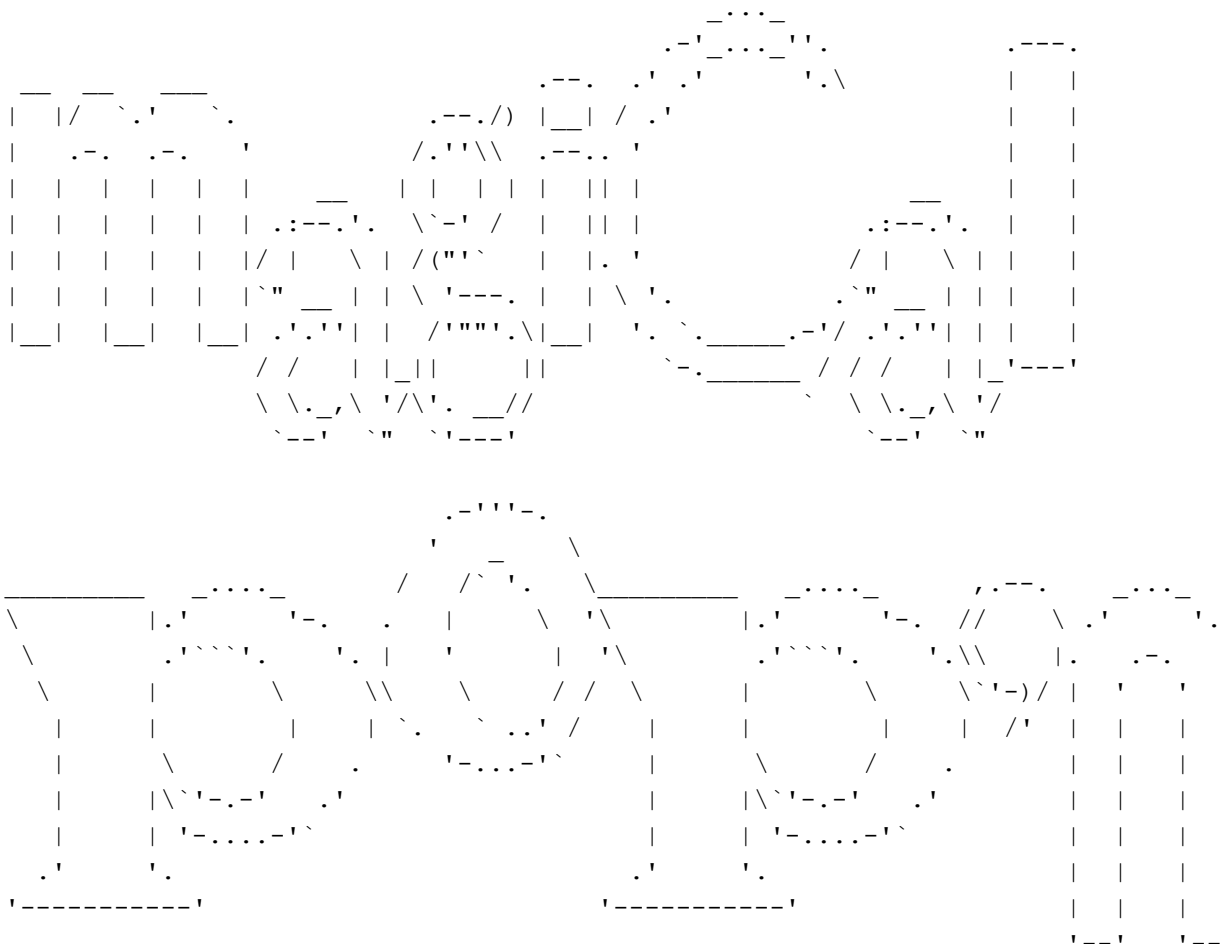


# Magical Pop'n (Import) FAQ/Walkthrough

by Camden

Updated to v1.1 on May 27, 2010



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Magical Pop'n (SNES) Walkthrough - Version 1.1  
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## 1. FAQ History

Last Updated - May 26th, 2010

Version 1.1 - Added a map, think I've got most everything done outside of general polish. Never found a heart on the sixth stage, may be missing that.

Version 1.0 - Finished the actual walkthrough. Still need to clean this thing up and finish the map for stage 6.

Version 0.7 - Finished two more stages, started stage 6 but not sure how I want to tackle this one yet.

Version 0.5 - Finished three stages of the game, and from what I've gathered there's a total of six. Half way done?

Version 0.1 - Skeleton FAQ at the moment.

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## 2. Introduction

Released on March 10th, 1995, Magical Pop'n is a charming little platformer developed by Polestar and published by Pack In Video. While it never received a traditional English translation, it was translated by a group of fans, I assume, so that the public could play a game that otherwise would be slightly inconvenient to play. There really is very little dialogue, all of which is found before you actually start playing the game and once you finish it.

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## 3. Basic Controls

A	- Attack with your basic magic.
B	- Jump.
Y	- Attack with your sword.
Start	- Pauses the game.
Select	- Attack with your advanced magic.
Shoulders	- Changes your current magical attack.
D-Pad	- Moves The Princess.
Y, Y, Y	- The Princess will attack in a larger arc than usual.
B, Down, Y	- The Princess will execute a pogo-stick like attack.
Down, Forward, B	- Slide.

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## 4. Walkthrough

### 4.1 Before You Start

The game starts with some still pictures and dialogue. I've wrote down the dialogue below for your reading pleasure.

"The Magic Gem... It is said that those who possess it will obtain immense magical power... Because of its incredible power, and to prevent its misuse,

it was sealed in To'ahl Castle, in To'ahl Kingdom... Hundreds of years passed, and then there appeared those wishing to awaken that power..."

"Behold To'ahl, a land where magic flourished... where people knew nothing but peace..."

"In the castle dwelt a very energetic princess."

"Princess: Eeeeehehehe! Gramps! I'm over heeere!!"

"Gramps: Princess!! It is time for your magic studies!!"

"The peaceful days left her feeling rather bored."

"Gramps: Magic is hidden away everywhere, all over the world, left behind by our ancestors."

"Princess: \*\*\*snooooore\*\*\*"

"Gramps: We've recently had word that... Hmm?"

"FLASH!!!"

"Gramps: Gwaah!!"

"Princess: Huhwuh...?"

"Gramps: Dear me... This is an ill omen indeed...!!"

"That night..."

"???: Hoh hoh hoh! That is the castle, is it not? Wherein lies the treasure of legend? Move out, my soldiers! Capture that jewel! ...so that our great Demon King may rule the world!!"

The game then starts with The Princess shooting a beam of energy into the throne room, saving the king and two of his obviously useless knights from a floating demon. After escaping by flying out the window, The Princess does the same, only to fall to her doom...

#### 4.2 Stage 1

Apparently not injured by her fall, The Princess is left all alone, out in the rain no less. Walk right, taking out the few green guys along the way. The bats aren't worth bothering with. Before jumping down the chimney, stand on the edge for a cute little graphic of The Princess trying to keep her balance.

From here, go left and open the door. Be careful about jumping here, you can stand on the pots and once there the bats can actually touch you. Fall down the hole in the floor to reach the basement. In addition to a couple of bats, you'll run across some blue slimes down here as well. Climb to the second stationary platform and jump to the moving slab, and make your way to the hole in the wall. Press up to enter.

Going all the way right will lead you to a big blue slime, but don't waste your time. Walk onto the launcher embedded into the floor to shoot into the air. You want to take the platform to the right. Climb the steps to make your way back outside, and take out the bat. Right next to the lizard you see is another enemy hiding in a barrel. Be careful about jumping above the lizard,

especially with the pogo attack, or you'll take a blast of fire from the barrel lizard. There's a floor you can fall through here with a handful of enemies to fight, but other than farming for some stars or candy move on to your right. To progress through the stage faster, use the launcher to move yourself up onto the balcony, otherwise head through the front door.

From here, you can go right into the kitchen to encounter a new enemy. This guy will throw all kinds of things at you, but you can easily walk under him and use a jump attack to deal with him. Collect the 8 stars in the room if you want, and head up the stairs from the previous room. There's another lizardman here who you can avoid by going up the right set of stairs, as well as four more stars in between the crates. Once you reach the second floor, go right to find your first treasure chest, a golden bust of The Princess.

Note the bouncy beds, as you can go left to find the entrance you would have entered through had you used the outside launcher. More important is jumping while bouncing on the bed, which will launch you up a level to another treasure chest, this one containing a heart. Yay! Continue up to the third floor to find your first sub-boss, the Furniture Mage. Once defeated, you'll proceed through the missing wall the boss just blew up.

Beware the new enemy here, as he can be rather annoying to deal with. I like to jump in the air and use your energy beam, as he'll often times jump directly into the attack. After another bomb tossing enemy you'll find a second one. Kill it before it has time to back up into the pit before you or he'll fall into it himself, forcing you to fall and hopefully pogo attack him on the way down. There's also a cannon beyond the pit that will initially launch a generic foot soldier at you before shooting traditional weaponry. If you do take some damage on the way, it's not a big deal. Drop down the pit and go through the second floor balcony to find a full cake in here. Full health! Exit and enter through the front door.

After dispatching a lizard, you'll notice some new blocks. Ignore them for now and don't waste any stars trying to energy beam them into extinction, and instead drop down below and head left. In addition to a handful of bats and a couple of slimes, there's some green electric sparks in here. Ignore them as well, you can't take them out. Enter the room behind you and acquire your second spell, an... exploding wand? If you couldn't guess by how, it will destroy the blocks you've recently been seeing. Don't try them out on the blocks immediately to your left, the room looks interesting what with the treasure chest and all, but you can't do anything in there for now except waste some stars in the process.

Instead, go back up to the first set of destructible blocks. Blow your way through them and use the beds to once again launch yourself to the next floor. A fire and spear lizard are waiting up here as well as a few stars. Once you collect the stars, drop back down and head right.

The combination of fire and spear lizard are here once again, this time with the fire lizard hiding inside a crate. Go right and take out the bomberboy, and enter the house, where you will find three treasure chests! Huzzah, your life wil... oh, it's three Mega Stars. Go ahead and bomb the spear lizard since you should have full magic here in just a second. Head back out and drop down the area right after the bomberboy.

There's three lizards to your left in here, one of the two fire lizards hiding inside a crate. Deal with them as usual and pick up the stars you likely don't need. Before entering the door, head right and destroy the blocks to come across a bomberboy guarding a chest. Inside you'll find your second bust. Only one more for an extra life! Head through the hole in the wall.

After pogo attacking the spear lizard and dodging the green spark, drop down to the lower level slowly. A spear and fire lizard wait below and you can easily fall right on top of one of them. Before destroying the blocks, head left.

In here you can either jump from platform to platform, slaying the bats that get in your way from jump to jump, or you can drop down and take out the slimes, of which metal slimes are now a part of. In the next room, deal with the slimes and bats until you reach another set of blocks to destroy, guarding the treasure chest you saw earlier when you first picked up this spell. Inside is another golden bust, which should give you an extra life. You can either jump over the crates and retrace your steps back to the blocks you've yet to destroy, or backtrack two rooms to get there.

Destroy the blocks and jump into as many of the stars as you can, hopefully making up for the stars you just spent. Before jumping onto the moving platform into the next room, drop down and take out the two slimes. Walk around under there to get a slime to drop from the ceiling, avoiding having it drop on you while on the platform. There's also a false wall directly to your right with some stars at the end, as well as a bat flying around in it. Climb the steps and take the spear lizard out from below and enter the door.

A fire lizard is once again hiding in a crate, and you can see some enemies walking around above you. Jump up and go right, as going left will take you into a room with a few soldiers and nothing else. You should come across a soldier in a tank, who will stop and fire a blast once he gets so close to you. Bomb the tank and move on. After a few more wimps another tank presents itself. Head right into the church, and your character will move forward to watch a statue explode into the boss, Bluegoyle. Don't worry too much about strategy because it'll be replenished once you win, so if you're at full health you can just go up to him and jump slash him to death. Once defeated, The Princess runs out of the church to see a few grunts and a sunny background. Congratulations, you've finished the first stage!

#### 4.3 Stage 2

Walk right to find a new enemy, or at least what looks to be one. Deal with the two soldiers and come at the plant from below for an easy kill. Up ahead are two fish just waiting for a snack, let them jump into the air and go all home run derby on them. Falling into the water doesn't hurt you like in a few other games, The Princess knows how to walk through waist deep water. After another soldier and fish, you'll come across a bunny hopping along. Keep moving right to make it to the next area.

In this screen you'll see a soldier, plant and fish. In addition to the door, if you jump onto the stump you'll see a circular object in the air and a platform you can't possibly jump on to. I wonder what could be on the other side of that door...

Inside the cave you'll find an electric jellyfish. Proceeding further down will bring a few more your way, as well as a plant that you can't get to from beneath. Be careful of the new armadillo like enemy up next, your sword can't hurt him while he's rolling and if you're like me you just took a needless hit.

After moving to the next room, head left first and take out the jellyfish and plant. Enter the door to pick up a handful of stars. Falling down, there's a couple more jellyfish and another plant, as well as two creatures who don't seem to want to be able to hurt you. Go left first for what looks like an

empty room, but in actuality is filled with moles hiding in the ground.

Going right takes you to an armadillo and a mole, and dropping down will put you near not only some jellyfish but some nasty looking enemies. Nothing you have hurts them, so move slowly across the area and avoid getting chomped on. There's five coming from the ground and ceiling, as well as a sixth coming from the wall to your right that doesn't come out to play until you get close to it. Remember these guys, because when you fall down on your keester in the next room you'll be fighting a much larger enemy who uses these things for feelers or arms or something. Not a difficult sub-boss, defeat the Super Piranha Seedspitter and enter the hole in the wall to get your third magic spell. From here, go left to pick up not only a Mega Star but your next Heart. Now that you've powered up slightly, head right to try out your new spell.

Chain across both of the circles to get to another door, which leads to two rooms that are empty. And identical. They take you back to the start of this cave area, so go north to get back outside. Defeat the enemies again and swing over to the unexplored area. Below the next circle is a section of thorns, so don't fall. Coming up next is a seedspitter and a very bendy branch. Bounce off of it like the beds in the first stage to reach the circle, and swing over to the tree with a door coming out of it. Go into it and fall to pick up some stars, which will just take you right below where the hole in the tree is. Defeat the two armadillo enemies and make your way to the second moving platform. From here, jump right and swing to the end of the area.

The first thing you'll see in this area is a signboard with an arrow pointing right. You'll notice the ground looks awfully flimsy, and with a treasure chest just sitting out in the open this is a badly hidden trap. Of course you have to fall for it. An Ogre will fall down and shake the ground, sending you plummeting to the lower area.

On the first screen, there's a treasure chest directly above you. To reach it, you need to jump across the gap, deal with the archer and jump across one more time. Climb to the top left branch and use your magic chain to swing across two circles, falling right next to the chest. It contains the first golden bust for you. Continuing on, move across the top section as the only thing below you is another archer and a small patch of brambles. You'll arrive at another magic chain section in which either one or two flying beetles will be waiting for you. There tends to only be one, the lower one, when you get there, in which case you can swing right over it. If the second is there, be prepares to jump right as you land.

Before moving towards finishing this section, drop down and move across the lowest platform, killing the two piranha along the way. When you reach the wall, attack it to reveal a hidden door, which leads to a treasure chest containing your second golden bust of this stage. From here, you can either take the easy way or the hard way. The easy way would be to stay down here and use the tree limb to reach the higher moving platform, and from there take a secondary platform to the end of this area. The hard way requires you to chain across multiple gaps with the occasional beetle waiting if you fall, but if you make it all the way across you'll be given your third golden bust. If you've got the hang of the chain or, say, you're using something that allows you to attempt it multiple times without any of the repercussions, go ahead and pick it up. You can never have too many extra lives.

This next area is the first area of the stage where you can actually explore, but it's still pretty straightforward and filled with nothing but the occasional archer. Take the bunny out that starts out above you, as well as the next one when you go down and start moving right. Don't worry about the hole in the cave wall, you can see a treasure chest in there, or not if you

destroyed the hidden wall earlier, but you can't get it. Just a bunny on this side. Moving on, jump over the brambles and launch up from branch to branch, and then move left for another treasure chest. There's a bomb in this one so walk away, it takes a while to blow so you should be fine. From here, keep jumping from branch to branch, making your way left and killing the archers you come across. They tend to be sitting on branches you need to land on but pose no problem a simple jump attack won't take care of. You should reach a chest on the top of a tree with a full cake inside, much better than the last chest.

To the right of that chest is a section of ground you can land on. You won't want to stay there, as you can find a fourth golden bust if you intentionally fall off the left edge and, once you do, fall towards your right, landing on a branch stub and jumping to the top of the tree. From here, you can chain over to the chest containing the golden bust. Also, if for some reason you've taken damage from a rogue archer recently, going to the far top right of the stage will lead you to yet another chest, this one containing another full cake. To actually advance further into the game, you need to make it to the top left section of the forest.

The launcher in this room, as long as you jump straight up, will shoot you up through a section of spikes, and at the apex of the jump move left to make it to the next door. A familiar enemy, the Green Ogre, awaits you in here, and I guess you could call him a sub-boss even though he's incredibly easy. It's that ogre from earlier! How dare he make you take the long way, acquiring an extra life along the way! Give him what for and move on. Going left will take you to the earlier bridge area that collapsed, so move right. The next screen? The stage boss, Prickly Fruitcopter. You'll move forwards towards a hut until the boss falls from heaven. Whomp him and get your free healing, and then move on towards stage 3.

#### 4.4 Stage 3

You know you're playing a fire stage when the screen uses the heatwave effect, so expect to find some sort of cooling ability here as well. The brambles hazard has been replaced with the fire hazard, which will take off a full hearts worth of health. Jump over it and take the platform up, and then jump to another platform and take it over to the door out of here.

Kill the slime here and move quickly across the platforms in front of you, as they'll fall and disintegrate when you land on them. Or at least they do sometimes, if you move really quick they seem to stay where they are. Once you reach the upper ledge, go ahead and fall down and hug the wall, you'll land right on a treasure chest. Pogo-attack the chest for a golden bust, jump the flame pit and either move back up the ledges or head back to the first room if you need to make them reappear.

The heatwave effect will disappear for now, and you'll face the furry critter from the first stage who loves to move in reverse. Beam him away and move on to the next door. Jump on the ledge and chain twice across to the next area, the only thing below you is a fire hazard to jump in case you mess up your chaining. Wait, sub-boss already? Skully looks a little intimidating but he follows the old adage of a good defense being the best offense.

After defeating Skully, move to the next room and use the launcher. Launch to the left to reach another launcher, and then from there launch to the right to reach yet another launcher. Using this one, you can reach two treasure chests on your right containing a full cake and a mega star, and move left to reach another outside area. From here, you have three different paths open to you.

Take the center one first so you don't wonder if you should have went this way or not. It's got a new enemy floating around inside as well as a new block you can't currently pass, though unlike the blocks in the first stage these ones hurt. Exit, and take the path to the right.

Jump over the flame geyser when it goes down. Wait for the flail to pass and fall to the right, landing safely next to the treasure chest. Open it for a second bust and, hopefully, a free life. Jumping back up on the ledge directly above you can be challenging, as if you don't jump just right you'll fall right into the fire, but because of what's coming up don't worry about taking damage. Avoid the flail when you do make it up, jump the second geyser and move into the next room. Happiness! Three treasures! There's two mega stars as well as a full cake, so it's a little disappointing, but you should be at full fighting force now. Head back outside and, finally, head left.

Wait for the spike covered block to make its way towards you, and fall down on top of it. Halfway across the fiery area you'll have to jump off of it or be pushed off to your doom. Ride it a second time and head left for yet another sub-boss, Eartheye. He's the most challenging enemy you've faced up until now, but he still shouldn't be life threatening. After he's done dying, head through the left door. There's two ways you can take here, but for now it's in your best interest to take the first door you come across. Head forward and take out the slime and mummy. Travel up, killing the bomberboy to your right before he has a chance to get annoying. Heading up and to the left will take you to a chest containing a mega star, and using the circle you find you can chain to bomberboys ledge and jump to the right to find a full cake. When you're done pilfering the room, head to the left to find your fourth spell, ice! How much are you willing to bet your next spell will be fire related?

Head back outside and continue up to the second door. There's two ogre enemies in this room, but now they're pink and have a few new moves. Try and lure the bats over to the climbable section to your right, and jump up to their level to kill them. If you leave them flying around they're likely to cause you problems trying to chain over to those two chests the second ogre was near. They contain a full cake and a mega star. Continue into the next room where a trio of floating enemies await you. Kill the two jellyfish and try out your new magic. I got hit by a fireball here by not paying attention, try not to. Shouldn't be hard what with the enemy out in the open and all.

Jump across the three gaps once the fireballs go down and kill the mummy, don't worry about taking any damage. Take the two moving platforms up to reach a full cake, and then move left to the platform with the moving energy ball on it. Wait for the next platform to start moving up and jump on it and then jump left to take out the bomberboy. Move over the last platform to take out the other bomberboy and pick up a mega star. Don't immediately start moving once the next screen loads or you'll walk right off the platform, and you wouldn't want to do that because it contains your next heart. Back in this area, you can now enter the upper middle door to continue on in the stage.

Take out both of the enemies in here and enter the new area. Start by going down, where a mummy will be trapped between two fire pits. Beyond him is a treasure chest containing your third bust for this stage. Head back and jump the flail, and wait for the platform to move towards you. When it arrives, get on it and prepare to jump as a face in the wall is ready to blast you once you start moving right. Jump the blast or slash it and head through to the next area.

The next room is full of those faces from the previous room. Head to the right wall and wait for the bottom face to shoot. Jump on to the first ledge and then jump back over on top of the face. From here, jump out and up to move



from face to face until you reach a treasure chest, which will contain the fourth golden bust on this stage. From here drop back down and avoid taking a shot from one of the faces, and head up towards the door. Instead of going inside, jump from one falling platform to the next to reach an even higher door. Enter and continue on through one empty room to reach the same outside area from before where you can finally get that other chest, containing a mega star. Go back to the door before the falling platforms and enter.

To reach the stars above you in here you can use your Ice Blast magic to freeze the fire pillars. The stars pretty much cancel out what you use to cast the spell, but it makes traversing the area slightly easier. Beyond the two pillars is a mummy as well as another pillar which doesn't have any practical use for you. Chain across the two circles and hopefully land beyond the second mummy, which you can then knock into the fire to kill him. Beyond is another outside area with even more mummies which are becoming the favorite enemy of this stage, take them down and move on again.

In here, there's a door to your left that leads to the bottom of a shaft, so you can safely ignore it and start moving up the stage. After killing the Ogre, which can be done easily by jump slashing him from below, you can open up two treasure chests, the one to the left containing a bomb and the one to the right containing... a bomb. Okay. Above you is a bat as well as another ogre, who is once again guarding two chests. The rewards contained in these is much better than the previous two, as you'll get a full cake and a fifth golden bust, which should give you yet another free life!

Heading through the top door, you'll be faced with some falling platforms and an open shaft, which is just the upper section from the previous shaft you saw, so falling doesn't send you back too far in the stage. There's a total of twelve platforms you have to work with, and make sure you take the right door first as it contains three treasure chests containing a full cake and two mega stars. These should get you ready for the stage boss, ElementOre, who is two empty rooms away after going through the door to the right of the shaft. Once defeated, a cloud comes and whisks The Princess away to the next stage

#### 4.5 Stage 4

The cloud drops you off somewhere that looks like a pantheon floating in the sky. Head into the second room and move towards the statues. These things are obviously coming to life, so wait under each one and take them one at a time. Beware the cannon coming up in the next room, you can avoid it easily by standing right up against it, and safely jump slash from there to kill the jellyfish. The two treasures contain a full cake and a mega star, so you can go ahead and skip them if you don't need them, just to make sure you don't take a laser to the face. Don't worry about the statues in the next room, those ones don't come to life.

Just like stage 3, you'll get a sub-boss rather early here. Greengoyle looks exactly like the boss from the first stage, but attacks you like the gargoyles from a few screens earlier, plus the drill attack. Defeat him and move on. Start the next room by killing Bob and chaining across to a chest, containing a golden bust. Chain a second time to kill a second Bob to open a second chest containing a second golden bust. Not sure why they placed them so close together, but you can drop down to get four more chests containing two mega stars and two bombs, the bombs being the chests between the others. Continue on to a more cluttered room.

First, take out the jellyfish floating before you. The last thing you need is a stray bolt to hit you out of nowhere. Jump on the spike encrusted moving

platform and ride it until you reach the spike wall. Jump off of it and jump over the platform coming at you the other way. On the other side of the wall, there's another jellyfish as well as a gargoyle, they're easiest to deal with by getting to dry land first.

In the next room, drop down and get rid of the two piranha in the shallow water, I didn't give them a chance to try and bite me while I was chaining across to the next area. Drop into the first hole and toss a bomb to get rid of the penguin in the next hole. Don't worry about taking spike damage, but by barely tapping the jump button while pressing up against the wall, you shouldn't connect with the spikes when you jump. Move up and open the chests, which contain a full cake and a mega star, to reach the next door.

Drop down and kill the penguin first. Go back up and chain across. Be doubly wary as not only do you have to kill the mummy hovering around the edge of the platform, it will also fall so move off of it to make it to the treasure against the wall, containing a mega star.

This next room can be a little tricky. There's two large jellyfish you should probably take out before doing anything else, and then stay down and move under the two flails. Up next are two pairs of bouncing balls, which you need to quickly move under. A hit from them will take off a full heart. Before doing anything else, kill the third jellyfish. You can leave the two piranha below alone, as heading back and then up will only cause them to respawn anyway. Move to the fourth platform right before the circle, and time the jump so you'll be moving forward on the swing as the face shoots. This should allow you to land and move on again without being knocked off of the platform below. Even if you go a little early, The Princess should swing backwards right into one of the shots, which should knock her right to the platform you want to be on. Move on, hopefully with most of your hearts intact.

There's two more faces in this room, wait for the one shooting at you to attack and drop down. There's a treasure chest on both the left and right sides you can access by jumping up into a hidden path. The right chest contains a mega star, and the left contains your heart piece for this stage. When you enter the next room a gate will close behind you, but the expected sub-boss never appears. Walk forward and step on the button to cause four penguins to fall down on the above platforms. Kill all of them to open the gates blocking the two doors.

The next room contains four pots, three of which contain flames. Huh. Move forward to the next room. Head forward through the stream and jump on the two ice blocks, which unlike the frozen fire from the last stage you can't destroy just yet. Jump up and take out the mini dragon and then land on the platform itself. There's three sets of floating platforms that move in a kind of circle, and a face shooting a beam at you from the left side for each platform. There's platforms you can land on to the right, all of which are guarded by mini dragons, but it's easiest to just move up quickly and ignore them. Take the left door as you can't proceed through the right at the moment.

Before moving to the right, kill off the jellyfish floating in the room. The button on the floor in this room will open the gate only if it's being held down. Push the cannon sitting to your right on top of the button and head into the next room. The button in here will cause a dozen stars to appear around you. Head into the next room to fight a pair of gray ogres, and drop down through the ground to pick up your fifth spell, fire! Try out your new spell if you want, there's two treasures in the room containing mega stars, which just so happen to refill the exact amount the advanced version of your new spell costs to use. Leave the room to find yourself behind the ice cubes from one of the rooms I told you to skip. Don't ever tap to use the fire spell as

it's never going to be worth it, so hold down and melt those cubes. Proceed down, I just jumped and managed not to fall right into a laser, and melt the cubes blocking the door to your right to see two dragons putting together the next sub-boss, Sir Frosty. Hey, he has a painting of himself in the background!

Drop down, but make sure you move forward or the current will push you back into the spikes. Take out the plant and move forward. There's another two plants ahead, as well as some icicles that will fall from the ceiling. Walk forward slowly and they'll fall harmlessly in front of you. Ignore the piranha below you and ready your magic chain. Jump on the platform that disappears and chain across to the door.

In here, wipe out the jellyfish and get ready to do some jumping. Don't worry about taking a hit or two, just don't take too many that you lose a life. The balls of ice never end so you need to jump over them until you reach the safety of the ice. You'll have to deal with some more jelly fish as well as a Cubespitter sitting on a treasure, which contains a mega star. After that, you'll have to move forward and jump a few more times, as well as dodging some falling ice cubes. You can move against a wall and the snowballs will roll over you. At the end of this area is another plant sitting atop a treasure, this one with a full cake inside.

In here there's four moving platforms with spikes on the side. Jump on the small ledges on the side and then onto a platform. Move up to the fourth platform and ride it to the door. Before you do anything in here, move around and get the feel of the stage. There's a spike platform you need to ride, as well as two spike platforms with the spikes on the top and bottom you need to move under. Pressing the button will cause four platforms to appear, but you have a limited amount of time to get to and use them before the button depresses and you have to head back.

You start the next room directly under a face. Stand still for a second and let it fire, if you start this room moving forward you'll get blasted. There's three treasures in the top left containing a mega star, a full cake and a golden bust, enough to give you a seventh life if you have yet to die. Jump to the top right and kill the mummy, then move down to the bouncing balls. Move between them to get to the button, which is times just like the last one. Press it and slowly move back, you should have plenty of time to reach the door. Don't worry about the opening above you, that's just where the mummy drops into the stage from.

This room has six icicles, but being able to see them clearly makes avoiding them a cinch. Kill the three penguins and move on. Use the launcher here and move up to a third timed button. Before pressing it, use the chains to move slowly up and to the right to pick up a fourth golden bust. If you jump just right you can start on the second circle from the bottom, making the process a lot easier to accomplish. There's a mummy waiting for you, thankfully he doesn't toss his rock while you're out there swinging.

You need to kill the four penguins and the jellyfish in this room to open the gated door. The two chests contain a full cake and a mega star. Jeez, if this just doesn't scream boss room coming up next I don't know what does. And... then there's no boss room next. Well played. The gargoyles from early in the stage are here, deal with them one at a time again. Move on to the next room and finish the penguins. There's three chests in here with two mega stars and a full cake. I'm not sure how much magic they expect you to be using in this game, but they throw a lot of mega stars at you. A few rooms after my initial prediction, and you've reached the boss. Finish Waterwocky off to move on to the fifth stage.

## 4.6 Stage 5

Stage 5 is somewhat convoluted, as there are multiple paths open to you right off the bat. Start by going forward and killing the lizard on top of the elevator. You can go either way from here and they both end up in the same place. If you're going to take the elevator skip the next paragraph, otherwise move on.

Route A: Skip the elevator and move forward, killing the peon and ignoring the mech riders. Inside, head up the platforms and just ignore any damage you take. The two treasures above you contain the obvious mega star and full cake combo. Enter the next door. Head across the area, killing the two kinds of foot soldiers you encounter. In the next room, head down and get the treasure containing a full cake. The bomb blocks, returning from the first stage, only guard two treasures containing a mega star and a bomb, so move on. The moving platforms raise up high enough to crush you in the spikes, so move from one to the next while they're still ascending. Jump and take the stars if you wish, and then fall down and ignore the passage to the left, that's where you'll come out if you take the elevator at the start of the stage. Skip the next paragraph if you didn't take the elevator.

Route B: Take the elevator down and head right. Kill the two foot soldiers and avoid the mech riders. Enter the door and move left. Chain over to the moving platform, grabbing the stars next to you if you need them. Hop across the two platforms with electric balls moving around them, and jump attack through the platform above you to kill the spearman. Take the platform and head right, ignoring the first door you come across. It just leads to a platform with a spearman and a dozen or so stars. Drop down and be ready to deal with the two foot soldiers below you, and then take the door outside. Head forward and kill the bomberboy and take the elevator up. There's a foot soldier to your right and a bomberboy on top of the elevator. There's a mega star to your left guarded by a peon if you chain across. When you're ready, head right and go in the door. There are two spearman waiting for you when you drop down, avoid them for now and go left. The door here leads to an enclosed area with a treasure, containing a full cake. Eat up and move back in, killing the two spearmen. Destroy the bomb blocks, take the moving platform up and pilfering the chest of a mega star along the way, and enter the door. Fall down and ignore the area above you, that's where you'll come from if you skip the elevator at the start of the stage. Move on to the next paragraph no matter which route you took.

There are a handful of enemies in this room, a spearman, a bomberboy and a rocket grunt. The two chests contain your favorite combo and mine. In the next outside area, move forward until you reach the elevator and take it down. Now you have a number of different elevators available to you. Take the one to the left and then move right to kill the golden head, and enter the door here. It contains three chests behind a pair of bomb blocks and fire blocks, which will also unleash four electric balls. If you don't need either stars or life just ignore these as you're likely to take damage getting to the cake and use stars getting to the stars. Back outside, drop off the ledge and go right. Freeze and destroy the fire blocks and enter the door. There are a lot of spikes in this room, and the treasure on the other side of the launcher has a golden bust in it. I took a hit getting to it. The launcher shoots you up to two more launchers, which both shoot you into a grouping of stars. The door is on the right.

Move up a platform or two and destroy the bomb blocks. In here, avoid the two flails and open the chests to the left and right, containing a mega star and full cake. The middle chest has a bomb. The hole in the wall might look a

little menacing, but it contains your final spell. Head back to the room with the moving platforms and continue up, jumping to avoid being pushed into the spikes. The chests at the top contain a mega star and a golden bust. Head outside and defeat the head to drop down to arrive back at the screen with all of the elevators. If you take the elevator at the far right, and you shouldn't, it leads to a room with three spearmen and a floor you can drop through. When you do, some spikes to your left start moving and you have to move forward, kill a head, drop down again and repeat three more times. This leads you to a launcher you need to take, move over between some spikes and finally head out, killing a head and dropping down, right to where the third elevator will take you to begin with. It's a hassle for nothing.

So take the third elevator and head right and enter the door guarded by a spearman. Use your Sonic magic to roll up the wall and reach the other side of the cannon. Push it off the side to hold the button down, and enter the door. There's two small doors in here which feed foot soldiers to you, which are used for magic and health purposes. Go to one side and kill the foot soldier already there, and then jump into the wall and roll up it. A sub-boss, RhinOgre, is waiting for you here. A few seconds after dying, his door opens up to a purple palace.

Move forward and chain over the fire below you. The four moving platforms ahead of you go far enough down or up to either engulf you in fire or crush you under the spikes, so move across them while they're in the middle of their paths. The first and third will take you into the fire and the second will crush you in the spikes. The fourth is supposed to crush you under the spikes but on the left quarter of the platform is actually under the spikes so it's safe to sit on that one. If you want to grind a few stars or some candy enter the door, it's a single room containing about eight foot soldiers for you to kill. When you're done, move on by rolling up the right wall. Hold right to safely land on a small section here. Jump left and roll up the left wall now, but hold right so when the jump ends you fall to another safe section.

The treasure on the other side of the bomb block contains a golden bust. Roll up the right wall, collecting the stars and holding left to fall near the door. Ignore it for now and move left. Take the rotating platforms left, avoiding the fireballs on the way, and enter the door here to find a pyramid of treasures. From top to bottom and left to right, the six chests contain a golden bust, a mega star, a full cake, a second golden bust, a second mega star and a bomb. Awesome room! Leave and fall off the ledge to land safely below, and roll up the wall to the left to reach a pair of chests. These contain a full cake and a heart. I was beginning to think this stage wasn't going to have one of those. Drop back down and head right, don't bother with the launcher for now. Head into the door and move under the flail to get a treasure with a full cake. Keep dodging the flail and take the platform, but don't stay on it or it will smush you into the ceiling. Chain across the gap and take the door outside.

You'll see two mech riders out here doing something to the elevator, which you can't currently use. They can't hurt you or you them, so move past them and enter the door to face off with the next sub-boss, Rocket Knight. Defeating him leads to a room you need to roll up, except there's some crystal like spikes that will pop in and out of the wall. Starting from the left, roll and you should barely go up the second wall, with the roll ending before the spikes there can come back out and hurt you. Roll again and enter the door. The only thing to do in here is press a button which opens the door on the other side of the wall. To get here, you need to backtrack to the door just before the rotating platforms that surrounded a couple of fireball shooters. Or, you could just take the elevator which is now usable! Directly to the left is the room you'd have gone through had you backtracked all the way, and it

doesn't contain anything except two of the hiding, fire lizards from the first stage. Head right and enter the door. Here's the room you just unlocked the door in, as well as a spearman and three bats.

After entering the door, slowly move right through the corridor to avoid the crystal spikes. When you get to a patch of them all in a row you need to roll to safely avoid them. The launcher right after allows you to take the middle door or move up through the stage. The middle door is another room filled with foot soldiers and a single chest, containing a mega star. Exit the room and drop back down on to the launcher and move up, defrosting the fire blocks in your way. Move left and kill the two foot soldiers and then roll up the left wall. After picking up the stars on the way up you'll land next to another foot soldier. Take the first rotating section right and defeat another goon to get a treasure chest containing a mega star. Go back and make your way to the second rotating section and head to the top right, where you can get another treasure combo. The door you need to get out of here is to the top left.

In here, along with a couple of foot soldiers, is yet another three chests with a full cake and two mega stars. It's too bad you can't stockpile these things, I never need three quarters of them. Head right to meet the boss of the stage, Automatavian. He makes a grand entrance by utterly destroying the room you're in. Except the floor and the two spots you can jump onto at the edges of the screen. Can't have a fight without those! Finish him to move on to the sixth and final stage.

#### 4.7 Stage 6

Stage 6 is a hundred times more confusing than the last stage, so I've decided to create a simple map. The rooms don't line up perfectly either, so I needed to chop the map up and use lines to connect certain sections together. It looks terrible, I know.

<http://img.photobucket.com/albums/v338/Camden409/MagicPop.png>

Instead of the Start to End structure, I'll just be explaining every room individually, as labeled in the above map. I've added the exits section in case the map stops existing, so you can still follow from one place to the next.

##### Room 1

Walk forward and kill the spearman, and watch out for the guy above you. He's not the usual bomberboy and can toss boomerangs much more efficiently than bombs. Keep going to take out a few more spearman, and you can walk across the windowsills to pick up two chests, containing a full cake and a mega star. The top section of windowsills will have another boomerboy on the next to last one. Room 1 Exits

Take the bottom door to go to room 2 and the top door to go to room 10.

##### Room 2

A short room with a couple of new foot soldiers. Approach cautiously as these guys are packing heat.

##### Room 2 Exits

Take the left door to go to room 1 and drop down to go to room 3.

##### Room 3

Another short room with three fire lizards hiding in the ground and three jellyfish floating around.

##### Room 3 Exits

The only direction you can go is right, which leads to room 4.

#### Room 4

Move forward and take out any bats that are within reach. When you drop down there is a launcher which will take you over the spikes and some water. The water is a hazard and will take a full heart away from you. Try to launch safely over the spikes, swing when you reach the apex of the jump as bats will almost assuredly pop out and try to get a cheap hit in, and take the next launcher to reach the midpoint of this room. A slime is hiding around this spot but I can never be sure where he comes from, he often times falls on me when I launch over the spikes. After the second launcher there's another two with a second set of spikes in between.

#### Room 4 Exits

Exit to the left to go to room 3 and right to go to room 5.

#### Room 5

In the first area you'll need to kill a bat and either kill or jump the metal slime. Drop down for another bat and a set of zombies. These guys take two hits to kill but don't pose any sort of threat. The third section has a few more bats as well as two more metal slimes.

#### Room 5 Exits

Take the top door to go to room 4 or the bottom door to go to room 6.

#### Room 6

A room with three doors and an elevator, nothing else.

#### Room 6 Exits

Take the bottom left door to move to room 5, the bottom right door to go to room 7 or the top door to go to room 13.

#### Room 7

Move forward and kill the bats right off the bat. Wait for the floating platform to come to you and float to safety. Safety happens to be home to a colony of mummies, though, so once you land crawl towards them and slash them down. Continue onto the next floating platform and jump slash the bats along the way. The next section has a single mummy on it. After a few more bats and two more floating platforms you'll come to a door.

#### Room 7 Exits

The two doors to the right, the top one which you can reach via the moving platform, both lead to room 8. The door to the left leads to room 6.

#### Room 8

You need to proceed through the top section to get through here, but if you go all the way to the right on the ground floor you'll come to a chest containing a golden bust. To get there you need to take a pair of floating platforms with a mummy in the middle, all the time dodging or slashing the energy circles being shot at you. From the top, you should chain once or twice and move back to attract the jellyfish to you. They're the last thing you want to deal with here. You need to chain three times, and the third one will leave you in danger of being hit with energy circles. After the third chain, you'll land on a platform that will fall once you've been on it for a second, so quickly jump across to a solid platform and from there across again to the door.

#### Room 8 Exits

The two doors on the left lead to room 7. The door to the right goes to room 9. The ceiling hole leads to room 19, but can only be accessed from the other side.

#### Room 9

Stay up to the top, falling down below just leads you to some painful water and a couple of platforms that lead you right back up to the top where you started. Wait until the face below shoots his energy at you and then run across the falling platforms, jumping the flail when you come across it. Move under the bouncing balls and drop down to a smaller section. Drop down again

here, but drop to the right as there's water directly below where you drop. Once you drop here, you can't go back this way.

#### Room 9 Exits

The door to the left leads to room 8, but can't be reached once you drop down to the bottom right. The door in the bottom right leads to door 23.

#### Room 10

There are two fire lizards hiding in the blocks here, as well as a gray ogre and a regular bomberboy. Barely pressing the jump button should allow you to move under the spikes without taking damage.

#### Room 10 Exits

Head left to go back to room 1. Head right for room 11.

#### Room 11

The treasure chest right in front of you contains a mega star. Grab it and move forward, killing the five fire lizards hiding between you and the end of this room. The second treasure chest contains a full cake.

#### Room 11 Exits

Head left to go to room 10. Head right to go to room 12.

#### Room 12

Jump up a few times until you've arrived in the main part of this room. Press the button down and move right until you come to a platform you can reach. Ignore the platforms with the roving electric balls and jump left, moving under the falling spikes until you reach the platform created by pressing the button. Climb the smaller platforms until you reach an area where you can either jump left to reach a launcher or right to reach a couple of treasures, containing a golden bust and a mega star.

#### Room 12 Exits

Take the bottom door to move to room 11. Take the top left door to go to room 14.

#### Room 13

A short room with a long line of bunnies to beat the stuffing out of. A bomberboy sits atop the middle platform, surrounded by ten bunnies hopping along the trail towards you.

#### Room 13 Exits

Take the left door to go to room 6. Take the right door to go to room 19.

#### Room 14

A short room with nothing to do. Just go either right or left until you reach a door.

#### Room 14 Exits

Head right to go to room 12. Head left to go to room 15

#### Room 15

A room with an elevator and two doors. Nothing to see here, move on please.

#### Room 15 Exits

Take the bottom door to go to room 14. Take the top door to go to room 16.

#### Room 16

If you decided to take this path you may actually be getting a little bored right now. Another empty area. Same as room 14, just head in one direction.

#### Room 16 Exits

Head left to go to room 15. Head right to go to room 17.

#### Room 17

Sub-boss room! The YellOgre is here to slow you down but isn't enough of a threat to stop you. Not sure why this guy needed three empty rooms to get here, though.



#### Room 17 Exits

Head left to go to room 16. Head right to go to room 18.

#### Room 18

This room is a few short sections connected to each other by elevators. The top section has a couple of electric sparks you need to walk past. The middle section down has two sparks and two spearmen, and the bottom section has two sparks and four spearmen. Dropping down here is a one way street, and leads to a couple of treasures containing a full cake and a mega star.

#### Room 18 Exits

Take the top door to head to room 17. Drop through the bottom to reach room 19.

#### Room 19

A large room with a plethora of ways you can proceed. Starting from the top left, jump out and attack the silver shooter, hopefully landing on the platform right next to him. Beware your left side from here, as a face on the wall will shoot energy beams at you if you're in its line of sight. From here you can jump left to take a treasure containing a full cake. Going any farther down will bring you to another silver shooter and a couple of exits. Keep going right to bring into focus another three or so silver shooters. With all the moving and disappearing platforms, these guys can get kind of annoying. If you drop to the bottom right you'll get a treasure containing a golden bust, but won't be able to go back up through the rest of the room, forced to exit through that door. There's another treasure chest, this time containing a mega star, and an energy beam shooting face mirroring on the right wall, mirroring the ones on the left.

#### Room 19 Exits

Take the top left door to go back to room 18. Take the bottom left door to go to room 13. Drop down the bottom left pit to go to room 8. Take the bottom right door to go to room 20, and finally go through the top right door to go to room 22.

#### Room 20

Jump down and start pushing the cannon to the right, avoiding the energy blasts from the face behind you. You need to jump from the laser to the small section above the right face, and then onto the even smaller platform. From here, jump out onto the moving platform and push the other laser cannon away. It's not used for anything but it makes moving around easier after pressing the button, which is to the right of the moving platform. After pressing it, quickly take the platform back over, jump the laser and use the launcher to shoot you into the air. You need to then chain across to another moving platform and drop down to the door, which has bars that will close it back off if you don't move fast enough

#### Room 20 Exits

Take the bottom left door to go to room 19. Take the bottom right door to go to room 21.

#### Room 21

A short room outside with three spearmen to kill and three doors you can take.

#### Room 21 Exits

The left door leads to room 20. The middle door leads to room 25. The right door leads to room 31.

#### Room 22

Another sub-boss, the Classic Vampire Boss. He's probably the most annoying sub-boss you'll face in the game.

#### Room 22 Exits

Head left to go back to room 19. Head right to go to room 23.

#### Room 23

A room with an elevator and four exits, and nothing else going on.

#### Room 23 Exits

The top left door leads to room 22. The top right door leads to room 24. The bottom left door leads back to room 9. The bottom right door goes to room 26.

#### Room 24

Another short, outside room with a couple of spearmen and a couple of doors.

#### Room 24 Exits

Go left to reach room 23, and go right to reach room 25.

#### Room 25

From the top door, a bomberboy will greet you right away. There's a pair of platforms moving up and down you can use to get from place to place in here, start by going down right below you to a fire lizard hiding in a block and a chest, containing a mega star. Don't worry about taking damage from the spikes unless you're low on health as it is, two of the chests in this room contain full cakes. On the right side of the room, the bottom chest and middle chest, guarded by fire lizards, contain a mega star and a full cake respectively, and the top right section which is guarded by a bomberboy has two chests, a full cake and a golden bust.

#### Room 25 Exits

The top door leads to room 24, the bottom door leads to room 21.

#### Room 26

Go right, killing the two mummies and two ghouls along the way. Head up the two moving platforms and chain across to the upper area. There's another two mummies and a ghoul up here, kill them and move on.

#### Room 26 Exits

The bottom door leads to room 23. The top door leads to room 27.

#### Room 27

A short room full of enemies you can't hurt. There's two green electric sparks floating around on each side of the room, and two blue blobs bouncing around between them all. Slowly move through the stage and reach the door on the other side.

#### Room 27 Exits

The right door goes to room 26. The left door goes to room 28.

#### Room 28

Start off by turning to your left and slashing until the goblin threat is dealt with. Keep going that way, ducking under the flail and two blue blobs blocking your path, and then use your inner sonic magic to roll up the wall and press the button, causing the upper door on the stage to open. Head back through the traps and jump up the platforms, being careful on the disappearing one directly under the second flail.

#### Room 28 Exits

Take the bottom door to go to room 27. Take the top door to go to room 29.

#### Room 29

Head forward and whack the gray ogres until they're dead, and then get ready for some possible chain frustration. There's six circles you can chain onto, and you have to jump directly up from one to the other, and once you reach the final one you can jump left to reach a launcher, which leads to a door at the top of the room.

#### Room 29 Exits

Take the bottom door to go to room 28. Take the top door to go to room 30.

#### Room 30

Another short room outside with a few spearmen in it and two doors. Yawn.

#### Room 30 Exits.

The left door leads to room 29 and the right door leads to room 31.

#### Room 31

Starting from the bottom left, jump across the purple water and move under the falling spikes. Jump onto the block and then onto the moving spike covered block. Jump again onto the moving platform and then up, taking out the spearman who is probably waiting right around here. Another spearman is here guarding two chests, containing a full cake and a golden bust. Go back through the room to the two moving platforms and go up to the top. Head right, killing the two spearmen along the way. Jump across the gap to reach the door.

#### Room 31 Exits

The top left door heads to room 21. The bottom left door heads to room 30. The right door leads to room 32.

#### Room 32

Sub-boss, the Purple Wizard this time around. Kill him and move on.

#### Room 32 Exits

Head left to go to room 31. Head right to room 33.

#### Room 33

Another short room with two rocket foot soldiers and two doors in it. Kill them and move on.

#### Room 33 Exits

Head left to go back to room 32. Head right to go to room 34.

#### Room 34

You'll notice a bouncing blue electric ball right off the bat. These are more annoying than any of the other electric spark enemies as they're faster and harder to predict. Move forward and jump on the disappearing platform and over the spikes. In the next area there's another three or so bouncing sparks as well as some moving platforms with spikes on them trying to crush you. You need to move up the platforms between the spikes to reach a button. Once pressed, move right and take the launcher up, and then move left between the spike platforms to reach the door that was just opened.

#### Room 34 Exits

The bottom left door leads to room 33. The top door leads to room 35.

#### Room 35

Move forward and roll up the wall. Don't bother with the chaining in this room, just push the laser over to the treasure and jump to get it, picking up a mega star. Then push the laser to the other side and use it to jump to the next door.

#### Room 35 Exits

The bottom door goes to room 34. The top door goes to room 36.

#### Room 36

Stage six is filled with sub-bosses, and here's another one! The Blue Mage is an upgrade over the Purple Wizard, but is actually an easier opponent. Finish him and move on.

#### Room 36 Exits

Head left to go to room 35. Head right to go to room 37.

#### Room 37

Move forward and jump the water onto the small little trampoline platform. There's five of these you can take up through the stage, some of which have elves shooting arrows at you from one of the walls to the side. If you take all five of them up, you need to press the button to let a pack of ten golden slimes fall down next to you. Kill them and then roll up the wall. Also, instead of taking all of the trampoline platforms, and go left from the third one. You need to crawl under three flails, with a fire lizard hiding after the

third one, to reach a launcher. Launch up and magic chain to the left, and then roll up the wall. Either path eventually leads to the same place.

#### Room 37 Exits

The bottom left door goes to room 36. The bottom and middle right doors lead to room 38. The top left door leads to room 39. The top right door leads to room 41.

#### Room 38

This tall room is full of a few small sections, each containing a pair of spearmen and nothing else. Once you reach the top area you can roll up either side of the screen to reach a handful of stars.

#### Room 38 Exits

Both doors lead back to room 37.

#### Room 39

To get anywhere in this room, you need to start by jumping on the disappearing platform right above you. If you take either of the moving platforms that come to meet above this one they'll lead you to a treasure chest containing a golden bust. After the first rotating platform section, you can either go up and left through two more rotating platform sections, all the while dodging the fire shooting centers and two faces blasting energy circles from the sides, or jump to the left and right moving platform. Going the latter way, you need to get to the platform and duck while it goes under the spikes, and then crawl across to the other platform that moves next to it.

#### Room 39 Exits

Take the bottom door to go to room 37. Take the upper left door to go to room 40. Take the upper right door to go to room 43.

#### Room 40

A room with a pair of treasure chests guarded by a pair of gray ogres. The chests contain ol' reliable, full cake and mega star.

#### Room 40 Exits

Only one door in here, which heads back to room 39.

#### Room 41

Head left through the small passageway, killing the four bunnies along the way. The bunch of blocks right after are hiding a pair of fire lizards. Jump up and head right, killing the spearman and moving under the bouncing blue blob. There's another blue blob as well as a flail above you, and a spearman waiting for you if you go further right. Once on the top left platform, you can chain across to reach the end of this room.

#### Room 41 Exits

The bottom door leads to room 37. The top right door leads to room 42. The top left door leads to room 43.

#### Room 42

A small room similar to room 40, with two treasures guarded by two gray ogres. The bottom chest has a mega star and the top chest has a golden bust. To reach the top chest, jump and roll against the edge of the platform.

#### Room 42 Exits

Only one door in here, which heads back to room 41.

#### Room 43

Move to the launcher in the middle of the room and launch up, moving right at the apex of the launch to reach the next launcher. You can jump left to reach a set of treasure chests containing a full cake, a mega star and a golden bust. Ready your magic chain once you're ready, as you need to jump on top of the small spike smasher and move up, chaining across before you get skewered from above. Roll up the left wall and fall back down first, picking up all the stars when you fall. To safely reach the door above, jump and roll up the wall

about halfway up your jump. Any higher and you'll roll right into the spikes, which will safely land you above but minus one heart.

#### Room 43 Exits

The bottom left door leads to room 39. The bottom right door leads to room 41. The top door leads to room 44.

#### Room 44

A completely empty room outside.

#### Room 44 Exits

Head right to go to room 43. Head left to go to room 45.

#### Room 45

Head up the platforms, picking up the set of treasure chests on the left along the way. They contain a full cake, a mega star and a golden bust.

#### Room 45 Exits

The bottom door leads to room 44. The top door leads to room 46.

#### Room 46

A completely empty room outside, just like room 44.

#### Room 46 Exits

Head left to go to room 45. Head right to go to room 47.

#### Room 47

Right below where you start there's a gray ogre, so don't drop right on top of him. Move to the right of the stage and kill the gray ogre there as well.

There are a group of chests in this room similar to the ones in room 45, but a little trickier to acquire. You need to roll up the wall, and at the top of the roll slash up to open the bottom right chest, which has a golden bust inside. Then you can safely roll up onto the platform and get the other two chests, containing a full cake and a mega star.

#### Room 47 Exits

The top door heads to room 46. Drop down the bottom of the screen to go to room 48.

#### Room 48

There are four lines of stars you can pick up while falling, you can get them all by moving right just barely right at the start. At the bottom is a pit of water that will hurt you, so press to one side or the other once you get the stars.

#### Room 48 Exits

Head left to room 49. Head right to room 50.

#### Room 49

A small room with about a dozen foot soldiers and nothing else going on in it.

#### Room 49 Exits

One door, heading back to room 48.

#### Room 50

Another sub-boss, the Platinum Knight is, as far as I can tell, a clone of Rocket Knight.

#### Room 50 Exits

Head left to go to room 49. Head right to go to room 51.

#### Room 51

In here you'll have to move up some blocks all the while dodging platforms covered in spikes as well as the crystal spikes that pop in and out of the ground. Wait for the two platforms to move up and jump to the second platform, where you can safely stand on the edge for now. Do the same to reach the safety of the fourth edge. Once you reach the top, you can head back across the windowsills, dodging the platforms along the way, to reach a trio of

chests containing a full cake, a mega star and a golden bust.

Room 51 Exits

Take the bottom door to go to room 50. Take the top door to go to room 52.

Room 52

The last real room of the game, it's filled with two chests, containing a full cake and a mega star, with some foot soldiers in between. I guess it's just to make sure you're at full health before facing off against the boss.

Room 52 Exits

The left door leads to room 51. The right door leads to room 53.

Room 53

The final boss room. You'll fight a sub-boss, the Old Warlock, before moving onto the head honcho itself? The Princess Slayer is the final boss of the game, so good luck!

Room 53 Exits

THERE'S NO ESCAPE!!!

#### 4.8 After You Finish

After defeating the final boss, you're treated to a scene similar to the one you see at the beginning of the game. I've added the dialogue for this as well.

"Demon King: H-how can this be? I'd gained limitless magical power... And yet, defeated by a mere child... agck..."

"Princess: Teehee!"

"Princess: All right!!"

"And that's how one little girl saved the entire world."

"Back at the castle, she was soon up to her usual tricks, her newfound magical powers only making things difficult... ...for poor old Gramps."

"Gramps: Princess!! I swear...!!"

"Gramps: If anyone needs saving now, it's ME...!!"

The End

Congratulations, the only thing left to do is watch the credits!

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#### 5. Items

There are a few items you'll come across during the game, some found lying around and others dropped by defeated enemies. They're all basically different ways of increasing your life and stars, be it your current or total amounts.

Candy: A bit of pink candy, will give you half a heart back.

Slice of Cake: Yum, will restore one full heart to you.

Full Cake: Brings your health to full.

Heart: Permanently adds one heart to your health.

Star: Will add one star to your current amount.

Mega Star: Will add ten stars to your current amount.

Golden Bust: Collect three to acquire an additional life, for a total of up to nine lives.

Treasure Chest: Swing your sword to open these chests and see what's inside. Can contain anything from cakes to stars, or maybe even a bomb.

## 5.1 Heart Locations

Heart 1: Found on the third floor inside the three story house before the first boss. Access the room by jumping on the bed on the second floor. I'm pretty stingy when it comes to magic so I went across the platforms, that way I didn't have to waste a handful of stars dealing with the metal slimes.

Heart 2: Found immediately after the sub-boss of stage 2. Go left and claim the right treasure chest.

Heart 3: After acquiring the Ice Blast spell, continue up and right to reach a room with a few platforms. Pass this room and you'll be on a ledge containing the heart.

Heart 4: After the first area in stage 4 where you come across the faces that shoot at you, you should find a room with two of the faces on opposite sides of a wall. Drop down and jump into a hidden path to reach the treasure chest.

Heart 5: After the first sub-boss in stage four, head through the purple palace, avoiding any doors you come across. After going through the fire, rolling up the walls and moving past the rotating platform, the heart will be on an alcove to the left.

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## 6. Magic

During the game, you'll have access to different forms of magic, each with a basic and advanced version you can cast. You'll only have the first spell available to you at the start of the game, but you'll come across five more during the course of the game.

### Energy Beam

Basic: 2 Stars

Fires a quick energy blast that shoots off sparks when it hits the enemy.

Advanced: 8 Stars

Fires a beam of energy that hits every enemy in its path. The Princess is apparently rocking some saiyen blood.

### Exploding Wand

Basic: 4 Stars

Tosses a bomb half way across the screen, exploding upon impact with the ground or the opposition. This doesn't hurt The Princess so don't be afraid to face a wall and throw one right into it if you need to destroy it.

Advanced: 12 Stars

The Princess takes a second to gather her energy, so she can cause an explosion that wipes out the entire screen.

#### Magic Chain

Basic: 0 Stars

A utility spell, The Princess summons her inner Bionic Commando or Legend of Zelda or Umihara Kawase or, well, you get the picture. Use it to swing from place to place.

Advanced: 8 Stars

The Princess turns this harmless spell deadly, as she fires icy versions of the chain in all directions. Looks a little like a snowflake.

#### Ice Blast

Basic: 3 Stars

The Princess fires three balls of ice in front of her, damaging enemies or freezing the fire blocks you'll find.

Advanced: 16 Stars

The weather takes a turn for the worse as a serious cold front is on the horizon. Blasts the entire screen with sparkly snowflakes.

#### Fire Blast

Basic: 3 Stars

The Princess blows out a fireball. Hold the button down for a continuous stream, which will cost you 3 stars for every second or so you hold the button down.

Advanced: 20 Stars

The Princess showers the entire screen in fireballs for a while, dealing damage to everything in sight.

#### Inner Sonic

Basic: 2 Stars

The Princess goes rollin' across the screen. You still take damage from enemies. You still take damage from hazards.

Advanced: 8 Stars

The Princess goes bouncin' now, flying all over the screen. This actually does damage!



You'll come across a variety of enemies during your travels, documented here in slight detail. Enemies will be listed under the stage they're initially found in. Names were made up on the spot.

## 7.1 Stage 1

### Green Foot Soldier

Walks bath and forth, swinging his sword once he gets close to you. Will occasionally swing his sword at the same time as you, causing neither attack to land. Dies in one hit, and flies into the air upon being hit.

### Flying Bat

Looking like a mix between the Castlevania and Mega Man bats, these guys float up and down while moving across the screen. Dies in one hit.

### Blue Slime

Not just fodder in rpgs, the blue slime brings its complete lack of offense to Magical Pop'n. It will slither around on the ground, jumping when it comes across a wall in a feeble attempt to find new areas to slither around on.

### Big Blue Slime

A much larger, yet still equally as weak blue slime. When hit, it will split into three blue slimes.

### Lizard Spearman

Thrusts his spear not only side to side, but up in the air! Truly the first enemy you'll encounter in this game that has any chance of hurting you. Happens to be stuck between some crates when you first find him, though.

### Fire Lizard

This guy will do his best Dhalsim impression, whether it be from the ground or inside something. Just jump towards him and use your pogo attack if he's unguarded. Trying to take him out from inside something is often times easy, as when you jump towards him and swing your sword, he'll either pop up and essentially slay himself, or stay hidden and let you pass unfettered.

### Bomberboy

Not as awesome as Bomberman, Bomberboy will throw grenades, forks, butter knives and what looks like a swirly, candy plate at you, all of which explode. I don't know.

### Sub-Boss: Furniture Mage

The Furniture Mage has only one attack, which makes him a rather easy enemy to defeat. He'll float back and forth across the screen, throwing a pair of chairs and a table your way. It takes four hits to finish him off, which should be a pretty quick endeavor.

### Hedgehogwah?

The Hedhehogwah?, as I'm not sure what exactly it's supposed to be, is the first enemy that's slightly annoying. He'll play keep away from you, constantly going in reverse and jumping away from your attacks. The best ways to deal with him are to wait for a second and let him eventually rush you, and you can attack him then, or jump in the air and use your energy beam and he'll jump right into it.

### Foot Soldier Cannon

Stationary weapon that fires a Green Foot Soldier your way, followed by normal exploding shots.

### Metal Slime

Joining its slime brethren, the Metal Slime makes its way over from Dragon Quest though much easier to defeat and much less useful, what with there being no EXP to farm here. Energy Beam them to defeat them.

### Foot Soldier Tank

A generic foot soldier, feeling how pitiful he actually is, decides to commandeer a tank. Will get up close to you and fire shots, which you can slash to stop. Once you kill the grunt in the tank, it will speed up and start firing aimlessly. Toss a bomb at it to kill it.

### Boss: Bluegoyle

The first challenge of the game, though still pretty easy, Bluegoyle has four different ways to punish you. He'll start the battle out by swooping down towards you like every flying boss in every game ever made. In addition to that, he can shoot down towards you in an axe/propeller, pretty much the normal swoop but he heads back to where he began. He can start spinning like a drill and drop to the ground, then move across the bottom of the screen, and he can also stay where he is and shoot a spread of energy at you. The swoop and axe attacks are easy enough to deal with if you're standing right by him when he starts to attack, the same with the energy spread which will likely only hit you if he uses it when you're going up to him to attack. The drill can be easily jumped as he'll just pass right under you.

## 7.2 Stage 2

### Bushwhacker

A Green Foot Soldier who starts out by hiding inside a bush. When you get close he'll jump out and become as generic as ever.

### Seedspitter

A stationary plant that will spit four seeds into the air, two to a side, when you get near. Takes its time between spits and is rather easy to deal with.

### Flying Fish

Waits patiently on the surface of the water for you, jumping when you get relatively close. Either whack it on the way down or force him to commit harakiri by luring him into jumping onto dry land.

### Bouncing Bunny

Hops along, jumping higher into the air than usual in an attempt to land on top of you. Wait for him and swing upwards once he tries to land on you for an easy kill.

### Electric Jellyfish

This guy doesn't harm you if you touch him, and he'll kind of just float around, slowly moving towards you. Eventually he'll turn electric, and that's when you want to make sure not to touch him.

### Morph Armadillo

This guy likes Samus, as after he finishes slowly walking around he goes all Morph Ball on you and picks up some speed. Not much speed mind you, but in his armored state he can't be killed with a sword swing. A bomb will still take care of him, though.

### PokeMole

They'll slash at you, sure, but only when you're out of range. Once you're close enough they just repeatedly dig into the ground and pop back out. If they hurt you it's your own fault, as you probably walked over the ground

where one of them was chillin.

Sub-Boss: Super Piranha Seedspitter

Mix the two enemies you've seen already and mix in a dose of HGH, and you have this monstrosity. He may look tough but he's rather easy to defeat. When you fall, immediately move to the top left or right ledge, doesn't matter which. Wait for him to move towards you and swing away at the appendages. Two hits will destroy both of them. From here on out, he moves back and forth, opening up his upside down strawberry looking insides. Move to either ledge and wait until he's in the middle. When he opens up jump straight up and toss a bomb into him. He'll shoot seeds all over the place but you're safe right where you're at. Repeat three more times and this guy is finished.

Archer

Stationary lil guy who shoots arrows at you. The arrows can be stopped with your sword, as can the Archer. He's kind of cute, though. Until you jump attack him, forgetting the attack part.

Golden Beetle.

Flies in place until you get somewhat close, then zooms off in a straight line. They seem more menacing than they actually are, rarely will they actually come into contact with The Princess.

Sub-Boss: Green Ogre

Not even sure if he should be classified a sub-boss, Ogre moves, slowly, towards you and smashes the ground with his club when he gets close enough. Not to be confused with the scene from earlier, the ground doesn't crumble here. Move towards him, and then move away when he swings. Move back in and strike him, and he'll fall to baseball rules.

Boss: Prickly Fruitcopter

This guy, who looks like some sort of demonic fruit with the all natural ability of flight, is pretty wimpy, with a whole two attacks to his name. He'll go ghost on you and hover around the top half of the screen, eventually coming down to earth. When he does, he'll materialize and execute one of his attacks. Move in and attack him before he can. He'll either shoot the grass blade on his head at you, similar to the axe like attack the previous stage boss used in how you should avoid it, or he'll take off in a diagonal angle and then come crashing down, shooting spikes near where he comes down. Keep your distance until he commits, and then either jump his blade attack or move around to avoid him crashing down on you, and then away from him to avoid splash damage. He has four skulls of life.

### 7.3 Stage 3

Big Burnin' Slime

Just like the big blue slimes, these guys take one shot and split in three. The small slimes now have some sort of defense now, as they turn into spike hazards when you get close.

Sub-Boss: Skully

A skull inside a spinning hula hoop of skulls, Skully tends not to hurt you unless you let him. He has two easy attacks to dodge, so as long as you don't walk into a corner and all of a sudden find yourself unable to walk back out without some contact damage, you shouldn't have any problem at all. Skully moves around after you, and after a handful of seconds will stop. From here, he will either superheat his skulls and send them in your direction, or he'll slam into the ground, rise again and regain his skulls. When he smashes the ground, move in and take a swing at his unprotected head. To speed up the

battle, go ahead and toss some bombs at him, they'll hurt him no matter what he's doing.

#### Magical Vishnu

Having eight arms but unable to use any of them, Vishnu summons up small fireballs and lets loose in your direction. A few more hits than normal will take care of the holy one.

#### Sub-Boss: Eartheye

Eartheye is the most difficult thing you've faced yet, if for no other reason than he's more adamant in following you around and actually trying to hurt you than anything you've come across so far. His first form has four different attacks, the most common one seemingly being where he shoots jets of flame out of his four crags, and keeps them going for a few seconds. In addition to flames, he can also shoot out circular energy blasts and mines. Rarely, he'll stop and shoot off like a rocket in one of the four diagonal directions he always moves around in. To damage him, you need to hit the four crags on his corners, each with a skull of life. The advanced version of your Exploding Wand spell works great here. Once you take out all four crags, he'll finish the fight by crying all over the place, and his tears will hurt you. The difficult part of the fight is all over, just whack him until he's gone.

#### Mummy Armstrong

Struts around, stretching out his arms to take a swipe at you. Duck and crawl towards him for easy hits, two of which are needed to finish him off.

#### Pink Ogre

So much for the other one being a sub-boss, the pink ogre has just as much health but three additional attacks. Other than slamming the ground and jump slamming the ground, the Pink Ogre can either spit out a puff of smoke or a ball of fire, the latter of the two burning on the ground for a short while.

#### Boss: ElementOre

ElementOre moves around exactly like Eartheye, preferring to move diagonally to get where he needs to go. He also has the same number of attacks as Eartheye, which are at least more varied and dangerous. First, he can stay at the top of the screen and drop some bombs down at you. These will come in three sets of three. He can also blow some fire triangles from this same position, which will explode and shoot three mini fireballs outwards. His next two attacks can both come from either above or the side. He can shoot lightning out or down at you, which is easy to dodge no matter where it comes from, and he can also do the same with fiery energy beams, which can be difficult to dodge if he fires them from the side. ElementOre can only be hurt while he's attacking you, so once he starts flying around again you have to just keep away from him until he commits to an attack.

### 7.4 Stage 4

#### Stone Gargoyle

Waiting for eternity for a little girl to cross his path, Stone Gargoyles come to life when you cross their path, and will either swoop down at you or shoot three balls of energy at you.

#### Sub-Boss: Greengoyle

Like the Bluegoyle before him, Greengoyle likes to swoop at you and spin across the bottom of the screen. Dealing with him here is rather easy, as you can just wait on one side of the screen and attack him no matter which attack he uses. Once you connect, run to the other side of the screen and repeat. He has a tri-blast attack as well, but he doesn't seem to use it when you utilize

the above strategy.

Bob

At least I think it's Bob, could be Bub, he shoots ice cubes at you that, like most projectiles, you can just swing your sword at to dismiss.

Pengin

For being found on the fourth stage, Pengin is a rather easy enemy to deal with. He waddles around and occasionally slides on the ground, which is proceeded by him glancing around to let you know what's coming.

Jellyfish: Electric Boogaloo

Like the slimes, the jellyfish now come in big and small sizes. Big brother will also shoot four bolts of lightning at you, four times.

Mummy Doublestrong

This mummy comes packing a boulder to toss your way, but loses his super elasticity.

Gray Ogre

Exactly like the Pink Ogre except, obviously, for their color. Same attacks, same number of hits to defeat. Yawn.

Sub-Boss: Sir Frosty

Sir Frosty may look badass, what snowman with a moustache isn't, but he's a pushover. He bounces around in the exact same manner, making it easy to move around and walk under him when necessary. He has two attacks, both of which are easy to dodge. He can wind up and throw a combination at you, literally throwing it, which can be avoided by just moving back. He can also turn his large, lower snowball into a wheel, which will shoot across the bottom of the screen. That can be dodged by jumping onto whichever side you're nearest.

Cubespitter

The icy brother of Seedspitter, like a lot of enemies in stage 4 he's pretty much the same old thing with a new palette.

Boss: Waterwocky

Waterwocky can be a little difficult if you don't want to take damage, but easy if you just want to kill him. He has a head and a tail sticking out from different, shallow pools of water, which will damage you to be in even if he's currently not in them. In his first form he has three attacks, as well as being able to switch pools. He can slam his head down across the middle platform, flip his tail around on the two platforms it's in between, and shoot bubbles at you. I find that, right at the start of the fight if you move to the far right of the middle platform and duck, he'll body slam the platform but you'll remain safe. Stand up and give him a shot and duck back down. He continued to use the same attack against me until he moved on to his next form, though if you don't hit him after an attack he'll switch things up and spit some bubbles. In his second form, he'll pop up from one of the two pools and be all angry and red, swing his tail around and spit some bubbles. Just stay in the middle and eat his tail when he swings it, then move forward and attack him. You get healed when he dies so there's no reason not to just wade in finish him quickly. If you dodge the tail and get hit by the bubbles, he'll most likely make it back under the water before you can recover and hit him.

## 7.5 Stage 5

Super Spearman

An upgraded version of the Lizard Spearman from the very first stage, this guy

can attack with his spear in multiple directions and is just much more dangerous than his earlier counterpart.

#### Red Foot Soldier

Moves forward and swings his sword, the Red Foot Soldier is no more a threat than the Green Foot Soldier.

#### Mech Rider

Flies in from above shooting deadly fireballs, Mech Riders often times come in packs. They leave almost as soon as they arrive, so often times it's best to just avoid their attacks rather than trying to defeat them.

#### Rocket Foot Soldier

Finally, a foot soldier with something going for it. These guys will fire rocket launchers at you from a short distance, which have slight homing capabilities. They'll fire in your general direction but they still move from one end of the screen to the other.

#### Super Golden Bust

Doesn't get you any closer to a free life, but will shoot fireballs at you and take a few swings to get rid of.

#### Sub-Boss: RhinOgre

RhinOgre has two attacks. If you're not on his little platform he'll shoot a fireball at you, but once you go to him well slam his hammer on the ground, creating a shockwave that move towards you. If you try to attack him normally he'll put up his shield to guard. I find the best way to deal with him is to wait for him to use his slam attack, and shoot him with ice right then. Occasionally after being hit, he'll shoot multiple fireballs out in a traditional spread pattern. After a few hits, drop down, roll up the wall, get behind him and repeat until he's dead.

#### Sub-Boss: Rocket Knight

Rocket Knight is the second sub-boss you'll come across in stage 5, but he poses less of a threat. He can fly up and over you using his rockets as well as thrust himself across the floor, but he mainly sticks to his flail attack. He'll wind his weapon up and spin it over his head, then slide forward until he's just out of your range. He'll then sit there and wait for you to take a step forward before attacking. You can just duck and crawl towards him to avoid it and get a free hit. It'll knock him back, and you just need to rinse and repeat with the occasional jump if he decided to use his thrusters.

#### Countdown Bat

Countdown Bat moves around in the air, only to drop down and stick himself into the ground when you get below him. He'll then count down from three and explode. He doesn't move any faster than a bomb from a chest and you shouldn't ever take any damage from him.

#### Boss: Automatavian

At first, you may think you're damaging this guy when you whack him in his head. Not so, which I learned after I hit him about ten times before looking at his health, realizing it wasn't going down. No, after hitting his head a shield guarding his belly button, that being an actual button on his belly, will open and allow you to strike it once. It just so happens that when you hit his head is exactly the same time he'll decide to attack you, wandering back and forth across the screen and whipping his neck up and down until then. He has three attacks, one being more common than the others. He'll kind of juke his head down three times, which will launch three red energy balls from his back. They'll come down from wherever you're standing, so keep moving to avoid them. He'll do this three times before going back to strutting around.

He can also shoot a pair of energy balls that move up and down in a figure eight like pattern. Finally, he'll boost himself across the screen. To dodge this, just get to an edge, jump on the platform and then over him.

## 7.6 Stage 6

### Boomerboy

Similar to the Bomberboy, but instead of lobbing explosives he tosses a set of boomerangs. I find him to be more dangerous than the other version as he can toss in any direction.

### Fire Foot Soldier

Similar to the Rocket Foot Soldier, this guy is another foot soldier with some offensive firepower, with a flamethrower that looks like your fire magic. Pogo attack them to dodge their fire.

### Super Ghoul

The Super Ghoul is a somewhat large enemy as far as basic enemies go, but is possibly the easiest enemy in the game to kill. While he does take two hits to finish off, losing his head in between, he moves so terribly slow that the only way he could hurt you is if you stood there and waited for him.

### Sub-Boss: YellOgre

Similar to the RhinOgre, but easier to deal with as YellOgre is on a normal floor instead of a chunk of area separated. He moves around, slamming his hammer on the ground and creating a shockwave over and over. He'll guard against your sword swings unless he's in the middle of his ground pound attack, so the best strategy is to pogo attack over his shockwave and land on the other side of him. From here, he'll either go back to shockwaves or use a fire spread attack. The fire attack is common if you land farther away from him, and can usually be avoided by ducking.

### Silver Shooter

Large, elliptical, silver creature who floats around and shoots two different types of fireballs at you. Can shoot either a fast fireball that goes in a straight direction, or a slower one that has homing capabilities. Both can be stopped with a well timed sword swing. They take two attacks to kill, and after the first hit fly off in the direction you hit them in.

### Sub-Boss: Classic Vampire Boss

Classic Vampire Boss can be annoying, if only because he doesn't like to hang around to give you a chance to attack him. Pairs of eyes will appear in the background and a few seconds later CVB will appear. He'll then fly straight at you, often times connecting if you're close to the sides which is the best position to be in for most sub-bosses. If he hits you, he'll usually disappear and go back to the background eyes thing. Occasionally, and more often if you dodge him initially, he'll either stand there and wait for you, hopping backwards when you come close and then disappearing again when he touches the side of the screen, or actually utilize an attack. If he stands still, slam him with your advanced energy beam magic for a guaranteed hit. If he attacks, which consists of a Shoryuken like attack followed up by him hanging upside down and opening up his cloak to let out a pack of bats. To me, the best strategy to beating him while still saving most of your stars is to run from one wall to the other, and once he commits to moving in a direction turn around and swing. You'll either connect or miss, allowing you to energy beam if necessary.

### Goblin

Tosses an endless supply of daggers at you, just slash over and over and

they'll walk right into their deaths.

#### Sub-Boss: Purple Wizard

This guy is hard to deal with if you're low on stars. He'll constantly float away from you, and has a shield up which blocks everything you throw at him. You need to wait a few seconds for him to float away on his own to launch his fire attack, and then magic chain towards him and slash him. Pain in the butt. If you have at least 64 stars coming into the fight I'd suggest spamming the advanced Inner Sonic magic. Once he starts attacking his shield goes down, so use the magic for a guaranteed hit and he'll fly off. Repeat eight times for an easy kill, and a magically expensive one.

#### Sub-Boss: Blue Mage

Located in the same type of room as the Purple Wizard, the Blue Mage fights very similar to his brother in magic. He'll play keep away and shoot fireballs at you, but now when you approach him, instead of floating away forever he'll shoot behind you and let off a stream of electricity that can hit you twice if you don't get to safety. Or hit him. Yes, the magic chain circles are still there and I'll still be ignoring them, especially since the Blue Mage's new attack is exactly what makes him a pushover. Walk towards him so he moves behind you, then immediately move back and hit him. After connecting, wait a second or so and repeat until he's dead. If you don't wait a second his temporary immunity after taking a hit won't wear off before he lets loose with electricity.

#### Golden Slime

Jumps around and takes two hits to kill, the Golden Slime is the be all and end all of slimes. It was decreed in a time long ago that all generic, early game enemies must have later game equivalents that are superior yet still complete wimps.

#### Sub-Boss: Platinum Knight

I waited around to see if he had any new tricks up his gauntlets, but alas, he seems to be a shiny version of Rocket Knight from stage 5. Duck, crawl and stab until he's dead.

#### Sub-Boss: Old Warlock

Do the sub-bosses on this stage like to play keep away or what? Old Warlock will dash away from you, and like previous magic users you need to wait for him to attack before you can get an attack in. He has two different attacks at his disposal. First, he'll fire numerous blue energy beams at you, which you can jump over and hit him, and then he'll occasionally throw a red ball of energy that explodes upon impact. The former move happened a lot more often to me, especially after a successful hit.

#### Final Boss: The Princess Slayer

With six full skulls of life, The Princess Slayer is the strongest foe you've fought yet. Sadly, he's not a very challenging final boss. He has four different attacks, but one isn't dangerous at all and another is used so rarely that you may never see it. To hurt The Princess Slayer, you need to attack the colored jewel in the middle of its chest. When you do, it will cover up for a short time and you need to go on the defense. His favorite attack is to shoot an array of purple beams from both of his hands. To avoid this, just run to one side of the screen. If you're stuck below him just duck, often times you still won't get hit. He can also shoot two beams of electricity from his hands to the ground, and then move them back and forth to damage anything they come into contact with. He's stationary when doing this, so unless you're right under his hands this won't hurt you. His only annoying attack is when he fires two circles of fire from his hands that slowly home in on you. You'll have to duck under or jump them, and stay conscious of them



because they don't go away immediately. You may, as I did a few times, get hit from below as they come from completely off the screen to surprise you. He also has a fourth attack, where he shoots a group of energy arrows out from the jewel in his chest, but I've only ever seen this once and then only when I took my time before hitting the jewel to close it.

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## 8. Credits

<http://www.gamefaqs.com> - You have to put this here, right? Right?!

<http://agtp.romhack.net/project.php?id=magicalpopn> - Gideon Zhi and his cohorts have translated countless (well, I could count them if I really wanted to) games that I otherwise would have never played. A big ol' thumbs up for them!

jam003@marietta.edu (Jeremy Jusek (DarkFury3827)) - While I didn't use anything in his partial faq in mine, I browsed it enough early on that it feels like I owe him a spot in here.

Michael Sarich - For the copyright below.

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