

Little Nemo

# the DREAM MAST

VISIT THE FABULOUS  
DREAMSCAPE OF SLUMBERLAND

Join Nemo on a trip through the dream world of Slumberland and get ready for some wide-awake excitement. Fans of Super Mario Bros. 3's animal suits and fantasy setting will love Little Nemo.

Nemo's journey to find his playmate takes him through eight action-packed dreams in search of Magic Keys to unlock the Doors of Sleep!



Little did Nemo know when he accepted an invitation from the Princess of Slumberland to visit her world ("Just to play," she said) that he would find himself on the edge of danger. "Play" in this strange land seems to involve taming wild animals with a bag of candy, among other things! Where is that Princess, anyway?

## MUSHROOM FOREST WELCOME TO SLUMBERLAND

Nemo's Mushroom Forest is as wild as Mario's Mushroom Kingdom. Fortunately, Nemo can tame some of the savage animals with his candy.



### Sloopy Snails

Slow moving and surly, these snails have no taste for sweets. It requires good timing to jump over them.

A mighty leap, up and over!



As the Frog, Nemo can bounce the Snails away with his ball!



Even if the Snails don't want any candy, toss a few on their noggins.



### Flying Ants

The helmets these buzzing bad guys wear won't help them if you belly bounce them as a Frog.



Flying Ants aren't very smart or fast. If you see them coming, you can often just stand and stare at them, and they'll fly back the way they came.



Don't backtrack, or enemies will reappear.



## The Mighty Mole

Transform into a Mole and you can dig into the earth with your powerful claws. Being a peaceful animal, the Mole has no ability to attack.



Explore all the subterranean passages, and be sure to get the two Keys hidden underground.



## The Fearless Frog!

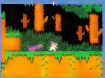
As a Frog, you can easily leap from platform to platform over the falls. But be patient and watch out for Flying Ants!



While you're on these small platforms, give the Ants a clear berth. Just wait for them to go by, or dodge them if they get too close.

## A Final Key

The sixth Key at the top of the falls can be retrieved by either the Lizard or the Frog.

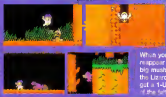


In most cases, you will need to be a specific animal to get a Key.



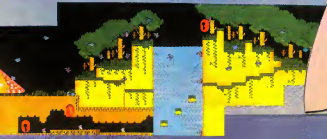
## Secret Hall

By using the different animals' powers creatively, you can find secret passages and alternate ways of collecting all the Keys you need to unlock the door at the end of this area. Experiment and explore everywhere!



Go towards the left when you first go underground, then head down to find the Secret Hall.

When you leave, you'll reappear on top of the big mushroom. Riding the Lizard, you can get a 1-Up at the top of the falls.



## FLOWER GARDEN A PRETTY DANGEROUS PLACE

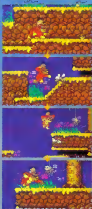
Nemo won't have time to stop and smell the flowers in this garden—it's full of serpents, porcupines and unfriendly birds!



A couple of helpful Blossom Brownies offer advice to Nemo in the Magic Flower Garden. Be sure to talk to Comp, who lives under the first pond.

### Hillside Hijinks

To survive your trip up the hill, you'll have to jump a lot and move slowly so you encounter one enemy at a time.



If you move forward too quickly, several enemies will attack at once. Nemo needs an animal friend—fast!

### This Guy Looks Tough, But...

A big, orange gorilla doesn't look like he'd be interested in candy, but he'll gladly give you a ride for a few choice sweets.



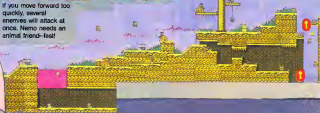
When you're riding the Gorilla, he'll clobber your enemies for you!

### Remember Qom's Tip!

The Gorilla can take you to the top of the tree to find the Lizard, but it's a tough climb! Jump up and down on the branches until the Deadlylion Seed floats straight at you, then dodge.



Once you get the Key, hop onto the Lizard. You can then fit into small passages.



## A Burrowing Bumble Bee

Feed the Bee some candy, then touch him for a magic transformation! As a Bee, you can fly short distances.



Get the Key floating below, but stop for rest before you fly up and out of the cave.

## Unlock This Key's Mystery

Mystery of the Bee's flying skill is essential to succeed in the garden. To capture the Key floating by the spikes, tap the A Button just right.



Wait on the floor until you've dodged the falling Seed, then go for the Key—carefully!

## Bee's Mate To Bathe

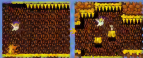
You can't get any farther than the third big pond as the Bee. As Nemo, take a swim to find a secret passage deep underwater that will take you to the end.



Pass up the healing box if the Tadpoles are on your tail, but once they're out of sight, go back for it.

## There's More Than Scum At The Bottom Of A Pond

Check the bottom of each pond for a secret passage. Dive to the bottom of the second pond to locate a Key and a 1-Up!



Don't bother the grizzled Tree Snake who lives in the secret cave by landing on him. Push Down and Right as you fall.

## Love That Purple Lizard!

The final key you need is in a tree, so climb up riding the Lizard! Wait for him to come out from the little overhang he's under, then quickly feed him candy and mount up!



Once you've got all six Keys, jump from the tree branch, over the last Snake, and head for the door!



## HOUSE OF TOYS A HAIR-RAISING TRAIN RIDE!

This area can be frustrating at first, but once you learn the pattern, it's easy. There are several safe spots on top of the train. If you stick to these, you can avoid danger.



### Basic Training

At the start of your train ride, stand near the front of the second car and don't make any drastic moves. Be ready to jump, duck or dodge when the toy planes and balloons attack.



Stick close to this general area at the beginning of your train ride.

## NIGHT SEA DARK UNDERWATER ADVENTURE

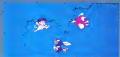
Nemo will meet a couple of potential friends in this watery dream.

The Hermit Crab can dig under the sand and fight enemies with his claws.

To easily avoid the Tadpole Toughs, hitch a ride on the Big Fish.

### Nemo Goes Fishing

The Big Fish will give you a ride, but first you must feed it. Not an easy task, considering that the mean Tadpoles will chase you around.



It can be helpful to stun the Tadpoles with candy as you try to feed the Big Fish.

### A Dangerous Jump!

In a subterranean cave, your friend the Frog wants to help you make a dangerous jump. To achieve it without being skewered, start your jump in the middle of the area below the opening.



If you jump from directly beneath the opening, you'll get stuck on the spikes.



## Safety Zones!

To avoid the mashers, camp out near the rear of the second car in the train and enjoy the ride.



Then move to the end of the second car for three times down.



When the ceiling starts falling, duck at the end of the train and wait for the spikes to come down four times.

## Flying Squirrel's Ambush

Leap over the first Flying Squirrel and then duck to avoid the spikes. Ditto on the second squirrel.



Repeated jumping sometimes brings out the Squirrels early.

It will take a lot of practice to make it through this level. Memorizing the obstacles is essential.



There are more than enough Keys to be found in the House of Toys, so don't worry about missing a few.

## A Hidden Cave— Davey Jones' Locker?

The dead-end cave actually leads to a hidden undersea grotto. Between all the spikes on the walls and the Spiny Fish, it's a very dangerous place. But you can get a 1-Up and a Key there, so it's worth exploring.



## Is This Crab On A Diet?

Sometimes animals are reluctant to eat, or are in a difficult position to feed. Don't get too close to this Hermit Crab. Hug the sea bottom and feed him.



Watch out for the spitting Barnacle!

## A Flying Fish Finish!

Be ready to leap or duck to avoid the Flying Fish and head for the door! You need only five Keys to finish this dream.



You can Bolly Bounce the Flying Fish if you have transformed into the Frog.



# NEMO'S HOUSE IT'S NO HOUSE PARTY!



Full of rambunctious enemies, Nemo's House is a difficult stage to conquer. You must make wise use of all the animals' abilities, and only a few Healing Items are available.

## Some Animals Are Tougher Than Others!

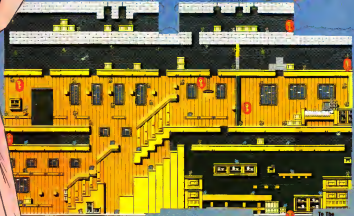
Each of the animals has a different number of Life Boxes. Try to use animals with more Life Boxes, like the Mouse, as often as possible.



Collect the best Healing Items when you have a lot of Life Boxes.



Pass up the Life restoring items until you really need them.



### First Stop: The Basement

Work your way down to the basement of the house where you'll find a Healing Box, 1-Up and a Key. Get the Lizard to collect the items, then turn into a Bee and fly out.



Retain the Bee's powers to get to the attic of the house (the upper left area).

### Trek To The Attic

The most crucial part of this area is flying up to the Mouse in the attic with as much life as possible. Avoid the little bats and the dish-tossing Monkeys!



### Master the Monkeys!

On your way to the basement, turn into the Frog to belly bounce the Monkeys.



Wait until they're under you and drop on them.

## There's A Mouse In The House!

Once you have tamed the Mouse and hitched a ride, you can use his hammer to defeat enemies. Collect as many Healing items as you can for the fight ahead.



To make it past the Flying Turtles, use the hammer to hit away the eggs they spit, then run underneath the Turtle itself.

## If There's No Door, Make One

The Mouse's hammer can also break the gray-colored walls. You'll have to jump and swing the hammer simultaneously to completely clear away the barriers.



It can be tough to avoid the madders as a Bee or Mouse. Get through quickly!

## Monkey Sting, Monkey Do!

Monkey guards the last Key. Don't get too close to him. Wait until he stops throwing dishes. Let him have it with the Bee's stinger, then get the Key.



Spring and sting!

## The Bee's Flight Is Limited

The Bee can fly short distances, but he must plan ahead. To get to the attic from Nemo's room, start from the bed post and fly up quickly.



You can't fly all the way up from the floor of the room.



This dream starts high on the rooftops and goes up to the clouds! The Bee's powers of flight are essential for this dream's aerial action.

## Automatic Scroll Action

On your way up to the Cloud Ruins, the screen scroll will be automatic. Stop to rest on as many clouds as you can.



The way down from the Cloud Ruins also involves automatic scrolling. Jump for the lower clouds as they scroll into view.

## The Lizard Is Your Ally

To make it through the narrow gap at the lower right of the Cloud Ruins, you'll have to ride the Lizard.



Zip on through!

## Escape From The Clouds

Change back into Nemo to leave the Cloud Ruins.



All the Keys you need are right by the exit door!



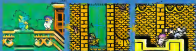


## TOPSY-TURVY WHICH WAY IS UP?!

Nemo will have to use all his animal handling skills to tame this nightmare world. It's very long and the proper sequence of animal powers must be used to make it through!

### Constant Change!

Go right from the start to get the first Key as Nemo. Find the Frog, collect the nearby Key, then go for the Bee. As the Bee, you can collect a couple more Keys, then fly up to ride the Mouse.



Later, you'll turn into the Frog again to get the Bee to clear the area.

Whew!

### More Simian Hijinks

A monkey guards one of the Keys, and you'll have to defeat him as a Bee. Stay far enough away that he doesn't throw dishes, then sting him good.



If you have the wrong animal helping you, look around and you'll probably find the one you need.

### Scroll Strategy

Approach an enemy slowly, and when it appears on the edge of the screen, backtrack slightly. When you go forward again, the enemy will sometimes be gone.



Chase the Monkeys away using the scroll strategy.

### Hammer Time!

Ride the Mouse up the wall, carefully avoiding the falling Seeds. It'll be difficult to break the wall with the Seeds attacking, but if you're patient, you can do it. Break a few blocks, run away, then go back and break some more.



Once you've broken down the wall, head straight for the healing box!



# NIGHTMARE LAND

## MORE THAN JUST A BAD DREAM

Nemo finally meets the Princess at the end of his Topsy-Turvy dream. It turns out that good king Morpheus has been captured by the Nightmare King, and Nemo must venture into Nightmare Land to rescue him!



Nightmare Land is Nemo's toughest challenge yet with four sections to defeat, each guarded by one of the Nightmare King's toughest bad guys. Nemo won't need Keys to get through the four parts, but the job will not be an easy one!



You'll lose plenty of sleep trying to beat this character.

Nemo can't defeat the evil creatures of Nightmare Land with a bag of candy alone. So, the Princess gives him a magical Morning Star, which he can use to cast bolts of force (Select and hold down the A Button).



"I'm your worst nightmare, Little Nemo!"

### SLUMBERLAND ANIMAL HANDLING TACTICS

Use care when handling the animals of Slumberland.

Although you can feed them candy, tame them, and then gain their use. Until you do, they will remain wild and dangerous.



Make sure the animal has eaten three pieces of candy and is asleep before you try riding it.



Some animals refuse to eat candy. These cannot be tamed (your candy will run them).



Remember, the animals are wild, and will often charge at you before they've gobbled their pieces.



OHHELLE! I'M PRINCESS OHHELLE.

Your toughest challenge lies ahead in Nightmare Land! Use all your animal friends' powers wisely and you'll defeat the Nightmare King!

