

FULL 16-PAGE STRATEGY GUIDE!

**M.C.
KIDS™**

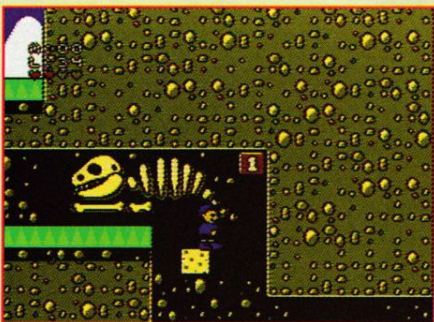
STRATEGY GUIDE

**CHECK OUT THE
HOTTEST TIPS
AND TACTICS!**

**FOLLOW THE
ADVENTURES
OF THE
M.C. KIDS!**

**FOLLOW THE
STEP BY STEP
STRATEGIES TO
COMPLETE THIS
AWESOME QUEST!**

**EXCITING
CHALLENGES
FOR GAMERS
OF ALL AGES!**



M.C. KIDS

NEW KIDS ON THE MOVE!

M.C. Kids™ is the new action/exploration title for the Nintendo Entertainment System™ from the game design team of Virgin Games. With the apparent termination of the Super

Mario Brothers™ series on the NES, M.C. Kids is destined to fill that spot.

Filled with bright colors, smooth game control, large levels, and characters that kids from all ages can relate to, M.C. Kids is the Mario adventure of the future.

The story of M.C. Kids takes place

in McDonaldland™, a place of fun-filled action, picnics, and friends. Ronald was showing off his Magic Bag at a Meadow when suddenly Hamburglar™ ran by, snatching the Magic Bag from Ronald's grasp. Ronald enlisted the help of two young boys in an attempt to recover this dangerous item. To advance into further areas, the young men must find the magical puzzle cards in each area. Many secrets lie in wait for the twosome.

With the Magic Bag in Hamburglar's hands, chaos has run rampant throughout McDonaldland. The creatures indigenous to each area are determined to stop the boys from reaching the Magic Bag. Ronald and his friends have placed Magic Blocks everywhere to help the M.C. Kids retrieve the Magic Bag. Each area is loaded with secrets, techniques, and surprises guaranteed to test their reflexes and challenge their mind. Ronald has divulged a few tips to help...

CHECK OUT THIS ALL-STAR CAST!



MICK™ & MACK™



These young men are hamburger fanatics. They love adventure and french fries on the side.



RONALD MCDONALD™



He is a clown with a frown. He lost his Magic Bag to Hamburglar, and cannot get it back.



BIRDIE™



Birdie the Early Bird lives in a tree-house high in the sky and may have some leads for the M.C. Kids.



GRIMACE™



Grimace has a secret! He has an important clue to help the M.C. Kids get the Magic Bag.



PROFESSOR™



He is a wiz with gadgets and gizmos of all shapes and sizes. He will help the M.C. Kids anyway he can.



COSMC™

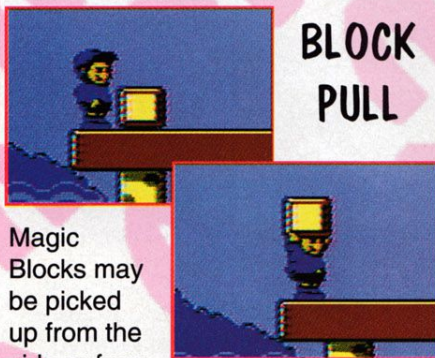


CosMc is an out-of-this-world dude who knows how to relax. He holds the key to reaching the Magic Bag.

McDonaldland

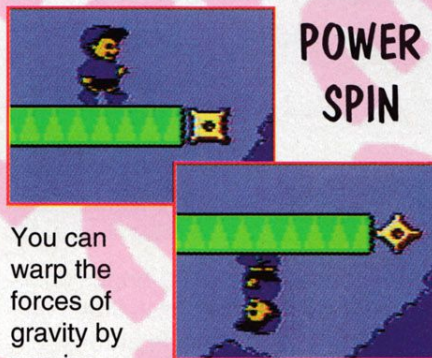


ADVANCED TECHNIQUES



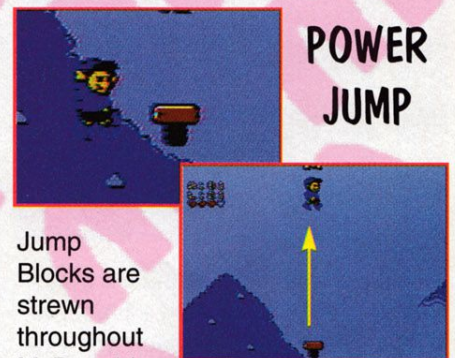
BLOCK PULL

Magic Blocks may be picked up from the side or from below. Magic Blocks will knock out the enemies and give you life.



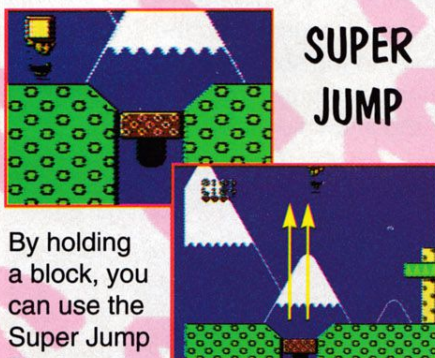
POWER SPIN

You can warp the forces of gravity by running toward a spin block and whipping upside down. Watch out for the sky!



POWER JUMP

Jump Blocks are strewn throughout McDonaldland. They give you an extra boost to reach high places.



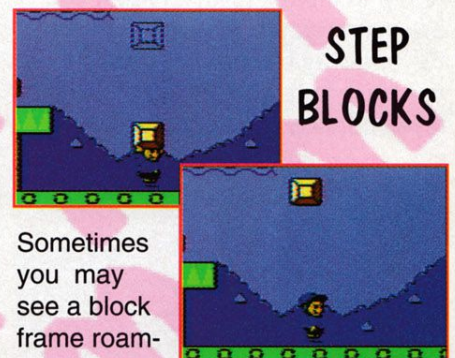
SUPER JUMP

By holding a block, you can use the Super Jump Block and soar to the heavens (almost), and reach the greatest heights.



DIRT DIGGER

You can dig far beneath the earth in certain areas. You may only dig to the side of you or below you. Don't hit rock bottom!

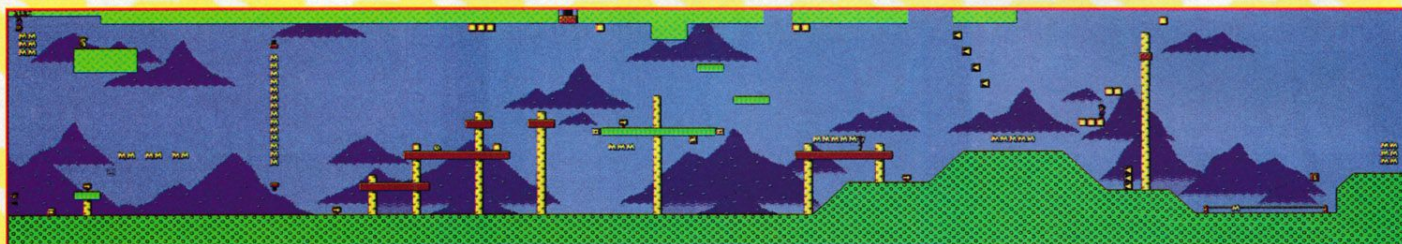


STEP BLOCKS

Sometimes you may see a block frame roaming the skys. If you can place the step block here, you can go to secret places!

Ronald's Clubhouse

Ronald's Clubhouse is the first area you must conquer. If you can retrieve four of Ronald's Puzzle Cards, you will be able to proceed to Birdie's Treehouse. After getting all six, you will be able to enter Ronald's Puzzleworld, but you need six Secret Cards in order to play these fun-filled worlds. Seven Puzzle Cards are hidden here.

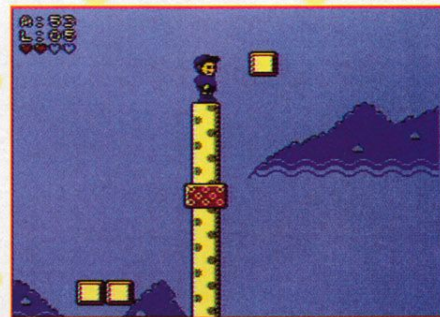
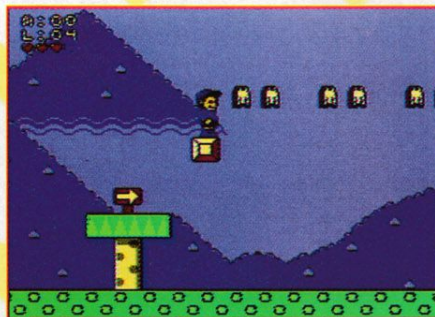


The Garden

This is a land of green grass and many techniques. You will have to utilize the spin block to reach a card for Ronald's Clubhouse. It is below a platform and much too high to jump for, so just spin around, grab the

card, and make for the exit. If you want to stock up on lives, coins are scattered everywhere! Gather up over 100 coins, and you will be transported to the Bonus Level where you can compete to gain numerous extra lives or change the

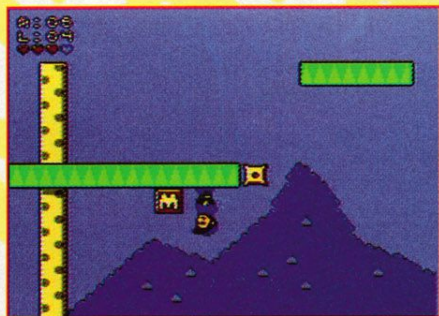
identity of your M.C. Kid. The trick to the bonus areas is to stay on the up arrow block until you can jump to the ledge above. Once there, you must choose between two zipper passages that lead to 1up areas. Try to get them all!



The Garden hides Ronald's third Puzzle Card underneath a platform. Use the spin block to reach it. If you decide to stay upside down, you can reach more coins. The Super Jump Block is on the ceiling. Use it to return to the spin blocks when you are done roaming the sky. Beware the one-way blocks. They will send you back to the beginning of the level, hurtling you head over heels.

Not counting the extra bonus coins you receive from the finish line, you can accumulate 44 coins on this level alone. Since it takes 100 coins or more to reach the Bonus Level, this is a good spot to stock up on extra turns. Remember to use the spin blocks to get coins on the ceiling. Six more coins are hidden at the very end of the level, past the Garden finish line.

You can easily gain an extra life every time you enter the Garden. First, near the end of the level you must jump over some one-way blocks to reach the finish line using some Magic Block platforms. If you can reach the highest block, you will be able to jump onto the 1up and over to the six hidden coins to the right. Jump back onto the 1up and grab it to finish the level.





Gopher Grove

This area is loaded with gophers and spiders! You can find Ronald's first Puzzle Card near the middle of the level. Bounce on the jump block to reach the platform where it awaits. Near the beginning, you can gain a 1up high in the sky by uncovering the hidden jump block.



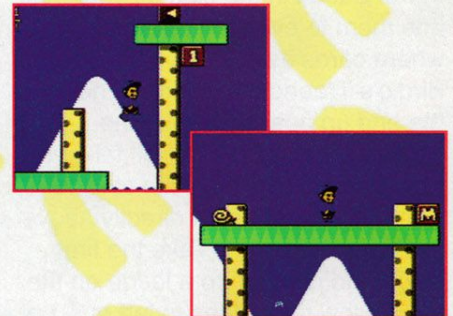
Lazy Leaves

Use the floating leaves as ledges to reach the upper areas of this level. Near the middle of the round, Ronald's fourth Puzzle Card lies hidden on the branch of a tall tree. Use a jump block to get to the branches, go left to the tree, then fall down the left side of the tree to the card.



Mountain View

Ronald's fifth card is lying out in the open on a platform. Near the end of the level. If you can manage to get on top of the ceiling, you can gain many extra lives in a secret passage at the end. You will then fall just to the right of the finish line, so you can easily end the round.



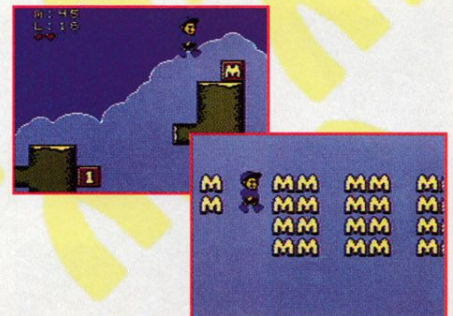
Hidden Glen

This level hides the first card to Hamburglar's Hideout. It is hidden high in the sky. Jump on the first horizontal branch and wait. Leaves will begin to fall that can take you to the card. A 1up is hidden directly above you, but be sure to take a block with you to hit the gopher.



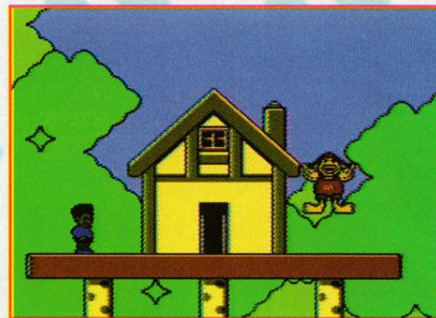
Towering Trees

Ronald's sixth card is hidden in a tree directly above you when you start. You will have to climb up the right and fall down the left. The Professor's second card is at the top of the tallest tree. A 1up is near this card. You can also reap many coins if you can use the jump blocks here.



Birdie's Treehouse

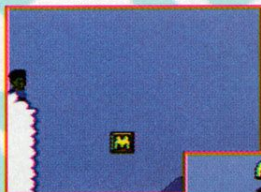
In this level, you can easily find your head in the clouds as you brave icy caverns, bottomless pits, and harrowing jumps. Every one of Birdie's Puzzle Cards are located here. If you get 5 cards, you may pay a visit to Grimace's Highlands. If you get all six cards, you get a free life as well. In all, eight Puzzle Cards are hidden in Birdie's Treehouse.



The Stratosphere

This level is certainly way up there! Based in the clouds, you must ride them to even higher areas where cards await! The third card for Birdie's Treehouse is hidden near the end up near the top of the screen. Floating clouds will take you to it. You can get the sixth card to Hamburglar's Hideout directly above you when you start. Take the first cloud and jump off to a ledge on the left. Follow the ledges to left until get back to the beginning and jump left. You should land on a cloud on the

left ledge, right next to the card. Two 1ups are here.



Icy Maze

As chilling as it sounds, the Icy Maze level is not too difficult. Two cards are hidden here, one by the finish, and one through a zipper passage. The first card of Birdie's Treehouse is the one near the exit. You need to jump off the slope to reach it. The zipper passage concealing

the fourth secret card is located in the upper



right corner. You must traverse several slippery jumps to reach it. In fact, the crucial jump is one where you must do a squat jump, which make you jump higher. If you want to stock pile free men, a 1up is located near the

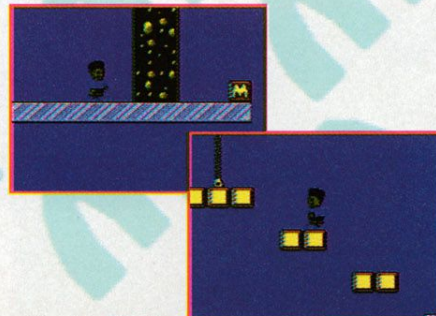


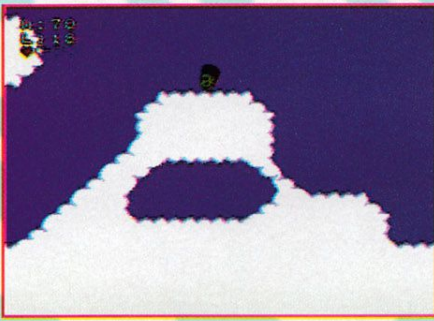
beginning, next to a lonely gopher. The key to this level is to go with the flow. Follow the slopes and ledges to your goal. The only real danger are the jump blocks at the bottom.



Slippery Slopes

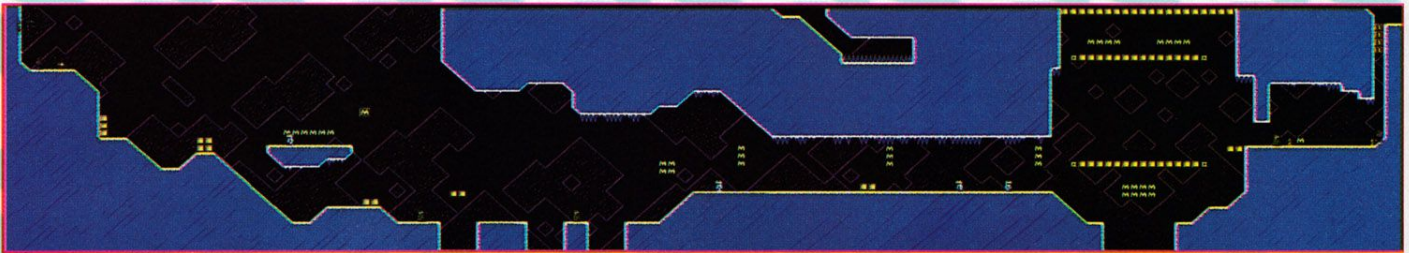
Birdie's sixth card is here, up in the sky once more. Run full speed ahead, hit the slope ending with a ramp, jumping squarely onto the second ledge. Walk to the right, bounce on the jump block to the ledge and the card skyward. A zipper is located near the finish.





Secret Suprize

The secret of this level is to jump on the cloud overhang at the start, then spring to the cloud bank on the left. You can fall down the left side of the clouds to a secret passageway concealing many coins and Birdie's fourth card just to the right of a jump block. The finish is nearby.



Frozen Caverns

Here is another cavern full of slippery surprises! You can find Birdie's fifth Puzzle Card here as well as four brilliantly hidden 1ups. If you really want to top out your extra lives, this is the place! Several angry snow-

men are roaming these caverns, each bent on driving you away. Some shivering gophers sit on the ice ledges in an attempt to knock you off into oblivion. Learn to use your jumps wisely and you can cruise to the end in no time! Watch

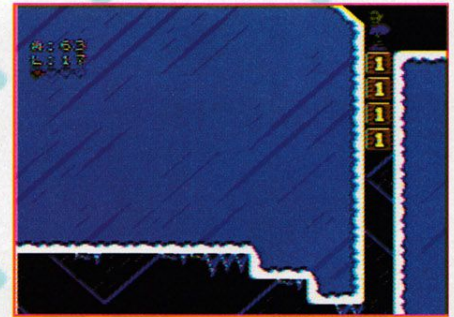
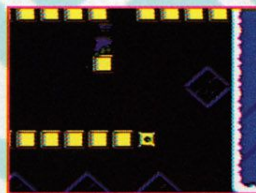
out for the gopher blocking the finish line. He is easily knocked away with a couple of magic blocks. If you decide to take the high route, beware the spike pitfall along the way. If you fall in, chances are that you will not escape.



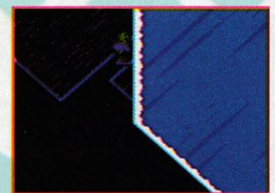
The fifth card for Birdie's Treehouse is not hidden, but it serves a much greater purpose than it seems. It is suspended in mid-air near the beginning. Your only danger is to knock off the rampaging snowman on the ledge.



The spin blocks near the end of the level will let you access the coins suspended at the ceiling above. They can also provide you with another way to reach the elusive four 1ups hidden just to the right of the finish line...

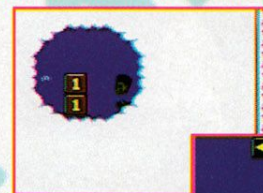


The four 1ups are easy to reach if you don't take the card. Jump on the card, then jump onto the diamond shape in the background. Then move over to the next diamond shape to the right, and once more to top of the level...



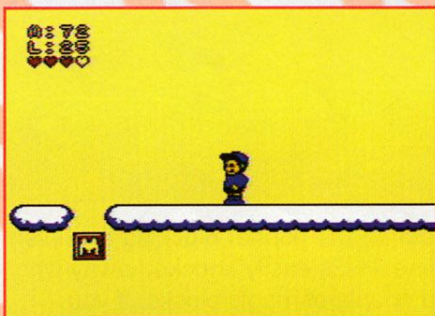
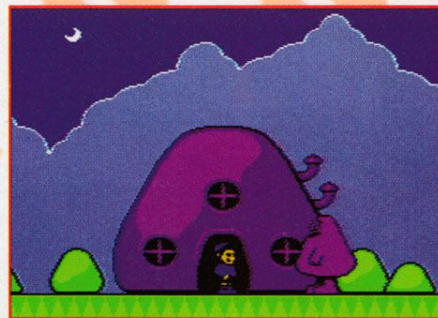
Frosty Mountains

You can get four 1ups here also, as well as the second card to Birdie's Treehouse. Your first move is to fall through the snow, then work your way back up the right side using the jump blocks. You will come across the card along the way as jump up to the finish.



Grimace's Highlands

The Highlands are separated into two parts. If you can find three of Grimace's cards, he will build you a path to the other levels. This area contains 9 cards. If you find five cards, he will show you how to get to the professor's Workshop, and if you find all six cards, Grimace will give you a very special clue about the last level.



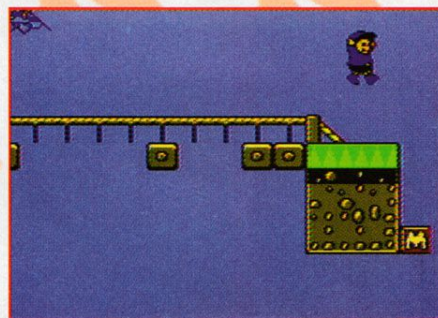
Cliffton Heights

Grimace's third card is here, located directly above you when you start. You need to climb the first cliff, then take a running jump to the left to the cloud in the sky. You may also find three 1ups total using the zipper passage high in the sky. You can fall to the right of the finish line.



Moose Bridge

This level contains two cards. Grimace's fifth card lies directly below and to the right of the start. The sixth Secret card is all of the way to the right at the top. You need to stay on the upper rickety bridges to reach it. The jump block will help you get to the upper areas.



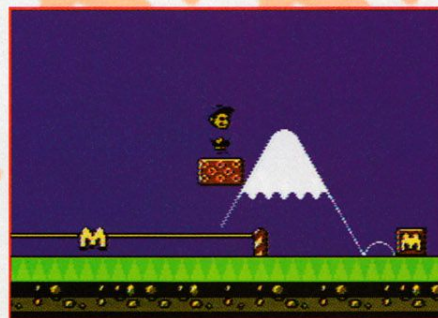
Lumberjack Lane

Again, you may find two Puzzle-cards! Grimace's sixth card is located below the treetops. Stay at the bottom and you will find it. The Professor's third card is found at the top near the finish. Search for the hidden jump block that propels you to the top of the trees and head right.



Fry K Falls

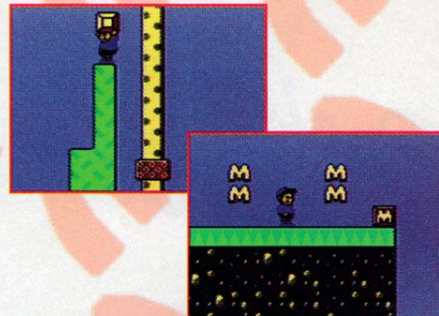
These falls are not healthy! Only Grimace's fourth Puzzle Card is hidden here. You'll find it just to the right of the finish line. To get there, keep to the top of the falls, and look for the red platform near the top of the screen. It will take you. Many 1ups are strewn throughout.





Danger Lake

This lake is full of watery dangers, like M.C. Kid-eating piranhas! Boat across the cavern until you reach the red platform. Jump on it and let it sink half-way down. Get the step block and go back to the left. By using it, you can reach Grimace's second card on the upper ledges.



Far Falls Forest

This forest will trap you in the water if you fall at the wrong spot, leaving you as fish bait. This level has two hidden Puzzle Cards, one of which is crucial to getting to Ronald's Puzzleland. One of the first

rules to remember is not to jump blindly into the darkness, or you will surely fail. The boat has more than one use; remember to pick it up and take it with you everywhere you go. Surprisingly enough, you need the boat more than you need anything

else. Watch for the flying fish circling the dangerous waters below! If you can find the correct route, you may be able to reach both Puzzle Cards and a well-earned 1-up as well. Remember not to fall between the trees, or you're finished!



The easiest Puzzle Card to get in the entire game is right here. First, a zipper passage lies directly to the left of you when you start. Simply fall to the left and land on the platform below. Enter the zipper passage and you will reappear below the finish line. Ronald's second Puzzle Card will be right above you. Then, just jump up into the finish line to end.



Grimace's first Puzzle Card is well hidden in the upper right of the level. You will need to bring your boat with you as you climb the tree next to the large waterfall. You can place your boat on this waterfall and ride across to the Puzzle Card and a handy extra life. The level isn't over yet, however; you still need to jump across a couple of small waterfalls.

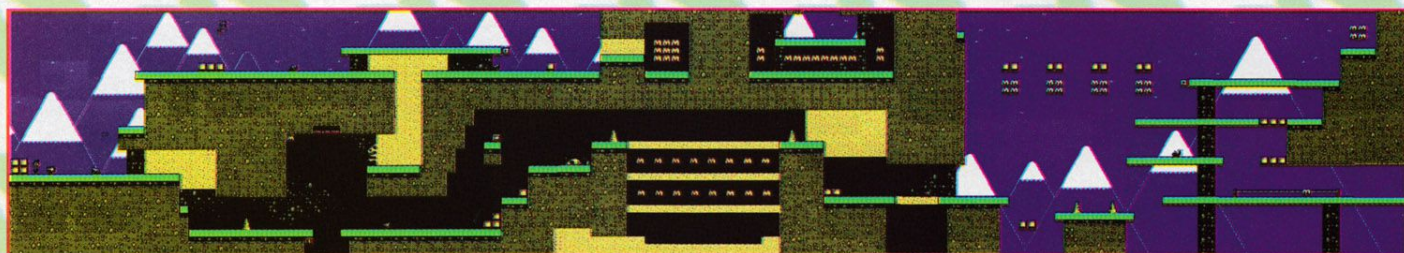
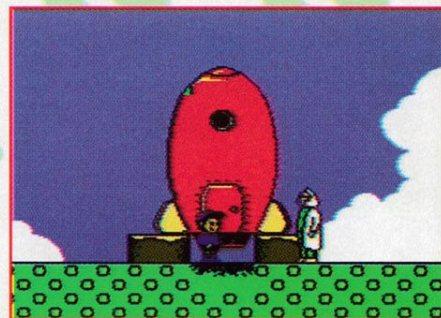


The hardest portion of this level is navigating the waters underneath the flying fish. The pattern is relatively recognizable as a circle. You may not say the fish, but imagine them circling about to jump on you. Timing must be excellent to pass them without losing life. One flying fish awaits you on the large waterfall. Look for the fish near the end.



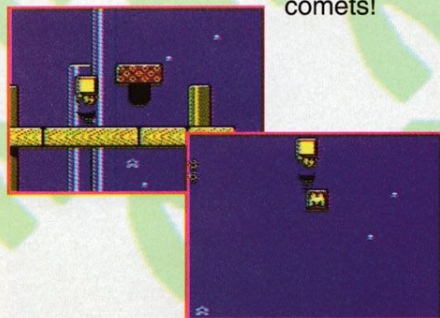
Professor's Workshop

The Professor wants to build you a rocket to CosMc's Retreat, but he needs 5 cards to do it. He can also build a shortcut to Ronald's Clubhouse if you get all six of his superbly hidden cards. This area contains 8 Puzzle Cards, of which only four are the Professor's. The two of the cards are vital to defeating Hamburglar.



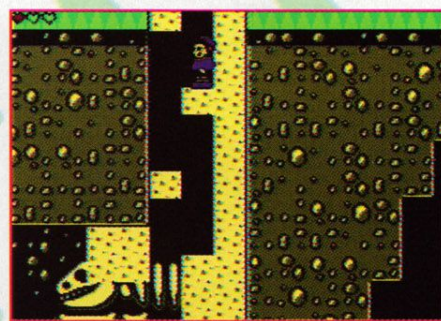
Ports O' Comets

This level has two valuable cards. The first is the fifth Secret card. It is found just below you when you begin. To reach it, head to the right until you can fall down. When you fall, be prepared to swim like crazy! Head back to the left, grabbing the card and entering the zipper passage. In the zipper passage, head to the left to get a 1up. Now you are back at the beginning. Head to the left and grab a magic block when you can. You will need to jump on a super jump block to reach the third card for CosMc's Retreat. Without this card, you cannot finish the game. Watch out for the falling comets!

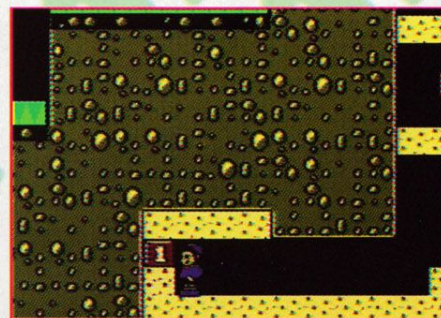


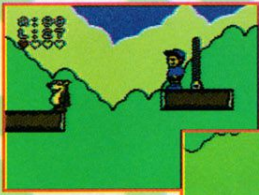
Dino Dunes

Among the fossils at the Dino Dunes lies one hard to reach card. Here, you must use a little foresight when you dig or you will find yourself trapped without the means to finish the level. The first step to defeat this level is to reach the step block. It is located on a ledge below the surface. Get it and place it in the empty frame near the beginning. You will reach the ledge with the spin block. First, dig out all the dirt below this ledge. Then dig out a zig-zag passage through the sand to the areas below. Now return and use the spin block. You will be able to reach the fifth card for the Professor's Work-



shop and a 1up. Return to the spin block and become right-side up. Go back down the zig-zag passage and head to the right. You will see a sand ledge that you can dig through to get some coins. Keep going down the right side until you hit the last ledge. If you head to the left, you can dig into a cubby-hole and retrieve two free lives. If you didn't trap yourself the finish line is just to the right of this area. Watch for the hermit crabs lurking in the shadows. Many 1ups are hidden in the sand. Look for the hidden coin grove at the very top of the level, near the center. More coins, the better!





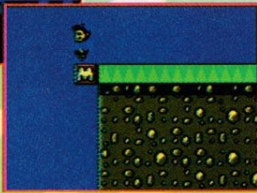
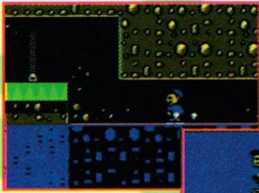
After you retrieve the step block, place it in the empty frame at the beginning. Now if you get on it, it will take you to a zipper passage! This is the only way to retrieve the Puzzle Card and find the correct exit, so don't miss it. Be careful! The squirrel is looking for you.

Magic Forest

Here, all is not what it seems as you race forward, only to run into the finish line quickly. Here's a tip: jump over the finish line and you will find a step block to use at the beginning. The Magic Forest hides the Professor's first Puzzle Card.



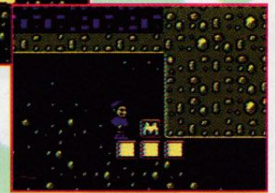
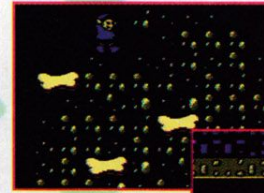
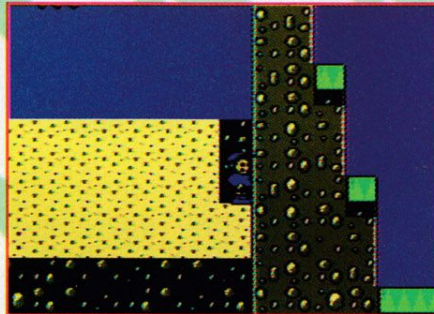
In order to jump over the finish line, you must be prepared to make a series of jumps over birds, gophers, and squirrels. You must land on the tree stump before the finish line and immediately jump over without stopping. The same applies coming back to the start.



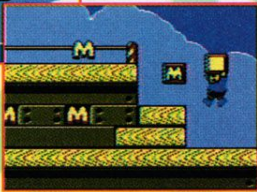
The first Puzzle Card is the second Secret card. It is hidden in a zipper passage that takes you to the finish line and another 1up in the dirt. To get there, move until you get to the bone platforms and fall to the water. Now swim to the left through a narrow passage. That's it!

Desert Cove

This area is another underground level hiding two special Puzzle Cards. You can find a 1up right at the beginning to help you get past this precarious level. Be prepared to do some high-powered swimming and squat jumping to finish!



The second Puzzle Card is the third card for Hamburglar's Hideout. It is located in the bone platform area far at the top. You will need to perform some extremely fast squat jumps to reach the upper bones. Be careful! The bones will fall after a couple of seconds.



The fourth card for the Professor's Workshop is located behind the finish line. To get there, simply fall down the left side of the ship, land on the platform, get a 1up, and swim to the right. You will be given a chance to pick a magic block that you will need for a Super Jump.

Captain's Ship

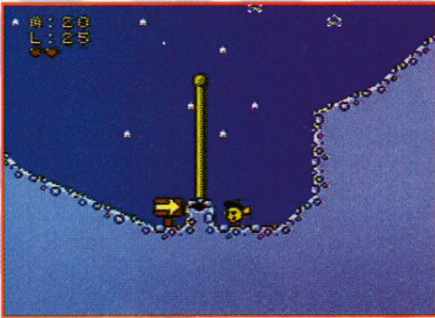
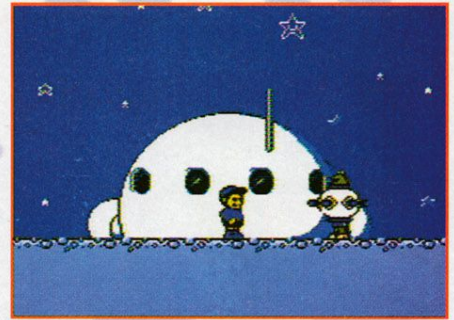
Shiver me timbers! It's an authentic pirate ship! I wonder where the Captain is. This level hides two of the Professor's Puzzle Cards, so it is crucial that you learn it back to front. This level is best to do in two parts, finishing twice after getting a card.



The Professor's sixth card is hidden high on a mast. Follow the same procedure as the first card, but enter the zipper passage to gain access to the upper sections. Then simply head to the right on the masts and grab the lonely card. Watch for the gopher roaming here.

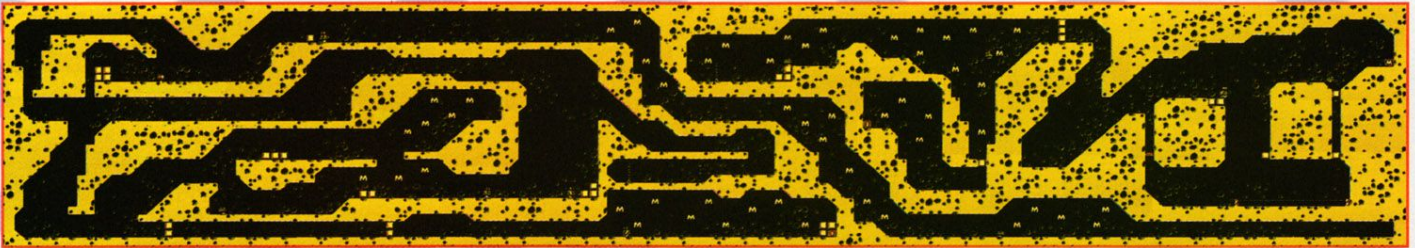
CosMc's Retreat

This area is the smallest area, having only four levels to explore. Still, six Puzzle Cards are hidden here, five of which are for CosMc's Retreat. In this area, gravity is low, so your jumps are many times higher! CosMc will open an entrance to Hamburglar's Hideout if you can retrieve five of his cards. He does not give you anything for six cards.



Moon Monsters

Yikes! Monsters with huge tongues are living in some of these holes! Look for CosMc's second card is high in the sky half-way through the level. His fifth card is hidden below the surface. Find the hidden entrance right after a tongue monster next to a sign.

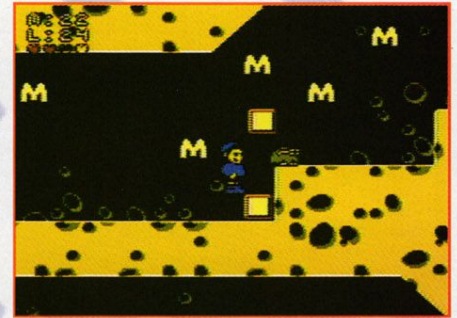
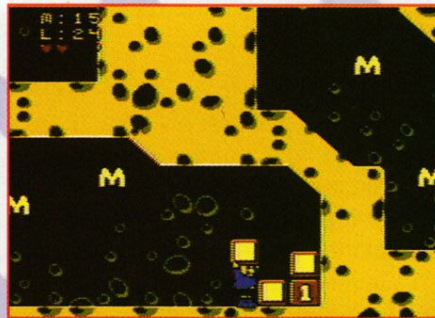
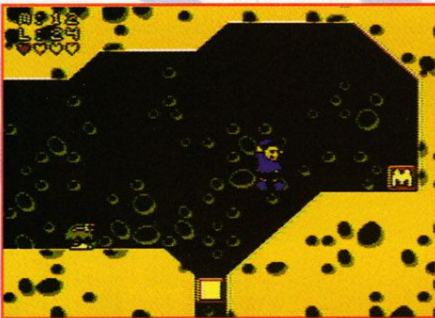


Switzerland

It is now time to go through the green cheese of the moon's underground area! CosMc's first card is here, as well as a few new enemies to watch out for! An indestructible version of the hermit crabs (which

look suspiciously like the Fry Guys) is roaming the floor, joined by a oogle-eyed space caveman! This maze runs in the same manner as the Icy Maze of Birdie's Treehouse. Just follow any pathway to reach

new power ups and Puzzle Cards. The map above should help you get through this maze, allowing you to maximize your coin-collecting. Do not fall down the large chasm above the finish or you'll miss the line.



CosMc's first Puzzle Card is located in the upper right-hand corner of the maze, right above the finish line. To get there, You must travel along the corridor below the one where you start and head right. You will eventually come to a chasm which you must clear to reach a zipper passage. The passage will take to the upper portion of the maze.

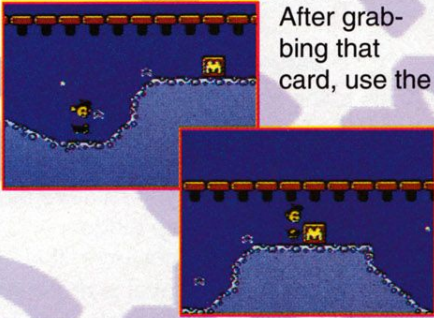
You can find a couple of 1ups quickly and easily by following the lower portion of the maze. One 1up is located near the center, while the other is buried under some magic blocks just below the first 1up. One corridor leads underneath the finish line but do not follow it. Nothing is there for you to pickup. Do after the 1ups before you grab the card.

This level is really easy to regain lost life thanks to the Moon Crabs. Since they merely become stunned when hit, you can make a magic block up and down on them forever, giving you more health each time you toss on another block. It is really easy to do after you pass through the zipper passage. This is a good place to prepare for the finish line.

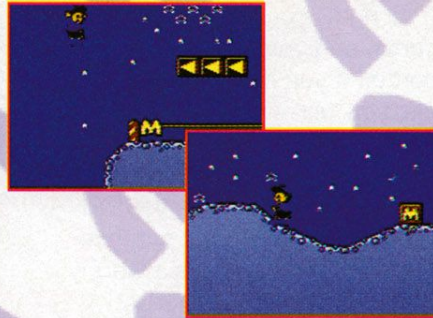


Constellations

This area is full of high-flying fun! The first card you come across is below the jump blocks at the bottom. This is the third Secret card and you will need to lightly tap your jump button to reach it. Otherwise you will jump too high and propel up into the stratosphere.



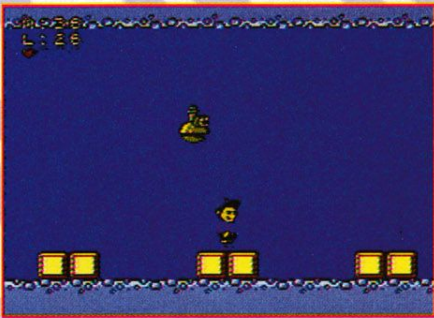
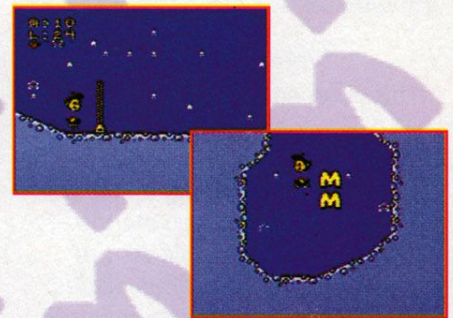
After grabbing that card, use the



right or left-hand jump block and you will be able to reach a floating jump block in the sky. Bounce off of this towards the center. The finish line is here, but just land next to it. If you squat jump up, you can reach yet another floating jump block. Spring off of this one towards the left to reach a zipper passage containing

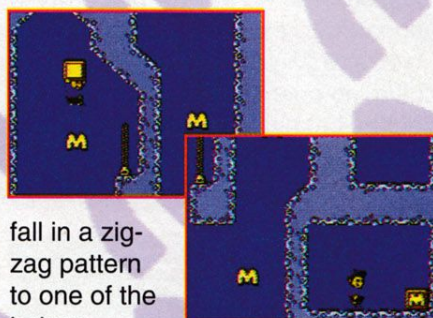


two 1ups and coins. When you exit, leap to the right and you will land on a platform with CosMc's fourth Puzzle Card. Afterwards, jump back to the finish line in the center, avoiding the one-way blocks as you land. No problem! Your only danger are the numerous flying enemies everywhere.



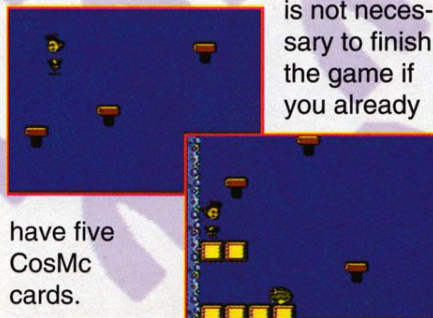
Spring Fever

The sixth CosMc card is hidden on a ledge to the right of this level, but you can't reach it without the help of a zipper passage. When you start, uncover the left magic block and fall to the ledge below. Walk to the left and you will fall into a secret hole. Immediately pull to the right and you will land on the zipper passage. Enter it and you appear next to the Puzzle Card! Unfortunately, that is the easy part. You must walk left and fall between numerous jump blocks or you will never reach the finish line at the bottom! Your best bet is to remain near the sides and



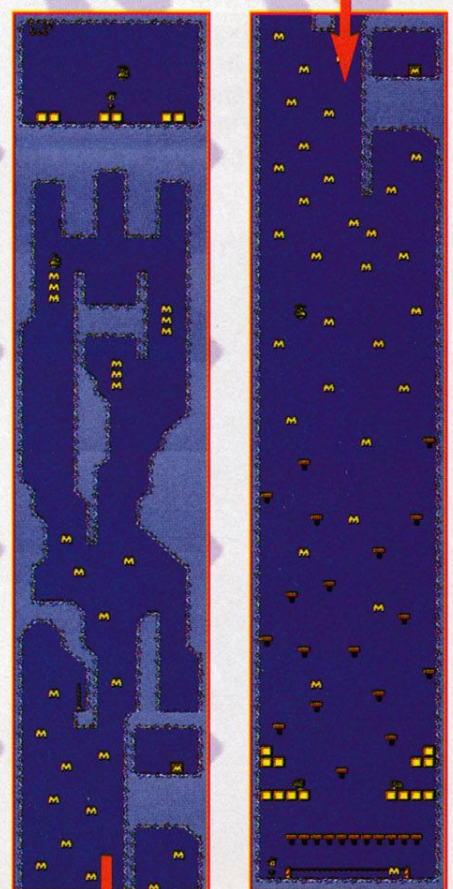
fall in a zig-zag pattern to one of the ledges below.

If you can manage to land there, watch out for the Moon Crabs lurking on the lower ledge. Another problem is getting around the corner of the ledge, avoiding the jump blocks covering the finish line. This



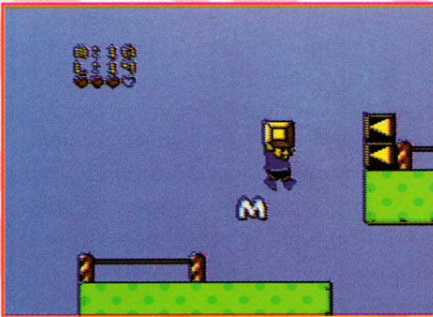
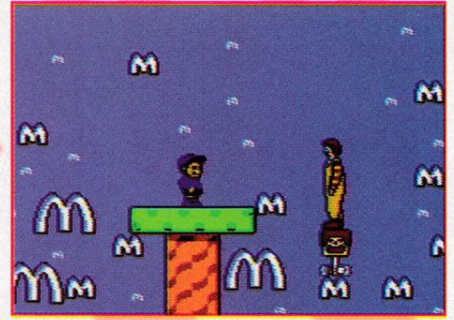
have five CosMc cards.

Puzzle Card is not necessary to finish the game if you already



Ronald's Puzzleworld

All right! You have all six Secret cards, and you can now have fun, sort of. If you can finish all three levels, you will receive ten free lives from good old Ronald himself. If you can finish all three levels and pick up every coin on the way, you will be awarded with the best surprise, unlimited turns! This is a worthy challenge for any gamer!



Phony Finishes

This is an easy level to finish. **NOT!!** The true finish line is way to the right, and fake finish lines are everywhere! One wrong touch, and you are back where you started. To top it all off, one-way blocks are strewn in some precarious places. You will need to use step blocks, jump blocks, and even moving clown platforms. Talk about pressure! Every jump must be perfect or else everything you worked for is for naught! You may lose many lives before you finish this one! No enemies are here, but so what?



Clowning Around

This is another level of unending frustration. You must jump around from platform to platform getting on moving clown platforms without falling to your doom or touching one of the one-way blocks, sending you hurtling back to the beginning. Patience is a virtue here, as you must sometimes wait for platforms to appear from a distance. One wrong jump, and you are history! Once again, no enemies are here to cause trouble, but neither is anything else, either! No 1ups means no hope to recover without getting 100 coins.



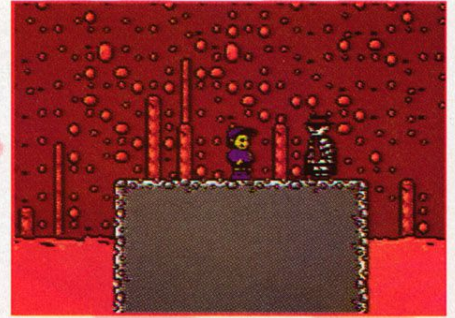
Zippety Do Da

This is the most fun of the three Puzzleworld levels. Here, all you need to do is go into the numerous zipper passages until you retrieve all of the coins and the 1up hidden here. Be forewarned, however; this will not be easy! This level is merely a maze of zippers, and which zipper will take where is the question. The only way to find the answer is to enter every zipper more than once. Sometimes a zipper passage leads to more than one exit. Entering the same zipper twice in a row may bring you to a whole new area.



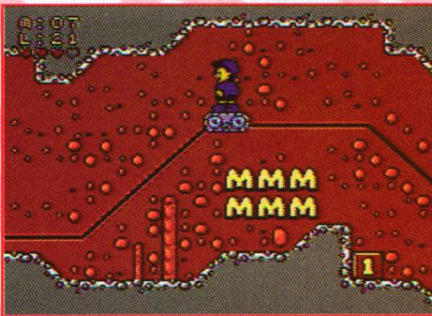
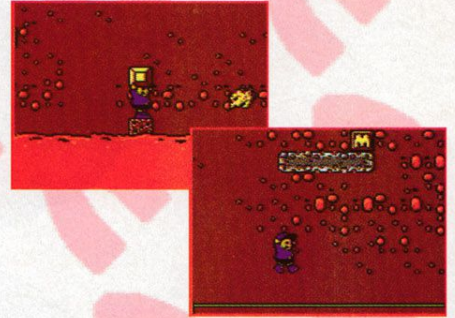
Hamburglar's Hideout

Finally, you have reached the pinnacle of your mission, Hamburglar's Hideout! Here, you may find the remaining three Hamburglar cards and one Secret card. Once you have all six Hamburglar Puzzle Cards, Hamburglar will open up the Magic Cave. The Magic Bag has gone berserk and is in the cave, waiting for unsuspecting M.C. Kids!



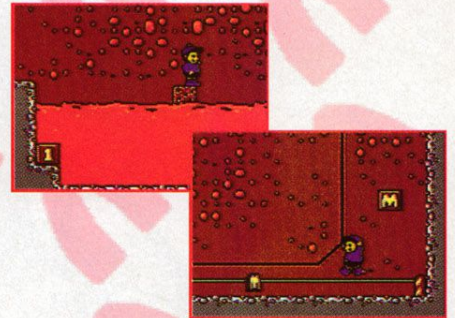
Burning Bridges

The name says it all. Getting through this level will require perfect timing and split-second jumps. The bridges begin to burn when you touch them, so find shelter fast! Only the boulder platforms will float in the lava, so learn to use them wisely. Hamburglar's fourth card is here.



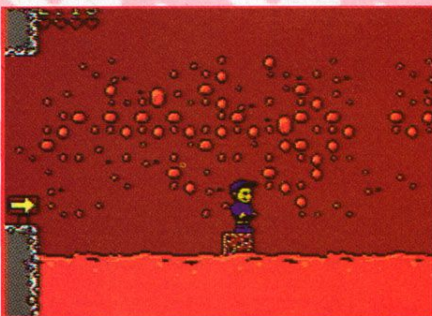
Lava Belts

Get ready for some fun! This area may not be easy, but it sure is fun! Stand on the tractor belts and run to make them move. You may find a 1up early in this level with little resistance. The fifth Hamburglar's Hideout Puzzle Card is hidden here, near the finish line.



Molten Madness

This level starts off with the bridge burning under your feet. Better get a move on! Hamburglar's second card lies at the end of the bridge, while the first Secret card is underneath a platform in the sky. You will need to use a spin block in the upper left corner to reach the final card.



Magic Cave

This is the last level! Here, you must work your way to the end boss, the Magic Bag itself! At the end area, you will come across the Magic Blocks you have collected throughout your adventure (Grimace's final clue). Fight all four forms of the boss to recover the bag.

