

WORLD MAP

- 1 SOUTH CAPE
- 2 EDWARD CASTLE
- 3 ITORY VILLAGE
- 4 MOON TRIBE CAMP
- 5 INCA RUINS
- 6 DIAMOND COAST
- 7 FREEJIA
- 8 DIAMOND MINE
- 9 NEIL'S COTTAGE
- 10 NAZCA
- 11 SEASIDE PALACE
- 12 MU
- 13 ANGEL VILLAGE
- 14 WATERMIA
- 15 GREAT WALL
- 16 EURO
- 17 MT. TEMPLE
- 18 NATIVE'S VILLAGE
- 19 ANGKOR WAT
- 20 DAO
- 21 PYRAMID
- 22 TOWER OF BABEL

THE RUINS

INCA RUINS MAP 5

The Inca city of Machu Picchu was erected on a cliff 3000 feet above the Urubamba river. Built in the late 1400s, Machu Picchu was one of several fortresses that protected the larger city of Cuzco. The city was mysteriously deserted by its inhabitants long before the arrival of the Spanish. This fact has contributed to the many legends surrounding Machu Picchu. Some believe the cliff on which the village stands is a site of great power—an intersecting point of the invisible forces that circle the earth, and that is why the Incas built here. The city has fallen into ruin, but can still be explored.

NAZCA MAP 6

Nazca, a high altitude plain in South America, hides one of the wonders of our planet. The first airplane pilots to fly over Nazca were stunned to look down and see gigantic outlines of animals and insects drawn across the entire plain. From the ground, these figures are not visible to the eye, appearing to be random piles of rock. Some of the lines are laid out in patterns like an airport, and a space shuttle mission reported seeing a 30-mile long arrow. One theory about these hieroglyphs is that they are messages to passing spaceships, left by a long forgotten race.

MU MAP 12

Historians deny the existence of Mu, an ancient continent supposedly swallowed by the Pacific Ocean thousands of years ago. But among those who live on the islands of the Pacific, stories about Mu are still being told from generation to generation. It is believed that the Moai statues of the Easter Islands and the ruins on the Ponape Islands are the last surviving relics of this lost civilization. The many legends name differing causes for the sinking of Mu: that its people angered their gods, that an earthquake broke it to pieces, that ancient science went too far and destroyed itself.

GREAT WALL MAP 15

Stretching for 1500 long miles, the Great Wall of China was raised by hundreds of thousands of people struggling for decades. It soars high above the clouds, crossing mountain peaks, and descends into valleys and baking deserts. This incredible structure was built to protect China from invaders

such as the Hiung-hu, the ancestors of Attila the Hun. The Great Wall has 30,000 towers that once housed thousands of soldiers on patrol. The Wall is the only man-made structure that can be seen in pictures of Earth taken from the moon, appearing as a long scratch across the continent.

ANGKOR WAT .. MAP 19

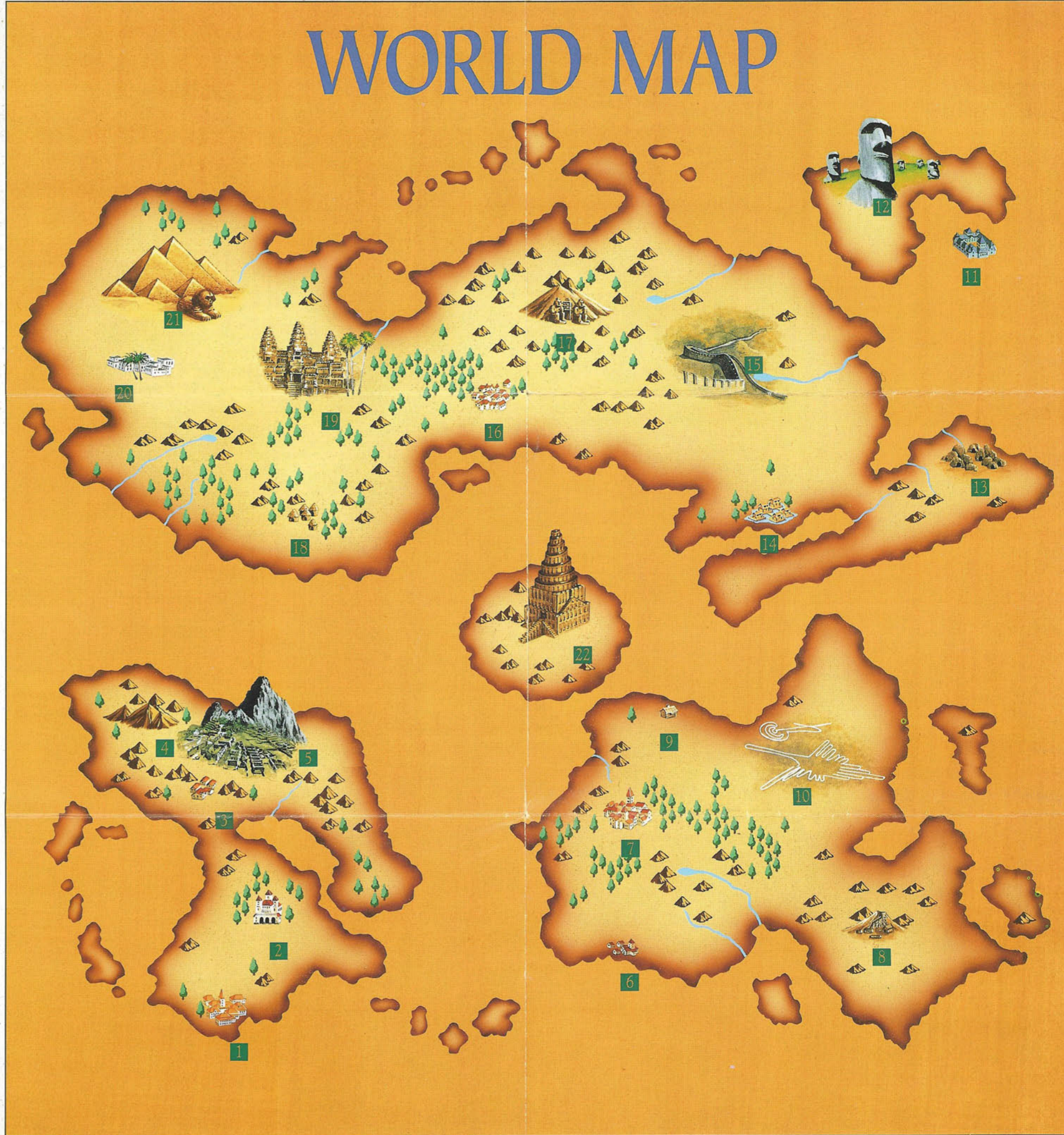
The magnificent temples of Angkor Wat have fascinated historians and mystics alike for centuries. It is a city of stone and water, with towering spires and deep moats. Once the capital of the Khmer Empire, Angkor Wat is now the silent home of a million ghosts who will not share their secrets. Around 1431, the city was mysteriously abandoned—its population simply disappeared. When a Siamese army arrived decades later to conquer Angkor Wat, the soldiers found only emptiness and refused to stay within the silent walls. Why the citizens left and where they went is a mystery that has never been solved.

PYRAMID MAP 21

One of the purposes of the pyramids, it is believed, was to house the remains of the pharaohs who built them. However, no tombs have been found in the Great Pyramid, which was built around 3350 BC. The Great Pyramid is positioned so that each side faces north, south, east, and west, and it is located in the geometric center of the Nile delta. Some scholars feel that they can read predictions about the future of Earth in the stones and carvings of the Great Pyramid. But to this day, the secrets of this ancient wonder are undiscovered, tightly sealed and protected within its stone walls.

TOWER OF BABEL MAP 22


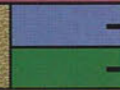
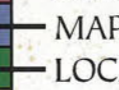
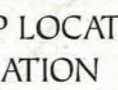
A young and foolish race of humans believed they could climb up to the realm of gods and converse with them. The Tower of Babel was therefore erected, and became the tallest structure in the world during its time. Legend has it that climbing to the top took almost half a day. But the Tower did not survive long. A great storm rose up and smashed it back into the ground. At the same time, the single language of man was scrambled into a thousand different tongues. Those few who survived the destruction claimed that the tower was destroyed by the wrath of those very gods they had sought to reach.


























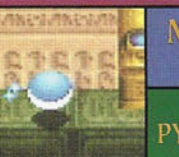










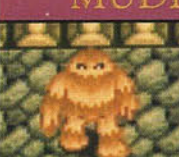


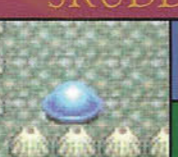
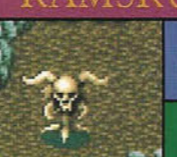
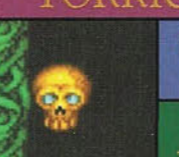
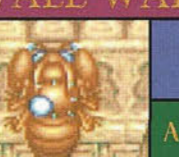
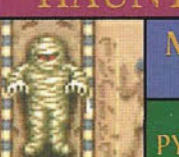

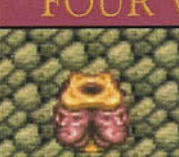


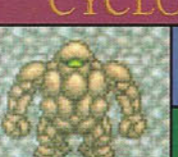







SUPER NINTENDO
ENTERTAINMENT SYSTEM

ENEMY LIST

LIST KEY

	ENEMY'S NAME
	MAP LOCATION NUMBER
	LOCATION
	BRIEF DESCRIPTION

KING BAT  MAP 2 EDWARD CASTLE This furry vampire lives in the castle basement. Don't let him near your neck.	SLUGGER  MAP 5 INCA RUINS Though it may seem as if this enemy does not see you, it can suddenly attack.	FLAYZER  MAP 8 DIAMOND MINE Don't be fooled by the distance Flayzer keeps—he needs room to swing his whip.	RED CYBER  MAP 10 NAZCA This slow moving enemy seems to retreat. Watch his arms—they become missiles.	FLASHER  MAP 12 MU This enemy is extremely dangerous! He can appear and disappear at will.	EYESORE  MAP 15 GREAT WALL This demonic eye will search you out and drop acid fire from above.	FIRE SPRITE  MAP 17 MT. TEMPLE The spirit of an ancient race, this enemy controls fire with his flute.	FRENZIE  MAP 19 ANGKOR WAT Use caution when attacking this enemy. It moves faster as it receives damage.	ASTOTH  MAP 5 INCA Defeat this monster to enter the Gold Ship. Remember, the hand is sometimes faster than the eye.
CANAL WORM  MAP 2 EDWARD CASTLE These mutants rise from their watery grave to attack. Watch the surface for air bubbles.	SCUTTLE BUG  MAP 5 INCA RUINS This enemy is more aggressive than its green cousin. Do not turn your back on this foe!	GRUNDIT  MAP 8 DIAMOND MINE This creature hides beneath the surface waiting for its prey—it relies on hearing.	STINGER  MAP 10 NAZCA It may seem like just a suit of armor, but be ready for a surprise. Watch the sword.	DIVE BAT  MAP 13 DARK ANGEL Usually found hanging around, these bats will dive bomb you if you get too close.	FIRE BUG  MAP 15 GREAT WALL This enemy scans the floor looking for living things, then engulfs them in fire.	ZOMBIE  MAP 19 ANGKOR WAT There is only one way to defeat this creature of the undead—destroy its head.	GOLDCAP  MAP 19 ANGKOR WAT Check your reflexes before approaching this enemy. It attacks in different patterns.	VIPER  MAP 10 NASCA Viper holds the second statue. Watch the feathers carefully—they will turn into knives.
RIBBER  MAP 2 EDWARD CASTLE These skeletons are not fast enough to catch you. Instead, they throw their bones at you.	STONE GUARD  MAP 5 INCA RUINS These statues act as guards. Do not get too close, or they will come to life.	EYE STALKER  MAP 8 DIAMOND MINE Avoid standing in front of this demon. You cannot protect yourself from him.	SLASHER  MAP 10 NAZCA Try to defeat the sword of this enemy to render it helpless.	STEELBONES  MAP 13 DARK ANGEL This skeleton is stronger than its cousins. Use caution when fighting it.	ASP  MAP 15 GREAT WALL Do not wander too close to this enemy. It wraps itself around you.	ZIP FLY  MAP 19 ANGKOR WAT This mutant fly is very quick. Be patient and time your attacks.	MYSTIC BALL  MAP 21 PYRAMID Usually these enemies appear in groups. They will shoot laser beams at you.	JACK & SILVANA  MAP 12 MU These vampires hold Will's friend hostage. They will attack as a team.
SKULL CHASER  MAP 2 EDWARD CASTLE This is the toughest monster you will face in the castle. Be ready to dodge his skull.	STONE LORD  MAP 5 INCA RUINS This type of living statue can shoot flames from the tip of its spear when awakened.	DINAPEDE  MAP 10 NAZCA If you touch this crawler, its pieces explode apart and come after you.	SLIPPER  MAP 12 MU Don't be attracted by this bouncing silver slime—it is very corrosive.	DRACO  MAP 13 DARK ANGEL Because it is blind, this dragon stays still and shoots its head forward to attack.	SKULKER  MAP 17 MT. TEMPLE This floating skull hovers around you, swooping in to smash against you.	SHRUBBER  MAP 19 ANGKOR WAT Though it disguises itself as a bush, you can see its feet. Avoid this hedge.	TUTS  MAP 21 PYRAMID You will have to fight your way past this soldier. He blocks you with his shield.	MEGAPEDE  MAP 15 GREAT WALL Fight this monster for the fourth statue. Be ready to dodge scattered bombs.
MUDPIT  MAP 5 INCA RUINS This sloppy creature tries to fall on you and smother you in a mudbath.	WHIRLIGIG  MAP 5 INCA RUINS This ancient relic will rise into the air, whirling, and attempt to crush you.	NITROPEDE  MAP 10 NAZCA Like its cousin, this bug blows to pieces, but with greater force.	SKUDDLE  MAP 12 MU It appears to be a small, calm puddle, but it is really slime waiting to attack.	RAMSKULL  MAP 13 DARK ANGEL One of the strangest monsters, the Ramskull can shoot flames to the right and left.	YORRICK  MAP 17 MT. TEMPLE This skull has the special trick of firing at anything in front of it that moves.	WALL WALKER  MAP 19 ANGKOR WAT This creature will stay on the temple walls, so use that weakness against it.	HAUNT  MAP 21 PYRAMID If you tear the wrappings of this mummy, the spirit within will come forth and attack.	MUMMY QUEEN  MAP 21 PYRAMID This deceptive being will transform herself from the queen into wicked spirits.
FOUR WAY  MAP 5 INCA RUINS Beware of this four-faced foe. From each of its mouths, it spits dangerous energy balls.	SPLOP  MAP 5 INCA RUINS These blobs slip through the stones of the floor, but you can usually tell where one is.	BLUE CYBER  MAP 10 NAZCA Formed of crystal, this clear monster can fire a laser from his head and shoot his arms.	CYCLOPS  MAP 12 MU You can't harm this rock-like monster unless you lure him out of his slumber.	ARCHER  MAP 15 GREAT WALL He guards the Great Wall fiercely, shooting his arrows with excellent aim.	ACID SPIDER  MAP 17 MT. TEMPLE If you step on the poison this spider spits out, it will cause you great injury.	GORGON  MAP 19 ANGKOR WAT Watch for the Gorgon's jump. They will also spin their arms to block your attacks.	BLASTER  MAP 21 PYRAMID This harmless looking blue bird is actually a cannon that appears when you attack.	DARK GAIA  MAP ? ? Before you and Kara can hope to defeat this final monster, you must have the six statues.