

Kururin Paradise (Import) Speed/Score FAQ

by qqwref

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Kururin Paradise
Speed/Score FAQ
Written by qqwref
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I. Introduction
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A. Game Basics
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Kururin Paradise is the sequel to Kuru Kuru Kururin, both for the Gameboy Advance (GBA). In both of these games, the object is to maneuver a constantly rotating sticklike ship through complicated levels as quickly as possible in an attempt to rescue Kururin's many brothers and sisters. Kuru Kuru Kururin was released in Europe and Japan, but Kururin Paradise was only released in Japan.

The games are pretty simple but can become addictive. A rotation of 180 degrees occurs every 3 seconds; holding the R button makes it rotate twice as fast, to complete a half-rotation in 1.5 seconds. Use the arrow keys to maneuver around the level; hold A or B to go slightly faster, or hold A and B together to travel about twice as fast. I suggest you use A and B together most or all of the time when you're trying to beat the records.

The game has two scores for each speed level built in, an easy and a more difficult one, and beating both in every level will unlock an extremely difficult master mode, where you will be truly tested to beat all of the scores. This is the "Master Hare" level; this is the level that this FAQ is designed to help you beat. If you beat all of the times there, you might get a secret cinema or something; nobody that I know of has ever done it, so it is unknown if you get anything or not.

Hitting a wall will add three seconds to your score and take a heart off your health, which will kill your ship if it is reduced to zero and which can be refilled by entering a start or heart square. Practice to avoid hitting the walls unless I explicitly say that you will or will need to hit them.

There are also a couple of arcade-type minigames in Kururin Paradise. They're all different, but they all involve your rotating ship in some way. In these, the object ranges from collecting points to doing something quickly. There is only one record to beat for these.

B. Why?

Well, nobody had done a FAQ for this game before, and I also wanted to give the best strategies I know of in hope that more people will challenge each other for high scores and increase the competition.

The way I consider it, using an emulator is OK for setting records as long as you do not use Quick Save and Quick Load if you are in the middle of the level and you do not use slowdown (i.e. speed is always at least 100%).

II. Challenge Levels

Time to beat: The Master Hare time that you should aim to beat.

Target time: The time you should get, approximately, doing the Good Strategy.

Best time: The best time anyone has beaten this level in as of the last revision.

Good Strategy: A good strategy to use to beat the Master Hare time. It's decent and easier than the Best Strategy.

Best Strategy: The best strategy found so far. This is often very difficult. Performing this perfectly will net you a score approaching, equal to, or possibly better than the Best time.

Challenge 01-1

Time to beat: 02"50 Target time: 02"45 Best time: 02"41

Best Strategy: You start out rotating clockwise. Put your ship as close to the top as possible while still being able to fully revolve, then get your ship horizontal. Speed right; when you get to the corner immediately start speeding up. You should not hit the springs, but you should just miss the corner. You don't need fast rotate (R) for this level.

Challenge 01-2

Time to beat: 03"55 Target time: 03"50 Best time: 03"41

Best Strategy: Just go right and wait until your ship is nearly horizontal. Speed right and then diagonally right and up, and then up, to hug the wall. Then make your way to the exit. You don't need fast rotate for this level either. This will take a few tries at best.

Challenge 01-3

Time to beat: 06"75 Target time: 06"40 Best time: 05"43

Good Strategy: Go down horizontally through the first bottleneck. Fast rotate half a rotation, then run through the next two bottlenecks and to the exit. You should just make the third bottleneck.

Best Strategy: Edge through the first two bottlenecks quickly, starting out slightly above horizontal. Fast rotate here while going slightly up and right, then speed to the exit. You may need to fast rotate a little near the exit.

Challenge 02-1

Time to beat: 06"25 Target time: 06"00 Best time: 04"20

Good Strategy: Wait just a small bit, then speed right and into the lower gap between the vertical obstacles. When you're most of the way through, go up

a tiny bit or you'll hit the obstacle. Now, speed around the lower turn and around the string of obstacles near the exit to win.

Best Strategy: Go through the hole just as in the Good Strategy, but go right from there. There is a hole pointing down and right; go through and then squeeze under the string of obstacles near the exit. This is very difficult to do correctly.

Challenge 02-2

Time to beat: 05"80 Target time: 04"73 Best time: 04"60

Best Strategy: Do almost a half-revolution, then speed right and up. There will be a horizontal triangle pointing down; go just over it, then speed right and into a large hole between four triangles. Speed down and a little right and you'll see another hole between four triangles; go through there. Now, do a quick quarter-rotation and speed between the rightmost triangle and the wall to the exit.

Challenge 02-3

Time to beat: 08"20 Target time: 07"45 Best time: 06"31

Good Strategy: Start out horizontal. Speed down and right, then down and left to go into a large hole to the right of three obstacles in a line. Get into the small hole to the left, then fast rotate half a rotation around the obstacle at the lower left there. Speed right now, to the lower-right corner of the level, and speed up and right through the obstacles for the exit.

Best Strategy: Enter the hole to the right of the three obstacles and get into the small hole, but this time only complete a quarter-revolution before speeding down and right. Rotate a bit, then speed into a medium-size hole between three obstacles and one obstacle, then speed to the exit, dodging the obstacles.

Challenge 03-1

Time to beat: 06"35 Target time: 05"40 Best time: 04"63

Best Strategy: Start near horizontal. Go under the first obstacle, then between two that are to the right of the corner, and between the vertical one below and the stack of horizontal ones. Speed down and left, then tuck into the corner and speed through the first hole. Now, fast-rotate and enter the goal through the second hole as soon as possible. Remember that you only need to get one edge in; you don't have to be horizontal. It's better to be more vertical when you enter this exit, because in that case you have to rotate less.

Challenge 03-2

Time to beat: 13"25 Target time: 12"80 Best time: 10"99

Best Strategy: There are three obstacles just to the right of the entrance. Glide over them near-horizontal, and start fast-rotating over the second one. Stop before the long vertical obstacle, then go right through the gap in the next vertical obstacle. There are two long vertical obstacles here; go way up and through them, then go between the ceiling and the next two obstacles. Enter the four obstacles pointed like an X when you're pointing up and right, then go up and left horizontally. Hug the right wall and go between it and the down-right-pointing obstacle near it. Go over the two tiny obstacles, speeding right, to the exit.

Challenge 03-3

Time to beat: 11"75 Target time: 11"40 Best time: 08"58

Good Strategy: Speed under the 9, then between the 8 and 7 and over the 7.

Enter the passage over the 6 and speed right, going in the gap between the 4 and the wall there. Fast rotate around the 3, then go under the 2 and between the parts of the 1. Go down and way left to the exit.

Best Strategy: Speed under the 9, then go between the bottom of the 7 and the

wall there. Go above the 6, 5, and 4, going between the 4 and the wall. Now, go around the 3 and through the large gap in the 2, then through the 1 to the exit.

Challenge 04-1

Time to beat: 04"55 Target time: 04"10 Best time: 03"66
Best Strategy: Start out a little past horizontal, then go up and right. Fast rotate around the corner, then hit the highest spring, fast rotate around the top corner, and speed to the exit. Your time will depend on how tight your rotations are and on at what angle you hit the spring.

Challenge 04-2

Time to beat: 04"99 Target time: 04"50 Best time: 04"21
Best Strategy: Start out vertically or just before it. Go down, hug the wall, go as close as possible to the corner, and go through the passage. Fast rotate a little on this tight turn, then speed to the exit.

Challenge 04-3

Time to beat: 04"15 Target time: 04"05 Best time: 03"91
Best Strategy: Start out pointing up-right. Go up-right and try to cut the corners as closely as possible. After the last one, go upwards only as much as is necessary, because it will increase your time.

Challenge 05-1

Time to beat: 03"80 Target time: 03"60 Best time: 03"23
Best Strategy: Go downwards, cutting the corners as little as possible. Hit the switch, still almost horizontal, and fast-rotate a tiny bit before speeding right to the exit.

Challenge 05-2

Time to beat: 07"75 Target time: 07"50 Best time: 06"23
Good Strategy: Head up and left, hitting the switch, then speed right until the turn. Fast rotate into the first and second depression, then speed to the right, into the corner, and into the exit.
Best Strategy: As in the Good Strategy, speed right until the turn, but here speed down into the second depression and then speed into the corner and the exit.

Challenge 05-3

Time to beat: 05"99 Target time: 05"00 Best time: 04"45
Best Strategy: Head parallel through the first hole, then do a little fast rotating and head parallel through the second hole. Fast rotate half a revolution and head through the third hole, then head through the fourth and into the exit.

More soon!

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III. Arcade Levels
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Coming soon!

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IV. Adventure Levels
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Coming Soon!

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V. Additional Stuff

A. Legal Info

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B. Thank you!

Thanks go to:

Me, for writing this thing and for playing for so many hours to get high scores;
Nintendo and Eighting, for publishing this game and Kuru Kuru Kururin;
GameFAQs, for providing a well-run environment for gamers and game guide writers;
Zanapher, for some great strategies and for posting high scores on the GameFAQs board.

C. Version History

0.1 - Oct. 03, 2004 - Created Section I and V, and half of Section II
First post to GameFAQs

D. Movies + Contacts

Zanapher has some nice videos of this game at his site. They are located at <http://kurukuru.free.fr/videoskp/>. I have some emulator videos at my site, <http://www.mzrg.com/KP.zip>, for those who use emulators (specifically VisualBoy Advance), but if you're playing on a GBA you'll have to wait for Zanapher to capture the videos from the movies.

If you'd like to ask me about this game, you can contact me at mzrg@verizon.net and hope I'll respond.

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