

# Sanrio Carnival 2 (Import) FAQ

by Da Hui

Updated to v1.0 on Apr 17, 2007

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This FAQ was made for the NES FAQ Completion Project. You could contribute to this yourself! Just check out Devin Morgan's web site about it:  
<http://faqs.retronintendo.com>

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## ----- 1. - Controls -----

### Candy Mode:

#### D-Pad:

- Up - Move Character Up
- Down - Move Character Down
- Right - No Use
- Left - No Use
- A - Hard Hit
- B - Weak Hit
- Start - Pause
- Select - No Use

### Puzzle Mode:

#### D-Pad:

- Up - Move to the top of the puzzle
- Down - Move to the bottom of the puzzle
- Right - Move to left side of puzzle
- Left - Move to right side of puzzle
- A - Move Puzzle Pieces
- B - No Use
- Start - Look at original puzzle/Pause
- Select - No Use

## ----- 2. - Game Modes

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There are only three game modes to this game, but all three are completely different so I will list and describe each mode. I won't describe how to play each game here though, for that, check out the Strategies section.

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Game  
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This is the easy version of the game. You will have to play the candy game and fill in the flowers at the top of the screen. After you fill in those flowers, you will go to a puzzle bonus round. Then the game will just continue while adding more colors.

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War  
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This game mode is a lot tougher than just Game. It is the same thing except now you have an opponent on the other side of the screen trying to beat you. There are also bombs that will stun you for a moment. You will need to have the matches on your half of the screen to be credited for them.

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Score  
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This mode is very basic. All you do is play until the screen is filled up with gray pieces. The point of this mode is for a bit of practice along with trying to get a high score.

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3. - Strategies  
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Let's start off with describing the HUD. You will start the game with a character on the left of the screen, that's you. If you played War, there will also be a character on the left. You can move up and down on your pedestal to reach whatever candies you want to reach. On the top of the screen are flowers that vary in color. There will be six pedals on each leaf. The middle of the screen is obviously the playing field. Also keep an eye out for the timer because if you run out of time, you lose.

The point of the game is to line up three or more of the same colored candies in either a horizontal or vertical line, sorry but diagonals don't work in this game. After you clear three candies of the same color, you will see a small piece float to the top. The little piece will float into one of the pedals of the flower, whatever color it corresponds with.

The goal of the game is to fill up all of the flowers on the top of the screen. The tricky part though is that if you match up three that are already filled up, they will freeze and just take up space on the screen. Because of this, you will have to clear up each color at a consistent rate. That means that you will have to clear one of each color at a time in the following pattern:

- Color 1
- Color 2
- Color 3
- Color 4

Color 1  
Color 2  
Color 3  
Color 4

Just try to repeat that method. It will help prevent you from running into a lot gray pieces. After you clear up each of those colors, you will have to go through a puzzle mode. This puzzle is your common childhood puzzle where you have to move pieces around to form the puzzle. There will be one blank square that will allow you to move. You are given a long five minutes to solve this. If you don't solve it, you'll just go onto the next level.

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4. - Disclaimer  
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