Chu Chu Rocket Stage Challenge FAQ

by Jolt135   Updated to v2.02 on Aug 30, 2002

This walkthrough was originally written for Chu Chu Rocket on the GBA, but the walkthrough is still applicable to the DC version of the game.

```
**********************************
*CHU CHU ROCKET (GBA VERSION) FAQ*
**********************************


╫2001-present Rusty Jones (jolt0135@aol.com)


Version 2.02
Started 2001/12/24
Last Update 2002/08/30


Version History:
1.0-2001/12/25: Whoa, I thought this would take 3-4 days to write.
Instead, it took just one.  Got all 25 Stage Challenge walkthroughs
done, and carved the guidelines for possible improvements in the future.
Merry Christmas.

1.0f-2002/01/01: For some strange reason, the underlines used to show
certain walls got deleted from the original version.  Hopefully it
should be fixed now.  If not, simply e-mail me, and I'll send you a copy
of what it SHOULD look like.

1.4-2002/01/05: I have been informed that underlines will not translate
under any circumstances, so I have completely revamped the format of the
maps.  Also improved a few stage times, and added another site to the
"permissible" list.

2.02-2002/08/30: Long time, no update.  Still no new modes, but an important
victory in the quest to be the official authority for Stage Challenges.  The
total time is now under 5 minutes--that's an average of less than 12 seconds
per puzzle.  With that all-important barrier cracked, I think it's time to let
everyone share the wealth.

DISCLAIMER:
This FAQ is written by me.  I am allowing you, the reader, to use this
document free of charge by reading it off GameFAQs.com or Neoseeker.com.
However, if I catch this document at any other website, expect harsh
legal action.  E-mail me if you see it anywhere else, so that I can make
life miserable for the perpetrator.

WELCOME TO THE CHUCHU ROCKET RESORT!  THOUSANDS OF CATS, MICE, AND
GAMING FANATICS TRAVEL HERE EACH YEAR TO RELAX AND PLAY THEIR FAVORITE
GAME, CHUCHU ROCKET!  ALL WE ASK IS THAT YOU STAY AWAY FROM THE
KAPUKAPUS, BECAUSE WE CAN'T BE HELD RESPONSIBLE IF THEY EAT YOU ALIVE!

Let me introduce you to this FAQ.  Right now it is strictly a Stage
Challenge guide, helping you navigate the Stage Challenge stages as fast
as possible.  In the future, I might add other features, but for now it
is an in-depth FAQ on one mode only.

CONTROLS
```

```
D-Pad = Move cursor
The controls for placing arrows can be selected at the Options menu:
Rotate A/B = If you're new to the game, and you're more worried about
precision than speed, try Rotate A/B.  Pressing A repeatedly will change
the arrow from U-R-D-L, and B will do D-L-U-R.  Try to rid yourself from
this control scheme as soon as possible if you want to succeed in 4-
Player mode.
A and + = Ugh.  This method is just horrible.  In order to place an
arrow, you must hold A, then move the D-Pad the direction you want an
arrow.  That means there's no on-the-move arrow placement when you use
this mode.  Stay away.
Pro = Definitely the most efficient method, Pro can also be confusing in
the hands of a beginner.  A places up arrows and B places down arrows,
just like Rotate A/B, but left arrows must be placed with L and right
arrows with R.  This one wins the votes of advanced players because you
can place any arrow with just one button press, and you can even place
arrows while moving.  All of my Stage Challenge times were achieved with
Pro mode.
```

```
MAP KEY
| or _ = Wall
(Other symbols removed due to formatting issues.  I will now list where
everything is below each map.)
Each map is a 12 x 9 grid.  Experienced players like to label it as
follows:

   A B C D E F G H I J K L

   _ _ _ _ _ _ _ _ _ _ _ _
1 |_|_|_|_|_|_|_|_|_|_|_|_|
2 |_|_|_|_|_|_|_|_|_|_|_|_|
3 |_|_|_|_|_|_|_|_|_|_|_|_|
4 |_|_|_|_|_|_|_|_|_|_|_|_|
5 |_|_|_|_|_|_|_|_|_|_|_|_|
6 |_|_|_|_|_|_|_|_|_|_|_|_|
7 |_|_|_|_|_|_|_|_|_|_|_|_|
8 |_|_|_|_|_|_|_|_|_|_|_|_|
9 |_|_|_|_|_|_|_|_|_|_|_|_|
```

with an invisible space off-screen between, say, L1 and A1, or E1 and E9
(a quirk about these spaces is that a cat and a mouse that enter an off-
screen space at the same time will pass through each other unharmed,
which is used in some Puzzle Mode puzzles).

STAGE CHALLENGE
The Stage Challenge mode is just one feature of this very expansive
game. While it has only 25 puzzles to Puzzle Mode's 2600, those 25
puzzles are timed so you'll be playing again and again trying to get the
best times possible.

There are 6 different kinds of Stage Challenges:

A - Get mice! The object is to lead all the mice into the rockets in
under 30 seconds. Easy enough.
B - Run away! The same as A, but now there are cats in the arena. If
any cat eats a mouse or enters a rocket, you must start over.
C - Lunch time! By far the most unorthodox challenge, in this puzzle
you WANT the cat to eat all the mice. As usual, you have 30 seconds.
D - 100 mice! In this mode, there are no cats or mice on the board to
start. Instead, you have hatches that unleash huge quantities of mice,

as well as the occasional (you guessed it) RAMPAGING KITTY! (Only one
cat may be in the arena at a time.) You must get 100 mice into your
rocket to clear the objective, and any cat that enters will reduce your
total by 1/3! Oh yeah, there's also the 30-second time limit.
E - Cat soccer! Again, there are hatches, but these hatches ONLY
release cats--4 at a time. The object here is to dump the cats into
your OPPONENT'S rockets (the red ones). You win if you're in the lead
after 30 seconds, or if you can navigate 20 cats into the red rockets
before time runs out.
Fin - Final battle! There is only one Final Battle stage. It plays
much like a 4-Player Battle, but with only 2 players. Cats and mice
come out of the hatches, and both players try to get the mice into their
rockets and cats into the opponent's rockets. You win this mode if you
lead after 30 seconds or if you can amass a 100-point lead before then.

STAGE CHALLENGE STRATEGIES
In this section I will give hints on how to achieve fast times in the
Stage Challenges. Some general tips for all stages:

1.   Be fast on the buttons. In order to get some of these times, you
need to make FAST adjustments with the D-Pad and buttons.
2.   Keep trying. Probably the most useful tip in ANY puzzle game. You
aren't going to get too many records without spending a lot of time
adjusting your plans.
3.   Luck can play a factor. In the D, E, and Final puzzles, you'll need
to get lucky with the timing/position of cats and mice coming out of
the hatches.
4.   Try and find your own solutions. Obviously I wouldn't write this FAQ
if I didn't think my times were good, but I'm not guaranteeing that
it's impossible to go lower. In fact, if you find a better solution
to any puzzle, e-mail me at the address listed up top and I'll add
your name to this FAQ!
5.   Remember, arrows disappear once a cat has trampled on them twice (contrary
to Puzzle Mode, it doesn't matter what direction the cat approaches it from).
Also, only three arrows can be in play at a time (per player). If
some of my solutions look redundant at first, it's because of this fact.
6.   No, I do not take solicitations. And I do not have Yuji Naka's phone
number, so don't try that either.

On to the actual levels!

A1
My time: 06.08
Map:
   A B C D E F G H I J K L

   _ _ _ _ _ _ _ _ _ _ _
1 | _ | |
2 | _   _ | |
3 | | | |
4 | _| |_ _ _   _|
5 | | | |_ _ _ _ _ _|
6 | |_ _ _ _ _ _ _ _ _ _ _|
7 | | | | | |
8 | |
9 |_ _|_ _ _|_ _|_ _ _|_ _|
Rockets: D4, E4
Mice: All of the C7:E9 cell except D8, and all of the H7:J9 cell except
I8
Strategy:
At the start, move the cursor down-right, landing a Left arrow on H8 as

soon as possible. (You'll have to get good at this on-the-spot arrow
placing if you want great times.) As soon as that arrow is placed, go
left and drop another Left on E8, then start moving up and left. Once
all mice from the H7:J9 cell have been directed by the H8 arrow, put a
Right on A2 and a Down on D2. Your time should be under 7 easily, but
if it's not quite 6.08, keep practicing to get the H8 arrow placed in as
few iterations as possible.

B1
My time: 04.13
Map:

```
   A B C D E F G H I J K L

   _ _ _ _ _ _ _ _ _ _ _ _
1 |                     _|
2 |_ _ _   _     _       _|
3 |_ _   | |   _   |   _   | | |
4 |_ _| | | | | | | | | | | |
5 |   _ _| | | | | | | | | | |
6 | |_ _   | |_| | |_| | | |
7 |_ _ _   |   _|   _| |_|
8 |                       |
9 |_ _ _ _ _ _ _ _ _ _ _|
```
Rockets: L1, L9
Cats: A3, L3
Mice: Entire block from E3:J7 except F4, F5, F6, I4, I5, I6
Strategy:
Go one square up-right and drop an Up arrow on G3. Go right and put
another Up on J3 for the quickest of all Stage Challenges. Don't worry
about the cats; one of them is trapped, and the other won't be able to
get to the rocket anywhere near fast enough to beat your mice.

C1
My time: 06.03
Map:

```
   A B C D E F G H I J K L

   _ _ _ _ _ _ _ _ _ _ _ _
1 |_                   _|
2 |_                   _|
3 |_                   _|
4 |                       |
5 | |     _ _   _       | |
6 |_           _ _   _ _|
7 |_                   _|
8 |_                   _|
9 |_ _ _ _ _ _ _ _ _ _ _|
```
Cats: H6, K6
Mice: Entire block from A1:F3, plus entire block from F7:L9
Strategy:
Start by moving the cursor up-right, and put Down arrows on G3, I2, and
J1 so you can direct all those mice without having to wait for a
rebound. Move to the bottom and land 3 up arrows: G7, G8, and G9. To
speed up the feeding process, follow with an Up at L5 so the runaway
mice run the other way--straight into the cat's mouth.

D1
My time: 07.50
Map:

```
   A B C D E F G H I J K L

   _ _ _ _ _ _ _ _ _ _ _ _
1 |                       |
```

```
2 |_                    _|
3 |                      |
4 |        _|_        _   |
5 |         |        _    |
6 |                      |
7 |_                    _|
8 |                      |
9 |_ _ _ _ _ _ _ _ _ _ _|
```
Hatches: L1, L2, A8, A9
Rockets: B4, B5, G4, G5, G6, K4, K5, L4, L5, L6
Strategy:
In this and all other "100 mice" puzzles, your first objective should be
to find the first cat. That said, find it, then place arrows in three
of K1 (Down), K2 (Down), B8 (Up), and B9 (Up), skipping whichever arrow
the cat would hit next. When the cat rebounds and heads for an arrow that
would lead it into a rocket, place an arrow in its original row, then (if
necessary) refresh the arrows on the other side of the board. Once the
cat whiffs again, just leave the arrows intact, as you should hit 100
before the cat comes around again.

E1
My time: 15.23
Map:
    A B C D E F G H I J K L

    _ _ _ _ _ _ _ _ _ _ _
1 | | | | | |
2 | | | | | |
3 | | | | |
4 | | | | |
5 | | | | |
6 | | | | |
7 | | | | |
8 | | | | | |
9 |_ _|_ _|_ _ _ _|_ _|_ _|
```
Rockets: Red E1, H1; Blue E9, H9
Hatches: E5, F5, G5, H5
Pits: Entire block from A1:B2, plus entire block from K1:L9
Strategy:
Zip down and cover G8 and H8 with Up arrows so you can dodge those first
two cats.  Move forward by placing Ups at H7, G7, G6, and then H6.  At
this point, you can put an Up on H4.  Your blockade is now set.  Keep
refreshing the H4, G6, and H6 arrows when they disappear, and you should
accumulate 20 goals in no more than 20 seconds.


A2
My time: 15.83
Map:
    A B C D E F G H I J K L

    _ _ _ _ _ _ _ _ _ _ _
1 |     |     |     |     |
2 |     |                 |
3 |_   _|_ _ _|_   _|_   _|
4 |     |     |     |     |
5 |     |           |     |
6 |_   _|_   _|_   _|_   _|
7 |     |     |     |     |
8 |           |     |     |
9 |_ _ _|_ _ _|_ _ _|_ _ _|
```
Rocket: B2
Mice: Entire board except B2, B5, B8, E2, E5, E8, H2, H5, H8, K2, K5,

and K8
Strategy:
96 mice sounds daunting, but this stage flows rather smoothly. Go to K7
and place an Up arrow, then move up to K4 for another one. Once all the
mice in those cells have been directed, put a Left at J2, a Right at F2,
and Down at H2. Place a Down at H3 as soon as the J2 arrow has done its
job, then immediately land an Up at H7 and Lefts at G5 and H5. Put a
Down at E6 to free that cell, then put Left at D8, followed by Up arrows
at B8, B7, B4, then B3 to finish. The hardest part is making sure you
don't place arrows so fast that some mice are left stranded in their
cells. Just learn how long it takes to empty a cell, and you'll be
fine.

B2
My time: 12.58
Map:
    A B C D E F G H I J K L

    _ _ _ _ _ _ _ _ _ _ _
1 | _   _   _ |
2 | | | | |
3 | | _ |
4 | | _ |
5 | _ |
6 | _ | _ | |
7 | | |
8 | | _| _ | _ |
9 |_ _ _ _ _ _ _ _ _ _ _ _|
Rocket: F5
Cats: E2, G2, D4, H4, D6, H6, E8, G8
Mice: A1, B1, C1, L1, B2, D2, I2, K2, L2, B3, D3, L3, I4, K4, I6, K6,
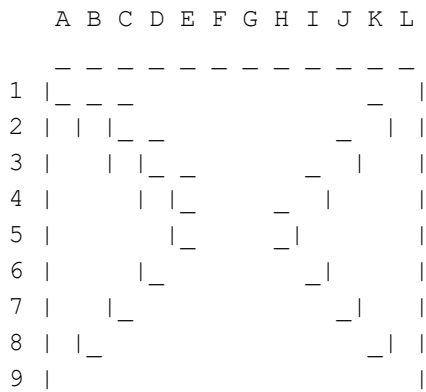A7, B7, D7, A8, B8, D8, I8, K8, A9, J9, K9, L9
Strategy:
Start by freeing the four cells of mice by placing an Up at J4, then
move to J6 with a Down, get another Down at C7, then an Up at C3. Move
down-right and place Right arrows at G6 and H6 until all 8 cats are
trapped in the I6:J8 cell. Move around quickly as you put Down at F1,
Right at A5, and Up at F9. This will hasten the mice' journey to the
rocket.

C2
My time: 04.50
Map:
    A B C D E F G H I J K L

    _ _ _ _ _ _ _ _ _ _ _ _
1 |_ _ _   _ |
2 | | |_ _   _ | |
3 | | |_ _   _ | |
4 | | |_   _ | |
5 | |_   _| |
6 | |_   _| |
7 | |_   _| |
8 | |_   _| |
9 |_ _ _ _ _ _ _ _ _ _ _ _|
Cat: F5
Mice: A1, B1, A2, B2, C2, D2, A3, B3, C3, D3, E3, C4, D4, E4, F4, D5
Strategy:
Quickly go down-right so you can place a Down at G5 without waiting for
the cat to rebound. Continue with Downs at G6, G7, and G8 so all mice
and the cat are on the outer path. Now you can put a Right at C9 to
speed up the process. When done properly, this stage can be completed

in under 5 seconds!

D2
My time: 09.40
Map:
```
   A B C D E F G H I J K L

   _ _ _ _ _ _ _ _ _ _ _
1 |     |           |     |
2 |     |  _     _  |     |
3 |     |   _ _     |     |
4 |     |  |_ _|    |     |
5 |     |  _     _  |     |
6 |_   _|_        _|_   _|
7 |     |           |     |
8 |                       |
9 |_ _ _|_ _ _ _ _|_ _ _|
```
Pits: B4, J4
Hatches: E1, F1, G1, H1
Rockets: A1, B1, A2, B2, K1, L1, K2, L2
Strategy:
In this stage, you'll take advantage of the fact that only one cat
appears at a time. Start with Downs at E6 and H6 (for the best time, you'll
want it to approach E6). Once the cat nears
one of those arrows, place a Left at F8 if the cat comes from the left,
or G8 if the cat comes from the right. The cat is now stuck in the
A7:C9 cell, so all the mice are safe! To erase the arrow and limit the
number of mice that end up in the cat's cell, place Rights at F6 and G6, a Down
at H6, a Right at H8, then an Up at K8. Then you simply watch the counter
increase.

E2
My time: 23.45
Map:
```
   A B C D E F G H I J K L

   _ _ _ _ _ _ _ _ _ _ _ _
1 |  _                 _  |
2 | |                 | | |
3 |                       |
4 |                       |
5 |                       |
6 |                       |
7 |                       |
8 | |_             _|   | |
9 |_ _ _ _ _ _ _ _ _ _ _|
```
Rockets: Red F5, G5; Blue F4, G6
Pits: A1, L1, C3, J3, C7, J7, A9, L9
Hatches: C2, B7, J8, K3
Strategy:
And in this stage you'll take advantage of the AI. Place two Down
arrows at G2 and G4, and a Left at K5, and be sure to keep refreshing
them when they disappear. For some reason, with these three panels in
place, the computer will make no attempt to stop the flow of cats coming
into the G5 rocket! You should be able to get all 20 cats before time
is up. Oh, and don't worry about defense. The computer won't be able
to land hits anywhere near as fast as you are.

A3
My time: 05.00
Map:
   A B C D E F G H I J K L

```
    _ _ _ _ _ _ _ _ _ _
1 |  _ _   _  |        |
2 |    _     | |_    | | |
3 |            |  _    |
4 |_  | | |    _      _|
5 |            | |  _  |
6 |    _        |    |
7 |     |         _ _  |
8 | |_   _     |  _ _ _  |
9 |_ _ _ _ _|_ _ _ _ _ _|
```
Rockets: I3, C7

Mice: Entire block from D3:H7, except F5

Pits: H2, I2, J2, K2, J3, C4,I5, K6, I8, J8, K8

Strategy:

If you're just worried about setting SOME time, set a Right at F4, Up at
F5, and Up at I4 for an almost-guaranteed 5.65. Getting faster,
however, is VERY difficult. You must place the arrows in the order F5
(Up), F4 (Right), I4 (Up). Then, QUICKLY run over to D5, put a Right,
reverse the cursor's movement while you're pressing the button, and THEN
replace your first three arrows in the same order. This might take you
100 tries to complete, and all you gain is 0.65 seconds. Translation?
You're probably better off taking the more sane 5.65.

B3
My time: 08.68
Map:
   A B C D E F G H I J K L

    _ _ _ _ _   _ _ _ _ _
1 | | | | _ _ _| |
2 | _ _ _ _ _|
3 | _ _ _| |
4 | _ _ _ _ _|
5 | _ _ _| |
6 | _ _ _ _ _|
7 | _ _ _| |
8 | _ _ _ _ _|
9 |_ _|_|_ _| _ _ _ _ _|
```
Rockets: K1, K3, K5, K7

Pits: L1, L3, L5, L7, L9

Cats: G2, G6, F7, G7, F8

Mice: C1, C2, A3, C3, D3, A4, B4, D4, E4, A5, B5, D5, E5, B6, E6, C7,
C8, C9

Strategy:

Start with Right arrows at F4 and G4 to lead four cats into the pit.  Go
down-left to place two Right arrows at D6 and E6.  Immediately head
right to place an Up at K6 before the mice get ahead of your cursor and
end up in the pit (you'll dodge the cat without needing special
accommodations).  With one cell free, go back to the left side.  Place
Right arrows at A8, B8, and C8, in that order, then rush to the right
and put an up on K8 ahead of the mice.  To finish the objective, drop a
Right on G9 so the cat doesn't sneak up on your trail of mice.


C3
My time: 10.55
Map:
   A B C D E F G H I J K L

    _ _ _ _ _ _ _ _ _ _ _ _
1 |  _ _ _ _| |   | | |   | |
2 | |      | |_ _| | |    | |
3 | |_ _ _|  _     | |_ _| |
```

```
4 |_   _ _|_|   |_|_ _   _|
5 |_   _ _ _     _ _     _|
6 |  _ _ _| |   | | |   | |
7 | |     | |  _| | |   | |
8 | |_ _ _|  _ _  | |  _| |
9 |_ _ _ _|_|_ _|_|_ _ _ _|
```
Cat: A5
Mice: A1, B1, C1, D1, E1, H1, I1, L1, A2, E2, H2, I2, L2, A3, E3, F3,
G3, H3, I3, L3, A4, B4, C4, D4, E4, H4, I4, J4, K4, L4, A6, B6, C6, D6,
E6, H6, I6, L6, A7, E7, H7, I7, L7, A8, E8, F8, G8, H8, I8, L8, A9, B9,
C9, D9, E9, H9, I9, J9, K9, L9
Strategy:
This puzzle requires a lot of precision if you want a good time. Begin
by setting up a Right on E3, Down at G3, and Left at H3. The top "H" is
now free. Go right for a Down at K4 and Up at J9 to free both "U's".
The bottom "H" is tricky, as if you move too fast, some mice will be
stuck there, wasting time. I've found the most conducive order to be H8
(Left), F8 (Up), E8 (Right). Then, place Lefts at F5 and G5 so the mice
formerly in the "H's" will run into the cat quickly. To finish off the
"C's", put a Down at B4 and Ups at B5 and B6, and replace the Up at B5
once the cat makes it disappear. IF you've pulled everything else off,
that is.

D3
My time: 19.23
Map:
   A B C D E F G H I J K L

   _ _ _ _ _ _ _ _ _ _ _ _
1
2
3 _ _ _ _ _ _ _ _ _   _
4 _ _   _ _   _   _   _ _
5 _   _   _ _ _ _   _ _ _
6 _ _ _ _ _   _ _ _   _
7 _ _   _   _ _ _   _ _ _
8 _ _ _ _ _ _   _ _ _ _
9 _ _ _ _ _ _ _ _ _ _ _ _
```
Rocket: A9
Pits: A1, B2, C3
Hatches: A2, B3, C4
Strategy:
This one can get very frustrating.  Find the first cat as usual, and
place Downs at two of K1, K2, and K3 (excluding, of course, the one in
the path of the cat).  After the cat passes column K, fill in the third
arrow.  Once the next cat comes, put a Down at J4 to erase one of your
arrows.  If the cat is headed for one of the arrows that didn't get
erased, place arrows where they DID get erased, until there is no arrow
in the cat's path.  Just like in D2, your cue is when the hatches stop
spurting mice.  Place Downs at J4, I5, and G6.  Once all the mice have
hit the J4 arrow, place two more Downs (at I7 and H8) and all 100 mice
will make it.  Getting a low time depends on luck.


E3
My time: 30.00
Map:
   A B C D E F G H I J K L

   _ _ _ _ _ _ _ _ _ _ _ _
1 |     |     |     |     |
2 |                 |
3 |_   _|_   _|_   _|_   _|
```

```
4 |     |     |      |      |
5 |     |     |             |
6 |_   _|_   _|_   _|_   _|
7 |     |     |      |      |
8 |     |                   |
9 |_ _ _|_ _ _|_ _ _|_ _ _|
```
Rockets: Red F1, A6; Blue I4, L7
Hatches: A1, A9, L1, L9
Strategy:
You'll need to play defense here. Put Up arrows at B7 and Lefts at B6
so you can score, but be sure to divert the L9 hatch (perhaps with a
Left at J8) so you don't get your L7 rocket torn to shreds. Usually the
match comes down to four cats stuck in the J1:L3 cell, and it's far too risky
to let them out. I
haven't yet found a way to score 20 goals within the time limit, but if
anyone does, e-mail me about it (my address is at the top of the
document).

A4
My time: 07.81
Map:
```
    A B C D E F G H I J K L

    _ _ _ _ _ _ _ _ _ _ _ _
1 |     _               _     |
2 |    |   |           |   |
3 |    |_ _ _ _ _ _ _  |   |
4 |    |               |   |
5 |    |_  |       _ _ _|   |
6 |    |   |           |   |
7 |    |_ _ _ _ _ _ _  |_  |
8 |    |               |   |
9 |_ _|_ _ _ _ _ _ _ _|_ _|
```
Rockets: C8, D8, C9, D9
Mice: D1, F1, H1, J1, L1, L3, L5, L7
Pits: A9, B9, G5, G7, G8
Strategy:
Your mice are headed for a pit. What to do? Rush up and save them! If
you're fast, you can put an Up arrow at A2 without losing mice. Next,
tap R like mad while moving right across row 1 to speed things up. You
must now (quickly, of course) place a Down at I1 and Right at I2. Head
down to J4 and place a Left, then a Down at F4 and Right at F6 and the
mice (or "mouse", since all the mice will be on the same space if you've
done it right) will get there easily.

B4
My time: 14.53
Map:
```
    A B C D E F G H I J K L

    _ _ _ _ _ _ _ _ _ _ _ _
1 |    |   |   |   |   |   |
2 |   _|  _|  _|  _|  _|  _|
3 |       _       _       |
4 | |   _       |_       |_  |
5 | |      |   _     |   _     |
6 | | |   _       |   _     |  _|
7 |_|   _   _   _   _   _   |
8 |    |   |   |   |   |   |
9 |_ _|_ _|_ _|_ _|_ _|_ _|
```
Cat: L7
Rocket: L3

Mice: A1, C1, E1, G1, I1, K1, B2, D2, F2, H2, J2, L2, E4, I4, C5, F5,
G5, J5, K5, D6, H6, L6, A8, C8, E8, G8, I8, K8, B9, D9, F9, H9, J9, L9
Strategy:
At first glance, this looks very tricky, but once you know what to do,
it's actually easy. Head down-left from the start, placing an Up arrow
at F4 along the way. Set another Up at B8, then once both mice are out
of the way, put a Down at B7. Place 2 more arrows (preferably Ups at D8
and F8) and the cat is now stuck in an isolated cell! Continue on to
H8, J8, and L8, placing Up arrows at each one. Time to move on to the
middle row of cells. Place more Ups at L5, J5, H5, and D5 (there are no
more mice in the E4:F5 cell, so that arrow is unneeded.) The top row is
tricky, and if you don't pace yourself, you'll end up with trapped mice
that will waste time. Set up a Right arrow on A3, then put a Down at A2
to free that cell. Perform the same maneuver in columns C, E, G, I, and
K for the win.

C4
My time: 06.81
Map:
    A B C D E F G H I J K L

   _ _ _ _ _ _ _ _ _ _ _ _
1 | | |
2 |_   _| |
3 | _   _|
4 | | |
5 | |
6 |_   _ _   _ _   _|_   _|
7 | | | | |
8 | |
9 |_ _ _|_ _ _|_ _ _|_ _ _|
Cat: A2
Pits: Entire block from J1:L3, plus B3, F3, H3, I3, A4, E4, G5, H5, A6,
C6, F6, and I6
Mice: Entire block from A7:L9 except B2, E2, H2, and K2, plus entire
block from J4:L6 except K5
Strategy:
If you're fast, you can intercept the cat's path with a Down arrow as
early as C2. You must then put a Right at C4 and Down at E4 so the cat
can reach its treasure unharmed. Put Right arrows at C8, E8, and F8.
When the C8 arrow has completed its job, move an arrow to I8, then
finish things off with a Down at K6, an Up at K8, and another Up at K9.

D4
My time: 11.73
Map:
    A B C D E F G H I J K L

   _ _ _ _ _ _ _ _ _ _ _ _
1 | | | |
2 | |
3 | |
4 |_ _   _|_ _ _ _|_ _ _ _|
5   _ _   _|_ _ _ _ _ _   _
6 | | | |
7 | | |
8 | | | |
9 |_ _ _ _|_ _ _ _|_ _ _ _|
Rockets: J7, K7, J8, K8
Pits: B2, C3, F2, G3, B7, C8, F7, G8
Hatches: J2, K2, J3, K3
Strategy:

Treat this stage much like you did D2. Start with an Up arrow at H2,
then set a Left at I2. As soon as the cat walks across these arrows
(getting itself stuck in the E1:H4 cell), head left, placing Left arrows
at G4, F4, and E4 for the sole purpose of making the other arrows
disappear. Next, set an Up at B3, and move the cursor all the way
across the screen. There should be almost 100 mice in the I1:L4 cell at
this point, and any that aren't there will get there by the time you're
done, so place a Right at L3 (guiding them into the Up at B3). Put a
Left at C5, and after all 100 mice have run over to the other side of the
screen and been directed by the B3 arrow, put a
Down at C4. Zip over to the other side yet again, and put a Down at K5
to score all the mice. You might have to wait for some mice to hit the
D5/E5 wall and come back, but you've done it!

E4
My time: 23.45
Map:
    A B C D E F G H I J K L

1   _|_   _|_
2 | _|_ |
3   _|_ | _|_
4 | | _|_
5   _|_   _|_ |
6 | _|_ |
7 | _|_
8   _|_   _|_ |
9 | |
Rockets: Red E7, K5; Blue F3, A9
Hatches: G2, L4, F6, B8
Strategy:
There are no outer walls here, so at first you might think this is just
a random, hectic stage. But you can get to 20 goals before time
expires, and it's actually quite orderly. Begin with an Up at E8 to
guide the first cat into the rocket. Follow that with Rights at D7 and
C7, and (as usual) refresh the panels whenever they disappear, and
you'll win. What I've noticed is that every time, once the enemy gets
down to 4 lives, two cats will head for the D7 panel one after the
other, and however quickly you hit the R button, there's no way to
prevent one of them from somehow walking right past the panel. What you
do in that case is prepare with an Up at D8! (Refresh the D7 panel if
needed). Once you get that taken care of, replace all three panels for
the win.

A5
My time: 16.70
Map:
    A B C D E F G H I J K L

    _ _ _ _ _ _ _ _ _ _ _ _
1 | | |_ | |
2 | | | | | | |
3 | | | | _| | |
4 | | | | | | _|
5 | | | | | | |
6 | | | | | | |
7 |_ | |_ | |_ | |
8 | | | | | | |
9 |_ _ _ _|_ _ _ _|_ _ _ _|
Rocket: B1
Mice: K1, K2, K3, K4, L1, L2, L3, L4, I8, J8, I9, J9

```
Pits: A3, B6, C5, D8, E2, F4, F5, F6, G8, H5, I3, J5, K8, L5
Strategy:
In this stage, being quick is more than just the key to a fast
time...it's necessary to complete the stage regardless of time.  Quickly
set up a Down at K4 and Right at K6, then while you're waiting, put a
Left at J7.  Once all 8 mice have entered the I8:J9 cell, put an Up at
J8, then a Right at I4.  AS SOON AS the last mouse hits the J7 arrow,
set an Up arrow on J4, then move to H1 and lay a Down arrow.  Next, put
a Down at G3 and Right at G6, and prepare for an even LONGER stretch of
quick motion.  Before the mice enter the E8:F9 cell, put a Left at F7 to
set up.  Go with an Up at F9, then quickly send arrows to E3 (Right), F3
(Up), D1 (Down), D6 (Left), and C6 (Down).  Now you COULD relax for a
few seconds, but there's a record at stake!  No breaks until the
puzzle's over!  Put Up at B9, Left at B7, Right at A5, and Up at B5.
Now, and only now, you've completed this very tedious puzzle.  Are you
happy yet?


B5
My time: 06.30
Map:
    A B C D E F G H I J K L

   _ _ _ _ _ _ _ _ _ _ _ _
1 |_                   _   |
2 |           _ _       _| |
3 |     _             |   |
4 |                   |   |
5 |                     |
6 |    |            _     |
7 |   _|        _ _     _   |
8 | |_                   _|
9 |_ _ _ _ _ _ _ _ _ _ _|
Rockets: F4, G6
Cats: C3, D3, G3, F7, I7, J7
Mice: B8, C8, D8, E8, F8, H9, I9, J9, K9, L9
Strategy:
Noooooooo!  It's the dreaded B5 stage, easily the hardest Stage
Challenge to figure out!  You'd think that if a stage was this hard, I
wouldn't be able to get anywhere NEAR 6.3 seconds on it...and yet that
is indeed the case.  Start by placing Down arrows at C5 FIRST, then C4.
Move down-right and put more Downs at H6 and I6 (the C4 panel would have
otherwise disappeared at this point, which is why it's important to get C5 down
first).  To finish off, put a Left at H4, then Downs at H2 and H1.  You now
have my permission to slap Sonic Team for making this stage.


C5
My time: 12.21
Map:
    A B C D E F G H I J K L

   _ _ _ _ _ _ _ _ _ _ _ _
1 |     |     |       _   _|
2 |_   _       |_   _|   _ _|
3 |    |      |     |_     |
4 |   _|  _   |     |  _   |
5 |    |      |     |_     |
6 |  _  |     |     |     |
7 |_   _|_   _|   _|_   _|
8 |    |      |     |     |
9 |_ _ _|_ _ _ _ _ _|_ _ _|
Cat: L9
Mice: Entire block from A8:F9, plus A1, B1, C1, A2, B2, C2, G1, H1, I1,
```
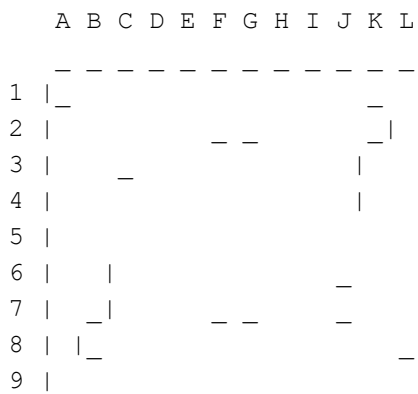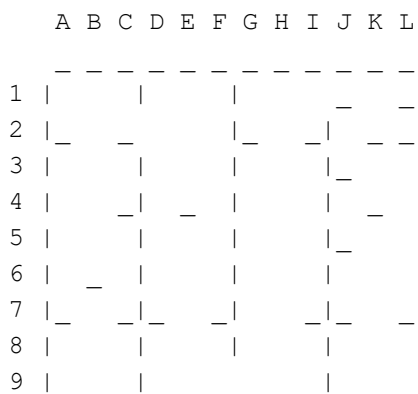
G2, H2, and I2
Pits: B4, C4, A6, B6, D1, E2, F2, E3, E4, E6, D7, G4, H5, G6, I8
Strategy:
If you're thinking about bringing the cat to the mice, don't. Remember
that mice move 50% faster than cats, so bring the mice to the cat
instead! Begin with Up arrows at B8 and B3, then while the freed mice
are headed for the A1:C2 cell, set up a Down at D2. Place a Right on C2 once
the A8:C9 mice are all secure in the A1:C2 cell, then get ahead of the mice and
put a Right at D5. Move to E7, but don't put a Down arrow there until all the
mice have hit the arrow at D2. Next, set an Up at H9, and when all 12 mice
you've freed are in the D8:F9 cell, put a Right at F9. You now have to hurry
in placing a Right at H7 and an Up at H3 so you don't lose any mice. Once
that's done, you can move to the final cell. Put two Down arrows at K1 and K7.
 NOW you can finally bring the cat into the action, so place your final arrow
(Up at K9) and watch the cat finish its lunch.

D5
My time: 19.05
Map:
```
   A B C D E F G H I J K L

   _ _ _ _ _ _ _ _ _ _ _ _
1 |       |   |   |   |   |
2 |_      |  _|  _|  _|  _|
3 |       |   |   |   |   |
4 |       |   |   |   |   |
5 |       |   |   |   |   |
6 |      _|_| |_| |_| |_| |
7  _  ˮ _ _   _   _   _ _
8   _   _  _ _   _ _   _ _
9   _ _ _ _ _ _ _ _ _ _ _
```
Rockets: B1, C1, B2, C2
Hatches: F1, H1, J1, L1
Pits: E1, G1, I1, K1, B3, C3, C8, D8, H8, K8, F9
Strategy:
This one is pretty tough. Begin with Down arrows on E2, G2, and I2 (in that
order). Don't worry about a cat coming--there's only one of it, and three
collection chambers. After about 5λ seconds, you'll want to empty them, so
land Right arrows on two of E3, G3, and I3 (working left-to-right), obviously
skipping whichever column the cat is in. Then make the mouse rescue official
with Up at C7 and right at C6. Immediately refresh the Down arrow at E2, and
once the other two arrows have done their job, replace G2 and I2 as well. Your
first collection should bring in 45-55 mice. After 12-15 seconds have elapsed,
depending on how good you want your time to be (although the less you wait, the
more you risk coming up short), it's time to cash in the collection chambers
once again. If you're lucky, you now have 100 mice. If not, there's still
time for a quick third round of mouse collection, in case you just want to set
a time.

Fin
My time: 03.13
Map:
```
   A B C D E F G H I J K L

   _ _ _ _ _ _ _ _ _ _ _ _
1 |           |           |
2 |                       |
3 |     R         B       |
4 |_         H H          |
5 |                     _|
6 |         H H           |
7 |     R         B       |
```

```
8 |                     |
9 |_ _ _ _ _ _|_ _ _ _ _|
```
Rockets: Red D3, D7; Blue I3, I7
Hatches: F4, G4, F6, G6
Strategy:
Your time here is almost completely a matter of luck. Place a Down on
I6, Right at F7, and Right at G3, then wait for a Mystery Mouse to spin Mouse
Mania. It took almost 500 tries to achieve the 3.13, and here's the ideal
setup: Start with the Right at G3, hope for the Mystery Mouse right away. As
soon as you can, go for the I6 and F7 arrows, to that when Mouse Mania begins,
you have a 3-to-1 hatch advantage. Get a Fifty Mouse or two, and blast off.

CURRENT OVERALL STAGE TIME: 4'59"91! Yes!

YOU'RE DONE WITH ALL THE STAGES! VISIT OUR SOUVENIR SHOP SOMETIME!

If you have any questions that I have not addressed, or Stage Challenge
times that are faster than mine, e-mail me. My address is
<jolt0135@aol.com>. Got that?

OTHER FEATURES (POSSIBLY) COMING SOON

4P Battle Guide

Team Battle Guide

How to Create Good Stages

(Note: I will not be adding a Puzzle Mode Guide to this. There is
already an all-inclusive Puzzle Mode FAQ being planned by other players, and
it's far enough along that I won't try to compete with it.)

CREDITS:

Me: For playing ChuChu Rocket, completing each stage several hundred
times to try and find the best solution, writing down how I did so, and
making the results public. Now in less than five minutes.

You: For giving me a reason to write this.

Yuji Naka: For agreeing not to quit Sega way back in 1990, resulting in
the creation of Sonic Team, the developers of ChuChu Rocket

All the ChuChus and KapuKapus out there: For keeping me busy ever since
June 8, 2001

CJayC: For...oh, wait, don't you already know what goes here? So he
hosts a website that has about half a million guides for this and other
games...what's the big deal?

Sega: For failing miserably in the console wars, enabling them to port
their hit games to other systems that I own (hopefully they won't flop
at that)

Any of the 7,000,000 or so people that have helped create anything I've
used in the making of this guide: For doing whatever you did

THIS IS THE END OF YOUR STAY AT THE CHUCHU ROCKET RESORT. FORM A
SINGLE-FILE LINE, AND EXIT ON YOUR RIGHT. COME AGAIN SOME DAY!