

# Meitantei Conan (Import) FAQ/Walkthrough

by Cloud668

Updated to v1.32 on Sep 8, 2006

You are found guilty!

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(Case Closed: The Detective Being Attacked)

FAQ/Walkthrough

Version 1.32

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This FAQ/Walkthrough contain **\*\*SPOILERS\*\*** more than any site you can find.

\*\*\*\*\*

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Press Ctrl+F and type in the code!

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2) Version History CNVeH

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Version 1.32

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Added Neoseeker into the allow sites :)  
and spotted some typos

Version 1.31

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9/2/2006

Fixed minor errors

Version 1.3

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11/20/2005

Fixed minor errors in 8.5 - 8.9

Version 1.2

-----

11/11/2005

Re-written walkthrough 8.1, 8.2, 8.3, and 8.4

Version 1.0

-----

Walkthrough Finished.

11/7/2005

Version 0.85b

-----

ASCII art added

Case 5 partly completed.

9/29/2005

Version 0.85

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9/23/2005

Wow, finally completed Case 4 (what a long update...)

Also updated Main Menu and Submenu

Version 0.81

-----

2/21/2005

Case 4 started and partly completed

Version 0.8

-----

Updated on 02/09/2005  
(finally it's not 0.7X)  
Case 3 finished

Version 0.7d

-----

JIS-Characters fixed.  
Story text edited.

Version 0.7c

-----

Updated on 12/24/2004  
Case 3 maps added.  
Game Story added.  
Text edited.  
Part 1,2 and part of Part 3 Walkthrough completed.

Version 0.7b

-----

Updated on 5th December 2004  
Case 2 finished.  
First 2 area of Part 1 of Case 3 walkthrough added.  
Text edited.

Version 0.7

-----

Updated on 12/02/2004  
Part of Case 2 Walkthrough added.

Version 0.5

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First version, with mainly details.

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3) Controls CNCon

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- D-pad - Movement, To move moveable boxes, statue
- A button - Confirm, Jump, open doors
- B button - Cancel
- L button - Crouch or crawl
- R button - Use Gadgets (when available), Kick
- Start - Observe mode (with D-pad movement)
- Select - Sub menu (See gadgets, restart level and save and exit)

-----

- Bpad - Run
- Apad - Jump from distance
- Bpad - Slide

=====

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4) Main Menu and Submenu CNMen

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In the title screen, there are 4 options:  
Story, Mini Games, Riddle Card Album, Photo Album

Choose 'Story' to continue the story or load another level.

Choose 'Mini Game' to play the mini games, there are 4 levels and 4 difficulty in each game.

Choose 'Riddle Card Album' to read how many card you collected, you can solve them here.

Choose 'Photo Album' for the photos you collected.

-----

In the pause menu, there are three options:

Choose 'Gadgets' to view what gadget's you have.

Choose 'Level Restart' to restart this screen.

Choose 'Save and Exit' to save, then go back to the title screen.

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5) Story CNSty

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Meitantei Conan Story:

Kudo Shinichi, a high school detective went out with Mouri Ran, his girlfriend. Shinichi suddenly saw two men trading something, he began to follow the men trading. Suddenly, a man beat him at the back and force him to take a drug...

Later, when he woke up, he found out that he's a boy!  
He then ran to his house and suddenly his neighbour, Professor Agasa, an inventor, went out and saw Shinichi. Shinichi proved that he is Shinichi and went into the house. Suddenly, Ran came in and Shinichi said that he is a boy named Edogawa Conan, Ran took him to her father's detective agency, then after her father's first case after six months, Conan lived in there...  
Conan (Shinichi) began his school life all over again, his classmates, Ayumi, Genta and Mitsuhiro forced him to join 'The Detective Boys'. They did solve a lot of cases.

Later, the developer of the drug that Conan took - Haibara Ai, took the drug when she betrayed the 'men in black', she went out and suddenly fell on street, Professor Agasa saw her and adopted her.  
She joined The Detective Boys and she knew all about Conan.

Game Story:

Professor Agasa asked Conan to go to his lab for a parcel, but the alarm's on cause there's still a bug...  
Conan, then received the parcel from the 'Parcel Robot', there's 2 tickets of Detective Theme Park and 4 Riddle Card, Conan began to solve the mystery cases.

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6) Characters CNCha

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Kudo Shinichi, Edogawa Conan - Main Character

Mouri Ran - Shinichi's girlfriend

Mouri Kogorou - Ran's father, a famous detective, but he never got it right if Conan didn't help, so he's useless.

Ayumi, Genta, Mitsuhiro - The Detective Boys members

Haibara Ai - The girl (yeah, already a girl) who developed the drug Shinichi took.

Professor Agasa - An inventor who made useless things and gadgets for Conan.

\*\*\*\*\*

## 7) Gadgets

CNGad

\*\*\*\*\*

Voice-changing bow-tie - The first gadget that Conan've got it, it's the watch Conan always wears, Conan use it imitate Korgoru's voice, sometimes Sonoko's or others.

Stun-gun wrist-watch - The watch contains a stun gun, it only contains one shot , Conan use it to make Korgoru or Sonoko sleep, or the criminals.

Power assisted kick shoes - These shoes can make trees fall! Conan has to use it very carefully while he kicks something towards the criminals.

Solar powered skateboard - Conan sometimes uses this to catch the criminals, it's fast and it works on any surface, but it use solar energy, you can use it only before sunset. Luckily, if it's charged, you can also use it at night.

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## 8) Walkthrough

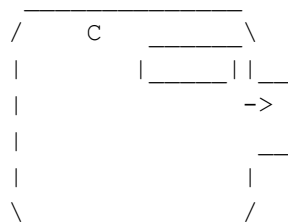
CNWlt

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### 8.1) Case 1 - At Professor Agasa's Lab

-----

Map: (INDEX: C - Conan start point)



Well, you went to Professor Agasa's Lab, enjoy the cutsence.

After the cutsence, head to your right to the next screen, remember, don't let the damn robots touch you! Now go to the stairs and start to jump! Jump to the boxes on the north, then jump to those on the east and jump to those boxes that is located south, you can see a 'globe', I'd like to call it 1-up ball, grab it for another 1-up.

And back on to the track, until you reach the door behind some boxes. So you need to jump on those boxes right on the way.

Ring! Ring! Professor Agasa called Conan to tell him that you can move those boxes in different colors.

I'll number the boxes in this way:

- [1] [3]
- [2] [4][5]

First, push 5 south. Then 3 to west, and there's space to let 4 go soth, now, ignore 1 and move 2 to west and remember to leave some space to let yourself move!

Now, go up the stairs and just try to jump to the west one without jumping on those on the south, I made it! Let's jump to the left until you see a cupboard, go on ahead, but don't jump west when you reach those '1-shaped' boxes, you can see a 1-up ball on your east. What? That's impossible, it's in a wall! It's not a glitch, it's a real thing to trick you guys, find some space to get in!

Well, go ahead till you see a robot standing on those boxes, there's space for you to get in for that photo.(See Photo Album section)

After the photo, you can reach the next screen, some moveable boxes there, and I'll number those boxes in this way:

```
      [4]
    [2][3]  [6]
  [1]      [5]
```

First, move 6 south and then 5 south, there's some space to let you reach 1, but leave it there and push 3 north, now push 2 to the west and 1 south! Open the door. You already got 5 life, if not, grab the one there, and so let's move along!

Once you opened the door, and you can see some laser in green or purple, those are higher ones, press L to crawl under it!

=====

#### 8.2) Boss 1 - Robot

-----

There's a large robot and it can see you! Can you see some aluminum cans? Kick those damn thing to kill the robot.

Stay still and kick those cans to the back of the robot, you can also slide. After 3 times, you can open the door and play the mini game!

(To kick those cans, press R.)

=====

#### 8.3) Mini Game - 4X4 Security System

-----

Now, follow my pattern:

```
L - Left
R - Right
D - Down
U - Up
A - A button
D,D,D,R,R,
U,R,R,R,A,
R,R,D,D,D,
A,U,U,L,A,
L,D,D,A,D,
R,A,D,A,L,
A,U,U,R,U,
U,R,U,U
```

=====

#### 8.4) After the Alert

-----

Now you need to choose, either sneak or hide, whatever you do, don't let the robot see you, get onto the boxes, once it came near you, go behind it and gotcha!

=====

#### 8.5) Case 2 - The Detective Theme Park

-----

In the parcel, there's 4 riddle cards and 2 'Detective Theme Park' tickets, and so Conan and Ran went to the 'happiest place on Earth'.

The first and second puzzle is easy, just try to get to the next screen. And the third one, just follow the south passage.

The fourth one, you think it's easy, right? After you finished, you can't reach the door, first care the golden statues, and take care of those normal ones, just push them to the circle normally but, becareful, push the red one(north to the end, but leave some space to let you move it later, then move the blue one and go back to the red one, you know what to do.

=====

#### 8.6) Mini Game - The Real Statue

-----

Well, this is easy, you can see some statues, and there's some statues are repeated, find a statue that only appeared once.

=====

#### 8.7) The Puzzle After Mini Game

-----

You can see some blocks in color and there's an eye on it, step on them, and the statue with the same color will be disappeared, find all of them and try to get all the riddle cards behind the statues.

After that, you reached a room with nine circles, I am going number them in:

(1)-(2)-(3)

| | |

(4)-(5)-(6)

| | |

(7)-(8)-(9)

Step on them in following order:

3,7,5,1,9

=====

#### 8.8) After the Cutsence

-----

Go right and you can see some platforms, don't hang around there cause it'll fall in 5-10 seconds. While waiting for those moving platforms, jump to a platform near that. Move to the end and continue to the next screen. Be careful, cause there's one riddle card.

On the next screen continue with this walkthrough, and there's a riddle card, too.

On the next screen, step on the block, and go and collect those coins.

Next, step on the block and start jump over the lasers. That's easy.

Next, you need to skate to get coins in 30 seconds. But once I collected all the coins without the skateboard.

You can made it if you run!

The next one is even harder! Walk down a little bit, then press R for skateboard! Try your best to get all of it!

The next one just like the one on (8.7) Section!

But I've got another walkthrough, follow this:

8,5,3

=====

#### 8.9) Mini Game - Power Assisted Kick Shoes

-----

Kick the ball to the moving statue, depending on the time you hold, sometimes you need to hit it twice, sometimes only once. Press R to hold your power and release your R button to shoot.

=====

#### 8.10) Mini Game - Stun-gun Wrist Watch

-----

Shoot Korgoru with your Stun-gun wrist watch, move your D-pad to aim and press A to shoot, you need to shoot Korgoru's neck.

After that, there's a riddle card, the question is: You climb 20 steps 1 year, and pace back 10 steps, how many years you need to climb 100 steps?

The answer is きゅうねん (9 Years)

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#### 8.11) Case 3 - The Chinatown Trouble

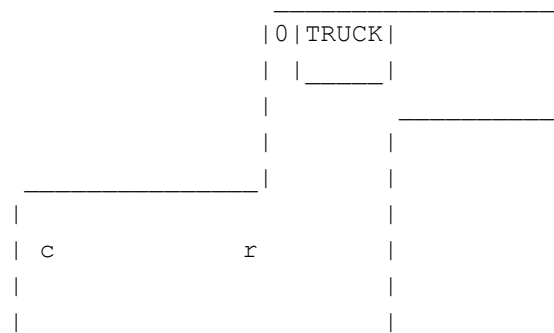
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Sonoko and you start to follow Ran, don't let Ran see you! And there's lots of people in the street, so be careful of them! Everytime Ran is out of the screen,

the timer started, you've got 5 seconds to track her again.

Map:

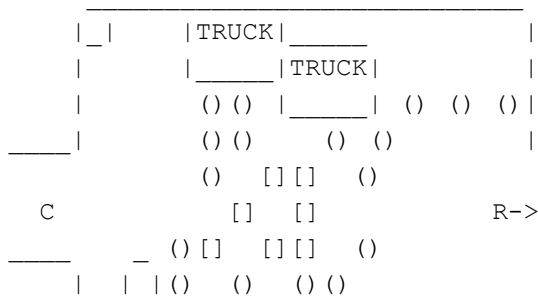
- 0 - Riddle Card
- c - Your Start Point
- r - Ran's Start Point



First, run fast to catch Ran, there are many people on the street, becareful of them.

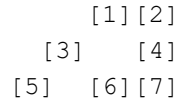
Map:

- [] - Moveable Boxes
- () - Unmoveable Boxes



You've got 30 seconds to catch Ran, so you need to move those boxes.

Now, I'll number the moveable boxes into the following pattern:



First, push box 5 down so that you can push 3 up! Then push 4 along, and you've got a clear path to get back on Ran.

The next screen is too big for a map, so If there's a riddle card or anything, I'll tell.

Walk along and follow Ran, when she went up, first you need to stick to the wall on the right and go up, cause Ran always look around, and now, there's a 1-up ball on your left. Now Ran'll walk down, hide behind the boxes, cause she's going to look around. Ran's going to walk to the left, and there's a riddle card too, but becareful for another 'looking around'! And always watch your time if you lost Ran.

When you reached the truck, Ran'll look around again, you need to hide behind the truck.

On the next screen, go down first and follow Ran on your right. Walk to the right and Ran's going to look around again, use the time to get the riddle card! When you reach the truck, becareful cause Ran's going to look around, again hide behind the truck.

On the left, you need to becareful, Ran's moving crazily... Just like she's drunk...

When you reached downwards uneasily, you can catch the 1-up ball, and go right.



Then Ran goes up, and catch her!

=====

#### 8.12) Mini Game - Ran's Karate Training

-----

Controls:

D-pad - Face left or right.

Button A - Punch

Button B - Kick

Follow Master Wong's movement to win, you need a pass for it. Just follow them correctly to pass.

=====

#### 8.13) In the Serect Room and Passages

-----

Can you see a box with different color? talk to it to push it.

There are 4 colored statue and there's some statue in the room, just push the one with the same color outside to the blue-colored floor.

There's a riddle card in each room.

After that, go to the room on the right, there's a room on the upwards, inside it, there's a ladder.

Kick the lantern to the guard, and make sure he's fainted, then go to the room with Ran inside.

Ran woke up and saw Conan, now you need to skate along the road.

=====

#### 8.14) Inside the temple

-----

After the cutsence, you're in a kitchen, with two monk! Kick something to them and make sure they're fainted.

Also the next room, same as the last one.

Next, the guys outside, kick the larterns as usual. In the second room, the guy on the left is useless, just leave him alone.

Then, the next is cutsence.

Case 3 Finished

=====

#### 8.15) Case 4 - Treasure of The Hospital of Ghost

-----

Ayumi, Genta, Mitsuhiko received a letter for ghost in a hospital, but their main point is the treasure in the hospital.

When they arrived, Ayumi saw a... man in white(yeah, not Men In Black)  
And they were captured.

Meanwhile, Conan and Ai (Aka Shino) heard Ayumi's screaming when they're at the hospital (outside).

Conan use his glasses to locate Ayumi, Genta and Mitsuhiko, and on the rescue.

Go to the left side of the floor.

2F Map:

|D| D - Door

```

_____ | | # - Hole (Lose one live when stepped on)
| # | C - Conan Start Point
| #_____ |
|C|
|_|<- 1/F
Now, just go to 3/F

```

Map:

```

-
| |_____ |
| | | 0 - Riddle Card
| | | | |
|_| |
|_| |_____ |
|_| | | |
| | 0 |
| | |_____ |
| | | C |
|_____ |
| | |
| | |<- 2/F

```

Beware, there's a dummy walking around. Don't let he see you, or it's tougher.

In the next screen, it looks like no one in this room, but there'll be one eventually, anyway, get the riddle card located on the top-right and go on is your main point, if the guy came in, and he saw you, you got to run.

In 3/F, there's some moveable boxes, follow the pattern to pass:

```

[1]
[2][3]
[4] [5]

```

Just push 1 to the left, and it's ok, and there's a riddle card below.

In the next room, get the riddle card first, if a stupid guy come in, hidle and wait till he gets away, then run.

In the next room, there's Mitsuhiro sitting there. After the cutsence, push the box on the right (Yeah, that moveable one, not cardboard box), and go to the next room.

In this room, the lights run out, you can use the stun gun wrist watch's light function by pressing button R. In the next room, the same, but there's a man, he'll come in in any minute. Close the watch's light when he comes near you, then quickly hide before the light is back.

In the next room, there's a riddle card at the North. Becareful, in this room, there's a guy coming eventually.

Get pass the 4/F stairs, and you'll find out thaty you're in an empty room. As usual, a dummy will come in eventually.

Map:

```

          _| |_ D - Doctor
          | O| 0 - Riddle Card
_____ |# _| C - Conan Start point
|O |_| |__|# | | O - 1-up Ball
|# # _ _ _____|_| # - Hole
|# # |_| |_|##|
|# D |_|##|

```

```
| _____0|
| |
|_|<-C
```

Go to get the two 1-up balls if anyone caught you, and grab that Card.

Wow, how on Earth they make a room like this? You gotta to jump across platforms, jump to the southeast and grab the card, then go to the door on the northwest. Then there's a cutscene.

=====

8.16) Rescue Genta, Ayumi

-----

Go inside the room. Then push the boxes in this order:

[4]

[3]

```
  _      _
|_|[2]|_|
```

[1]

Push 1 either to left or right, then push 2 up, same, push 3 up and push 4 to the right. Then you rescued Genta

In the next room, get the riddle card located on the northwest of the room. Then go to the next screen, in the screen, there's a riddle card at the northwest. Then go to the next room.

Now let's go down to the 2nd Floor. In the next room, there's a man standing there, but let's ignore him and crawl under the beds to the northeast to get the riddle card. Then let's get the 1-up ball and go to the next screen.

In the next screen, there's a 1-up ball under the beds. And a riddle card at the northwest. Then let's go to the 1st floor.

In the room of the 1st floor, grab the riddle card at the northeast, and if you want to, grab the 1-up located on your front left when you entered here. And once again, there's a guy that will come in eventually.

In the next room, there's boxes.

[1]

[2] [3]

[4] [5]

[6]

First, push 3 and 6 to the left, then push 5 up, you can now push 4 to the left and then push 3 up, then you can push 2 to the left, you will realise that you can't go through it, push 1 up, then. Grab the card and save and watch the cutscene. Well, then Ai(Shino) calls, she stuck, but then there's two doctors come in. Ai(Shino) managed to let Conan and guys to listen their conversation, but... well, the kids screaming let the doctors find Ai(Shino)...

And so, you need to...

=====

8.17) Rescue Haibara Ai

-----

Get into the next room, and then go to the next room.

You need to get across the room in 2 minutes. If you need it, grab the 1-up ball, and start your engines. Beware that there's steam sometimes, it hurts ya.

You can press L in order to crawl, but it's faster to slide (press R button). When you slide to the bottom of the room, go left first for the riddle card.

Then go right. When you reached that narrow space on the left of that hole of the pipe of steam, it's hard to slide, crawl under. Then let's head to the next screen.

In the next screen, continue your run, slide and crawl. Just remember to get the riddle card, and the 1-up ball, you need those.

In the next one, also, grab the card and 1-up, then head to the stairs.

In the next screen, the lift is broken down, so you need to run to the rooftop. Go to the northwest of this screen first for the riddle card, then the 1-up ball. (I assume your life bar is full, so I won't say a thing about 1-up any more)

Now go upstairs by the ladder. Go to the southwest ladder, and go upstairs, grab the card, go downstairs and go to the southeast ladders.

Jup from the platform to the pipe when you're upstairs. And then follow the pipe and head to the ladders.

Get to the upstairs, and head to the last ladder, don't get on it, instead, get the riddle card, on the platform that was near you. When you are ready, go upstairs, and face the...

=====

8.18) Boss 2 - Mad Doctor

-----

Wow! He follows you that close, that's the idea, you don't have time to charge your power, but, in fact if you successfully kicked him with a car tire when you are charged, you won, what a easy job.

Well, in fact these doctors are bank robbers. And Haibara IS FINE. But... Remember? there's two people... And that one take Haibara as a hostage... But he didn't stand a chance in front of Conan.

Then they found the money, and well, you get some riddle cards...

=====

8.19) Case 5 - Television Station Bomb Case, Mini game

-----

Well, Mouri Korgoru is invited to the television station.

And well, there are those monkey robots which are appeared in Case 2.

And well, Conan and Ran is going to play a mini-game

You need to help Conan and Ran to find a monkey which is NOT appeared on the map. (Press L) and there is(are) enemy(enemies) which is appeared on the map.

There's a hint on the right of the screen, see, go and look at that area of color.

Then... the robots, well are under control of that man who invite Mouri.... and well, they will explode some kind of bomb...

And well, the robots take the audience and all other people as hostage... and if they can't receive money in 60 minutes, they will explode that bomb.

And so Conan off to rescue....

You need to crawl through the vents. So, avoid the monkeys and head to the west for a riddle card, east and northeast for 1-up balls.

To head to the vents, go east, avoid the monkey, go grab the 1-up, and head straight to the west, a monkey will eventually come to you, so avoid him and grab the card. Then go north, if you wish to grab a 1-up ball, go to the east, until you hit the wall, then go north. If not go north and press L to crawl thru the vents.

In the vents, there's a monkey, with the same speed of you, and because it's a 'circle-shaped' vent, you can avoid him by going to the same direction that the monkey is heading to. Before leaving the vents, go to the northwest for 1-up ball and head to your south.

Next, leave the vents, go south, and then west, avoid the monkey, then go south, west, until you reach the wall, grab the riddle card. Then head to the east to crawl thru another vent. I sure you can leave this vent without my help, just avoid those monkeys.

=====

8.20) Some rooms in the station

-----

Next, after you leave the vents, you will see some moveable boxes, push them towards the path of one of the monkeys, they are stupid enough to find another way to patrol.

Go to the south of this room, there's a 1-up ball (may be not). For some reason, I can go straight to the west, and there's no photo. And it will link to the south of where you come in, I think this is for some lazy tester.

Proceed the next screen...

There is some sort of ladders and a bunch of boxes in this screen...

So you can jump on the boxes and sneak over to next screen without being spotted. You see the 1-up ball, grab it, cause on the bottom of the screen, there's a riddle card, which you need to jump to there and grab it, and there's a monkey guarding the exit.

Now, on the next screen, enjoy the cutscene and save. Oh! there's a bomb! So, go get them! (I mean the monkeys) But however, they are already here! So you need to run! (Not you, Conan)

Well, avoid the monkey, which is blocking the way. Now go downstairs, I wonder why would they put a bunch of boxes to block their way to upstairs.

Next screen, grab the 1-up ball, and continue your way.

Next Screen, oh no, they have cameras! Push the box while the camera isn't looking at you. And get ready to jump, while you're on the box, wait, and jump over the 'line of sight' of the camera, grab the riddle card. And go ahead to the next screen. (You can always hide the camera's sight by blocking it's sight by a box, or hide yourself behind boxes.)

Now, this room is really horrible, how on earth they put those camera and air it for no reason or may be they really afraid of theft, crime and sabotage. Push the box ahead. Now go ahead until you reach the second camera at the bottom, it will suddenly stop on the way, so you need to be careful, and after it reach the end, quickly run behind the boxes. And go ahead to the next screen.

Next screen, if you already have all 5 1-ups full, go to the bottom, and continue your journey.

And next screen, go and push that moveable box to the right, so that you can jump above those annoying boxes. Go ahead, and see those sparking behind the last moveable box, it's a riddle card, move it and pick it up.

Now jump again and to the door. And now enjoy the cutsence.

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8.21) Voice-changing bow-tie

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And now we have the chance to use the Voice-changing bow-tie!

Leave the room by the way you enter here, and leave the screen, by the middle path.

Hey, look, you can eliminate a monkey by talking to them, press R button for using Voice-changing bow-tie.

And now you're back to the place where you leave the vents. Now go right, I've found out that there's a riddle card behind those bunches of moveable boxes that are sticking together. And ahead on our way until you reach the elevators

Now, if you choose right, be careful for the stupid monkeys that have no ears.

Push one of those boxes, on your right, there is a box with a riddle card behind, once again, you move it, you grab it.

Now go left, and left, now you're at a screen with a bunch of box

[1]<- Riddle Card Behind!

[2] [3][4]

[5] [6]

Now push [1] for riddle card. And then push [4] down, put left some space for pushing it back up, now push [6] up, and then [2] up, so you can now push [5] down.

In the next screen, avoid the monkeys and push the moveable boxes so you can reach the vents. Now, in the vents, another annoying monkey, and it's hard to avoid him, but it's possible, so continue.

Now, in this screen, jump on moveable boxes, till you reach the two boxes that is in front of a blocked exit, this is really hard, you need to jump to that another two boxes, cause there is a riddle card behind that box.

What I mean is

```
[-]      [-] |
[-]      [-] V [M]
[M]<-    [-][R][-]
[M]      [-]
```

The M states for Moveable boxes, - states for nonmoveable, and R states for the box that have a riddle card behind.

Jump from the box that has a arrow pointed. to the Vertical arrow pointed box, and then push the M box over there, so that you can push the one that have a riddle card behind. This is really hard, and the riddle cards are really important!

Now, press Select and choose the one with a U-shaped arrow, choose yes, which

is the red one. And you will back to the place where you start, now, jump to the end, which means two minigame at once, or the ending?

Well, anyway, enjoy the cutscene.

=====

8.22) Mini Games - Stun-gun Wrist Watch & Bomb Dispatch

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Well, you played Stun-gun Wrist Watch, just aim and shoot.

As for Bomb Dispatch, just move all the 'squares' and make it connect from left to right the number represents step, for example, 1 mean you can only move it once, it's random so no list.

Good, you finished the game... Or it's not?

=====

8.23) Play the mini games and collect the remain 3 riddle card

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This is the only thing you can do now, after you have all 100 riddle card, you can play case 6.

=====

8.24) Case 6

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Sorry, But my Save Game is ruined, so well I can't tell you what to do exactly but to do this puzzle

(1)-(2)-(3)

| | |

(4)-(5)-(6)

| | |

(7)-(8)-(9)

again, and write out H,E,L,P. However I forgot how. So this is the end? No, answer all the riddle for the third ending!

\*\*\*\*\*

9) Photo Album

CNPhA

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Photo - Picture - Where to get it

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Photo 1 - Shinichi - Case 5 Finished

Photo 9 - Sonoko - Case 1 Part 1 Area 3

Photo 11 - ?????? - Case 2 Part 2 Area 7 (7.8)

If you know more of that, e-mail me, you'll be credited.

=====

To be continued.

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10) FAQ

CNFAQ

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Q1: What is Detective Conan (aka Meitantei Conan)?

A1: What? You don't know? It's famous where the anime aired or the manga are sold! Well, take a look of Story Section

Q2: Is Detective Conan (aka Meitantei Conan)being aired on US?

A2: Ever heard of Case Closed? It's on Cartoon Network's Adult Swim, but it's bad, they changed some events, clues, and the names!

Q3: Who is Shinichi? I can't find such person in Case Closed!

A3: The names in this FAQ and Walkthrough is based from the Japanese one.

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11) Legal Information

CNLeI

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