumping from one platform to another. Anyways, in this update I completed the third and fourth stage walkthroughs. Tomorrow, I will conquer stage five, and who knows, maybe the sixth stage also :O. I also made it easier to tell apart the different stages by putting stars around the name of the stage the walkthrough is for.

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V0.35 (May 31, 2000)  
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Working on completing the stage 3 walkthrough but it is tough because it is the skateboarding stage and it is difficult to write down every step to completing the stage. But I am working on it and making progress. Anyways, you may have noticed the new format of the introduction pages, as now Revision History has

its own section number, and I created two new sections: Reader Input (people email me every once in a while about this game) and Background Information about the game. Also, I changed the revision history so the newest update goes on top now. I also changed the format of the walkthrough a bit, especially in stage 3 walkthrough. The secret thing looks a bit different now. I also updated some of the information in the walkthrough and made it easier to read.

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V0.3 (May 30, 2000)

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Third version of the guide, got 2nd stage walkthrough completed. Also added a new question to the FAQ section and updated the pizza eating contest information. Also, now in each stage you will see 2 new categories: enemies featured in the stage and my personal thoughts on the stage. I also decided to reformat the walkthrough of the stages, so the format is a bit different now, as the stage walkthroughs are divided into paragraphs now. I also updated the introduction a little bit.

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V0.2 (May 28, 2000)

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Second version of the guide, got 1st stage walkthrough done. Also added new question to the FAQ section and updated the pizza eating contest information.

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v0.1 (May 27, 2000)

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First version of the guide, everything done except for walkthrough.

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----- 1.0 Introduction -----  
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Yo! Noid has never really received the mainstream recognition it deserved in my opinion, because it is one of my all time favorite games. Featuring lots of innovative gameplay, the game is a fantastic side scrolling action/adventure game that is great fun for the entire family! Overall, Yo! Noid for the NES is one of my all time favorite games. I was also quite surprised to see that no one wrote a guide for this great game yet, so I decided to! This FAQ/Walkthrough is not finished yet (I will work on the walkthrough at a later time and date) but I hope you enjoy this guide anyways!

-Psycho Penguin  
mcfaddendaman@aol.com

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----- 1.1 Background Information about the Game -----  
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Did you know it was based on a Japanese Famicom game? The original title was called "Kamen No Ninja Hanamaru" and the character was a boy with a mask and a hawk as opposed to the Noid's Yo-Yo. The game is basically the same, except the characters, enemies, maps, backgrounds, sounds have been changed. The stages and item locations/scrolls (different attacks than the Noid's, like lightning) remained the same, even the rising and falling first stage. The Pizza Eating Contest was originally a boss battle in which the boss used attacks by number (higher number more powerful) and if you had a higher number, you were able to attack, and knock their energy down (as opposed to pizzas eaten) The II logo was also used, and you had a helmet for protection. It was made by Capcom in 1990. Obviously Capcom USA and Domino's licensed it and made the cosmetic changes for an American release featuring a popular cultural icon at the time.

-Credit Dan Zero (DanMan1251@aol.com) for the background info

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----- 1.2 Types of E-Mails I Accept and Do Not Accept -----  
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\*Type of E-mails I accept\*

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- Information about the Game
- Constructive Criticism
- Comments about the game or guide
- Questions for me about the game

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\*Type of E-mails I trash\*

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- Asking me to post this guide on your website.
- Blatant flaming or advertising

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----- 2.0 Basic Information: Controls, Spells and Codes -----  
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CONTROLS

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Button:	Effect:
Control Pad	Move Noid left or right, climb up or down
Select Button	No effect
Start Button	Pause game



Large Scrolls: 6 (1st: Snowball, 2nd: Pogo, 3rd: Pogo, 4th: Pogo, 5th: Snowball, 6th: Pogo)

Pizza Eating Contest Goal: Eat 11 Pizzas

My Personal Thoughts on the Stage: As all first stages should be, the first stage in Yo! Noid really isn't all that tough. However, there are some tricky jumps in the stage, especially towards the end.

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Walkthrough: You start off on the pier. Head right and collect a small scroll and a large scroll (you can hit the large scroll with your yo yo and get a snowball logo if you wish). I recommend getting the 2nd large scroll however and hitting it to get the pogo logo. Moving on, kill the first enemy of the game, a purple enemy. Avoid the fish as you move to the right and kill yet another purple enemy. Kill the bird that flies by you while jumping, if you try to avoid it, it will probably kill you. Collect the II symbol as you walk by because it will help you in the pizza eating contest.

Moving on, collect the small scroll and kill 2 purple enemies. Now the stage gets a little tougher because the screen is now moving up and down, giving it the effect of having wave effects from the water. Collect the 2 scrolls while avoiding the fish that jump out of the bottom of the screen out of nowhere. Kill another purple enemy, collect the scroll then jump to the middle box. Jump from box to box for a bit while avoiding falling in the water, kill the bird, collect (or hit) the large scroll, and avoid the fish.

Wait for a box to appear, then jump from box to box. Avoid the next fish, kill the purple enemy, collect the large scroll, avoid the fish while jumping to an open box (the toughest part of the stage, in my opinion.). Kill the 2 purple enemies as you walk by, collect the exclamation point logo, and you have completed the first stage!

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\*STAGE 2 WALKTHROUGH\*  
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LEVEL DESIGN: Icy Supermarket

Enemies Featured in the Stage: Falling Ice Blocks, Skating Bears with Hockey Sticks, and Orange Eskimos that throw Blue Discs at you

Large Scrolls: 4 (1st: Pogo, 2nd: Snowball, 3rd: Snowball 4th: Pogo)

Pizza Eating Contest Goal: Eat 15 Pizzas

My Personal Thoughts on the Stage: I really, really, true do not like this stage much at all. Some of the landings and jumps in the stage are quite complicated, and I found it difficult to maneuver Noid around. However, Stage 2 is home to the first major secret of the game, which may just make the stage even easier than first anticipated.

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Walkthrough: Jump from platform to platform and collect the small scroll. Moving on, watch out for the falling ice that comes down from above. At first It is one large block of ice but once it hits the ground it will shatter into three pieces, so be careful! Collect the large scroll while avoiding the three

large blocks of falling ice. Collect the red pepper logo, jump from one platform to another, then collect the large scroll.

At this point, you are on one platform, and the large skating bear is right next to you. Hit it five times with your yo-yo and the enemy will succumb. Avoid the 2 blocks of falling ice and collect the large scroll.

Moving on, there are three platforms: a left one, a middle one, and a right one. The left one is where you stand and hit the skating bear with your yo yo. After killing the enemy, jump from platform to platform. You now encounter your first moving ice. Jump on it and make sure to keep balance because it is slippery. Wait for the perfect time, then jump over to the next platform.

At this point, you will encounter your first breaking ice. These are large blocks of ice which stand still, but once you jump on them you only have a few seconds to get off before the ice breaks! While jumping from the breaking ice to the moving ice block. When the moving ice block reaches the top, jump and use your yo-yo to collect the secret x3 logo. There is another moving ice block right after this one.

Moving on, go past the 3 breaking ice and jump onto the 2 breaking ice blocks. If you want to do the secret, read on, if not jump down to below where it says \*\*\*End Secret\*\*\*

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\*\*\*\*\*SECRET\*\*\*\*\*

When you are on the two breaking ice blocks, jump to the left and use your yo-yo. The screen will light up and you will be taken to a secret place. You can get an extra continue here as well as moving onto the next stage. All you have to do is whack enough enemies in 30 seconds. Think of it as that carnival game where you have to attack the alligators that come out of the holes. However, there is also a boss character here that is worth 3 points if you manage to hit it. And whacking the totem pole look-a-like is not a good idea. Hit enough enemies in 30 seconds and you get a free continue and move onto stage 3!

\*\*\*\*\*End Secret\*\*\*\*\*  
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So you decided not to do the secret. Okay, I have no problem with that. Who needs wussy secrets anyways, right? Moving on, jump past the 2 breaking ice blocks, and collect the 2 small scrolls along the way. Now comes the fun part: you have to successfully jump across 2 moving ice blocks. It is really difficult but once you get the timing down you should be okay.

You land on a platform. Jump the next block and you will see a moving ice block moving from top to bottom, and an enemy that shoots this blue disc at you. Kill the enemy, jump on the moving ice block, kill the skating bear enemy, move past the breaking ice, and go down to the platform below. Kill the skating bear enemy, collect the large scroll, jump on the moving ice blocks, from one to another, land on the platform, walk right, and you're done with the stage (finally!)

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\*STAGE 3 WALKTHROUGH\*  
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STAGE DESIGN: Skating in Central Park

Enemies in the Stage: Flying Birds, Red Clown Guys with Tricycles, and Football

Guys who fly in the sky and throw mini footballs at you.

Large Scrolls: None, because you don't have a weapon in this stage.

Pizza Eating Contest Goal: 12

My Personal Thoughts on the Stage: This is one of my favorite stages in the entire game. I love the fact that you can skateboard in the game, because as some of you may already know, I like to skateboard a lot for fun in real life. So any time a game incorporates some kind of skating mode or stage, I am a happy little master reviewer. The stage is kind of on the easy side, however, which may actually be good because the second stage in the game was pretty difficult, even for me, a Yo Noid veteran.

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Walkthrough: First off, I would like to comment on how to kill the enemies in this stage. Because of the fact that you are on the skateboard for the entire stage, you cannot use your normal weapon (the yo-yo) in this stage. Therefore, to kill the enemies in the stage, you have to use the tip of your skateboard to kill them. You have to aim perfectly to kill them too, because if you aim incorrectly you could end up dying!

Starting the stage, do down the ramp, then go up the next ramp. Collect the small scroll then go down the next ramp. Do not worry about the top ledge yet, but if you want you can jump from the tip of the ramp over to the top platform if you want to. Collect the small scroll, go up the small ramp, and collect the x2 symbol. Kill the 2 birds (or avoid them, which is a lot tougher in my opinion) and collect the small scroll.

Avoid the red enemy that rides down the ramp on the tricycle, then skate up the ramp. Jump high off the ramp to collect the x2 symbol. You can actually kill the small football player that flies by in the sky, but if you don't just avoid him (and the impeding bird that follows the football player). Go up the ramp, collect the small scroll, then go to the top ramp.

If you went to the top ramp: kill the football player that flies by and avoid the bird (there really is no way to kill the bird here, because of the angle you are at)

If you went to the bottom ramp: collect the two small scrolls, collect the red pepper logo (looks like a red exclamation point) and avoid the bird (although you can kill it if you want to)

Go down the ramp and collect the x2 sybmol. Avoid the flying football player and the football he throws at you. Collect the small scroll, go up the ramp, then collect another small scroll. Go down ramp and jump. If you jump high enough, you can kill the football player that flies by. If not, just avoid him and the football he throws out (as usual). Collect the small scroll and avoid yet another football player (and yet another thrown football)

Go on the top ramp and move forward, keep on skating and you should run right through the flying football player, killing him in the process! Collect the red pepper logo (red exclamation point), go up the ramp, avoid the football player, go down ramp, make a really big jump from one platform to another, and you are done with the stage!

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\*STAGE FOUR WALKTHROUGH\*  
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STAGE DESIGN: High Rise Buildings

Enemies: Purple Guy with Toilet Plunger, Gray guy with Pogo Stick, Yellow guy who spits fire at you, and orange balloons that fly by and then try to land on top of you.

Large Scrolls: 4 (1st: Snowball, 2nd: Pogo, 3rd: Yo-Yo, 4th: Pogo)

Pizza Eating Contest Goal: 0

My Personal Thoughts on the Stage: Another one of my favorite stages in the game! I think the coolest part of the stage is when you get the pogo stick, because then you can bounce around on it killing enemies. You can also make super jumps which can either help you or hurt you, especially when jumping from one orange moving platform to another.

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Walkthrough: Kill the plunger guy and jump on the small platform. Jump up and collect the secret x2 symbol (just jump up and use your yo-yo and the x2 symbol will appear). Kill the orange balloon then jump over to the next platforms. Collect the small scroll and kill the gray pogo guy (takes about five hits to fully kill him). He leaves behind the pogo stick. Jump on it and away you go.

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\*\*\*POGO\*\*\*

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Okay, so now you have the pogo. I figured I would just help you out real quick with the strategies of the pogo stick. The pogo allows you to make large jumps, but also can make quite small jumps at the same time, so pay close attention to how long you have been on the pogo stick. Also you have a limited time on the pogo stick before you light up and the pogo stick disappears. You have the pogo stick for about half a minute (30 seconds) so make sure you know when it is about to disappear, and then wait for it to disappear!

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Back to the stage walkthrough, kill the two plunger enemies and collect the large scroll. Collect the x2 symbol and kill the spitting fire yellow enemy. Kill the 2 plunger enemies and collect the large scroll. At this point, I would advise waiting for your pogo stick powers to disappear. Once you do not have the use of the pogo stick anymore, jump from one orange moving platform to another (there are 8 total platforms and 4 total jumps you HAVE to make, although you could make more). Kill the 3 orange balloons along the way.

Use the screw to jump up to the top ledge, jump over the plunger enemy, turn around, and kill him. Collect the small scroll, jump from chimney to chimney, killing the three orange balloons along the way. Collect the small scroll, kill the plunger enemy, watching for the orange balloons along the way. Kill the spitting fire yellow enemy (it takes three hits to kill him). Wait for the spitting fire yellow enemy to fall over and then make the jump from one platform to another.

Jump from one platform to another, jump from platform to another platform, collect the large scroll and kill the two orange balloons (or avoid them, the choice is you). Make the final jump and the stage is done! You don't have to go through a pizza eating contest so enjoy the next stage!

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\*STAGE 5 WALKTHROUGH\*  
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STAGE DESIGN: Sewers

Enemies: Fire that comes out of the wall, dripping water that falls out of the ceiling, flying blue fish, mice in buckets, purple guys who throw axe picks at you, and orange guys with spears.

Large Scrolls: 3 (1st: Pogo, 2nd: Pogo, 3rd: Invisibility)

Pizza Eating Contest Goal: 14

My Personal Thoughts on the Stage: The fifth stage in the game is not the toughest stage in the game, or the coolest stage, but the stage is still pretty fun to play. I like the fact that there is a wide variety of enemies to kill, and the level layout and design is pure genius, in my opinion. This stage is a lot of fun to play, and the unique premise of the stage (you are in a sewer, for crying out loud!) makes it even more unique and even more fun to play through. The stage does seem to go by a bit too quick, mainly because of the fact you are invisible for most of it, but overall the stage is a lot of fun to play through.

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Walkthrough: You start off this stage by having a choice of jumping up on a platform or staying down below.

If you chose to go up: Avoid the dripping water and keep walking. Avoid the fire that shoots out of the wall, jump, and kill the enemy.

If you chose to go down: Collect the large scroll, jump twice while avoiding fish, jump some more while continuing to avoid fish, and kill the mouse in bucket enemy.

Collect the invisibility scroll. Kill the axe pick throwing enemy, jump on the box and move right with it, killing fish along the way. Kill the fish, avoid the fire that shoots out of the wall, kill the mouse in bucket enemy, and kill the orange guy with spear.

Get on the box and move to the right with it, killing fish along the way. Make sure to avoid the water drip along the way. Get on the next box and move to the right, jump from platform to platform, killing fish along the way. Get on the next box and move to the right with it, avoiding the water drip and killing the fish along the way.

Get on the next box, avoid (or kill) the fish, avoid the next water drip, get on the box, get off the box, walk to the right and you have completed the fifth stage!

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\*STAGE 6 WALKTHROUGH\*  
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STAGE DESIGN: Ship Yard

Enemies: Orange fish that jump out of the water and fly at you, bees that float up and down, green frogs, cannonballs, cannons (cannot be killed), soldiers,

and orange frog (cannot be killed)

Scrolls: 2 (1st: Snowball, 2nd: Pogo)

Pizza Eating Contest Goal: None

My Personal Thoughts on the Stage: The sixth stage in the game is one of the longest, yet more enjoyable, stages in the game. The ship yard premise of the stage is a good touch, and even if the stage seems to get a little boring by the end of the stage (avoid cannons can only be fun for so long) the stage is very fun to play. Too bad it is so damn tedious. I admit that this stage is fun to play, but the extreme length of the stage combined with the fact that you do the same thing over and over again means that this stage is not as fun to play as it should be.

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Walkthrough: Starting the stage, jump from platform to platform. Get in the boat. Jump off it and collect the two small scrolls, get back on the boat while killing the orange fish. Kill the bee, get the small scroll, and get back on the boat.

Get off the boat, kill the orange fish, then kill the frog (to do this, wait until the frog jumps up) Touch the logo and the next platforms automatically raise up. Jump from platform to platform, killing the cannon ball along the way. Kill the two orange fish, collect the red logo and small scroll, go back and get on the boat. Kill the cannonball.

Get on the platform, kill the bee, then get on the boat. Collect the small scroll, kill the orange fish, and jump from platform to platform. While jumping between platforms, collect the small scrolls, kill the orange fish, and kill the bee.

Touch the logo, which automatically raises the next few platforms from under the water. Kill the bee and then kill the cannonball. Jump around from platform to platform. Get on the boat, kill the two orange fish, collect the small scroll, and kill the bee. Touch the logo, which automatically raises the next few platforms from under the water.

Kill the cannonball, and then jump from platform to platform. Kill the bee. There is a secret here that can be accessed by jumping up and to the left on the same platform in which you killed the bee (if you see a boat that says Noid on it then you are in the right place) The screen lights up and the boss tells you your instructions.

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\*\*\*\*\*SECRET\*\*\*\*\*

When you are on the two breaking ice blocks, jump to the left and use your yo-yo. The screen will light up and you will be taken to a secret place. You can get an extra continue here as well as moving onto the next stage. All you have to do is whack enough enemies in 30 seconds. Think of it as that carnival game where you have to attack the alligators that come out of the holes. However, there is also a boss character here that is worth 3 points if you manage to hit it. And whacking the totem pole look-a-like is not a good idea. Hit enough enemies in 30 seconds and you get a free continue and move onto stage 7!

\*\*\*\*\*End Secret\*\*\*\*\*

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So you decided not to do the secret? Okay, that's understandable. Get on the boat, kill the cannonball, avoid the cannon, then kill the soldier that seems

to charge at you. You cannot kill the orange frog (even after twenty something hits) so just jump over it and head to the right.

Moving on, walk on the platform. Go down, avoid the cannons, and collect the large scroll. Keep on avoiding the cannons and the cannon balls that they shoot out at you (there are thirteen cannons to avoid, the last time I counted). Keep on avoiding them and you have completed stage six! There is no pizza eating contest so enjoy stage seven, which is the circus stage!

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\*STAGE 7 WALKTHROUGH\*  
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STAGE DESIGN: Circus!

Enemies: Soldier, Horse, Guy on Ball

Scrolls: 3 (1st: Lightning, 2nd: Running Man, 3rd: Running Man)

Pizza Eating Contest Goal: 16

My Personal Thoughts on the Stage: I like this stage. It's pretty short, but fun. It features some hidden items as well as some challenging jumps (due to the horses which go up and down). However, there is a severe lack of enemies in the stage. There are only a few in the entire stage, and the lack of enemies does get annoying. Ah well, the cool platform jumping makes up for it in this stage. The fun part about it is the stage constantly scrolls right, so you can die if you go too slow.

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Go right, and either get the scroll or use the yo yo on it to get the Lightning scroll, then go right, avoiding the horse, jump, avoid the horse, jump again, and kill the soldier. At the end of the little platform here, get the hidden exclamation point by using your yo yo and hit the end of the platform. The exclamation point will appear.

Go right, fall down a couple of platforms, avoid the horse, kill the soldier, and jump a couple of times. Get the scroll or use the yo yo on it to get the Running Man scroll. Go down a few more platforms, then go right some more, kill the guy on the bouncing ball (aim for the ball), then go right. Here, you can either go up or down. Go up to kill some soldiers and bouncing balls while avoiding horses, go down to kill no enemies. There's a skull here which acts like the screw in stage 5.

Go right, kill the soldier which comes out of the horse, and then be prepared for the first major jump. You have no time to waste, so jump off the screw as it goes up, land on the horse, then quickly jump to the next screw, jump off it as it goes up, land on the horse, and quickly jump off to the platform. Here, go right, kill the soldier, and go right some more, getting the hidden x2 button (on the bottom portion in between the two platforms), then go right and kill another soldier. Go right and get the running man scroll, and there's another platform jump.

Jump off the two horses, they're not bad. Unfortunately, right now I accidentally put on the running man outfit, so damn I'm going fast. Kill the soldier, then go right, and get the hidden x2 scroll at the end of this platform (you need to jump). Jump off the horse, kill the guy on the running ball, go right, kill the soldier, go right, and the stage is over!

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\*STAGE 8 WALKTHROUGH\*  
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STAGE DESIGN: Flying in the air

Enemies: Spiked Balls, Guys with Fans, Flying Spiked Balloons

Scrolls: 1 (1st: Lightning)

Pizza Eating Contest Goal: N/A

My Personal Thoughts on the Stage: It's another flying stage. You've seen one, you've seen them all. I do like how some of the enemies are starting to interact with the stage, though. The guy with the fan on his head is particularly cool. (Japanese version only)

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Go right, and get the lightning scroll and little scroll. Slow down so the balloon can go up and crash back down to the bottom, then go right. Get the little scroll, then maneuver in between the spike going up and down, as well as the spikes to the north of you, and get the II scroll. Avoid the guy flying at you and get the little scroll, then go right again and avoid the two spikes going up and down, then continue along, avoiding the patch of spikes to the north of you.

Get the little scroll and avoid the flying enemy as you try to avoid the spikes as well. There's a spike to the right that goes left and right, as well, so avoid that by going under it. Avoid the flying enemy and get the red exclamation point. Now, continue along, as there's several spikes going up and down and left to right that you have to worry about. Avoid those, then go under the line of spikes to the north of you.

Get the little scroll, then wait for the balloon to hit the spikes, then go in between the two layers of spikes. Do this again in the next row. Don't forget to avoid the two spikes that go up and down, as well. Get the gray exclamation point and x2 scroll as well. The next area has a spike going left and right, then one going up and down, then one going in circles, so just avoid those and follow along. Watch out for the fan here, it can push you into the spikes behind you. Just keep pushing right, don't even worry about the big scroll unless you want the extra points.

Let the balloon pass by you, go under the spikes, then over the next batch, get the 2 scroll, but watch out for the enemy that comes darting out after you. Go above the spikes, then just keep going, avoiding even more spikes and enemies, then let the balloon pass you by. The fan tries to push you back again, but just keep going forward, just like before. Avoid the last few spikes, and you'll be done with the stage.

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\*STAGE 9 WALKTHROUGH\*  
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STAGE DESIGN: Haunted House

Enemies: Zombie, Bat, Evil Eye, Grim Reaper, Flying Skull

Scrolls: 1 (1st: Lightning)

Pizza Eating Contest Goal: 18

My Personal Thoughts on the Stage: This is an awesome stage. It's a haunted house level, complete with flickering lights, vampires, and bats. It also has a tough mini game. I love the stage, but it's not as good as the next stage. At least the stage combines a few of my favorite elements of Yo! Noid.

---

Go right, and kill the zombie and bat. The zombie takes several hits to kill, but the bat doesn't. The next wave of enemies include a flying grim reaper that throws things at you from above, and an eye that just pops up from the dead once in a while, so you have a limited time to kill it. After killing both, get the hidden red exclamation point by hitting the left end of the platform, directly above where the eye was.

Go right, and make several jumps over fire, ignoring all those scrolls. There's a flying skull along the way but he's no problem. Use the screw to jump to the next platform, and you can basically jump over the flying skull. Here, there are a bunch of guillotines that come down at you and then slowly go back up. In between the third and fourth ones, there's a hidden gray exclamation point. In between the fourth and fifth ones, you'll have to contend with a Grim reaper, so kill him.

Go right, and then you have to jump up a few platforms, but that's not too bad. Here, there is a platform to the left, and then one above you. Go to the one above you and jump left and you'll be in the final mini game.

---

\*\*\*\*\*SECRET\*\*\*\*\*

You can get an extra continue here as well as moving onto the next stage. All you have to do is whack enough enemies in 30 seconds. Think of it as that carnival game where you have to attack the soldiers that come out of the holes. However, there is also a boss character here that is worth 3 points if you manage to hit it. And whacking the totem pole look-a-like is not a good idea. Hit enough enemies in 30 seconds and you get a free continue and move onto stage 10!

\*\*\*\*\*End Secret\*\*\*\*\*

---

If you decided not to do the secret, go right (making sure to use the top platform to jump to the right), and kill the bats. Continue along, and jump to the next platform, killing another bat, and then killing a vampire. Kill the eye and continue along. Kill a couple of more bats and do some more jumping. Finally, a big scroll is to the north here, get it for a Lightning scroll. Fall down to the platform before, go right, kill the bat, get some small scrolls, then kill the Vampire. Then kill a bat and flying skull and do some more jumping. Here, there are five platforms like this

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The platform to the north has a grim reaper floating around, while the platform to the lower right has an Eye. Kill the grim reaper, than a bat, and jump from the north platform to the eastern platform. (May I reccomend using the lightning scroll?). That's the last challenge to this stage.

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\*STAGE 10 WALKTHROUGH\*  
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STAGE DESIGN: City

Enemies: Punk Rockers

Scrolls: 3 (1st: Lightning, 2nd: Snowball, 3rd: Invincibility)

Pizza Eating Contest Goal: N/A

My Personal Thoughts on the Stage: w00t! This is truly an awesome stage. For one, you have the cool scenery and designs of the ultra-rock urban streets of a city. Plus, the enemies are creative, as they throw beer bottles at you from windows. It also makes writing a walkthrough for this stage a real pain, but hey, what can I do? ^.^

-----  
Go left, get the Lightning scroll if you want, then avoid the guy that jumps out of the window, while killing the guy that throws bottles at you. He's tough, and he can kill you. So, avoid or kill both of them, then move on. The guy in the upper right hand corner window throws barrels at you from afar, then bottles when you get close, so avoid them and kill him. Moving on, there's three punks here, and they all can kill you, so be careful. Kill them all and get the II scroll then proceed with caution.

The next building has a punk jumping out the window, so dodge and kill him. The next building has a guy throwing beer bottles at you, so kill him, then avoid the barrel and kill the next guy. Here is a nice section without buildings. Kill some punks, then kill some more in the buildings. They throw bottles at you, so be careful again. Get the snowball scroll if you want.

Here, get the hidden gray exclamation point right after the building, in the air, then kill the punk while avoiding two barrels. Avoid another barrel, then watch out for this punk with the radio here. Kill him while avoiding his bombs or he'll run. Get the invincibility scroll here and just run through the stage. => If you choose not to, there's just a bunch more punks waiting for you anyways.

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\*STAGE 11 WALKTHROUGH\*  
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STAGE DESIGN: Factory

Enemies: Spiders, Green Eyes, Pink Eyes, Green Guy

Scrolls: 4 (1st: Lightning, 2nd: Invincibility, 3rd: Snowball, 4th: 1-Up)

Pizza Eating Contest Goal: 21

My Personal Thoughts on the Stage: This is another cool stage, they just keep coming up with awesome stages. Here, you have to worry about boxes coming out of nowhere when the lights go off and on. It's like a stage of Gradius! It's really awesome, though, and the enemies are creative. Overall, another great stage.

-----  
Get the lightning scroll then make some easy jumps. When the stage lights up, watch out from above. Get the III scroll (hidden) as you make the jumps (right after the screen lights up, in between the big jump). Get the invincibility icon and run like mad. When it runs out, you should be face to face with a green eye on the next platform. Jump on the platform and hit the enemy a few times to kill it.

Here, there are itty bitty platforms for you to jump across, and a box will come flying at you, so avoid it. Kill the flying enemy, then get the snowball scroll if you wish. Go right one jump, get the hidden gray exclamation point here, then kill the egg. Go right, making a jump, avoiding the flying box again. Make some more jumps, getting a hidden II scroll along the way. After some more jumps, avoid the flying box, then kill the green eye, and then kill the egg.

There's a hidden II scroll here, as well, at the bottom of the platform, so get it. Kill the Green Guy, and move along. Make some more jumps, killing the pink eye, then another one, then get the 1 Up scroll, and kill the green guy. Then, go right and soon the stage will be over.

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\*STAGE 12 WALKTHROUGH\*  
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STAGE DESIGN: Warehouse

Enemies: Electric Shooter, Green Guy, Pink Eye, Spike, Egg

Scrolls: 4 (1st: Lightning, 2nd: Snowball, 3rd: Snowball, 4th: Invincibility)

Pizza Eating Contest Goal: N/A

My Personal Thoughts on the Stage: This is another cool stage, they just keep coming up with awesome stages. This is a warehouse stage which reminds me a lot of a Mega Man stage, with some creative enemies, conveyor belts, and electric shock waves being sent everywhere. Very nice.

-----  
Avoid the electricity shooter and jump to the conveyor belt, collecting a Lightning scroll if you wish. The spike here goes up and down, so avoid that as you go across the conveyor belt, then jump onto the platform. There's a spike here going up and down, so avoid that as you jump to one of the two conveyor belts. The one on top has a green guy, the one on bottom has a snowball scroll. Go across, jump to the next platform, and get the snowball scroll. Kill the Pink Eye and Green Guy.

Jump across to the next platform and go across, killing a Green Guy, then get the hidden II scroll at the end here. Go from conveyor belt to conveyor belt here, avoiding the electricity that shoots upwards. Get the small scroll, then get the Invincibility scroll, then run through a good portion of the stage. When you are done, you should be on a conveyor belt, avoid the electricity, kill the yellow enemy, and kill the spike as you jump from conveyor belt to conveyor belt.

Here, kill the egg then the green guy. You should be able to kill both at one time since the green guy will jump in your way. Jump onto the conveyor belt,

kill some more yellow enemies, and you'll be done the stage.

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\*STAGE 13 WALKTHROUGH\*  
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STAGE DESIGN: Apartment Building

Enemies: Flowerpot, Barrel Tossing Baddy

Scrolls: N/A

Pizza Eating Contest Goal: 22

My Personal Thoughts on the Stage: This is another cool stage, they just keep coming up with awesome stages. This stage takes place on a high rise building, which is weird for a "last platforming stage" stage, but oh well. You have to make some nifty jumps and the enemies act intelligently here.

-----  
Here, just follow the path at first, getting the hidden II scroll in the main walkway up, then avoid the flowerpot and the enemies as you get the II scroll, then follow the path some more. There's a tough enemy to the left here which spits stuff at you, so just kill him and avoid the stuff he fires. Make some more jumps, getting the red exclamation point, then kill the barrel throwing guy while jumping over the barrels he hurls at you. The rest of the stage has you jumping on screws and beams. Just have fun in this part, I can't really tell you how to do it.

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\*STAGE 14 WALKTHROUGH\*  
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STAGE DESIGN: Flying Over New York City

Enemies: Spike, Bubble, Guy w/Fan, Guy w/Electricity

Scrolls: 1st: Snowball

Pizza Eating Contest Goal: 24

My Personal Thoughts on the Stage: For a final stage, it's kind of disappointing. Can't I go to Mr. Green's evil laboratory or something instead of having to go in another stupid flying stage? Oh well, it is pretty fun, just not the grand finale stage I was expecting. Mr. Green's also seriously easy.

-----  
Get the II scroll and avoid the bubbles. The bubbles come up, and then they pop into four little bubbles. There's two of them here, and then there's a few spikes. Get the exclamation point, as well. There's another exclamation point, as well as some more spikes, and then there's some more II scrolls. Another bubble, then a guy with a fan who'll try to push you into the bubble, so try your best to avoid it, as well as the four bubbles that split.

As you avoid the fan, and the tornadoes he will then spew, get a small scroll, big scroll, and II scroll as you avoid the spikes and bubbles. Wow, a lot of

enemies. When he goes away, there will be some more bubbles, as well as a small scroll and a snowball scroll, then a II scroll, as well as some more spikes. The spikes in this stage so far are so contained that they're easy to avoid. The guy here will shoot lightning at you from above for a while, so avoid it and he'll go away. However, the spikes don't help any.

Now, the final boss. He's easy as hell if you have enough II's and III's.

Congrats on beating the game.

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----- 4.0 Frequently Asked Questions -----  
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Q: What is up with the pizza eating content in the game?

A: Read below for my complete view on the Pizza Eating Contest, complete with tips and strategies!

Q: What is with the large scrolls in the game?

A: On the bottom of the screen, you have a meter. When it is filled up, you can do a special move which kills all the enemies on the screen. To get this meter filled up, you collect small scrolls (counts for 2 spaces filled) and large scrolls (counts for 10 spaces filled). When the meter is filled, hit a large scroll to collect a logo then do the special move!

Q: How many stages are in the game?

A: 13, and yes there is a pizza eating contest at the end of the game. The final pizza eating contest is tough, too.

Q: Are there many secrets in the game?

A: Well, there are not too many secrets featured in the game, but there are a few, mainly the icons which help you out in the pizza eating contest.

Q: What is this continue thing I hear about?

A: Okay, I can help you out on this question. If you earn over 20000 points in a stage, you get an extra continue. This includes adding your bonus time at the end of the stage. You can rack up lots of points and continues this way.

Q: How much points do you need to gain extra lives?

A: The first time you gain an extra life is at 20,000 points and then you gain another extra life at 50,000 points, and then more extra lives every 50,000 points after that.

Q: What are the Game Genie codes in this game?

A:

Code:	Effect:
AUUIVPZL+AKUSOPZG	Start with 1 life
IUUIVPZL+IKUSOPZG	Start with 6 lives
PUUIVPZU+PKUSOPZK	Start with 9 lives
SXKTUVK+SXKVPUVK	Infinite lives
SXXLIGVG	Stop timer
IAKUVGPA	More magic from small scrolls
AEUGSKTZ	Multi-mega-jumps
PAXSNZLA	1 continue
TAXSNZLA	6 continues
ZEVSPPA	Start on stage 2
GEVSPPA	Start on stage 4
TEVSPPA	Start on stage 6

AEVSKPPE                    Start on stage 8  
ZEVSKPPE                    Start on stage 10  
GEVSKPPE                    Start on stage 12

If you have any questions about the game, e-mail me and I will give you credit for the question as well as answering it here. I will also make sure to e-mail you back personally with the same response that I post here in this guide.

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----- 5.0 Pizza Eating Contest -----  
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The most unique part of Yo! Noid for the NES, in my opinion, is the pizza eating contest. This is an unique mode that can be tough unless you know some basic strategies.

Quick Note: The computer opponent usually goes first during the pizza eating contest.

First off, you have cards, and the opponent has 9 cards. Usually you have a hot sauce logo on one of the cards, as well as a salt logo on one of the cards. You can use these cards at any time to annoy the hell out of your opponent... seriously.

Also, the point of the contest is to have a higher score than your opponent. So if your opponent pulls out an 8, you should pull out a 9 or higher. Higher? Well, in the stages themselves you can find icons like a x2 or x3 symbol. These symbols help you in the pizza eating contest because they multiply your score times 2 or 3. So if you pull out a 6 and a x3, you get a score of 18. And if your opponent pulls out a 7, you win by 11 pizzas and get 11 pizzas added to the score!

First one to eat the certain amount of pizzas win.

- STAGE 1: You have to eat 11 pizzas to win.
- STAGE 2: You have to eat 11 pizzas to win.
- STAGE 3: You have to eat 12 pizzas to win.
- STAGE 4: There is no pizza eating contest in the fourth stage.
- STAGE 5: You have to eat 14 pizzas to win.
- STAGE 6: There is no pizza eating contest in the sixth stage.

More strategies to come.

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----- 5.1 Quotes in the Pizza Eating Contest -----  
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Note: This is a list of the sayings that occur during the pizza eating contests in the game. This section is not completed yet.

START OF THE PIZZA EATING CONTEST

Hello, and welcome to the pizza eating contest! The area champion goes first.

THE COMPUTER ASKS YOU FOR YOUR DECISION

OK how many pizzas do you want?

IF YOU RUN OUT OF TIME BEFORE MAKING YOUR DECISION

<coming soon!>

IF YOU EAT MORE PIZZAS THEN YOUR OPPONENT

Woah, isn't that overdoing it?

Wow. What a pig.

You barely won that one.

IF YOUR OPPONENT EATS MORE PIZZAS THEN YOU

Zowee! Take that!

Ha! I won!

IF YOU AND YOUR OPPONENT EAT THE SAME AMOUNT OF PIZZAS

Well that didn't prove much

IF YOU BEAT YOUR OPPONENT IN THE CONTEST

I give, I give!

AARGH, you beat me!

IF YOUR OPPONENT BEATS YOU IN THE CONTEST

<coming soon!>

IF YOU FEED YOUR OPPONENT SALT DURING THE CONTEST

Phew that's hot! Too much pepper.

IF YOU FEED YOUR OPPONENT HOT SAUCE DURING THE CONTEST

<coming soon!>

More quotes to come.

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----- 6.0 Reader Input -----  
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NOTE: This is where I put some helpful e-mails that I get from readers and fans of the FAQ.

Hey!

Love the FAQ, this game was a lot of fun!

But did you know it was based on a Japanese Famicom game? The original title was called "Kamen No Ninja Hanamaru" and the character was a boy with a mask and a hawk as opposed to the Noid's Yo-Yo. The game is basically the same, except the characters, enemies, maps, backgrounds, sounds have been changed. The stages and item locations/scrolls (different attacks than the Noid's, like lightning) remained the same, even the rising and falling first stage. The Pizza Eating Contest was originally a boss battle in which the boss used attacks by number (higher number more powerful) and if you had a higher number, you were able to attack, and knock their energy down (as opposed to pizzas eaten) The II logo was also used, and you had a helmet for protection. It was made by Capcom in 1990. Obviously Capcom USA and Domino's licensed it and made the cosmetic changes for an American release featuring a popular cultural icon at the time.

Well, I hope this was informative and insightful.

~DanZero, fellow GameFAQs reader, and poster on the Arcade board

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----- 7.0 Other Information -----  
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----Here is a list of information about me.----

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-----{CREDITS}-----  
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- Capcom for making such a wonderful game.
- Nintendo for publishing the game
- Game FAQs for posting this guide (hopefully)
- Me, for writing this guide.
- Dan Z (DanMan1251@aol.com) for providing me with some helpful background information about the game
- Uhhhhhhhhhhh! at GameFAQs Message Boards for providing me with the line art

-----  
-----{CONTACT INFORMATION, MY OTHER GUIDES, ETC.}-----  
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All my other guides and reviews can be found on my contributor page.  
-<http://www.gamefaqs.com/features/recognition/9074.html>

All my unposted FAQs can be found on the following websites.  
-<http://www.fbgames.com>  
-<http://www.smcfadden.freesevers.com/faqs/me/>

Here is how you can contact me via e-mail or instant messengers.  
-Yahoo Messenger: nicklacheysnightmare  
-AIM: MeganIzMyAngel or HeShootsHeGores  
-AOL addy: mcfaddendaman@aol.com  
-MSN: daladiesman2k@hotmail.com

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----- 8.0 In Conclusion -----  
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There is my guide. I do not know how well it will help you, but at least you have the basic idea of what to do in the game, which is more than what you would have had had I never decided to do the guide for this game.

Thanks for reading my guide. I worked very hard on it, and all e-mails are appreciated and will be responded to!

-----  
-Psycho Penguin  
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<http://www.wrestlingcolumns2000.com>  
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