

# Jelly Boy FAQ/Walkthrough

by Mento\_MKII

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JELLY BOY
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Author: Mento
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Introduction
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Jelly Boy was one of those "lost" Platformers of the SNES-era. By this, I mean it was a game of exceptional quality that got lost within the many, many poorly designed 2D Platformers that plagued that console generation. Subsequently this game, like Plok or Skyblazer or any decent non-Mario-affiliated platformer, went largely unnoticed by the general gaming public on release.

Jelly Boy puts in the control of a jelly baby with morphing powers, sort of like if A Boy and His Blob merged together in some ungodly ritual. His quest is to find various items inside a weird factory so that the elevator doorman will allow him to go up and meet the dude in charge. Awesome music, polished graphics, a whole bunch of detailed levels and worlds and a bizarre sense of humor brighten up an otherwise generic platformer.

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How To Play/Controls
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D-Pad - Move
A Button - Duck
B Button - Jump
Y Button - Punch
X Button - Cancel Power-Up
Start - Pause
Select - Quit Level*
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\*You can quit a level by pausing the game and pressing Select. It'll only work if you've completed the level once before.

Note that "Duck" will actually turn you into a duck. If you press X or Y as a duck, you'll quack, which does absolutely nothing. Similarly, you'll sometimes be wearing round glasses after unducking, with no explanation given.

Jelly Boy can also morph into other things if he finds the right power-up, which are covered in a separate section below. These power-ups always have a time-limit which ticks down as a pink number next to Jelly Boy. As soon as it hits 0, he returns to normal. Pressing X will instantly turn him back to normal as well.

Jelly Boy just needs to get to the end of each level within the time limit. Any other goals are optional, though several bonus items (specifically, the Keys and Puzzle Pieces) are very valuable and should probably be collected if you expect to finish the game.

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Items/Power-Ups  
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Items  
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The most important items are musical notes. These are like the rings in Sonic The Hedgehog, as they'll serve both as an extra life (at 100) as well as a one-hit shield. If you get hit while carrying at least one note, you'll lose all the notes you're carrying; quickly running after the notes after they leave your possession gives you a slight chance of recollecting some of them. If you get hit without at least one note, you'll lose a life. Also, there are golden notes available, which are worth ten notes.

The next are fruit, which are everywhere. Most notable of these are the Cherries, which can be collected for a point bonus at the end of the level. As well as exchanged for an extra life at 100 of them. Other fruits include: Strawberries, which are the equivalent to five Cherries; Oranges, which add five seconds onto the level's timer; Lemons, which add 10 seconds and Pears and Avocados, which turn Jelly Boy invulnerable for a few seconds. Note you can still die with this invulnerability if you fall down a pit or get crushed.

Puzzle Pieces, which can be found one per level. Finding all the Puzzle Pieces for one world will unlock the boss of that world, who holds the item needed to bribe the elevator doorman.

Flags, which sometimes pop up out of "?" Blocks, are restart points. If you die, you'll head to the last Flag you found.

Hearts, which are orange, are extra lives. If you find one, get it at all costs. The worst thing that could happen is that you die after getting it, in which case no harm done. You get an added bonus of sorts in that Jelly Boy sports a cap and shades for a few seconds after getting an extra life. Dude looks pretty pleased with himself.

Keys, which can be found only once per world, will open the doors in the hub area of the game. You can actually open any door you want as soon as you find a Key, but for this guide I'm taking the doors in order from left to right.

Finally, the Treasures (or "items" as I've referred to them). You receive each item after defeating a boss. You need all six for the elevator doorman to let you escape the factory. They are, in order of doors left to right, the Top, the Hat, the Statue, the Star, the Ruby and the Anchor.

## Power-Ups

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Then there are the power-ups. The power-ups come in various forms, and look like what they'll turn Jelly Boy into. For instance, the Balloon power-up looks like a miniature version of Jelly Boy as a Balloon. Getting hit in a power-up form will instantly turn you back to normal, though you won't lose any notes. You can also manually turn off any power-up with the X button.

The list of power-ups and their individual purpose are below:

Balloon - Jelly Boy has the temporary ability to fly. Just hold the direction you want to float in and you'll zip in that direction quickly.

Hammer - The top of Jelly Boy's body becomes a hammer, which can break those shiny cubes that sometimes block your way. Use the punch button (Y) to break things with your hammer. This action can also take out enemies. It is not necessary to say "Stop. Hammertime!" each time you collect this power-up.

Umbrella - Jelly Boy floats to the ground slowly with this item. As soon as he hits the ground, he'll just lie there like an idiot. Has its uses, but they're very limited.

Submarine - For underwater areas only. The Submarine can move around in water easily and is able to fire torpedoes with the punch button (Y).

Skateboard - Jelly Boy morphs a little so he is now riding a skateboard (complete with backwards cap), increasing his speed and jumping power. He's also a little harder to control, so be careful.

Brick - Jelly Boy becomes a brick. The brick form cannot move or jump, it just kind of tips over and lies there. Frankly, this power-up is not the best in the game. Unless you like bricks, of course, and who doesn't?

Pogo - Vastly increases jumping power. Use it to get to high-up places.

Ball - The ball can roll very quickly and its bouncy nature makes you jump much higher. These boosts can make it a little difficult to control, however, plus it'll bounce off any floor or wall making it hard to get through narrow places.

Cannon - Jelly Boy turns into a cannon which can fire cannonballs upwards at a slight angle. These cannonballs can destroy normally indestructible enemies like the planes. Jelly Boy moves very slowly and can't jump worth a darn as a Cannon though, so make sure to cancel it after you've cleared out any enemies.

Mini - Jelly Boy shrinks down to miniature form, able to squeeze into small corridors. He's a lot slower, but he still has his punch. Don't, under any circumstances, turn back to regular size while in a small corridor as you will die instantly.

Wallcrawler - This form of Jelly Boy has four suction feet to help it get up walls and along ceilings. Though slow and unable to jump, Jelly Boy can use this form to get further if there's a wall nearby he can climb.

Soda - Jelly Boy turns into a bottle of pop or soda (depending on your region's preference). He cannot move, but he can fire his bottlecap upwards to catch flying enemies overhead.

Ram - The ram turns Jelly Boy into a long battering ram shape. He can use his charge attack to cause blocks to break or fall. He can even use it on enemies, though he needs to make sure to hit them head on. The Ram can still jump and walk as fast as Jelly Boy's regular form, though he's a lot longer and therefore harder to navigate in tight spaces.

Lightbulb - The lightbulb shows up in a few stages that deal with darkness and it will light up the area around Jelly Boy for as long as he's in that form. Though he can jump and walk as normal, he cannot attack, so be careful when heading out into the dark.

Helicopter - Required to beat the Toy World boss, the Helicopter is like the Submarine in that it can go anywhere and fire pellets straight forward to damage enemies.

Ice Skates - Appears in the Ice World. Allows you to move quickly over icy floors. You are unable to attack.

Flamethrower - Jelly Boy's top half of his body will resemble a blowtorch. Use the flame that comes out to burn enemies and ice cubes. Sort of analogous to the Hammer power-up, but the flame reaches further.

Ski - Makes you go really fast down slopes, with a decent amount of jumping power. Analogous to the Skateboard.

Speedboat - Gets across water quickly, though cannot jump or attack.

Bomb - Jelly Boy turns into an unmoving bomb. All he can do is blow himself up, destroying all enemies on the screen. After which, a bunch of tiny Jelly Boys run around which you can't control. You'll turn back to normal once the time runs out or you cancel with X.

Rocket - Like the Balloon, the rocket can fly upwards. It needs charging up a little and it's hard to control the speed you move upwards. It has trouble going left and right a little, as well.

Friends

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Helpy Block shows up now and again. He's an indestructible yellow block with a face that can be punched around with Jelly Boy's stomachfist. You can use him to defeat enemies, cover spike traps or as a step up to higher platforms.

Harry the Dog. Modern science has yet to find a purpose for this tiny pink canine, who will follow you around as best it can. It may ineffectually growl at enemies for you, if it feels like it. You can punch the poor thing if you want, though the hurt expression it gives you is enough to make you feel terrible for several minutes afterwards. He's only trying to help, dammit.

The Sandworm and Green Rock Dude are technically friends but they can also hurt you so they've been included with the enemies.

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Enemies

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Regular Enemies  
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Teamster - Dark-skinned factory worker who just wanders around. If there's a rock nearby, it'll pick it up and throw it around, making it slightly more dangerous. He'll sometimes pick up Heavy Gnomes too.

Heavy Gnome - This dude looks like a fat gnome (as in, green shirt and red pointy cap) and walks around being fat. Pretty much all he does. He takes two hits before he'll die.

Bald Teamser - Like the regular teamster, only he'll jump and rush towards you if he spots you. Only needs one hit.

Marble - Rolls around the level. It can be defeated, but it's generally best to just jump over it.

Flying Dude - This dude just floats around the place with wings and aviator goggles. He's generally harmless, but you can punch him if you want. He appears to be steering something, or at least pretending to steer something. Weird.

False Teeth - Like the Heavy Gnome, these things need two hits to take out. The benefit is that they give out two notes instead of one.

Green Spider-thing - Goes up and down on a thread, causing an obstruction. You need to just pass underneath when it goes up. It cannot be defeated.

Giganto-Ted - A giant teddy bear that drops from the ceiling. Although fearsome and hard to avoid if you're not expecting him, he only takes one hit to go down and carries twelve (one golden and two regular) notes around with him.

Plane of Pain - A yellow plane with a mean expression. It'll fly around in a square pattern, so just pass by once it's out of range. It cannot be defeated without a certain power-up.

Toy Soldier - Walk around in groups, making them slightly difficult to deal with. Individually, though, they go down in one punch.

Divey Pete - This bald dude with a snorkel appears in underwater areas to get in your way. He can be taken down in one hit.

Anemone - A brown pointy thing that'll shock you if you get close. Blast it from a distance. Only shows up underwater. The enemy of the anemone is your fist.

The Sardine - The Sardine demands a sacrifice. If it touches you, it'll instantly steal five Cherries. You cannot hurt The Sardine. Nothing can.

Eskimo - Dude in a fur coat with a harpoon gun. Dangerous until he fires, after which he's a sitting duck.

Penguin - Regular penguin. Has a tendency to iceskate down hills. It's rumored that some motherpenguins are always trying to iceskate up a hill.

Jack Frost - These icicle creatures breathe a freezing cold stream of frost that will freeze Jelly Boy in place until he can shake out of it. Jack Frost won't actually attack you after you're frozen, but you're fair game to any other nearby enemies. Jump over the ice breath and take him out quick, or just

take out any nearby enemies first.

Ice Cream Cart - Manned by that bald guy, these carts spit out ice cream cones at you. It'll speed up once you get close as well. Hit it once to make it drop a golden note.

Soldier Ants - Appear in the Aztec Adventure. Just kind of walk around, though their small size sometimes makes them hard to see.

Monkeys - Throw rocks on your head from above. Get up to where they are without getting hit and take them out.

Hunter - Like the Eskimos, these guys fire once and then just walk around until they can reload.

Mayan Bee - Damn things move around so erratically that it's hard to both hit and predict where they'll move next.

Aztec Warrior - Slow-moving, takes two hits to die. Will stab you with his spear if you're too close.

King Neptune - Though technically not a boss or a regular enemy, this guy will spit out bubbles that create dogfish minions that hone in on you. After staying alive for a specific length of time, Neptune will leave and drop a Puzzle Piece. This ends the level.

Dogfish - Neptune makes a whole bunch of these while fighting you. They'll hone in on you from above, so get some distance between you before you attack.

Nebulon - Little alien guy who appears in Space World levels. Only needs one hit and is very slow. If he gets close to you though, he'll violently explode, hitting you with hard-to-avoid alien pieces. Comes in various colors and are sometimes dropped by UFOs. Nobody likes his style.

Green Rock Dude - This enemy is actually quite helpful. You can stand on top of him and he'll take you across dangerous floors and over gaps. Sometimes hard to spot, since he blends into the green rock of the Space World levels.

UFOs - These things zip about and drop Nebulon enemies above your head, making them very annoying. One hit will send them flying but they'll be back.

Eyeball Aliens - These weird jumpy things are hard to hit, but they give out two notes so they're worth going after.

Astronaut - This guy is analogous to the flying dude from the earlier levels of the game. He'll fly around in a semi-random diagonal pattern, so be wary around him.

Space Shapes - Yellow hoops, green triangle things and red rockets speed towards you in the Critters & Creatures level of Space World. Shoot them down with the Helicopter power-up to take care of them.

Arab - These turbanned individuals will get close to you before they start drilling for oil. The oil geyser will send them flying and remain on the screen indefinitely, hurting you if you get close.

Vulture - Slowly glides down towards where you're standing. He'll glide up if you're above him. His incredibly acute angle of flight can sometimes make him hard to avoid/hit.

Mite - This little dot of a guy will sometimes buzz around you for absolutely no damage. He's sort of cute, though off-putting.

Sandworm - This is another enemy that can be useful. Hitting his head will stun him, allowing you to get on top of his head and ride him. Just point in the direction you want to go and he'll jump over the landscape in that direction.

Egyptian - At least I think he's Egyptian. He sure does walk like one. Not too difficult to get past.

Camel - Camels can't be defeated, but at the same time they can't move and can't hurt you if you walk into one. You can even use their head to get higher up. Their spit, however, will hurt you so watch out for it.

Mummies - These slow-moving menaces take two hits and don't drop anything once they die. This means you can't recover your note "safety zone" if you get hit by one.

Scarab - Tiny bugs that drop off walls and sort of bounce lamely towards you. Not a big problem, though they are kind of small and hard to hit.

Desert Fly - Like the mite, he's extremely tiny and hard to see. He's kind of like a white flying thing. Like The Sardine, he'll drain Cherries if he touches you, though only at 1 per hit. As far as I can tell, they show up once you hit a mummy.

Legionnaire - Foreign Legion member who, like the Hunter and Eskimo, will fire at you as soon as he sees you.

Gopher - These things live in the sandy parts of Desert Zone. They're almost impossible to hit with the belly punch move, but there's usually some tool nearby that will do the job.

Birds - Just birds. They fly over all the place in Sky World.

Helicopters - These guys are trouble. Not only do they move erratically like the Mayan Bees but they can also drop bombs and are effectively invincible. Just run.

Droplets - These guys occasionally fall out of clouds and wander around. They're easy enough to kill, though they can gang up on you.

Bosses

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Sinning Top (like, Spinning Top but he's evil so he sins. It's clever. Clever and witty. OK, I made that name up and it's terrible, who cares) - The boss of Toy Land, this giant spinning top spits gears and needs to have his mechanical parts blown to pieces with Helicopter bullets.

Snowmaniac (..I'm going to stop giving these guys punnish names) - The boss of Ice World. He stomps around a lot and it's hard to avoid getting hit. Use the Flamethrower's flame to melt his head and end the madness.

Aztec Statue - This little guy will roll boulders down a tomb to try and squish you. You need to hit him with the Cannon's cannonballs while avoiding all the boulders he rolls down. After enough hits he'll transform to a normal statue,

which you can then collect as the Aztec Adventure's item.

Green Rocket - This angry looking rocket shoots around and fires bullets out of two side-mounted cannons. You can damage it by ramming into it in your Rocket form. It'll start to appear damaged once it's about halfway dead. Boss of Space World.

Rotunda - This rather overweight bellydancer will attack you with stomps and the occasional snake that comes out of her mouth (ew?). To defeat her, punch the dark clay bricks on either side of the arena at her to do damage. After enough of these bricks in the face (around 15) she'll die and drop the ruby you need. Meet her in the Desert Zone.

Flamethrower Balloon Man - This guy has a flamethrower, is in a balloon and is a man. Betcha couldn't figure that out from the cryptic name I gave him, huh? He (not his balloon, just the guy) is weak against JB's Balloon bombs so the best plan is to continually spam him with it. The anchor item will soon be yours with this strategy. Boss of Sky World.

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General Advice  
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The bonus points scored after completing a level are given out thusly:

1 second of time = 20 points

1 note = 50 points

1 fruit (cherry) = 10 points

\* Generally, any power-up you find in a ? Block is renewable. That means it'll come back eventually, so you won't have accidentally wasted it. If the power-up is lying around on its own, that means the power-up will not come back. If this is the case, you probably don't actually need it or you'll die if you mess up using it (like it's hovering over a pit or something). A lot of these one-offs actually lead to valuable items like Puzzle Pieces and Keys so don't be too rash with them.

\* Watch out for "gag" power-ups like the Brick. They may seem useful but they're just another form of trap. Of course, there are rare times when these power-ups come in useful...

\* Having a power-up gives you another layer of defence, as getting hit by an attack will remove the power-up first and foremost. If you don't think you need a power-up, get it anyway for the added protection.

\* Puzzle Pieces and Keys are the only items in the game that you absolutely must get. Failing to do so will limit where you're able to go.

\* Though enemies can be troublesome, your worst enemy are the levels themselves. Traps, difficult jumps and unmanagable surfaces are everywhere.

\* The time limit can also cause considerable problems in certain levels. If that level has a bonus room, you may want to take advantage of it as it will reset the timer once you come back out.

\* Talking of bonus rooms, the general rule is if there is an open doorway, the bonus room can be revisited as many times as you wish. If it has a closed door, it'll only open for you once before being sealed for the rest of the level. If you quit the level and come back in again, it'll allow you back inside.



\* The renewable bonus room in the very first level of the game has around 70 or so Cherries (and Strawberries) as well as an extra life. Continually re-entering this bonus room will put your extra life count through the roof. Lives aren't all that important, really, but if you want to stock up that's where to go.

\* Keys open any door in the hub area of the game. If you don't want to go to the next world listed in the guide, you don't have to. Just skip ahead to the world you want to visit next. Keep in mind that if you want to finish the game, you will have to visit every level in every world, get all the Puzzle Pieces and collect all the items from the defeated bosses. You also need to get the Key from the new level you opened to reach the next one.

\* You can only have 24 extra lives in stock at any time. Of course, if you actually do have 24 extra lives, you're either cheating or are amazingly good.

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Walkthrough  
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We start in Toy Land.

Toy Land  
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Here Goes Jelly (1.1) - The first level isn't all that easy, as there are plenty of things to trip you up on the first playthrough. Welcome to old school gaming, where games could make you cry with their harshness.

Just head on right to begin with, making sure to leap over the pits here. Make sure to pick up some notes at this point, from the first ? Block or a wandering enemy. Eventually, you'll reach a series of platforms going up. Use the Balloon power-up here to go up and left to find a lonely platform with an extra life. There's an Umbrella power-up you can use here to get back down safely (though Jelly Boy doesn't actually take damage from heights, so it's actually pretty useless).

Hit the block from the right side for a Hammer power-up. Collect it and run across the top platforms left to a glass cube thing. Smash it and pick up all the goodies here. Go get the ? Block again once the Hammer wears off and head right and down now, to smash three blocks and continue. In the next bit, drop down to find a pair of false teeth and the first [Puzzle Piece] of the game.

Make your way up the next bunch of platforms and watch out for marbles. You can actually hit the marbles for notes so do so if you want. Don't hang around hitting the same marble over and over though, since you're on the clock. Get across the conveyor without jumping (spikes hurt) and you'll see a cherry suspended over a gap. Jump down and hold left to land on a hidden platform with Harry the Dog, who is currently useless to you (you get a nice little notice about his background though). Head right over the gap to land on another platform with a switch: Just walk past the switch to activate it. It'll remove some spikes from the bottom of the level (under the arrow made of cherries) which will lead to a bonus room.

The Bonus Room is underwater and is a fairly simple maze to get through. Use the Submarine power-up for an easier time and watch out for The Sardine who is swimming around. There's a whole bunch of Cherries/Strawberries down here as well as an Extra Life, so go get them. You can actually repeat this Bonus Room as often as you want by taking the same route as before, giving you a healthy

buffer of extra lives to use.

The next two moving platforms will take you further right and don't forget to duck (A) under the gears (gears hurt). Jump over to that slight outcropping of red and wait for the next platform, making sure to punch out the enemy as you pass by it. Heading down now, take out the false teeth at the bottom and go right. There's another Hammer bit and an extra life up for grabs. After that is a trampoline drum (get used to them) and a little further on is the exit. If you want, you can climb onto the exit's roof and jump left, revealing a hidden gem path. Following it up and left reveals another ? Block with lots of notes. Finish the level once you're done.

Marble Alley (1.2) - Damn, talk about a change of pace. You'll be very familiar with Jelly Boy's Skateboard power-up by the end of this level. Pick up the first Skateboard power-up you see and head left, jumping up to collect rows of cherries. Time is of the essence in this level, so don't hang around and make sure to collect all the Oranges and Lemons you can see. You can get notes from the occasional golden notes moving around in this level.

You'll reach a bit with another skateboard power-up hovering over a teamster's head. Don't bother with it unless you've already lost the Skateboard once (it'll go away if you get hit once, like all power-ups). Avoid the marbles in the next bit, and take the top route when the path splits for another Skateboard power-up (if the current one's running out). Head back a bit and go the bottom route for two Oranges, worth 10 bonus seconds total (and you need bonus time).

Keep on heading right. As soon as you see a bunch of steps up and the Brick power-up, cancel the Skateboard and head right until you see a Skateboard power-up by itself. SLOWLY head towards it and take out the giant teddy that drops out of nowhere. Take the power-up and QUICKLY get up the steps you passed and onto the top level. Head right, over the first little jump and onto the next one to the far right. Jump to avoid the flying guy and then jump the next big gap to land on a platform with Harry the Dog. If you managed to get here in time without losing the power-up, you can claim the [Puzzle Piece] for this level a little further on. After you have it, just head right a little more to find the exit. Grab the nearby Orange over the exit to increase your score a little for the level completion bonus.

Drum Solo (1.3) - Lots of bouncing around in this one. Follow the bald guy right to find the first drum and use it to get higher. Head left first if you want to get that bunch of fruit, otherwise head right. You'll get to a ? Block which has a Pogo power-up inside. Use the Pogo to get to the platform at the top right of this little area. You'll need to get close to the right edge of the drum to be able to make it. There's a ? Block here with lots of notes and you should be able to see the Puzzle Piece for this level behind the wall.

Head back down and into the next area. Get the ? Block on the blue platform at the bottom of the level to get the Flag. Now head up the drums and jump towards a Strawberry floating in the middle of nowhere: it'll reveal a hidden gem path. Head a little left until you see a Cherry floating in the middle of nowhere and hop over to it. From this small gem platform you can reach the [Puzzle Piece]. Head right, avoid all the airplanes as you're jumping across. You'll go through a gap in a green wall with a lot of drums. Smash open that ? Block for the Ball power-up and use it to collect the vast amount of fruit in the middle of this area. Eventually, you'll need to go in the direction the arrow pointed which is up and left. Follow the route up here to eventually reach the exit. Watch out for the toy soldiers.

--There's a split in the path after this level, providing a route to three new levels. This guide assumes you took the northwest path first.--

Barmy Army (1.4) - Nice change of scenery as we're now outside. Break open the ? Block for the Cannon power-up, allowing you to take out all the soldiers above you as well as the annoying plane. Head up now to the tallest turret to reach a floating platform. Use it to go right.

Keep moving across these floating platforms until you reach a really fast platform going around a red platform with two bald guys on it. It's a good idea to take care of both them and the flying guy before getting on that fast platform. The next platform along has a Flag, so make sure to activate it.

You can drop down here to find a semi-secret little castle with a door. If you go in, you'll be faced with a choice of four blocks held up with gems. To get three (you can't get all four), you need to shoot the block on the far left or right and then head a little further back and knock down the two middle blocks. The blocks' contents, from left to right, are: A bald guy (not good), a bunch of notes, an extra life and Harry the friggin' Dog. Obviously, you only want the middle two. Head back outside once you have everything.

To reach the flying platform to the right, jump onto the roof of this little castle and head across the hidden gem path. Head right some more and take the top route to a region full of planes and a [Puzzle Piece] at the top. If you try to head further right you'll be blocked by a wall of hidden gems. So backtrack a little and take the bottom route. You'll need to duck under the gears and then you'll come out at another big castle. Head up to find two exits: Do NOT take the right exit, as it'll lead to a "bonus area" with a whole heap of nasty crushing ceiling traps. Seriously, it's not worth it. Take the left exit instead to complete the level.

--Guide follows the other dead-end now, to the southwest.--

Blocks Away (1.5) - Fairly straightforward level. Start by heading up, not down, as the dudes on the bottom will probably kill you without any note protection. Get the ? Block at the top to not have to worry about notes. Head on right now and avoid the marble that drops down this triangular block. Head right to find a trio of planes and a Cannon power-up to take them out with. Further on is a stack of arches with a Balloon power-up at the bottom. Use the Balloon to get as high as you can and grab the various useful fruits at the top of this little pyramid.

Now, head right onto the moving platforms. Find the one going up and down and ride it up to a gem path area. GO left for an extra life and then continue right. Drop down to find a ? Block under a little roof; this is the Flag for this stage. Follow the platforms along the bottom to reach a ? Block with a Pogo power-up and use this Pogo to head right. As soon as you reach an area with Strawberries and a teamster walking around (the Pogo should be wearing off at this point), take a jump right and then drop off this pointy platform to find a ground floor. That... dog is down here, as well as this level's [Puzzle Piece]. Just a little further is the exit.

--Only one path left to take, so go Southeast.--

Mini Maze (1.6) - A maze? Sounds like fun, right? Follow the linear path down and right. You can get those goodies in the pit if you don't mind losing the one note you got from that teamster. A little further on you'll find a ? Block and two ways to go: right and down. Don't bother going right yet and instead grab the power-up inside the ? Block (Mini) and head down and left, avoiding the soldiers if possible. Get to the end and open the next ? Block which is the Wallcrawler power-up. Use this to follow the jagged path up and back around to where you dropped down. You now have this level's [Puzzle Piece].

Head right and get acquainted (or re-acquainted if you decided to take the stupid "bonus room" of Barmy Army) with Helpy Block. Knock him right to use him to get a bunch of fruit. Keep knocking him right to take out any enemies and then jump across to the drum down here after turning off the conveyor with the yellow switch. Head up and then left across the deactivated conveyor belt to reach a dangerous section that requires the Mini power-up again. Use the nearby Mini to get through the corridor without letting a marble hit you. If it does, you'll instantly become big again and get crushed by the low ceiling. After you get out, you can find a blue switch which will reveal the exit. Drop down to the left and exit the level.

--Heading to the right one first this time, since I like to get all the levels on one "floor" completed before dropping down to the next one. Head northeast to the next level.--

Doll's House (1.7) - It's Helpy Block's time to shine. Use him to defeat those soldiers and then drop him in the gap to cover the spikes. When down here, smack ol' Helpy to the right (one punch should knock him off the spikes you dropped him on) and go right until another gigantic bear drops from the ceiling and opens the way down. Take Helpy down there and knock him over the next bed of spikes. Use him to get up to those fruits and then drop down.

Helpy's identical twin brother will help you now. Punch him so he drops onto the next set of spikes and leap over there. Keep knocking him around to take out the enemies and watch out for two giant bears for this next bit. If you still have Helpy #2 with you, get him as close to the next edge as possible and use him to reach that extra life.

Use the Umbrella to float down safely past all the gears and hit the ? Block at the bottom to activate this level's Flag. Head right where there's a Doll House and go up using the windowsills. On the roof, head onto the moving platforms and go up and left to reach the [Puzzle Piece]. Only one more to go! Head into the Doll House to enter a bonus room.

In this bonus room, you need to follow the maze around to the switch. It doesn't take long to identify where to go, so just follow the path around and activate the switch. This'll make a long continuous chain of cherries appear, so follow them around to get to the exit and finish the bonus room.

Head down once you get out and find the Ram power-up to get past the crystal blocks blocking your way. Follow the path down until you get to another Ram power-up and use it to hit the wall to make a red gem fall down. Cancel the power-up and use the gem to get to the exit.

The Darkroom (1.8) - Head on up the drums to the left and head right at the top, all the way right to find an extra life. Now, head left and activate a switch. It'll turn the lights off. Unfortunately there's no way to proceed

without the lights off, though you will find a useful Lightbulb power-up to light the dark.

What follows are a bunch of platforms that you need to jump to and keep heading left. Follow the trail of cherries along the tops of these platforms: don't worry, we'll come back for the very useful item hiding down in the darkness. As soon as you get to a wall, drop to the bottom floor and head through the gap. Your Lightbulb should be wearing off by now, but fortunately the light switch is up ahead. Climb up the odd shape with the switch shape on it to turn the lights back on.

Now the lights are back on, head back to those jumps we were getting over before. If you pay attention, you'll see a Key close to where a pear/avocado is. This Key is necessary if we want to get any further in the game, so grab it. Backtrack to where you turned the lights back on.

Head up a few of these meccano platforms and head right to find the last [Puzzle Piece] in an alcove. Now all that's left is to finish the level. Simply head left across the platforms and be wary of enemies. The boss is behind the exit door up ahead, so make sure you have some notes as they carry on into the boss fight.

Boss (1.A) - The Boss of this world is a spinning top toy with an attitude. It's only attack is to move left and right and spit cogs out of its innards. These innards are where we need to aim at. Take the ? Block on either side of this little level to turn into the Helicopter and pepper those mechanical gears with bullets. It'll take a fair few hits (the boss flashes white when you hit him properly) before he falls apart and drops the quest item for this world: A top.

--OK, we're done here. Time to head to the Ice World.--

Ice World

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Chilly (2.1) - Unlike the toy levels, the ice levels are a bit more straightforward and less obtuse. For this level, just head right. Beware of the Eskimos' harpoon guns as you move along as well as the penguins, since they can launch themselves down slopes. Keep heading right until you see a bunch of platforms above you: You can reach these by jumping from the last igloo before the platforms show up. You should land on some hidden blue gems.

At the top here you can obtain a Flamethrower power-up: take it as far right while avoiding both falling or taking damage. You'll eventually come across an extra life behind some ice cubes, which is where you'll need your Flamethrower fire to get through.

After you drop down where the extra life was you should find the restart Flag. After getting over the next area you should drop down to a low platform over some water: if you head left here instead of right you should find the first of the Ice World's [Puzzle Piece]s. Go ahead and finish the level now with a few more jumps to the right.

Cresta Run (2.2) - Really simple, short level. Similar to Marble Alley, you have to use a speed-boosting power-up to get to the bottom of a long slope, collecting Oranges and Lemons to boost your very small time limit. Use the Ski

power-up to get to the bottom fast and then use the Balloon power-up at the bottom to climb back up the level. You'll see the [Puzzle Piece] if you keep in the middle and to the right a little. After the power piece, head up and left. The small platform below the exit will have a dude walking around and an extra life: Only go for it if you need it, since it'll be hard to avoid getting hit which means you'll need to head all the way down to the bottom again for a new Balloon power-up. After reaching the exit to the very top left of the level, enter it to finish this interesting little level.

--Another split here. I find it's best to get rid of the shortest dead-ends first, so we'll head northwest to the two levels up there.--

Grotto (2.3) - You're dropped inside an icicle cave. Sort of nice in here. Take the nearby Ice Skate power-up and head right with it, jumping over the obstacles and enemies you come across. At the very end, after the snowballs start dropping on you, you'll find the exit up a steep wall as well as another Ice Skate power-up. Use this power-up to head as far left over the higher floor as possible. Right at the end is a [Puzzle Piece]. Now, just take the nearby Helicopter power-up to make your way back to the exit, collecting all the loose Cherries along the top of the level. Another nice and short level.

Snow Falls (2.4) - Head up and right, then take the Ski power-up down the slope and over the jump to land in a snowy forest. Before continuing left, check to the right where there's a big drop to find a Balloon power-up hovering in mid-air. Collect it and head straight up to find a small platform with the [Puzzle Piece]. Go back to where you jumped the gorge.

Head on until you pass a massive tree trunk heading into the sky: the tree immediately after that one is next to a platform high in the sky. Jump from the tree to find a hidden gem path, which allows you access to the high platform and an extra life. Head a little further left and cross a waterfall with the small rock jump to get to where Harry the Dog and a Flag are waiting.

The next series of jumps, over the small rocks and floating ice platforms, are pretty tough to judge. When you get to the far left, after the big waterfall jumping sequence, you can go up or down (heading up is actually quite difficult as you'll need to time your jump perfectly to land on the ice block as it shows up). The down route takes you to a secret door (it's a door-shaped hole in the ice) which leads to a Bonus Room.

In this bonus room, you can use the Flamethrower power-up to melt ice cubes blocking three extra lives. However, you need to quickly jump back onto the moving platform after getting these lives. If you miss the platform, hold left to land safely at the bottom and exit the Bonus Room. If you fall down the hole it counts as losing a life.

Back out, go the top route. It may take a few tries to get the timing right. Use the Ski power-up here to head down the slope. At the bottom is the exit.

--Only way to go now is northeast.--

The Fridge (2.5) - Head right. Climb the tree over the ice section coming up to find a high ice platform. Jump right to another, smaller ice platform. Now you need to take a massive leap to the final ice platform up here which has the next Key. Very important that you have this and exit the level with it.

Drop down and use the Ice Skate power-up to head right. What follows are a series of jumps over barrels. Nailing the jump without touching the barrels gives you a small score boost. Try and time it to clear each group of barrels, if you mess up you can head back and jump over them again. This isn't vitally important, just a bit of fun.

Eventually you'll reach the Dog and a Flag. You'll have a few more barrel jumps until you reach the end, which has a slope going up and a blocked in area underneath. Open the nearby ? Block to find the Flamethrower and use it to burn your way inside. It may take a few seconds to burn all four blocks, so watch your back for enemies. After getting through, just follow the ice platforms up and left until you reach the exit. Before going into the exit, walk right past it to find a hidden gem path that leads straight to the [Puzzle Piece]. Now that's done, exit.

--Heading northeast now, to finish off that dead-end.--

Freezer (2.6) - Not much to say about the first half of this level. Make your way right over the platforms making sure not to drop on the icicle spikes underneath. Eventually you'll reach a slope with the Ski power-up, so make your way down until you drop off the slope.

Here, there are three different paths to take: Up and right, down and right or down and left. Go up and right and burn through the wall here with the Flamethrower. Take out the Ice Cream Cart guy and get the extra life. Jump left to reveal a blue gem. Jump up and right for another hidden path that leads to more ice cubes to melt. Through here is the [Puzzle Piece] and a bonus room. Note that this bonus room will take you back to the start of this level upon exiting, but it has a lot of good stuff. Just use the Wallcrawler to get around and collect all the Cherries and an extra life. Head back to the floating platform, turn back to normal and go in the exit before the time runs out.

If you went to the bonus room or not, make your way back to that four-way split you passed. The left path is a dangerous one, full of sinking platforms and difficult jumps. It eventually leads to a bonus room with a lot of extra lives up for grabs though, so it's your choice. Upon entering the bonus room, head left and get past the enemies without killing them. Hit the switch and all living enemies get turned into extra lives, for a possible total of four.

Going right at the split will eventually lead to trees and a Helpy Block on the far right. Use the Helpy Block to reach the trees on the right side of this area which will allow you to reach the exit.

Brass Monkeys (2.7) - The name of this level comes from the expression "freezing brass monkeys" to mean "very cold". In case you didn't know. Head left and find a Brick power-up above the conveyor belt. For the first time ever the Brick is very useful. Collect it and allow yourself to plow through numerous enemies in your indestructible brick form. Once the conveyor belts run out, turn back to normal and continue left.

Use Helpy Block to get past the enemies along the bottom here until you get to an area with several red gems floating above you. Abandon the Helpy Block and go right to collect all the Strawberries. After, head back to the red gems and knock them down by jumping into them. Head up, get the Flag and go left. At the end of this path is a [Puzzle Piece].

Follow the little maze area right, collecting all the fruits and an extra life. At the end you'll come across a conveyor belt. Head across and go right until you see springs and a ? Block above you. Knock the ? Block up with the springs and then quickly follow it as it's carried off by the conveyor belt. Hit it as soon as it drops off the above conveyor onto the one below for the Flamethrower power-up. Use this power-up to go further right.

At the far right you'll go down a broken slope. At the bottom of this slope is the Speedboat power-up. Use it to go left and reach a shallow area in the water. Get out now by cancelling the power-up and go left to find the exit.

Snow Way (2.8) - An odd level, as the way to go is up. Climb the various trees and ice platforms until you reach a switch. This will allow you to get higher up. Ride the floating platform up and head right. While up here, go as far left as possible to find the final [Puzzle Piece] of this world.

Keep on heading up now until you reach a tree with a lot of branches. Watch out for a falling snowball. Climb the tree and jump to the left once you reach the top to find the exit. Boss time!

Boss (2.A) - Ol' Frosty here is in a bit of a furore about something and the only cure is to melt his face. Grab the Flamethrower power-up on either side of the guy and jump up to attack his head with the flame. He'll jump out of range upon doing this and turn white. You'll no doubt get hit several times from his hard-to-avoid attacks, so use this temporary invincibility to dart across to the other Flamethrower power-up and keep up the attacks. He'll eventually melt away, leaving his hat as the item you need.

His attacks include: Stomping around, which you can tell he's about to do by how much he's shaking. He can fire snowballs out of his hat which you can deflect with a punch and he can fire his carrot-nose at you which you need to avoid.

#### Aztec Adventure

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Jungle Gym (3.1) - Make your way right. You'll reach what looks like brambles in midair, with small grey pellets raining down. Don't go near those pellets and instead grab the nearby Pear/Avocado for the temporary invulnerability. Make your way up and take care of those monkeys. Head left and jump across the gap to find some hidden green gems. Jump left again for the [Puzzle Piece].

Heading right now, take out all the enemies near the houses (including the Soldier Ant and a Heavy Gnome that appears out of nowhere). Get the Cannon power-up and use it to defeat all the flying dudes below and to the right. After all three are taken care of, grab the floating Soda power-up and use it to float over the water.

Once you get out, you can activate the Flag. Make your way up using the Helpy Block to reach the Hammer power-up. Continue right avoiding enemies until you find a bunch of bricks and a ? Block. Smash the bricks as best you can and get the Balloon power-up from the ? Block. Use it to fly up to the exit. If you want, head left a little to get the extra life first.

Treetops (3.2) - Make your way right, avoiding the bees as best as possible. You'll eventually reach the treehouse areas with Aztec guys prowling around.



Go up and right until you find a ? Block with an Umbrella power-up inside and use it to float to the next treehouse.

Before the Umbrella, there's a way back across the treetops that'll lead to a switch close to where you started. It'll open up a door to a bonus room which is, for some reason, impossible to complete. So don't worry about it and continue with the level.

After using the Umbrella to get across, head right and down to find the Flag. A little further right is the Hammer power-up, but don't get it yet. Go across the conveyor belt up here and get on top of the tree at the end. Jump from the treetop to the left to collect the Bomb power-up. Activate it as soon as you land on the conveyor to destroy all the monkeys and bees around here. Get the Hammer power-up now and head underneath where that conveyor was to find an enclosed [Puzzle Piece]. Smash the brick to get to it.

Head on right and up to reach a Balloon power-up. Use it to cross the next bit and fire the little bombs to take care of all the bees around here. Once across, head a little more right over the trees to reach the exit. There's a hidden path going up which will lead to an extra life. Exit the level.

--Going northwest to those two levels next.--

The Swamps (3.3) - Just make your way right. You'll see an extra life and the Mini power-up, but you'll have to go right and around to reach it. A little further on there'll be a ? Block over a pit: Don't get it, as an enemy will pop out. Keep on heading right to reach an Aztec temple with a Flag.

A little further on is the Cannon. Use it to take out all the enemies and get on the moving platform a little further ahead. Drop the red gems by shooting at them, letting you jump across to the far right. Keep heading right in this new area until you find Helpy Block. Use Helpy to reach the top area and make your way to the exit. The switch over the exit will make Cherries appear, by the way.

Inside this new section, head right. A massive ball will drop down, so use it to reach the top right of this enclosed area. There's a [Puzzle Piece] up there. Now use the ball to reach the exit at the top left part of this area.

Rain Forest (3.4) - Fairly straightforward level, this. Just go right, avoiding the balls as they drop down. Use the first ball to get higher up and continue right. After the second ball drops down continue right until there's a very small pit going down. Hop down here and hold left to find a secret alcove with the [Puzzle Piece]. Use the Balloon power-up down here to get back up.

Continue right, going down platforms, across conveyor belts and activate the Flag. Use the "look down" feature (just hold down on the d-pad) to see where the platforms are and make your way down. From here it's just a quick trek right past quite a few enemies to the exit. But first, from the top of the buildings you first come across, jump left to find a single hidden blue gem hanging in the air. Follow it up and left, first, then right. You'll eventually reach a platform with a Helicopter power-up floating in midair. Use it to follow the trail of Cherries and Strawberries going right and as soon as that trail heads downwards, you keep heading right. You'll eventually find a high platform with this world's Key on it. Directly underneath this Key is the exit, so drop down and finish.

Temple of Gloom (3.5) - A difficult level that will rely on your skills with the various power-ups in the game. Grab the Skateboard power-up and jump over the lake to the Speedboat power-up. Without getting hit, move over to the Balloon power-up and continue up to the ledge. Take the Mini power-up from the box here and go right, under the low-hanging spikes. Drop down to lose your power-up on the bed of spikes and head underneath them by going right then left.

With the Hammer power-up, knock out the rocks blocking the path. Head up and grab the Ram power-up and use the ramming power to clear the jump with the low ceiling. Grab the Rocket power-up and maneuver through the passages without hitting the spikes. At the end of this little bit is the Flag. Halfway done now.

Grab the Wallcrawler and make your way across the ceiling to the other wall. Drop down and grab the Soda power-up, floating right. Hit the bee with one of your bottlecaps. Grab the Helicopter power-up and make your way to the north corridor going right. At the end, drop down. Get the Cannon power-up to clear out all the bees just ahead and get across, collecting the Ball power-up. Carefully make your way over the next two jumps as the Ball.

In this area, use the Pogo power-up to get higher. Drop down and use the Ice Skate to escape the ball. Use the Flamethrower to take out the Aztec dudes here and continue right to the Lightbulb. Make sure not to lose the lightbulb as you won't be able to see the drops otherwise. Dodge the Aztecs since you can't hurt them in this form. When you reach the ? Block, take out the guy coming at you by predicting where he'll be in the darkness. Then get another Lightbulb from the ? Block and head up. Jump to the far left to find a secret alcove under another one holding the [Puzzle Piece]. Get as close to the edge as you can and jump straight up to reach it. Exit the level now by going right.

Sun Rise (3.6) - Another level which isn't at all easy. You need to follow the screen as it scrolls upwards. Head up ASAP. You'll get a Lightbulb but quickly lose it, so use the barely visible shapes in the darkness to figure out where to go. As you head up killing things and avoiding the bottom of the screen, you'll find the Hammer. Collect it and use it on the blocks up ahead. Make sure to keep this Hammer power-up after the blocks are gone.

Keep heading up, using the platforms here. Avoid the Aztec or kill him before he causes you to lose the Hammer. Keep heading up until you see the Puzzle Piece behind some blocks. Quickly destroy them and grab the [Puzzle Piece]. Just a little further up is the exit.

--I took the left route, since I was already heading in that direction. Go southwest.--

Blowpipes (3.7) - Head right. As soon as you see a couple of trees, jump up and follow them to a floating red gem. Knock the gem down by jumping at it and then use the Pogo power-up it drops to make your way up and left. Follow the Cherries to reveal a hidden blue gem path and wait at the end for a moving platform. Use this platform to head left and grab the [Puzzle Piece].

Back down, head right once more. Time your jump so you land on the water the split second that the platform appears. Or you can just use the Pogo to get over. Head right to pass some difficult jumping puzzles inside spiked rooms. You'll reach water and what looks like an impossible jump. Stand close to the

edge and wait for a blowpipe to come out of the pillar, then jump over to it before it can fire a dart and disappear. Do this again for the next blowpipe.

Continue right until you hit the Flag. Stay close to the wall here and wait for the blowpipes to show up so you can head up and left. At the top, use the Mini power-up to get through the small tunnel with spikes. Head on left until you find an Umbrella power-up and use it to clear the next bed of spikes. From there, it's a short distance to the exit on your left.

Sunken City (3.8) - The first proper underwater level. Head right and collect the Submarine power-up. Slowly make your way right, getting past all the enemies and anemones. There isn't much to say about this stage, since it's just long and full of tunnels and such. Just keep heading right.

After what seems like a lifetime you'll reach a new room. In this room appears to be a few snorkel enemies and a trio of spikes that keeps sticking up from the ground. After a few seconds these spikes are revealed to be Neptune, King of the Ocean. You can't hurt the guy, all you can do is survive long enough against his dogfish minions until he gives up and drops a [Puzzle Piece]. This will finish the stage, or in our case bring us to the real boss.

Boss (3.A) - This annoying boss works kind of like Donkey Kong, in that you need to avoid the rolling items he drops. Use the Cannon power-up to take out the boulders that drop down and apply just enough pressure to the fire button to send some cannonballs bouncing along the top floor so they hit the little Aztec statue guy. After several hits he'll turn green and then stand very still indicating that the curse over the statue has lifted and you're able to collect the statue as this world's item.

## Space World

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Fire Pits (4.1) - You'll receive a notice about how you can teleport using the craters. Of course, it won't tell you that most craters will spit out fireballs, hurting you as you're trying to duck inside them. So be cautious and time your attempts to get inside one. The only nearby teleport crater is the nearby blue one. Duck inside it to appear on the platform above. There's an extra life up here for you.

Head up at the fork and continue until you get to the second crater. Don't get the Hammer in the ? Block yet and instead duck inside the crater. You'll end up on the platform underneath, which has lots of fruit and an extra life to collect. Once you're done, grab the two Avocados and head right across the lava while invincible. Leap to the green rock, which turns out to be an enemy of sorts and jump off it once it clears the gap for you. Go up and left a little to get the Mini power-up and head right through the small gap.

Once you drop down, you'll see two hints that something is up with the gap in the floor here: There's a Cherry floating near the bottom of this gap and the fireballs keep hitting something nearby. Drop down to reveal a hidden gem path that leads left underneath the platform. At the end is the first [Puzzle Piece] of Space World.

Jump on top of your helpful green rock friend to be launched higher, being careful of a yellow gem that may block the way up. If you still have the Mini power-up on (unlikely) you can get that extra life. Otherwise drop down the other side to find the level's Flag. Head right.

Jump up and follow the northwest route through this little maze cave area. You'll reach a crater, so duck down and be teleported next to a switch. Hit the switch to open a wall. Now head down underneath that wall and right until you find a Hammer power-up. Backtrack to where the wall was and go up and past it to eventually reach a group of bricks. Go past those to find another group and smash them to reveal the path downwards. These lead to another crater which will teleport you to the exit of the level.

--I'll be heading down now. Southeast to those two levels.--

Critters & Craters (4.2) - This level is a sort of R-Type shooter, since you'll be flying the whole way with a constantly scrolling screen. Collect the Helicopter power-up and follow the screen right. Don't let anything touch you, as you'll lose the power-up and drop out of the sky. Or space. Whatever.

You'll meet rows of enemies shaped like hoops, triangles and rockets. Don't let them nor the lava rocks stop you. I'll point out difficult parts of the level using the number of seconds you should have left on the Helicopter's timer at those points.

Very soon after starting you'll come across a row of lava bricks in your way. This is a very difficult bit to get past, and I recommend dropping back to the edge of the screen so you don't need to push right as well as up/down. Just concentrate on the up/down to fit through the gap. It is incredibly exasperating, but if you get past it the most difficult part of the level is done.

It's fairly plain sailing after that until around the 100 second mark where you'll have to dodge fireballs from the bottom of the screen. Just hang near the top of the screen during this bit.

Around the 60 mark you'll have another difficult "squeeze through the passage" section, which also has enemies in it to make it even harder. Destroy the enemies you can reach and just concentrate on up/down while you let the screen carry you forward.

Around 35-40 there'll be some Pears/Avocados. Grab them and use the invincibility to grab the [Puzzle Piece] on top of a lava rock. In the section immediately following this one, hold up to clear all the lava rocks and enemies. You'll soon reach the exit, which is a big rocket.

High Zone (4.3) - Thankfully, we're back on solid ground for this level. Head right over the first few jumps by using the green rock dudes.

After the first rock guy hits the wall and starts walking backwards, don't jump onto the next one just yet. Instead, allow the first rock guy to carry you all the way back to the first jump of the level and leap across to the rocket you started underneath. From the three little rocket tips, head left onto a rock platform and use it to jump onto the rocket's top. From here, jump onto the yellow star above you and leap across to the other yellow star where a very well hidden [Puzzle Piece] awaits.

Backtrack to the second rock guy and continue right over the gap. Don't worry about the Ball power-up unless you want a bunch of time-boosting fruit (and it's hard to get anyway, so I don't think it's worth it). Instead, make sure to go south and west to reach where you saw the Key earlier.

Head right through this little maze area to come out to a large chasm. There's a partially hidden green rock man here so use him to get across the big gap. Watch out for the blue meteors. Once across the gap, hit the ? Block for the Flag. Keep heading right across the ground level to find the Pogo power-up. You need to head up, now, to the five-point stars. Get across the stars going left and leap all the way across to the rocket tips close to where the Flag was activated.

While being careful of UFOs and their little deployments, head left to a spring and use the spring to get to the stars higher up. Follow these stars as far right as you can and then drop down once you reach the end of the screen to land close to the exit.

Kessle (4.4) - Um. I think they probably mean "Kessel", as in Star War's "Kessel Run" which is a dangerous route used by smuggler spaceships. Which is pretty much what this level is about.

You need to grab the Rocket power-up and carefully make your way through the maze of lava rocks. Only apply the slightest of pressure to the thrust button (normally the jump button) otherwise you'll shoot up and hit the ceiling. When you get to the fireballs, time it so you pass them without getting hit.

Around 90 seconds on the Rocket's timer (this isn't accurate because the player controls how quickly or slowly they get through the level) you'll come across a branch. The top path, though narrow, will yield a [Puzzle Piece] that you need. Watch out for the astronaut flying around.

Take the southwest/left route as you head down (the southeast/right is a dead end) and be careful of the fireball. It has a tendency to fly down on top of you after you pass it, making it hard to avoid. At the bottom, turn off the Rocket to have a break. Follow the rocky path right to find another Rocket power-up inside a ? Block and the other ? Block has the Flag inside. If you want to get that extra life, head up and left to get a Mini power-up. Don't lose it on the way down. To continue with the level, take the right route up.

Take the left route at the next fork and get past a bunch of astronauts. At the three-way split, take either the left or right path, not the middle. You'll reach safe land again and the exit is to the upper right.

Porkle (4.5) - Your guess is as good as mine with this level's title. Probably better, since I have no idea what it's about. The level starts off with bubbles floating up, which you need to ride up by jumping on them. From the first bubble, ride it up until you see the lava-rock ceiling and jump left to grab a floating [Puzzle Piece]. You need to time it right to avoid hitting the ceiling.

Keep heading right over the bubbles, using the little outcroppings of land. Eventually, you'll reach a three way split that depends on your height at the time of jump. The bottom route is where we need to head off to next, though if you can manage to reach the top route (it'll need another well-judged jump to avoid hitting the ceiling) you can move right and jump onto hidden gems to reach a bonus room. The gems are directly underneath the fruit you see floating in space.

In the bonus room, you need to use the Rocket like the previous level. Just follow the long trail of Cherries to the exit. Dropping down from the bonus room or going right along the bottom route will lead you to the same ? Block

which holds the level's Flag. Continue right.

Make your way over the stars (the UFOs are back so watch out for them) and head up and right. You'll go through a linear series of tunnels, eventually reaching a split. If you go right, you'll reach a Balloon power-up that can be used to collect a bunch of Cherries and Strawberries along the top of the level. Whether or not you decide to take that detour, take the path up to reach the exit.

Chessle (4.6) - Yeah.. still no idea what's going on with these names. There's not much to say about this one, you're heading upwards on a bunch of Saturns trying to stay ahead of the screen (like the Aztec Adventure's "Sun Rise" level). Don't worry about looking for bonus, just use your best judgement to get as high up as possible without falling down. At one point there's a Balloon power-up you need to use to get as high as possible before it wears out because otherwise you're stuffed. Right at the top, once the exit appears, continue to the very tip of the rocket. Make a huge jump left to a ringed planet that's holding a [Puzzle Piece]. Jump back over and finish.

--Moving on up to the northwest planet, since we're already moving in that direction.--

Puckle (4.7) - ????. Anyway, this is a fairly standard level, though a little confusing. If you want to get the Puzzle Piece, it's a long and difficult road that starts to your left. You might want to complete the level first because there's a jump that you may fail several times.

I'll cover the Puzzle Piece route first. Go left, follow the hops going left at the bottom and make slide down a platform a little before making a huge jump left. You need the sliding momentum to make it across. It's a fairly tough jump so if you make it you're well on the way. Keep heading left until you get to the end and then drop between the two pillars to find a Pogo power-up. Use the Pogo power-up to get the extra life first and then head right and up following the Cherry trail. You'll need to time the cancellation of the Pogo power-up so you can fit in that short tunnel at the very top. Follow the tunnel around to reach the [Puzzle Piece], which needs the switch activated before you can reach it. Head right through the opened tunnel to reach the start of the level again.

Go right at the start to take the path to the exit. At the fork, go right and jump on the platform. Make sure to jump off the platform to the right before it disappears off the bottom of the level. This jump is also incredibly tough, but it is possible. You need to be right at the edge of the platform and lined up with the other side when you jump.

There's another familiar puzzle here, as you knock the ? Block onto the conveyor and chase after it before it falls off the level. Use the Hammer power-up it drops to get through the tunnels ahead. You then have a little maze section with the lights off, but it's fairly easy to see where you're going even without the Lightbulb. The alien guys will be hard to get past with the Lightbulb, but if you get close enough to make them explode and then outrun the shrapnel you'll be OK.

At the end of this dark section is the lights back on. You'll drop down to where the exit is.

Green Cheese (4.8) - Finally, a name that makes sense. Right from the start you'll have a bunch of aliens next to you. Use the Ram power-up here to make your way left over the long jumps. Make sure you still have it by the time you come to the next jump and then use it to smash the wall afterwards. Grab the next Ram power-up here to refresh and continue left. Ignore the ? Blocks: they have 8-second Ball power-ups which will also get you over the gap but will leave you defenceless, unlike the Ram form which you have almost a minute left on.

At the end, go up onto the next floor and hit the middle ? Block for a Flag. The left ? Block has notes and the right one has a Skateboard power-up. Take the Skateboard and go right until you see a platform above you. Jump onto the next platform right and jump back left onto this higher platform. Use the second Skateboard power-up here to make a huge jump to another high platform to the left. From this one, jump left again to reach a little alcove with the final [Puzzle Piece]. Drop back down to where the Flag was and collect the Skateboard power-up again.

Head right over the next few jumps until you reach a bunch of eyeball things. Avoid them if you can but it doesn't matter a whole lot. Take the next few jumps (they're big ones) to the UFO thing and enter it. It'll take you to a new part of the level unless you're ready for the boss (all eight Puzzle Pieces) in which case it's a much shorter trip to the big guy than heading further right for the "real" exit.

Boss (4.A) - You're stuck in Rocket mode for this boss, hence the lack of a timer for this power-up. In order to hurt this green rocket boss, you have to ram into it. Landing on top of it is the safest way of ramming it, since there's less chance of getting hit by its bullets that way. After about 8-10 hits it'll appear damaged, which means you're about halfway there. Another 8-10 hits will destroy it. Watch out for both the enemy rocket's bullets and all the meteors whizzing around. After it dies, you get the star item and can leave this world.

#### Desert Zone

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Oil Wells (5.1) - The desert is a much welcome return to Earth. A neat feature of these levels that isn't really important to the gameplay is how Jelly Boy will tan the longer he's out in the level. It's pretty neat. This level is relatively simple; just head right. You'll eventually come to what appears to be a deadly lake with the only way forwards being an up route. Not the case. The "water" is actually a mirage, so you're safe to cross (and in fact will give you an extra life for spotting the illusion).

Get past the tents here to find another watery area. This time, the water is very real and will kill you, so get on top of the nearby tree and clear it. The Flag is on the other side.

A little further on you'll meet the Sandworm, who can be used to get over the next series of jumps. First, though, get onto the platform just above where you meet him and head left. You'll eventually reach a floating [Puzzle Piece]. Use the Sandworm to get as far right as possible and then leap off him before he disappears into the water. The exit is right in front of you.

--Heading to that dead-end on the left first. Go southwest.--

Arabian Night (5.2) - Go right past all the Egyptian guys to reach a flying carpet. Use the carpet to go right and clear the large gap over there. A little further is the next carpet, with the Flag just above it.

Go up and left with the carpet to find an extra life and another carpet. Unlike most carpets, this one will take a long time to wear out. You can actually use it to clear the whole level, getting to the [Puzzle Piece] at the top right of the level and dropping to the exit.

Something else that must be done here: Go back to the super carpet and head left and up and just hold it. Eventually, you'll hit the very start of the level and right at the top here is the Key. I'd finish the level first and then go after it, because you can then quit out with the "Start-Select" combo and still have the Key.

--Heading to the other dead-end now, to the southeast.--

High N Dry (5.3) - A nice, short but interesting level for you. The screen only scrolls a little to the left, so we're heading up. Just grab the Pogo power-up and head up by any means necessary. There's another Pogo power-up closer to the top. If you still have the Pogo by the time you reach the moving platform, hold far right when you jump to make it to a bonus room and a [Puzzle Piece]. The bonus room is a cinch too. Afterwards, make your way to the moving platform and onto the exit.

Valley of Kings (5.4) - There's a vulture heading straight towards you as soon as you start this level, so be careful since the Jelly dude's always vulnerable right from the get-go. Head kind of right and don't worry about all the different directions you can go. Eventually, you'll reach a wall you need to be high up to reach. Just before reaching this wall you'll find the Flag.

A little further on is a magic carpet. Now, use the magic carpet to had back to where you jumped onto the wall and then head straight down and into the little underground area to the right. Use the Mini power-up to reach the extra life and then move to the bonus room you can see and go inside. In here, hit the first switch by breaking the way to it with the Hammer power-up. This lets you hit the second switch, which activates the conveyors dropping two extra lives down for you.

Back out, grab the Mini power-up and continue through the maze to your right. You'll get the [Puzzle Piece] and eventually come out close to the exit. Make sure to jump off those red gems fast, since they'll drop. There's another extra life on the trees above the exit if you want to get it before leaving.

--I'll take the top route first. No real reason. Go northeast.--

Pyramids (5.5) - Head right until you see the first pyramid. I'd slide down the left side of it to grab a whole mess of fruit, being careful to land on the ground rather than in the water. On this bottom floor, go right for an extra life. You can jump across to the right for another potential extra life in the bonus room, but the jump is difficult and isn't really worth it. Head back up, either by slowly climbing the pyramid side you slid down on or going left and then taking the platform up.



Once you backtrack to the top of the pyramid, go right and slide down until you can jump across. The Cherry trail helps you time this correctly. Head up the trees with the legionnaires on them to reach a new pyramid and the Flag. Head right and get onto the weird upside-down pyramid structure on the other side (use the Ski power-up to reach it if you want). Head right until you reach a new pyramid and take that platform down the left side. At the bottom is a [Puzzle Piece].

Take the platform back up and ride the other side of the pyramid down. There's some Strawberries to the far right if you want them (there's a few hidden gems on the way down the right side of the pyramid) but otherwise walk underneath the pyramid and take the door there to leave.

Caravan (5.6) - Don't head straight for the Cherries because there's a spitting camel closeby. Pick your time and head right. Head up and then left to find the Helicopter power-up and use it to go as far right and down as possible without falling off the screen to reach an inside area. Hit the switch to open the way out and go right to find another Helicopter power-up. Use it to escape in the opening you made.

Up here, knock the Helpy Block down and take it right, killing all the sand gophers. Knock it on top of the cacti at the end to get up. A little further along is a pillar with the Flag on top. Keep going right, using the Hammer power-up you can reach with some hidden gems to eventually get to some steps going down.

At the bottom step, check left and look closely at the wall to see a few blocks that have the sun shining on them. These are hidden blocks you can jump onto and will lead to the [Puzzle Piece] and a bonus room. The bonus room is another one of those "baddies turn into hearts" where the object is to avoid killing enemies as you make your way to the switch. Hit it to transform any living enemies into extra lives.

Back out, head right using the same partially-hidden blocks and keep on moving across an unremarkable section. If you head to the top of the grey stone buildings, you can get an extra life as well as fruit. Keep going right until you find the exit.

Mummy's Tomb (5.7) - Climb the trees using the pyramid here and grab the Bomb power-up. Use it to blow the gophers here to smithereens and then continue on past them. Make your way up and left. Grab the Wallcrawler once you're up here to get across the ceiling, being careful to avoid the flying guys. Drop down and follow the path around to a crossroads and a Flag.

From the Flag, head right and up. Go get the Lightbulb power-up before hitting that switch and turning the lights off. Dodge both the walking around guy and the flying guy: if you get hit by either one, kill both of them and return to the Lightbulb power-up ? Block. Make sure to stay on the top level as you make your way through the darkness, taking every possible opportunity to go upwards. At the end of it, you should find the lightswitch and a [Puzzle Piece]. Just head left now and move the short distance to the exit.

Fort Sesame (5.8) - Head right. Use the Ball power-up to get across some gaps up ahead. You'll reach the big grey fort area soon enough, which you can climb by seeing where the sun-drenched rocks are and jumping between them. At the top, if you head right a little, you'll find a switch. This opens the big door underneath you, which leads to a bonus room.

In this bonus room, you just need to move as quickly to the right as possible to catch the hearts as they fall off the conveyor. Back out, head right until you find a tall but thin grey building and climb it in the same manner as before (look for stepping stones). At the top is a magic carpet. Use the carpet to head as far left along the top of the level as you need to go to find the last [Puzzle Piece] of Desert Zone.

Boss (5.A) - This lady can do a lot of damage if she's close and she's fairly difficult to predict. Her attacks alternate from a big stomp move (she jumps up high and then drops on you), spitting a snake at you or just moving too close for comfort. You need to get to the side of the area where there are brownish bricks on top of the usual yellow ones. These can be used as both ammunition, hitting them into the boss for damage, and as a stepping stone to get over her if she gets too close. With enough bricks fired at her she'll vanish and drop the ruby: Desert Zone's item.

#### Sky World

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Over The Top (6.1) - Sky World. Expect a lot of difficult jumps and flying around up here. Head right and watch out for the little electric shocks moving along the wires. Go right some more to see a helicopter flying around: it's recommended that you don't go near it. Drop down to find a cloud with a Balloon power-up on it and use it to go up and left. You'll find a [Puzzle Piece] over there.

Keep heading right over all the castles. There's a hidden bonus room somewhere but it's one that is very easy to die in, so give it a miss. Watch out for the helicopters and the occasional lightning bolt. Use the balloons to ride up to higher areas if you get too close to the bottom of the level for comfort. The exit is to the top right.

--Taking care of those two levels north first. Go northeast.--

Cloud Eight (6.2) - Drop down and jump the gap when the wind is blowing. Move over the POOL building and time the next bit so you pass under the spikes when the wind isn't blowing. Over the FOOD building now and onto a bunch of chimneys. Any chimney that is spitting out stuff has a big hole down the middle (as chimneys usually have) so don't fall down it. Keep heading right until you hit the Flag and go upwards.

Up here, instead of taking the Wallcrawler and going left, jump up to get the [Puzzle Piece] and then jump over the cloud to avoid that trap. These next platforms are tricky, because every platform will either smash you into the ceiling or drop you onto the spikes. Make your way across slowly. Head up the slope here, jump to the right for an extra life if you want. The exit is just up ahead, directly across from where you started.

Shepherd's Delight (6.3) - Use the Umbrella power-up to glide over the wind gusts and head downwards. Although you don't actually need to be an Umbrella to use the gusts, it helps to have that added layer of protection you get when wearing a power-up. You'll land on a blimp eventually, with the Flag.

From here, continue down to the very bottom of the level. Use the Helicopter

power-up to make your way back up, holding to the left side of the screen. You'll find a [Puzzle Piece] over here. There's also another Helicopter power-up halfway up the level, on the same blimp that the Flag was (but on the other side of the cloud barrier). Use this second Helicopter power-up to get to the very top left of the level where the exit awaits.

Push Off (6.4) - As the title suggests, you're in a compulsory scrolling level now. This level is fairly basic as far as directions go, since you're going right whether you like it or not. The [Puzzle Piece] turns up fairly quickly on the roof of a house, so make sure you're near the bottom of the screen when that happens. Besides some moving platforms that get close to the ceiling (my trick is to walk off them instead of jumping at their highest point: you'll land on the next one easily enough) there's nothing else in this level that should cause you distress.

High Voltage (6.5) - From the start, head right and onto the building. You'll need to jump from the TV antenna to reach the HOTEL sign. Move right until you get the Wallcrawler power-up and then take it down to the moving platform and keep going so you land on the next one. Quickly move to the edge and fall onto the cloud. Keep moving up the side of the building and you should get to the little platform before the power-up wears off. Hit the Flag at the top.

Get across and up the telephone poles here, watching for the sparks. As soon as you reach the next HOTEL sign, leap back onto the high platform on the pole behind you. It'll lead to a [Puzzle Piece]. Now you have a series of spring jumps which can be very tricky, so take your time with them. Once you get to the end, take the first balloon up and jump onto the cloud above you. Follow the clouds to the left until you get to the highest one which should have a Key on it, the final Key of the game (and subsequently useless, but hey).

Back to the balloons, carefully make your way over them until you get to the exit. Make sure to always aim for the dead center of the balloon when you jump to it, because Jelly Boy sometimes doesn't get his footing straight right away.

This Way Up (6.6) - Another scrolling level heading up. You know the drill: Don't stop, don't fall off things and keep away from the bottom of the screen if at all possible. Climb the diagonal staircase until you get to a smaller staircase with a moving platform that goes upwards very fast when you stand on it. Ride that platform until it's level with the first cloud it comes to and jump left to find the [Puzzle Piece]. You'll be close to the end of the screen now, so head quickly back to the waiting platform you left parked.

Ride it up and continue going left and right up the staircases. Don't try anything funny, since it's very easy to die on levels like these. You'll soon reach the top though, with the exit to your right.

Windy (6.7) - Follow the platforms going right until you reach a chimney stack. Go down and left a little to find a smaller stack and jump inside it. It'll lead to a fairly simple bonus room using the Helicopter power-up. Make sure you find the right one, as jumping down any other stack will kill you. Make your way over the stacks until you see a high cloud with a ? Block. That's the Flag.

Head right and down a bit to find another ? Block with the Cannon power-up. Use it to kill all the flying dudes to the right. Head over the tall stack and continue right. Jump to the cloud or the rooftop underneath, it doesn't matter which. Keep going right, using the antennae to make it to the flat top

buildings.

Use the spring here to head onto the building to the left with a helicopter enemy on it. Avoid the enemy and go left on top of the clouds to find the penultimate [Puzzle Piece] of Sky World. Jump back to where the spring was and continue right. Make your way over a few more clouds and take the exit.

Twister (6.8) - Head over the buildings first and then the telephone poles. The Flag is on the skyscraper you eventually come to. Drop off the right side of the building to find Sky World's last [Puzzle Piece], obscured by the cloud slightly. Navigate through the spiked cloud tunnel with the Helicopter until you reach more buildings.

Past the buildings is a narrow cloud tunnel full of droplet enemies. It'll lead to the castle exit, which is also completely covered with droplet guys. Take care of them and exit with a fair number of notes, since the boss is coming up.

Boss (6.A) - The boss is a dude attached to a hot air balloon with a flamethrower. He's a little crazy, since he'll fire that flaming thing (pun intended) all over the place to nail you. You, in a permanent Balloon mode for this boss, need to drop your little bombs on him to shake him up. Just find a good spot on either side and stop using the right/left (since the screen will carry you). Spam the bomb button and dodge up and down if he starts firing in your direction. He'll take a fair few hits until he eventually spirals away in the distance like Team Rocket. He'll drop the final item: the anchor.

--This is it! Go talk to the elevator doorman now you have everything. After an uncomfortable few moments of silence in the elevator with your former antagonists, you reach the roof, ready to make your escape. After defeating a few randomly huge teamsters you grab the Helicopter power-up and are out of there! What an ending! Classic 16-bit psychedelic credits screen, baby! Whoo!--

Congrats! You've finished the game!

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Key Locations  
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I'm not going to bother with all the Puzzle Piece locations, since it'll be hard to describe where they are in the level if you're not following the guide. I will point out the locations of the six Keys though, since they tend to be well hidden in only one level of an entire world.

Toy World Key - The Darkroom (1.8) - You need to have turned the lights back on and then return to the section of the level that was previously dark. The platform the Key is on should now be visible.

Ice World Key - The Fridge (2.5) - Near the start, there's a series of high ice platforms to jump between. The Key is on the furthest one.

Aztec Adventure Key - Rain Forest (3.4) - Towards the end, once you come to where the Aztec buildings are, there's a hidden route up and right. This leads to a Helicopter power-up. Go as far right and up with the power-up as you can to reach a hidden area with the Key.

Space World Key - High Zone (4.3) - Shortly after using the green rock men to clear some gaps, head into a maze area. Go south, then west to reach a small tunnel with the Key at the end. It'll lead you back to where you jumped across with the green rock man.

Desert Zone Key - Arabian Night (5.2) - You need to find the super magic carpet approximately halfway through the level. Take this carpet all the way back to the start and head up to find the Key.

Sky World Key - High Voltage (6.5) - As soon as you reach the balloons towards the end of the level, take the first balloon up and go left along the clouds. The Key is at the end of this series of clouds.

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Credits/Thanks  
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Usual suspects: CJayC for GameFAQs and anyone who reads this FAQ. I check my contribution hits so I know there are 3 or 4 people out there who read all these. My thanks go to you.

EA and Ocean for creating the game. Didn't really peg either of you for semi-original content, but maybe the mid 90s was a whole different era.

Harry the Dog for being so spectacularly useless. He sure did try his best though. Sorry I punched you all those times, little buddy.

All Qs and Paypal donations can be directed towards Spento [at] Gmail [dot] Com. Make sure to include "Jelly Boy" in the topic if you expect me to answer them.

That's it. More random 16-bit platformers to come though. I guarantee it.

--EOF--