





C-Down [Holding A Object] | Shakes Object  
D-Pad Down | Duck Down  
D-Pad Down(Twice) [In Air] | Boost Downwards  
D-Pad Down [Holding A Object] | Shakes Object  
D-Pad Down [Clanpot] | View The Contents  
D-Pad Right | Move Right  
D-Pad Right(Twice) | Dash Right  
D-Pad Left | Move Left  
D-Pad Left(Twice) | Dash Left  
D-Pad Up(Twice) [In Air] | Boost Upwards  
A | Jump  
A + D-Pad Down | Slide forward  
B | Grabs object use [In Direction Of D-Pad]  
B + D-Pad [Holding A Object] | Throws object  
L | When reading Message Text Pressing this will make  
the message texts proceed.  
L + D-Pad Down [With Clanpot] | Shifts Item being viewed  
R | Same thing as L  
R + D-Pad Down [With Clanpot] | Same thing as L+ D-Pad Down  
Z | Skip movies  
Start | Pauses game.

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<----Overview---->

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Mischief Makers stars a female android named Marina. She has a father named Theo who is getting constantly abducted by the evil empire. So it's always up to here to go and rescue him. The empire abducts Theo once again and Marina decides it's time to take the empire down once and for all.

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Making A New Game

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When you first start Mischief Makers pick a file and then insert your age and filename. Afterwards a new game will be made well that was simple right??? I hope it was.....

Note:Your age effects the dialouge in some scenes. One scene I know it effects is the very beginning where Theo is abducted by the Clancers.

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Defending Yourself From Attacks

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To do so grab a Clancer and there you go you will now be using him as a human Shield.

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Ctrl + F

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Press both these buttons at once if you need to navigate the guide quickly. Type in a search codename such as [VER] if I wanted to skip to the Version Updates section.

Example:

\*Step 1\*

Ctrl + F

\*Step 2\*

Let's say I wanted to go to the End Of Guide section.

\*Step 3\*

Type in the search codename [END].

\*Step 4\*

Select option "Find Next" and there you go.

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+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+
+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+
|                                     +--~Version Updates~--+                                     [VER] |
+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+
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>>>>>>>>>>>>>V1.0<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<
-----
+--Guide Started
+--All Sections completed!
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```

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>>>>>>>>>>>>>V1.1<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<
-----
+--Corrected Spelling Errors.
+--Tweaked with a few things.
-----
```

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>>>>>>>>>>>>>V1.2<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<
-----
+--:Corrected a few spelling errors this time.
+--:Added a Boss Guide section.
+--:Changed the ASCII Art at the top of the guide.
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```

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>>>>>>>>>>>>>V1.3<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<
-----
+--:Improved some boss strategies by a lot.
+--:Corrected quite a few spelling errors.
+--:Improved the paragraph structures.
+--:Added under Starting A New Game section how Age
effects the beginning scene's dialouge.
+--:New and improved Introduction!
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+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+
+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+
|                                     +--~Walkthrough~--+                                     [WAL] |
+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+
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This is the Walkthrough section it is going to be the largest part of this guide in this section I will explain how to get through all the levels and how to beat every boss in the entire game.

| Planet Clancer |  
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| 1-1 |  
0~::~~::~~::~~::~~::~~::~~::~0

+---+  
| +~Meet Marina!!~+ [1-1]|

+---+  
When the level starts you witness Professor Theo getting abducted by a evil Clancer. Anyways your main goal here is to speak with Geold to get to him simply head forward jumping over several piles of blocks. You can tell who Geold is by how he looks he is old and is carrying a cane. Once you reach him speak with him and he will give you a bomb now pick it up and go all the way back to a huge pile of red blocks with a star in the middle of them. Throw the bomb at them and then enter the star to warp somewhere else. From where you warp enter the nearby star to complete this level.

-----  
Getting The Yellow Gem  
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Head to the first house and under it should be a statue now throw a nearby clancer at it to break it revealing the Yellow Gem.  
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| 1-2 |  
0~::~~::~~::~~::~~::~~::~~::~0

+---+  
| +~Meet Calina!!~+ [1-2]|

+---+  
When the level starts simply proceed forward jumping over piles of blocks. You should eventually come across a warp gate now enter it. From where you end up go forward and when you reach a place with a bunch of blocks go forward and jump to up and to the left. From here jump onto the red blocks shaped like a cross and then jump up again and to the left. When you land go forward and enter the Warp Gate here to finish the level.

-----  
Getting The Yellow Gem  
-----

From where the green blocks are before the area with the fire jump up and to the right to get the Yellow Gem.  
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0~::~~::~~::~~::~~::~~::~~::~0  
| 1-3 |  
0~::~~::~~::~~::~~::~~::~~::~0

+---+  
| +~Clanball Land~+ [1-3]|

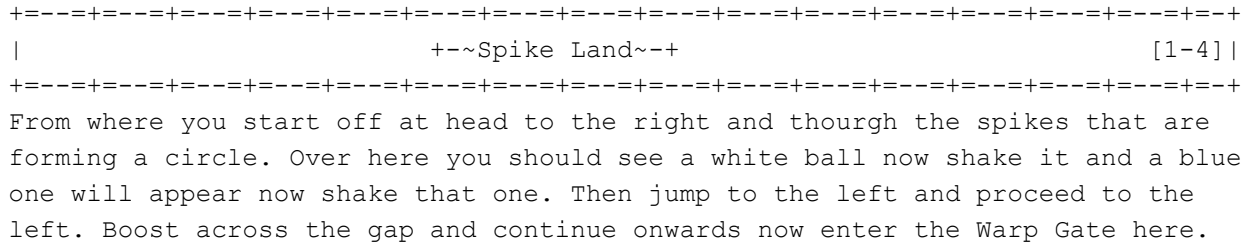
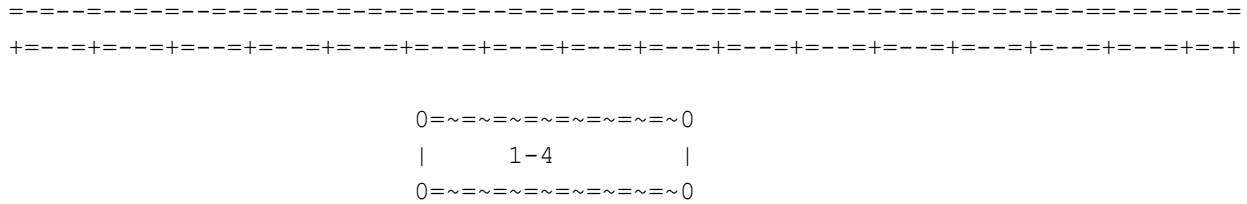
+---+  
When you start the level proceed forward into the amusement park. Once you see a area with a bunch of balls jump onto each one going higher and higher until you reach a white one. Shake it up and down and that ring above you will make a Warp Gate appear now enter through the warp gate. Now over here go to the left until you reach a area with a bunch of balls going at fast speeds. Grab the White one and shake it to change something. Now hop onto a ball again and wait until it reaches a circle with a white ball inside of it now jump off here and

shake the ball here. Then head to the right and you should see another circle with a ball now shake the ball here also.

Head back to the area where you first appeared at when you got warped. Now jump from orange ball to orange ball here until you are near the Warp Gate enter the Warp Gate here and then enter the Warp Gate that is nearby where you warped to beat this level.

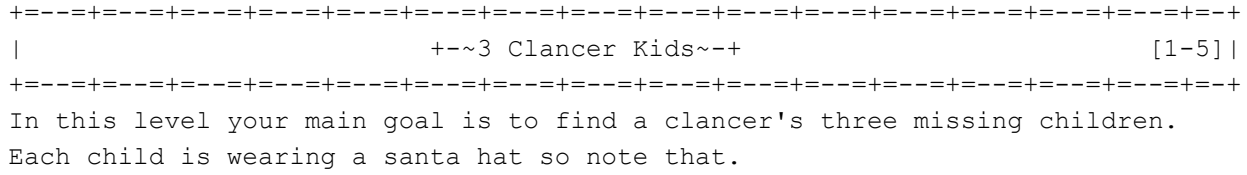
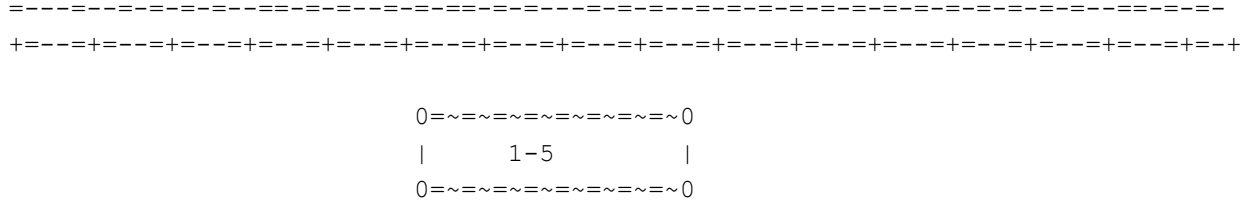
=====
Getting The Yellow Gem
=====

Go to where all those balls are spinning fast and grab onto the orange one and when you are right above some red blocks shake the ball to drop a bomb. The bomb will destroy the blocks and a Warp Gate will appear now enter it to get the Yellow Gem.



=====
Getting The Yellow Gem
=====

From the beginning of the level look around for a hill now jump up and then to the right to see the Yellow Gem now grab it.



+++++++
Child#1
+++++++
To find this guy head to the right and grab him.Also shake the orange ball here.

+++++++

+++++++
Child#2
+++++++

Head right and use this ball here to boost up now grab onto this sideways shaped one and use this one to boost to the left. Keep going left until you spot #2 now grab them and return them home.

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+++++++

Child#3

+++++++

Go all the way to the right and capture this guy and return him home.

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Use the Warp Gate that appears to finish this level.

=====  
Getting The Yellow Gem

=====  
After rescuing the three kids the mother will mention her husband is missing. Now head back to the first Springball thing and shake it towards the right then grab it and shake it downwards all the way and then from where you get shot to boost up and to the right. Now grab a bomb here and quickly go to where her husband is imprisoned and blow up the red blocks in front of him. Bring him back to her and she will thank you yet he gets angry. But before you return him shake him to get the Yellow Gem.

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0~::~~::~~::~~::~~::~~::~0  
| 1-6 |  
0~::~~::~~::~~::~~::~~::~0

+--++ | +--3 Blockman Rises!!~+ [1-6] |

Very very easy level also a very extremely linear one. Anyways when the level starts you meet Teran. Now shake him and he will transform into Blockman. Now simply proceed to the right to beat this level really your nearly unstoppable. When you can't go any further you should see a Warp Gate now enter it to beat this level.

=====  
Getting The Yellow Gem

=====  
When you reach the part with the three clancers who throw grenades at you kill the first two. Then exit Blockman and shake the third clancer to get the Yellow Gem.

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0~::~~::~~::~~::~~::~~::~0  
| 1-7 |  
0~::~~::~~::~~::~~::~~::~0

+--++ | +--Wormin, Up!!~+ [1-7] |

Time for you to face your first mini boss. Now to hurt this worm grab Celes the nearby Clancer and throw her at him. If for some reason she disappears you can also harm the boss by throwing him at the walls and the ground. Keep repeating this to beat him. Once you beat him exit here using the Warp Gate.

=====  
Getting The Yellow Gem

=====  
Just simply shake the boss and the Yellow Gem is yours.

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0~::~~::~~::~~::~~::~~::~~0
|      1-8      |
0~::~~::~~::~~::~~::~~::~~0

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|                               +--Crisis: Nepton--+           [1-8]|

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+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+
In this level use the large clancer on your side to kill most of the evil
clancers attacking you. When you have defeated them all a Warp Gate will
appear now enter it to finish this level.

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Getting The Yellow Gem

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You must make it through the level without Teran or the big guy crying once to make the Gem appear.

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|      1-9      |
0~::~~::~~::~~::~~::~~::~~0

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|                               +--Western World--+         [1-9]|

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+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+
This level is fun first off head forward and destroy the tank enemy. Now grab
the Machine Gun it leaves behind and fire at everything in your path. Soon
you should come to a red wall now blow it up with a Clanbomb. Then grab another
one and proceed until you reach another red wall now blow this one up and enter
the Warp Gate here.

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Getting The Yellow Gem

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Over where you get the clanbomb there are a bunch of white blocks jump from block to block being careful not to get hit and you should see some red blocks now throw the Clanbomb at the first set of blocks. Then grab another bomb break the second row and get the Yellow Gem.

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|      1-10      |
0~::~~::~~::~~::~~::~~::~~0

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+==+==+==+==+==+==+~::~~::~~::~~::~~::~~::~~0
|                               +--Volcano!!~--+           [1-10]|

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+==+==+==+==+==+==+~::~~::~~::~~::~~::~~::~~0
Proceed forward dodging the boulders that come flying down at you. Keep going
forward jumping over piles of blocks to beat this level wow that was simple.

```

-----

Getting The Yellow Gem

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Simple at the beginning jump from platform to platform until you reach a platform at the very Northwest corner of this stage now grab the Yellow Gem that is on this platform.

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| Migen's Shrine |  
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| 2-1 |  
0~::~~::~~::~~::~~::~~::~0

+---+  
| +--~Sea Of Lava~--+ [2-1]|

When the level begins head right until you see a bright green ball now shake it. Then head back to where a circle is and enter the Warp Gate inside that circle. At this part keep running forward because fire will shoot out at you if you don't. Keep going to reach the Warp Gate now enter it to beat this level.

-----  
Getting The Yellow Gem  
-----

Simple near the end it's going to be between two platforms just grab it. It does not matter if you fall you still keep the gem.

0~::~~::~~::~~::~~::~~::~0  
| 2-2 |  
0~::~~::~~::~~::~~::~~::~0

+---+  
| +--~Vertigo!!~--+ [2-2]|

When this stage starts pick up a clanbomb and throw it at the red wall in front of you as fast as you can. Grab onto the white ball here ride it up and then boost to the left. Now shake the green ball here and then jump to the red blocks and go forward. Keep grabbing Clanbombs and throwing them at the red walls and proceeding forward. Eventually you should reach the final clanball you have to shake now shake it and take a clanbomb then let it blow up the staircase here now jump onto the blue platform. Then boost to the Warp Gate and enter it.

-----  
Getting The Yellow Gem  
-----

At the end with the final Clanbomb blow up the staircase as said before and then jump to where the Warp Gate is and go Northeast from here now climb the staircase here before it explodes and jump onto the large platform at the end. Once it rises all the way up get the Yellow Gem and there you go.

0~::~~::~~::~~::~~::~~::~0  
| 2-3 |  
0~::~~::~~::~~::~~::~~::~0

+---+  
| +-Sink Or Float!~--+ [2-3]|

Head right defeat the clancers here and jump from platform to platform. Then jump and hang onto the orange ball at the end now jump off of it onto the next platform. Here wait for a pink ball now grab onto it. Then enter the Warp Gate on the platform here to beat this stage.

-----  
Getting The Yellow Gem

-----  
 At the end do a long jump and land on a platform. Then do it again to land on a platform with the Gem now get it and use this other Warp Gate here to exit the level.

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  0=~~~~~0
  |  2-4  |
  0=~~~~~0
  
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|                    +-Hot Rush~--+                               [2-4]|
  
```

In this level just dash forward as fast as you can and grab the Warp Gate at the end.

-----  
 Getting The Yellow Gem  
 -----

At one point you will see a clanball stand on the blocks above it and then when the blocks break you will fall now grab the Clanball and shake it then quickly jump into the nearby Warp Gate. Keep going until you are near the final Warp Gate nearby should be a ring with another Clanball in it now shake it and get the Gem.

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  0=~~~~~0
  |  2-5  |
  0=~~~~~0
  
```

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+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
|                    +-Searin, Swing!~--+                         [2-5]|
  
```

Easy easy levels...anyways proceed forward and keep swinging your way across and you will reach the Warp Gate now enter it.

-----  
 Getting The Yellow Gem  
 -----

At the end where the Warp Gate is keep swinging across and you should see the Yellow Gem now grab it.

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  0=~~~~~0
  |  2-6  |
  0=~~~~~0
  
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+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
|                    +-Flambee!!~--+                              [2-6]|
  
```

Welcome to your next Mini Boss Flambee...a evil bee. Anyways to damage this boss grab her and throw her on the ground now keep repeating this to win. She'll constantly try to sting you with her horn. So make sure to dodge that attack.

-----  
 Getting The Yellow Gem  
 -----

Just shake Flambee several times and it will drop.

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0~~~~~0
|    2-7    |
0~~~~~0
```

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+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+
|                    +-Tightrope Ride ~-+                                [2-7]|
```

Grab the green Clanball when the level starts and shake it to the right. Then ride it to the end and jump and grab the blue Clanball to the right of you. Afterwards jump onto the pink Clanball to the right and then once it reaches the right side jump onto the white Clanball and shake it. Once done riding it jump from it to the orange Clanball shake this one and ride it. When it stops shake it down then left and once again shake it but this time shake it down. When it stops jump off from it and land on the platform to the right.

Kill the clancer here and jump onto one of the Clanballs here.Shake them to dodge the Spikes. When it stops jump to the right and eliminate the clancer here. Then proceed forward enter the Warp Gate here and here jump from Clanball to Clanball to reach the Warp Gate now enter it.

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-----
Getting The Yellow Gem
-----
```

At the end when you are jumping from Clanball to Clanball keep going up and then Boost Northwest and you should see a platform with the Gem now snatch that gem.

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0~~~~~0
|    2-8    |
0~~~~~0
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+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+
|                    +-Freefall!! ~-+                                [2-8]|
```

When the level starts just destroy the blocks under you and fall while your falling dodge the Spikes. Try and grab the Warp Gate that is right under the first one. You will start falling again now grab the Warp Gate to the right. Here grab the Warp Gate that is to the left. Next you will just fall down right to where the Warp Gate is grab it and then when you get warped enter the Warp Gate here to beat this stage.

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-----
Getting The Yellow Gem
-----
```

When you are falling and reach a fork head right and look for a gap in the chain of spikes head through it then head left and get the Gem.

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0~~~~~0
|    2-9    |
0~~~~~0
```

```
+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+
|                    +-Magma Rafts!! ~-+                                [2-9]|
```

When the level starts jump onto the nearby platform and ride it.Soon a red one will come into sight now jump onto it. Another black one will appear now jump onto it and a red one will appear now jump onto that one. Then when you see a

Clanball Spring above you jump and grab it. Then boost right when it's about to go down and keep boosting until you reach a platform. Make your way forward and jump onto another platform here jump and throw the guys that land on here off. When you see the Warp Gate grab it to finish this level.

-----  
Getting The Yellow Gem  
-----

When your riding the spring Clanball a Clancer will be below you on a platform grab him and shake him and he will drop the Gem now get it.

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0~::~~::~~::~~::~~::~~::~~0  
| 2-10 |  
0~::~~::~~::~~::~~::~~::~~0

+---+  
| +-Seasick Climb ~-+ [2-10]|

Jump onto the orange Clanball then to the pink one wait for a platform to come down then jump onto the platform. Then at the cross shaped Clanball thing make a Clanball go up as high as it can. Then jump onto a nearby platform and keep jumping up platforms. When you reach a Green Clanball shake it to make a platform appear now resume heading up. When you see a Warp Gate enter it.

-----  
Getting The Yellow Gem  
-----

Wow this one is irritating!! Anyways from where the Warp Gate is head up and keep going up until you grab onto a Pink Clanball now shake it then go onto the nearby platform and boost left and then fall down here and you will get the gem as you fall.

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0~::~~::~~::~~::~~::~~::~~0  
| 2-11 |  
0~::~~::~~::~~::~~::~~::~~0

+---+  
| +-Migen Brawl!! ~-+ [2-11]|

When you enter you see Migen torturing Theo. Shortly after Marina comes and the boss fight begins.

=====

MIGEN AND MIGEN JR .

=====

To damage Migen and Migen Junior you must wait for Migen Junior to throw a punch at Marina. When he does grab his arm and throw it back at him or throw it at Migen. The best thing to do first it to kill Migen since he heals his son Migen Junior. After you kill Migen, Migen JR. will raise his head in the air and spit what looks like lighting at you. When he does boost up to dodge the attack and also note from this point Migen JR. will now punch you several times before allowing you to grab his arm. So make sure to deflect his blows.

Attacks:

- (1):Migen will charge a ball of lightning and shoot it at you.
- (2):Migen Junior will try to punch you dodge this by moving out of his way or

by grabbing his arm.

(3):Migen Junior will raise his head in the air and shoot what looks like lightning at you boost up to dodge this. Also note that he will first do this attack right after you kill Migen so be ready.

(4):Migen Junior shoots a bunch of fireballs at you now to dodge this grab one of the fireballs and it will turn into a green or blue gem. Another way to dodge it is to simply move out of the fireball's way.

-----  
Getting The Yellow Gem  
-----

You have to beat both of them without getting hit once.

=====

<CHAPTER III>

0=====0  
| Mt.Snow |  
0=====0

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| 3-1 |  
0~::~~::~~::~~::~~::~~::~0

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| +-Clanpot Shake ~-+ [3-1]|

When the level starts grab the Clanpot and put it under the blue Clanball up ahead. Now shake the ball to get two Bombs then head forward to where some claners are skiing they will throw bombs now get two more from them and place them in the Clanpot. Head forward to where a bunch of red blocks are shake the clanpot several times to make a Clanbomb pull it out of the Clanpot and throw it at the blocks. Go forward and when you see a Warp Gate enter it. Now grab the bouncing Clancer and ride him across the spikes right next to the Warp Gate. Once on the other side go forward and enter the Warp Gate to finish the level.

-----  
Getting The Yellow Gem  
-----

To get this gem grab the Clanpot at the beginning and look for a orange Clanball. Shake it until six blue gems fall into the Clanpot now proceed forward until you see another orange Clanball now shake it and get another six blue gems now mix these. Doing so will result in two green gems shake these to make the Yellow Gem appear now grab it.

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| 3-2 |  
0~::~~::~~::~~::~~::~~::~0

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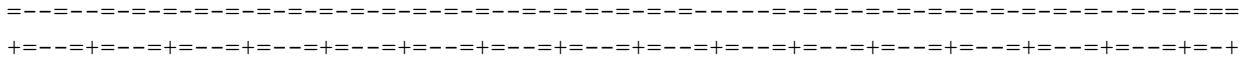
| +-Clance War ~-+ [3-2]|

In this level simply proceed forward either killing or dodging most of the clancers here. Eventually you will reach a Warp Gate enter it and when you appear after getting warped destroy the huge missile guy here. Doing so will

result in making a Warp Gate appear enter it to beat this stage.

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-----
Getting The Yellow Gem
-----
```

Boost under the second blue platform shake the guy here to get it. But be sure to move the bomb that lands near him or else he will die meaning you can't get the gem.



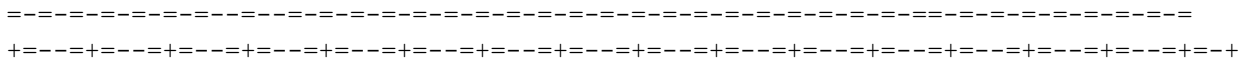
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0=~=~=~=~=0
|   3-3   |
0=~=~=~=~=0
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+====+====+====+====+====+====+====+====+====+====+====+====+====+====+====+
|                +-Missile Surf!! ~-+                      [3-3]|
```

In this level you are riding on a missile crash once and you have to do the whole level over. Anyways all you need to do is survive until you reach the Warp Gate. And you don't have to do the whole level over if you die...I was kidding lol(laugh out loud).

```
-----
Getting The Yellow Gem
-----
```

At the end ride the missile in the direction of the arrow that is past the Warp Gate. Soon you will see it now get it.



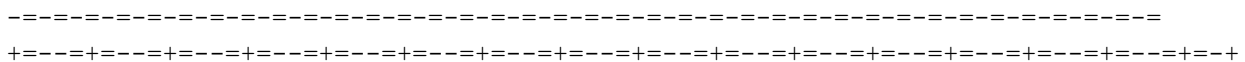
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0=~=~=~=~=0
|   3-4   |
0=~=~=~=~=0
```

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+====+====+====+====+====+====+====+====+====+====+====+====+====+====+====+
|                +-Clanball Lift! ~-+                      [3-4]|
```

Jump onto the green Clanball when the level starts and keep jumping onto the next one once the Clanball has finished it's ride with you. Eventually you will reach what seems like a dead end. Now shake the nearby blue Clanball a few times to make some statues appear. Use them by climbing on top of the row of them and boosting over the ledge here. Here use the swinging clancers to make your way across then boost forward and enter the Warp Gate to beat the level.

```
-----
Getting The Yellow Gem
-----
```

At the part with the swinging clancers jump on them and boost to the top clancer. From here boost up and grab the Gem.



```
0=~=~=~=~=0
|   3-5   |
0=~=~=~=~=0
```

```
+====+====+====+====+====+====+====+====+====+====+====+====+====+====+====+
|                +-Go Marzen 64 ~-+                      [3-5]|
```

Keep heading forward and you will eventually make it to the Warp Gate. Enter it and the same here keep heading forward jumping platform to platform and enter another Warp Gate when you see it. Here throw the small clancers at the







0~::~~::~~::~~::~~::~~::~~0

+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+  
| +-The Day Before~--+ [3-9]|

Simply proceed forward until you reach a Warp Gate now enter it.

-----  
Getting The Yellow Gem

-----  
Go past the Warp Gate and there should be two clancers jumproping. Join them in jumproping and after a while of jumping with them the jumprope will blow up and the Gem will appear now grab it.

0~::~~::~~::~~::~~::~~::~~0

| 3-10 |

0~::~~::~~::~~::~~::~~::~~0

+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+  
| +-The Day Of~--+ [3-10]|

Since you can choose which events you want to do and there are events I guess im going to have to break them down. Into small sections for each event.

=====

100M

=====

1 0 0 M I L E D A S H:

In this event you must run a 100 Mile track to do so don't boost with the C Buttons but use the D-Pad.

=====

200M

=====

2 0 0 M I L E D A S H:

Same thing as 100 just 200.

=====

400M

=====

4 0 0 M I L E D A S H:

Same thing as the previous two just 400 miles this time.

=====

Jump

=====

J U M P:

You have to dash and then try and jump as far as possible from the line in front of you. Wow I can't believe I got two fouls on this :(.

=====

Ball

=====

B A L L:

You must carry a Clanpot around and catch white balls since your on White Team. Have the most balls and you win.

```
=====
Hurdle
=====
```

```
H U R D L E:
```

```
You have to beat everyone to the goal by dashing and you also have to jump
to get past many of the obstacles placed to stop you.
=====
```

```
=====
Mathfun
=====
```

```
M A T H F U N:
```

```
O yes!!How fun this will be...right...especially at a festival....anyways here
you must use your brain to solve Math problems. To answer a question you must
grab a ball with the correct answer imprinted on it.
=====
```

```
-----
Getting The Yellow Gem
-----
```

```
You have to finish the 100 Mile Dash in under 11 seconds.
-----
```

```
+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==
```

```
0~::~~::~~::~~::~~::~~::~~::~0
|    3-11    |
0~::~~::~~::~~::~~::~~::~~::~0
```

```
+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==
|                               +-Cat -astrophe!!~--+                        [3-11]|
```

```
+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==
In this level you are playing Dodgeball against a cat just throw balls at the
cat about 3 times and it will go down. When the cat starts crying walk up to
her and speak with her the Warp Gate will then appear now enter it.
```

```
-----
Getting The Yellow Gem
-----
```

```
Quite simple you need to complete this without being hit once.
=====
```

```
+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==
```

```
0~::~~::~~::~~::~~::~~::~~::~0
|    3-12    |
0~::~~::~~::~~::~~::~~::~~::~0
```

```
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|                               +-CERBERUS a~--+                        [3-12]|
```

```
=====
CEBERUS ALPHA
=====
```

```
Looks like Lunar is back and he wants to get his ass kicked again. Anyways
onto phase 1. Got to say though this is my favorite boss fight in the game! ^_ ^
```

```
=====
PHASE1
=====
```

```
Lunar will be riding on his robot Ceberus a he will often shoot missiles at
```

you. Grab one of the missles and throw it back at him to hurt him in this Phase. His other attack is where he takes out his machine gun and shoots the ground. Now for his third attack he shoots small green blasts at you. As for his fourth attack he shoots a gigantic beam at you.

=====

=====

PHASE2

=====

Now Lunar is starting to get very ticked off. In this Phase he will take out his Machine Gun and start shooting at you. As for the rest of his attacks most of them are the same from Phase 1. Another thing is you hurt him the same way you did in Phase 1 in this Phase.

=====

PHASE3

=====

Lunar is now officaly ticked off at you he hops off his Ceberus a and starts attacking you on foot. To damage him this time grab him when a target appears over him but be sure to grab him from the back or else he will escape. When you have him throw his ass on the ground. Do this three times and it's Phase 4.

=====

PHASE4

=====

Now he wants to really really kill your ass like there is no tommorrow. He will try and corner you and roll into you with his robot. His Machine Gun will be on the ground grab it and it will start shooting right away. The Machine Gun has infininte ammo so just unload everything you got on Lunar. If he does hit you the Machine Gun will fall out of your hands so be sure to retrieve it quickly if that happens.

-----

Getting The Yellow Gem

-----

You must defeat him WITHOUT GETTING HIT ONCE. VERY VERY HARD.

-----

+---+

-----

<CHAPTER IV>

0=====0

| Aster's Lair |

0=====0

0~::~::~~0

| 4-1 |

0~::~::~~0

+---+

| +-Rolling Rock!!~+ [4-1] |

+---+

In this level keep running forward from the rock when you reach a Warp Gate enter it. Just keep running from the boulder and you should eventually reach the final Warp Gate and beat this level.

-----

Getting The Yellow Gem

-----

At one point you should see a Warp Gate in the center of the level enter this Warp Gate and it will warp you to where the Gem is now grab it.

```
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+----+----+----+----+----+----+----+----+----+----+----+----+----+----+----+----+
0~::~~::~~::~~::~~::~~::~~::~0
|      4-2      |
0~::~~::~~::~~::~~::~~::~~::~0
```

```
+----+----+----+----+----+----+----+----+----+----+----+----+----+----+----+----+
|                                +-Toadly Raw!!~+                               [4-2]|
```

To hurt this frog grab it's tongue when it shoots it at you then throw his tongue back at him. During the end of the fight he summons a Clancer who will try and attack you with thunder. Grab the ball that comes down with the thunder press B several times then throw it at the Frog.

-----  
Getting The Yellow Gem  
-----

Make the final blow to him with the Thunder attack that Clancer does.

```
-----
+----+----+----+----+----+----+----+----+----+----+----+----+----+----+----+----+
0~::~~::~~::~~::~~::~~::~~::~0
|      4-3      |
0~::~~::~~::~~::~~::~~::~~::~0
```

```
+----+----+----+----+----+----+----+----+----+----+----+----+----+----+----+----+
|                                +-7 Clancer Kids~+                               [4-3]|
```

In this level you must find 7 Clancer kids each time you find one you have to fight them.

==  
#1  
==  
Head down and then right and ride the orange Clanball here down then make a left and defeat the kid here. Afterwards speak to him and now we are moving on.

=====

==  
#2  
==  
Go all the way to the right to find this guy now defeat him then speak with him.

=====

==  
#3  
==  
Go left and ride the orange Clanball up then head left once it stops and you should find this guy defeat him and talk to him.

=====

==  
#4  
==  
Head to the right and enter the Warp Gate that's here. Once you get warped head left to find him defeat him then talk to him.

=====



notice a sparkle on the other side of the wall, moving between two spots. When you grab the warp star, you'll be transported to where it currently is. This goes the same for the Warp Gates ahead.

Grab the first one at any time, because you'll go through either way. Keep going, to the second star. Grab it, as the spark is on top, and Jump across the platform, to the next star Grab it when it's on the bottom, and grab the star you appear next to. Immediately, before you even reappear, hold right. You'll appear right over a gap, but holding right will cause you to land safely.

You'll be on an "M" made of blocks. Jump to the next platforms (which actually spell out "M-A-R-I-N-A") until you are above the yellow gem. Now Wait until the spark is over the gem, and grab the warpstar, to get the gem.

=====

```
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
|
|           4-5           |
|           0~::~~::~~::~~::~~::~~0
|           0~::~~::~~::~~::~~::~~0
```

```
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
|           +-Rescue! Act 2~+           [4-5]|
```

In this stage you must fight Calina during the fight she mostly fly's around throwing bombs down at you. To get her down use Teran's final blow which is done by pressing B and up on the D-Pad. If done right Teran will do a upwards kick into the air hit Calnia and make her fall. When she falls just punch the crap out of her now keep repeating this to beat her. Afterwards they put Marina in that machine Teran was talking about and she recovers so now you have her back!

-----

Getting The Yellow Gem

-----

You have to wait for her to blow up some of the blocks to be able to see it now when it appears grab it right away or else she might explode the blocks under it meaning you will fall if you try to get it. But even if you fall you will still get it so don't worry.

=====

```
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
|
|           4-6           |
|           0~::~~::~~::~~::~~::~~0
|           0~::~~::~~::~~::~~::~~0
```

```
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
|           +-Tarus!!~+           [4-6]|
```

=====

TARUS

=====

To hurt him either grab his hand when he is about to punch you and throw him on the ground. Or when he does his attack where he makes those rocks fall grab a rock and throw it at him.

Attacks:

- (1):Tarus swings his arm around then tries to punch you if he does punch you he will make you go far away. To dodge this either grab his arm or just jump







| +-Aster's Tryke ~-+ [4-8]|

+=====+
In this level you ride on Aster's Tryke just keep pressing C-right and going up and down the ramps. Eventually you will reach the end of the level.

=====
Getting The Yellow Gem
=====

It's at the end when you do the jump at the end you must position yourself correctly to get it.

0~::~~0
| 4-9 |
0~::~~0

+=====+
| +-Moley Cow! ~-+ [4-9]|

Here you face a mini boss to hurt him grab him throw him in the air then when he lands jump on his stomach. When he is about to die he will start slashing you let him and he will go running to into the wall and explode.

=====
Getting The Yellow Gem
=====

Simply keep jumping on his stomach and it will appear.

0~::~~0
| 4-10 |
0~::~~0

+=====+
| +-Aster's Maze ~-+ [4-10]|

To beat this level you have to go into the following warps in the following order.

Green 1, Green 3, Red 4, Green 7, Red 2, Green 5, Red 1, Red 7, Green 8

At the end is a red 8 now talk to the clancer here and then jump down the hole to the right to end this level.

=====
Getting The Yellow Gem
=====

Near the Green 4 Warp Gate is a clancer shake him to get the gem.

0~::~~0
| 4-11 |
0~::~~0

+=====+
| +-Sasquatch B ~-+ [4-11]|

SASQUATCH B

Phase1

In this Phase just throw the boulders that he drops on the ground back at him to hurt him.

Phase2

In here let him kick you and just as he is about to grab the leg and shake it to the right then shake it up above Tarus then smash downwards to hurt him.

Getting The Yellow Gem

Beat both Phases without getting touched.

<CHAPTER V>

0=====0
| Imperial HQ |
0=====0

0~::~~::~~::~~::~~::~~::~0
| 5-1 |
0~::~~::~~::~~::~~::~~::~0

+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+
| +-Clance War II ~-+ [5-1]|

In this level simply proceed forward battling millions of crazy evil Clancers. To destory most of them use the Machine Guns and Rocket Launchers that drop after defeating certain enemies. There are four sections in this level at the end of each one you have to fight a robot that is stronger then most of the clancers on this level.

Getting The Yellow Gem

At the fourth section don't grab any weapons. Now look for the first black Clancer now grab him shake him and it will appear now grab it.

0~::~~::~~::~~::~~::~~::~0
| 5-2 |
0~::~~::~~::~~::~~::~~::~0

+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+
| +-Counterattack ~-+ [5-2]|

In this level you are riding a Ostrich anyways to defeat this very easy mini boss throw the orange bombs he throws at you back at him. Another way to hurt him is when he does his beam attack grab it and throw the blast back at him.

-----  
Getting The Yellow Gem  
-----

Grab his Beam attack and it should drop quickly grab it.

-----  
+---

0~::~~::~~::~~::~~::~~::~~0  
| 5-3 |  
0~::~~::~~::~~::~~::~~::~~0

+---+  
| +Bee's The One! ~-+ [5-3]|

In this level you are riding on Flambee anyways to defeat enemies throw the  
missles that fly by at them. Just survive for a while and you will reach a  
Warp Gate now enter it.

-----  
Getting The Yellow Gem  
-----

The gem is inside a missle which I don't know so just shake all of them.

-----  
+---

0~::~~::~~::~~::~~::~~::~~0  
| 5-4 |  
0~::~~::~~::~~::~~::~~::~~0

+---+  
| +MERC0!! ~-+ [5-4]|

Watch the scene

"Merco:Miss, your beauty is that of a beatiful devil or, maybe of a cruel angel  
.In this game I'm sure that I'm the cutest character of all!And who are you??  
My name is Merco but the ladies call me... Dr. Smooth Love!!Really? You don't  
say!? So are you the boss of this stage?Not quite!I'm much more then a simple  
stage boss!! Now you'll pay with your life!You need to show some respect!  
Normally, I don't fight girls but you leave me no choice!" Fight starts.

-----  
MERC0  
-----

To damage him grab his Shield or Lance and throw it back at him now keep  
repeating this to win.

Attacks:

(1):Mecro will dash across the area in a attempt to damage you. Mostly occurs  
if he only has his Shield.

(2):Merco will start thrusting you repeatedly for a while if he still has his  
Lance with him.

-----  
Getting The Yellow Gem  
-----

Just give his nice yellow Lance a shake and it will drop now grab it.

-----  
-----

0~::~~0

| 5-5 |

0~::~~0

| +-Trapped?? ~-+ [5-5]|

When the level starts proceed forward until forced to fight a Robot destroy it take the Missile Launcher and proceed. In here enter the first Warp Gate you see now here shake the Pink Clanball then teleport through the Warp gate that just appeared. Here shake both Clanballs then warp back. Shake the blue clanball to make it drop a statue take this statue and put it above the red blocks. Now go back to the first Warp Gate and shake the Clanball below it. Go to the Clanbomb that fell pick it up and throw it into the wall of red blocks to the right. Now the final step make another Clanbomb.

Now throw it at the plie of red blocks to the very right and proceed to next area. Here proceed forward making your way past the obstacles placed to stop you. In the next room defeat the Clancer here by waiting for him to shoot his chain into the roof now grab him while he is swinging and slam him into the ground. Keep repeating that and you will eventually defeat him now proceed to the next area. Here proceed forward and you should see the Warp Gate now enter it.

=====  
Getting The Yellow Gem

In the second area after you have cleared the way to the exit. Head back and shake the Orange Clanball at the entrance. Then go into the Warp Gate that just appeared and when you warp shake the Clanball next to you. Warp back and grab and shake the orange clanball that appeared when you shook the green one. Grab and shake the Pink Clanball that appeared to make the gem fall now grab it.

0~::~~0

| 5-6 |

0~::~~0

| +-PHOENIX g ~-+ [5-6]|

=====  
PHOENIX G  
=====

=====  
PHASE1

Merco is back anyways in this Phase to hurt him grab his Lance and Shield and steal them from him. Now he will begin ramming into the walls now throw the Lance at him right when he hits a wall(the Lance does more damage) two times to move to Phase 2. He will always send a white dragon spirit flying at you regardless of what he has so be aware. Also when the battle begins Marco does a spinning whirlwind attack. So strafe to avoid it.



```

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+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
          0~::~~::~~::~~::~~::~~::~~0
          |      5-8      |
          0~::~~::~~::~~::~~::~~::~~0
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
|                                     +-Final Battle ~--+                               [5-8]|
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+

```

=====

MERCO LUNAR TARUS

=====

Lunar:"Through fire justice is served!" Merco:"A hero in shining gold armor."  
 Tarus:"Punish evil forces I have been charged!"

Awesome music here! Anyways to damage this huge robot grab one of it's legs when it's about to stomp on you and throw it in the air now repeat. At one point this method will no longer work so grab the arm that Tarus shoots then throw it at the huge robot. Do this two times and you have defeated the final boss!

Attacks:

- (1):Mecro will make the giant robot do a huge jump to the right of left in a attempt to smash you.
- (2):Lunar will shout "Through fire justice is served!!" and then shoot a beam at you. To dodge this attack just simply roll and it will miss no matter what just be sure to be rolling.
- (3):Tarus will say "Surf's up!" then shoot one of the robot's arms at you now grab it and shoot it back at him. The robot will try to dodge it by moving sideways. So aim carefully.
- (4):The robot will try to smash you with one of it's legs so grab that leg and throw the robot into the air to damage it.
- (5):The robot shoots a blue colored lasers at you. Simply jump up to avoid them.

=====

Now choose the next level The Ending and congraulations on beating Mischief Makers. I also hope you found this guide very helpful and fun to use.

-----

Getting The Yellow Gem

-----

You can only get this gem if you have gotten all other 52 Yellow Gems anyways during the ending when Theo is about to grab Marina a target appears now grab it. You also need A or above ranks gotten on every level.

```

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+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
|                                     +~Boss Guide~--+                               [BOSS]|
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+

```

.....  
To damage Migen and Migen Junior you must wait for Migen Junior to throw a punch at Marina. When he does grab his arm and throw it back at him or throw it at Migen. The best thing to do first it to kill Migen since he heals his son Migen Junior.

After you kill Migen Migen Junior will raise his head in the air and spit what looks like lighting at you. When he does boost up to dodge the attack and also note from this point Migen JR. will now punch you several times before allowing you to grab his arm.

Attacks:

(1):Migen will charge a ball of lightning and shoot it at you.

(2):Migen Junior will try to punch you dodge this by moving out of his way or by grabbing his arm.

(3):Migen Junior will raise his head in the air and shoot what looks like lightning at you boost up to dodge this. Also note that he will first do this attack right after you kill Migen so be ready.

(4):Migen Junior shoots a bunch of fireballs at you now to dodge this grab one of the fireballs and it will turn into a green or blue gem. Another way to dodge it is to simply move out of the fireball's way.

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~~~~~

LUNAR

.....  
~~~~~

To damage Lunar you must either grab one of his bombs when he drops a few on the ground and throw it at him. Or when he does that attack grab and throw him right where the bombs are. Last way is to throw his charge blast back at him. Anyways below is what attacks Lunar has and well does...

Attacks:

(1):Lunar takes out his Sub-Machine-Gun and shoots at you however this attack will only hit you if your close to Lunar.

(2):Lunar will dash across the area and drop bombs be sure to pick one of them up and throw it back at him.

(3):Lunar will grab you and throw you in the air be sure to boost left or right if he does because if you land right where he is he will attack you again. Doing a very decent amount of damage to you.

(4):He will take out his Sub-Machine-Gun once again except this time he shoots a small blast at you. To dodge this attack jump over the blast or grab it and throw it back at Lunar to damage him.

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CERBERUS ALPHA

.....  
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.....

~!~!~!~!

PHASE1

~!~!~!~!

Lunar will be riding on his robot Ceberus a he will often shoot missles at you. Grab one of the missles and throw it back at him to hurt him in this Phase. His other attack is where he takes out his machine gun and shoots the ground. Now for his third attack he shoots small green blasts at you. As for his fourth attack he shoots a gigantic beam at you. Make sure to jump on a missle to ride it giving you a massive advantage.

~!

~!~!~!~!

PHASE2

~!~!~!~!

Now Lunar is starting to get very ticked off. In this Phase he will take out his Machine Gun and start shooting at you. As for the rest of his attacks most of them are the same from Phase 1. Another thing is you hurt him the same way you did in Phase 1 in this Phase. Make sure to jump on a missle to ride it thus giving you a massive advantage.

~!

~!~!~!~!

PHASE3

~!~!~!~!

Lunar is now officaly ticked off at you he hops off his Ceberus a and starts attacking you on foot. To damage him this time grab him when a target appears over him but be sure to grab him from the back or else he will escape. When you have him throw his ass on the ground. Do this three times and it's Phase 4 time.

~!

~!~!~!~!

PHASE4

~!~!~!~!

Now he wants to really really kill your ass like there is no tommorrow. He will try and corner you and roll into you with his robot. His Sub-Machine-Gun will be on the ground grab it and it will start shooting right away. The Machine Gun has infininte ammo so just unload everything you got on Lunar. As the battle goes on Lunar tries to flip his robot around in a attempt to hit you as well.

If he does hit you the Machine Gun will fall out of your hands so be sure to retrieve it quickly if that happens.

~!

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TARUS

~~~~~

Another easy battle...anyways to damage Tarus grab his arm when he tries to punch you and throw him on the ground. The other way to hurt Tarus it to grab a boulder when he does his attack where he makes the boulders fall. When you have a boulder throw it at him to do little damage.

Attacks:



(1):Tarus swings his arm around then tries to punch you if he does punch you he will make you go far away. To dodge this either grab his arm or just jump over him or get away from him.

(2):Tarus jumps in the air and lands making a bunch of boulders...err rocks fall. Anyways to dodge this grab a boulder and throw it at him or somewhere else or don't go near him.

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SASQUATCH B

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~~!!~~!!~~!!

PHASE1

~~!!~~!!~~!!

In this Phase just throw the boulders that he drops on the ground back at him to hurt him. As for his other attack just dodge it by boosting to the left his other attack is where he shoots a bomb to the right of you and it explodes.

~~!!~~!!~~!!~~!!~~!!~~!!~~!!~~!!~~!!~~!!~~!!~~!!~~!!~~!!~~!!~~!!~~!!~~!!  
.....  
~~~~~

PHASE2

~~!!~~!!~~!!

In this Phase let him kick you and just as he is about to grab the leg and shake it to the right then shake it up above Tarus then smash downwards to hurt him.

~~!!~~!!~~!!~~!!~~!!~~!!~~!!~~!!~~!!~~!!~~!!~~!!~~!!~~!!~~!!~~!!~~!!  
.....  
~~~~~

MERCO

.....  
~~~~~  
.....  
To damage him grab his Shield or Lance and throw it back at him now keep repeating this to win.

Attacks:

(1):Mecro will dash across the area in a attempt to damage you. Mostly occurs if he only has his Shield.

(2):Merco will start thrusting you repeatedly for a while if he still has his Lance with him.

.....  
~~~~~  
.....  
~~~~~

PHOENIX G

.....  
~~~~~  
.....  
~~!!~~!!~~!!

PHASE1

~~!!~~!!~~!!

Merco is back anyways in this Phase to hurt him grab his Lance and Shield and steal them from him. Now he will begin ramming into the walls now throw the Lance at him right when he hits a wall(the Lance does more damage) two times to move onto Phase 2. He will always send a white dragon spirit flying at you regardless of what he has so be aware. Also when the battle begins Marco does a spinning whirlwind attack. So strafe to avoid it.

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PHASE2

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In this Phase Merco rides on Phoenix G now when it attacks you right when it's finished it's head becomes a target. Grab the head pull it down all the way and the Phoenix G will be damaged now repeat. The head will try to peck you several times just avoid by staying down or going sideways. It will also shoot lasers at whatever side you are on after it does it's pecking attack. Once it shoots two sideways lasers it shoots lasers that goes in all directions. Stay down to avoid the all direction one.

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PHASE3

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Just grab a missle the Phoenix G shoots and a impressive cutscene of Marina grabbing the missle and throwing it at Merco starts and the battle ends. He'll just shoot at you with his machine gun throughout this phase. Simply move around to avoid the shots.

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MERCO, LUNAR, TARUS

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Lunar:"Through fire justice is served!" Merco:"A hero in shining gold armor."  
Tarus:"Punish evil forces I have been charged!"

Awesome music here! Anyways to damage this huge robot grab one of it's legs when it's about to stomp on you and throw it in the air now repeat. At one point this method will no longer work so grab the arm that Tarus shoots then throw it at the huge robot. Do this two times and they are down.

Attacks:

- (1):Mecro will make the giant robot do a huge jump to the right of left in a attempt to smash you.
- (2):Lunar will shout "Through fire justice is served!!" and then shoot a beam at you. To dodge this attack just simply roll and it will miss no matter what just be sure to be rolling.
- (3):Tarus will say "Surf's up!" then shoot one of the robot's arms at you now grab it and shoot it back at him. The robot will try to dodge it by moving sideways. So aim carefully.
- (4):The robot will try to smash you with one of it's legs so grab that leg and throw the robot into the air to damage it.

