

Mystical Ninja Starring Goemon Ultimate Guide

by marshmallow

Updated on

*** Ultimate Guide for - Mystical Ninja: Starring Goemon ***

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It was Friday...you know what that means? BLOCKBUSTER TIME! In a matter of seconds I found Mystical Ninja, 10 copies were there...only two were missing. So, I picked it up for the first time, not knowing what to expect. I've heard A LOT of good things about it. And I'm here to tell you, that...

IT RULES!!

Ok, so it's September, and it's been out since March, or sometime around there. But hey, better late than NEVER, right? Right...? Yeah, I thought so.

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- 1) Characters

~ Goemon ~

Magic Power: Sudden Impact - You learn this from the muscle trainer in Oedo Town, after you witness Kyusha fly away. It doubles Goemon's strength, so he can push metal boxes and other heavy objects. Even his attack power doubles, but forwarned, the damage you receive from enemies also doubles!

Weapons:

Pipe: Smash some baddies with a lead pipe! Throughout the game, this weapon will increase to level 2, and then level 3 near the end. Press attack rapidly while spinning the control stick to do a 360 attack which will surely destroy any enemies around you!

Chain Pipe: Similar to Zelda's hookshot, it allows you to attack enemies

from a distance. But it's also a lot like Metroid 3's Grappling Beam, it can attach to Star Blocks and let you be pulled to them.

Ryo: Throw your money at people! Costs 1 Ryo each time used.

Fire Ryo: Hold down "B" to charge up a Ryo so that it's on fire! This costs 3 Ryo.

~ Ebisumaru ~

I'm going to try avoiding saying "Ebisumaru" as much as possible, because it's so difficult to type, let alone remember. So if I say "He..." and you don't know who I'm talking about, well, it's "him." :) Or, I may just say Ebisu...just go along with me.

Ebsimaru (I did it!) is a fat guy in blue clothing who has more than just a passing resemblance to Mario, save the mustache. He's a funny guy, who makes most of the jokes in the game.

Magic Power: Get this by playing the Mini-Game at the Golden Temple! With the Mini-Ebisu, he can shrink down to just a few pixels on the screen! Now you can go through small holes, and walk along skinny tight ropes. You can't attack while small, though, and you can't regrow while in an confined area.

Weapons:

Saw-Hammer: No biggie, just a hammer. It doesn't have much range, but it's good enough. Throughout the game, this weapon will increase to level 2, and then level 3 near the end. Press attack rapidly while spinning the control stick to do a 360 attack which will surely destroy any enemies around you!

Meat-Saw Hammer: Everytime you defeat an enemy with this, it leaves behind a heart restoring dumpling! It's found in the Festival Temple...now if I could only find it...

Windup Camera: Found in the Ghost Toy's Castle, it allows you to reveal hidden paths and items. Heck, it even makes Ghost's visible!

~ Yae ~

Yae is a pretty woman found in Zazen Town, she is with some Special Ninja Agency, and she is investigating the strange UFO that came into Japan. Seeing that both parties have the same goal, they join each other!

Magic Power: This one allows Yae to turn into a very...se-...ahem..."motivating" Mermaid, which allows you to swim underwater. Previously, you could only swim ON it. "B" Attacks, and "A" swims normally. Personally, I use attack because it's a lot quicker!

Weapons:

Katana: Has a wide-range, nothing more. Throughout the game, this weapon will increase to level 2, and then level 3 near the end. Press attack rapidly while spinning the control stick to do a 360 attack which will surely destroy any enemies around you!

Sword Shield: When your Katana is upgraded to level 2, you can do this

move! Just press and hold "B." This will create a shield in front of you, but you can't move (Unless you get hit, but that's more of a glitch). Only useful in one situation, and that's in the Gourmet Submarine place when you must ride across platforms with Foxes spraying you with fire!

Yae Bazooka: This is the best long range range weapon in the game! Too bad it's not that useful...each shot costs 1 Ryo, and if you press "B" it will charge up and lock on to one enemy...that costs 3 Ryo.

Koryuta's Flute: Summons Koryuta, the son of the Dragon God. Allows you to visit places you've already been to. Press "B" before the tune ends to cancel the affect. Remember, it only works OUTSIDE!

~ Sasuke ~

Sasuke is a mechanical robot made by the Wise Man, which is like a father to Sasuke. Sasuke is unlike other robots, he has feelings and emotions. In this adventure, it is mainly revenge...sorta :) Overall, I think Sasuke is the best character in the game!

Magic Power: Super Jump! Wheee! Seriously now...near the end of the game, Sasuke gets to strap a jet pack on his back so he can jump really high! After you get this, long gaps shouldn't be a problem!

Weapons:

Kuai: My favorite, has great range and is easy to pull off. Throughout the game, this weapon will increase to level 2, and then level 3 near the end. Press attack rapidly while spinning the control stick to do a 360 attack which will surely destroy any enemies around you!

Fire Cracker Bomb: Not overly useful, you use it to knock down cracked doors. It's Ok as a weapon, but I wouldn't use it much. It takes 1 Ryo to use...

Hair Attack: You have this from the start! Press "Z" (To lay down) and then attack! If you hold attack, and then "Z", you can do this upwards!

Kunai of Severe Cold: This will freeze enemies and hot platforms. It costs 1 Ryo each time fired. Hold "B" to shoot three shots at once, but this costs 3 Ryo...what, you were surprised? :)

~ Impact ~

Impact is a..."unique" robot that is about 500 feet tall, he's filming movies in France and America, as well. You use him against four giant bosses, which heavily reminds me of the Power Ranger Fights (Don't worry though! This time it's cool!)

Here are the controls for him...

Right Punch: A - Not very strong, but it's fast.

Left Punch: B - Slow, but very powerful

Nasal Bullet: Z - The number of these is dertimed on how good you did on the Mini-Game before the fight. Very weak, but useful for shooting abstacles and projectiles.

Chain Pipe: R - Hook it to the boss and rapidly tap B or A to reel them in like a giant fish. When he gets up to your face, you can pretty much do anything to him you want! But do it quickly...

Guard: C <, C <, or C >, C > - You must hold down the second button. It doesn't make you invincible, it just lessens the damage.

Laser Mouth: This causes the most damage, but is difficult to aim, let alone pull off in the few scant seconds you get to judge where the boss will move. Just press the C buttons in a clock-wise fashion, then press and hold Z. To shoot it, the laser gauge must be flashing rainbow colors. It rises everytime you attack and damage an enemy (Even if you barely scratch him, that's where Nasal Bullets come into play).

One-Two Punch Combo: B, B, A

Super Punch: C ^, C down, C ^, then A - Very powerful attack, but you barely get anytime to pull it off and if you screw it up, you're screwed as well :)

Punch-Kick Combo: B, B, B, A

Super Punch and Kick: Super Punch + A

Spring Kick: C down, C down, and then A - Just a kick

The best combo is this: Chain the guy in, do the Super Punch, and then kick him so he get's on his back. Then do the laser mouth! This does about 770 points worth of damage, but it's hard to pull off.

2) Regular Items

What do I mean by "regular items"? Items you can find all the time, unlike the Super Pass, Cucumber, and the special key to the gym. So...

Standard Items...

Ryo: If you haven't figured it out by now, this is the currecy of the game. You can get it from enemies, find it on the ground, vases, or trigger something to make coins appear.

Dumpling: These look like little colored balls on a stick. Usually given off by enemies or found in vases, they restore one heart.

Sparkling Dimpling: Restores all hearts!

Silver Fortune Dolls: Collect four of these cat-like dolls to increase your Heart Bar (energy) max. by one!

Golden Fortune Dolls: There are only five in the game, they automatically raise your max. Heart count by one!

Vase: Break these open and see what's inside!

Recovery Items...

Plain Rice Balls (Bought from store): Automatically refills your Heart Count to four when it falls to zero.

Plum Rice Balls (Bought from store): Automaticlaly restores 10 Hearts when the guage falls to zero.

Fish Rice Balls: Same as above, except it replenishes them all.

Surprise Pack: 1-up! You can have 9 at one time. Surprisingly, these can be bought in some stores...for a high price, of course.

Armor...

NOTE: When it says "shot" that means projectile. When it means "attack" it means making contact with an enemy. If you have something that protects you from attacks, you can still be hurt from projectile weapons!

Japanese Somberero: Protects from three enemy shots

Metal Helmet: Protects against five enemy shots

Gold Helmet: Protects against eight enemy shots

Straw Raincoat: Protects against three enemy attacks

Metal Armor: Protects against five enemy attacks

Gold Armor: Protects against eight enemy attacks

Castle Items...

Silver/Gold/Diamond Key: Opens up correspoding padlocks. The Diamond door is USUALLY before the boss.

Mr. Elly Fant: Also the face of the narrator, finding this guy will give you access to the map of the castle!

Mr. Arrow: Shows you where the boss is on the map (It's a large skull for the icon, if you didn't know).

3) Walkthrough

WARNING

There may be some spoilers, so if you haven't played it yet...

= mean the start of a cinema, then another when it ends

First things first, crank up the volume! The music is really good in this game (Especially the intro!). Ok, after that, select a new game.

= The intro shows a bird flying high in the sky, and then the camera pans down to peaceful Oedo Town with people in the streets. Then suddenly, Goemon and an almost naked Ebisu come running out of a store, followed by the owner. After a humourous discussion, there is a loud rumbling and the camera fades back to show an AWESOME view of a giganitic

(can't stress that enough) Space Ship coming in, shaped much like a peach. As it goes into the Horizon, Ebisu asks if that is the direction to Oedo Castle. Then it shows the Ship coming in close to a castle, and then we go INSIDE the ship where a tall man and woman are talking about what to target. The Ship fires a beam at the castle, turning it into a strange European Caslte. Goemon and Ebisu decide to go see what the \$%*! is happening... =

- Oedo Town -

Exit his house by going through the door. Turn left and get the coins in the lake. Now, talk to everyone in town you can. Just beware the Pickpocket in the beginning, he'll take 50 (!) of your coins! Just smack him if he comes close (And he will). Putting all of the stories together, you get this: The bridge to Oedo Castle has been damaged beyond repair, but luckily there are star blocks, just for emergencies. The only way to get across is to get the Chain Pipe from this guy (Forgot his name), he used to live right next to you, but he moved up to Mt. Fuji. Go to the place where there is a man talking abiuot his "atomic stick" (don't ask), he's in front of a red looking thing. The door next to him leads to Mt. Fuji. You can always ask the policeman if you get lost.

Turning the corner you see a dog. "Surely," you think, "if I talk to this dog he'll just say "bark bark!"!" Surpringsly, all dogs in this game talk to you! Well, anyways, go through the only gate there to get to the next area. Before going, however, you might want to purchase some armor or supplies.

- Kai Highway -

All this place is is a big hill with a path around it, and a bridge that leads to Mt. Fuji. On the hill is a Coffee Shop, go into it. Inside you'll find a merchant, tell him you want the map. He'll give it to you, free of charge. This is map a Japan! Whoohoo! :)

In the distance you'll see a bridge, follow it to a large field with lots of enemies. Jump up the natural steps to find a large gate.

- The Largest Moutain: Mount Fuji -

Keep going up the ladders, avoiding the enemies and falling rocks, until you find that the ground is spinning, to get by these platforms just jump on when they STOP, then get across as quickly as possible. Next stop is the inside of Mt. Fuji, with steps with slinkies! To get past the first one, wait until it's at the bottom and jump over the railing and onto the stairs. Across the rotating bridge, there are even more! Get under a step and duck to avoid the first one, then there's the 2nd one. Hmmm...Impossible as it may seem, you can try to jump over it!

After a narrow path and some more obstacles, you'll find yourself at Mokubei's shop (Ah, I remember now ;)) Ask him about his pipes, and he'll give you Goemon's Chain Pipe! Explore the doors around his shop to find some treasures. Then go to the door that seems to lead to no where. Jump off...20 seconds later you'll hit the ground, unharmed and in front of the exit. Return to Oedo Town, it's just a short walk.

- Oedo Town -

Now you can enter the castle! To do this, go straight and keep turning

left until you see a door with the policeman in front. Enter it, cross the bridge, and there it is! Use the Chain Pipe to enter the castle path. Follow it until you get to a sign, read it if you want to save before entering the castle.

- Transformed Oedo Castle -

The first room has 6 vases with money in each (120 coins in total) so this is a GREAT place to do the Coin Trick! You will want to build up your funds to AT LEAST 1000 coins, so do so. When you're done, enter the door to continue.

Key 1: Turn left and get over the chasms by using the Chain Pipe, at the end is a Silver Key for you! Return and unlock the door with it.

Key 2: Go forward and enter the first room you see. Destroy all of the enemies in this room and a Silver Key will appear, grab it! I suggest using the Chain Pipe to get rid of the baddies, though. Return to the previous room and make your way down the barge, at the end is Mr. Elly Phant. Cross the moat using the platforms (Or your swimming skills) to reach the once locked door, but you have the key...

Key 3: Go into the large dojo room and tiles will start to attack you, defeat three of them and the key will appear, right in front of the locked door, too! My, how convenient! :)

Key 4: Turn right and go in the door, make your way through the enemy infested hall until you get to another room. Defeat all of the creatures (I suggest the Pipe for this) and the Golden Key will appear. Return to the main room and this time go left, after the Star Blocks there will be the locked door. But before that, you may want to pay a visit to the one next to it...it has a lot of coins and stuff!

Key 5: Go forward and get on the lift, then go forward some more. Avoid the Dumplings and go through the next door. This room is full of large machines that attempt to crush you. Get on one and ride it up to the ceiling, the one that is inactive has the key. Fall down and enter the once locked door.

Key 6: Walk across the submerged path until you get to a door, avoiding the whirling spiked balls, enter it. Down the path and past the nasty Star Blocks (Not really, just jump and grapple! Simple.), here you will find the Key, guarded by many-an-enemy. Return to the water room, before the locked door you'll find Mr. Arrow!

To the Boss: After some insane Dumplings and your first encounters with Ninjas, you'll find an open room: Take the farthest door (Not to mention the only one!) to find some more crushing platforms above a bottomless pit. Wait for them to come down, hop on, wait for it to get up, hop on the next one, etc., etc...until you get to the end of the room. Hop on the lift and...

= Now you will be introduced to the "weirdo" as he will now be forever known as. Each castle has a different one, just a palette swap. Well, this one's name is Baron, and he wants to make Oedo Castle a stage, for some reason. After some humor, he will escape through some doors. =

Follow him!!! Go through the white doors and you will meet up with the Boss [See "Boss Section" for more information]. After it's over, grab the Moon that falls, this is your first Miracle Item! What does it do?

You'll find out...later, much, much later. Anyways, go through the next door to find the Lord and the Princess. After some chit-chat he'll give you the SUPER PASS, which will allow you to get by the guards guarding the door to the next section. After this you will save, and be warped to the front of Oedo Castle.

- Oedo Town -

To get to the bridge with the guards, go through the door tha the woman is by. Want directions? Just keep going right after you enter town, you'll find it...hopefully =) Anyways, talk to the guards and they'll let you through in no time. Try talking to them again after you do that, it's pretty funny!

- Musashi -

Enter the door...

- Tunnel -

Run through this straightofrward tunnel that is infested with enemies until you get to the end! Shouldn't take long.

- Shinana: Iga -

Go up the hill and go up the natural steps in the big moutain, or a small hill if you want. At the top is a loong field filled with dasies. Run...RUN I TELL YOU! After a minute of that...

= You reach Wise Man's House, the creator of Sasuke, a good friend of yours (Well, Goemon at least) Suddenly, the house explodes and all that is left is some rubble and a pink shell...it's the TRITON SHELL. With this, Goemon can call Impact, the giant Robot, to his aid! Then suddenly, Baron, the weirdo from Oedo Castle, comes in in all of her (his?) blue glory, and naturally, gets made fun of by Goemon. =

After a humorous sketch, you'll find yourself fighting Baron in his giant Boss Robot [See "Boss Section" for more information]. After that, it's time to keep on going! You'll reach a door that leads to:

- Zazen Town -

After walking into Town, Yae will greet you (With a flashy entrance, of course), and start to talk to you. Since you both have the same mission, Yae joins your party! Yay! You learn that your enemies name is "The Peach Moutain Shoguns." Of course, there is much laughter...

After talking to everyone in town, you get this: All of the children in the village with dancing talent have been captured by some large, blue dragon that can fly! You also learn that the bridge to the next section is being blocked by Benkei, and will only let you pass if you have some Treasure! Well, go to the bridge (Easy to find, only one door in the place) and talk to him. After that, jump off the birdge to below, take a left and hop up on the platforms.

Talk to Ushi...something or another, and ask him about Benkei, he will offer to help you if you cacth some fish for him! Then go back to the river, and fish will be everywhere! Get the correct amount of the correctly colored fish and bring them back. After a bit you will receive the ACHILLE'S HEEL. Return to Benkei and compleet the Mini-Game [See

Mini-Game section for more details]. He'll give you Sasauke...only problem is that he doesn't have any batteries, so right now he's useless.

Behind Ushi...something is the next section of town (Can also be reached by going through the center of the first part of Zazen Town), so you may want to buy some supplies. Enter the gate to go to...

- Yamato -

The main thing here is the Yamato Shrine, but since this is a WALKTHROUGH I will tell you about it in the SECRETS section, not here. Go into the next section, it's not far away. In fact, it's just a short walk...

- Bamboo Forest -

Talk about short!... Just a straight path that leads to this place...

- Kii: Awaja Island -

Go forward and get some information at the Coffee Shop, then go to the Tourist Center across the loch, talk to the lady and agree to help her with her missing dragon. You'll enter the machine and be warped to the blue dragon.

- Blue Dragon -

Not much to talk about, really. Just follow the path and avoid the enemies. If they get in your face, just smack 'em! :) At the end is a Boss, controlled by Colon the weirdo! [For more details, see "Boss Section"]

= A boy drops down with Goemon, it appears to be Koryuta, son of the Dragon God!! After much talk, it seems that the Peach Mountain Shoguns were using the mind control machine so they could use him to kidnap children. He says he left them at the hot springs, but it's been closed for some time, so getting in might be tough. He gives you Koryuta's Flute at the end. =

- Sanuki: Kompra Mountain -

Climb up the loong stairs until you get to the top. Talking to the people here, it seems that the Money God likes money, and will reward anyone who gives it to him. Using Goemon's Coin attack, shoot five Ryos into the chest at the shrine and the Money God will reward you with the Flaming Medal attack! Run down the stairs, and keep going until you stumble upon a town.

- Folkypole Village -

Talking to everyone in this weird town, you see that children have been kidnapped here as well! Upon entering, go to the other side and enter that door. Follow the path, go up the stairs, and through the door. You may even want to talk to the dog before going...

- Tosa -

All this really is is a long path with a few enemies along the way. Near the exit is a hidden pot behind a tree. At the end is a door, which

leads to...

- Vine Bridge -

A bridge and there is a lake under it, no biggie. While crossing the bridge some sections will fall, these are indicated by the lighter colors. Also beware of the enemies, they can make you fall off! After the bridge is...

- Iyo -

A cement path leads to a Coffee Shop, talk to the people inside and then use Yae's flute to go back to Zazen Town. You'll be able to get back here because you were in the Coffee Shop, so don't worry!

- Zazen Town -

Talking to everyone, you get the feeling something is up, because there are rumors of dwarfs...Go talk to Benkei, and he'll mention seeing a MUCH smaller Ushiwaka! Go to where you saw him last time, and yes, it does look like he's done some dieting...Talk to him, and he says that he got it from the Golden Temple, which just happens to be in the 2nd part of Zazen Town. Follow him, and through one of the doors there it is!

Complete the Mini-Game to get the Mini-Ebisu Power! [For more information on Mini-Games, see "Mini-Game Section"] After getting it, warp back to Iyo's Coffee Shop!

- Iyo -

Walk to the closed down springs, and note the small hole. Using the Mini-Ebisu Powers, go through the small hole.

- Iyo 2 -

Here is the hot spring! Stand in it while holding "Z" for 10 seconds and you'll regain ALL of your hearts! Now, see the red bars? Use the Mini-Ebisu Powers to get under there. Climb the ladders to reach an upper section. Now you have to use Goemon's Chain Pipe to get across the main gaps, and be careful of those enemies! :) At the end of all of this is the entrance to the next castle area...might want to save at the sign before going in, though!

- Ghost Toys Castle -

Key 1: To pass the first room, use Goemon's Fire Medal on the two pots with faces on them, the door will open! Pass the next room, there is nothing in here...for NOW! The next room has a lot of spikes coming out of the ground; just jump over them the best you can. Pass the next room, nothing in it, and then you come to a really big room with lots of water! Get past the spikes to get Mr. Elly Phant, and then come back to the start. To the right is a platform, get on it and it'll carry you to the end of this room! Now all you have to do is destroy all of the enemies! Oh, in the corner of the room is a strange bud, carry it to the vase at the top and throw it in; you'll get a lot of items! Exit with the key in hand...

Key 2: The next room is the one with the locked door, but we'll come back here soon. Exit through the only other door! Use the elevator to go down to the basement, which is really just a long series of wooden

platforms on water, if you fall off just jump back on! After that you'll be on the other side of the room with "nothing here...for NOW!" Hit the giant switch to activate the Crane Game. Go up the platforms, collecting the key!

Play the Crane Game to receive The Wind-up camera for Ebisu [For more information on Mini-Games, see "Mini-Game Section"] Return to the room with the lock, and enter the door (duh)!

Key 3: Collect Mr. Arrow, but be careful of the Ghosts! Exit the room and go up the path, turn left and enter the door. Use Ebisu's Camera to make the Ghosts's visible, when they'll all dead the key will appear! Return to the previous room and go past all of the spikes and hot water, which will zap your life away as you swim in it.

Key 4: Go up the stairs, avoiding the Hot Potatoes and Mr. Peoples, to find an elevator that will lead to the next room. Turn left and enter that door, go up the ramps and jump across the moving platforms. If you fall, you'll take a bath in some hot water, so quickly swim back. To make the first jump, you must be on the start of the ramp. At the other side is the Key you're lookin' for! Go un-lcok that door!

Key 5: Go to the opposite side of the room, which is directly in front of you. Use Ebisu's Camera to make the Ghosts visible...kill all of the enemies and the key is yours! Now that was the EASY part, now you have to get to the locked door...go back to the previous room, at the other side is a series of spinning platforms. If you fall too much and land in the hot water, get the Sparkling Dumpling so you don't die! Run out of that? Just exit and re-enter, it'll appear! Ok, at the final jump, when you must get on the last colored platform, you MUST use Ebisu. I've tried and tried, but he's the only member of your party that can make it! Ok, now you're there...

Key 6: Thankfully, this one is a bit more forgiving. This hall is filled with ropes that swivel up and down, touching them makes you be damaged...so AVOID them! :) There are two rooms, one with the Key, and the other has some coins. Naturally, the Key is the longest path! In the Key room, take a picture with the Camera to reveal the path, follow it to the GOLD Key. Go back to the room with the spinning platforms, and use the key on the door!

Key 7: Now you're in a large room with A LOT of enemies, one door is locked with a Diamond Lock and the other is wide open, so take the obvious one. In here you'll play the Pool Game [For more information about this Mini-Game, see "Mini-Game Section"]. After completing it you'll get the Silver Key, which opens the locked door that's in the same room as the game.

Key 8: This room is crowded with Ghosts, spinning spiked balls, and white-faces. Use your Camera to take care of the Ghosts RIGHT AWAY or they will really hurt you., Get past the balls and then jump over the edge, there's the DIAMOND KEY!! Ok now, get the Sparkling Dumplings before leaving, and go un-lock that DOOR!!!

Now you will face the Boss [For more details, see "Boss Section"]! After defeating it, you will receive the Miracle Flower.

After the little comedy sketch with Dancin' (Hehe) and Colon, Colon will slip and mention that they're heading towards the Chogoku Region! Well, you're off...to Zazen!

- Zazen Town -

Go to the 2nd part of Zazen Town, one of the doors goes to the Chogoku Region!

- Bizen -

Go across this Italy like setting until you find a bridge and a door, choose the bridge.

- Izumo -

Turn right and keep on going until you hit a door!

- Inabu: Dunes -

This is the only part in the game that you might get lost in because of repeating textures! Check out the map, and head for the giant lake. I can't give you directions, because there are no "paths." Just wander around, you'll find it. In the lake is Sasuke's # 1 BATTERY. Ok, exit the Dunes and go back to Izumo.

- Izumo -

Head left (only place to go, actually) and go up the hill, save at the Coffee Shop (so you can return there if you need to), and keep going up the hill. At the top is a door, enter it.

- Izumo 2: Island with a Big Tree -

Take a snap-shot with the Camera and a Sasuke's # 2 BATTERY will appear at the top! Go across the lake and, using the wooden platforms, climb to the top. When you collect the batteries, a coversation will begin with Sasuke...

Finding out about his Old Man's Fate, he vows vengence and joins your team. Lots of other stuff happpens to, too, but I don't want to spoil it. Exit to the door nearest the Coffee Shop.

- Hagi -

Go up the hills and turn right, go through this door...

- Akiyoshiadai -

Go along the right wall, you will eventually find some brown fences. Hop over these to find a path that leads to a dark, smelly ol' cave!

- Shushodo -

One long cave that leads to a door, another castle...!!! But you'll have to have Sasuke use his Fire Cracker Bombs, it's a cracked door after all. Save at the sign before entering, and a way we GOOOOO!

- Festival Temple Castle -

You'll need the Kunai of Severe Cold to move past the first room, so...

Key 1: Turn left and go inside the gate thingie, turn in the next

section and jump over the gaps while avoiding projectiles and LARGE boulders. Swim past the spinning spiked balls, and ride the wooden platforms up to find Mr. Elly Phant! Exit through the door, stage right.

Turn left and go through that door, then turn left again and follow the path to yet another door. Inside you'll find some stairs with another door...enter it! :) Now here's something interesting; These stairs will go DOWN if you stand on one side, and up on the other...it's difficult to put into words, but if you've seen it you know what I mean. Go up the right side, and continue along your not-so-merry way. Enter the door at the dead-end.

Avoid the Knights and head up the ladder, enter the door (Or continue for some coins). Turn left and fall down the gap, enter the door. Don't go up the stairs and onto the platform, it just leads to a few dumplings. Next go across the brown platforms, noticing that you are across from the Knights and the ladder. Enter the next door to finally find the Silver Key!

Backtrack until you find the silver lock, it's hard to miss.

Kunai of Severa Cold: Head left towards the Armored Tank, behind it is a door. After a few enemies you'll find it! JOY!!!!!!!!!!!!!! Ahem...now, return to the very start of the level...

Key 2: Go up the stairs, and turn right. Be careful of the stomping pillars, because they WILL KILL you! :0 Ok, after that go in the door at the end. Using your Kunai of Severe Cold, freeze the fire platforms to across the gap. In the next room, get on the wooden platforms, and freeze the fire platforms to get up to a higher section. Be careful of the Knight at the top, though. Get past the Fox's fire, to the next room, and then freeze the fire platform to get the GOLD Key. Backtrack to the area before the area before the area with the Kunai of Severe Cold...it has the Gold Lock! You'll find it... =)

To Boss: Past the Foxes and the Armored Tanks, this next section seems almost impossible the first time around, but you'll get the hang of it. Giant Socks shaped like fish will come down from a central pillar, get on and take a ride up! If you fall it usually means starting the entire room over, which is a pain in the ass...believe me. After this room is a little altar, and then the BOSS!

[See "Boss Section" for more details]

After this, Kitty Lily...where do they get this names?...will come in, say some funny things...it's COMEDY FOLKS! :)

Then we all go "bye bye," to quote Sharon.

- Shushdo -

Exit this place!

- Akiyoshiadai -

Follow the right wall to get to your destination.

- Gateway Viewpoint -

= Follow the path and a COOL cinema will follow where Omitsu (Remember

her from the Coffee Shop in Oedo Town?) is delivering some dumplings, and then she crosses the bridge to Kyusha, but then it suddenly breaks off from Japan and floats up into Outer Space =...Hmmm...what to do? Go back to Oedo Town!

- Oedo Town -

Go to Goemon's House, or at least near it. See all of those houses? One of them was vacant, and the new person has moved in! Seems it's a gym now...

Complete the Mini-Game to receive the Sudden Impact Power for Goemon [For details on Mini-Game, see "Mini-Game Section"]!

Now go to Musashi, it's right outside of Oedo Town, remember? This time head left, see the Metal Box? Use Goemon's Power to move it!

- Tunnel to the NorthEast 1 -

Go up the platforms, some are spinning, some aren't. Enter the door.

- Tunnel to the NorthEast 2 -

Go up the ladder and across the platforms. Attack the Red Button and it'll activate some wooden platforms that go back and fourth. Follow them to the exit.

- Mutsu -

Just go straight!

- Mutsu: Festival Village -

Talk to everyone in this little town to learn of Sea Monsters, strange noises, handsome bell tollers, Mount Fear and it's blocked front AND back entrance, and more! Talk to Plasma the Fortune Teller and he'll tell you to go back to Mount Fuji...Well, are you going to disobey a red alien that says "PLASMAAA!!!!"? Good choice...

- The Biggest Mountain: Mount Fuji -

Climb to the top again, and talk to Mokubei. He'll upgrade your weapons to level two! Also, Yae can now use the Sword Shield!! Yay! Return to...

- Mutsu: Festival Village -

Go down the stairs and straight, follow that road to find Mt. Fear!

- Mount Fear -

Turn left (Only way to go, actually) and go until you see a Stone, this indicates the Back Route. See the giant stone? Smack it with your powered up weapon! It will go flying and crack in half...amazing, really, with so little force =) Well, we can argue about psychics later...

Go up the ramp and up the ladders, over the bridges and anything else that gets in your way. At the tippy top is a house, inside is a witch. Give her 300 Ryo and she'll call back Sasuke's Ol' Man's Spirit back! After some..."strange" coversations, we find out that Kyusha and Omitsu

are up in Outer Space. The only way to go up there is to go to the Stone Circle, near Mount Fear, when you have collected the four Miracle Items! Well, you have three, only one more left...

Yes, you must visit the witch to beat the game... (Nelson voice from Simpsons) HA HA!!

Ahem, anyways...

Return to Festival Village, and exit to Mutsu. Go forward and turn right, go through the door there.

- Muzen: Tunnel -

Basically...follow it to the end! No traps, no cunningly layed out devices...just a few enemies.

At the end you will find a waterfall. Change to Yae and walk up to the sign, accept the challenge from the Narrator. If you win the Mini-Game, you get Yae's Mermaid Powers [For more information on this Mini-Game, see "Mini-Game Section"]!

After THAT, return to Mount Fear.

- Mutsu: Mount Fear -

Head left until you find a door.

- Mutsu: Shoreline -

The door to the far right leads to the Sacred Stone Circle, which we will get into a little later. But for now, dive into the cold ocean! Use Yae's Mermaid Powers to go under and flick the giant Red Switch, it will cause a large door to open a little bit away. Swim into it!

- Japan Sea: Underwater -

Not a very large area. Swim until you see a large Submarine in the ice. On the side is a small hole, swim into it to enter another castle level! Well, it's "supposed" to be a castle...

- Gourmet Submarine Castle -

Key 1: Swim straight up (as if you had a choice!) and go to where the bright lights are coming from, keep swimming until you see a hole in the ceiling, go up there. When you reach the surface you can go back on land! Get on the elevator to go to a big room with lots of lights. Go up the wooden ramp, jump on a few platforms, and you have Mr. Elly Phant! Go through the far right door. After an enemy filled room there will be one with lava, jump on the next platform to find a door. In here is a water-filled room with platforms.

One of the doors is locked, and we need the Key for it, obviously. So go through the door adjacent to it, and hop through this lava filled room! You can be scorched in the magma, it doesn't kill you, and make your way across faster. Next room: Just get on the carpets and jump until you find the Key! Go back to the room before the previous room and unlock it!

Key 2: Hop on the stick and fall in the bowl of...maybe I don't want to

know, but whatever it is, it looks disgusting...Ahem, the last bowl has Mr. Arrow! Ok, hop on the elevator and hop in the water. Use Yae's Mermaid Spell to get past this long, underwater hallway. Soon you'll be in an open room with a Locked Door with A LOT of enemies...just swim to the corner, and *GASP!* Guess what's there? The key! =)

Key 3: After taking a dip in the pool, then getting out and drying off, you'll be in a large room with a lot of Foxes and lava, plus the added incentive of conveyor belts that move in the opposite direction you want to go...Well, go straight to find the Key, and then follow the wall behind it to the locked door! Simple, yes (Hint: Say "yes" and I won't say COOKIE!...sorry, I'm typing this at 4:00 AM...Don't you see the patience? The dedication...THE COOKIES?!?!?)?

Key 4: This next room has a Crab and two Flying Dolls, so be careful! Climb the ladder to the left to find the GOLD Key which opens the Gold Lock in the very same room.

Key 5: Inside the "gold locked room" is the Yae Bazooka, plus the Key to the Silver Locked door in the previous room (The one with the Crab and two flying Dolls). Well, what are you waiting for?

Key 6: Once again you must swim in a little pool of water, and then emerge to find an Elevator that will take you to a water room that seems to have no exit...WRONG! Take a picture with Ebisu's Camera and a yellow path will appear! Follow it to the end, although there is some tricky jumping involved. At the end is a room with two Steam Baskets, fry them both for the Key!

Now all we have to do is find the Locked door...Exit through the other side of the room to find a large bi-section with Bowls with crap in them for platforms, which move, in the way of a Fox, which will, of course, blow you to hell with his flames. So what do you do?! Use Yae's Sword Shield!! YES! This is the only part in the game when it's *really* useful!

Key 7: Ok, the other end has the locked door, and in it is a dead-end...or is it? Use the Wind-up camera and pick up the DIAMOND Key on the other side of the room, via the newly found path. Return to the previous room and use it...

To Boss: Hop on the Lift, and then run across the VERY THIN path as tons of white faces spew balls at you...

After a hilarious session from Dancin' AND Lily, you will be put into a Boss Battle. Beat it and...you get...NOTHING! IT seems Poron dropped the Miracle Item at Zazen Town when he was vacationing...never the less, you still must fight!

[For more details on this boss, see "Boss Section"]

Go check out Zazen Town!

- Zazen Town -

Talk to Bekei, who will mention that Kanachi, the great water imp, has an even GREATER Collection than he does, so he might have the 4th Miracle Item. Go to the Center Pond and stand on the stone near the water, he will come out, and after some talk, will agree to give it to you if you bring him his favorite food. Talk to him again a few times

and he says it's the cucumbers the Priest's Son makes!

Well, head on over to the Golden Temple on the other side of Zazen Town to find the Priest. Ask him about his son, and he says he's at Mount Nyoigatake, but to get to him you have to be able to jump HIGH. If you say you're up to it, he'll give you a key to the training gym over in Bizen, you know, the place with cracked doors? Yeah, now you remember! It's the first place in the Chugoku Region! Well...go on!! He gave you the key to the locked door, so get motorin'!

- Bizen -

Open the door and complete the Mini-Game inside to receive Sasuke's High Jump Powers [For more information on this Mini-Game, see "Mini-Game Section"]

- Mount Nyoigatake -

Go up the bridge and jump up the cliff, using Sasuke's powerful new spell. Take the platform across and talk to the Priest's Son. Buy the Cucumber for...800 Ryo! Whew...must be pretty good ;) Well, once you have that give it to the Water Imph and then, you have...ALL FOUR MIRACLE ITEMS!!!

Return to the Shoreline at Mount Fear. Remember that door? Yeah...go to it...

- Ugo: Stone Circle -

With all four Miracle Items in hand, go up to the altar. The Gods will warn you that once you go into Space, you may (will) never come back again...so in OTHER words; before going in, make sure you've done EVERYTHING you want to do! With some neat little effects, ZOOOOOMMMM!!!!!!!!!!!!...

- Gorgeous Music Castle -

Awesome music, eh? I'm not from Canada (Indianapolis, IN actually) but it's fun to say and makes you look smarter...I think...eh? ;)

1st Key: Dodge the hammers from the WakWaks and go through the only door available. After a Fire Stalker you get to a room with some PHREAKY looking platforms, so just use Sasuke's Magic to clear them. Right by the locked door is the Key, so it shouldn't be much of a problem...

2nd Key: Well, hop on the fans (Not mechanical ones, ones those Oriental people use to cool themselves...I think...) and use Sasuke's Magic to clear them all! At the other end of the room is the GOLD Key you want! Return to the very first room and un-lock it!

3rd Key: Keep going until you get to another fan room, fall down into the lava and look around for a door; enter it. Keep on going and you will eventually find a place where you hop on drums and you fly up like a trampoline...Well, at the top is a door that leads to a previous room; but at a different plane. Ok, get Mr. Elly Phant and then use Goemon's Magic to push the Metal Crate on the ground. Then use Sasuke's Magic, while standing on the fallen box, to get the GOLD Key at the top! Fall down to the lower section and un-lock the door!

4th Key: This room is a little complicated to describe...there is a Gold

Locked door in front of you, and in front of it is a small hole, then to the side a ladder which leads to an upper section with another locked door...whew, what a mouthful! Ok, enter the small hole using Ebisu's Magic, inside is a GOLD Key! Obviously, use it on the Gold Lock...

5th Key: Defeat all of the WakWaks and move on to the next room. Sasuke's Magic will help IMMENSELY here! Get on the flipping platforms, at the top is a DIAMOND Key. Return to the room before the WaksWaks; climb the ladder. Follow the path to a Red Button, attack it and it will activate a staircase which leads to the locked door!

Moving On...: Move past the moving obstacles, and then hit the switch that activates the second staircase; go up it. This water room is also home to Mr. Arrow, look on the very rim of the tank. Exit the door to go outside!

Outside: Just follow the looonng path, it's not hard at all...except those cursed Rose Throwers...Anyways! When you get to a dead-end, go into the General Store, Omitsu is there! Talk to her, and she will tell you to go to the restaurant, someone there will help you...!

It turns out to be Wise Man! After some discussion, he'll be mad that his house, and his beloved car magazines, were detsoryed by the Peach Mountain Shoguns that he'll upgrade your weapons to Level 3!! Now you can bust down that rigid door...

Last Diamond Key: Go up the stairs and take the door on the left, jump on the platforms and go to the other side. Take the door that's in front, not to the side. Get on the conveyor belts and hit the red button to make the door reachable, now go through it! The easiest way to hit the next switch is to just fall in the lava, then hit it, and get in the lava and "bounce" outta there! :)

Go through the hall with all of the Dolls, and then into the room with the Key; Hit the switch and get on the platform as it goes up...THERE IT IS!! The DIAMOND Key! Get it and jump on the stairs to exit. Take a sled-ride-esque ride down a hill, while grabbing coins, to get through the next room. The final room in this giant loop tests your patience and your intelligence...

Intelligence: To use Sasuke's Magic

Well, it shouldn't be that hard. Just wait for the middle one to stop turning, use Sasuke's Magic to jump on it, then outta there!! Now you're in the main room again, use the DIAMOND Key on the used-to-be-locked-door, so it opens. Go down the hall into a maze like section, but it's easy to get out of.

The final room in the game is a large cylinder that rolls every few seconds, and some of the sections are missing, plus there are a few enemies to spicin' it up! Not even Sasuke's Magic can get past the gaps, so just wait patiently for them to pass.

Well, what are you waiting for?!? An invitation?!? GET GOIN'! >:-)

After ALLLLL of this, you come right down to the final 'bout...After a nice play...ewwww...

After beating the last two bosses [For more details, see "Boss Section"] guess what?

Y O U
H A V E
B E A T E N
T H E G A M E
!!!!!!!!!!!!!!
WHEEEEEEEEE!!!!!!!!!!!!!!!!!!!!
OH MY GOD IT HAPPENED!!! WHOOHOOO!!!!

YES!!! WHOOWOWOWOWOWOWOWOWOWOWO
WOWOWOWOWO!!!
@#(*+)*E@#*_ERU

Oh my @#\$%^&*!!!!

Whoops, sorry, got a *little* carried away there...
Ahem, well...watch the funny ending, and enjoy the credits!!

THE END

4) Shops

When you visit each twon, there are several different places to visit!
Here's a run-down...

General Store: Here you can buy armor and food.

Inn: Save your game or spend the night to re-fill your hearts. The more expensive the room, the more hearts are re-filled (Not to mention the cut-scene changes).

Resturant: Want a quick fix? Look no furthur.

Fortune Teller: Stuck? Don't know what to do? Too lazy to sort through all of this text? Well my friend, you're in luck. For a mere 10 Ryo, PLASMA the Fortune teller will tell you what to do. Of course, he's a little vague...

Police: The stuff that's happening, anything important can usually be found here (Information-wise).

Coffee Shop: These are usually in the middle of no-where, not in a city. After the hard battles, these will give you a quick fix...for 30 Ryo. These places are also a good place to pick up gossup and stories, since each one usually has a least half-a-dozen people in it.

Tourist Center: Let's you....um...Travel places! :)

Now, it's on to the prices of stuff...! Note: In Restaurants, the first item heals 2 Hearts, then the next one heals 3 Hearts, and the last one Heals 5 Hearts (unless otherwise noted).

All Inns In Game:

Room	Price
------	-------

Bronze Room60 Ryo
Silver Room100 Ryo
Gold Suit200 Ryo

Bronze = 4 Hearts
Silver = 8 Hearts
Gold = ALL Hearts

- Oedo Town Shops -

General Store:

Item	Price
------	-------

Plain Rice Ball...50 Ryo
Plum Rice Balls...120 Ryo

General Store 2:

Item	Price
------	-------

Sombrero.....50 Ryo
Straw Raincoat ...80 Ryo
Metal Armor200 Ryo

Restaurant:

Item	Price
------	-------

Dumplings15 Ryo
Oden25 Ryo
Sushi45 Ryo

- Zazen Town Shops -

General Store:

Item	Price
------	-------

Plain Rice Balls...50 Ryo
Plum Rice Balls...120 Ryo

General Store 2:

Item	Price
Sombrero50 Ryo
Metal Helmet150 Ryo
Metal Armor200 Ryo

Restaurant:

Item	Price
Rice Crackers15 Ryo
Sauced Dumplings	..25 Ryo
Hot Tofu45 Ryo

- Folkpoke Village Shops -

General Store:

Item	Price
Plain Rice Balls	...50 Ryo
Plum Rice Balls120 Ryo
Surprise Pack500 Ryo

General Store 2:

Item	Price
Metal Helmet150 Ryo
Metal Armor200 Ryo

Restaurant

Item	Price
Orange15 Ryo
Noodles25 Ryo
Fresh Bonito45 Ryo

- Festival Village Shops -

General Store:

Item	Price
Plain Rice Balls...	120 Ryo
Fish Rice Balls ...	200 Ryo
Metal Armor.....	200 Ryo

Restaurant:

Item	Price
Apple	15 Ryo
Bowl of Noodles ..	25 Ryo
Kinitanpo	45 Ryo

General Store 2 (Hidden):

Item	Price
Gold Armor	350 Ryo
Gold Helmet	250 Ryo
Surprise Pack	500 Ryo

- Outspace: Kyusha Shops -

General Store:

Item	Price
Plum Rice Balls....	120 Ryo
Fish Rice Balls....	200 Ryo
Surprise Pack	500 Ryo

General Store 2:

Item	Price
Metal Armor.....	200 Ryo
Gold Helmet	250 Ryo
Gold Armor	350 Ryo

Restaurant:

Item	Price
------	-------

Sponge Cake15 Ryo
Round Radish.....25 Ryo
Chanpon Noddles...45 Ryo

Whew...well, that's it! Wait...I bet you want what the Restaurants tell you about their food, am I correct? Well...since I'm such a nice guy...

When you walk up to the counter the main talks to you. If you talk to the woman, she talks to you. But they each talk about the food DIFFERENTLY, so there's two for each!

- Oedo Restaurant -

Dumplings: 1) 3 colored dumplings, not too sweet!
2) It's great for a dessert!

Oden: 1) The soup is well absorbed by the Oden!
2) The traditional hot dish of Japan!

Sushi: 1) The best Shushi in town!
2) It's fresh Sushi from the Edo area!

- Zazen Town Restaurant -

Rice Crackers: 1) There's nothing like the taste of soy sauce on these crackers!
2) Even the deer of Yamato love these crackers!

Sauced Dumplings: 1) Hot and tender, straight off the grill!
2) The octopus pieces in our dumplings are huge!

Hot Tofu: 1) It's got that smooth uperclass taste!
2) It's very hot, be careful.

- Folkypoke Village Restaurant -

Orange: 1) Fresh and natural, with no chemical additives!
2) Sweet and juicy!

Noodles: 1) A perfect harmony of noodles and soup!
2) There's nothing like a hot bowl of noodles!

Fresh Bonito: 1) Very fresh and very tender, delicious!
2) We just caught it this morning!

- Festival Village Restaurant -

Apple: 1) Look, it's red and cute, just like my cheeks!
2) Sweet yet sour, the taste of a freshly picked apple!

Bowl of Noodles: 1) I bet I could eat more than you!
2) The cute little bowls they come in make the meal even
more delightful!

Kiritanpo: 1) It's good by itself, or in a hot bowl of soup!

2) A well known dish from the Northeast Region, where the rice is excellent!

- Outer Space: Kyusha Restaurant -

Sponge Cake: 1) So sweet it will make your cheeks melt!
2) A soft and sweet snack from the Netherlands.

Round Radish: 1) It's a super huge radish
2) Wow, a fat, and healthy radish!

Chanpon Noodles: 1) Lots o' vegetables, lots o' seafood!
2) Delicious noodles with plenty of vegetables.

5) Mini-Games

Mini-Game # 1: Golden Temple
Reward: The Mini-Ebisu Spell

Objective (s): You are in a large cupboard, and there are four objects in it (Three salt shakers and and something else). Your mission is to collect EIGHT of the sweets that come falling down every other few seconds. There's a twist, however. Every ten seconds or so, a giant will open the doors and look in. If he sees you bombs will rain down on you. Each time you get hit you lose one heart, and you only have three hearts at the start. Run out of hearts and you fail the game. To hide from the giant, you must stand BEHIND one of the objects in the cabinet. Also, some Dolls will warp in, so be careful.

Time to complete: About 90 Seconds

Mini-Game # 2: Benkei
Reward: Access to next area

Objective (s): He's on the opposite side of the bridge from you, and you're on the other side. By pressing "B" you can throw one barrel at him. But you must time it right, because he is jumping up and down. Hit him three times, and you win!

Time to complete: About 60 seconds

Mini-Game # 3: Building Muscles
Reward: Goemon's Sudden Impact Magic

Objective (s): You're on a large platform, with holes all around. You can not move, but you can swivel the view by using the control stick. Above each hole ia a balloon, and in each hole is a little man (There's a name for 'em, I've forgotten) with a spike on his head that will slowly raise; if he touches the balloon it will pop, and the game is over. To complete it, throw boxes (Using "B") at them; each time they get hit they'll fall down. It would be a GOOD idea to throw multiple

boxes at the ones that are getting higher.

Time to complete: About 90 seconds

Mini-Game # 4: Learning to Swim

Reward: Yae's Mermaid Magic

Objective (s): You're at the basin of a waterfall, and you must make it to the top by tapping "B" or "A." But several enemies will come falling down, if they hit you'll fall down a few feet. Use the control stick to avoid them. The meter at the left shows how close you are to the top.

Time to complete: About 60 seconds

Mini-Game # 5: Lots 'O Platforms

Reward: Sasuke's Super Jump Magic

Objective (s): Jump up the platforms until you get to the top. It's pretty difficult near the end, because if you fall you'll have to climb allllll the way back up :(

Time to complete: About 90 Seconds

Mini-Game # 6: Crane Game

Reward: Ebisu's Wind-up Camera

Objective (s): Just press the buttons so that the crane moves, stop when the shadow is "near" the Camera, so it picks it up and gives it to you. Simple, huh?

Time to complete: Depends

Mini-Game # 7: Let's Play Pool!

Reward: Silver Key to next room

Objective (s): You're in the middle of a GIANT Pool Table, and your goal is to shoot all of the balls into the holes. You can only affect the ball that has an arrow on it, and it can also damage you if it hits you. Try using Goemon's Chain Pipe, it's easier to use. When you hit a ball it will automatically go into a pocket, so it's not that tricky.

Time to complete: Foreveeeerrrrrr!

Mini-Game # 8: Smashy Smashy!

Reward: Nasal Bullets, Oil, and a Boss!

Objective (s): Before each Impact Boss you must knock down buildings, robots, flying enemies, larger buildings, debris, walls, and laser trip wires, among other things. Just smash everything by running into it, knock down the larger objects with your club (Use "B") and jump over

things that trip you (Hit it with a Nasal Bullet for extra points)!
There are also a few gaps...

You will face three of these in the game.

Time to complete: Depends on if you go slow (Hold back control stick) or just go with the flow.

6) Enemies

Name: Doll

Description: A pink doll-like creature that looks like a little girl.
These are the Goombas of Mystical Ninja! So many different varieties...
Attacks: It just walks around, when you get near it chases you around.

Name: Ball Doll

Description: A Doll with, what looks like, a Christmas Present in their hands.
Attacks: When you get near it will take aim and shoot one ball at you.

Name: Fire Doll

Description: A doll with a Christmas Present, but is yellow
Attacks: It shoots a wave of fire at you when you get close! Very dangerous!

Name: Hopping Doll

Description: A blue Doll
Attacks: When you get close it tries to jump over you, so it can be hard to hit.

Name: Rocket Doll

Description: A darker blue Doll
Attacks: It starts to hover and then comes after you like a heat-seeking missile!

Name: Shrinking Doll

Description: Only a few of these exist, they look like Chamber Maids, sorta.
Attacks: They get small, and then get big in front of you. Strange, and not even very effective...

Name: Dragon Heads

Description: Well, floating Dragon Heads...
Attacks: They try to bump into you!

Name: Scare-crows

Description: Purple Scare-Crows
Attacks: Shoots two balls at you at once, the enemy itself is stationary.

Name: Dark Ninja

Description: A ninja in black with big eyes on their head

Attacks: They drop down in the Transformed Oedo Castle and shoot multiple saws at you, just jump and move around A LOT!

Name: Pyschoticlly Enhanced Dumplings

Description: Big Dumplings with eyes!

Attacks: Hits you

Name: Drummers

Description: Guys with large drums in their hands

Attacks: When they hit their drums, a lot of balls come bouncing out, avoid!!

Name: Flying Brown Balls

Description: Well...read the name and you get an idea ;)

Attacks: They try to bump into you; like to swarm in you in hordes

Name: Fire Stalkers

Description: Small pillars with mustaches

Attacks: They shoot flames at you like a flamethrower, hard to avoid

Name: Ghost

Description: A flat, paper like ghost

Attacks: By hitting you! They can only be destroyed if you use Ebisu's Camera.

Name: White Faces

Description: Well, white faces. They like to settle down in large groups; stationary.

Attacks: They shoot one ball at you

Name: Hot Potatoes

Description: Red potatoe shaped creatures with small eyes!

Attacks: They jump up and down and try to bump into you!

Name: The Little People

Description: Small little people...

Attacks: They try to bump into you

Name: Piranha Fish

Description: Very small, red fish

Attacks: Only in water, of course, they follow you and try to snap at you.

Name: Green Eels

Description: Well, green snake-like creatures that inhabit the waters!

Attacks: See above creature

Name: Knights

Description: Large knights made up of small plates, they also have a long, thin sword

Attacks: They stand still, and when you get close, they will charge forward, sword drawn. Hit them and they'll collapse into a heap of metal, and then come back in a few seconds. Drybones, anyone?

Name: Fox

Description: A cat head, but the game calls them Fox.

Attacks: Stationary, it shoots fire at you. Usually found in rooms with narrow edges and cliffs

Name: Tentacle Bush

Description: A bush with three arms.

Attacks: Shoots three balls at you...AT ONCE!

Name: Armored Tank

Description: A white tank with a small, orange ball for a driver

Attacks: Well, it shoots bombs at you! Try to use Goemon's Chain Pipe to attack, it's the best way to kill 'em!

Name: Dragon Fish

Description: Small, green Dragon Fish.

Attacks: It shoots balls at you. Of course, it is only found deep underwater (Except for one place in the Festival Temple).

Name: Mines

Description: Small orange balls with blue spikes all over them.

Attacks: Well, they try to bump into you

Name: Steam Baskets

Description: Only a few of these exist, they look like large barrels with eyes and knives in their hands.

Attacks: They try to hit you. After the first hit they speed up and get harder to hit!

Name: Bomb Birds

Description: Birds that carry bombs in their feet

Attacks: Well, they try to aim their bombs so they fall on YOU!

Name: Pink Pookie

Description: Small pink creatures that live in sand and dirt

Attacks: They get up, shoot a ball, and then go back underground and scurry away quickly.

Name: Kites

Description: Not-so-colorful kites!

Attacks: I'm not even sure if they DO attack...they're just kinda "there."

Name: Big Bertha

Description: Giant Dolls

Attacks: By running over you, very hard to avoid, but easy to hit =)

Name: Red Big Bertha

Description: Red Big Bertha

Attacks: Well, same as the above.

Name: WakWaks

Description: Men with hammers in hand

Attacks: Hanging out in large masses, they each chuck bouncing hammers at you! Hard to avoid.

Name: Flower Shooters

Description: Flowers...in...something

Attacks: They throw out roses onto the ground; touching one will result in a loss of TWO HEARTS!!

Name: Winged Wonders

Description: White, flying thingies...found in the Festival Temple.

Attacks: They try to land on you, very hard to destroy because of their erratic patterns.

Name: Dancers

Description: Legs that kick...and a 1, and a 2, and a 1,2,3...FOUR!!

Attacks: Uh, they kick you? Yeah, that's it!

Name: Crabby Crabs

Description: Red Crabs in a bowl of..."stuff." Found in the Gourmet Submarine Castle.

Attacks: Well, they have large claws, so...whadya' think?! 8)

Well, there ya go! I think I got them all, but if not, feel free to correct me!

7) Bosses

A note on Impact Bosses (Except the Peach BattleShip): If you use the same attacks over and over, they will be able to block it! So it's a good idea to mix it up a bit.

In order of apperance...

Boss # 1: The King Robot - Congo

Type: Normal

Driven By: Baron

Description: A large bust (i.e. A giant stone head) that is red! It takes up nearly the entire room!

Attacks: It will pause for a few seconds, and then it will spew fire. Run around the room to avoid! Then it will shoot some kind of acid

lasers out of it's guns and twirl around the room. Either run with it, or jump over the beams as they come.

To destroy: When the red spot on it's chin is facing you, smack it with your staff! Just keep tapping the attack button! If you have a lot of money, I suggest using Goemon's Ryo; it has a higher firing rate.

Total Hits Until Destroyed: About 60

Boss # 2: The Wartime Kabuki Robot - Kassiwagi

Type: Impact Boss

Driven By: Baron

Description: It has rockets for lift, four missile launchers on it's back, a head, and two arms. And a chinese-like face...

Attacks: He doesn't seem to follow any pattern, so I made a list.

- 1) It will fire missiles at you, use Nasal Bullets or Quick Punches to destroy
- 2) It will charge, firsts first, at you. Very damaging! Punch him before he hits, or use the Laser Mouth.
- 3) When his energy gets near 1000, he will create a purple copy of himself and it will try to punch you (Which really hurts). Follow him with your control stick, and when he stops, do a Fierce Punch! Good time to use Laser Mouth, as well.
- 4) He will fly away and create large flying saucers to come attack you. While he's flying away, try to grapple him! If that fails then just punch the saucers, or use Nasal Bullets.
- 5) He'll come at you with his fist, changed red, and try to knock you over. VERY powerful. Use the Laser Mouth, because he isn't dodging!

Energy: 2000

Boss # 3: Mind Control Robot

Type: Normal

Driven By: Colon

Description: A spinning top with eyes!

Attacks: Well, he'll shoot a lot of balls at you, pause for a few seconds, and then do it again. Be careful, because the Dragon is swaying back and fourth and it's easy to fall off!

To Defeat: Just use Goemon's Chain Pipe when he pauses!

Total Hits until Destroyed: 6

Boss # 4: The Surrender Robot - Dharmanyo

Type: Normal

Driven By: Colon

Description: Well...A red robot with white, pupil-less eyes, a mustache of sorts, long arms with claws, and some mean lookin' legs! :) He looks about 15 feet tall.

Attacks: He doesn't follow a strict pattern, but you can usually predict what he'll do next.

1) He'll fire three balls, one at a time, at you. When they land they give off a very large explosion.

2) He'll pause, to show you his Heart, and then jump and almost land on you. Then he'll take a swipe at you with his really long arms.

3) He'll jump around like a mad-man!

To Defeat: Well, the first thing you MUST do is take a picture with the Wind-Up Camera! This will reveal his Heart, which is the target. When he becomes clear, and it shows it, hit it somehow! If you have lots of money, use Goemon's Medal of Flames, because this does more damage than any other weapon, plus you don't have to get close! Or, if you're low on funds, you could always use his Chain Pipe.

Total Hits until Destroyed: About 12

Boss # 5: The Ghost Robot - Tsurami

Type: Normal

Driven By: Sharon

Description: A Genie Ghost Robot...well, that's the best I could come up with! :) You have to see it to believe.

Attacks: It has three phases.

Phase 1: It will toss three sets of plates at you. The fourth set will be red. Hit it and it will go back to the Robot and damage it! After three hits it will move on to the next phase.

Phase 2: This time she gets a bit more excited; there will be a barrage of plates being tossed at you, just run away! At the end some red plates will come, hit them back and it will damage her. After three hits it will move on to the next phase.

Phase 3: Now she's pissed! After a little dance, plates will just rain down everywhere, and they explode on contact with the ground! The explosions are large, and very difficult to avoid. At the end some red plates will be thrown at you, hit them back and it'll be damaged. After three more hits the robot will be defeated.

To Defeat: At the end of each attack, she will throw two homing red plates. Now, simply jump up (Don't do anything with the Control Stick or you might get hit) and attack them! They'll go flying back and hit her in the face!

Total Hits until Destroyed: 12

Boss # 6: The Charming Mermaid - Thaisamba 2

Type: Impact Boss

Driven By: "The Mighty" Polon

Description: A big red robot fish! The neat thing about this robot is that she can't block attacks, so you can use the same moves on her over, and over and over...!

Attacks: First she (I think it's a she) will drop out of the water, much like a whale. This is the perfect time to grapple her; at least if you have good aim. If you let her go one, she'll toss some mines at you, then get in your face and give you a good smack! When her energy gets near 1000 the battle will go underwater...

Now this part can be a bit tough, so pay attention! The view is very blurry, and you can barely see 10 feet in front of you (What did you expect? You're like 200 feet beneath the water!). When she goes out of your view, keep your eye on the radar (It would be the red arrow, and you're the yellow one). She'll try to bang into you, which is the perfect time to use the Laser Mouth. Her special attack is the Cyclone, which is very frustrating. Now you can't see anything except blue! And now she rolls out some very bad attacks...Again, keep your eye on the radar, because she will attack you with her eyeball, just punch! Another great time to use Laser Mouth is when she's preparing the Cyclone attack, or when she's coming in for a punch. She also has a fake out, where she'll charge at you from one direction, and then suddenly, at the last possible second, change directions and hit you!

Energy: 2000

Boss # 6: The Great Peach Mountain Battleship - Balberra

Type: Impact Boss

Driven By: ???

Description: A giant, peach shaped UFO. In the center is a large, red ball, and to the sides are three cannons. At the bottom is a large metal machine, and to the sides of the UFO are two leaves.

Attacks:

- 1) It will fire bombs through it's cannons.
- 2) One of the leaves, or the metal machine, will fire a lot of balls at you. Very dangerous. Great time to get Nasal Bullets, though.
- 3) The Red Ball is actually the "Instant Stage Beam" that Baron was talking about. It will charge up and shoot GIANT balls of energy at you, punch them! Each hit takes 50 damage!
- 4) It will unleash a few Peach Ships, which are small peach shaped spaceships that shoot balls at you. Destroy them all.

To Defeat: Destroy all of the parts: The cannons, two leaves, the machine under it, and the Instant Stage Beam (Which should be the first to go). After that it will send a few ships after you, destroy them all and the Ship will open up to reveal it's core; DROP EVERYTHING AND FIRE AT IT! This is the only way to damage it! If you're a good aim, you could easily destroy this ship with the Laser Mouth. If not, use tons of Nasal Bullets.

Energy: 1000

Boss # 7: The Fairy of Love and Dreams - D'Etoile

Type: Impact Boss

Driven By: Spring Breeze Dancin' and Kitty Lily

Description: A large robot with a mask of black and blue, yellow eyes, and a tail instead of legs.

Attacks: It doesn't follow any sort of pattern, so here's a list.

1) The roll attack is where he will go off into space and just roll right into you at a blinding speed! Almost impossible to avoid, it will cost you 50 in Oil, which is NOT good. The only way to avoid it is use a Fierce Punch, but it has to be timed JUST right.

2) He'll spin across the screen leaving a trail of balls which are going to hit you unless you hit them first. If they all hit you you take on about 250 points of damage.

3) He'll disappear and return somewhere else, then he'll smack you with his tail; very painful! Check your radar if you can't find him.

4) He'll spit balls at you, one at a time.

5) He just charges with his shield, use a punch

6) He'll disappear, and come back somewhere else just to charge at you.

7) When his energy gets near 700, he'll do this little trick: He'll be in the middle of the screen, stationary and invulnerable, and large asteroids will come towards you. Either use the Mouth Laser on him (You won't be damaged AND it's easy to aim since he's not moving) or use the Fierce Punch on the asteroids!

Energy: 2000

8) Codes, Tricks, and Secrets

This is DIRECTLY from the N64 CodeCenter (www.n64cc.com), so don't sue, ok? :)

___start___

Slow Fall

By: Robert Slack (lslack@wolfenet.com)

To make Goemon or Sasuke fall at a much slower rate than normal first get to a high place such as the top of Mt. Fuji or the top of the inside of the Yamato Shrine, then equip your self with Sasuke's ice attack or Goemons coin throw and jump off. While in the air press the B button as fast as possible. This trick works best with Goemon instead of Sasuke because he attacks faster.

Extra Songs in Sound Test

By: Michaelthom@webtv.net

IGN say's you have to beat the game to do this. All you do is go the first Impact Battle and save it.

You don't even have to beat the robot! Go to sound test, and the Impact song will already be there.

As for the song "Gorgeus my stage" you have to do a little work. Get to the very end of the game to the part that they have the little play using the stage song. At the end, right before you summon Impact for the last time, you will of the option of saving. if you do, press reset and go to sound test.

"Gorgeus my Stage" saved on there! You DON'T have to beat the game to get the extra songs.

Jumping without landing

By: Michael Foster

This is a little trick you can do to jump from high places and not have to stop to land. First, you have to find a high place to jump from. Next, get any character and be ready to jump. Then , JUMP.

Finally, in the middle of the air hit the B button at least once. When you hit the ground, you should be standing up, not stopping to land. This trick is very helpful when there are many enemies on the ground and you don't want to stop to get hit. Also, this trick can lessen the splash in the water if you are high enough.

Glitchy Room

By: Eiksirf (eiksirf@warwick.net)

In the underwater submarine, swim up to the spinning blade in the first room. Swim past the exit in the ceiling. Now head straight up. Eventually you will pass through the ceiling and will not be able to get down. You can move around in a little cube of water, but can only see what is around you.

Yae's Blade Shield

By: Eiksirf (eiksirf@warwick.net)

After getting the upgrade to level 2, take out Yae's sword. Hold down the B button and eventually she will spin her blade around. There is a way to move in this position (See corect code below.).

Big Boss Fighting Mode

By: Robert Slack (lslack@wolfenet.com)

To access the Consecutive Fighting! Large Boss Mode, first get all of the 45 Fortune Dolls and then beat the game. After you do this a new option will appear in the options menu allowing you to fight all of the Goemon Impact bosses in consecutive order.

Mini-Ebisu Glitch

By: Max Bitter (Maxtendo64@aol.com)

To do this, you must first do the following two things:

1. Pass the Golden Temple challenge in Zazen Town to receive Ebisumaru's magic power of shrinking and
2. Defeat the dragon boss to obtain Koryota's flute.

Then use the flute to warp to one of the two "tourist centers" (the buildings with the teleport machines in them-one is in Follypoke, the other on Kii/Awaja Beach) and enter it. Switch to Ebisumaru to activate the shrinking power. Now talk to the woman in front of the machine. Pay her 10 ryo to go in the machine. If done right, you will walk up to it in shrunk form-but will not enter! Mini-Ebisu will not be able to enter it but will jump at it repeatedly. It will take off as if he had entered it! However, when it arrives at the other tourist center's machine, you will walk out back in normal form! Pretty weird.....

Festival Village Glitch

By: siston1@viconet.com

In the Festival Village, go to the Stairs that lead you to all of the people near the man with the drum. Go up at least two stairs and then jump off the right side. Your character will go flying in what seems to be outer space. Eventually you will die. This glitch is not much, but it is kind of cool.

Ninjitsu 360° Blade Slash

By: Jaime Wilkins

Rapidly rotate the control stick in a 360° motion while rapidly tapping the B button. This produces a Ninjitsu 360° Blade Slash that will kill all the enemies around you.

Infinite Money Glitch #2

By: sLipDog

First, go to the top of Mt. Fuji and get the chain pipe. Go to the gate

of Oedo Castle and swing across. Enter the first room of the castle and there should be six pots. Break the pots and inside are four coins each accounting for five ryos. Go out and back in. The pots will be back with the money in them. This way you get 120 ryo each time you go back in.

Hidden Store

By: Max Bitter (Maxtendo64@aol.com)

First you must have Yae's mermaid power, which you get by passing the Waterfall of Kegon challenge in Uzen Tunnel. Then go back to Festival Village. Go to its main shopping district (the one with the pond) and switch to Yae. Jump in the pond and press C-Up to activate her power. Now look for an underwater tunnel in the pond. Swim through it to reach another area. There is a special store where you can buy Gold Helmets (250 ryo), Gold Armor (350 ryo) and extra lives (500 ryo).

Extra Lives

By: Max Bitter (Maxtendo64@aol.com)

Hidden throughout Japan are several extra lives just waiting to be found..... First, look behind the coffee shop near the dragon boss. Next, head to Yamato and use the Turtle Stone's power of the North to open up the Shrine. Enter it and climb to the top for another extra life. Head now to Follypoke's general store, they can be bought for 500 ryo each. You can also head to the hidden general store and buy them there (see above). Next, go to the Japan Sea and look around near the sub for another life. Finally, enter the Gourmet Submarine and get to the room with the hidden path that Ebisumaru must find with the camera. Cross that to enter a room with another life in it; get it by climbing the wooden stairs and proceed along the narrow path that goes around the room. Those are all the hidden ones that I found - there could be more....

Exorcist Impact

By: Christopher Ganir via IGN64.com

At the end of the Impact cinema sequence, you can rotate Impact's head with the control stick. Wait until it shows Impact's full body with the yellow and orange stripes, and then use the control stick to turn his head Exorcist style!

Infinite Money Glitch

By: Ryan C (rcorb@nac.net)

When you first start out you should be able to go to this place where a board is floating which has 3 ryu (money). To be able to get more money there go through the door where the two guards are, then return to the place where the money is and you the 3 more ryu will be there, and it works all the time.

Walk in Air Glitch

By: Chris Adams (BomberMa64@aol.com)

On your way to Oedo castle you'll enter a double door. When you come to the other side of the door you will see a sign in the middle of the screen. There will also be a fence behind it. Go over to the fence and jump on it. If you are on the fence the character will start to wobble like he/she is going to fall, but they won't. Slowly walk to the back of the sign still on the fence. Face away from the sign, Jump toward the sign while holding the A button. You may have to do this a couple of times before he/she will go up into the sky like they are on ground. You can go through doors while in the air.

Blade-Shield Usage

By: TheN64Fan

When Yae uses her blade-shield, she normally can't move. However, if you have the armor or shield and receive damage from an enemy when using the blade-shield, you can move.

Unchangeable Hair Color

By: TheN64Fan

In the middle of using Goemon's touch-and-go skills, get killed by an enemy (if you have more than one life). If you do this, you will come to life again with golden hair. However, if you want to change the character, you can't change the hair color.

____End____

And something not mentioned: If you collect all 45 Fortune Dolls you will get a new option in the Options menu: Here you can battle all of the Impact Bosses! If you defeat them all, you get a little art from the designers. Nice, huh?

9) Fortune Doll List

With the permission of my good friend MetroidMoo, I'm using his Fortune Doll List that he used in his own Mystical Ninja FAQ.

Odeo Town :

Silver Dolls : 2

How to get the Silver Dolls -

#1 : Found near the gate to Musashi in the water on a platform.

#2 : Found in the area that has the Star Boxes. Use the boxes that lead to the left wall to get to the doll.

Kai Highway :

Silver Dolls : 1

How to get the Silver Doll -

Go accross the first bridge, go right, then go accross that bridge. Then it will be in a corner on a little hill.

Mt. Fuji :

Silver Dolls : 1

How to get the Silver Doll -

As soon as you are on the first ladder and get up, keep on going straight ahead.

Oedo Castle 1st Floor :

Silver Dolls : 1

How to get the Silver Doll -

Go to the room with Mr. Elly Fant, the doll will be nearby.

Oedo Castle 2nd Floor :

Silver Dolls : 2

How to get the Silver Dolls -

#1 : The room where you find the 1st Silver Key, don't go straight, take a left. It will be in the room.

#2 : Once you beat Congo, go to where the giant hand was. Now it is gone, go accross and through the door.

Oedo Castle 3rd Floor :

Silver Dolls : 1

How to get the Silver Doll -

You will see it right before the door to Congo.

Musashi :

Silver Dolls : 1

How to get the Silver Doll -

Found near the Metal Box.

Zazen Town :

Silver Dolls : 2

How to get the Silver Dolls -

#1 : Go into the corridor that leads to the other section of Zazen. Near the little pond, you will see a little pipe thingy (I don't know what it is!). Hit it, and the doll will land right by you.

#2 : Go to Duck Creek. One section you will see a platform. Once you have Sasuke's Super Jump, use it to get on the platform. The doll will be near the platform but not on it.

Yamato :

Silver Dolls : 4

How to get the Silver Dolls -

#1 & #2 : Push the Turtle Stone to the North, and the Yamato Shrine will un-lock. The dolls will be inside the shrine.

#3 : Near the path to the Turtle Stone, in the water there is a cave. You must have Yae's Magic Power to swim under to the cave and get the doll.

#4 : Push the Turtle Stone to the sign that says about some fortune. Then the cat will fall on the middle of the Turtle Stone section of the forest.

Kii-Awaji Island :

Silver Dolls : 2

How to get the Silver Dolls -

#1 : It will be to the left on the path to the Kii-Awaji Tourist Center.

#2 : This one is on Husband & Wife Rock, on the top of the taller one. To get there, push the Turtle Stone to the sign that says about a red gate. You will teleport in front of the Red Gate. Go through it and you will be there.

Vine Bridge :

Silver Dolls : 1

How to get the Silver Doll -

When crossing the bridge, fall through a section close to the gate to Iyo.

Folkpoke Village :

Silver Dolls : 1 to get the Silver Doll -

Go the area that has a bunch of haystacks. Once you have the Min-Ebsiu power, srhink and go under one of the haystacks that has one under it.

Ghost Toys Castle 1st Floor :

Silver Dolls : 2

Gold Dolls : 1

How to the Silver Dolls -

#1 : The doll is near the Power Switch that turns on the Crane Game.

#2 : This one is two rooms straight ahead of #1.

How to get the Gold Doll -

The first Gold Doll in the game! It is in the biggest room in this floor. Walk across the tightrope, and the doll is yours.

Ghost Toys Castle Basement :

Silver Dolls : 1

How to get the Silver Doll -

About halfway through the basement you see a little platform under the water on the bottom. Use Yae's Magic Power to get it.

Ghost Toys Castle 2nd Floor :

Silver Dolls : 1

How to get the Silver Doll -

This one is found near the center of the big room with the hot water and spinning tops.

Iyo 2 :

Silver Dolls : 1

How to get the Silver Doll -

It is found in the area that has the red bars in it.

Chugoku Region - Aki-Nagato :

Silver Dolls : 2

How to get the Silver Dolls -

#1 : This one is on the Red Arch with a moving platform. Use that platform to get the doll.

#2 : From the bridge, make sure you are facing the long wall not the water. You should find an area that you can get to on. Go there, and keep going on the path. Then you will need to shrink to get under the wall sticking out. Then you will see the doll.

Chugoku Region - Inaba Dune

Silver Dolls : 1

How to get the Silver Doll -

Go to the little lake at the one end of the area. You will see it near the little dam.

Chugoku Region - Bizen

Silver Dolls : 1

Gold Dolls : 1

How to get the Silver Doll -

It is behind one of the cracked doors.

How to get the Gold Doll -

It is behind the other cracked door.

Festival Temple Castle E Area :

Gold Dolls : 1

How to get the Gold Doll -

First, you must get past the very first area that needs the Kunai of Severe Cold. Then, keep going through the doors until you are outside. At one end of balcony area, look down and you should see the doll. If not try the other end. Then jump to it and it is yours.

Festival Temple Castle W Area :

Silver Dolls : 2

How to get the Silver Dolls -

#1 : Found near the 1st door you come to with a Silver Lock. You reach it by climbing among the roofs. Need Super Jump.

#2 : This one is found near the Kunai of Severe Cold.

Festival Temple Castle S Area :

Silver Dolls : 1

How to get the Silver Dolls -

#1 : It's in the long corridor area above you. You don't need Super Jump, you need to enter from another door. Then take the platform across to it.

Festival Temple Castle N Area :

Silver Dolls : 1

How to get the Silver Doll -

Go to the area that has those things that look like fish that swing around. The doll is found on the highest platform on the pillar. Not the one with the Sparkling Dumpling but above that.

Tunnel to Northeast 2 :

Silver Dolls : 1

How to get the Silver Doll -

Found in the open area near the gate to Mutsu

Festival Village :

Silver Dolls : 1

How to get the Silver Doll -

Where the little lake is, use Yae's Magic and swim under and through the tunnel underwater. There is the hidden shop, and the doll will be nearby.

Waterfall of Kegon :

Gold Dolls : 1

How to get the Gold Doll -

Once you obtain the Mermaid power, change Yae into one, then swim underwater and find a tunnel. You will find it in back of the waterfall.

Uzen (Tunnel) :

Silver Dolls : 1

How to get the Silver Doll -

Go into the water and swim to the ladder on the dry area of the tunnel.
The doll is near the ladder.

Japan Sea:

Silver Dolls : 1

How to get the Silver Doll -

Found at the other end of the area from the entrance.

Gorgeous Music Castle :

Silver Dolls : 4

Gold Dolls : 1

How to get the Silver Dolls -

#1 : It's in the room with the fans and a Gold Lock. Found on a platform
against the wall, use the fans to get it.

#2 : Found in room that has a Diamond Lock and a Gold Lock. It's in the
open. No problem.

#3 : This one is confusing. It's in the room that has Mr. Arrow in it.
When you activate the platforms, you will see some bars near the water.
There is a little platform on top. Go on it using Sasuke's Magic. The
doll will be on a platform nearby.

#4 : This is the only one in the Basement. Found in the maze-like area
with the baddies that shoot those spiky roses at you. You will see it at
a dead end.

How to get the Gold Doll -

Found inside Dacin's picture. The room that has his picture, just jump
inside of it. The doll will be in the hidden room.

10) Memorable Quotes/Conversations

Goemon: But I thought Wise Man died.

Wise Man: You couldn't be further from the truth! Just look at me, I'm
as healthy as ever!

Goemon: Then WHO was that spirit the Witch called for us? <audience
laughs>

Yae: Yes, there is something strange about that, but let's not worry
about it now. <audience laughs>

Yae: But what are you doing here?

Wise Man: Well...I was caught by the Peach Mountain guys.

Wise Man: And...I gave them Mechanical Robots and an Instant Stage
Beam...Well...in exchange for a muscle car poster and five car
magazines... <audience laughs>

Goemon: WHAT?!? <audience laughs>

Wise Man: Oh, ah, I mean I strongly resisted but they FORCED me to make them <audience laughs real hard>

Kid: My dad was trying to dance like Michael Jackson!

Dancin': Welcome!

Lily: Welcome to our stage, la, la...

Dancin': Fernandez!

Goemon: I'm not Fernandez!! <audience laughs>

Dancin': Behave yourself! This will be your last stop anyway!!

Goemon: What do you mean?!

Dancin': Today is the day you get to...experience our...SECRET POWERS!

Ebisumaru: What's this extra confidence I sense? <audience laughs>

Yae: I don't know what secret powers they say they have, but they can't defeat us!

Sasuke: Yes, you're right. I don't see any way that they can beat us!

Lily: O-o, ho, ho, ho, ho, ho (My note: Yes, they also had it in audio form)

Don't be so sure of yourselves!

Dancin': All we have to do is join our two forces together, la, la!

Lily: And it will be history for...YOU GUYS!

Dancin': Starting right now, we will make you our...Die hard fans, yes...DIE HARD FANS!

Goemon: What?! <audience laughs>

Lily: Listen, la, la! To this so-ong, la, la...!

Dancin': Observe, la, la! The dance, la, la...! Of the PEACH MOUNTAIN SHOGUNS!!!

Shows funny play

<audience laughs REAL hard>

Goemon: Whew! What was that...<audience laughs>

Ebisumaru: I, I can't believe it...I don't know...but I think I'm...becoming a die hard fan...of Dancin' and Lily... <audience laughs>

Goemon: So, why do you think you were kidnapped?

Kid: Maybe it had something to do with me being named Dancin Alnite...

~ More to come if you send them in!~

10) Credits

Nintendo: Well, I always have to give them credit in my FAQs because I'm playing it on THEIR machine =)

Konami: For making such a strange game. Oh, and thanks for bringing it over here!!

N64cc.com: For letting me use their Codes list.

MetroidMoo: He let me use his Fortune Dolls list. Hey MM, wanna chat sometime on ICQ? =)

11) Farewell/Final Notes

Well, did ya like it? Yes? No...? I hope it was the former...

If you have any comments, suggestions, corrections, or anything else that my wacked mind can't come up with, send me an E-mail at m_mallow@hotmail.com (Also found under the title of this FAQ).

C-ya on the flip side!!

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Or should I say...guide?