# Mischief Makers FAQ/Walkthrough

by saint35

Updated to v1.3 on Jun 29, 2007

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	+Mischief Makers Walkthrough V1.3 +	
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	INFO Game Name:Mischief Makers System:Nintendo 64 Game Released:NA/NA/1997 Type Of Game:Platformer Game Made By:Treasure Guide Made By:Soal Guide Started:12/16/05 Guide Finished:12/29/05	
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admit most me bored at fun constan the control done very w to move it. hate to adm improve mor my guide he	a interesting platformer released for the N64. Sadly I have to platformers bore me. Even some mario games or sonic games make t times. Mischief Makers though has me absolutely hooked and hantly. The game's controls are quite nice. Instead of having to a stick you use the control pad and the C buttons. The controls well. ^^Personally I hate the control stick since I use my right. Looking back at this guide I have to unfortunately as much as mit it I did a pretty poor job. Hopefully with V:1.3 things will re. Most importantly though! Enjoy Mischief Makers and make surelped!	ving use are t hand I l
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```
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.
______
______
                 <---->
______
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.
______
______
Making A New Game
______
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.
______
Defending Yourself From Attacks
______
To do so grab a Clancer and there you go you will now be using
him as a human Shield.
______
_____
______
Press both these buttons at once if you need to navigate the
guide quickly. Type in a search codename such as [VER] if I
```

Example:

wanted to skip to the Version Updates section.

```
*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.
+=--=+=--=+=--=+=--=+=--=+=--=+=--=+=--=+=--=+=--=+=--=+=--=+=--=+=--=+=--=+=--=+
                +-~Version Updates~-+
>>>>>>>>>>
                 _____
                 +-+Guide Started
                 +-+All Sections completed!
                 >>>>>>>>>
                 +-+Corrected Spelling Errors.
                 +-+Tweaked with a few things.
                 _____
                 ______
                 >>>>>>>>>
                 _____
                 +-+: Corrected a few spelling errors this time.
                 +-+: Added a Boss Guide section.
                 +-+: Changed the ASCII Art at the top of the guide.
                 _____
                 >>>>>>>>>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!
+-~Walkthrough~-+
                                                [WAL] |
This is the Walkthrough section it is going to be the largest part of this
quide in this section I will explain how to get through all the levels and
how to beat every boss in the entire game.
                   <CHAPTER I>
```

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	0=~=~=~=~=~0		
	1-1		
+=-=+=-=+=-=+	0=~=~=~=~=~=~0	==+==+==+==+=-	=+=-+
	+-~Meet Marina!!~-+	==+==+=-=+=-=	[1-1]
When the level starts you Clancer. Anyways your main simply head forward jumpin Geold is by how he looks he speak with him and he will back to a huge pile of recommendation.	witness Professer The goal here is to spea g over several piles e is old and is carry give you a bomb now blocks with a star or the star to warp so	eo getting abducted by a exak with Geold to get to him of blocks. You can tell whying a cane. Once you reach pick it up and go all the in the middle of them. Thropmewhere else. From where you	vil m no n him way ow the
=-==================================			
clancer at it to break it	revealing the Yellow		oy
+==+==+		-==-=-=-=+=-=+=-=+=-=+=-=	=+=-+
	0=~=~=~=~=~0   1-2		
+=-=+=-=+=-=+	+++++++++	==+==+==+==+=-	=+=-+ [1-2]
+==+==+==+		==+==+==+==+=-	
should eventually come acr go forward and when you re jump to up and to the left	oss a warp gate now each a place with a bu . From here jump onto in and to the left. W	umping over piles of blocks enter it. From where you en unch of blocks go forward a o the red blocks shaped lil When you land go forward an	nd up and ke a
-=-=-=			
Getting The Yellow Gem			
From where the green block and to the right to get the	e Yellow Gem.		
+==+==+		=-=-===================================	=+=-+
	0=~=~=~=~=~0		
	1-3		
+==+==+==+	0=~=~=~=~=~=~0	==+==+==+==+=-	=+=-+
1	+-~Clanball Land~-+		[1-3]
When you start the level pa area with a bunch of ball you reach a white one. Shawarp Gate appear now enter until you reach a area with	roceed forward into the ls jump onto each one ke it up and down and thourgh the warp gath a bunch of balls go	the amusement park.Once you e going higher and higher of that ring above you will te. Now over here go to the ping at fast speeds. Grab to hop onto a ball again and	a see until make a e left the

until it reaches a circle with a white ball inside of it now jump off here and

| Planet Clancer |

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.

\_\_\_\_\_\_\_ 

> 0=~=~=~=~=~=~0 1-4 0=~=~=~=~=~=~0

+-~Spike Land~-+

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From where you start off at head to the right and thourgh the spikes that are forming a circle. Over here you should see a white ball now shake it and a blue one will appear now shake that one. Then jump to the left and proceed to the left. Boost across the gap and continue onwards now enter the Warp Gate here.

-=--=-

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.

0=~=~=~=~=~=~0 1-5 

0=~=~=~=~=~=~0

+-~3 Clancer Kids~-+

In this level your main goal is to find a clancer's three missing children. Each child is wearing a santa hat so note that.

++++++

Child#1

To find this guy head to the right and grab him. Also shake the orange ball

++++++

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.

Go all the way to the right and capture this quy and return him home.  ***********************************	++++++ Child#3 ++++++	
Getting The Yellow Gem	Go all the way to the right and capture this guy and return him home.	
Getting The Yellow Gem	Use the Warp Gate that appears to finish this level.	
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.	Getting The Yellow Gem	
1-6   0	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.	ļ
1-6		
+3 Blockman Rises!!~-+ [1-6]   ++++++++	1-6     0=~=~=~=~=0	
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.	+-~3 Blockman Rises!!~-+ [1-6]	
Getting The Yellow Gem	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.	
kill the first two. Then exit Blockman and shake the third clancer to get the Yellow Gem.	Getting The Yellow Gem	
O=~=~=~=~=~=~0    1-7	kill the first two. Then exit Blockman and shake the third clancer to get the Yellow Gem.	
1-7   0   0   0   0   0   0   0   0   0	+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+	
+-~Wormin, Up!!~-+ [1-7]   +==+==+==+==+==+==+==+=	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.	+-~Wormin, Up!!~-+ [1-7]	
Getting The Yellow Gem Just simply shake the boss and the Yellow Gem is yours.	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	
Just simply shake the boss and the Yellow Gem is yours.		

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0=~=~=~=~=~=~0
                   1-8
                0=~=~=~=~=~=~0
+-~Crisis: Nepton~-+
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.
Getting The Yellow Gem
-==-=-=-=
You must make it through the level without Teran or the big guy crying once
to make the Gem appear.
_______
0=~=~=~=~=~=~0
                   1 – 9
                0=~=~=~=~=~=~0
+-~Western World~-+
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.
=-=--=-=
Getting The Yellow Gem
-=-=-
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.
0=~=~=~=~=~=~0
                  1-10
                0=~=~=~=~=~=~0
+-~Volcano!!~-+
                                            [1-10]|
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
=-=-=-
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.
______
```

```
| Migen's Shrine |
                 0=======0
                 0=~=~=~=~=~=~0
                     2 - 1
                 0=~=~=~=~=~=~0
+-~Sea Of Lava~-+
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
                            - 1
                 0=~=~=~=~=~=~0
+-Sink Or Float!~-+
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. -----0=~=~=~=~=~=~0 2-4 n=~=~=~=~=~=~n +-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. -----0=~=~=~=~=~=~0 2-5 1 0=~=~=~=~=~=~0 +-Searin, Swing!~-+ [2-51] 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. \_\_\_\_\_\_ 0=~=~=~=~=~=~0 2-6 0=~=~=~=~=~=~0 +-Flambee!!~-+ 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	
+==+==+=	U=~=~=~=~=~=~= =+=-=+=-=+=-=+=-=+=-=+=-=+=-=	+==+==+=-
I	+-Tightrope Ride ~-+	[2-7]
ride it to the end and Afterwards jump onto t the right side jump on jump from it to the or shake it down then lef	l when the level starts and shake it to jump and grab the blue Clanball to the he pink Clanball to the right and then to the white Clanball and shake it. One ange Clanball shake this one and ride t and once again shake it but this time from it and land on the platform to the	e right of you. once it reaches ce done riding it it. When it stops e shake it down.
dodge the Spikes. When here. Then proceed for	and jump onto one of the Clanballs here it stops jump to the right and elimina ward enter the Warp Gate here and here he Warp Gate now enter it.	ate the clancer
then Boost Northwest a that gem.	e jumping from Clanball to Clanball keen nd you should see a platform with the G	Gem now snatch
	=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-	
	0=~=~=~=~=~=~0   2-8	
+==+==+= 	=+==+==+==+==+ +-Freefall!! ~-+	+==+==+=- [2-8]
When the level starts falling dodge the Spik first one. You will st Here grab the Warp Gat	just destroy the blocks under you and ses. Try and grab the Warp Gate that is art falling again now grab the Warp Gate that is e that is to the left. Next you will just is grab it and then when you get warpe stage.	fall while your right under the te to the right. ust fall down righ
 Getting The Yellow Gem		
chain of spikes head t	nd reach a fork head right and look for hourgh it then head left and get the Ge	em.
	0=~=~=~=~=~=   2-9	

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.

0=~=~=~=~=~0
| 2-10 |
0=~=~=~=~=~=~0

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.

-=-=----

0=~=~=~=~=~0 | 2-11 | 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>

| Mt.Snow |

0=~=~=~=~=~=~0

3-1

0=~=~=~=~=~=~0

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.

0=~=~=~=~=~0

0=~=~=~=~=~=~0

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 missle guy here. Doing so will

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.
+=-=+=-=+=-=+=-=+=-=+=-=+=-=+=-=+=-=+=-
0=~=~=~=~0   3-3   0=~=~=~=~=0 +==+==+==+==+==+==+==+=-
+-Missle Surf!! ~-+ [3-3]
Here-there-t
Getting The Yellow Gem
At the end ride the missle in the direction of the arrow that is past the Warp Gate. Soon you will see it now get it.
+==-=-=-=-==-=
0=~=~=~=~=~=~0
3-4   
0=~=~=~=~0 +==+==+==+==+==+==+==+=-
0=~=~=~=~0
0=~=~=~=~=~=0  +==+==+==+==+==+==+==+
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enter another Warp Gate when you see it. Here throw the small clancers at the

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

huge robot one and throw bombs at the robot also. Once the robot is destroyed throw the clancer who was controlling it a few times to kill him and make the Warp Gate appear now enter it.

-----

Getting The Yellow Gem

-==--=-

Get to the part with the white Clanball near that moving pink one. Shake the white one to make a clanbomb fall grab it before it touches the red blocks. Then head left and stand above the Clanpot here drop the bomb grab the Clanpot before the blocks below you explode and then shake the Clanpot.

Doing so will make a huge jetpack Clancer appear now head back to where those four orange Clanballs were at and head up and look for a Yellow Gem now grab it.

0=~=~=~=~=~=0
| 3-6 |
0=~=~=~=~=~=~=0

Here you will face a mini-boss grab his head nowhere else or else he will kick you. Now throw him against the wall or ground to damage him now repeat this to beat him.

--=-=-

Getting The Yellow Gem

Shake him a few times and he will drop it now grab it.

-=----

Use the Tryke here and land it inside the green alcove. Then drop down head right and grab onto the Jump Clancer now jump to the right and land the guy right across from the other guy to make a Warp Gate appear now enter it. Here shake the first Clanball you see to make a Clanpot appear. Put the pot under the second Clanball and shake this one to make a few Clanbombs drop inside the pot. Proceed forward and throw the pot over the ledge here. Then use the Clanballs here to get to the otherside. Grab a Clanbomb from the pot and throw it at the nearby red blocks then enter the Warp Gate here. Over here shake the first Clanball you see to get a Clanpot now proceed forward. Grab all the clancers here and stuff them inside the Clanpot. Then head to the very right and release all of them here and the Warp Gate will appear now enter it to beat the level.

-----

Getting The Yellow Gem

-=--=-

Get the Jump Clancer at the first part and go to where that Warp Gate is that is for if you screw up. Now bounce to the left onto a spike ball then left onto a 2nd one then again to the left to reach a 3rd one now bounce

	snatch the Gem with luck.
	=-=-=-=-=+=-=+=-=+=-=+=-=+=-=+=-=+=-=+=
	0=~=~=~=~=~0   3-8
1	++++++++++-
Watch the scene	
aachoo!" "Marina:Ii'm sleep!!" Lunar shows up "! been expecting you!!a. Marina":Wrong!! It's Boss "Lunar:I'm the strongest "Lunar:Gee,it's getting co	wonderful! I've never seen such beatiful snow gettingsleepyStay awake Marina!! Don't go to Lunar:Here's Lunar!!" "Lunar:Hya hya hya hya!!I've achoo!" Marina":Do you know what time it is? Well?" Time!!" "Lunar:Yeah! It's boss time!! Aachoo!!" guy in the universe!The Great Lunar!! Aachoo!!" old out here!But that's ok, cause it's going to be a ep, I totally agree!! snifflesniffle"
Now the boss fight starts	
	LUNAR
his attack where he drop' him. Though do note survi- after he drops those bomb him. And the third way to	mple to hurt him grab one of his bombs when he does s a few bombs. Then throw the one you picked up at ving him is quite diffcult. Another way to hurt him is s throw him at them and they will explode right below hurt him is when he shoots you with his Machine Gun st and throw it back at him.
Attacks:	
(1):Lunar takes out his Swill only hit you if your	ub-Machine-Gun and shoots at you however this attack close to Lunar.
(2):Lunar will dash acros up and throw it back at h	s the area and drop bombs be sure to pick one of them im.
	nd throw you in the air be sure to boost left or right land right where he is he will attack you again. t of damage to you.
a small blast at you. To throw it back at Lunar to	Sub-Machine-Gun once again except this time he shoots dodge this attack jump over the blast or grab it and damage him.
Getting The Yellow Gem	
the Gem will appear if it	Gun Blast attack grab the blast and if you are lucky doesn't keep repeating until you get it.
	=-=-=-=-=+=-=+=-=+=-=+=-=+=-=+=-=+=-=+=

```
0=~=~=~=~=~=~0
+-The Day Before~-+
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 =====	
HURDLE:	
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	
======	
MATHFUN:	
O yes!!How fun this will berightespecially at a festivalanyways 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	
+==+==+==+==+==+==+==+=-	
+==+==+==+==+==+==+==+=-	
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	
+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==	-+
+-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! $^{ extstyle -}$	_^
=====	
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.

\_\_\_\_\_\_

=====

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 offically 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.

-----

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<CHAPTER IV>
0============0

| Aster's Lair |

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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.
+=-=+=-=+=-=+=-=+=-=+=-=+=-=+=-=+=-=+=-
0=~=~=~=~=~=0   4-2   0=~=~=~=~=~0 +==+=-=+=-=+=-=+=-=+=-=+=-=+=-=+=-=+=
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
-=
==-=-==-=+=-=+=-=+=-=+=-=+=-=+=-=+=-=+=
0=~=~=~=~=~0   4-3   0=~=~=~=~=~0
+==+==+==+==+==+==+==+=-
+==+==+==+==+==+==+==+=-
== #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.

#5

==

Go right and ride the orange Clanball here up then jump to the left and keep going left until you find him now defeat him then talk to him.

\_\_\_\_\_\_

==

#6

Head to the right and keep going right to find this guy now defeat him then speak with him.

\_\_\_\_\_

==

#7

==

Ride the orange Clanball to the left down then head right to find him the final guy now defeat him and speak with him.

\_\_\_\_\_\_

Afterwards the parents thank you and the kids mom tells you about King Aster. Then Marina warps to find Teran and Calina fighting and she socks Calina and Calina goes flying like 100 miles. Right after the evil Emperor shows up and tells you that your ass is going to be hunted down... Right... yeah that's coming from some old man...right i'm sure he's going to get Marina. Woah I was wrong he actually got her!!! We can all learn never to under-estimate the eldery from this.

--=-=-=-

Getting The Yellow Gem

-==--=-

Shake one of the Clancer kids and he/she should drop it.

\_\_\_\_\_

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Guess what?? You have to be Teran since Marina got her ass owned by the emperor. Anyways once you gain control of him head right then enter the Warp Gate once you see it. Keep going right when you warp defeating enemies as you go. At one point you get a tryke ride it and jump over gaps with it. Then put it next to another tryke at the end and then hop into the Warp Gate that appears afterwards.

--=-=-

Getting The Yellow Gem

-==-============

After passing the part where a bunch of spikes are swinging, turn around. Jump to the platform above the spikes, and then head to the left. There is a clancer robot enemy, and a Warp Gate. Use the warpstar to be brought underneath a platform, ahead, with 6 blue gems, and another Warp Gate. Grab it, to be brought to another platform.

Now, there is a warp gate - But wait. Before you grab it, you should

notice a sparkle on the other side of the wall, moving betwen 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. Immedediately, 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.

> 0=~=~=~=~=~=0 | 4-5 | 0=~=~=~=~=~=~=0

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.

> 0=~=~=~=~=~=0 | 4-6 | 0=~=~=~=~=~=0

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

over him or get away from him.
(2): Tarus jumps in the air and lands making a bunch of boulderserr rocks fall. Anyways to dodge this grab a boulder and throw it at him or somewhere else or don't go near him.
Getting The Yellow Gem
-=
Grab Tarus and throw him into a wall and he should drop it if done right.
0=~=~=~=~=~=~0
4-7
0=~=~=~=~=~0
+==+==+==+==+==+==+==+=-
When the level starts King Aster explains what is going on Anyways look's like
When the level starts King Aster explains what is going on. Anyways look's like we have to do some ghost hunting! Better call Ghostbusters!!
==
#1
==
Head to the right and catch him using the Blue Clanpot.
==
#2
==
Head to the right thourgh these blocks here and catch this guy.
==
#3
Grab a nearby Clanbomb from that block and head right now see the statue to the very right? Throw the bomb at it to reveal this ghost now catch it.
==
# 4
==
Ride the cloud up that is to the left now from here go all the way right and catch this guy however watch out he throws fireballs at you.
==
#5
==
Drop down to the left see that ghost standing next to the wall to the right? Go right below him then throw the Clanpot up and it should catch him if you did this right.
====
#6/7

From right here go to the right and catch #6 and #7.
==
#8 ==
Go left throw the Clanpot thourgh the very small gap in the blocks here and it might catch the ghost if not roll thourgh the bottom of the blocks and catch this ghost.
== #9 ==
Ride the cloud up that you rode down here with. Then head all the way left and destroy the statue on the left.
#10 ===
Go back and grab a Clanbomb and destroy the statue to the left of where #10 was at.
===
#11
Go right from here and when you see four Spikes destroy them with your Clanpot fast and if all were killed fast enough the ghost will appear now catch it.
=== #12
#1Z ===
Go on the cloud that is to the right of King Aster and ride it up. Now head left and pick up all the flowers here and the ghost will appear now catch it.
===
#13
Get a Clanbomb and go to the cloud to the right of King Aster and ride it up again now throw the Clanbomb at the statue to the very right now catch this guy. Afterwards enter the Warp Gate that appears after the scene with Aster.
=-=-
Getting The Yellow Gem
Destroy those three statues next to that one ghost dammit forgot which ghost it was. $>$ <
-=-=-=-=-=-=-=-=-=-=+==+==+==+=-
0=~=~=~=~0   4-8
+=-=+=-=+=-=+=-=+=-=+=-=+=-=+=-=+=-=+=-

```
+-Aster's Tryke ~-+
+=--=+=--=+=--=+=--=+=--=+=--=+=--=+=--=+=--=+=--=+=--=+=--=+=--=+=--=+=--=+=--=
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! ~-+
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		
to hurt him.	the boulders that he drops on the ground back at	
Phase2		
it to the right then shake him.	and just as he is about to grab the leg and shake it up above Tarus then smash downwards to hurt	
-=-=-		
Getting The Yellow Gem		
Beat both Phases without of	getting touched.	
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	<chapter v=""> 0==========0</chapter>	
	Imperial HQ	
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	0=~=~=~=~=~0   5-1   0=~=~=~=~=0	
+==+==+	++++++++	-=+=-+ [5-1]
In this level simply proce To destory most of them us after defeating certain en end of each one you have t clancers on this level.	eed forward battling millons of crazy evil Clance eed forward battling millons of crazy evil Clance the Machine Guns and Rocket Launchers that dramemies. There are four sections in this level at to fight a robot that is stronger then most of the	ers. op the
Getting The Yellow Gem		
Clancer now grab him shake	t grab any weapons. Now look for the first blac him and it will appear now grab it.	
	0=~=~=~=~=~0   5-2	
		[5-2]
In this level you are ridi	energe and a control of the control	ini hurt

Getting The Yellow Gem
Grab his Beam attack and it should drop quickly grab it.
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Getting The Yellow Gem
The gem is inside a missle which I don't know so just shake all of them.
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"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.
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.
-=
Getting The Yellow Gem
Just give his nice yellow Lance a shake and it will drop now grab it.

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	+-Trapped?? ~-+	[5-5]
	roceed forward until forced	
take the Missle Launche now here shake the Pink appeared. Here shake bo make it drop a statue to back to the first Warp	er and proceed. In here enter Clanball then teleport thou the Clanballs then warp back. take this statue and put it a Gate and shake the Clanball and throw it into the wall of	the first Warp Gate you see rgh the Warp gate that just Shake the blue clanball to bove the red blocks. Now go below it. Go to the Clanbomb
area. Here proceed forw you. In the next room of chain into the roof now ground. Keep repeating	e of red blocks to the very ward making your way past the defeat the Clancer here by way grab him while he is swingi that and you will eventually oceed forward and you should	obstacles placed to stop iting for him to shoot his ng and slam him into the defeat him now proceed to
-==-=-=		
Getting The Yellow Gem		
In the second area after shake the Orange Clamba just appeared and when and grab and shake the	er you have cleared the way to all at the entrance. Then go you warp shake the Clanball orange clanball that appeared Pink Clanball that appeared	into the Warp Gate that next to you. Warp back d when you shook the green
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	PHOENIX G	=======================================
=====		
PHASE1		
======	n thin Dhan to be 12.	h his Tanas and Ohi 11
steal them from him. No Lance at him right when	n this Phase to hurt him gra ow he will begin ramming into he hits a wall(the Lance do will always send a white dra	the walls now throw the es more damage) two times

regardless of what he has so be aware. Also when the battle begins Marco does

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a spinning whirlwind attack. So strafe to avoid it.

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#### PHASE2

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.

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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Getting The Yellow Gem

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Surivive all three Phases without getting touched.

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# CUT SCENE!!!

It now switches to Theo who just has came to his senses. Shortly after the emperor reveals himself to Theo AND IT TURNS OUT THAT HIS NAME IS LEO. O wait that's not the shocking part here's the shocking part AND IT TURNS OUT HE's THEO's BROTHER!! Shortly after he disappears and it switches back to Marina. 

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+-Inner Struggle ~-+

Here you must face Leo to defeat him grab one of those bubbles he shoots and shake it until the word changes to the opposite of the current word now throw it at him. Keep keeping this up to defeat him.

### CUT SCENE

Leo wishes that is was Theo who would have killed him anyways he throws that ball of energy at Marina but then Theo takes the blow and says his final words. Wait!!!! He's actually alive!! Afterwards he tells you he was acting then Marina gets angry about this and throws him into the middle of nowhere. 

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Getting The Yellow Gem

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Look for a bubble with the word Dire in it now shake it and it will become Lucky. Now throw it at Leo and the gem will fall now grab it.

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J 5-8 I
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+-Final Battle ~-+ [5-8]
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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.
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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MIGEN AND MIGEN .TR

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.
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
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.
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
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
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
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.
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
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.

~~!!~~!!~~!! 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. !!!!!!!!!!!!!!!!!!-
TARUS
Another easy battleanyways 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 boulderserr rocks fall. Anyways to dodge this grab a boulder and throw it at him or somewhere else or don't go near him.
SASQUATCH B
~~!!~~!!
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.
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MERCO
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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
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~~!!~~!! 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. ~~!!~~!!~~!!~~!!~~!!~~!!~~!!~~!!~~!!~~!!~~!!~~!!~~!!~~!!~~!!~~!!~~!!~~!!~~!!~~!!~~!!~~!!~~! ~~!!~~!!~~!! PHASE2 ~~!!~~!!~~!! 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. ~~!!~~!!~~!!~~!!~~!!~~!!~~!!~~!!~~!!~~!!~~!!~~!!~~!!~~!!~~!!~~!!~~!!~~!!~~!!~~!!~~!!~~! ~~!!~~!!~~!! PHASE3 ~~!!~~!!~~!! 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.

(5): The robot shoots a blue colored lasers at you. Simply jump up to avoid them.
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+-~End Of Guide~-+ [END]
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+-+: Everyone on the Mischief Makers board for being awesome.
+-+:IGN for being another great Game Site.
+-+: Much much more great game sites though it will take too long to list.
+-+:Also to my readers who love to use this guide or at least use it.
Well thanks for reading this Guide! ++++++++++

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