

# The Great Circus Mystery: Starring Mickey & Minnie FAQ/Walkthrough

by SubSane

Updated to v1.0 on Mar 28, 2004

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The FAQ/WALKTHROUGH for THE GREAT CIRCUS MYSTERY, v1.0

Based on the Sega Genesis version  
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Last Updated October 15, 2003  
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===== 1.0 INTRODUCTION =====

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1.1 Game Details  
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This game was released in 1994, developed by Capcom for the Sega

Genesis.

It is a sequel of sorts for Capcom's first Mickey adventure game on the SNES, "The Magical Quest." For those who don't have a Genesis, Capcom is also releasing this game as "The Magical Quest 2" for Gameboy Advance.

"The Magical Quest 3", the third and final game in the series, was released for the GBA.

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## 1.2 Story

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One fine day, Mickey and Minnie arrived at the edge of town. They were going to the circus, but first they had to find their friends.

Just then, Goofy came strolling up the road. Apparently something terrible happened at the circus, and everybody disappeared!

As Goofy walked away, Mickey and Minnie decided to find out what is going on, and hopefully find the their missing friends.

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## 2.0 BASICS

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### 2.1 Game Start

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#### Game Start

This option is to begin playing the game. You will then get to choose 1 or 2 players.

#### Password

Go here to input a stage password. Passwords are acquired when you lose in a stage.

#### Option Mode

Here you can adjust the difficulty, and the controls for both players.

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### 2.2 Status Screen

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From left to right:

#### Character Face

The number under this face represents the number of lives.

#### Hearts

Each heart is one life point. You can gather large hearts and

accumulate a maximum of ten hearts.

#### Sweeper/Cowboy Meter

If you have the sweeper or cowboy outfit, this is the meter that shows how much energy that outfit has left.

#### Coins

That gold coin with the famous silhouette is the number of coins you currently have.

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### 2.3 Controls

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Start..... Pause, change outfit (3-button control)  
Left..... Move left  
Right..... Move right  
Down..... Climb down, duck  
Up..... Climb up  
A button... Hold items and enemies, use outfit  
B button... Jump  
C button... Select outfit  
Z button... Change outfit (6-button control)

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### 2.4 Items

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Yellow blocks... Grab or destroy these  
Red blocks..... Grab or destroy these  
Clock block..... Destroy these to freeze time for seconds  
Yellow ball..... Used as weapon  
Red battery..... Refill sweeper outfit energy level  
Gun..... Refill cowboy outfit energy level  
  
Silver coin..... One coin  
Gold coin..... Five coins  
  
Small heart..... Refill one life point  
Big heart..... Refill all hearts and gain one new point  
Character..... Gain one extra life

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### 2.5 Outfits

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Sweeper outfit.... Used to suck in enemies and coins  
Safari outfit..... Used to climb walls and swing from hooks  
Cowboy outfit..... Used to shoot enemies and blocks  
  
Sweeper upgrade... Upgrade for the sweeper outfit. Purchase at  
General Store.  
  
Cowboy upgrade.... Upgrade for the cowboy outfit. Purchase at  
General Store.

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## 2.6 Points

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Grapes..... 500 points  
Apples..... 200 points  
Stage enemy..... 100 first hit, 200 for next hit, 500 for 3rd  
Hit enemy target... 200 points  
Pete goons..... 500 points

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## ==== 3.0 WALKTHROUGH =====

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### 3.1 The Haunted Circus

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Enemies: Clowns, fishes, balloons, jacks, juggler weasel, monkeys,  
goons, lion ringmaster

#### Outside the Circus

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As soon as you start some small clowns will appear. A simple jump on the head will kill them. You can also hold A to grab them and throw them at enemies.

So, keep going. The large juggling machine can't hurt you, so jump on it and make your way to the pond. Don't even try to kill the fishes. Use the balloon platforms to get across and reach the platform in the middle, then swim under the platform to get two extra lives. After that, get to the other side.

Now some yellow balloons will start to appear. Do not stand under them because they pop and release spikes. Jump over or on them and keep going. The jacks just pop up for a few seconds and go back down, so avoid or jump on them.

Hey, who's that guy in the background?

#### Juggler Weasel

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The juggler weasel has two attacks. One is simply walking around, and the other attack is a toss of the fire balls.

I mean, this is the first mid-stage boss, and as such is incredibly easy to beat. You can either wait for him to toss the fire balls and jump on his head, or jump on his nose. The weasel will blink for a while after a hit, so wait a few seconds before attacking again.

It'll only take a few hits to put out the juggler weasel's flame.

## The Circus

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Make your way through this cage area, and avoid the caged monkeys. Once you go over the stack of cages a short scene will occur in the gypsy car.

Yo, Donald! That's one friend found. Unfortunately this duck is clueless, but he will help out with a sweeper outfit. Hold A to suck in enemies and coins with the sweeper outfit.

Now go back toward the left and jump up the gray blocks that will appear. Go up the circus roof, but I recommend switching to the normal outfit. It makes it easier to grab yellow blocks and kill the enemies.

When you get to the top you may see a red battery. These refill the sweeper energy level.

## Circus Tent

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Use the swinging platforms to get across the gaps, then make sure your character has the normal outfit on. Break all the yellow blocks, but first grab the chain of the big block to get a whole bunch of gold coins.

Avoid Pete's goons and fall on top of the stack of yellow blocks at the bottom. Wait for an enemy to fall down, then knock it out and pick it up. Release the enemy on top of the yellow blocks to destroy them all for points and little hearts. The big block will give up a large heart, which will not only refill your health, but also give one extra health point.

Keep going and avoid any other enemies to go outside. Well, those eyes in the cage car certainly look ominous. Keep going to face the lion ringmaster.

## Lion Ringmaster

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The lion has two attacks. The first is a simple jump, and the second is a spinning mane toss. Avoiding the jumps is easy, and just stand far away to avoid the mane toss.

Use the sweeper outfit to kill him off quickly. All you have to do is suck in all the puffs of the lion's mane, then jump on his head once they are gone. It will be too easy to lose.

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## 3.2 The Jungle

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Enemies: Shrubs, goons, fishes, jungle turtle, snails, snakes,  
flying squirrels,

Ah, so it was the ghosts! Oh wait... Listen to their tale and you'll get a safari outfit to help you on your journey. Now, it's time for a trek through the jungle.

### The Jungle

=====

Nice, this new safari should be helpful. You can use it to climb up walls, as well as to swing from hooks. Make your way to the right, and avoid the shrubs of course. These are just like the clowns of the previous stage, so they're easy to kill.

Eventually you'll run into a tree stump and one of Pete's goons. All he does is shoot an arrow, so jump over and keep going.

When you get to the pond you can use the green vine at the top to swing across and avoid the fishes. Then keep going, same as always. You'll run into more shrubs and goons along the way, but once you get to the large tree just climb up to get to the other side.

When you get to the pond it's time to fight the jungle turtle.

### Jungle Turtle

=====

Make sure you have the safari outfit on. Now, this turtle has two attacks. The first one is a jump onto the land. In the second attack the turtle will float on the surface and spin, shooting water on both sides.

The easiest way to handle both attacks is to hang from the hooks. When the turtle jumps out to either side, jump on his head. After a few hits this turtle will go down.

### The Trees

=====

This area is filled with snails, snakes, and flying squirrels. The snails are slow, but they do release spikes. The snakes pop out of the trees and can only be knocked out, but you can also use them as platforms to keep going up. The flying squirrels fly around aimlessly, so they're easy to avoid.

Make your way to the right and climb up the last tree, then get off on the second branch you come across. Go to the left, but when you reach the tree on the far left jump down. There should be a gray platform and a doorway.

Go inside the door to find a large yellow block with a big heart inside, then exit. Make your way back up the trees, and use the gray hooks to get to the very top. Slide across the vine to get to the next area.

### The Swamp

=====

Swing down the vines, but make sure never to fall in a gap. There are several rows of spikes. Once you get to the pond, quickly swim to the left. Jump into the small gap at the left corner and you'll get two extra lives. Get back to the land on the right and enter the next part of the swamp.

This area has some holes with steam vents that can cause damage. If you like, you can use the sweeper outfit to suck the big square blocks over the holes and block the steam. It's easier to just avoid the steam though.

After passing the first steam vent, use the sweeper outfit to suck the left block toward gray platform. Use that block to get on the gray platform and open the large yellow block for an extra life. Use the normal outfit to break the small yellow blocks ahead, then keep going.

#### Jungle Ape

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Walk into the area between two trees to meet the jungle ape. Not a nice fella, is he?

The jungle ape has three attacks. His first attack is a simple jump from the tree tops. The next is a spinning razor attack where he will ricochet around while spinning. In the third attack the ape will grab a tree and shake it, causing coconuts to fall from the trees.

The best thing for all three attacks is to stick to the trees. If the ape is going to fall from above, just jump out of the way. You may also have to move when he does the spinning razor attack. The coconuts shouldn't be a problem.

Attack the ape when he is on the ground. It's as simple as that. Since he will end up on the ground after most of the attacks, it should be easy enough.

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### 3.3 The Haunted House

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Enemies: Ghosts, skeletons, goons, Pete's portrait, books, candles, little phantoms, phantom Pete

Hey, Pluto! He's safe, so let's see what the ghosts have to say. They'll give you a clue as to who is responsible, then you'll get the cowboy outfit to help you out in the haunted house.

#### The Front Hall

=====

The cowboy outfit gives you the ability to shoot enemies with corks. One hit from the gun is the same as two regular hits. You can also hold A to charge and do a dash attack. Oh, and jumping on enemies will take twice as much damage. Sweet...

You'll run into ghosts as soon as you start. The ghosts will fly until you hit them, then they will be skeletons. It's just like all the other small enemies in the previous stages, so it's easy enough.

Make your way to the right to get to a broken staircase, and some spikes. Jump over the spikes, then stand on the second step to break through to the bottom. Hop to the right and break all the yellow blocks to get point items and gold coins. Go in the door.

Break open the yellow block to get a large heart, then leave. Go back up the broken steps and enter the next area. Now there will be some rooms with spikes on the ground, but there is an easy way to cross. When the skeletons pop out, jump on their head to jump across to the other side.

After passing through two of those rooms you'll be in another hall. The yellow balls can be used as weapons, but the cowboy outfit will be a lot more useful. When you pass by the mirrors, some ghostly goons will appear. Just shoot them once to kill them.

Keep going to enter the next area.

#### The Collapse

=====

Switch to the safari outfit as soon as you enter this area. As always just head to the right. When you reach the gaps, use the skeletons. The gap on the far right can be jumped over by bouncing on a ghost.

The next area will have a low ceiling covered in spikes. Here you'll have to use very small jumps, or the spikes will cause you to fall in the hole.

Wait for the ghost to pass, then fall and grab the right side of the ledge. Make a tiny jump to reach the first platform. Then you'll have to do the same thing, and grab the right edge of the small platform. Once again, another small jump will get you to the next platform.

Repeat this with the last platform and make an extremely small jump to reach the last ledge. Climb up to continue.

#### Pete's Portrait

=====

Ah, the mid-stage boss. This guy will have two attacks. His first is a beam that will cause some books to fly out. The second attack is a fire breath attack that rolls along the ground.

You can avoid the books by jumping over them, and the fire breath is actually your chance to attack him. When he lowers his head to breathe fire (or just for no reason), shoot him with the gun. It'll only take a couple of hits to finish off this fake Pete.

(Little side note: The Pete in the portrait is Emperor Pete, from 'The Magical Quest'.)



## Courtyard

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This area is simple enough, so it might be best to stay in the cowboy outfit. Hop your way through, avoiding any enemies that appear. The candles are new, but one shot from the gun will kill 'em off. You can also use the sweeper outfit to suck out the flame, but the gun is easier.

When you get near the end you should see two large yellow blocks. Shoot both of them to get a total of sixteen gold coins. Once you're done, enter the tower at the end.

## Haunted Tower

=====

This just involves going up the spiral staircase while avoiding enemies and getting bonus stuff. Make your way up, but stop when you get to the large group of yellow blocks. Break them all and get the stuff, then go inside the door.

This is the General Store, where you can buy ammo and hearts, as well as upgrades for the sweeper and cowboy outfits. Each upgrade will cost 300 coins, and I recommend getting the cowboy upgrade first. It will power up your shots.

After buying (or not buying), leave and keep climbing up the stairs. When you get to the part where the tower gets vertical, it's time to face the boss.

## Phantom Pete

=====

This phantom has two attacks. The first is simply flying from left to right, and right to left. The other attack is a batch of small phantoms that will fly out of the mouth.

But as always, the boss is simple to beat. There will be a ring of blue flame around the ghost, which protects him from getting hit. But, if you jump and shoot the split second before the blue flame disappears, you can always hit the phantom. It takes some timing, but this strategy is the easiest way to kill the phantom.

Should any ghosts slip out, just jump on them to make them vanish. It'll only take a couple of hits to send this phantom back to the underworld.

Great, so now all you have to do is slide down that rope and... oh, that's just great.

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### 3.4 The Caves

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Enemies: Crystal bats, ants, tunnel weasel, shell fossil, fins, brontosaurus

## Flooded Cavern

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So, now we have a little detour. Go to the right, and avoid the crystals that hang from the ceiling. Some will just fall, while others will turn into bats. Both are easy enough to avoid.

When you get to the end of the cavern, it will start to flood. A green ant may appear, but it is just like all the other small enemies in the game. One hop will knock them out. As for the water, do not stay under too long. It's possible for your character to get hurt by lack of air.

So, the cavern will start to flood. Switch to the normal outfit because you will need to grab and break several groups of yellow blocks as you float up. Make sure to stay to the right for the majority of the time, because most of the gaps are on the right. As always you will get coins and points from the yellow blocks.

Switch to the safari suit and make your way to the right. As you walk down the stream you should see some gray hooks, so jump and grab them. Use the yellow block or the cowboy outfit to break the large yellow block and get eight gold coins.

Grab the other gray hook to get across the gap and to the right.

## Crystal Cavern

=====

This area has spikes all over, so of course you'll want to stay high. When you cross the spike floors that have thick crystals over them, use the gray hooks to swing and knock down the crystals. They can then be used as platforms.

When you reach the right side, some strange disappearing crystal platforms will pop up. Climb up the first one and go to the left to find a niche in the wall. Grab the hook or shoot the block to get a large heart.

Keep jumping up the platforms and go to the right. Get that gun if you need it, then enter the door. It's another General Store, so if you have enough money I once again recommend buying the sweeper or cowboy upgrade.

All right, so now go to the left, and climb into the next tunnel.

## Tunnel Weasel

=====

This weasel has two attacks. The first is his hopping around, and the second is a wall shake that will cause blocks to fall from the ceiling. He can also remove blocks from the ground and open a hole to the spikes, so watch out.

The best thing to do is use the cowboy outfit. You could shoot, but jumping on the weasel's head will take a lot more, especially with

the cowboy outfit.

A few simple hits will finish him off, so keep going once that is done.

#### Fossil Cavern

=====

It's time for the safari outfit again. You can easily get across the gaps by sticking to walls and swinging on gray hooks. But, make sure to avoid or kill the fossil shells and ants.

So, head to the right. When you see the ribs sticking out of the wall, make sure to use it. The gaps under the ribs will always have spikes.

About halfway through the area you should see a gray block, and a doorway above it. Go inside to break open a large yellow block and get an extra life.

When you come across another hole in the ceiling, run! An egg will fall down and roll down the hill, destroying the rib bridge. If the bridge gets destroyed, use the gray hooks to get across. Go through the tunnel to enter the dinosaur chamber.

#### Brontosaurus

=====

Holy mother of... Did that dinosaur just come back to life?! I guess he's not too happy that you woke him up.

The dinosaur has three attacks. He will release the fins on his back, which is really just an annoyance. His spiked tail will also appear from the left, and when the head appears he will blow steam, which pushes you toward the tail.

Get that cowboy outfit on again, then just jump on his head when it appears. You can pretty much hold the jump button the whole time and get through without a hit.

This will only take a few hits before the dinosaur goes back to permanent sleep.

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3.5 The Frozen Plains  
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Enemies: Ice crystals, purple urchins, sled weasel, electric jellyfish, ice cloud

#### Flooded Cave

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We're finally back on track, above land. Make your way to the right, and do not jump on the ice crystals. Their pointy head will cause damage. Make sure to also break the yellow blocks, and if you break

the clock block it will freeze everything for a few seconds.

Switch to the safari outfit once you're inside the cave. Make your way to the right while avoiding the spikes and urchins that run along the ground and ceiling, and when you get to the flooded pond go into the doorway at the bottom.

If you still have money, I recommend getting the large heart to add another heart to your health. Leave once you're done.

Now keep going to the right. There will be more urchins and spikes along the way, so deal with them accordingly. Also remember to break the yellow blocks for items.

A little further ahead you'll fall into a large hole, and fight the sled weasel.

#### Sled Weasel

=====

The sled weasel has two attacks. He will spin around in the spiky sled and attempt to hit you, and when he stops he may release two spiked balls.

The easiest thing to do is jump on his head with the cowboy outfit. When the water goes up you can wait on the ledges at the top and spring onto him when the weasel is near. It will only take a few hits to finish him.

#### Underwater Cave

=====

Ok, this next part will be entirely underwater. Yes the characters can get hurt from lack of air, but there will be air bubbles throughout the area. They will be huge and big enough for your character to fit in. Only two seconds of air will refill you.

So, if you're ready switch to the normal outfit. There will be lots of yellow blocks, and remember: we like bonus stuff. Make your way through the first tunnel in here, and of course avoid any spikes and urchins.

When you reach the big area the electric jellyfish will appear. They float aimlessly, but can reach out with their electric shocks. Needless to say, don't even try. Swim to the top once you get into the high ceiling area. Up on the left side there will be a doorway, so go in.

Open this large yellow block to get an extra life, then go back outside.

Now just go to the right. Avoid what has to be avoided and bust open any blocks, then quickly swim up to the surface to get out of the water.

#### Frozen Plains

=====

Get that safari suit on and just run. There will be plenty of gray hooks to go over all the enemies, but if you want the yellow blocks you'll have to switch to the normal outfit.

Eventually you'll go through a small cave, but it's easy. Keep swinging on hooks. Hmmm... There's an awful lot of red batteries. Wonder why...

Once you leave the cave you'll meet the boss.

Ice Cloud

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The cloud puff has three attacks. It will float around, and if you touch it you will be frozen. Press Left and Right rapidly to unfreeze. The second attack is a group of snow flakes that will also freeze you, and the third attack will be a group of lightning bolts.

Now, suck! Seriously. Use the sweeper outfit to suck in parts of the cloud until it disappears. Remember you have to be close to actually reach. It'll only take a few sucks to suck the cloud out of this cloud.

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### 3.6 The Baron's Castle

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Enemies: Candles, little phantoms, goons, juggler weasel, Pete's portrait, ghosts, gargoyles, Baron Pete, dragon Pete

We're finally at the castle of that dastardly, devilish demon of the depths, Baron Pete!

The Dungeon

=====

You'll start in the dungeon under the castle. Switch to the safari outfit and make your way to the right. Use all the gray hooks you see to get over the flaming gaps.

When you reach the large swinging spiked ball, jump onto the gray blocks under it. Remember to duck as it swings by, then jump to get to the other gray block and keep going.

To cross the next flaming gap, slide down the chain. Break the two yellow blocks if you want, then climb up to the tunnel.

There will be some large spiked balls in here, and the best way to avoid them is to duck on either side. There will also be some yellow blocks next to the first one, and they have the typical hearts and point items.

Go up to the top and keep going to enter the next area.

Castle Hall

=====

Use the normal outfit for a while. Grab the ball if you like, and use it to kill at least one of the little phantoms that will come out of the armor suits.

Go into the doorway when you see it to go inside another General Store. If you have enough cash I would get the large heart. Leave once you're done.

The mirrors at the top will yield some of those ghostly goons, but you can just shoot them or use the yellow balls to finish 'em off. Break through the group of yellow blocks for stuff.

Get the safari outfit to cross the gap and go into the doorway to meet an old 'friend'.

Juggler weasel

=====

It's this guy again. It's just like before, but this time you can use the cowboy outfit to have it even easier. Go to the right once you're done.

Castle Hall (again)

=====

Off to the right again. If you want to get some extra cash, climb up to the gray block and shoot the large yellow block for eight gold coins. Keep going once you're done.

Pete's Portrait

=====

It's another old friend. It's exactly like before, except if you got the cowboy upgrade it may be a bit easier. Once you're done, move along.

Inner Chambers

=====

Switch to the safari outfit and go to the right. If you stand on those arrow blocks, they will move in the direction they point. But you'll want to avoid the ghosts of course. Climb up to keep going.

Break the yellow blocks on the left side and go to the right. The gargoyles will breathe out flames, so to avoid getting hit just get close and back away.

After going through that you'll meet a few arrow-shooting goons. Don't even bother attacking, just avoid their arrows and keep going.

Now there will be a column of arrow blocks. Stand on the first two blocks to get them out of the way, then climb up to the third and use it to get to the doorway at the top.

One of the large blocks will have a large heart, and the other will have an extra life. Leave when you're done.

Keep going to the right and switch to the normal outfit. Avoid the ghosts and cannon balls, and bust open all the yellow blocks for more hearts and point items.

Go back to the safari outfit and climb up the tunnel on the right. Avoid the cannon balls, and once you get to the top go to the right. Cross the bridge for the final showdown against the evil Baron Pete.

Baron Pete  
=====

Man, Pete has certainly grown since the last time I saw him in a cartoon! Anyway, he will have two attacks. For the first attack Pete will create a bolt of lightning and send two electric balls along the ground. Pete will create some ghosts using the cauldrons as a second attack.

But before you can even attack, you'll have to break that horned helmet. Switch to the cowboy outfit and jump on the cauldrons and hands to reach his head. Shoot the helmet about seven times to break it.

Once the helmet is off, just jump on his head repeatedly to finish off Baron Pete.

Hah, you won! Oh wait... what's he turning into?

Dragon Pete  
=====

Pete will now be in the form of a large dragon. Pete's only attack will be a fire breath attack along the ground.

You can either shoot Pete using the cowboy outfit, or jump on his head. Jumping on his head will kill him off quickly, but you may get hit. Either way it's not too hard.

Well, that's it! Baron Pete's reign of terror has been put to an end, and all of Mickey and Minnie's friends are safe.

Enjoy the ending, and remember to keep watching after the credits for the full ending.

Congratulations, and thanks for playing!!!

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===== 4.0 CODES & SECRETS =====

Haunted Circus... Mickey, Minnie, Goofy, Donald  
Jungle..... Pluto, Donald, Mickey, Goofy  
Haunted House.... Goofy, Donald, Mickey, Minnie  
Caves..... Donald, Goofy, Pluto, Mickey  
Frozen Plains.... Minnie, Mickey, Donald, Goofy  
Baron's Castle... Mickey, Goofy, Donald, Minnie

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===== 5.0 LEGAL / MISC. =====

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5.1 Version History  
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October 15: Version 1.0  
- - - - -  
Entire guide resubmitted. Have fun!

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5.2 Guide Credits  
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- Thanks to...
1. Capcom, Disney, and Sega for creating this great little game.
  2. Thanks to Wilson Lau, whose Bart vs. the Space Mutants guide inspired me to write video game guides.
  3. Thank YOU for reading. After all, I didn't write this for my own health...

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5.3 Contact Information  
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The address is: subsane@gmail.com

The issue of too many e-mails isn't a problem, so I'll most likely respond to any questions (for now). But, I do delete e-mails without a subject. Put 'Circus Mystery FAQ' or something similar in the subject line.

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5.4 Legal Stuff  
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