

Comix Zone FAQ/Walkthrough

by Michael Penance

Updated to v1.0 on May 20, 2014

This walkthrough was originally written for Comix Zone on the GENESIS, but the walkthrough is still applicable to the GBA version of the game.

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                        COMIX ZONE (SMD/GEN)
FAQ/Walkthrough (C) 2014 Mike Penance (mikepenance@yahoo.co.uk)
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TABLE OF CONTENTS

- 1.....Introduction [01.00]
- 2.....Moves List [02.00]
- 3.....Walkthrough [03.00]
 - Episode 1 - Night of the Mutants [03.01]
 - Page 1 [03.02]
 - Page 2 [03.03]
 - Episode 2 - Welcome to the Temple [03.04]
 - Page 1 [03.05]
 - Page 2 [03.06]
 - Episode 3 - Curse of the Dead Ships [03.07]
 - Page 1 [03.08]
 - Page 2 [03.09]

- 4.....Cheats, Codes, and Easter Eggs [04.00]
- 5.....Frequently Asked Questions [05.00]
- 6.....Credits and Outro [06.00]

Introduction

01.00

Comix Zone is as fondly remembered for its unique visuals and brilliant soundtrack as it is disliked for its punishing difficulty and relative shortness. The game, admittedly, is very short -- coming in at just six small stages set over three levels -- but it's only as difficult as you make it. Once you know the best route and the locations of the hidden items, its difficulty falls drastically. Follow me, and don't tread on the rat.

Moves List

02.00

		o-----o	
		COMMAND	
o-----o		-----	
B	Block	C*	
A	-----		
S	Roll	Down*, Back/Forward	
I	-----		
C	Back Kick	Back + A	
S	-----		*hold
	Floor Sweep	Down + A	**can be set to C button
	-----		(when Block isn't set to
	Flying Dragon Kick	U/F or U/B B, then A	C, it becomes automatic)

	Whirlwind J. Kick	B, then A	NOTES
S	Double Punch	A, A, A	Ends with Scissor Kick
E	-----		after third hit
R	-----		
I	High Kick Tornado	U/F*, A, A, A	Ends with Whirlwind Jump
A	-----		Kick after third hit
L	-----		
S	Low Kick	D/F*, A, A, A	Ends with Shaolin Kick
	-----		after third hit
G	Grab-a-Mutant	Forward + A*	Close to humanoid enemy
R	-----		
A	Scissor Kick	Forward + A	From Grab-a-Mutant
B	-----		
	Toss 'em	Back + A	
H	Downward Kick	Down + A	
A	-----		
N	Leg Tuck	Up*	Avoids some hits
G	-----		
I	Split Kick	Up + A	Hits at both sides
N	-----		
G	Thrust Kick	A	
S	Shoulder Smash**	Back, Forward, A	Consumes small amount of

P	Scissor Kick**	Down, Up, A	health upon hit (enemy or object)
C	Shaolin Kick**	Up, Down, A	
A	Macho Yell	C	Must be set as a special action, does nothing
S	Paper Airplane	A*	Consumes moderate health to use, can also harm Sketch, crosses panels

While you have a wide array of moves at your disposal, the vast majority of the time, combat comes down to Serials. Enemies are great at blocking, especially as the game progresses, but they can't deal well with attacks that rapidly switch between high and low. Serials are pretty good by themselves, but throw all three together and they're the best offence you have. If you're still struggling, Grab-a-Mutant can be used to apply some quick pressure by knocking an enemy into the corner.

Wall-bounces are so incredibly common that it's almost pointless me mentioning them, but I will, because I'm a rebel. A wall-bounce is when an attack hits an enemy with such force that they, well, bounce off the side of the panel. This deals extra damage, and can also knock over nearby enemies and damage objects. The only attacks that can't wall-bounce are hanging attacks and every basic attack other than the Back Kick. Weapons can also wall-bounces enemies, though you probably won't see it too often against early-game enemies, due to them not usually having the health to survive the initial hit.

Walkthrough	03.00
Episode 1 - Night of the Mutants	03.01
Page 1	03.02

Avail yourself of the Knife, Ice Tea, and Bomb; then when you're suitably bored of the introduction, hop over to the next panel. Here, you'll have to do battle with two Gravis - not at the same time, mind you. Once you've defeated the first one, the second one will be drawn in over to the left. Whenever you see an enemy being drawn in, it's always a good idea to get behind them for a cheap-shot.

Primarily, Gravis will attack by shooting coils. It's an attack method not entirely devoid of diversity, as he has three different types at his disposal. Mostly, he'll be shooting coils at head height, the tricky thing being that he has two high coils and their start-up is pretty much identical. The more common of the two stays attached to his hands, while the more troublesome one will fly across the screen and bounce back towards you. Both are countered simply by ducking, so that's nice. Gravis will duck his own coil as it comes back to him, but you can knock him out of it with a low attack to make him shoot himself in the face, which is better.

Gravis's ground coil is telegraphed by him punching the ground, and is impossible to mistake for anything else. The coil bounces along the ground like an errant Slinky and poses very little risk by itself. However, Gravis is always quick to capitalise on things by throwing out very many high coils while it's bouncing about. If you're too far away to capitalise on jumping over the ground coil, just block it and roll. His coil, like any other projectile, can be intercepted by a thrown item or another enemy.

His close-up game consists entirely of a double punch and a ground sweep, though he does have a very nasty uppercut that he reserves for use against reckless jumping attacks. While Gravis much prefers to attack from a distance, he can easily close a gap between you with a rather quick leap. A rather quick leap that leaves him laughably vulnerable. It'll get you a nice bit of bonus damage, but it's not something you should actively try to bait.

With the duo defeated, you'll be given a choice of routes: either continue right or head down. Heading down isn't the best of choices, mind you, as you'll have more enemies to fight. In terms of items, though, heading down gets you a Superhero, while heading right only gets you a Knife.

=== Right ===

Between you and the only enemy of this panel, a Gravis, is a burning oil drum. Jumping over it is a pretty bad idea, because did I mention, it's on fire? Plus, Gravis will be waiting for you with that uppercut. Oil drums are relatively weak, and with both you and Gravis giving it a good kicking, you shouldn't waste too much health on smashing it. When they're both out of the way, you'll have to smash the manhole cover to bring up the exit arrow.

To free Roadkill, you're going to have to break his cage. It's quite a sturdy cage at that, so expect to take a little damage. Once you pick up Roadkill, the panel will shake a bit, and you'll drop down to the next one. And a nice simple one it is, too. Just pull the lever over to the left, then drop through the newly-opened trapdoor.

Firstly, use the Bomb to clear away the barrels on the left. This not only saves on a lot of punching and health, it also takes care of the Flying Creature hiding inside the far barrel. Before you exit the panel, use Roadkill to sniff out a hidden Knife. Sniffing out items is just one of Roadkill's many uses, so always make sure to keep him on hand, and pick him up when you're not using him. If he takes three hits, he'll be knocked further down the page, and you'll have to find him again.

=== Down ===

Use the Bomb on the stack of barrels to uncover both the exit to the panel and a Superhero. Using the Superhero will instantly kill every enemy on the screen. They're not exactly common, so bear that in mind when your urge to dispense justice begins to rise. On the next panel, your only resistance comes in the form of a single Gravis. Roadkill's cage is atop the manhole cover that is blocking the exit. When you're given something to break and there's an enemy nearby, it's always best to kill two birds with one stone and bounce said enemy face-first off said object.

Down in the sewers, you'll meet Strigil and his best friend, also Strigil. Strigil's primary threat comes from the fact that he's simply so good at blocking. Oh, and he's rather short, making any high hits whiff against him. When a Strigil isn't blocking, he's likely taking sly pokes at your legs or twirling his blades. His blade twirl covers a considerable distance, and if it isn't blocked, will result in a knock-down. Fortunately, it's rather slow, and

is normally done from too far away.

At a distance, Strigil will shoot fast-moving projectiles across the ground. These can be avoided by jumping or by hanging from the pipe. Strigil likes to teleport (indicated by him melting into the ground), though it's mostly reserved for making a dramatic entrance, or for after you've knocked him down or pinned him in the corner. Like most enemies, Strigil possesses an anti-air uppercut, though it's only really seen in areas where your jumping isn't hampered by pipes.

Like you, Strigil can make use of any overhead pipes or rails. While up there, he can still block and shoot projectiles (which can't hit you if you stay on the ground), but he loses access to his spinning attack. He's particularly vulnerable from the ground, which is where I recommend you stay throughout the course of the fight. Don't get too close, mind you, as he's got a downward kick that can crumple you.

=== Routes Converge ===

This panel contains a lone Strigil and, well, that's it, really. On the far more enthralling panel that comes after, push the crate over to the lever so that you can open the trapdoor, then push the crate down the hole to get rid of the oil drums in the next panel down. Drop down and break the sewer grate to the right to continue.

If you hit the Gravis hard enough, you'll send him flying through the dividers (saving you the need to break them yourself) and into the hole behind. A wall-bounce should do it, but a Knife is almost just as good. Because you've been playing all intelligent-like, you haven't actually encountered a Flying Creature yet.

By themselves, they're not actually much of a threat, as they have next to no health (three hits is all it takes) or attack power. However, they're nearly always coupled with an environmental hazard that they can knock you into, and they're usually hovering just out of range, making their attacks far more dangerous than they've any right to be, as you have to be in the air to hit them. There are two of the lovely little things here. After they're dead, obviously, take a running jump across the gap to reach the end of the page.

If you were to get into a fistfight with that steel door over there, you'd go through a silly amount of health before you got it open. Fortunately for you, Roadkill can sniff out a Bomb to do the job in your stead. Inside, make your way right until you reach the fan, then head back to the left and deal with the Crawler Cocoons that will now be coming from the top of the screen. Crawler Cocoons, if left to their own devices, will drop a Cocoon Crawler, a sort of scorpion-like creature. A few Uppercuts will sort them out nicely.

If you can hit a Cocoon at least once before it drops the Crawler, you'll interrupt it, allowing you to land the remaining two or three hits unmolested. Crawlers are slow, but can easily trip you with their (only) attack. If you hit a Crawler, it'll bounce into the air, allowing you to juggle it about with kicks until it dies. If you try to punch it while it's in the air, it'll probably sting you in the face (which is funny).

There are three such Crawler Cocoons to deal with. After which, a Strigil will

warp in to the left of the panel. Lure him back to the right and bounce him off the fan. If you didn't have Roadkill turn the fan off prior to this by having him pull the lever behind it, he'll be killed as soon as he hits it. Whether you want to turn it off first and use him to weaken the fan is up to you. It doesn't make much of a difference.

On the next panel down, there's another fan to get past, but rather than a switch and a bit of punching, you have an explosive crate. Simply push the crate into the fan, then put yourself at a safe distance until the exit is revealed with a bang. The panel after presents you with a choice, but first you have to deal with the two Flying Creatures. There's a bar to hang from up on the left, as well as a crate to give you height enough to reach it.

If you want the choice of routes, you'll have to make sure that you, or the Flying Creatures, don't destroy the crate. If it is, you'll be locked into heading right, but you'll at least get a Grenade out of it. Heading left is the quickest route and requires the least fighting, while heading right will see you find a Superhero.

=== Left ===

Kill the Flying Creature and grab the Bomb from the pipe to the left. Down below you is a Gravis with little else to do other than spam his coil attacks, which is where the Bomb comes in. Drop it over the ledge and blow his little face off to be done with this panel.

=== Right ===

Destroy the three Crawler Cocoons to uncover the exit to the initial panel. Destroy the Crawler Cocoons sliding in from the left as you make your way along in that very same direction. They'll spawn infinitely until you confront the Gravis at the end of the panel. The rail running along the length of the panel adds a slightly different way to fight him, though it mostly serves to mess up your jumps. When defeated, Gravis will drop a Superhero.

=== Routes Converge ===

This little thing with the lock is as sophisticated a puzzle as you will find in Comix Zone. Pulling the lever once will stop the hand on the first lock, while a second time will stop the hand on the second lock. The idea is to stop each hand in line with the blue pin in the middle to reveal the exit. If you fail, you'll have to toggle the lever a couple more times to reset the puzzle.

Have Roadkill sniff out the Ice Tea hidden here while you take care of the two Cocoon Crawlers. The gel containers in the background will begin to crack, releasing Spawn Mutants. There are eight of them to defeat before you can reach the boss, but only two will ever be on the screen at the same time.

Along with being green and ugly and probably a drag at parties, Spawn Mutants possess a few unique abilities. At a distance, it will either choose to hurl multiple fast-moving, arcing projectiles at you (the kind that are ideal for taking you out of the air or narrowly missing any enemies in front of you) or charge you.

The charge is telegraphed nicely by it lowering its head. It doesn't care if there's another enemy in the way when deciding whether or not to charge you, so keeping Mutants on the same side as each other is of more benefit than just the obvious. Its regular attack utilises that same horn, so it has impressive range, and can also be used to sweep you. Its ace card is its ability to turn

into another enemy. You won't see this all that often, due to it being limited to a rare Grab-a-Mutant counter. Once a Mutant changes form, it stays like that until defeated.

/BOSS - BIG MAMA DRAGON\

Every couple of seconds, she'll spit a low-flying fireball in your direction. When she does this, hop over it and give her a kick before returning to your spot. After every fifth hit, she'll recoil towards the ceiling, allowing you to roll under her to reach the opposite side of the screen. Do this and jump over the oil drum. When she ignites it, quickly push it below her. The drum, of course, does ridiculous damage, and she'll be dead before the end of this sentence.

If you don't feel like that, and would much rather keep smacking her, then I should probably tell you she takes 25 hits. If you have enough health left, you can take her out in five special moves. You won't even have to bother dodging, as both its fireball and melee attack are interrupted really easily. Another little thing you can do, if you have the health to spare, is send a Paper Airplane off to the left before hopping over to face her. The Airplane will persist between panels and hit her for a fair chunk of damage.

Episode 2 - Welcome to the Temple

03.04

Page 1

03.05

Grab Roadkill, then immediately send him out to nab you the Superhero that's hidden here. If you want an easier time later, it's imperative that you don't use it. Over on the next panel, you'll encounter Styx - two, in fact. Styx is undoubtedly the hardest regular enemy you'll face.

Styx is so ridiculously good at blocking, he can even attack while doing so. His mix-up is quite hard to predict at close range, but mercifully he's quite fond of announcing which one he intends to use. Just watch out for an unannounced sweep.

At a distance, Styx will throw out a mix of high and low projectiles, which can be countered by the usual method of blocking and rolling. At mid-range, he employs a dashing, multi-hit poke attack. Blocking the first hit will end the move prematurely, making it a bit rubbish, really. To top off his already solid defence, he can thrust his staff upwards to knock you out of the air.

In what I assume to be a result of a very boring childhood, Styx can make use of his staff as an impromptu pogo stick. While perched upon his staff, Styx will hop around, throwing out kicks when he gets close enough. The staff doesn't have a hit-box, so you're denied the satisfaction of sweeping it from under him. If you see the staff coiled in energy, that means it'll damage you when it makes contact, something Styx will actively be trying to do at that point. Styx will also use his staff to pogo out of the corner if you have him pinned there. Just to be annoying, Styx can still block while perched on his staff, although not nearly as much when he's on the ground.

On the next panel over, have Roadkill sniff out the hidden Bomb. The top crate

(i.e. the non-exploding one) offers up some Ice Tea when broken by hand. Down it is, then. You might be tempted to focus on the Flying Creatures coming out of the hole, but don't be - they spawn infinitely. Instead, focus on the rocks to the left, which can be cleared instantly with the Bomb.

If you're so inclined, you can jump on the first rock and push it away from the others, then use it to block the hole. The rock contains a Knife, but the only way to get it is to break it yourself. Oh, and we now have a choice of routes. Both routes are equally as difficult, but heading left will give you the better reward.

=== Left ===

There's no way to avoid fisticuffs with the gate, but it's much weaker than it looks, so you won't take too much damage. It's spiked at the bottom, so keep your distance when attacking it, otherwise you'll catch yourself. After which, push the explosive crates over to the skull that's spitting flames, then detonate them with Floor Sweeps at maximum range. It takes ten hits, so make sure you don't just mash attack, otherwise you'll extend your hit-box into the explosion.

Below you, defeat the Cocoon Crawler, but instead of following the arrow down, smash your way through the wall to the right for a secret room. Inside of which, you'll find a Superhero, Ice Tea, and a Knife. You don't need me to tell you to take the Superhero. Both this arrow and the last one lead down to the arena.

=== Down ===

Break the ice off the rock to the left, then push it away from the wall and into the spiked gate. Defeating the Strigil behind it allows you to exit this panel, into a room with a Surprise. Collecting a Surprise will award you with a random item. Alternatively, it may just explode in your face, dealing a hideous amount of damage and making people laugh at you.

=== Routes Converge ===

In the arena, you'll be tasked with fighting two Strigils, a Gravis, a Styx, and a Mongoria - an enemy which you have yet to encounter. If you should try to 'cheat' in this totally honourable gang-beating by using a Superhero, you'll be chastised and the round will start again, wasting your item in the process.

Mongoria is, well, she's pretty damn evasive. When she's not attacking, she's flipping away from you so she can keep you at mid-range, where her attacks are most effective. She's quick and she has quite a quirky move-set, even by quirky move-set standards, but she's pretty easy to beat.

Her most common move is the hair whip, which is pretty much as it sounds - she tilts her head back and whips her hair at your face. She's also quite fond of using her hair to swing from the top of the panel in Spider-Man fashion. If you duck under her, she'll bounce off the side of the panel and come back at you. Blocking it comes with its own set of problems, as sometimes she'll hit slightly over your guard and knock you down. If you do manage to block it, she'll land not too far from you with her back turned. The hair whip is safe enough to block, though, but offers little chance to punish.

Her most dangerous attack is the cannonball, which will see her fly up and over your guard. If she's far enough away, you can block and punish her, but if she's too far away, she can actually hit below your guard. Intercepting her in

the air isn't too difficult, and at worst, you'll likely trade hits with her.

Up close, she'll employ a forward flip-kick, a double kick, and a split kick sweep. They give her some variety, but it's up close where she's the weakest. She's laughably weak to regular punches and can be locked in place rather easily, which allows you to exploit her second weakness: Roadkill. Mongoria is deathly afraid of rats, and a single attack from Roadkill will see her flee the screen. Drop Roadkill, then lock her in place - she'll either stop blocking long enough for you to combo her, or Roadkill will get behind her guard and chase her off.

After all that, you'll probably be quite relieved to get off that panel. There's a Grenade hidden here, but there's also a rather nasty drop to the right, so be careful when deploying Roadkill. Once the Strigil over on the rock has had a face full of Grenade, you're free to head over to the next panel.

Shimmy across the rope and kick your way through the divider. Ideally, the Styx waiting at the other side will have blasted through before you get there. There's a pair of Flying Creatures flapping about here, and all it'll take is a single hit to knock you to your death. Use a Superhero to get rid of them, then plant yourself firmly on Styx's platform.

There are a further five Flying Creatures to deal with before you can exit this page, but only three can be on the screen at once, so you'll have to take the last two down without the aid of a Superhero. If you hang around on the rope, they'll fly too high for you to hit, so stay on the platform to lure them down to your height, then jump to the rope and kick them in the face.

Take care of the two Flying Creatures and jump onto the crossbeam to momentarily raise the gate in front of you. To get under it and reach the panel exit, you'll have to drop down and break into a roll the moment the gate reaches the top. While you're waiting for Styx to be drawn in, have Roadkill sniff out the Surprise that's hidden here. Upon being erased, Styx will drop an Ice Tea, which you'd appreciate a lot more if you knew what was on the next panel down.

Roadkill will once again come in handy, as there are three Mongoria here, and if you're not careful and end up scrolling the screen along, you'll end up fighting all three at the same time. There's a Grenade at the end of the panel, but don't go wasting it. Once they're gone, you'll be given the choice of routes. Heading left is longer, and though you're not really fighting any extra enemies or stuff, there are a bunch of objects to break.

=== Left ===

The panel is on fire, which is exciting, but it also means you have little room to work in and even less time to spare. If you died and had to restart, you'll find Roadkill waiting for you here. Destroy the torch and kick your way through the trapdoor. The trapdoor on the second panel down is clearly marked, so we don't care about that. On the third panel, if you destroy the torch (not like you really have time), you can find a Knife. To exit the panel, destroy the boards over on the right. Destroy the skull that's spitting fire at you, then deploy Roadkill to find a hidden Bomb.

=== Down ===

Destroy the crate for a Bomb, then use the Grenade to take care of the Strigil blocking the well. If you died and had to restart at any point, Roadkill will faithfully be waiting here for you. Cool people don't wait until the rope lowers them to the bottom of the well. Are you a cool enough dude to drop the Bomb down the well? Do just that, then retract your legs to keep you out of the way of the snakes until it goes off. Once it has, drop straight down the middle. As you can see, the Bomb triggered the really big bloody bear trap at the bottom. If you loose Roadkill here, you can find a Knife.

=== Routes Converge ===

Don't bother trying to destroy the punching bags, just let the fireball-happy Styx at the other side of the panel do it for you. It takes ten fireballs to destroy all the bags, so it's a bit of a wait. Happily, this Styx has much less health than the others.

As you head left, a spiked punching bag will drop down behind you, blocking the way back. Firstly, destroy the crate for some Ice Tea. If you're thinking about pushing it into the bag, don't, as breaking the crate that way will get you nothing. Send Roadkill in the direction of the lever, then head back to the right and wait for him to raise the bag so you can roll under it. If you feel guilty at the thought of leaving Roadkill behind, you can hit the lever with a Knife instead.

/BOSS - KUNG-FUNG\

After the dialogue is finished, Kung will throw orbs to the left and right of the screen. When an orb hits the water, it'll send a wave towards the middle of the screen. You don't have to expend much effort to avoid them, as they're slow enough to see coming but fast enough so that all you need to do is jump on the spot. Old Mister Fung is invulnerable while he's hovering in the background, so you'll just have to wait it out.

Once Kung comes down to play, he'll attack by firing spikes from his fingers, alternating randomly between high and low shots. These spikes will explode upon contact with you, but they can still be blocked (they'll crumple you if they should hit). If you jump them, they'll embed themselves in the side of the panel. Hitting Kung with a wall-bounce into a spike will deal heavy damage. Even moves that don't normally cause a wall-bounce will send him flying, which is great, because you'll be lucky to land anything other than jumping attacks.

If Kung-Fung hits you with his glowing fingertip attack, he'll likely retreat into the background and send another volley of orbs your way. And that's a bit of a downer, as he spends little enough time in the foreground as it is. If Kung-Fung should get off-screen, his projectiles become far harder to jump, as it becomes a bit of a guessing game. Remember, block and roll until you get close enough to punish. Depending on how many hits you land before wall-bouncing him and whether or not it was into a spike, he'll take between three and six bounces to kill.

Collect Roadkill and head right. Fight off the army of Spawn Mutants, well, five, and hop to the next panel. Deal with the Spawn Mutant, singular, that dribbles in and release Roadkill into the fishy maw of the Fish Maw. Roadkill is too small to become dinner, so the Maw will chomp away fruitlessly, giving you ample opportunity to beat it up. Upon its demise, it'll drop a Bomb along with releasing Roadkill. A minefield and a Flying Creature. What could possibly go wrong? It's going to hang around off-panel if you try to fight it on solid ground, so you'll have to do battle from upon the first rock along.

Once the Flying Creature is gone, make your way over to the second rock, then drop the Bomb and make your way back. With the mines cleared, a Mongoria will be drawn in. If you beat her up rather than hit her with a rat, she'll drop an Ice Tea. Speaking of rats, Roadkill can sniff out a Superhero for you here. Alternatively, if you want to do this panel quickly, you can make your way to the second rock and throw a Paper Airplane at the boulder blocking the cave. With the cave open, you can bypass the rest of the panel by killing the Flying Creature.

Shimmy across to the crate and push it over the ledge. Follow the crate down and pull the lever to drop a Grenade and a Knife where the crate previously was. 2+2 = use the crate to reach the items. You won't have room for both of them, and you'll only really need the Knife if you plan to abuse yourself by taking the hard route. After which, push the crate over the ledge to explode the Cocoon Crawler and the stalagmites below. The game says there's only one way off this panel, but the game lies. This is the one and only time Roadkill can be used to uncover a hidden route.

=== Right ===

The Flying Creature hovering above the lava is unusually durable, taking five hits rather than the usual three. The Ice Tea is looking extra nice, as between you and me, that lava isn't friendly. It takes an initial forty or so percent of your health, followed by small tick damage every few seconds. After you've defeated the Flying Creature, a rock will appear, allowing you to reach the panel exit.

Enter the Pelagus. Pelagus swing across the top of the panel, spitting green globs towards the ground at a forty-five degree angle. If a projectile hits the ground, it will bounce back at the exact same angle, often hitting its owner up the bum. If the Pelagus gets close enough, it'll whip its tail at you. Avoiding it is as simple as crouching.

It also has an attack which involves firing a large green coil towards the ground, that bounces towards you in a slightly more laboured version of the one Gravis does. That's not particularly fun, is it? How about, given enough space, the coil will turn into a naval mine? And now you're paying attention. There isn't the space for it here, thankfully.

Here, you can just hit it with the Grenade and be done with it. Even without the Grenade, you'll be able to keep yourself safe by crouching once it gets close enough, where it's easy to counter any whip attacks with an Uppercut. Once you've killed it, nothing happens! Throw your Knife across the gap to hit the lever just off-screen. Said lever will trigger a rock in the middle of the lava that can be ridden down to the exit arrow. Without the Knife, there's no way across the gap, or to the arrow, without taking damage.

And you thought the last panel was bad. Now you're hanging above a pool of lava with a Pelagus at either side of you. Yeah, you're going to take a lot of damage whatever way you look at it. You have a Superhero, and I suggest you use it. The next panel is slightly nicer, I promise. Along the top of the panel are stalactites, and running along the floor are stalagmites. You can't do anything about the stalagmites other than roll under them, but as you've already guessed, the stalagmites can, and must, be broken. There are only two, but behind each one is a Cocoon Crawler.

=== Down ===

When it said shortcut, it really wasn't kidding. You're not just skipping four panels, you're skipping four of the most obnoxious panels in the game. Whether you want to risk picking up both Surprises here is entirely up to you.

=== Routes Converge ===

If you have something that can take the Pelagus off the top of the panel, that'd be groovy. If you came via the shortcut (and you really should have), you're guaranteed to have at least something. If you didn't, then you'll have to resort to jump kicks or the Grenade found at the far side of the panel. The Pelagus' ability to produce mines presents itself here, quite a lot, actually. Of course, a mine or two might be quite nice, because as soon as you've vanquished it, two Strigils will warp in. Once they're gone, you can exit the panel.

Take out the Spawn Mutant that's pretty much guaranteed to cheap-shot you as soon as you land in the panel, and hop over the barrier, trying your best not to blow yourself up with the mine. Have Roadkill pull the lever twice in order to lower both barriers enough for you to jump over. Just make sure to jump from far enough back (I'm talking right next to the mine here), lest thee clip it and get knocked back into the mine. If you didn't use the Grenade on the last panel, you can take out both barriers after the first has been lowered.

Page 2

03.09

If you died and had to restart, you'll find Roadkill waiting for you here. Use the rope to pass the mines. There are two Surprises in between them, and I don't see any reason why you wouldn't want them. You're given a choice of routes at the end of this panel, but it's not really a choice. Heading right is pretty bloody dangerous, and the place it leads to can be reached by heading down, and without even a fraction of the fuss. It even offers the same reward for almost no effort. If you insist on heading right, at the very least do so only if you have a Bomb. A Bomb *and* a Superhero would be preferable, though obviously an incredible waste.

=== Right ===

Break open the door to the right with whatever you have on hand, and deal with the pair of Cocoon Crawlers hiding behind it. Even with the Bomb, by the way, the door will still require a fair bit of smacking. Inside the doorway, though it can't be seen, is an Ice Tea. Shortly after you've dealt with the Crawlers, a Styx and a Strigil will appear. Styx appears first, giving you some time to belt him about before things get messy. They're pretty tough at this stage of the game, and the only real point of coming this way was for the extra health, so hang from the pole by the door until the Strigil shows up,

then toast them with the Superhero.

=== Down ===

Destroy the regular crate sitting atop the explosive one to find some Ice Tea. That's it, now you get to choose again. Heading left leads somewhere new and exiting, while heading right leads you directly to where the much harder route would have brought you out.

=== Right/Routes Converge ===

Quite simple, this. Just destroy the three Crawler Cocoons that come from the top of the panel to progress. Defeat the Gravis, then turn your attention skyward. The lever on the wall will shut off the magnet, dropping the bomb. You don't have to time it for when the bomb is next to the door or anything, as you can push it if need be. Bombs only take three hits to detonate, and as always, it should be done so from as far away as possible.

=== Left ===

Cocoon Crawlers will spew out of the hatch at the far side of the panel. To progress, you need to defeat ten of them. If a Crawler falls back into the hole, it won't count towards the total, which means you can't just hang above the hatch and boot them as they jump out. If you have a Bomb, you can drop it down the hole and clear them all out at once. Oh, and just so you know, until the panel is complete, falling down the hole will kill you to death.

Firstly, pull the lever to kill off the Cocoon Crawler using the miracle of technology. The bomb on the magnet is lacking a non-punching method of detachment, so turn off the piston and give the bomb a whack or five to get it down. Because it's more practical and fun, push the bomb over to the piston and pull the lever to take out the door in style.

=== Routes Converge ===

Regardless of which way you got here, the lever will be at the opposite side of the panel. Jump over the bomb, being careful not to clip the magnet, then use the lever to pick the bomb off the exit. It can be quite fiddly, but hitting the bomb with the magnet won't detonate it. And that's really rather fortunate, as detonating the bomb will also trigger one of the warheads in the background, dealing stupid damage.

Make your way along the rail, destroying the warheads as you go. There are four warheads, each one taking five hits. Once they're gone, two Strigils will warp in. Once they're defeated, you can exit the panel. There are three Gravis to fight here, but the first of which won't be drawn in until you move. Use Roadkill to sniff out the unusually important Knife before you do anything else. There aren't three Gravis to fight because the game hates you (well, it does, but that's not the reason), there are three because you're supposed to use them as tools to break the piston on the right. Wall-bounce them, throw them, it doesn't matter - just break that piston and don't waste the Knife.

This is the final panel before the boss, just so you know. It's just you and a Flying Creature. The little thing is slightly more durable than expected, but not greatly. Break the crate for a Surprise. Without the Knife (or a randomly-collected Bomb), this would have been massively important, as you'd have been looking for something to open the door with. With the Knife, you can hit the switch above the door, reducing whatever you get to a bonus.

Attempting to fight Mortus in a conventional fashion will either see you dead or wasting far too much time to achieve the good ending. The really easy way is to lure Mortus down to the ground floor, achieved by simply being there yourself, and then jump up to the lever on the right. Pulling the lever will trigger the rocket engine, dealing massive damage to him. So much so, that depending on how quickly you can toggle the lever, you might have to only lure him down twice.

When Mortus loses around a third of his health, he'll spawn a Flying Creature. Once he's down to the final third of his health, he'll spawn another one. You'll have to deal with them, even after Mortus is dead, before the fight will conclude. They won't actively pursue you, so they shouldn't interfere too much.

If you should be insane enough to fight him, then you'll find his attacks to mostly alternate between a rapid bludgeon with his pipe and a series of rapid low kicks and a slide. If he's far enough away from you, he'll spit a series of high fireballs at a silly speed. Mortus is also very fond of teleporting away from you after taking even the slightest amount of damage, and appearing at the top of the screen. Teleporting is his go-to counter for escaping Grab-a-Mutant as well. Quite simply, Mortus was not designed to be a fair fight - I'd go as far as to say he was not designed to even be fought.

Once the room is clear, and providing Alissa is still alive, a lever will appear to the left of her chamber. Pulling it will drain the fluid and reward you with the good ending. If you run out of time and the chamber fills to the top, and that would pretty much have to be intentional (you're a bad person and you should feel bad), you'll qualify for the bad ending.

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Cheats, Codes, and Easter Eggs

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=== Invincibility ===

Head into the Jukebox and press C over numbers 3, 12, 17, 2, 2, 10, 2, 7, 7, and 11. Sketch will make a sound to indicate correct entry.

=== Level Select ===

Head into the Jukebox and press C over numbers 14, 15, 18, 5, 13, 1, 3, 18, 15, and 6. Sketch will make a sound to indicate correct entry. Choose a number that corresponds with the level you want (1-to-6), then press C to set your starting level. Exit the menu and start the game normally.

=== View Credits ===

Press A + B + C while on the Options menu to skip to the credits.

=== Easter Eggs ===

--- Break Wind ---

Rapidly tapping down will result in Sketch being a classy gentleman and farting his little guts out.

--- SEGA Promo ---

When the game is paused, Sketch will say your current play time. If you leave the game paused for a short while, it'll change to 'SEGA.'

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Frequently Asked Questions                                05.00
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=== General Questions ===

Q: What's the difference between each version?

A: The PC version has a different title screen, with a comic page featuring Alissa and a one-shot character named Tobal. The PC version also has multiple difficulty settings. The Game Boy Advance version, by all accounts, is a terrible, squashed mess of a port, but that's more due to hardware limitations and ineptitude than conscious design choice.

Q: Why won't Roadkill uncover items for me?

A: It's some kind of error with his AI. If he doesn't register that a panel has an item as soon as you place him, he'll just trundle backwards and forwards doing much of nothing. It's easy enough to fix - just pick him up and put him back down. Occasionally, he'll become obsessed with a particular corner, as if he's trying to get an item from another panel.

Q: Why can't I pull levers?

A: Levers can be quite finicky at times, and I've no idea why. To grab hold of a 'stuck' lever, jump into the wall it's on and push towards it. If the lever after Mortus should become stuck, standing in front of it and jumping straight up should allow you to grab it when you land.

Q: What about the 'play as Super Sketch' cheat?

A: Oh, that. That doesn't exist. That would require Sketch to have a second complete set of sprites. He doesn't. I have heard it said that it refers specifically to the PC version, but that makes even less sense when you think about it.

=== Questions About This Guide ===

Q: Can I use your guide on my site?

A: As of this moment, no you cannot host my guide. Why? Because I believe that the number of sites that I'm allowing to host this guide is enough, enough to keep track of and enough to provide adequate distribution to you, the wonderful FAQ-reading public.

Q: I have this guide, would it be okay if I used a part of yours?

A: *Chokes* part of mine? What would be the point of that? You can use my guide as reference for all the things that I can't own (i.e. facts), but you can't go lifting entire paragraphs, even if you credit me for it. Just read the copyright notice at the top of this guide, and then think twice before 'borrowing' anything from me.

Q: If I've found something that you were too stupid to include, or something that you've missed, what should I do?

A: You could take it, turn it sideways and shove it... *ahem* just drop me a line and tell me in exact detail as to what it was that I screwed up on or missed out. If you can help me to make this guide more accurate, you'll win a cookie, a kudos cookie (great on calories, lousy on taste).

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Credits and Outro 06.00
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Didn't take you long to get here, did it? I told you it was a short game, but hey, that just means you can play it twice as much. And when you get to be really good, that means you can complete it 71 times a day, providing you wee in a bottle and don't stop to eat. Well, it's that time again, and you'll be off gallivanting, I suppose. Just make sure you turn the lights off on your way out.

=== Special Mentions and Thanks ===

The layout of this guide is based upon the layout used by Dalez in his Breath of Fire IV guide [<http://www.gamefaqs.com/features/recognition/2741.html>].

If for some strange reason, you would actually like to thank me, feel free to pay me a visit and leave a comment [<http://mikepenance.tumblr.com>] and pledge to serve as my vassal - too far? Well, just sign it and leave out the "serving me for all eternity" bit (if you like).

No, Mr. President, they have no idea of my true identity. Yes, Mr. President, it all went according to plan. Shall I continue with the second phase of the operation? Yes, sir, understood.

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