

Trolls on Treasure Island FAQ/Walkthrough (w/ ASchultz)

by Lagoona

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TROLLS ON TREASURE ISLAND

for NES

This FAQ/Walkthrough is a co-authored work by ASchultz and Lagoona. As such, it is copyrighted © 2008 to ASchultz and Lagoona.

Well, first things first. Here comes a big thanks to Da Hui, who had started this work but then relinquished authorship. He made our work quite a bit easier.

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No part of this file can be used without the permission of the authors and credits to the authors. To get permission to host this guide on your website, drop a line to DrLagoona (at) hotmail (dot) com for Lagoona or schultz (dot) andrew (at) sbcglobal (dot) net for ASchultz, wait for an answer and abide to it.

Of course, you can also use this address if you have comments or questions about the guide or if we missed something that should be included. Please make sure you have <Trolls on Treasure Island> in the subject line, or the e-mail may get ignored.

Note that ASchultz did levels 1-12 and 29-32, while Lagoona did levels 13-28. So if you have any level-specific issues, please address the corresponding author of the level.

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1. - Introduction

In Trolls on Treasure Island you steer ('control' would be saying too much...) a small troll through different levels, collecting jewels to find the exit. The main hook is that you cannot make your troll move left and right. He does that automatically. You can force him into passages above and below by moving vertically, and you can make him go faster (important in time specific levels) but the automatic movement means you'll have some timing puzzles.

Jewels, doors and other things in the game can be of different colors. Accordingly, there are colored paint buckets that allow you to change the color of the troll's hair. Your hair will indicate which jewels you can collect and which doors you can go through.

On early levels you don't have any enemies or obstacles that prevent you from getting done in the given time for a puzzle, but later on things get more difficult. You'll have time constraints and encounter traps and enemies of different kinds. Or worse, these are combined. When you run into something harmful once, you'll get hurt (the troll face icon in the upper left corner becomes sad). If it happens a second time, you die and have to restart the level. A few levels offer Medikit blocks that let you heal from the 'hurt' status.

The levels are mixed up pretty well, although once you figure out the gimmick for a few of them, they get pretty easy. Also single players be warned--one level requires teamwork, so either you are going to have to pause a lot, or you are going to have to use the cheat codes referenced at the end of the document!

2. - Basics

This section describes how you move in the levels and what kind of elements (e.g. floor tiles, blocks or enemies) you can encounter in them.

* Controls

Here's the short version:

D-Pad- Move

A- Move Faster
B- No Use
Start- Stat Level / Pause
Select - Reset Level

Below follows a more elaborate explanation of how the mechanics of the game work:

First, illegal moves get a silly message at the top of the screen.

D-Pad- Moves your troll. He moves horizontally back and forth by default, so you can really only make him move up and down. If he hits a wall, and you do nothing, he changes direction. Also, he can touch a power-up or jewel as he runs past it. The moving is pretty intuitive, but let's give some examples.

Say your troll is running left and there is a passage down right when your way left is blocked. You can hold down and he will move down. If you did not do so, he would bounce back right. If the passage is a dead end, he will bounce back up and try to go left, but he can't. Let's say the passage down opens to a 4-way intersection. Then if you are still holding down, your man will go down, but if you are not, he will go left.

The algorithm:

1. if you are holding vertically and can go vertically, you do that
2. if you run into a dead end vertically, you bounce back
3. if you run into a horizontal wall, you change direction.

Some tips for moving:

--you should always anticipate moves a half-square in advance.
--you can just tap the control up or down to pick up a jewel near you
--you can also pause the game to check the direction your troll is facing. You can hold down the controls and, when you resume, the troll will try to go in the direction you pushed once he touches the next full square.
--otherwise, if you bounce back and forth between two squares, it is tough to do what you want. Your guy is a blur. Find a way to bounce back and forth between three so you can time things without pausing.
--you can move diagonally between two objects.

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Pushing down at the right time above lets you cut through the \$'s.

--if you run into an enemy, get away from him right away. It's possible you can take two quick hits and that's it. Similarly, run the opposite way of an enemy when possible (or when one hit is okay) or be sure to be behind him.
--curved squares cause you to bend around, but you can press vertically to get rid of them.
--note that some squares and jewels and power-ups are hidden until you touch them. You bounce off them once you touch them the first time.

A- Move Faster. Your troll starts somersaulting and going about three times as fast as normal. This is useful in levels where time is important, or where you need to disrupt the timing of an enemy that acts as sentry, roaming back and forth and guarding you from the next bit.

B- No Use

Start- Start a level / Pause

Select - Kill your troll to reset the level. Useful when you know you are in a dead end.

* Level elements

The most important things in the levels are the JEWELS, and they come in different colors:

Red Hearts

Golden Coins (corresponding to yellow color)

Green Blocks

White Diamonds

Blue Coins

In general, note that bigger blocks mean you have to hit the jewels twice (dollar coins vs cent coins, etc.).

POWER UPS work as follows:

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Get a power up by touching it from the side, or going above/below it and ramming into it.

The MEDIKIT recharges your troll if he is sad from taking one hit.

SKATES (or grip boots) let you steer on ice. (Ice floor is uniformly whitish bright blue.)

The SAILBOAT allows you to go on water. If you do not have it, you touch the water and get hurt. You can only have one of the two, sailboat or grip boots, at a time.

ARROWS change your default moving. Up/downs change it to vertical, left/right to horizontal. When going vertically by default, take the d-pad instructions above and swap vertical for horizontal.

COCKTAIL, this block inverses your controls, so when moving horizontally, pressing up moves you down and vice versa. The effect wears off after a few seconds.

LIGHTNING blocks are something you'll not encounter in the regular levels, but you can include them in self-made levels (via the edit mode). Hitting these blocks inverts the use of the turbo button (your default movement mode will be turbo, pressing 'A' will get you back to normal speed). Repeated hitting toggles the effect on and off.

PAINT BUCKETS change your troll's hair the color of the bucket, unless it is gray. You need your hair to be the same color as doors or jewels to go through them or pick them up. Also, if your hair is the same color as an enemy, they cannot harm you (or for the gum enemies, you can even eliminate them).

In the game's later levels, grey paint buckets change your hair color, and while it seems random, there is a way to determine what colors your hair will change to.

Going right or down:

Purple->yellow->white->red->blue->green->purple

Going up or left it is the reverse:

Purple->green->blue->red->white->yellow->purple

If you run into a bucket then a wall/door immediately, you won't change back to what you were. The game only counts you running into the bucket.

ENEMIES are of three types:

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WHIRLIES each turn always left or always right whenever possible, following blocks, walls and jewels. They do not hurt you if you have the matching hair color.

SENTRIES bounce back and forth. They look like snakes and do not hurt you if you have the matching hair color.

MOUTHS get close to you when you pass by the first time, then go in for the kill later. But if you get a few squares away, they seem to lose interest.

GUMS are stationary enemies, like amoebas with a face. These are the only ones you can kill, assuming you have matching hair color.

BLOCKS mostly are just in your way. There are a few variations of them.

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GRAY BLOCKS come in two variations: indestructible and breakable, you have to run into a breakable one to get rid of it or have it reveal what's hidden

INVERSE GRAY BLOCKS can be pushed around to adjacent free spaces by bumping into them. Push them into water to make sand spaces.

COLORED WALLS just act as solid blocks, there's nothing special to them.

TRAPS are the kind of spaces that can hurt you.

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WATER can be crossed if you're equipped with a sailboat icon.

SPIKES and RED BUBBLE BLOCKS are basically the same, they just hurt, so avoid them always.

FLOOR tiles can also have different appearances:

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BLACK floor is the normal ground you run on.

SAND can cover the floor. Sometimes sand also hides jewels beneath it. Run into it to remove the sand.

ICE floor is tricky. While you can run over it easily, you cannot steer off of it (e.g. up or down) without having the grip boots activated.

MUSIC NOTES are actually like black normal floor except they make a sound. Though they are of different colors, you can just run over them.

DOORS are tiles that can only be passed with matching hair color. Else they are solid and you bounce off them.

EXIT STAIRS only appear once you've cleared all jewels. They may appear on an empty spot or behind a previously closed gray door.

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3. - Walkthrough
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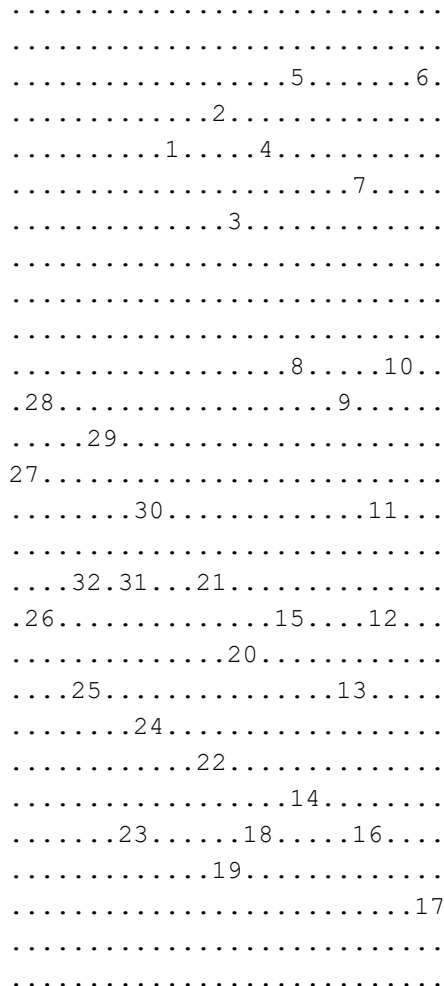
What follows is the actual walkthrough part giving you good strategies or step-by-step solutions for all levels of the game. Some abbreviation will be used. These are:

- D for Down
- U for Up
- R for Right
- L for Left

(consistently, e.g. DL would mean down left)

And for reference, here's a representation of the overworld map showing where to find each level. Most of the time, more than one level is available to you. But sometimes you need to clear all of them in order to unlock the next one, i.e. for 'castle levels'.

MAP OF LEVELS AND WHERE THEY ARE



Level 1 - Gift Wrapped

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'Press Joystick only UP or DOWN - never LEFT/RIGHT'

Jewels 96, Time 200

This is not a hard level. Starting levels shouldn't be. Basically, you need to go into any paint bucket, then enter the door that is the color of that paint bucket, and clear all the jewels. This means that if you have to push back towards the door, wait til you are away from it so you don't go out and wander back around the middle area. If you want, you can use the turbo button to have your troll kick around more quickly back and forth. You need to remove the panels at the top, too (or bottom, for green and white). The best way to do this is go to the second-top row. Then push up as you bounce back and forth. The jewels above take two hits, so you may wind up leaving the corner ones. This necessarily wastes a bit of time, but you should finish with 100+ seconds left. Accelerate between the jewels and you may even wish to try tapping up in the center to watch your guy bounce back and forth quickly.

There aren't too many finesses to try, other than that leaving the room the right way can make the rest of the level quicker.

This is a good place to get accustomed to the controls, bouncing between jewels and changing to the right color and speeding when it gets tedious.

## Level 2 - Treasure Chest

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'Pressing LEFT or RIGHT only tickles your Troll!'

Jewels 19, Time 200

X		X	
X	XXXXXXXXXX	X	
X	XXXXwyXXXX	X	
X	XXXyGRgXXX	X	e exit stairs
X	gwRYGwyw	X	X solid block / border
X	XXXgyryXXX	X	p paint bucket
X	XXXXyXpXXX	X	<> direction enforcing arrows
X	XXXXpXXXXX	X	gG green jewels
X	XXXXXXXXXX	X	rR red jewels
X	XXXXXXXXXX	X	yY gold coin jewels
X	>>	X	wW white jewels
Xp	<<	e pX	

This one will take a bit of time, but with patience, you shouldn't have any real problems getting through. The arrows force you in the direction they point, which can save a lot of time by bouncing against the "wrong" ones. Get the white paint and move right. You can push up into the grey wall. Then enter the block on the right to get the diamond. Move back down--use the right arrows to bounce back into the gold paint, then move back up to bounce right again and onto the gold coin. Now get the white paint and get the diamond (this one takes two hits) and the gold and get the coin. There's a lot of back and forth between the paint buckets and the gems.

Once you've cleared the first four white/gold coins, you have access to the green paint bucket. Go in the bucket and take the two greens. Now you need to

go to the bottom and get the gold paint. Enter from the right, again. You can roll left/right quickly and you may touch the green paint by accident, but you can recharge.

After getting the column of yellows you have access to the red bucket. Step in it and you will clear out two hearts as you go back up. Roll right and left to get the third one. Now you have 3 green, 2 yellow and 2 white left. Enter the green paint bucket again. Get the two greens that are right there. Roll quickly along the top then down the left. Enter the grey square from the left to get the other green jewel. Now go to the bottom, turn white and clear out the two white gems. Go back to the bottom, exiting to the right, and turn yellow and get the coins. The exit stairs will appear in the DR corner, left of the yellow bucket.

Level 3 - Toast your Toes

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'Watch out for embers, tricks, and invisible walls!'

Jewels 12, Time 100

Here, the red gums are lethal if you touch them twice without hitting the medikit. However, it is straightforward to pick up the red hearts close to them in order. And take care not to hit the gold paint bucket early.

You need to collect all the red hearts before you get the gold coins, so be slow as you clear the hearts at the top, then turbo down 1 row, then turbo back and forth--3 times each way per row.

Once you've worked to the bottom, bounce back up to get the gold paint and roll fast to get the coins on the same row. Then move down when bouncing back right and to the bottom, right of the grey note. Remember, you can afford to get hit once, and if you want to be extra careful, hit the medikit blocks before moving on. Turbo to get everything at the bottom and then, on the right of the last coin you picked up, move up and left to the stairs.

Note that you can run through the notes when they appear on later levels, and you don't need to be any color to pass through them. But there is an invisible wall to the left of each, which you bounce off.

### Level 4 - Parlor Game

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'Work to a plan -- the clock is counting down fast!'

Jewels 20, Time 120

This level causes you to zigzag, and you will probably make a few temporary errors, but they are recoverable. I would turn any color and then clear out the 2x2 blocks in the corners to get started (they are yellow, but you don't need to be yellow, just consider them to be sand covering the area). Jewels are found kitty corner of their respective paint buckets. For instance, the red bucket is in the upper left, and the red heart is behind the lower right sand. It's not really out of the way, though, since the red hearts are on the bottom.

It's most efficient now to take care of one color at a time, but it's no disaster if you don't. You need to be prepared, once you get one bucket, to swerve quickly 2U or 2D to get the jewels on the opposite side. Then you can hold up/down to get the jewels, getting rid of half in one row. The next time

you may need to tap up/down. It can be difficult just to tap down, so you may wish to push down into a jewel so you will run into the paint bucket you want.

At any rate, once you are in one paint bucket, you must cross up/down to the other one, and you can get away with pushing down as you roll either way, or trying to fit in a gap. You may need to bounce back and forth, and to touch a jewel you will want to start pushing towards it a bit early. Don't forget to roll into each corner to get a jewel of your respective color, too.

General strategy: with a few jewels left, trap yourself between a jewel and a wall. With many left, push down/up into the jewel.

Once you get through level 4, the game lets you use passwords. This guide has passwords, and if you want to use your own name, you will get different ones.

'You are Qualified'

Level 5 - Safety Doors

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'Alert: Training over -- this is the real thing!'

Jewels 12, Time 80

This is the first really tricky level. If you run into the mobile enemies twice, they will kill you, and the red crosses are tricky to get to. You can usually avoid the enemies by running into the doors, but time can be an issue if you are not careful. You'll want to roll quickly at the very bottom when getting the jewels, and you may also want to roll quickly if you do go to the edge. If you are not comfortable speeding past your enemies, one other thing to watch for is to get the green bucket as you are going left and the white as you go right--so you do not bounce into the enemies when you go through the door. Also, after getting the yellow, exit right, and after getting the red jewels, exit left.

You also do not want to get trapped in the left or right areas, banging against a door, and it is very possible you will miss one jump. If so, do not panic, but tap out of the way. Generally you can move 4 columns up when going from one side of the doors to the other, even with speed enabled. Save the speed for at the bottom, or, once you've bounced off a door in the bottom half, you can turbo down as well.

The pattern here for colors is blue, green, purple, yellow, white, red. Blue is easy since the enemies won't harm you if you're blue. For green, tap up at the top going left so you don't run into the enemy. For purple, just make sure you hit a door going left, then roll down. For yellow, use doors 2 and 4 on the way down, and leave the bottom bit when going right. Hit the bottom edge as you go right. For white, go right as you touch the paint on top. For red, anything goes, but go to the bottom doors when rolling left.

#### Level 6 - Gumballs

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'To eat the gum you must be the right color'

Jewels 1, Time 120

This one is a bit tricky because if you run into the colored pots too soon, you will have some trouble. Gum will kill you if you step on a piece that does not match your hair color twice, though you can use medikit to regain health.

If you are the same color, the gum disappears.

So the formula is to knock out the gum of your hair color, get the paint in there, and then move on.

The golds are tricky because you must clear a path to the blue jewel before getting the purple pot, but after that, you only have to clear the 3 top rows. Still, make sure you have a clear path to the blue coin before changing hair color. You can't change back to gold. It's probably worth it to get rid of all the gold gum, just for practice, before moving on.

So, for the golds, get right of the medikit and then bounce DR. Do that till you clear off the top row, then bounce off the right wall and bounce DL so you can roll against the 2nd highest row. (It's possible to bounce 1U of the pot once, then come back and do it again.) Now bounce into the gum right of the pot and bounce to the bottom off the brick wall and clear all that out below. Clear out the gold stuff to the right of the purple pot. Note if you bounce down into a piece of gum, you bounce back up.

So I think the best way to do things is to roll to the right then attack the top row from above. If you can sneak into the corner, that will help you go a bit more quickly, but even if you make a few mistakes, you have more than enough time.

The best way to clear out the rest is to go down when just right of the brick wall, get rid of the yellow gum to the right, and go down. The exception to this is that you want to avoid the purple paint bucket and take out the two gums to the right of it last. You will want to push up when at the right edge.

If at any time you slip over to the left, be prepared to move up quickly to avoid the purples, and note that the medikit is pretty easy to hit, too.

Now for the purples on the left. You can repeat what you did with the yellows, but you really only need to take out the top two rows and the purples left and right of the paint bucket. You can also touch the paint bucket, run into the gum on the other side, and hit the medikit, but that can be risky, and the time saved is not worth it.

The reds work the same way as the purples, mirrored vertically, and the greens work the same way as the reds. Once you get the blue paint, don't try to get to the bottom right away. You need to strategically miss the purple paint, or you will have to loop around the board again. I recommend going into the middle space, then dropping to 1U of the purple paint, then dropping down as you go left past it. That gets you to the DL corner. Then the stairs are on the center of the left edge.

Level 7 - Catacombs

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'Don't give up. This is much easier than it looks'

Jewels 22, Time 120

This level is a bit confusing, but all the paint changes work the way they should, to get you through the level. Note also the paint buckets don't allow you to make a turn, so traffic through this level is 1-way except for a few dead ends.

Get the green past the first bucket, then hold up so you loop around the white buckets. Hold up when going left through the 2 buckets, so you can get each



Push down to get back to the start--don't hold or you'll hit the red gum.

Now hold up, then push up in the center on the way back left to clear the green jewels. Roll between the jewels to clear the top area. If you clear the rightmost first, you will need to drop down after hitting a left block, then run back left and clear the jewels out. You don't want to roll to the right side and gain the mouth's attention. You need to clear all the green blocks, including the ones in the sand you couldn't quite touch at the start.

For the last bit, push down, go through the "Mary had a little lamb" notes, hit the green door and tap up. If you go back to the start, no problem, but if you are stuck in the UR, push immediately down to clear the right edge. Again, if you bounce back, push up the next time you reach the green door, then down. The reason for this roundabout way is, if you push down, you will hit the red paint, forcing you to loop.

Once you got the greens on the right, bounce LRLR by the door. Push up again (tap D U if stuck in the right) and then you can just cruise to the stairs that appeared in the UR part.

#### Level 9 - Ice Capade

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'To go fast enough, hold down button A.'

Jewels 14, Time 30

You may wish to use the speed-up button for this. You definitely want the grip boots, and you should probably push the A button and just wait til you're on the path to make sure you have them.

After going through the arrows, hold down while running to the left to grab the top jewels. Hold down to go down the left, then hold up when speeding along the bottom row. Tap up in the DR to get the third jewel, then hold left til you turn, then hold up for three more jewels.

Roll R/L, then down to the bottom quickly. Tap up and hold down for the jewels there, then on the way back left, hold up at each door to get the jewels, let go, and repeat. Push down at the zigzag to return and get to the stair at the dead end.

Level 10 - No Turning Back

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'Accelerate where you can but don't miss any turns!'

Jewels 0, Time 25

First, don't worry about having to speed up, although it is possible in the long up/down stretches, it's not necessary, and it may make you bounce back. You just need to anticipate each move you need to make. So hold down to start, then flip to up when traveling horizontally, etc. The tricky part is when you need to turn back down right away, so push down right after you reach the top. Too soon--you bounce into the enemies. Too late--you get caught from behind.

You flip from up to down everywhere except when you get out of the DR spiral. After it, there are two quick UDU transitions before the end, but you just need to remember to touch U/D when, and not before, you reach the corner.

Level 11 - Snake Pit

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'Fools rush in where angels fear to tread.'

Jewels 8, Time 40

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e*****
****6*****6**
**_*****      * empty sand
*****        - snake enemy
*****5***_**   u your starting point
**4*****
*****3*****   1-6 hidden white jewels,
*u*****       in the recommended order
***1*_*****   of getting them
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*2*****2***
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This level is tough without a map, but with it, it is not too bad. Don't release the snakes, and you can coast. You may need to roll a bit in areas you know are safe to finish this level in time.

Go down 1 and get the diamond there, and once it's gone go 2D for two more. Roll between them. Then go 4U up the right side (2D of one snake, 2U of another) and get the diamond.

On the left side, roll 1U to get the diamond, then go 1U after that to get the diamond left of the snake. You'll bounce left off that diamond, and when you are 2 squares right of the edge facing right, just when passing under the UL snake, press and hold U to go to the top row. Move 1D in the center to clear out the diamonds of the second row from the top, then push back up to go through to the exit stairs that appeared in the top left corner.

Level 12 - Easy Does It

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'Expect the unexpected!'

Jewels 10, Time 100

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b Xw*w&w*w
XXXX X*w**w*   & green gum
X +XWXg**b**g = water           g green jewel
X XXXX*****  i ice             w white jewel
iiiiiiiiiiiiii * sand           b blue jewel
iiiiiiiiiiiiii X solid block
*****         B blue bucket
S***** B ****s G gold bucket
=====        W white bucket
=====        s/S sailboat / grip boots
G              s   + medikit

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This level is the first really difficult one, for several reasons. The enemies move around in the same small area you need to, and you need to walk around them to get the greens first without changing color. You also want to watch out for moving along with the enemies when you are not blue--this uses up your hits pretty quickly. Oh yeah--there are a lot of invisible blocks on this level.

Move along the second row from the bottom to uncover two secret pieces. Don't change colors but touch the sailboat again on the right--duck down and up if you need to. Go through the water and now you should push up at/before the left edge to reveal the grip boots. Move back right still on the water, then up when you are left of the whirlies again, so you can touch the boots and go to the ice without incident.

Next you need to clear out the greens in the UR--this is just bouncing around the sand a lot. Also, you will want to uncover the medikit. After bouncing off the left wall on the ice, go up.

Now turning blue is a bit chancy, as any way you try it, you may get hit. Go down into the sand when right of the whirlies. Bump against the right edge (head DR so you don't release them) to get the hidden sailboat, once to reveal it and once to catch it, then go immediately to the water below. Touch between the whirlies to reveal the paint, then go up into the paint. It shouldn't matter if one of the whirlies hits you, because you'll recharge immediately. There's a slight chance of it happening, but that is a lot less than if you'd have released them above. If you're hit once, you can always use the medikit.

Make sure you're healed for the next part. Run into the grip boots. Then go onto the ice and get the blue jewel in the UR, by the diamonds, then go along the top to reveal and take the secret blue jewel in the UL. Change to white once the whirlies are spinning away--wait until after the second whirlie runs over the paint bucket. Go into the upper right part with the sand.

Clear what you can in the UR and retreat when an enemy is incoming. I find it's good to go back and forth on the bottom of the ice, as when enemies leave the UR, they go along the top of the ice. You may need to take this out in parts--taking out the bottom two diamonds first, then nudging into the desert areas between the diamonds to wipe out each of these quickly--that is the quickest, but any way you get them should work okay. Again, you can sacrifice one hit if an enemy is around, but wait if the two are lumped too closely together.

Now on the way back, clear out the bottom right most sand if you haven't already--you may want to wait for enemies to pass through the bottom before doing so. That will unveil another sailboat. Touch it to make it over the river and exit through the stairs.

Level 13 - Which way is up

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'You can only pass this level on your next attempt!'

Jewels 23, Time 100

The blocks on the sides will make you go up and down instead of side to side. The blocks on the top and bottom will make you move side to side. This may be a bit confusing, so try getting used to it in the beginning, as you have enough time. The end result is that you will cycle either clockwise or counterclockwise, and if you speed-roll around, you will see that it is a consistent loop. Also, beware of the gray spike traps. They will hurt you, and you do not have a medikit. Generally, there is no problem with looping around to see how you can get to the jewel you want. You have enough time, and you generally just need to tap up or down once or twice. You may have to come around as well too.

Start off by either pressing U or D at the beginning, in order to not directly run into a spike trap (D is recommended). Then collect all of the purple

jewels in this level before you change colors, either by running into the purple bucket and back to the corresponding jewels or while 'circling around'. If you change color and have trouble switching back to purple (the corresponding bucket is on the left side), I found it easiest while circling around anti-clockwise to press D after bumping into the upper right corner. Also, when running towards the right side, it's preferable to run into the green bucket than into a spike - you can easily get back to the purple bucket. After you collect the purple jewels, change colors along the sides and collect that last few jewels. It is easiest to not bounce into the direction-changing arrows and running back and forth from paint bucket to paint bucket, eliminating the corresponding jewel on the go.

Green may be easiest after purple, if you haven't done so already, followed by blue. After this you have to change to moving up/down, immediately steering towards the middle and aiming for the buckets. A good combo here is red bucket, R to heart, yellow bucket, L to coin until you have them, white is easy after that. Afterwards go to the stairs appearing in the bottom right corner to finish the stage.

Level 14 - Parlor Trick

~~~~~

'Sly Troll to flies: Won't you come into my parlor!'

Jewels 16, Time 80

This level is just like level 4 except there are no secret jewels hidden under the sand. There are also three green whirligig enemies moving along the edges in this stage, making the whole thing much more tricky, so be careful. It is advisable not to remove the sand squares, as they make the way for the enemies longer in an area where they don't interfere.

Follow the same strategy you used in level 4 to get the jewels. The most tricky part is dodging the fast moving green enemies. When one comes along the jewels, get away one row (up or down), then quickly go back to collecting. The faster you finish the level, the less risk you take getting hurt. Still, you should have enough time to play it safe and wait a bit for the enemies to get away from the center. Don't over do it, though.

A good strategy at the start is going to the red bucket, then immediately press D (until you're above the green blocks) to avoid the first enemy, then going back up immediately to get the red hearts. You should be able to get all hearts before the enemies become dangerous. Then go to the upper half and wait until the whirlies come back up, dodge them and go back down to the lower half. Doing the purple jewels next makes for a relatively easy setup for the rest, so paint yourself purple while going down and get these jewels (running between the two close to each other takes them out quickly, but if an enemy is closing in, you'd be dead instantly, too, so beware). For the remaining two, gold and blue, keep two spaces away from the row and close in when no enemy is near. The exit door will appear in the lower right corner.

'YOU ARE CUTE'

#### Level 15 - True Blue

~~~~~

'Break into the exact middle of the horizontal rows'

Jewels 25, Time 100

```

rrrrrrrrrrrrrrrrrr
 ~~~~~~r
~BBBBBBBBB ~r
~B      ~r      r red bucket
~B      ~r      ~ hidden water
  B      ~r      B blue coin
~B      ~r      X solid block
~B      B~r      e exit stairs
~B      X~r
~BBBBBBBBB ~r
~~~~~      r
          e

```

This level is pretty simple. Just be careful of the hidden water and not to change colors. You can ignore the enemies. They can't hurt you, as they're the same color as you are.

What you have to do is start moving straight up along the left side of the screen. This is easier when first hitting the right border, then on your way back press U at the left side until you reach the fourth to highest blue jewel, there you have to move right. Every other space around the blue jewels and the column directly left of the red paint bucket on the right side will be hidden water.

Bounce off the solid block in the bottom right or go through the hole in the spaces on the left you came in when going from side to side to avoid water. You can also use the 'revealing' of the hidden water to the right to your advantage, making your way upwards. As for the horizontal lines of jewels, it's easiest to clear their middle part (three jewels or so), then keep bouncing in that row until all jewels are gone. After you collect all of the jewels, go to the stairs that appear in the bottom right corner (there's a small way out right below the solid block, too, if you don't want to use the opening in the water to the left).

Level 16 - Diamonds on Ice

```

~~~~~~r

```

'Get the diamonds first, then work on the rest.'

Jewels 26, Time 200

```

m----R--R---By      = water tile
8 ----- -         - ice tile
-w---w--w---w-      m medikit
---X--PP--X--8      8 grip boots
-w---w--w---w-      X yellow gum enemy
8--X-----X---      w white diamond jewel
-w---wGGw---w-      y yellow bucket          b blue bucket
---X-----X--8      $ yellow coin          B blue jewel
-w---w--w---wb      p purple bucket          r red bucket
8--X--rr--X---      P purple jewel          R red heart jewel
-B---$--$-----      g green bucket          d gray door/exit stairs
p--d=====d--g      G green jewel

```

This level isn't too hard. All the blocks can be cleared. The most important thing in this level are the grip boots, the first ones located directly to the left of where you start. You can only leave ice tiles while having them, so pay attention not to lock yourself on an ice-only row without these boots! (Touching the boots icon toggles them on and off.)

Clear out all of the white blocks first while avoiding the yellow enemies and try your best to clear the gray blocks. There's no white paint bucket, so if you change colors before getting all whites, you've got to restart. It may be easiest to move down the screen in pairs of rows the following way: tap down before you hit the edge, then directly down again after you hit it, to avoid the yellow gums. One more thing after you've cleared the first two rows of diamonds. The third row of diamonds is divide in half in the middle by two green jewels. I recommend you go down on the right side first and take these two diamonds. Then when facing left, tap U (or D) quickly after the yellow gum and immediately tap D (or U) again to get the other two diamonds to the left. After these, go down to the fourth row of diamonds on the left side. The reason not to go down on the right side is the blue bucket at the right side of the fourth row - thus you don't risk running into it before claiming all white jewel.

After the whites change colors to yellow (in the top right corner) and get rid of the gum baddies now, then the cold coins at the bottom. Now just clear out the rest of the blocks and change colors for the last few jewels, the order doesn't matter. Again, take care not to trap yourself without grip boots (you have plenty of time), especially with the purple and green buckets in the DL and DL corners. After you collect them all, go through one of the stairs that were hidden under the gray doors on the bottom row of the screen.

Level 17 - Illusion

~~~~~

'It really helps to think which way you are going.'

Jewels 6, Time 200

The names of the levels often give hints to what they're about, and this level truly is an illusion. It really is a pretty confusing level so try to follow this walkthrough carefully in the same order.

Go down and to the right for the gold \$ coin. Go to the uppermost part of the screen and unveil the blocks in the central top part of this small section. You'll find a blue color bucket and a direction changer left/right. Change to light blue and move down (press D directly after bumping into the right wall above the passage) until you're near the white jewel, then go R and U, to the top right corner to grab that blue jewel. While in the top right corner, you should unveil the block slightly to the left, it's two spaces to the left of where the blue jewel was, by going up from the 'white diamond row' a bit away from the right border, revealing a white paint bucket. During this you'll probably also reveal another direction changer (up/down), three spaces below the blue bucket. Don't activate that yet or else go back to the upper left to change again to left/right.

Change to white and grab the white jewel in the middle of the level. Going further down to eliminate the white gum enemy is not necessary, as the green bucket in the center is a fake. Go further to the left, revealing the hidden green bucket. Paint yourself green and go to the area below the fake green bucket. Hold down to claim the green jewel that's hidden in the bottom row of gray blocks. Next go back to the central area, then clear the upper block in front of the red gum and paint yourself red. You'll probably get hit once, but that's ok. Eliminate the red gum and get the red heart hidden at the leftmost end of this path. If you have trouble with reversed controls due to the cocktail glass-like icon, wait for a few seconds in the upper part until everything's back to normal.

Now go towards the bottom right corner. Right before the water there's a hidden ship symbol. Activate it and get past the water for the last red jewel. For this, carefully time your ways in order not to lose your ability to travel over water, pausing the game to verify helps with that! Or instead of timing/pausing, hit U after getting the sailboat and if you have it, go back down and keep D pressed. Once you have it, go back up, the ship icon still on. Activate the vertical direction changer so you'll move up and down - this will avoid touching the snake in the bottom left, then make your way to the left, where the exit stairs have appeared behind another patch of water.

#### Level 18 - Teamwork

????????????????????

'Two heads are better than one -- much better!'

Jewels 64, Time 50

This level is nasty. Not in the sense that the actual level is extremely difficult, but - as the level name suggests - you can only solve this with a second player in Teamwork mode (if you find a way to do this solo, by any means, tell us!). So grab a friend, or your mom, to help you. (You'll probably have to reset the game and input your last password after changing to this mode.)

A level almost filled up with all sorts of stuff. Together with the usual jewels and blocks, you also have gum enemies of different colors, color-specific doors, hidden color buckets and different arrow symbols. And to add some spice to that mix, you only have little time, so turbo as much as you can.

As player One, start out by getting all red hearts. After this, get painted green and collect the green jewels nearby/below. Best wait with the four at the top row (if you absolutely want to get them now, you can, but they're best left to your partner).

Meanwhile, player Two - starting in the center of the screen - grabs the golden coins. Once player One has cleared the greens behind and above the yellow door, player 2 should go up and get rid of the yellow gum. He can now clear the remaining four green jewels at the top of the screen and also grab the pink ones in the top right corner.

Again as player One, possibly with player Two helping, continue down along the right edge of the screen. You'll get painted blue, so pick up the blue jewels below you. In the bottom right corner, right beside the green door, you'll discover a hidden green bucket. So get through the green door and upwards again. In the middle between the two blue doors you'll discover another blue bucket. Paint yourself blue and go on to the left, grabbing the three blue jewels. One block to the left and above of the second blue door is a hidden white bucket. Take that now to go through the next white door, at the bottom of the screen and grab the white jewels hidden under the sand. Next is another blue bucket, allowing you through yet another blue door. Take the blue jewels to its left before doing anything else. Then there's a green bucket to be revealed directly above said blue door and a white bucket downwards. Switch between green and white (there's a door for both colors), eliminating the gum enemies and jewels of the corresponding colors on your way to the left and upwards, where also the exit stairs will appear.

If you're trying to play this alone, controlling both trolls, start out the same way, troll One clearing the reds while troll Two clears the coins (press the turbo button and then D once). Then clear the greens close to the yellow door with troll One, so troll Two can eliminate the yellow gum. Then steer

troll Two upwards to the left of the remaining four greens and let him there alone, he takes out the line by himself. Meanwhile continue with troll One as described above. You'll probably have to use the pause button a lot to help you coordinate things.

### Level 19 - Star Trapping

????????????????????????????

'Push down 5 blocks, seal one end, wait to pounce.'

Jewels 11, Time 100

```

R           R
      w
#####
                                # movable block
R#####R          R red heart jewel
R      w      R    w whirlie enemy
R           R    d gray door/exit stairs
R#####R

#####
      w
R           d
  
```

This level consists of four horizontal lines of gray blocks and contains only red heart jewels - and three moving whirlie enemies. Time is not an issue here, and overall this is a rather easy level.

The most interesting feature of the gray blocks is that this time you don't look for breakable ones, but you can move them around. Push them and they'll move in the direction you were running. So e.g. if you run into one from above, it'll move one space down. Use this to lock in the moving enemies, thus you can collect the hearts without getting into trouble.

Start out by moving all blocks of the topmost row except for two, namely the leftmost and the rightmost one, one space up. Then push up the outer few blocks (of the ones just moved) up once more such that you lock in the blue enemy. Grab the two hearts in the upper corners without moving down the two blocks you initially left alone. Now push the complete second row down once space, and additionally the two outermost blocks on both sides down one more space, thus locking in the red enemy for good. You could also push the whole row down two spaces and trap the red whirlie in the row of blocks. Grab the eight red hearts along both borders of the screen now. For the bottom row of gray blocks use the same strategy as for the uppermost one in opposite direction. So push all but the outermost blocks down once, then of those blocks moved, push the outer two blocks on each side down once more such that you entrap the green enemy. Grab the last heart in the bottom left corner and go through the exit stairs that just appeared in the bottom right corner.

Here's a schematic diagram of how to trap the whirlies:

```

| R **   w   ** R |   * movable block
|   * * * * *   |   w whirlie
| **           ** |   R red heart jewel
|                 |
  
```

Adapt this for the center part and mirror it for the bottom part.

Note: it is possible to trap the whirlies directly in one block by pushing one exactly at the time the blade is in the opposite site. This is the most elegant way to render them harmless, but the timing is very difficult. And don't touch that block anymore after this, as the block can be dislodged if you run into it without a block behind it, which can be fatal.

#### Level 20 - Jaws of Death

????????????????????????????????

'Do half on the way in. The rest on the way out!'

Jewels 8, Time 20

This is a quick level, but a bit tricky nevertheless. Each diamond needs hitting twice while avoiding the red and green traps.

At the start you'll touch the up/down arrow, so you'll always move up and down. The solution is pretty obvious: go to the right, continuously bouncing between the diamonds (start with hitting one of the bottom ones). Towards the right the distance between two jewels continually gets smaller, so aim well. Get to the rightmost pair as quickly as possible and eliminate them completely from right to left, because once all 8 jewels are gone, the stairs will appear in the lower left corner.

If you want to do it very symmetrically, start hitting each diamond once, starting with the bottom left one, then the top left one, continuing to the right. Once to the right, go back inversely.

#### Level 21 - Rinkarama

????????????????????????????????

'You need every known trick to do this fast enough!'

Jewels 12, Time 15

```
==w===w===w===
/.1...+....2.\   = solid block
/...../         w Whirlie starting point
\.....3.....\   . Ice space
/...../         + Starting point
\..4.....5.\    d Gray door / exit stairs
/...../         \ and / curve walls guiding you
\.....\
/.....6.../     1-9 blue jewels numbered 1 to 9
7.....8.....\   A-C blue jewels numbered A to C
/.9...../
\....A.....BCd
```

Just like level 20, this is a quick but still tricky level. It mainly takes place on ice, but this time you have no grip boots available. Your only means to go up or down a row is by using the 'rails' to the right and to the left of the ice rink, and the few spaces where a jewel was situated. If you don't want to follow the rail taking you to another row, press the opposite direction to stay on the same row when changing direction. Oh, and you can ignore the moving whirlies, they won't hurt you.

For the whole level, keep the turbo button pressed, you'll need every second! The secondmost used button is the Down button in order to get down more quickly. You need to short-cut via the black tiles (after collecting the blue



## Level 23 - Emerald City

????????????????????????????

'On exiting the city, pick the left flower first.'

Jewels 12, Time 50

This level isn't too difficult and there's nothing hidden under the sand.

At the beginning, time your way up, zooming between the red hearts while avoiding the light green trap tiles to the part with the music notes. There press U once on a column where you end up with green hair. This gets rid of one green block, too, but now you can fall into the water there. If you want to play it safe, and I suggest you do, go back down (start pressing D right after hitting the right wall at the music notes) and eliminate the two green gum enemies in the bottom left corner. Quickly get back up to the music notes and clear the remaining three green blocks by running along each column once only (or you might end up drowning). The last one should be the second from the right, thus you'll end up with red hair.

The next part needs more precision, but isn't too hard either. Press D once, right after bumping into right wall. This will make you eliminate the top left red heart first, then the top right. Immediately press D once again to avoid the light green trap tiles. You'll get the next two hearts, then press D once again, get the next to and repeat for the last two at the bottom. If you're running out of time, now's the time to use the speed button. The exit door will appear at the bottom right corner.

## Level 24 - Hot Pursuit

????????????????????????????

'Carefully study the patterns of the whirligigs.'

Jewels 18, Time 100

This is an extremely tough level. No color changing to worry about, but three fast moving whirly enemies coming after you in a tight space. Some areas here give you no chance at all to dodge the enemies. These are the topmost and bottommost rows. Also the path downwards to the left is too tight to really be able to dodge. (However, you can back up to where the stairs appear at the bottom when you get there towards the end.) Other areas though, such as the 'rooms' in the center right part, the one directly above the center or the two below the center (one to the right, one to the left), give you enough room to let the enemies pass without hurting you. Use these to dodge enemies and wait for a safe passage through the narrow areas. Always take care to not bump into a wall such that you'll end up moving together with a whirly, or else you'll be crushed immediately.

At the beginning go down the middle path as soon as possible after bouncing off the left once, grab the two hearts and go further down. Don't go to the left part and down, because you're bound to already take an early hit by an enemy. Clear all jewels in this central pathway. Now comes the hard part. Wait and dodge the whirlyies until they are all far away from the upper right corner. Then go to the UR part and get the two hearts there, and immediately go back to the center part where you're a bit safer. Again, wait and dodge until the bottom line is free and you can go over to the left side. Remain at the lower 'room', still dodging until you get an opening that allows you to collect the last four hearts above you.

The exit stairs appear at the very bottom of the screen in the middle. Get there as quickly as possible. If you're not hurt yet, it's even worth taking a controlled hit by an enemy (make sure it's not two!) in order to finish this fast.

Additional tip: generally it's easier to not use the turbo button as it is tougher to swerve. However, in a few occasions, e.g. when crossing through the long narrow passages at the very top or bottom, it still can be very helpful.

'YOU ARE SPECIAL'

### Level 25 - Crazy Maze

????????????????????????????

'Don't forget to push the block on the right.'

Jewels 5, Time 60

|                |        |   |                                                  |
|----------------|--------|---|--------------------------------------------------|
| ^>v=           | =      | = | 8 Snake enemy (moves up and down)                |
| <<<R           | R x    | # | ^v<> direction enforcing arrows                  |
| ^^<=           | r =    | = | = solid block                                    |
| ==b=====1====# |        |   | # movable block                                  |
| ii =<d=        | =      |   | i ice floor 1 hidden grip boots                  |
| i# ? ?==r=     |        |   | b blue bucket 6 green door                       |
| g= ==R#        |        |   | r red bucket 9 gold/yellow door                  |
| ==6= =         | =====9 |   | R red heart jewel y gold/yellow bucket           |
| G = b? =       |        |   | g green bucket ? block with only a one-side wall |
| 6 =#           |        |   | G green jewel d gray door/exit stairs            |
| =? ? p #       |        |   | p blue door                                      |
| 8 = b G y      |        |   |                                                  |

(sand is not shown)

The title of the level says it all. This level is quite confusing and has a few hidden things as well.

Start out by going down to the red paint bucket so you can collect the two red hearts beside you. Take care not to go through the left opening to the direction enforcing arrows yet, or you'll be locked in. (It's easiest to tap U after bumping into the block left of the red bucket, thus you'll go R L R L and then face R.) Go through the right opening and immediately press D to avoid the spike trap. Pressing down some more will reveal a hidden grip boots icon - get it. Now you can go back left to the direction enforcing arrows. Without pressing any button you'll be circling in the upper six spaces. Now press D when you're on the upper right one of the arrows and keep it pressed until you reach the part with the three ice floor tiles, passing through the blue bucket. Thanks to the grip boots you can go down on them to get to the green paint bucket to get green hair. Push the movable block far to the right and not downwards, or you'll be locked in.

The next part is the most tricky one. Go down through the first green door. Under the leftmost sand tile, a green jewel is hidden, so collect that one (hit three time, once to reveal it, then twice to claim it), then immediately press D once to go through the next green door, evading the snake enemy, and press D again directly after the door.

Before painting your hair blue, unveil the hidden green block directly below the blue door in the bottom right and collect it. Behind it, in the bottom right corner space, the gold bucket is hidden. Paint yourself golden, then push the movable block that is one space up and right of the blue door

upwards, so you can pass through the golden door. Now pass through the red paint bucket nearby, upwards, then left, to collect the last red heart (push the movable block that's to the right of the heart one space down). Now the exit stairs appear two spaces above, where the gray door was.

#### Level 26 - No Way!!!!

~~~~~

'There just has to be a way!'

Jewels 8, Time 500

This level is a small maze, the only entrance is to the left (where you start out), and the only way to the jewels to the right seems to be by passing three snake enemies, without leaving the maze (by means of the direction enforcing arrows). At least there's a medikit block near the starting point, too, in case you get hit once. Fortunately, there's only one color of jewels and a lot of time.

The overall strategy looks clear: time your passage such that you avoid the snakes. You can adjust your relative position to the nearest snake by going into the outer ring and coming back, then tackle the snakes, all you want - the red snake is going to get you...

But there's actually another way!!!! Get into the outer circle and over to the right side of the level. One of the blocks in the middle of the rightmost column of blocks is breakable (the fifth from the bottom). This makes an easy entry to the jewels without any risk of snake bites. The exit stairs will appear close by, beside the three direction enforcing arrows. This level can easily be finished within 10 seconds.

Level 27 - Stars & Stripes

~~~~~

'Don't Yankee Doodle around -- work to a plan!'

Jewels 155, Time 120

This level is built up like the american flag, with plenty of blue, white and red jewels and corresponding paint buckets. The biggest challenge in this level is the start. Time will also become an issue, so turbo as much as possible. Press R in the beginning to collect the upper left blue jewel (while going up and down, changing hair colors faster than any pop starlet). Then, when on the just freed space, press DR in order to grab more blue jewels. Once inside the 'stars' part, switch to DL. As soon as you have a bit more room you can now systematically eliminate all blue and white jewels in the top left corner, then go for the remaining red and white lines. For red you'll need to get paited using the red paint bucket in the upper right part.

I found it easiest to eliminate the third row from the top first, bouncing from the white bucket into the line of diamonds, slowly opening the way to the red bucket. When you're at the red bucket, you should have about 70 Time-units left. Next eliminate the row of hearts left of the bucket by running under it while pressing U. Run into the UL corner to remain red and get the rest of the 2nd row on the way back. Repeat for the fourth row. The topmost white row is a bit annoying, but the following strategy helps. When white, run under the row pressing U. You'll run into the red bucket. Turbo back to the topmost white bucket to the left and run right again on the 2nd row - but now only press up in the middle of the row of whites, thus you'll land in its middle and can eliminate them quickly.



For the rest, time is the critical factor here. You should still have about 50 Time-units on the clock here. Don't try to eliminate the jewels one at a time from one end. It's faster to grab them while passing e.g. the row above, or at least by making an opening in the center then grabbing them from there (after having run over the row once and having 'weakened' them). And use the turbo button as much as possible! The exit stairs will appear in the bottom left corner.

Additional tips: At the beginning, once inside the the 'stars' part, keep DR pressed to block the troll. Then release quickly and press DL, thus you'll get to the white buckets. And when you've cleared the top half and are working on the bottom half row by row, run above it, pressing down. This hits the whole row once. Then on the second run over this row, make sure to break into it near the left border or at least a bit to the left of the center, close(r) to the new paint bucket. Thus you can keep the color when running into the left column of buckets, get again one row above to clear the remains (on the right side) of the row in question.

#### Level 28 - Quick Jam

~~~~~

'Try Teamwork. Work to a pattern.'

Jewels 125, Time 100

This level looks extremely easy. However, it has its dangers. Every second block (for all four columns starting with the block that touches the top or bottom border of the screen) will turn into a spike trap when you hit it. And the nasty thing is that you need to pass each wall at least twice...

However, all timing instances are very similar, so once you've got the timing down, it's easier. Additionally, the 2nd-top and 2nd-bottom rows are always safe places, so make good use of them.

Your only chance is to progress quickly, so you don't remain at a place for long. At the start, get the troll running in order to claim the two jewels above you. Then keep pressing D until you're all the way down. Depending on your timing, you'll either reveal all but the topmost trap of the wall or none. Once in the bottom left corner, clear the five lowest jewels first, then go to the second-lowest row. Here you can actually even stay longer, you're safe.

Now comes the harder timing part. Start pressing U exactly at the time you bump into the second column and keep pressing U. You'll get all jewels without revealing/touching any of the traps. Once at the top part, clean it out, preferably by only bumping into the second block from the top of the leftmost column and the third column (or only once into the topmost, revealing the trap). Again, you're safe on the second row from the top. Continue in analogy to the last change of direction, so press D at the time when bumping into the second block from the top of the third gray column. Continue this pattern until you reach the the bottom right corner (remain on the second row from the bottom, you know the drill).

The exit stairs appear in the middle of the bottom, which means you'll have to go back one complete snake turn. Here it helps greatly when you got the timing right so far and didn't uncover the hidden traps yet. Press U when you face right (hit 'pause' if needed to check that, keep pressed U, then unpause) and go up to the second row from the top in the top right part. Then continue down to the stairs, using the same timing as before - start pressing D just when

you bump into the gray block.

Level 29 - Snake Cavern

????????????????????????????

'No comment.'

Jewels 8, Time 60

```
XXXXXXXXXXXXXXXXXXXXX
X^ X+ X XX X*+XX
X^  X X X  X XX
XX  X  X+X X XX    X solid block
XX XXX XX  XX     ^ direction changing arrows
XXX  X   X XXX    + diamond jewel
XX* X   X X XXX   * hidden diamond jewel
XXX XX  X  X XXX
XXX  XXXXX X XXX
XXXX X+X  X XXX
XX+  X   X X  *X
XXXXXXXXXXXXXXXXXXXXX
```

On this level, for a change, you move up/down and must adjust left/right. There are a few hidden diamonds here, but once you find them, and once you are able to get past the left column, the rest is really pretty easy. You can just follow the enemies. But for the first bit, you must run ahead of the enemy, and this is tricky. The second enemies are not threats if you deal with them correctly, but the first one can kill you right off.

So you need to wait until you get to the bottom of your run, and when the enemy is moving up to your right, tap right and then tap right at the bottom. It's best not to try to reveal the secret diamond to the left. That is too risky and requires too much flipping about. Then at the bottom hold left to get the diamond and go back up following the enemy.

If you need to grab the diamond again, you can exit to the left if you are right behind the enemy or to the right if he is pretty far ahead. If you go to the right, you will wind up exiting up when you push back left, so take that into account and swerve left twice quickly. Then you can go back to the bottom and work your way up and touch the diamond on the left, then go back right. You can even absorb a hit here, because the other enemies do not guard gems as closely. It may also seem like you are running out of time taking the long way, but the rest of the level is pretty quick.

Now for the rest of the level. Tap right so that you are just next to the second enemy. Be a square or two behind him and hang left to get that diamond in the corner.

To go back, you need to be either a square behind or ahead of the enemy to the right. The best time I find is if he is directly right of you when you can go right. His direction does not matter.

Sneaking below enemy #3 is no problem. Push left into the corner, then go back right and when the enemy goes up, push right and left. When he heads to the bottom and is below you, hang right, go up the 2-high shaft and get that diamond.

Now go back hard right and get the hidden diamond in the DR, then back left and up and right to get the diamond in the UR corner. Push up and tap left a few times to get the hidden diamond. The DR stairs will appear, so hold left

to go down, then hold right.

Level 30 - Gum Galore

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'Up and down. Up and down.'

Jewels 26, Time 100

This requires a little discipline interspersed with some quick moving. You can't get the blue paint and finish, because there is no white paint for the diamond in the UR.

Roll quickly to knock out all diamonds, then hold up. Zigzag D U D U and immediately when you touch the diamond, D U D U to get to the edge and then go down.

Now tap down at the right edge--holding runs into a gum--and D U D will be pretty easy. Tap down at the left, then a tough D U D U D to get the diamond.

If you haven't been injured yet, then hold down in the DR. Take the injury and as you keep holding down, you will go to the row of diamonds. If you have been injured, you'll need to poke down to hit the diamond then immediately U D U D U. Roll quickly to get to the door, though you don't really need to--just a lot less tedious that way.

### Level 31 - Judgement Day

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'The end is near.'

Jewels 11, Time 200

This solution contains a part where you have to step on the water. Which means, in short, you have no margin of error when avoiding the mouth, and you have to bait it around the board. The basic plan is to schlep blocks over each water, then change colors as needed with the grey bucket to get the yellow coin and purple gem, which you can't get just with the paint buckets.

Also, for many parts of this level, you will be moving left/right in a tight loop, and pausing can help you decide when to move. If you are having trouble and using an emulator, you can also save states and just randomly hit up/down to push a block. There are several instances where you have to pay attention, so if you want to slack off a bit with the pause or save states, I do not blame you.

You need to get the whites first, since you start as white. Here is how.

1. Push the block on the left down into the mouth.
2. Come back and repeat, to release the mouth.
3. Go down on the right edge. Go LRLR and the mouth should be 1U of you.
4. Go up the right edge and back left.
5. Hold down after you pass the blue gem. You will kick yourself all the way to the bottom.
6. Get all the white gems, and now you should try to push the block 2D of the upper left water 2U.
7. Push up when in the dead end on the right, then back up to the 3-wide row, then push up just after bouncing off the left edge. This will create a chunk of desert.

error a lot easier.

Go to the DL and push 1U so you go through the white doors. Go up onto the left arrow and go 2R and go up again. You will go out the left, over the red door. Hit up immediately or you will get trapped in a cycle--hold up as well and you will make it to the UL. It may be tricky to move up past the red door on the left, so you may want to bounce up and down til you can skip over the top red door--you bounce up 2 squares at a time. If you miss the turnoff right away, there are two ways to do this:

1. wait 1 below the red door, then use the pausing trick as in level 31. Push up when you are moving left, past the center of your run.
2. Go to the bottom and roll the troll up--it will miss every other door. Keep trying til you are able to skip the red door.

I would say that avoiding returning through these doors on the side is the trickiest part of the level once you know what to do.

Now to change to light blue. Go down the right red door on top when running right and stay. Push down after going through the light blue door. Go up the bottom blue door when going right-to-left, 2L and up and bounce left and right out the yellow door. Go up to the top right yellow door and in. Hold down as you go left to go along the diagonal to clear out the green jewels.

Now change to purple. Roll left on the top and down the yellow and wait. When you change to purple, roll to the UL then down the right. You can clear out the diagonal of blues the same way you cleared the diagonal of greens.

Now things may get chaotic here, so Lagoona had some tips here after getting the two diagonal lines based on what I'd written below. I think it's more exact, but I wanted to retain my tips in case you needed to scramble.

If you clear the the upper two jewels (keep pressing up), press D immediately after claiming the white diamond - you'll get the left gold coin. Then eliminate the two bottom ones (keep pressing down) starting from the left. Again, press up immediately after claiming the second one (this time it's the purple jewel) and you'll get the second gold coin (you'll again come out with yellow hair). Then bounce back and forth between the central left purple door and the right red heart jewel until your hair is red. Now claim the right heart, press up to get the left one, then up one more row (top row of the now empty 4x4 square). You'll soon go out the yellow door, so react quickly and press up to get the the exit stairs in the UL corner.

Now let's clear out the top and bottom rows. You can just run into any of the jewels, then keep pushing up (or down) into the paint bucket next to it. Continue on your way. Then go to the other side and take care of them.

That leaves the yellow/red which are tricky. This is inexact since you bounce around a lot. You want to pick up each pair of red or yellow at once to save time. I will recommend you use the bottom as a home base, stepping in paint buckets to change color as necessary. I think general directions work better here than a specific path, since there is so much you can miss. Things to note:

--Don't try to do two things in one run across. You bounce back and forth pretty quickly and can always roll to save time. Change to the color you want as you go in 1 direction, but then bounce back and forth to make sure you can make your move.

--I generally went along the bottom row of the 4x4 square, and I stepped in paint til the troll's hair was white going right. That means red going left,

and you can bounce up, touch the yellow, and go back, then tap up after getting heart #1. If that doesn't work, you can bounce back, go white as you go right, and just push up when bouncing left.

--If you enter the purple door from the right, you will be red in the center.

--going right from the bottom as blue gets you out the right. Going right as green gets you out the left.

--purple right means yellow left. Bounce back left and up quickly to clear the yellows out.

--use the bottom row to make sure you are the right color. You can dip into paint X times in a row if you want, but you should also have the time to roll back and forth quickly, change color, then roll back and forth again. The only real problem is if you bounce outside of the square, but if you are really hard pressed for time, you can always pause the game to see what hair color you changed to. You can refer to the controls to see what changes to what.

Color going left = going right + paint bucket to the right

Color going right = going left + paint bucket to the left

'You are a Treasure'

CONGRATS!

You just beat all levels of a very hard game!

There is no ending, you'll simply go back to the island overview... All that remains now is that your own levels using the game's editor function.

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4. Level Passwords and Cheat Codes
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The following passwords will start you progressively further into the game.

You must enter your name as: ADAML

(Thanks to AdamL for submitting them.)

Password	Effect
DZD2K5	Level 5
L5LW1V	Level 6
XB1K2N	Level 7
K4P10T	Level 8
GXG8M3	Level 9
NVNT71	Level 10
OP4Q3M	Level 11
VN7HJQ	Level 12
N7NTK5	Level 13
BXB41V	Level 14
5L9-2N	Level 15
6N7C8L	Level 16
2P3HZQ	Level 17
XJW1FH	Level 18
9NC53M	Level 19
JX4B7W	Level 20
2TG8GQ	Level 21
8P3C1V	Level 22
F0J22N	Level 23

9Q6J0T	Level 24
0-ZRM3	Level 25
YR5-71	Level 26
LXM73M	Level 27
RYQ0JQ	Level 28
2R5-K5	Level 29
Q5RX0R	Level 30
CYG6RB	Level 31
ZGYQ0T	Level 32
6K7FM3	Level 33

Note: the same password cheats work for either 1 player or 2 player cooperative.

Some cheat codes can make Trolls on Treasure Island easier. You need to know the memory address and what to set it to. On FCEU go to Tools:Cheats or hit shift-f1. On NESTopia go to Options:Cheats.

0x86/087 = time left(low byte, high byte)

0xa7 = health. 0x00 = dead, 0x01 = frowning, 0x02 = healthy. This must be reset after completing a level.

0xbb = hair color(player 1)

0=red 1=blue 2=green 3=purple 4=yellow 5=white

0xd0 = # of jewels left. You can set this to 1 temporarily to make your level very easy.

0x54/0x370 = level # - 1. These should both be set, otherwise bad things seem to happen.

The map for a level is in an array starting at 0x544, although the only part you can change is 0x565-0x572 up to 0x615-0x622. Be careful changing things here to values you don't know. Though ultimately tinkering with this may be easier than tinkering with the editor.

=====
5. - Level Editor
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If you simply can't get enough of Trolls on Treasure Island, even after beating all levels, the game offers you the editor mode. You can select it by moving the cursor on the Overworld Island map to Edit (in the upper left corner of the screen). The cursor will turn into a shovel. Now chose a location, where to 'build' your level, then the editor mode will start.

Move around the selection square with the D-pad (up, down, left and right) to highlight your blocks/spaces/whatever.

In the beginning your level is completely black. So press 'Select' to switch to the elements selection screen. Highlight what kind of elements (block/enemy/jewel etc.) you want to place next and select them with 'A'. You can select up to eight active elements at a given time, but you can always switch new ones in. Press 'B' to toggle through them in case you want to exchange only selected ones.

Press 'Select' again to go back to the actual level building screen. Now you can start constructing your own challenges. 'B' toggles through your selected elements, 'A' places them on the space you choose.

Once you're happy with what you've created, press 'Start', give your level a

name and set the time limit. The level is now yours to play!

(I have no idea, however, how to save a self-created level...)

Have fun!

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6. - Frequently Asked Questions
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In here go important/helpful/interesting questions the authors received concerning this game. At the moment, which is at the submission of the first version of the FAQ/Walkthrough, there are none, so we make some up. ;-)

Q: I can't solve level 18, what do I do to turn yellow?

A: There is to our knowledge no way to solve this when playing alone. Apparently, the level can only be beaten in Teamwork mode. The good thing is that you can use the same password you got in 1-player mode to get there in Teamwork mode.

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7. - Version History
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Version 1.00 - All levels solved, added sections (cheats, questions). Included (03/10/08) 'level tips' before each level. This is the first official, accepted version.

Version 1.01 - Added a nifty ASCII header and adapted Credits section. Minor (03/26/08) formatting changes done.

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8. - CREDITS
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Lagoona:

Thanks to American Video Entertainment for creating this fabulous game... oh wait, no, scrap that.
Of course a big thank you to ASchultz, who did a great job covering this game and who accepted me as a coauthor. Thanks also to Da Hui who had initially started with this FAQ but then abandoned it. Additional thanks to AdamL for his passwords. And not to forget thanks to CJayC and SAllen for creating, maintaining and running GameFAQs - the place where the people from the NES FAQ completion project meet.
Credits also to <http://www.network-science.de/ascii/>, for the ascii header.
Now read ASchultz's part!

ASchultz:

Thanks to my coauthor, Lagoona, who will be in the boiler-plate list below for my next FAQ. In fact, he should already have been, but I am usually too lazy to update that list. I think we had a lot of great teamwork here, and I am genuinely pleased with the result and with his criticism.
Thanks to Da Hui for the initial writing on this walkthrough and AdamL for the cheats. Hm, I should add Da Hui to that list, too.

Thanks to the usual GameFAQs gang, current and emeritus. They know who they are, and you should, too, because they get/got some SERIOUS writing done. Good people too--bloomer, falsehead, Sashanan, Masters, Retro, Snow Dragon/Brui5ed Ego, ZoopSoul, War Doc, Brian Sulpher, AdamL, odino, JDog and others I forgot. Thanks to the NES Completion Project folks for keeping it going.

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