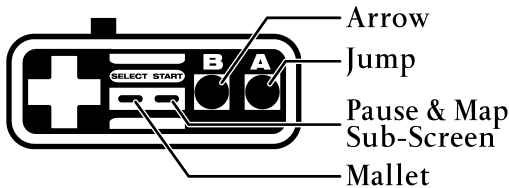
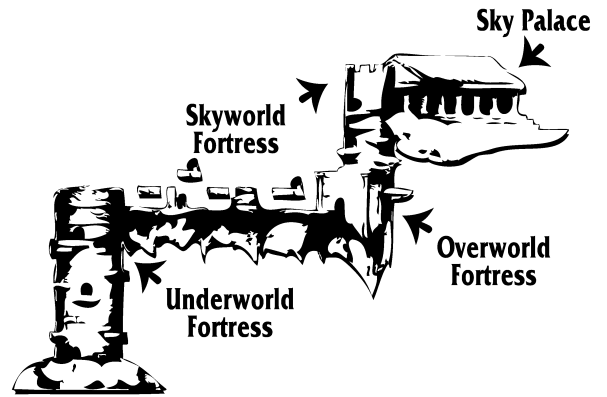


ANGEL LAND STORY Kid Icarus

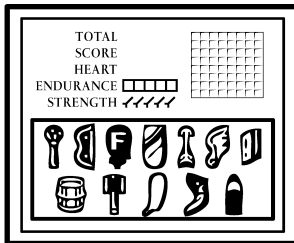
v.1
Nintendo 1986

Nintendo delivers again. Play as the angel, Pit, to restore the kingdom. Find the three Sacred Treasures so you can rescue goddess Paletuna.

The great stuff about this game is vertical platforming, gameplay stress on jumping, power-ups include changes in character appearance, multiple event based endings, and awesome music.



Sub-Screen



Strength
Normal
Green
Violet
Orange
Blue

Tips

Although you will find nothing by wasting a Feather at the top of a vertical level, to try to find some hidden secret, you wouldn't be a true gamer if you didn't try.

Lower the shopkeeper prices by pressing A+B on controller 2.

Supposedly, for the Black Marketeer, press A+B+Left and down repeatedly.

If you are using an emulator, you can usually map the A and B buttons to your keyboard.

Legend

★ Start	H Hot Spring
👤 Sacred Chamber	👤 Treasure Chamber
🗺 Map	👤 Training Center
👤 Nurse	👤 Merchant
👤 Centurian	👤 Black Market
👤 Enemy Lair	👤 Eggplant Wizard
✓ Checkpoint	▶ Direction Indicator
≡ One Way	

Treasure Chamber Key

Vertical Stages (1 or 3) Break Jars 1, 2 & 8.	Horizontal Stages (2) Break Jars 2, 6 & 7.	
	👤 sum = 👤 Location	👤 sum = 👤 Location
3	5	3
2	7	2
1	6	1
0	4	0

It costs 5 hearts to break a pot.

Sacred Words (Official)

KidKid Icarus	PAKING PAKING
KidKid Icarus	PAKING PAKING
Stage 4, All Items, Ending 1	Stage 3-4, Invincibility, Loaded
DANGER !!!!!	ICARUS FIGHTS
TERROR HORROR	MEDUSA ANGELS
Stage 4, All Items, Ending 1	Stage 2-4, Invincibility, Treasure 2&3
8UUUUU UUUUUU	DUVANS MAMMOR
UUUUUU UUUUUU	KOMMER BORTOT
Stage 4, All Items, Ending 3	Swedish, Stage 4, Invincibility, Loaded
MYONIN TENDOO	
SUCKSO ROYALY	
By Chuck Williams	

Training Center

Duck down approximately 2 1/2 blocks from the left edge of the platform. Perform a ducking jump to avoid a few of the monoliths. If you succeed, Zeus will award you a special weapon. You need to sit in a Hot Spring to activate the new weapon.

Eggplant Wizards

Pause when entering from the left.
Rush in when entering from the right.
Pause when entering from the bottom.
Don't avoid lava, it's the least of your worries.

Fortress Shops

Pencil 180/100
Drink 210/100
Torch 120/70
Mallet 20/10
Bottle 350/270





Stage 1: Underworld

Gatekeeper: Twin Bellows

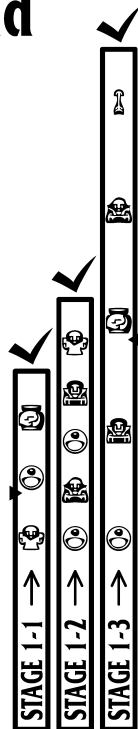
Tips

Although Mallets are 5 times as strong as your arrows, don't waste them to kill enemies.

Even though you have these maps, you should buy a Torch and Pencil when you are in the Fortresses.

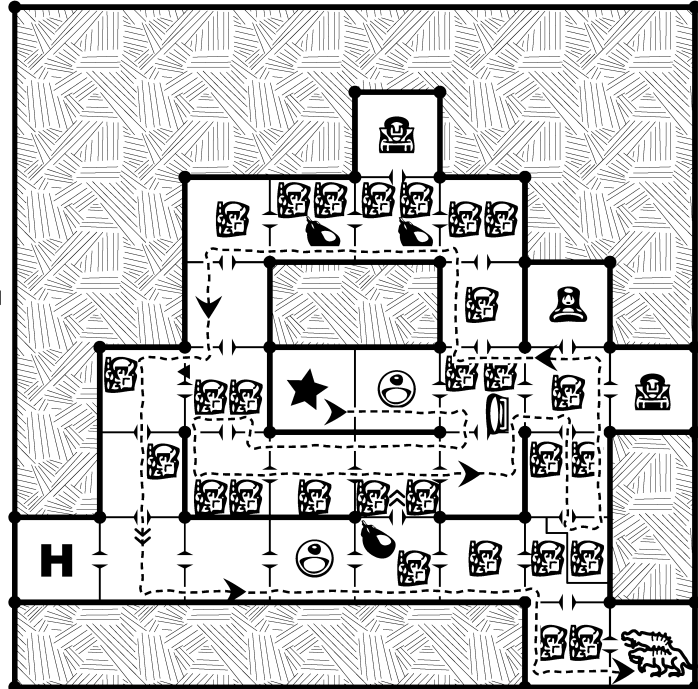
Zeus will increase your endurance at a checkpoint, if your score reaches a milestone: 20,000, 50,000, 100,000, 200,000.

Zeus will award you an Arrow of Strength in a Sacred Chamber, if you are worthy. This seems to be based on some sort of Game Deviation Value.



STAGE 1-4: UNDERWORLD FORTRESS

28 Centurians



Stage 2: Overworld

STAGE 2-1 → H, Mallet, Arrow, Mallet, Arrow, Mallet, Arrow, Mallet, Arrow, Mallet, Arrow

STAGE 2-2 → Mallet, Arrow, H, Arrow, Mallet, Arrow, Mallet, Arrow, Mallet, Arrow, Mallet, Arrow

STAGE 2-3 → Mallet, Arrow, H, Arrow, Mallet, Arrow, Mallet, Arrow, Mallet, Arrow, Mallet, Arrow

Gatekeeper: Hydra

Tips.

Buy a Barrel.

Collect all of the Mallets you will need for the rest of the game, here in the Overworld. They are difficult to collect in Skyworld.

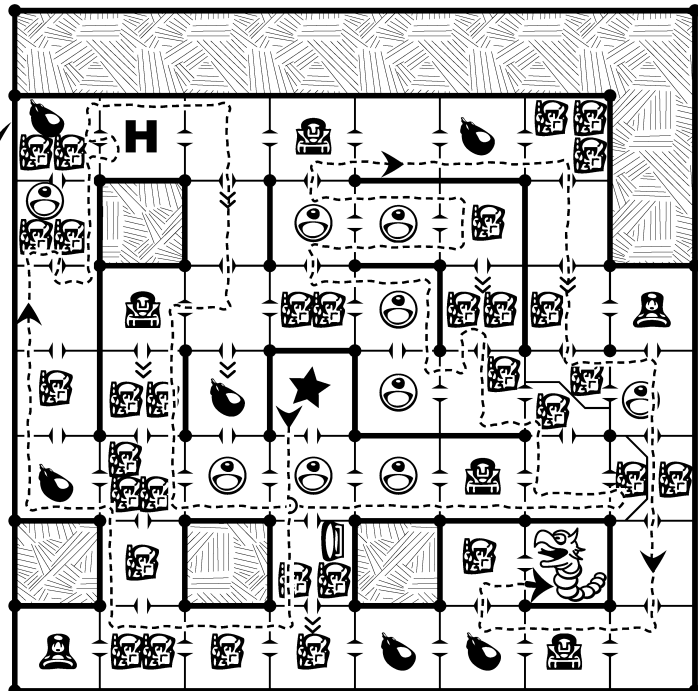
In the Fortress, the Enemy's Lair near the top-left corner of the map has a platform that is made of Centurians. After you free the Centurians, exit the room and return. The platform will be formed.

Misc.

Jump into the lion's head at the start of 2-2.

STAGE 2-4: OVERWORLD FORTRESS

32 Centurians





Stage 3: Skyworld

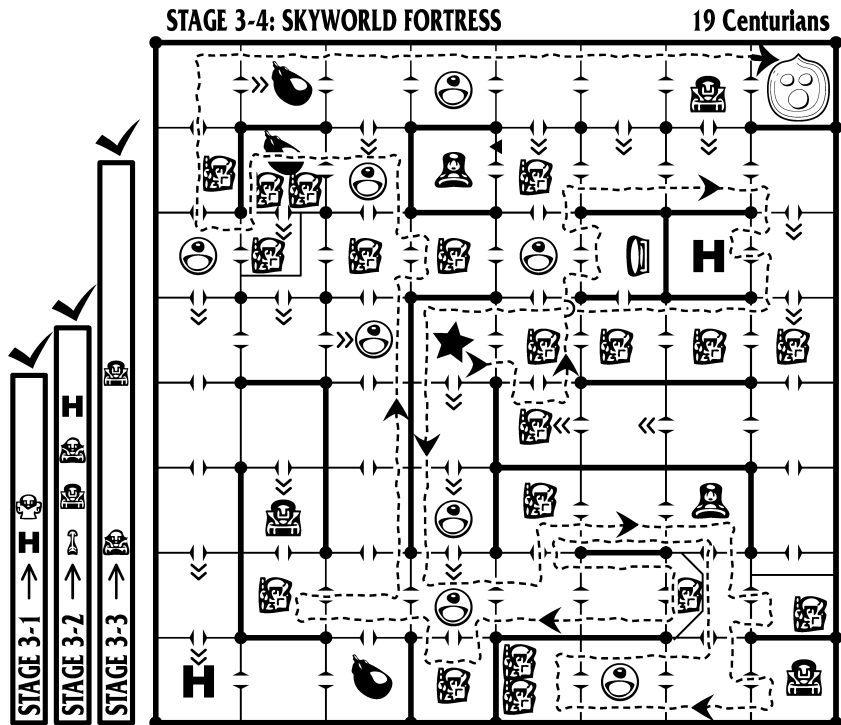
Gatekeeper: Pandora

Tips

Have at least 8 Mallets before entering the Fortress, so you don't have to backtrack to free skipped Centurians.

Eggplant Wizards

When trying to pass the Eggplant Wizards at the top of the map, it helps to get hit by a snake, then attack the lower Wizard while you are invincible.



Total Centurians: 28+32+19=79

Stage 4: Sky Palace

STAGE 4-1 →

Tips

To kill Medusa, stay on the left side of the screen and shoot the bottom of her pupil.

Endings

Ending are determined by maxed stats: 999 Hearts, Strength 5, Endurance 5, 3 Zeus' Weapons.

5 Known Endings

- 1: Funny Hat & Tool.
- 2: Helmet & Staff.
- 3: Spear, Helmet with Plume.
- 4: Pit grows up.
- 5: Pit gets a kiss & Angels.

End Action

End animation and music loop.

The 1st Round best ending is the Red Plumed Helmet with Spear.

Start to Restart, keep Strength & Endurance.

The only way to get the best ending is to finish the game twice.



Round 1

STAGE __-__: _____	

-----	STRENGTH ENDURANCE
	S_ E_

STAGE __-__: _____	

-----	STRENGTH ENDURANCE
	S_ E_

STAGE __-__: _____	

-----	STRENGTH ENDURANCE
	S_ E_

STAGE __-__: _____	

-----	STRENGTH ENDURANCE
	S_ E_

STAGE __-__: _____	

-----	STRENGTH ENDURANCE
	S_ E_

STAGE __-__: _____	

-----	STRENGTH ENDURANCE
	S_ E_

STAGE __-__: _____	

-----	STRENGTH ENDURANCE
	S_ E_

STAGE __-__: _____	

-----	STRENGTH ENDURANCE
	S_ E_

STAGE __-__: _____	

-----	STRENGTH ENDURANCE
	S_ E_

STAGE __-__: _____	

-----	STRENGTH ENDURANCE
	S_ E_

STAGE __-__: _____	

-----	STRENGTH ENDURANCE
	S_ E_

STAGE __-__: _____	

-----	STRENGTH ENDURANCE
	S_ E_

STAGE 4-1 : Sky Palace	
6 e W 3 m g x 0 0 2 0 0	
v 2 0 0 0 H I 5 0 0 0 1	STRENGTH ENDURANCE
	S ₄ E ₅

STAGE __-__: _____	

-----	STRENGTH ENDURANCE
	S_ E_

STAGE __-__: _____	

-----	STRENGTH ENDURANCE
	S_ E_

Round 2

STAGE __-__: _____	

-----	STRENGTH ENDURANCE
	S_ E_

STAGE __-__: _____	

-----	STRENGTH ENDURANCE
	S_ E_

STAGE __-__: _____	

-----	STRENGTH ENDURANCE
	S_ E_

STAGE __-__: _____	

-----	STRENGTH ENDURANCE
	S_ E_

STAGE __-__: _____	

-----	STRENGTH ENDURANCE
	S_ E_

STAGE __-__: _____	

-----	STRENGTH ENDURANCE
	S_ E_

STAGE __-__: _____	

-----	STRENGTH ENDURANCE
	S_ E_

STAGE __-__: _____	

-----	STRENGTH ENDURANCE
	S_ E_

STAGE __-__: _____	

-----	STRENGTH ENDURANCE
	S_ E_

STAGE __-__: _____	

-----	STRENGTH ENDURANCE
	S_ E_

STAGE __-__: _____	

-----	STRENGTH ENDURANCE
	S_ E_

STAGE __-__: _____	

-----	STRENGTH ENDURANCE
	S_ E_