

# Mischief Makers FAQ/Walkthrough

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FAQ #5

I bring you.....

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Hello again. Here, this guide will obviously tell you how to beat the game and get all the gold gems. Plus, this is one of the few platformers out for the N64, and though I have beaten it numerous times, it's still enjoyable. So.....

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1. Walkthrough
2. Credits
3. Disclaimer

I will not mention controls and items, because they are mentioned in the manual.

1. Walkthrough

Planet Clancer

1. Meet Marina!

Pretty simple stuff. Go forward until you see a statue, pick it up and drop it in the fire for the 1st gold gem! Move on until you see Geold. Since all he'll do is talk, blah blah blah (You must talk to him to move on.), just burn through the conversation as quick as you can, then pick up the Clanbomb. Toss it at the pyramid of Clanboxes (Which is the so called "Clance Shrine".), then tag the warp star, then the one in front of you after the warp to be completed.

2. Meet Calina!

Calina will introduce herself in a poor imitation of Marina, which all the dumb Clancers mistake her for. Keep going until you, reach the 4th Clancer, who'll tell you how to do a slider jump. Go up on his house, then do the jump to reach the 2nd Gold Gem on a platform. Continue towards the next star, then go up to the top left corner of the Cosmic Hospital (Where's the emergency room?) to exit.

### 3. Clanball Land

I don't know how Marina got warped to a theme park, but never mind. Here, shake the white clanball at the top, then enter the warp gate inside the ring. Go to the left and shake the moving white Clanball for another one inside a ring, and to avoid saying "Clanball" numerous times, continue the process until a warp gate appears, leading you to the exit gate.

As for the 3rd gold Gem, Shake the Orange Clanball above those Clanboxes so it'll fall on top of them, then go through the warp gate for it.

### 4. Spike Land

How unesscessarily short! Just slider jump onto the platform ahead under the second floor for the Gold gem, and everything should be straightforward from here. The spikes don't do mach damage, and they hardly pose a threat to you, so I shouldn't worry.

### 5. 3 Clancer Kids

Time to go kid hunting! The first one is jumping over flames (Did'nt your mother teach you not to play with fire?) near the start. Another is jumping over spikes (Did'nt your mother teach you not to play with sharp objects?) above the house, also at the start, so to reach him/her, shake the orange Clanball above the flames the kid was jumping over, and you'll see a Clancoil pointing up. Press down repeatedly on it and you'll launch up. Go to the left and you'll see him there!

The last one is near the end of the stage, running and jumping along walkways, and when he jumps all the way down and starts over (Did'nt your mother teach you not to jump off of high places?). Don't follow him, instead go down one walkway after another and grab him when he jumps up. Once all three kids are in the house, the wife will want to know where her husband is (This isn't a joke-I thought it was myself, but it isn't!!)

So, go to the Clancoil, and point it to the right (Press right on the control pad.), then you press down and you should launch yourself towards the platform (Boost if nesscessary.). On top of the building, you'll find a cylinder with Clanbombs inside (Hence the sparks coming out.). Drop down, and go up to the area where the walkways are (Pretty direct route anyway.), and toss it at those Clanboxes, ahead you'll find the father, and shake him for the 5th gold gem (Did'nt your wife teach you not to hide anything from her? Especially secrets?). Then exit.

### 6. Blockman Rises

Lets just say this stage is so linear, you can just plow your way through! Along the way, where those Clancers throw bombs at you, look for a brown-colored Clancer. Jump off of Blockman for the moment and shake that Clancer for the 6th Gold Gem (It's important that he doesn't get killed-otherwise you wont get the gem!), then you can kill him.

### 7. Wormin' Up!

Your first mini-boss fight consists of you throwing a helpless lil' worm to ground 'til he explodes. Well, okay, he's not helpless, as he takes damage, he breathes fire, and as he takes more damage, he'll roll like a

nut and turn into a living fireball! During the fight, shake him for the 7th Gold Gem. After slamming him for the umptenth time, he'll explode.

#### 8. Crisis: Nepton

Ah, remember that Shrine in the "Meet Marina!" stage? Well, you, Teran, and that vault guard must guard it against.....Clancers dressed as cowboys? WHAT GIVES?! Well, here, apart from the fact that you must fend off squad after squad of cowboys, your partners can't get hit too much or you won't get the Gold Gem that's part of the Treasure! Thankfully, here's a technique to get around that.

First, when you start off the battle, fend off the first squadron with your partners. Then stand to the left side of the screen, they should come over here. Have them stay here until the next group arrives, and you'll have an easier time killing them, from left to right. They'll follow you to the other side, obviously. Rinse and repeat for the groups after that and you'll have the 8th Gold Gem in no time.

#### 9. Western World

First, slam that machine with a cat head for the machine gun, and shake it so it should be able to shoot 3 shots that spread out. Plow your way through, avoiding mines, fire pits, and who else knows what until you get to a big Cowboy Clancer (I know they're called Spur Clancers, but my name sounds even better.). Pour out all of machine gun ammo on him, but odds are he'll still be breathing, so slam him a couple more times to finish him.

Go forward, and if there are any pint-sized Clancers left (And there should be), toss a Clanbomb at those weaklings. Then, pick up another Clanbomb, jump across the platforms to the right, and see those Clanboxes blocking the Gold gem? Toss one at the first blockade, then get another one and repeat. The 9th Gold Gem is now yours! Exit this stage by picking up one more Clanbomb and toss it at those Clanboxes to exit.

#### 10. Volcano!

Uh-oh. A volcano has erupted in the desert! Now, start this frantic stage by going forward, then when you see platforms to the left, jump on top of those, they lead you to the 10th Gold Gem here! Plow your way through the entire stage, it shouldn't take long. But one thing bothers me-how come lava doesn't pour out?

#### Migen's Shrine

#### 11. Sea of Lava

Go forward until you see a green Clanball, shake it and return. Enter the warp gate inside until you reach a particular spot that you couldn't reach earlier. Go forward and avoid those highly realistic arches of fire coming from the background, and near the end, slide across one platform to the next to reach Gold gem #11. Exit.

#### 12. Vertigo!

Simple Strategy here. Blow up the wall of Clanboxes, then shake the green Clanbomb to make them reappear! This throughout the entire stage,

except for the 4th and final one. Here's what to do.....

1. First, drop the Clanbomb as usual on those boxes, then jump to a platform.

2. After the explosions proceed toward the top, quickly jump on top of them before you start to fall. A platform should appear, if not, hover in place until it appears, then hover across.

3. It'll carry you to the 12th Gold gem. Jump to the left and drop on the exit.

13. Sink or Float!

Yes, that's the question you'll be asking here, but it's straightforward as long as you don't stay on the platforms. Near the end, slider jump and hover across to the next platform for the Gold Gem #13. The exit is very easy to spot.

14. Hot Rush

More exploding Clanboxes, I see. Run like a nut to the warp gate ahead, then go to the left and slider jump over the wall. You'll get to a White Clanball, shake it then continue to the warp gate ahead, as the explosions should've caught up at this time. You'll be near the exit, but do us a favor and shake that White clanball for Gold Gem #14, ok?

15. Searin Swing!

These stupid Clancers want you to grab on them and swing across, but they can't hold you forever. My advice? Ignore those swinging fools and slider jump across (Don't forget to dash in midair!) from one platform to another. This also works for the Gold Gem past the exit.

16. Flambee!

There are two ways to kill this bee. (A) Grab it's head and slam it 6 times, or grab it's head and pull it into the lava, killing it instantly. Getting the 16th Gold gem is simply a matter of shaking its head, but just a little harder this time.

17. Tightrope Ride

it's just your basic "Ride the Clanballs to the end" stage, but near the end, jump from one Clanball to the next, at the very top is the Gold Gem. Under that is the exit, of course.

18. Freefall!

First, we need to get the Gold Gem. First, fall to the right, and stick to the wall. You should pass through a gap, stick to the wall of spike balls (Don't worry if you touch them, they don't do much damage.) and you should easily get your hands on another Gold Gem! Now, jump on the platform and hit the warp gate to restart this tricky puzzle.

Here's the puzzle solution in steps:

1. Ok, fall down the path (Take any direction you want and near the end, you'll see a warp gate, go through it and you'll warp to the left side.

2. Grab the highest warp gate (The first one you across on the way down), and you should warp to the right side.

3. Again, grab the first warp gate you come across and you'll be in middle, grab the only warp gate there to warp you to the very bottom and the exit here.

#### 19. Magma Rafts!

Start this stage off by jumping on the platform, and a Clancer will jump on his. Since his raft goes a longer route than yours, you'll want to grab the Clancer and throw him away (A funny way to do this would be to grab him, throw him over the wall, and he'll land on your raft. Since he's too stupid to jump back to his raft, he'll eventually sink in the lava.).

Then, another platform appears, jump on that, and switch places by doing the same thing. Go hop on the Clancoil, then jump off for a moment, you'll find a Clancer with a flower on his head, shake him for a Gold Gem, then, if you want to, throw him into the lava as a sacrifice to the gods. \*Chuckles\*

After going across some platforms, weights and Clancers will join you on a platform that will eventually sink as you stand on it. Jump and throw like crazy here until you reach the end.

#### 20. Seasick Climb

I hope you didn't eat or drink anything before you start this stage, because playing this stage for too long will literally make you sick! Shake the orange Clanballs to stop the spikes, and as long as you jump carefully throughout this linear stage, it shouldn't be difficult. However, the constant moving of the screen will affect your jumps, so be careful.

Oh, to get the Gold Gem, you'll have to climb a little higher, and you should see an opening that you can pass through near the wall on the left. Fall down for the gem, but this will increase a bigger chance of you getting motion sickness. One more thing-how come Marina doesn't seasick herself when she either moving or standing still? Oh well.....

#### 21. Migen Brawl!

Now it's Marina vs. Migen and son! \*Talks in a cutesy voice\* And my, he's grown up to be a big little boy, hasn't he? \*Goes back to normal voice\* Yep, he's a big boy (Compared to his father, who is only a shrimp, and I mean as in "small" shrimp, not the kind you eat in fancy restaurants.), but a naughty boy \*Talks all cute again\* You're a naughty little boy aren't you? Yes, you are.....\*Goes back to normal voice\* Okay, I'll stop.

First, you'll have to kill his father, but if you try to kill Junior, Migen Sr. will heal him to normal. To hit the father, grab one of his son's punches and throw it at him. After 2 hits, Migen Sr. will FINALLY fight back by tossing a ball of electrical energy, you can that. Catch the last punch and he'll fall into the lava.

Now for his son.....after he breathes fire (Easy to

avoid), he'll throw punch after punch at you, block them as best as you can. He'll eventually get tired, catch his punch and throw it at him. Rinse and repeat, and after three times, he's still not dead yet (Does he ever give up?)! Junior will breathe fire at you again, and he'll try fake you out sometimes, plus he's faster, but he'll still get tired after awhile, allowing you to catch his punch and throw it at him. Two more times and he'll FINALLY die.

For this boss, and the others ahead (Except for the computer chip boss), you'll get a Gold gem if you don't get hit once! I will no longer mention these from here on out.

Mt. Snow

## 22. Clanpot Shake

First, pick up the Clanpot and carry it to the Clanballs. Put it under the one of the Clanballs and 2 bombs should fall into it. Then, carry it up the hill and two Clancers will throw bombs at you, catch those (Pretty stupid of them to do that, by the way.). Keep shaking the Clanpot until the four bombs create a Clanbomb (Why does everything start with the word "Clan?"), pull it out and throw it at the Clanboxes.

Keep the Clanpot with you and put it under one of the Clanballs, shake it so that six blue gems pop out. MAKE SURE EVERY LAST ONE FALLS IN THE POT! Do the same for the other Clanball and shake the pot. Each set of blue gems will become a blue gem, and the 2 green gems become a Gold gem! Grab that and continue.

Enter the warp gate, and hop on the Jump Clancer, go across the spikes to end this stage.

## 23. Clance War

Uh oh. A war has begun and you're in the middle of it! Run like mad, and you'll see a Clancer with a flower on his head (Who was using his head as pot?), quickly shake him for a Gold gem because he'll get caught in the crossfire and die eventually. Go forward, avoiding and throwing anything getting in your way.

You'll face a robot mini-boss, and there are 4 ways to beat him:

1. Throw Clancers at it
2. Steal missile pod and use it on the robot
3. Throw it several times
4. Grab it, then shake it until it falls apart (Try it at least once!)

It doesn't matter which method you pick-either way you'll get the exit.

## 24. Missile Surf!

Here's something you don't see everyday-you're riding a missile! The path is linear, but navigating it is no easy task. If you go the the back of the missile, it goes up, and on the front, you go down. Balance it as best as you can throughout the stage, and near the end grab the Clanbomb, and when you see a line of Clanboxes, throw it at them.

Before you leave, point the missile straight up. You'll see a Gold gem at the top, grab it and exit.

#### 25. Clanball Lift!

The first half just has you riding up Clanballs to the mountain, while avoiding spkies and other traps. After jumping from clanball to Clanball, shake the blue one so that three golden statues pop out (How do put items in these anyway?). Stack them on top of one another, and jump on the platform. From there slider jump across and TRY to get the Gold gem above the wire where a large group of Clancers are swinging across (Remind them NOT to join the circus, okay?), then go to the exit.

#### 26. Go Marzen 64

No, it's not the title of another N64 game. It's that one Clancer with the sheild. Anyways, plow your way through the area, and you'll get to the warp gate. Continue on forward until you see a white Clanball, shake it and a Clanbomb will pop out. QUICKLY catch the Clanball before it hits the Clanboxes, and take it to the other end. Drop it on the Clanboxes there, and quickly jump inside and grab the pot before it falls.

Inside the pot are 3 Clancers with jetpacks (They must be really crammed in there.....), shake it and a HUGE jetpack Clancer will pop out. Grab it and you'll ride it (Freaky, yes?). Now, at the area where you see lots of red gems, you'll eventually see a Gold gem. After snatching it, go to the right until you can't go any futher, this is your cue to get off and grab the warp gate above a platform.

You'll then face Marzen 64, grab the Clancers and throw it at the robot he's piloting (Why can't these claws do anything?). Bombs also help, too. In fact, they help A LOT! After the robot explodes, he just stands there, saying, "Surely she doesn't have the heart to throw me around." WRONG! A few slams to the ground he'll bounce around like a frog on fire, then he explodes, thus, ending the level.

#### 27. Chilly Dog!

We have to fight a dog now, so grab his head and slam him to the ground several times and he's through. Oh, for the Gold Gem, shake his head, but it not that easy to force out. Sometimes it shows up, other times it doesn't, but I'm not really sure why.....

#### 28. Snowstorm Maze

First, hop on the tricycle (\*Chuckles\* I can't believe she's riding this!), and keep going 'til it goes up a ramp and enters in a alcove along with another tricycle. Jump off of it, and just ahead, you'll see a Jump Clancer, get on it. Jump on a platform and bounce across the spikes to get a-you guessed it-Gold Gem! Put it in the alcove with another Jump Clancer to make a warp gate appear.

Next, shake the Clanball for a Clanpot, and shake another Clanball for 3 Clanbombs, after they fall in the pot, throw it over the wall and use Clanballs to help you scale it. Take out a Clanbomb and drop on the Clanboxes blocking the warp star.

Now you'll another Clanpot, and you'll see twelve children on a hill. Put each child into the pot (I know they're going to be cramped in here,

I can tell) and carry it up to the top. Put it on a platform and take out each child, one after another, from the pot. They'll pretend to be playing in the snow (They're actually trying to jump back in the pot), and the warp gate will appear, finally finishing this stage.

## 29. LUNAR!

And now, your host of "The Lunar Show", HERE'S LUNAR!!!!!! \*Goes to normal voice\* He has several attacks, which include sliding at you and leaving grenades behind you, slashing you, shooting at you with his gun, etc. So, here are 2 (And maybe 3) ways to harm him.

1. Grab his back and slam him down (Requires timing)
2. Grab the grenades he throws and throw those at him
3. Grab the energy blast he fires from his gun and throw it at him (Again, it requires timing!)

To get the Gold Gem, catch his energy blast, but it may take a few tries before this happens. After getting hurt several times, he'll give up for now.

## 30. The Day Before the Athletic Festival (Originally titled "The Day Before")

Not much to do round here, other than get the Gold gem. Go to the end, and when you see Clancers jumping a spiked rope (Wow, way too dangerous, don't you think?), jump along with with them, after skipping rope several times, you'll get a Gold Gem.

## 31. The Day Of the Athletic Festival (Originally titled "The Day Of")

### Events

#### 100 Meter Dash

Be the first to make it to the finish line. Pretty simple. Press Right on the Control Pad, not the Right C Button! Plus, for this event, you must beat the time of eleven seconds! Sounds impossible, right? WRONG! They always say go at random, so right when you hear the gun go off you should've pressed right on the control pad. Keep pressing the button like mad, and you'll have won the event and the Gold Gem (If done correctly.)!

#### 200 Meter Dash

Ditto. Remember, it's right on the control pad that you should be pressing!

#### 400 Meter Dash

Ditto, again, but your finger will be given a serious workout!

#### Long Jump

Simply jump farther than your opponent to win. The best way to win to do a slider jump, then midair dash all the way across. Remember Slider jump + midair dash = impossible for Clancer to catch up.



## Ball

Catch balls into the Clanball. Remember, it's the white balls you should be collecting, not the red ones. Plus, bombs will mess you up, so avoid those.

## Hurdle

Jump over the hurdles to the finish. DUH! Pretty easy if you ask me.

## Mathfun

Just your basic math skills. A good trick is to pause to give you more time to think, plus the Clancer will think a little longer after you unpauses.

## 32. Cat-tastrophe!

Beat Cat Clancer in a game of dodgeball. Shamefully easy, since she throws too soft. Beat her without cheating and without getting hit and you win the Gold gem.

## 33. Cerberus a

Uh-oh. He's really out to get you now. First, catch the missiles and throw those back at him. You can shake them to make them bigger and more powerful, but it's not necessary. And if you stay on the far side of the screen, you'll avoid his attacks real easy. After getting hit by a few missiles (What kind of body armor is he wearing?), he'll pop a wheelie and jump to the other side. This is your cue to switch places.

After throwing more missiles at him, his motorcycle will change into a.....lets see....a.....well.....WHAT IS THAT THING ANYWAY?! Nevermind, he'll get off of it for the moment and attack you on the ground (Must be pretty quick to keep up with his vehicle.....). Grab him from behind and slam him on the ground 3 times and he'll get back on his machine.

HEY LUNAR! YOU FORGOT YOUR GUN! SHOULD I.....wait a minute.....I have a better idea. Since Lunar is too lazy to get his gun back, why not turn it against him? Shake it for a more powerful blast. Once he can no longer take the pain, he'll blow up, and he's finished!

## Aster's Lair

## 34. Rolling Rock!

QUICK!!! Run away from the rolling rock by going down the ledges, and when you come across a warp gate, enter, grab the Gold gem, and quickly pick the cylinder that has Clanbombs and break the Clanbox Barrier. Quickly dash across, and dive down a lot when you fall, and you'll get to the warp gate before the rock does. Touching the rock at any time will force you to start the stage all over again! So.....try not to do that.

## 35. Toadly Raw!

Don't these puns get dumber each time? First, grab the tongue and throw

it back at him. After doing this a little over 10 times, and getting him a sore throat in the process, he'll call of a Clancer who'll fire an energy ball at you. Grab it, and throw it at the toad to finish it off, he'll leave a Gold gem when he dies. Oh Treasure, you shouldn't have!  
\*Gets emotional\*

### 36. 7 Clancer Children

How does that couple do it? SHE'S GOT SEVEN KIDS NOW?! AND I HAVE TO SAVE THEM ALL?! Criminy.....

Thankfully, you don't have to get the father this time. This stage is non-linear, so you can do this anyway you want. When you get to a kid, he/she will transform into something by Calina's magic (It's that Clancer who does a stupid imitation of Marina.). The following 3 forms are:

1. A machine that blasts rocks with lasers. Easy to avoid, just pick them up and throw it at that stupid Clancer face. 2 children can do this.
2. A Clanpot that spits out fireballs. Mostly, it has rocks, but it there are powerups inside them as well. Grab the rocks by touching the fireball it's in, and throw it at the Clanpot itself. It'll gradually speed up each time per hit, so be careful. 3 children become this.
3. A spike ball with bombs surrounding it. Snatch one and throw it at the ball itself, but the catch is that after each hit, it'll be replaced by a spiked ball, so grab carefully! 2 children can do this.

Now, for the Gold Gem. Sarie, a kid in purple, has it (After you defeat her as a clanpot. Shake her for the Gold gem BEFORE you talk to her, otherwise you won't get it (Unless you restart the stage.).

### 37. Rescue! Act 1

Talk to everyone on Teran's abilites (Unless you know what to do) and hop in the warp gate. Run through, punching anything in your way, then go to the left at the top. Enter the warp gate for a puzzle on how to get the Gold Gem. it goes like this:

Before a warp gate, you'll see a star will be seen moving across from one particular spot to another. When you enter it, the star will stop at that location when Teran entered the gate. There you go. It looks easy at first, but as you get further, it gets trickier. I can't walk you on this one by the hand, it's a matter of timing it right.....if you screw up on this puzzle, restart the stage to try again.

After getting the Gold gem (it may take you a few tries), hop on the tricycle and put it in the alcove for the Exit gate, finishing the stage.

### 38. Rescue! Act 2

Now you must deal with Calina. First, have her bomb those blocks at the very bottom on the right side, you should see a Gold gem down there. Then, use the final blow to send Calina down like a crashed plane, followed by lots of punches, and she'll be a goner!

### 39. TARUS!

The big guy is very powerful, he can punch you REAL hard, send rocks on top of you, and more! Two ways to hurt him include (1) throwing rocks at him when he pounds the ground, and (2) by catching his punch and throwing him to the side. Technique #2 earns you a gem, but you must do it near a wall in order for that to happen. He'll eventually be gone after awhile.

#### 40. Ghost Catcher

You must catch 13 unlucky ghosts in a pot. I will not tell you where they are, because 90% of them are in plain sight, and the other 10% are revealed by blowing up statues and graves by using Clanbombs. Oh, the Gold gem is gotten by blowing up a group of Golden statues, they're not hard to find.

And I know what you're thinking, but no, shaking up the pot will NOT mix the ghosts together. You just might get bad luck, or maybe a curse, who knows?

#### 41. Aster's Tryke!

As silly as this may seem, you must save King Aster's Tryke from the watery depths! Remember, press right on the control pad, though you'll go left some of the time, but that's on a jump or two.

#### 42. Moley Cow!

Okay, Treasure! You need to stop coming up with stupid puns for battles! Anyway, grab his head and slam him to the ground, then jump on his belly (If his head is facing up.). By doing a CPR procedure on his stomach, he should've coughed up a gold gem. But like the dog, he might not do it the first time, and after the final hit, he'll slash across the screen and blow up, because he wants one more piece of you before he dies, so hover above him.

Oh, yes, he attacks, but you'll be grabbing his head so quick he'll hardly do anything.

#### 43. Aster's Maze!

This is a confusing maze, so talk to your friend often for advice (He'll really help you!), and unfortunately, I forgot the solution, take green 3, follow his advice, then, it's all guesswork.....or check another FAQ.

Your friend also holds a Gold Gem in a certain section of the maze, shake him first to see if he has it before moving on.

#### 44. Sasquatch b

In first phase, throw the rocks at him, and grab the cannon and try to make it point upward, then jump away. If done correctly, the blast will greatly damage him.

As for his second phase, where his tank changes into a.....again, I have no idea what it is.....oh well.....grab the foot and yank it away from him, then press the RIGHT C BUTTON, THE TOP C BUTTON, AND THE BOTTOM C BUTTON. If done correctly, you'll slam the machine on Tarus! Do this 3 more times to finish him.

Imperial HQ

#### 45. Clance War II

Ah ha! A sequel to the infamous Clance War has started! You'll be going trigger happy here, because there are lots of machine guns and missile pods! There are 4 sections, at the end of each one, you'll face a robot, defeat that to move on.

The Gold Gem is gotten by shaking one of the many black Clancers which throw you around. HINT: It's somewhere in the the fourth section!

#### 46. Counterattack

How weird.....Marina's riding an ostrich.....grab the propeller bombs and throw those back at him, and catch his beam for the Gold gem. You can throw that at him also, you know. he'll die after several hits.

#### 47. Bee's the one!

I thought I told you NOT to use anymore corny puns! Well, that's the the last one they'll use.....grab the missiles and throw them at the jetpack Clancers, and vice versa. A Gold gem is hidden under one of the missiles while you're going upwards.

#### 48. MERCO!

You are now facing "Dr. Smooth Love" himself, Merco. Grab the sword and shield and throw it at him. Not easy, though, because he attacks quick, and you have to throw it hard at him. Grab the spear and shake it for a Gold Gem, but be quick! He'll give up after a few hits.

#### 49. Trapped?!

After defeating the robot, you'll be solving the toughest puzzle in the game yet! Here's directions.....

1. Don't shake the orange Clanball yet, take the warp gate above it.
2. Shake the next Clanball to activate a warp gate, enter and shake the next 2 Clanballs.
3. Repeat Step #1 and shake the Blue Clanball that just appeared for a statue.
4. Put the statue under the ring, then go back through the warp gates ahead.
5. Shake the Clanall to have a clanbomb appear, it won't explode the statue. Take it and throw it at the barrier of Clanboxes. Enter the warp gate and repeat.

You have now created the way out! Remove the statue from the ring and shake the orange Clanball to blow up the remaining Clanboxes, and head through the warp gate that's been uncovered. Shake the Clanball in the closed-in area and another one will appear above it, shake that to find another one in the closed in area. By shaking it, you'll have a Gold Gem!

Exit, and soon you'll face the last mini-boss. He'll throw spikes at you, avoid those, and when he starts to grapple across the room, grab him and slam him down before he pushes you off. Exit this way, please.

#### 50. Phoenix r

Okay, first snatch his shield and spear, (The C buttons help IMMENSELY here!) and throw it at him while you avoid having him ramming into you. Also, be sure to avoid that corkscrew thingy so Marina doesn't get poked in the side.

His machine will change into a bird, then avoid his pecks and grab his head. Press the BOTTOM C BUTTON until you automatically let go, and it'll hit him in the head. Then he'll fire lasers. Best to avoid them, as you'll ALMOST get killed (If not all the way) if you're the crossfire. Repeat two more times and he'll fly toward you!

Avoid the machine gun, and try to catch a missile, then throw it at him (If you don't catch one, he'll fire some lazer at you.). Since he's too stupid to dodge.....\*Waves bye-bye as Merco explodes in flames\* And it's over!

#### 51. Inner Struggle

Pretty simple. Catch the clouds of negative thoughts and shake them so that they become good thoughts. Throw those at the computer chip him and he'll easily die like the hater he is.

During the fight, you'll see a cloud saying "Dire, shake it so it becomes "Lucky". Grab it while holding it for the gem.

#### 52. Final Battle

The Beastsector has gone Power Rangers on you now! First, it'll try to step on you, grab it's foot and throw it up. Then, go to the right side on the screen, not the left. If you go to the left, it'll fire lasers at you, but if you go to the right, he'll launch it's fist at you. Grab it and throw it at him, but it's not easy, as he moves around a lot. With good aim and timing, you'll hit him. One or two more times and you've beaten the game!

#### 2. Credits

Nintendo/Treasure/Enix: They made the game.

Me: One of the few people nutty enough to write an FAQ for this game.

CJayC: Owner of [www.gamefaqs.com](http://www.gamefaqs.com)

Wait, that's all of the credits?! Oh.....I see.....

#### 3. Disclaimer

1. Feel free to print this out with my permission.

2. Webmasters can post this on my site, also, but with my permission as well.

3. No stealing! Serious action will be taken if this happens!

4. You know that commercial that says, "We all need a little money?"  
Selling FAQ isn't one way of doing that.

5. Once I update this, you can update this as well.

6. Idiotic E-mail (Chain letters, jobs working for your site) will not  
be answered.

7. If you're spilling in any extra info, let me know first before putting  
them in.

Well, that about does it. But I wonder why many people disrespect this  
game? Oh well.....E-mail me at cedoda@cs.com.

Until the next guide, everyone.....

SHAKE THAT THANG!!!!

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- "And that's the end of that chapter!" -

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