

Goemon's Great Adventure FAQ/Walkthrough

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Goemon's
Great Adventure
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Hey everybody, Evanboy203 here again with a FAQ for Goemon's Great Adventure. Now here in the states, you rarely see any one owning one of Goemon's games. Well, I'm a fan of these games and I played this game so much, I'm willing to write this. This is my first attempt to write a FAQ, so help me out of some parts here or there. Let's get started shall we.

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Version 0.6 = seventh draft 11/25/01
 -added something to the Little Help section
Version 0.5 = sixth draft 3/24/01
 -*NEW* E-mail address (yes again.. totally forgot to tell everyone.. sorry!)
Version 0.4 = fifth draft 6/18/00
 -added a code
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 -fixed G Man's Tip
 -*NEW* E-mail address
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Introduction

Unlike the last Goemon N64 game, this is all in 2D. Trust me, it's better this way. No camera mistakes or anything like that. What you'll need for this game is one of those packs that you save things with. Controller Packs, something like that. You have new foes and old friends here to help you. Also the great 2 player mode is back and with a special code, you'll be able to perform a 4 player mode.

Player's Moves

Goemon

The leader of the group. From Edo, he helps save the world with his trusty pipe attack. He got 5 moves. (*= Find it somewhere in the game).

Pipe: His main weapon, press B and grab fortune dolls to power it up to level 3.

*Chain Pipe: A pipe that extends great distance. Also break star blocks. Press R.

Coin: Press Z. Cost 1 Ryou.

Flame Coin: Press and hold Z until light circles you and then let go to release a more powerful weapon. Cost 3 Ryou.

Double Jump: Our friend here can go higher with his Double Jump. To do this, you must press A twice. Master this move because it is important to finish the game.

Ebisumaru

Goemon's faithful pal is back with 5 new moves. Our "Ninja of Justice" is a fat comedian who will make you laugh here and there. (*= find in game).

Spoon: Weird weapon, but it works. Press B and use fortune dolls to upgrade it.

*Solid Megaphone: Something to project his voice into words of stone by pressing R. This is useful as stepping blocks. Cost no money and you can only use it once until the last time you used it is completely destroyed.

Shuriken: Press Z and he fires a ninja star. Cost 1 Ryou

Poison Mist: Press and hold Z until light circles around you. This makes his famous poison fart attack. This cost 3 Ryou.

Hip Attack: This is helpful for jumping. Jump (A) and press down to perform this move. Combined with the Solid Megaphone, he can jump pretty high.

Sasuke

A little robot created by the Wise Man to help our friends to complete the game. Only 4 moves this time, but they're pretty powerful. (*= same thing)

Dagger: His main weapon. Performed by pressing B. Collect fortune dolls to bring it to its most powerful state.

*Sasuke Dive: He can swim by pressing R. By being connected by a propeller, later in the game, he can swim while still using his Daggers as his weapon.

Bomb: Press Z to fire a bomb. Cost 2 Ryous.

Fire Cracker Bomb: The bigger and better version of his regular bomb. Press and hold Z to release this powerful bomb that can break down cracked boxes.

Yae

The last member of the team and my favorite. A member of the "Secret Special Investigation Ninjas", so she'll be very helpful with some great information when you meet her. She's hardcore and ready to battle anything. But also has a soft side to her as she bakes for her group. Finally, she comes all prepared with her four moves.

Katana: Here trusty sword comes in play while you collect fortune dolls to bring it to a better version. Down side of this game is she can't use her sword shield anymore =(.

Mermaid Magic Power: Her old move is here again to fight the baddies under the water. Press R in the water and move with the control stick. Press A to use her dash attack and B to use her Bazooka.

Bazooka: This is used by pressing Z. Cost 2 Ryous.

Lock-on Mode: To put Yae's Bazooka on Lock-on, press and hold Z. When an enemy comes, it will target in a destroy it. May cost 5 Ryous, but it's very helpful.

The Impacts' Move

There is one new robot that comes in and guess who it is. That's right, it's Miss Impact and Impact himself has fallen for her. These to have the same moves for in the cockpit and field control. On the top is the enemy's HP. On the bottom right hand corner, there's your HP. Left of that is your Ryous that you can use as bullets. Finally on top of those two is your laser gauge. There is only one thing missing. RADAR!

Pressing Z = Cockpit: Coin Bullet
Field Control: Coin bullet
Pressing B = Cockpit: Left Jab
Field Control: Punch
Pressing A = Cockpit: Right Jab
Field Control: Jump
Pressing R = Cockpit: Baton Pass
Field Control: Calling out for Baton

Cockpit only

Guard: A & B at same time.
G Kick: C-down, C-down, A
Repeated Punch: C-up, C-down, C-up, A
Blaster Beam: C-down, C-down, Z
Mega Power Beam = Up, Right, Down, Left, Up, Right, Down, Left, Up, Z (not sure if it works)
Delicious Attack: B, B, B, A

Items

Ryous = Used in stores and for projectile weapons.
Sliver Fortune Doll = Charge up weapon. Lost when loses HP.
Gold Fortune Doll = Bring armor, HP, and weapons to full.
Dumpling = Recover HP by one.
Surprise Pack = Increase player's lives
Raincoat = Raises armor level by one.
Sliver Armor = Raises armor by two.
Gold Armor = Bring armor gauge to full.
Rice Ball = Bring you back to life, when dead, with 1 HP.
Plum Rice Ball = Bring to life with 2 HP.
Fish Rice Ball = Bring to life with full HP.
Pot = Break with weapon to acquire Ryous.
Entry Pass = Used to pass through Checkpoints. Received after completing a level or mission.
Mr. Elly Fant = Pick this up to continue that position when dead.
Goal Raccoon = End of every level. Break open for Entry Pass.

Star Block = An obstacle that can only be passed by using the Chain Pipe.

Cracked Boxes = An obstacle that can only be overcome by using Sasuke's FireCracker Bombs.

Impact Rock = Obstacle that you can push, but can't pull.

Impact Block = Obstacle that can be pushed and pulled.

Teahouse Teleporter = Stand on this and push down to switch players.

Walkthrough

EDO

Start by selecting Goemon or Ebisumaru and then you'll cut to a cinema with the two walking in the forest to the Wiseman's house. You'll see the Ghost Summon Machine that he created but Sister Bismaru will soon steal it. Wiseman ask you to rescue the machine and so your adventure begins...

Lost'n Road

Entry Pass: 1

This is just a preview of what to come. Also you'll notice a stick floating in the air. It's the hovering stick. Use this time to practice that because it's very important. Complete the level, get the Entry Pass(1) and enter...

Lost'n Town

Entry Passes: 3

By the time you get here, it will probably be dark. Wait until it's very dark and go up to enter a walkway to your house. You'll soon be near a well halfway to your house. Enter it and you should see Iguana Man. Talk to him to receive an Entry Pass(2). Now you can go around the town to buy stuff and save. I suggest you don't buy anything this minute, because you'll need the money to buy equipment for the castle ahead. Press and hold B to run to move around quickly. Now, go to the teahouse where you'll meet Sasuke. He'll talk about how Impact has gone out of control. You'll find out that Bismaru brainwashed him. SASUKE NOW JOINS THE TEAM. Look around some more to your right and you should see a hall that leads you to a house. Inside is DJ Beat Mania and he lost some of his equipment. Say YES to get them back. Now go back to Lost'n Road.

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MISSION: Lost'n Road.

GOAL: Find DJ's LP, Mic, and Headset by 6 P.M. (12 minutes)

Go straight until you come to the hovering sticks. If you practiced and mastered it, go up and you'll be on a landing. Go across and you'll find his Headphones. Go back down and keep going across until you reach the Impact Rock. Instead of pushing it right, go to the other side and push it to the edge of the landing. But be careful of the ghosts and the armored clay dolls. Dodge them or kill them until you pushed the rock to the edge. Jump on it and go up to another landing. Go across there to find the DJ's Mic. Now end all the way to the end to come across a giant clay doll. No biggie. Keep hitting to make it shrink. Keeps on hitting it until it explodes or short enough to double jumps and grab it. Now you got all three and you'll be transported back to town.

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He'll thank you by giving you an Entry Pass(3). Walk out and look around some more. When you come across a fork, go down and run into

the last house. Look around to find a surprise pack. Now go into the house that has lots of red on it. It should be after the fork that leads you up. Talk to the two people and you'll find out that Omitsu is missing. Now go back to the well where you found the first Entry Pass, but instead of going inside, keep going until you see a house with a marking next to it. It's your house. Go inside as Goemon. Talk to the lady inside and listen to her. She'll ask you for 100 Ryous. Give it to her in doses or pay her all right now. When you are all paid up, she can go to the beauty salon and you'll soon find out the lady is a man!!! It's Kenzo. You'll get the Chain Pipe in return. There is one more Entry Pass, but you can't get it right now. Now exit and you have two choices to go to. I'll do Digadig Gold Mine first.

Digadig Gold Mine

Entry Passes: 1

Mini-boss: 1

I suggest you Goemon here, because there are long jumps you must do. Here, just keeping heading straight. Keep going until you come to a fork. Head up. Grab Mr. Elly Fant and enter battle with...

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Mini-boss: Giant Skeleton.

He's not that hard to beat really. He has 2 attacks. Fireball and Flame-thrower. (I'm making these attack names up, sorry, pokemon got to me). Hit him while he's white and avoid him while he's red. When he's about to use his Flame-thrower on one side, head straight for the other. He'll go down in no time.

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Now that's gone, head straight until you reach the Raccoon Goal and get an Entry Pass(4). Head back to town.

Lost'n Town

Entry Passes: 3(2 completed)

Go back to the place that leads to your house. Go in the fourth door and meet an old man. Listen to him about the Mudtrotters in Digadig Gold Mine and you'll go on another mission.

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#### MISSION: Digadig Gold Mine

GOAL: Defeat 7 Mudtrotters by 6 P.M. (12 minutes)

Head straight and you'll see a rolling Mudtrotter. Kill it >1<. Keep heading straight until you come across the fork again. This time, head down. Keep going down until you meet up with another one. Kill it >2< and head back up to where you encountered the mini-boss. You'll see another, so kill that one >3<. On the bridge there is one near the beginning >4<, one in the middle >5< and one near the end >6<. Head off the bridge and to the next platform. You'll see that biggest one. After you kill that, you're done.

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The old man will thank you by giving you an Entry Pass(5). Now save and whatever and head out again. This time to...

Ringbell Pass

Entry Pass: 1

Enter as Goemon and keep heading straight ahead until you see some star blocks. Use your Chain Pipe (you have one, right?) to break it down. Head across the swings, up the stairs where a Mr. Elly Fant will be there. Grab it and now you have reached a fork. I suggest you go down, since it's the easier than the upper road. Head heading across the bell and the swing. When you come across the second bell, hit it and a rolling stone will fall out to wipe the enemies of the road. Soon enough, you'll reach the end and gain another Entry Pass(6).

~~~Lost'n Town~~~

Come and save, rest up for the night, and buy items you need because now, you'll have to encounter...

#### Edo Castle

Bosses: 2

After you pass the Checkpoint >have 5<, you'll cut to a cinema with the castle on fire and Impact destroying the place. You'll also meet Kurobei. It turns out Bismaru captured Omitsu and have a machine controlling Impact. Everyone decides to climb to the top of the castle and drop down. Hard part is doing that.

I suggest you use Goemon because of his Double Jump can take care of the pits. This castle is pretty much straight forward. Watch out for falling debris, and kill every foe in your path. When you come to your first stamper (the big things trying to crush you), go on the other side for an extra life. Now keep heading forward. Forget about the Impact Block and Double Jump to the other stamper. The third stamper you come to, go across instead of upward. First get the pot of Ryous above the golden fortune doll that's blocked out by the star blocks. Break them and grab the doll. Go back and jump to the upper platform. Keep moving forward jumping and killing. After you have crossed the Hoverstick, there will be a teleporter to switch players. Use if you want to or stick with Goemon. Keep moving and you'll meet a Mr. Elly Fant. Grab him and jump on the top of the stamper. Head right and when you come to a fork again, go up. Run across the stampers, and break the pots to grab some Ryous. Keep going and you'll soon drop down and must head left across falling blocks. Keep moving straight until you see an Impact Block. Push that to the edge and jump to the upper platform. Of course, by going down, you get 2 dumplings and a pot, but go down there if you are low on health, otherwise, you just want to get out of here as fast as you can. You'll soon come across another block. Push that one near the stamper and when the stamper comes down, jump on top of it. Keep on heading left until you see a hoverstick. Use that to go on the upper platform to reach on top of the stamper again. Head right and move slowly here because Impact will try to crush you with his punches. You'll soon come to a pit with no blocks on top of it. Go jump in that one. Keep going, past the pits and rolling stones. Soon you'll see another Mr. Elly Fant. Grab him and if you need any power ups, there are some on the platform on top of you. Now cross the pits, and using some of your money as you toss coins to your enemies across the pit. It will help you not to fall down and die. Soon, you'll be at a dead end with pots. Grab the money and go back and search for a platform that's above you. Go across there; pass the stampers while avoiding the bullets coming from the background. Now after all that, you'll be at the elevator with a fortune doll next to it. Grab the doll and go on the elevator to the next floor. Soon, you'll see Impact, calm down because he won't attack you... yet. Just kill the enemies in you walk as fast as you can. Now you're in a room with another teleporter. Use it if you want and keep heading straight while looking all around you. Go on top of the stamper and head right. Now you encounter Impact's Nasal Bullet attack. Be calm and carefully dodge them as you go across the platforms to get to the other side. Use the hoverstick to get to the upper platform and grab Mr. Elly Fant again. Be extra careful and extra calm to go across the swing successfully. Grab the two dumplings and you'll see another elevator. Grab the extra life on the other side and then go up. Keep going while killing enemies. You should see another gold fortune doll, but it's hard to get. Only keep on trying if you think you'll need it. Keep heading straight again and you'll soon see another elevator. Go on it to the upper level. Grab the dumpling if you must and

head right. Keep going while collecting all the goodies. Now it's time to face...

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Boss: Brain Washing Machine- Shishi Scarecrow.

Your first real boss is one top of Impact's head. The important thing is to run around. This guy has four attacks. Bullet Rain, Spike Tail Whip, Fireball and Summon. The very first thing he does is Bullet Rain. While the bullets drop, he'll also use fireball. Carefully dodge the fireballs while hitting as many bullets as you can. This causes them to backfire and hit him instead. He'll use Bullet Rain again, but this time, instead of using Fireballs, Shishi will use Spike Tail Whip. Plan on when to jump and hitting the bullets. He'll keep up this pattern for a while and then suddenly there will be a green triangle on the ground. This is his Summoning attack. This will cause Impact's punch to land wherever the triangle is. Soon, after a few more bullets, he'll go down. But if you do die, you'll come back with two Sliver Fortune Dolls. Die again and get two Gold Fortune Dolls. When he's gone, and after the cinema of Omitsu returning and Wiseman introducing his newest robot, you'll face...

Impacts' Boss: Transforming Robot- Bis Maru Elegant

HP= 2000

Your first Impact Boss is just a preview of what's to come. You'll start out in the cockpit of Miss Impact. Go up and check my list for the moves, or press start to get a Table of Commands. Bis have many attacks. Whenever she comes close to you for a punch attack, use Repeated Punch since that causes the most damage. She also uses her Heart Bullets. Press A or B to get rid of them and gain some Ryous. She'll also transform into a little UFO and comes to you using Spinning Tackle. Use the G Kick or Repeated Punch when she gets close and use Nasal Bullets when she is far. She'll also spin across the other side while firing her Heart Bullets at you. Either punch them out really fast, or use Nasal Bullets. Be careful of her sudden death move- Heart Eliminator. Don't use the Blaster Beam, because it won't work. Hopefully, the other Impact won't be lying on the ground. Pass the Baton to the other and fight from there until she does it again. She also has a special attack, which is Carnation. This is when a rose appears in back of her and she starts to use thorn missiles. This is when you use the Blaster Beam. Soon she'll go down. After that, she'll tell you that she is going to Ryugu Island to regroup. She'll blast off and now you're done.

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You'll be in a cinema with the Lord and Princess Yuki themselves. They'll be talking about where Ryugu Island is. Princess Yuki knows, but has a hard time saying it out loudly. You'll find out that it's a floating island out in the southern seas. Now you leave to go there.

#### RYUGA ISLAND

When you reach here, it will ask you if you want to save. Save YES and enter...

Kappa Road

Entry Passes: 3

Go straight across. On the first floating platform, there is a teleporter. Uses if you wish, otherwise, keep heading straight. You also come across a bullet clay doll blocking your way. Don't try to jump over it. Instead, use your projectile attack to get rid of him and enter the cave. Keep going straight as you encounter big snakes and little snakes and other clay dolls. Cross all the platforms and you'll soon

reach the end with another Entry Pass(7). Now if you read the top you'll notice I said that you could get three Entry Passes here. To get to the other one, there is an alternate path and there is something you must do for the third. But you can't get that now. All you can do is move on to...

#### Frog Mountain

Entry Passes: 2

I suggest you enter as Goemon. If you didn't, go back to Kappa Road and use the teleporter to get him. Now press START and exit level. Now in Frog Mountain, use Goemon's Double Jump over the first pit. Keep going and you'll soon see little platforms you must jump across. After that, there will be a baboon plant going up and down by a waterfall. Jump while it's down and go across when it reaches to the top. Watch for the green water Imps or whatever they're called. Jump on the frog and Double Jump to the platform in front of you. Keep on heading and jumping the right way and you'll be at part where you have to jump across tiny platforms again. On the very first one, is a Mr. Elly Fant. Grab him and pass on. Keep on going, killing enemies and you'll reach a fork again. Go up. If it's dark, go inside and you'll see Iguana Man again. Talk to him to receive another Entry Pass(8). If it's still day, you can do two things. Wait until it's dark or come back later when it's dark. Either way, this is your eighth Entry Pass. Now go to the bottom path and hop across the platforms. Just ignore that other platform that leads you left. Keep going straight and you should get to the Goal Raccoon and another Entry Pass(9).

#### Otohome Town

Entry Passes: 1

First thing you want to do here is rest and save. Now head to the teahouse. Here you'll meet Yae. She'll tell you where Bismaru is hiding. In the castle in the middle of the island. To reach it, you have to swim long distances. She has the magic of the mermaid, but she wants another who can swim. A present from the Wiseman and soon Sasuke will know how to swim and YAE WILL JOIN YOUR PARTY.

After that, switch to Ebisumaru. There is a new thing in this town. A fortuneteller. Go to him in some town and he'll give you clues on how to get Entry Passes. First thing you should do after that is to go to the first house of the last three. There will be a girl there. She will want to give you a gift. Say YES and you'll get the Solid Megaphone. With this you can create stepping-stones. Now go 2 houses to the left. There should be a guy with a green bag. Talk to him and he'll look like Ebisumaru. In reality, it's only Obisumaru. After a few talks, he challenges you to a race on Frog Mountain. Accept the race and you'll both be at...

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MISSION:Frog Mountain

GOAL: Beat Obisumaru at a race.

I'll tell it to you straight out, this will be hard. Hit him so that he'll be stun and you'll have a few extra seconds to beat him. Go around the level like you would but faster. There will be no enemies besides Obisumaru, so don't worry. At the first pit, use the Megaphone to create stones so you can get across. Same thing goes to when you are in top of the frog, but aim carefully while you're on him. You could make the stones fall and you'll have to wait until it breaks up and that will cost you time. Remember that you also have your Hip Drop. If you die, try again. Eventually, you'll beat him. Every time he jumps, he loses speed, so use that to your advantage. Now, all I have to say is GOOD LUCK.

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After that race, he'll give you an Entry Pass(10) and leave, vowing to return. Now go back to the teahouse and switch to Yae. Save and whatever and go to...

#### Kappa Road

Entry Passes: 3 (1 completed)

Just keep on going the same way until you reaches the cave. When you reach the water, press R and dive. Kill any enemies that are in your way, but the first thing you'll notice is a big pot. Use you Bazooka to make a giant octupi appear. Try to attack from a distance, because of his Black Ink attack. Soon, he'll be destroyed and you'll gain another Entry Pass(11). Keep following the road until you have to surface. Go on land and you should see some star blocks, Impact Block, and some cracked blocks. Instead of pulling the Impact Block the entire wall out. Just make it a little so you still have that staying up there. Go on the platform left of it and there will be a teleporter. Jump on it and change to Goemon. Now return and destroy the star blocks. Keep moving forward and soon you'll reach the end for another Entry Pass(12).

#### Naruto Road

Entry Pass: 2

Head going forward until you see the teleporter. Change to Yae and keep going until you must go and dive underwater. Once under, keep following the path until you come to a fork. Head down and then head left. You'll encounter another big pot. Do the same thing you did for the last and get another Entry Pass(13). Now head right, while avoiding the spikes and speeding fishes until eventually you come to a dead end. Go up and avoid the spikes. Soon you'll surface and move right to gain another Entry Pass(14) for completing the level.

~\*~Otohime Town~\*~

Heal, save, and buy equipment because the castle ahead is hard.

#### Ryugu Castle

Bosses: 2

Go to the Checkpoint and >have 10< Entry Passes. Be very careful in this castle because it has many booby traps. Keep going straight while beating the enemies up. Look carefully on the floor for moving platforms. These are helpful, yet dangerous. Get across the spikes and head up while jumping over rolling barrels. There will be a surprise pack in the air, but as soon as you go under it, the platform will rise and try to crush you. If you think you're fast enough then try to get it. Otherwise, just move on. Then you'll see there is a pit, but you can't get across because the platform you have to cross is spiked. Just wait till it turns over and immediately cross. Grab Mr. Elly Fant that's about halfway through. Keep going and you'll see a big barrel that is stuck on the ceiling. Well, guess what. It's not stuck. When you pass it, it'll drop and you'll have to run for your life while dodging enemies. Jump to the upper platform and repeat the same thing. Keep going and you'll get some pots and a dumpling. Look on the ground again because there are still uprising platforms that will still try to crush you. Now you'll see some spikes with an uprising platform. If you want. Go to the platform and up to the next level. Go across there and receive a fortune doll, dumpling, and some pots. Now go across the spikes. There will be a teleporter. Switch to someone who can swim. Now go in the water and dive. Go left while destroying enemies. There are ells here, and you have to cross when they're in the background. Keep heading left

until you see jellyfish. Move around those carefully too. After a while, you'll have to surface again. Head left and be careful of the enemies there. Don't be in a ruse. Beware of the speeding fishes in the background and the dropping hermit skull crabs. Kill them while avoiding the boat full of skeletons in the back throwing skulls at you. Soon you'll come across Mr. Elly Fant, an Impact Rock, and a teleporter. Change if you must. Push the Impact Rock to your right and jump on it to reach the higher platform. Look around for those small clay dolls. They can really hurt ya. Now you're on the platform with the rolling barrels again. Jump over them to reach to the other side. Kill the enemies and dive once more. Try to stay on the bottom and keep a look out for the speeding fishes. Just go across everything. Don't bother trying to kill them. Just keep a low profile and you'll soon reach a dead end. When you do reach the dead end. Look down to see a surprise pack. Grab it and surface. Grab all the items cause you'll need it. Go up the stairs and you'll go into a cinema with Bismaru. She'll summon the one and only Arrivederci, a spiked fish to kill you. What you must do here is keep running or swimming while hitting the fish to keep him from hurting you. Same deal as with Obisumaru. If you're lucky, you'll come across a surprise pack. After this, you'll face...

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Boss: Enchanting Mermaid- Taisamba 3

This boss isn't really that hard. It has 3 attacks. Bullets, Sonic Ray, and Thunder. She'll probably start out with her Bullet attack. While she is doing that, there is some rope. Cut it down and move on to the next. Soon you'll be done and a giant object will take away some HP from her. The number of rope you must cut will gradually increase. When she uses her Sonic Ray, run away from it. When she uses her Thunder, it will only affects the water. So just stay out of there. Soon, she will fall and you'll soon face...

Impacts' Boss: Enchanting Mermaid- Taisamba 4

HP:2000

She'll use her dash attack first probably, so be ready to punch. It will still use its bullet attack, so punch it to gain some Ryous. She's pretty fast, so watch for him. But it's hard because of the lack of radar. She also has torpedo attack that make you blind, so use your repeated punch. She'll soon use his typhoon attack. When you're in the middle, use your Blaster Beam attack. It will hit her and take her down. After a few attacks, she'll die. Soon Bismaru will say she needs to revive Dochuki as quickly as possible.

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You'll be back in town deciding on where to go next. This is where you meet Suzaku. She'll tell some valuable information, after some debating on whether or not to go. Everyone decides to go to...

Mafu Island

Same thing as before. It will ask you if you want to save. Say YES and continue on to...

Kokeshi Road

Entry Passes: 1

This stage is pretty hard with its stampers. You'll soon reach where you are above a Sliver Fortune Doll. Kill those tiny clay dolls to reach it. Keep going and you'll reach your first stamper. Careful plan on when to go and when to jump away from it. Because, the top stamper can block you off and fall into the poison water. After that, keep on heading straight. Soon, you'll reach two Impact Rocks. Push the second one to the pit ahead and push the other one over it and across to or near to the edge. Go up and grab Mr. Elly Fant. If you're playing Goemon, destroy the star blocks with your Chain Pipe. If you're

not, go to the bottom path and find the teleporter to switch to him. Do what you have to do to get up there again. Destroy the star blocks and you'll have two choices. Go on the ceiling or go through the little walkway. If you go up, you'll encounter lantern ghosts. These ghosts will explode on contact with anything. So use your Chain Pipe to get rid of them or use your Coins. It's much better with the Coins. Grab the dumpling at the end of the ceiling and continue on. And soon you'll have lots of goodies in two paths, Go to the bottom one first to grab some dumplings and coins. When you're done, jump to the upper platform for more coins and a Sliver Fortune Doll. Go straight ahead now and you'll soon encounter the same thing. Go to the bottom. After that grab the dumpling and destroy the enemies blocking your way. Go down and you'll see three stampers. You have to be fast. Forget about the pot in the middle and reach the other side. After that, get your Entry Pass(15).

#### Maneater Road

Entry Passes: 2

Mini-Boss: 1

There are two exits for this stage. But head for the simple one first. Which is to just keep on heading straight. There is a mini-boss here, but just forget about him and keep on heading straight up whenever you get your chance. But not at the very first fork. Go up at the second fork with the spikes at the bottom path. Watch out for those swinging axes I must say. You'll soon enter a cave. Inside the cave is a spiral tower with lots of good things for you. You'll reach the end and come across a place with lots of swinging axes and rolling spikes at the same time. Get across that and keep going straight and you'll be at the end to receive another Entry Pass(16).

#### Pochan Lake

Entry Passes: 1

By the sound of the name of the stage, you'll know that this is Yae's and Sauske's type. Switch to one of them, Yae preferred and take the bottom path. Get into the water and transform into a mermaid. But don't go underwater. Instead, use Yae's Dash attack to get through until the next platform. While using the Dash attack, she is almost invincible. So she can go through TearJerker's (the purple thing flying around) Poison Tear attack. Keep on doing this until you finish with Entry Pass(17).

#### Spook Village

Entry Passes: 4

First thing you do is go into the teahouse. Wiseman will be there. He'll explain something about something that happened 300 years ago with Dochuki. This will probably explain to you about the story line better.

First, you probably want to save and rest. After doing that, go to the big house near the last floor. Go inside and you'll see a surprise pack. DO NOT GET THAT YET! Instead go talk to Iguana Man. Listen to his favor he ask of you. He borrowed a video and need to return it. So guess who returns it. That's right, you. Now here is the order you need to go in to do this whole trading thing right.

#1.)Well across the bridge of the house.

#2.)Well on the very top floor

#3.)Well near Inn

#4.)Well next to the house from where you got the video

He'll thank you by giving you an Entry Pass(18). Now go near the Inn and on the left side of it, there will be a Roadside Guardian. Listen to its request and say YES to his mission. Now head back to Pochan Lake.

MISSION: Pochan Lake

GOAL: Bring the true Roadside Guardians their 7 hats back by 6 P.M. (12 minutes)

This is pretty simple from a trick I learned and trust me; it's very useful. Roadside Guardians that have that words MYSTERIOUS GUARDIAN IMAGE on the top, it's a fake. Find all 7 and get another Entry Pass(19).

Now that's done, switch to Sasuke and with until it turns dark. Go to the house next to the well on the very top floor. There will be a man that wasn't there during the daytime. Talk to him and say YES to help him out...

MISSION: Spook Village

GOAL: Light all the firecrackers in the right order.

This is very easy. If you can't remember, there is something-called paper and pencil. But don't be in a big rush. You can accidentally light the firecracker next to it, and have to start all over. The number will increase by one every time.

For your hard work, he'll give you an Entry Pass(20). There is one more here, but you'll be unable to do the mission. So now go back to...

Maneater Road

Entry Passes: 2 (1 completed)

Enter as Sasuke and always head up, never down. There will be a part where there are cracked boxes. Use his Firecracker Bomb to get rid of that and move on. There will be a teleporter for you, and there are large gaps to come. So switch to Goemon for a safe bet with his Double Jump. You'll soon reach a cave. If you are ever low on money, this is the place to come to. There are many pots and enemies to kill and you can always go back out of the cave and back in so they can reappear. But there is one thing you should be careful of and that's the pit with the spikes on it. Soon you reach the end for another Entry Pass(21).

Tomb Pass

Entry Passes: 2

First thing you'll notice about this stage is that there is a new enemy. A blue arm that tries to grab you and make you be stuck. Just whack them and move on. There are lots of swinging axes in this stage so be careful. Eventually you'll come up to a guy in a tank with another guy pushing him. If you have two players mode, have one in the tank and one pushing it. It can clear the way for any baddies and you'll have lots of cannonballs to fire. Soon the joy ride will end. On your way through, you'll see the big blue fish that was in the water castle back at Ryugu. These can't be destroyed, so just hit them and move quickly under them. Continue your way and you'll soon be out. If you're playing Goemon, you'll probably see a surprise pack blocked off by star blocks. DO NOT GET THAT EITHER! There is a reason for not stocking up on lives. There are two exits for this stage. To the Checkpoint and back to town. If you just headed straight, like in this FAQ, you'll go to the Checkpoint exit. If you didn't you went to the town's exit. Either way, you get an Entry Pass(22). Now go back and find that other exit that you didn't do. If you got to the Checkpoint, look around for a hoverstick halfway through the level. It will lead you back to another cave with rolling wheels. To pass that, have patience. Where there is a clay doll standing is where it is to be safe. So kill them and stand right there.

Go immediately after the BROWN wheel. Soon you'll reach a Mr. Elly Fant and have to do the wheel thing all over again >( . This time there are pits with green blocks for you to wait in. But always look for those clay dolls. After a long time, you'll be done and be rewarded with another Entry Pass(23).

#### Spook Village

Entry Passes: 4 (3 completed)

Now getting the final Entry Pass for this town is pretty hard. Now go to the house on the last floor. Inside there will be a woman. Talk to her and she'll ask you to collect some mystery mushrooms. You can go to two places. They are...

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MISSION: Tomb Pass or Maneater Road

GOAL: Collect 30 mystery mushrooms by 6 P.M. (12 minutes)

First, you listened to what I said and not stock up on lives; you should have 2 - 0 lives. You're going sacrifice some lives because to get all 30 mushrooms in 12 minutes is hard work. When you get to 0 lives, go to Tomb Pass. Get as many mushrooms as you can before you have 1 minute left. Die and the Game Over screen should appear. Now go to Maneater Road. You'll see that you still have the mushrooms you collected from Tomb Pass and the time is still 12 minutes. This seems to work for me, so give it a try. There will be no enemies here to kill, so run, run, and RUN! The things that you should watch out for are the swinging axes, pit, spikes, and most of all, those stupid death wheels. When you done the deed, you get an Entry Pass(24).

>There is something I want to say about this trick. I've been to Gamesages before and I notice that this code is very similar to a code that Jordan M. Davis wrote. I'm saying this: I didn't not copy from him what so ever. I figured this out on my own. I would have contacted Jordan, but I didn't have his e-mail address. So Jordan, if you're reading this. I did not copy from you and am truly sorry if anything offends you.<

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Now that I got that off my chest, we can save, rest, and get those lives that I said you couldn't get before. The next castle is really hard. And so we go to...

#### Majin Castle

After the Checkpoint >have 15<, enter the castle. First thing you'll notice is that it's very dark, so be careful of any pits. I will just jump over any dark place. Destroy all your enemies in your way and keep heading forward. Soon, you'll be done with the first part and be in a more lighted area. Soon you'll see a teleporter. I suggest you change to Goemon or Ebisumaru. After that is a sandpit. Beware of the sharp claws that come out to get you after a few seconds. Pass that and keep moving. Past the hoverstick is Mr. Elly Fant. After picking him up, and after another sinking pit, there will be hoversticks again. This time, on the middle one, there is an extra life. Grab that and continue. Soon you'll be done with that part. This section is just full of those egg monsters. Kill them to make it to the elevator. Behind you should be a teleporter. Switch to Ebisumaru if you aren't him. Go forward and you'll come across a long line of spikes. Use Ebisumaru's Megaphone to get over that. Do the same for the other one after that. You'll be done with that and on to the next section. You'll come across some new things in this section. Cross and dodge everything to go to the next. Another teleporter should be there. Switch to Goemon. I know there are cracked boxes but thanks to Gerimon-Impact, you can go a lot faster than charging up Sasuke for the firecracker bomb. So use his Double Jump over them. Now be careful of the falling blades and those spiked clappers.

You'll see a Mr. Elly Fant and if you look into the background, there are some spikes. Soon afterwards, these spikes will come and get you. Be calm and move just like you would as if it wasn't there. Just a lot quicker. Listen to the music. If you here grinding, that means the rolling spikes have been activated. At the end, you'll get a surprise pack and on to the next section. Now you're in a hot lava part. Jump at the right time to avoid getting hurt. Before that is a teleporter. Change if you must and then go on. Grab Mr. Elly Fant and all the goodies that come your way. But something bad has returned. Those hands that make you be stuck. Quickly hit them when it's time to move on or you'll get hit by the wave if lava. After that is another teleporter. Use Goemon for this part. Get past the hot water part and the spikes. You're going to have to sacrifice one of your HP. Then you'll come across pot lids that go up and down. Plan carefully when to Double jump and when not. Soon you're over a pot of hot water with blocks that fall. Kill the enemies and cross quickly. Grab Mr. Elly Fant and do the pot lid thing again. Now Double Jump to the higher platform and keep going. Soon you'll be out of there and soon you'll have to face...

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Boss: Gatekeeper of Hell- Gorotsuki

This boss has many attacks. I think about four. He'll try to smash you with his Stun Clubber attack. After he misses (hopefully), now is the time to hit him. He'll then try to use his Rolling Tackle attack and try his Stun Clubber again. After you hit him a few times, he'll faint and his ghost will come out. Hit the ghost as hard as you can. After about three hits, the ghost will go into his body and you'll have to do it again. Other attacks he'll also try his Debris Rain and Bubble Butt attacks. Avoid the pieces of the ceiling coming down and just run under him or away when he uses Bubble Butt. Keep doing this and soon the ghost will be destroyed. Then you'll cut to a cinema of Bismaru summoning Dochuki. After a few sayings, you'll have to battle...

Impacts' Boss: Gods of Wind and Thunder- Ukulele

HP:3200

Really only one robot, but he is quick. Have quick fingers so you can punch in the move for Repeated Punch quickly. Use this when he tries to Dash at you. Electric Ball Bullets he will fire at you. You can punch them for some Ryous. He'll also try to trick you by doing some punches on one side and then quickly move to the other side. Another way to get Ryous is that he'll fire some of disks at you. Use Repeated Punch. When low on health and desperate, he'll fire his Hyper Disk Missile. Use your Blaster Beam to get rid of that. He'll soon die and you'll cut to a cinema.

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In the cinema, you'll talk to Wiseman. He'll tell you that the only way to get rid of the ghosts is to destroy the machine. Save and enter...

## Underworld

Kaiware Road

Entry Passes: 2

Go straight and keep going up. There will be a teleporter, so switch to Ebisumaru. Use his Megaphone to jump over the first tree stump and move on. Push the Impact rock to right where you get to the platform. Head straight. Beware of those little dudes. They can really hurt. Keep heading straight you'll soon finish with an Entry Pass(25). There is another one, but you can't get it now.

Mokeke Forest

Entry Passes: 1

This stage is pretty simple. Just head straight while

killing all the genies, old guys, and ghosts that come your way. Those little dudes are here again, so be careful. Push the Impact Rock to the platform and jump on. You'll see after that, a clay doll under the bridge. Past that is a teleporter. Don't dive underwater. There is a secret here, but you have to complete the whole game to do it. Change characters if you must and keep going straight. Now if you feel like you can do a little backtracking, you can get some health and a Mr. Elly Fant. You can get those after the first bridge you can go under. Carefully go across the platform and watch out for a part when those headless will fire his friend at the platform. Therefore hurting you and causing you to die. Fire your projectile weapon to get rid of them. Keep going and soon you'll be done(26).

#### Wonder Valley

Entry Passes: 2

There are two exits here. First, you want to keep moving straight and soon you'll encounter a fork. Go up. Keep going straight after that. Forget about the platforms for now. Soon you'll see a teleporter. Change if you want and move on. You'll see another fork. Go up. Beware of those little dudes again. They made me die. Keep going and you'll see a platform with pots on it. Go and get it if you want and then immediately head back to the lower road. This will happen again. Remember lower road. Pass the little tent to the next section. You'll have to jump step to step. Beware of our little headless horse again. After that you'll see even littler steps. Carefully make your way across. Keep going and you'll reach the end with an Entry Pass(27). This way leads to the Checkpoint. Now go back to Mafu Island and change to Ebisumaru. While there save and rest. Go back to Wonder Valley and enter. This time go down when you see the fork. Go across the stumps using his Hip Drop or Megaphone if needed. You'll come to another fork. Don't go up. Keep going forward. Eventually, you'll see a very high platform and a surprise pack. Get the surprise pack and then go back to the fork. Go up and then try to survive going up on the platforms while killing the headless horse and the fire spinner. Soon you'll have to go on wooden platforms. After you defeated those fire breathing plants and grabbed the fortune doll. Head up. Get the surprise pack and then go get the pots. Cross the pit and to the next section. Keep going and soon, you'll see a folk. Go down. Keep going and soon you'll have to do the tiny platforms again. Beware of the headless horse and the genie. They can make you die. Cross that and you'll make it to the end(28).

#### Tree Stump Village

Entry Passes: 3

This place is pretty big, make sure you know your way around the place because you'll need it. Save and rest if needed. Now after you know the whole town from top to bottom, go in the house next to the big entrance that brings you to another Inn and another armor shop. Inside should be a kid. Talk to him to play hide and seek.

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MISSION: Tree Stump Village

GOAL: Find all the Hide 'n Seekers (6) in total in 1 minute.

This can be pretty hard looking for those brats. Knock down every barrel and signs. Check every corner in every house. And always look into every nook and crack in the town. They hide at random, so don't always go to the same place as before. After you found them all, you get a Entry Pass(29).

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After that, go to the teahouse and switch to Ebisumaru. Then go to the house below the first Inn. Inside will be a girl. Talk to her and hear her problems about Tengus. Now say that you'll do it and head

back to Wonder Valley.

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MISSION: Wonder Valley

GOAL: Destroy 6 Tengus before 6 A.M. (12 minutes)

Keep on going straight until you encounter the fork again. There are three on the top road and three on the bottom road. Take the bottom one first. Keep going straight under and soon you'll see your first Tengus >1<. Defeat him and then go up. To do that, use your Megaphone and make sure the biggest symbol is in front of the sign. Use your Hip Drop on the symbol to get up there. Keep going straight and soon encounter another Tengus >2<. Kill him and then go back to the second fork. Go up. Keep moving forward and then you'll have to go up again. Cross the pit and see another Tengus >3<. Kill him and now go back to the very first fork. Go upwards and cross to the next section. Keep going until you reach a fork. There is one in each path. Take the high platform and kill the Tengus there >4< and go below to kill that Tengus >5<. Taking the bottom path, keep going and soon you'll see the final Tengus >6<.

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The girl will thank you by giving you an Entry Pass(30). Now go to the teahouse and switch to Goemon. Go to the first house when you come back from the teahouse. Inside, there will be a woman who looks like the one where you got your Chain Pipe. Talk to her and listen to her request. You'll have to give her some Ryous. 3,500!! She'll try to hypnotize you and you'll have to give her the money. If you don't want to just enter the money as 000. I would wait until I finished the game first because all you can carry is up to 999. So come back later. Now save and do whatever you need to do because you have to go to the castle next...

Underworld Castle

Bosses: 2

After the Checkpoint, >have 20<, go inside the castle. I suggest you do this place as Goemon. Instead of heading forward, go back and there will be a surprise pack. Grab it and then go forward. Dodge all the bullets, the fire-spinners, and the Genie as you pass by. In the next section, go through and get pass the witch. When you a broken bridge. A huge Monster will come out. His spike club will hurt you. So move quickly but carefully. Whenever you feel it's not safe to move. Go in the water. It's relatively short, so don't worry. Go to the door and on to the next section. Kill the armored knights and the witches as they pass by. Go across the flying platforms into the treadmill. Run carefully because there are spikes at the end. Jump and keep following the path. Go under the bricks and onto the flying platform again. But instead of going to the next treadmill, go to the very top. There will be a teleporter. Change to Ebisumaru. Jump to the flying platform to the treadmill. After that, there will be spikes. Use his Megaphone to cross over that. Carefully go across the flying platforms and treadmills to reach to the next section. Here will you'll be going down in a spiral type tower. Sort of. Kill the Hermit Skull Crabs and dodge those skulls the skeletons are throwing. After that, there will be a teleporter. Change to Sasuke. Use his Firecracker Bomb to break open the cracked boxes. Go on the other side of the Impact Rock and push in down the spiral tower. This will be a lot easier than killing those enemies yourself. Soon you'll see a very big robot with a boomerang hat. Defeat him with a projectile attack and get inside him. Have your little fun of killing enemies with this guy and then move on to the next section. Be very careful because some witches will come up and try to knock you down. Soon you'll come to where there are some fire coming out of the wall. Be careful of that. Finish that section and you'll soon be in the



main hall. Be very careful of the knights that try to stab you and the Impact rocks to roll down. Hopefully, you'll be riding in a well-protected tank. After that you'll face...

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BOSS:Revenge Warrior- Kabuki64

From the past, this guy wants Goemon and his friends dead, and he has a partner. Remember that spiked club monster from the beginning. That's right, you have to defeat him too. Be concern more on Kabuki64. This guy has 3 attacks. Snot Spray, Spike Pillar Drop, and his partner's Spike Club. Watch the floor carefully for any shadows when he goes back into the background. He'll do two things. One, if you see the triangle. This calls for his partner to attack. Move away from it and step a little bit right from Kabuki64's side. This will cause his partner to hit him. But if he's paying attention, he'll stop it in the nick of time. Another thing he'll do is send down Spiked Pillars. Watch the ground for the shadows and move to a clear spot. When he comes out to face you himself, he'll use his shield to block your attacks. At times he will jump around. This is the perfect time to hit him. He'll fall back to the background and be stunned. Use the trick of his partner crushing him and he will take away some major HP from Kabuki64. He rarely uses Snot Spray, but if he does, crawl under him. Keep repeating this process and he'll go down.

IMFACTS' BOSS:Ultra Fighting Machine- Kabuki Final

HP:3000

After a funny scene of Kabuki64 going down and Ebisumaru destroying the machine, you'll hear Kabuki64 again. His soul has lived on and taken a new form. Watch this guy and take down his umbrellas and Hot Hand attack. Punch the umbrella for a few Ryous. Use Repeated Punch when he is in front of you. He has a special move, which is Disillusion. This is when he's coming at you with some colorful shadows besides him. Be careful of that since it can really hurt. I don't know if it can withstand the Blaster Beam, but try it and pray that it can't. There is also a Teleport attack of his. He looks like he's coming right at you but then switch to another side. He'll also go underwater and then pop up in front of you. Again, Repeated Punch. Another special move he has is Energy Ball. He gathers some of his energy into a powerful ball. Use your Blaster Beam when he is doing this. Soon he'll go down.

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You'll soon be back at the village and meet Sukazu. She'll tell you that Dochuki is in the sky in a large castle. Sakuza will also tell you that Dochuki will attack Edo soon and tell you why is she is giving you this information. She wants you to stop him. After accepting the deed, you'll receive a container that is used to capture Dochuki. After that, it's time to head to...

### Floating Castle

#### Cloud Fortress

Entry Passes: 2

Keep going straight and soon you'll encounter another new enemy. It's a bird. But it flies around dropping lightening and diving at you. After that you'll see a teleporter. Change to someone if you must and then head up. Keep going straight while destroying all the enemies that come your way. Cross the little open house and after that you'll see another teleporter. Change if needed and then move on. Ignore the cracked boxes for now and go up to Mr. Elly Fant. Soon after that, you'll be in some sort of workshop. Grab Mr. Elly Fant and then go on the little platform that those wheels bring around. When you're on them, lay down so you won't be pushed off. Keep doing this kind of stuff until you reach the exit of the building. After that, you'll reach the

end(31). There's another exit, but worry about that later.

#### Wind Castle Wall

Entry Passes: 1

This place requires you to do a lot of jumping. So go to the teleporter near the beginning and switch to Goemon. Take the upper road, after you have done that. Carefully jump to the next platform while using your projectile attack to get rid of the clay doll in front of you. Go on one of the windmill's ledges to get to the other side. Keep going and soon you'll have to jump over small ledges with enemies. Kill that and jump to the other side. Grab Mr. Elly Fant and move on. Soon you'll encounter another fork. Go up again. Jump on the windmill's ledges and this time, jump over the ledges that come to you. Get off as soon as you see the platform that you can go on. After that you're on a very long windmill roof. Kill the enemies that come your way and then go onto the ledges again. This time, if you look up, you'll see a gold fortune doll. Use Double Jump to get it and then keep on going. When you're on solid ground again, those little dudes are back. So walk carefully to trigger them coming down. Soon you'll be done(32).

#### Floating World Town

Entry Passes: 5

This town is bigger than Tree Stump Village, but easier to get around. First thing you want to do is save and rest. So do that already. The first thing you want to do is get those 5 Entry Passes. You want to do the easiest one first. Go across one middle bridge from the entrance and then look around for a kid. Talk to him and he'll say that he's father always forget his lunch. Now go to the last house on the right. Inside will be the mom. She'll ask you to return the husband's lunch, accept and then...

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MISSION: Floating World Town

GOAL: Deliver a messenger's lunch in one minute.

Ok, the road has been clear for you. The first thing you must do is find the messenger. Hopefully, you have become familiar with the town and know every place in town. Use your run(B) trick. That's the only way to catch him. When you do see him, go up to him and hit him. Of course, that won't be easy, since he runs like a train. After you have done that, you'll be rewarded an Entry Pass(33).

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One down, four to go. Exit the house and switch to Yae if you're not using her. Now, go across two middle bridges from the entrance. There will be some signs that tell you where to go. Soon, you'll see a chubby guy with a paper bag over his head. Talk to him and he'll say something about the Letter of Introduction. Now go back to the house with the messenger's wife and to the right of that, there will be a bridge. Go across and enter the house. There will be another guy with a paper bag over his head. Talk to him and say you really want to. He'll give up and give you the Letter of Introduction. Now head back to the other guy and start your job...

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MISSION: Floating World Town.

GOAL: Do your job right!

Well, this will be fun. Your job is to give advice over the telephone. First, you're in a small room with a phone. It rings and the kid and now you start the questions...

Kid: Hey, is it true the Thunder God can steal your belly button? Don't scare me like that, I might wet myself.

Yae: ANSWER = Oh come on, it is not!
>Explain some stuff about thunder<

Kid: You don't have a dream, do you! If that's right, then exactly what kind of phenomenon is it?

Yae: ANSWER = Thunder, you see
>More stuff about thunder<

Kid: So nobody steal your belly button then.

Yae: ANSWER = Now, your navel...
>Explain stuff about the navel<

Kid: Right, there's nothing to be frightened of.

Yae: ANSWER = That's right
>Tell kid to be careful of thunder<

Kid: What do you think I should do?

Yae: ANSWER = When I was a kid...
>Tell stuff about lightening safety<

Kid: Thanks, all my worries are gone.

THE END

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After you're all done, he'll give you an Entry Pass(34). He'll also tell Yae that she has quite a sexy voice. Now go to the teahouse and switch to Ebisumaru. Go to the messenger's house and then look to your left to find more houses. Go in the middle house and see none other than... Obisumaru! He'll then challenge you to a race again. Now go to...

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MISSION: Wind Castle Wall

GOAL: Beat Obisumaru at a race once and for all.

This is harder than the last time. Now he rockets right past you and you can't even stun him anymore. The important thing is to keep on running no matter how far back you are. At times he will wait for you. He'll either be eating, sleeping, or being with women. This is the perfect time to past him. You have to carefully jump over him hope he won't run off. Try using the Megaphone trick. (Use the Megaphone and then Hip Drop on it). At the end, he'll slow down big time so you can past him. After a few tries, you'll win and get an Entry Pass(35).

~~~~~

Now three are done and two more are left. For the next one, you'll have to wait until it's dark. Now go to the tree of legends. Past that, there will be a man encircled with blue light. Talk to him and he'll want to sell you something for 1,500 Ryous. Say NO and he'll lower the price down to 500. If you have the money, say YES and get another Entry Pass(36). Now just one more. But you can't get that yet. Exit the stage and head back to...

Cloud Fortress

Entry Passes: 2 (1 completed)

Go straight through as you did before, but this time go down at any forks. Soon you'll be back in the windmill again. Get through that and keep going straight. Grab Mr. Elly Fant when he comes and jump onto the flying platforms. Head up and keep going. Soon you'll reach the end(37).

## Sky Garden

Entry Passes: 1

There is a lot of water in this stage, and most of the time, you can't dive underwater to find anything important. Only one part has that and I'll let you to figure it out. Watch out because those little dudes are back. Keep going and soon you'll see a teleporter. Switch if you must and then move on. Go on the flying platform to the higher level. Proceed with caution. There will be another teleporter on the way, so switch if you want. About halfway, after the open house, there will be a Mr. Elly Fant. Grab him and move on. Keep going through and then go on the flying platform. After that, you'll go through the open house again, but beware. There are clay dolls hiding in the bushes. Go through the rest with ease and you'll be done(38).

## Floating World Town

Entry Passes: 5 (4 completed)

You still can't get the last Entry Pass for this town. So what to do. Well, save, rest, and stock up on lives because now is the time to face the castle.

## Dream Castle

BOSS: 3

After the checkpoint >have 25< enter the last castle in the game. This is the hardest castle you'll ever faced in the game. Make sure you have plenty of lives in stock, weapons up to level 3, and both HP and armor level full. Dream Castle is made up entirely of the last four you encountered. There are 4 sections.

-Edo Castle-

Be ready to jump here because there are a lot of falling platforms. Look for green blocks. Those don't fall. Make your way across the platforms and to the swings. Use projectile attacks to get rid of the shooting clay dolls ahead. Keep going and slash those flying ghosts that block the way. There will be a part where you come to a fork. Go up. Carefully jump from platform to platform and you're done with 1/2 of this part.

Next part is harder since there aren't as many green blocks and there will be a lot of ghosts blocking your way. Not to mention the fire spitting out of the ground. So run! Projectile attacks work best. They clear the way. So plan ahead. Soon you'll be standing on a pillar with a falling platform after you and a fire hole after that. Wait and go through at the right time. Do it again after that. After that is the hard part. Jump from platform from platform and then you'll see a row of platforms. RUN! While jumping to kill the enemies of course. Never stand in one place for more than a second. Your reward will be a surprise pack at the end and switch to Goemon at the teleporter. After a break in a hallway, go to the next section.

-Ryugu Section-

Oh god. Go right at and look on the floor. Those crushing platforms are out to get you again. You'll be jumping from one to another for a while. After that, you'll see some spiked platforms. Wait until they turn over to move on. 1/2 of the section is done after that.

This part requires you to switch to Yae or Sasuke and dive underwater. From here to the next section is pretty much straight forward. Get it done as quickly as possible to go on.

-Majin Section-

Again, switch to Goemon for this section. You'll have to jump from pot lids while dodging spiked clubs and enemies' fire. Ok, after you done that (sorry, that's all I can say about this part) go on.

Those blades come back and another thing. Those spiked

clappers, but now they have those blue arms in them. All can I say about that is Double Jump. Cross over and as soon as you see a platform above you, go up. There will be another enemy that will get on your nerves and that is the little guy that slows you down. Kill him! Soon you'll be done.

-Underworld Section-

All right, go on the flying platform and watch for another platform that's going up. Go on that one and it will lead you to a teleporter and a surprise pack. I suggest you stay with Goemon. Get the surprise pack and move on. Careful of the crushing hands and lantern ghosts. Past that all and go to the other harder half.

Remember Kabuki64's partner? That's right, he's back and he's madder than ever. To make this even harder, they now put poison water so you can't go in it. Hopefully you bought a Fish Rice Ball. Past that and cut to a cinema...

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IMPACTS' BOSS: Articious Machine- Devil Death God

HP: 6666

God! This guy is one tough dude with a very high HP level. Watch him carefully and study his moves. He might start by sending you a really fast spike ball. Punch that for some quick Ryous. To get more Ryous, he'll also send out some weird bullets. Then he'll probably use a spinning slash attack or just come up in front of you. Use Repeated Punch to get rid of that. Whenever you see him sending out three blue lights, switch to the other Impact. That means he's about to use his sudden death move. Another move is that, he'll make the other Impact fall and throw it at you. You have no choice but to hit it back and send it flying. Another thing he'll use is Summon. This calls for Bismaru's ghost to come out and try to kill you. Use Repeated Punch to get rid of that. Soon he should go down.

BOSS: King of Devils- Dochuki

I think Konami is giving you a break or something because this guy is so easy. Only two attacks Dodge his bullets when they come and hit him when he comes near you. When he uses an energy ball, just run under it and hit him. Now it's time for a challenge...

BOSS: King of Devils- Dochuki Final Form

All right, now it's serious. He only has 3 attacks, but they're hard to avoid. His first attack will be Bite. Move quickly to avoid that and then turn around to hit him. But you'll notice that it's not affecting his HP level. Worry about that later. Now he'll keep on doing until he uses another attack, which will either be Eye Beam or Poison Snot. For Eye Beam, just run away from it or jump at the right time. Poison Snot might be a problem since it's hard to know what time to jump and when not. So try to run away. After you hit him a few times, it will look like he is stunned. Go up to him and press UP. You'll go in his mouth and see his tonsils. That's where his weak point is. Hit it as fast as you can. He'll eventually spit you out. Keep doing this and he'll die. If you die, you'll start back at the first form with fortune dolls.

~~~~~

Congratulations, now watch a very funny ending. But you now need to find the 44 Entry Passes. So let's get going.

Tree Stump Village

Entry Passes: 3 (2 completed)

Remember that woman who said to you have 3,500 coins to. Now it's time to pay up. Pay her up and find out it's Kensuke. He'll talk and give you an Entry Pass(39).

Floating World Town

Entry Passes: 5 (4 completed)

Switch to Yae and then go back to the entrance and find a kid. He'll say that he wants to become a game designer. Now go where you found the part-time job. It will be opened again. Start the conversation...

~~~~~

MISSION: Floating World Town

GOAL: Do your job right

Kid: Hello. When I grow up I want to be a game designer.
What do I need to do? Please tell me!

Yae: ANSWER = Yeah, all right.

>Tell where a friend went<

Kid: Ok,Ok, go on.

Yae: ANSWER = What I can tell...

>Tell him hard part is staying there<

Kid: I can stay there. Because I really love games.

Yae: ANSWER = Yes, I suppose.

>Important to say you like something<

Kid: So how did your friend become a game designer?

Yae: ANSWER = Well, first he...

>Tell how he sends out information<

Kid: Do the information brochures tell you how to become a designer?

Yae: ANSWER = No, no

>Explain what the information brochures do and how to get the job<

Kid: Then what happens

Yae: ANSWER = They call you soon

>Explain how company tells you second choices<

Kid: If you are chosen by the game company, does that mean you can become a game designer?

Yae: ANSWER = Sure, I guess

>How to become a game designer<

Kid: Is there anything you can do when you are still a kid?

Yae: ANSWER = Sure

>Explain about having different experiences<

Kid: Thank you very much! Now I know what I have to do.

THE END

~~~~~

He'll pay you with an Entry Pass(40) and say you have a sexy voice. Now exit.

Entry Passes: 1 (completed)

Now it's time to go to the secret village. Go straight through the stage as usual and then you'll see a clay doll under a bridge. It's after the part with the Impact Rock. Go under that and kill the clay doll to move left. See the teleporter? Change to Yae or Sasuke and dive underwater. From there on it's pretty much straight forward. Make your way to the end and surface. Go right and then you'll see a place that you sit that you wait for bus. Wait there until morning. Just keep yourself occupied by jumping around or whatever. There should be a very strange bus coming to pick you up and drop you off at...

#### Creep Village

Entry Passes: 3

Strange place full of Tengus. Don't worry, they are nice. You killed the mean ones earlier. Ok, have lots of money. Look around first to know the town. After that, head to the waterfall and stand there. After a while, an Entry Pass will fall down(41). Now go right of the statue's head and go talk to the Tengu. He'll ask if you defeated the Tengu Brothers. Say YES and he'll give you an Entry Pass(42). Now go to the general store and buy a Fish Rice Ball. Now go to the house left of the restaurant. Inside will be a Tengu. He's hungry. Give him your Fish Rice Ball. Do this two more times to get an Entry Pass(43). OK, just one more to go. Head to the store next to the fortuneteller and find a human being. Talk to her and buy a dish. Now exit.

#### Kaiware Road.

Entry Passes: 2 (1 completed)

All right, go through the stage and always go down. Soon you'll come up to a well. If it's night, there will be a ghost. She'll ask for the dish you bought. Give it to her for the final Entry Pass(44). Now you're done with the missions of finding the 44 Entry Passes. Now try some codes with them.

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#### Little Help

This won't be a big section since I can't really think of anything else that you'll need help in. If you got some little help you would like to submit, then email me.

->The whole reason I put this section up because most people (including me) get confused when the fortune teller says, "The Iguna Man really gets along well with the Frogs..." This mean you have forgotten Entry Pass #8. So go back and get it.

->In the second race with Obismaru, the route you choose may help you win the race. When the fork comes, always choose the easiest route. So you'll have to go to the stage a couple of time to know which way is harder and which way is easier.

->(from G MAN)

Before going to Ryugu Castle, go to town and have the second player buy armor and Fish Rice Ball. That way you'll have a fighting chance against the mine. After you bought the stuff and saved, go play Ryugu Castle on One Player Mode. Another reason to use Goemon's Double Jump is to get across the water and onto the platform to cut the rope. (HINT: Taisamba usually attacks the first player so use the first player as a decoy sometimes. Another hint is to have player 1 cut one rope and player 2 cutting another rope on another platform.) To fight Taisamba 3,

you must get past the water mine (Arrivederci)...

First play through the castle with one player until you reach the stairs. Now have a friend join in and pick Goemon. (HINT: He's best since he has his Double Jump.) Now have the second player stay in the back and jump from Arrivederci. (HINT: But Goemon must Double Jump farther by holding A.) Now you should pass Arrivederci without any trouble. Try letting the second player get the armor so at the stairs, they can stay alive during the mini-run for those who haven't made it passed Arrivederci. You will find out the only way to hurt Taisamba 3 is by cutting the rope. When all the ropes are cut, two things can happen: (1) A piece of the ceiling will come down and bash her on the head, or (2) Two battering rams will crush her face. Then you have to face Taisamba 4. (HINT: When Taisamba creates a whirlpool and knocks down the other Impact, just keep punching) When your Laser Beam is up to full power, knock him down when he comes at you and then shoot him immediately.

->To change costumes after you have bought them, go to the character selection menu after picking on a file. When you are going to select a character, press up or down. You'll get to pick costumes you already bought! This works on all files.

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## Codes

### Four Player Mode

Have two other friends that want to play as well. With this, you can make that possible. This works everywhere, except in stores and houses. Have the two controllers pulled in and start the game. When in a stage or town, press C-right and start at the same time. This will make one of the characters appear. Now do the same for the other one and now you have four players playing. Player 3 & 4 will always have infinite health and money. But every time you cross over to a new section, they disappear. Use the code again to make them come back.

### Alternative Costumes

If you talk to the Wiseman or Fortune Teller, they will say that you should save your money to buy alternative costumes. In each general store, they will be selling costumes. You can only buy the costume for the character that wears them. Here's the list:

Goemon = Turban (Looks like a genie)  
Satchel (Looks like a schoolboy)  
Impact (Explains itself)

Ebisumaru= Raccoon (Explains itself)  
Tight (Looks like a wrestler)  
Sumo Belt (Haven't seen it)

Sasuke = Fur Coat (Tarzan)  
Maid Suit (Explains itself)  
Bloomers (Like a racer)

Yae = Kirameki Uniform (Can't decide- Britney Spear or Sailor Moon)  
Bunny Fur (Almost like a stripper)  
Swimsuit (Explains itself)

Race Obisumaru with Someone Else



I think this is a glitch and I don't if this might work for other games. But after Obismaru beats Ebismaru once and Ebismaru died, I was Yae and I went to talk to him. Then all of a sudden, I was able to race him. Did this happen to anyone else? If it did, please e-mail me. Also, when I was at the finish line, he never showed up, so I quit the mission and he called me a loser. People these days.

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#### Credits

GameFAQs = for putting up this FAQ  
Konami = for making the game  
MaguaMaru/Gerimon = for the codes and the tip in Majin Castle  
G MAN = correction on Impact's move  
Bdrodman = code for Mega Power Beam

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#### Legal Stuff & Disclaimer

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