

GAME WALKTHROUGH

A Nightmare on Elm Street - NES
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A Nightmare on Elm Street
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-INTRODUCTION-

A Nightmare on Elm Street is based on the cult horror series of the same title. For those who are unfamiliar with the movies, it has quite an easy premise. A bunch of teen's hang out, they fall asleep, and Freddy invades their dreams, killing them in horrific manners. Well, that is the premise of most 80's horror films...just a variation on how and why they are killed. In this game however, it is up to you and your friends to destroy Freddy by putting his bones found throughout the game in the school furnace. But beware, if you fall asleep, you enter Dream World and are bound to run into trouble there. This game is for up to 4 players also, of course using the multi-tap.

Normal Teenager:

Control Pad Left/Right
Control Pad Up
Control Pad Down
A Button
B Button
Select
Start

Move character
Enter buildings
Duck
Jump
Punch
No Function
Pause

Shadow Warrior:

Control Pad Left/Right
Control Pad Up
Control Pad Down
A Button
B Button
Select
Start

Move character
Enter buildings
Duck
Flying kick
Throw shuriken
Select between Dream Warrior icons
Pause

Acrobat:

Control Pad Left/Right
Control Pad Up
Control Pad Down
A Button
B Button
Select
Start

Move character
Enter buildings
Duck
Flying somersault
Throw javelin
Select between Dream Warrior icons
Pause

Necromancer:

Control Pad Left/Right
Control Pad Up
Control Pad Down
A Button
B Button
Select
Start

Move character
Enter buildings
Duck
Hover
Fire magic
Select between Dream Warrior icons
Pause

-SLEEP METER-

The sleep meter is located at the top of the screen. There are 4 of them. One for each player. They are located below your score. Here is how they are featured on the screen:

1 3
2 4

1 being player 1, 2 being player 2, etc. So if you play by yourself, your score, and sleep meter, will be on the top left side of the screen.

You have 10 sleep bars. They go down by themselves. When the meter empties, you enter Dream World.

- Keep moving, it will slow down the meter.
- Coffee will fill your meter back up.
- Standing still will cause the meter to go down faster.

When playing with more than one person, all must keep their eye on the meters. If one person's meter empties, then all of the players enter Dream World. Also allow players with the lowest meter to pick up the coffee, since they are closest to falling asleep.

-ITEMS-

- Coffee: Refills your sleep meter.
- Radio: Wakes you up, sending you back to the real world.
- Running Icon: Become the Acrobat.
- Yin/Yang Icon: Become the Shadow Warrior.
- Wizard Hat Icon: Become the Necromancer.
- Bones: Collect these to throw in the furnace.

-WALKTHROUGH-

You can be hit 4 times before dying. If you fall in a pit, you automatically die. You also have 5 lives per continue, and 3 continues.

In each of the places you visit, you MUST collect all the bones to either pass to the next area, or fight the boss.

These houses are listed by the order in which you enter them. They open randomly. Which means, when you start, one of the three houses will be open, but it changes with each game. So, one game may have the first house on the block open, then another have the third. This walkthrough is based on the bosses.

Also, when in the Dream World, if you here some soft music being played, and it stops, Freddy is coming. Prepare to fight him. The Necromancer is the best for this fight, as he has a good jumping ability, and can shoot long distances.

House 1

Boss: Freddy's Glove

Best Dream Warrior: The Acrobat

Strategy: Stay on the left side. This fight is pretty easy. The claw basically comes at you, just wait until it is close enough and then throw the javelin. You receive a key and extra life from this.

House 2

Boss: Freddy's Face

Best Dream Warrior: The Acrobat

Strategy: Basically stay on the left side of the room and wait until Freddy is close enough, then throw the javelin at him. Beware of the tongues that come from his mouth. Kill them as he releases them if you can, or they will build up and cause major problems. When you defeat him, you receive a key and a extra life.

House 3

Boss: Freddy's Glove

Best Dream Warrior: Shadow Warrior

Strategy: This time Freddy's Glove is moving all over the area and not attached to anything. It will bounce around the room, use the Shadow Warrior to jump kick it. Be sure to not go to high to low when kicking the Glove. If you are too high, or to low, you will be hurt instead. Try to time your kicks as the Glove bounces off the wall.

Junk Yard

This is a one floor area. There are some challenging areas, just beware of jumps, because if you fall it takes one life away. Also beware, the trucks may cause some bones to blend in with them.

Boss: Skeleton Bat

Best Dream Warrior: Shadow Warrior

Strategy: Basically the same as House 3 Freddy's Glove. The bat will fly around, but release smaller bats. Simply jump kick him with the Shadow Warrior. Soon he'll be dead and you'll have the key and extra life.

Elm St. Cemetery

This board can be somewhat challenging. Mainly because you need to use the bubbles to jump across areas. The bubbles are very small, and they pop if you are on them for too long. So you basically jump, then quickly jump again.

Boss: Freddy Ghost

Best Dream Warrior: Shadow Warrior

Strategy: Similar to the other flying bosses, this Freddy is in the form of one of the ghost enemies, but with Freddy's head. He keeps dispensing the smaller ghost enemies, which can be a real annoyance.

Try to dodge them the best you can, use the flying kick maneuver, as it helps greatly and lowers the risk of you getting hit. And per usual, you receive your key and extra life afterwards.

Freddy's House

Boss: Freddy's Head & Glove

Best Dream Warrior: Shadow Warrior

Strategy: As usual, jump kicks work the best. Reason being, is that while jumping to dodge, it attacks also. Best move around quickly to dodge the Head and Glove. Beware of the blood that drips from Freddy's head occasionally. You will receive a key and a extra life after this bosses defeat.

Elm St. High School

The school requires you to use all the Dream Warriors. Reason being is because you fight each boss once again here, in the same order as before. Use the same strategies as above. The Necromancer must be used in some areas to make certain jumps.

Boss: Previous Bosses, Freddy

Best Dream Warrior: All

Strategy: To reach the bosses you must enter the hole that had fire in it, keep an eye out for it as you go through the board. This is about halfway through the basement. The fire goes out when you've received all the bones, which allows you to enter it. It has a platform above it also, which drips blood, produces skeletons, and another to the right a bit, that produce the zombie type men. Also there is a row of spikes nearby. Okay, you finally found the bosses, killed them all. Now for the final fight. The big one. The mother of them all. Freddy is here. You fight him next to the furnace. He is the exact same as he is in the Dream World fights when it says "Freddy Is Coming!" And uh, just as easy. Smack him around a bit with the Necromancer and your done. Your character will throw the bones in the furnace. Then you'll get the ending message which will leave you in suspense. Because as you know, true horror icons never die. They just fade away for awhile.

-CODES-

These codes are for the Game Genie:

Codes:	Effect:
SUELSUVS	Infinite Lives
PAUVEZLA	1 Continue
TAUVEZLA	6 Continues
PAUVEZLE	9 Continues
AESLAEA	Don't lose 'zzz' when hit
AAXOLAPA	Don't lose 'zzz' when standing still
ZAXOLAPA	Lose 'zzz' quicker
IEULIGLA	Mega-jumping teenagers

-TIPS-

- Take your time. This is the best tip I can offer. The game is rather simple as long as you take your time and don't get in a hurry.
- Beware of tricky jumps. Make sure you reach the edge before jumping, or you could fall short.
- Sometimes it is best to dodge enemies rather than fight.
- When damaged, you are invisible for a short period of time. You can use this to your advantage.
- The Shadow Warrior is the overall best Dream Warrior. This is mainly due to his jump kick ability. This allows you to jump at enemies and damage them, rather than be damaged.
- The Necromancer is useful in some situations, but overall is the worst. His shots miss a lot due to the games poor collision detection.

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