

# Mystical Ninja Starring Goemon FAQ/Walkthrough Final

by Mighteyna

Updated on Aug 3, 2006

Mystical Ninja Starring Goemon

FAQ/Walkthrough

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I N T R O D U C T I O N  
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This is my FAQ for Mystical Ninja Starring Goemon! Mystical Ninja Starring Goemon is a very good game that didn't get much attention. It kind of combines elements from Zelda and Mario. The music is incredible, gameplay is great, and has a cute storyline with a bunch of lovable characters. Thanks again for reading my FAQ!

O - - - - - O  
G U I D E H I S T O R Y  
O - - - - - O

April 21, 2006

Began Mystical Ninja Starring Goemon FAQ. Completed Introduction and characters.

April 22, 2006

Completed Controls, Items, and completed Transformed Oedo Castle.

April 28, 2006

Worked more on Walkthrough and fixed grammar mistake.

April 29, 2006

Worked more on Walkthrough and corrected some spelling mistakes.

April 30, 2006

Worked more on Walkthrough.

May 1, 2006

Made some changes to Sasuke's weapon profiles and did some more work on the Walkthrough including finally completing the walkthrough for Ghost Toy's Castle!

May 2, 2006

Added some more information to the walkthrough for Ghost Toy's Castle and worked more on the walkthrough.

May 3, 2006

Fixed grammar mistakes. Completed about half of the walkthrough on Festival Temple Castle. Don't worry I'll finish it soon!

May 5, 2006

Fixed a ton of spelling mistakes. Also completed the walkthrough on Festival Temple Castle!

May 6, 2006

Did more work on the walkthrough.

May 7, 2006

Added some very valuable information to the FAQ and did more work on the walkthrough.

May 8, 2006

Split the walkthrough for Transformed Oedo Castle into three paragraphs for easier reading. Also did more work on the walkthrough.

May 9, 2006

Today I didn't get a chance to work on the Walkthrough. However I did add two sections to the Table of Contents. I will try my best to work on the Walkthrough on May 10 and update it on GameFAQs. Hopefully I won't have schedule conflicts like I had today.

May 10, 2006

Had schedule conflicts today with school and Taekwondo. Although I did complete a little bit on the walkthrough for Gourmet Submarine. I have nothing going on May 11 so I'll be sure to finish the walkthrough on Gourmet Submarine!

May 11, 2006

Corrected a few spelling mistakes and completed the walkthrough for Gourmet Submarine!

May 12, 2006

Worked some more on the Walkthrough.

May 13, 2006

Today I officially finished the entire FAQ! Yeah! It is complete!

May 21, 2006

Made some small changes to the Future FAQs I'm going to write.

May 29, 2006

Added a bunch of games to the "Future FAQs" Section.

May 31, 2006

Made a ton of changes. Added a new Glitch and Unlockable. Also corrected many grammar and spelling mistakes. Also changed the appearance a bit and added a new game to the Future FAQs section.

July 27, 2006

Corrected a couple of spelling mistakes.

O - - - - - O  
C H A R A C T E R S  
O - - - - - O

- Goemon -

Goemon is the main character of the game. He is a well-balanced character that doesn't excel in any category but doesn't do bad in any category.

Magic Power: Sudden Impact  
Earned: Complete Fitness Test

For the cost of 10 Ryo Goemon can turn his hair golden and double his strength! However keep in mind Sudden Impact is only temporary and if Goemon gets hit it doubles the damage.

Weapons:

Pipe: Goemon's main weapon is a brown lead pipe. It is a great weapon with good reach. Throughout the game it upgrades to Level 2 which makes it longer and more powerful and Level 3 which makes it super long and ultra powerful.

Chain Pipe: The Chain Pipe can extend out to attack. It is great to destroy baddies that are harmful if Goemon gets too close. The Chain

Pipe can also be used to hook on to star blocks (sort of like the hookshoot from Zelda).

Ryo: Goemon's projectile is actually money. The Ryo has good range and good aim. It costs one Ryo to throw a Ryo.

Flaming Ryo: If Goemon holds down "B" he will unleash a Flaming Ryo. This is an extremely powerful attack and is very useful. Each Flaming Ryo costs 3 Ryo.

- Ebisumaru -

Ebisumaru like Goemon is also available at the start of the game. He is an odd character with some odd weapons. Ebisumaru is still a lot of fun to play as!

Magic Power: Mini-Ebisu

Earned: Complete the Golden Temple Mini-Game

Mini-Ebisu is a very cool power. It shrinks Ebisumaru smaller than an ant. You can squeeze through to get to new areas like the Dogo Hot Springs.

Weapons:

Saw-Hammer: This weapon is great for strength. Although it does not have a long reach so I don't recommend it very much unless it's Level 2.

Meat-Saw Hammer: This is without a doubt one of the coolest weapons in the game. Everytime you destroy a Baddie you get a dumpling which restore your health! This weapon is great if your low on health.

Windup Camera: This "weapon" is not very useful. The only thing the Windup Camera is used for is to defeat ghosts and reveal the hidden path in Gourmet Submarine.

- Yae -

Yae is a Kunoichi from the Special Ninja Agency. She is very useful as she wields a Katana (a long ninja sword). You can obtain Yae by entering Zazen Town.

Magic Power: Mermaid Magic

Earned: Complete Waterfall Exercise

This is very useful. It turns Yae into a mermaid. It is the only way to travel underwater and is useful to find the underwater Fortune Dolls.

Weapons:

Katana: Yae's Katana is a very long reaching weapon. It will serve you well throughout the game. When it increases to Level 2 you can hold "B" and use her Sword Shield attack.

Yae Bazooka: Yae even has her own Bazooka! This is the best projectile weapon in the game. It has the power of a Level 3 Weapon. Each shoot costs 1 Ryo.

Lock on Bazooka: If you hold "B" Yae will lock on to three enemies and fire three shoots at once.

Koryuta's Flute: This is another very useful item. After you rescue Koryuta the Dragon by playing the flute he can transport you to any Coffee Shop, Dungeon, or Town you've ever visited.

- Sasuke -

Sasuke also known as the Clockwork Ninja is a mechanical robot made by the Wiseman. Sasuke is one of the best characters in the game. He is fun to play and has some cool weapons.

Magic Power: Flying

Earned: Complete Jumping Exercise

You won't be able to get Sasuke's magic power until pretty late in the game. It allows you to jump really high and hover for a second. It's very useful for reaching unreachable places and doing some pretty cool glitches.

Weapons:

Kunai: This is Sasuke's standard weapon. It is a good, decent weapon for almost any situation. The Kunai can be very powerful especially when it is level 3.

Fire Cracker Bomb: This weapon is not overly useful. It can be useful in some situations but not nearly as useful as the Kunai of Severe Cold. A Fire Cracker Bomb costs One Ryo.

Kunai of Severe Cold: This is another personal favorite. Sasuke shoots a Kunai enchanted by an Ice Magic Spell. It can freeze enemies and freeze hot platforms. They cost One Ryo.

Kunai Intense Hail Beam: By holding "B" Sasuke will fire three Kunai of Severe Cold at once. To fire the Kunai Intense Hail Beam you need 3 Ryo.

- Impact -

Impact is a giant robot standing at least 500 feet tall. He is going around making movies in America and France. You get to use Impact four times in the game. These are known as Giant Boss Battles. Impact is a ton of fun to play as.

Controls:

A: Fast but weak punch.

B: Slow but a strong punch.

Z: Nasal Bullets (They cost One Ryo each)

R: Chain Pipe (Grabs on to enemies and pulls them in for a devastating combo)

Moves and Combos

Guard: C-Left, C-Left or C-Right, C-Right.

This prevents a guard for Impact although still even with the guard some damage is still dealt to Impact from an attack.

Laser Mouth Beam: C-Left, C-Up, C-Right, C-Down, Z

This is a devastating laser attack. The best time to use this is when the boss is unleashing his most devastating attack that way it is almost impossible to miss.

One-Two Punch Combo: B,B,A

Delicious Attack: B,B,B,A

Super Punch: C-Down, C-Up, A

Spring Kick: C-Down, C-Down, A

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C O N T R O L S  
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Here are the following controls:

Joystick: You use this to move your character around.

A: Jump

B: Use weapon

C-Up: Use Magic Power

C-Left: Change Weapon

C-Right: Use Map

C-Down: Change Character

Z: Crawl

O - = - = - O  
I T E M S  
O - = - = - O

There are many types of items so I will group them into four categories. They are "Regular Items," "Recovery Items," "Castle Items," and "Armor."

- Regular Items -

Ryo: This is the currency of the game. It can be used to buy almost everything. You also use Ryo to fire each character's projectile (Such as the Kunai of Severe Cold for Sasuke). To obtain Ryo you can smash Vases or trigger an event.

Dumpling: These will restore one heart. They are found in vases,

enemies, and in various locations across Japan.

Silver Fortune Dolls: Collect four of these items and you'll get an increase in your energy. Silver Fortune Dolls are hidden in various places across Japan.

Golden Fortune Dolls: These will automatically increase your energy by one. There are only five in the game and are difficult to find.

Vase: Break these items to find Ryo or Dumplings.

- Recovery Items -

Rice Balls: If you die they restore your heart count to four.

Plum Rice Balls: If you die Plum Rice Balls will restore your heart count to 10.

Fish Rice Balls: This time if you die they will restore all of your hearts. A must have item for all castles.

Surprise Pack: These will give you an extra life!

- Castle Items -

Silver Key/Gold Key/Diamond Key: These are needed to unlock a castle's many doors. Each key is the same except they go in different corresponding locks.

Mr. Elly Fant: If you find this guy you will be able to view the Castle map.

Mr. Arrow: If you find Mr. Arrow you'll be able to view the Boss's location on the map.

- Armor -

There are different armor Goemon and the gang can buy from different stores across Japan. Some armor only protects against projectiles and some only attacks. So when I say "shots" it means projectiles and when I say "attacks" it means physical contact with an enemy.

Japanese Sombrero: Protects against three enemy shots.

Straw Raincoat: Protects against three enemy attacks.

Metal Helmet: Protects against five enemy shots.

Metal Armor: Protects against five enemy attacks.

Gold Helmet: Protects against eight enemy shots.

Gold Armor: Protects against eight enemy attacks.

O - - - - - O  
W A L K T H R O U G H  
O - - - - - O

Here is the walkthrough for Mystical Ninja Starring Goemon; the heart of this FAQ. I put a lot of hard work into it. I hope you enjoy!

- Oedo Town -

Ok, now that I've got all of that out of the way lets start the Walkthrough. First watch the opening cinematic. Next you'll be in Goemon's house in Oedo Town. First you'll want to get used to the controls. Once you do head outside of Goemon's house. First thing to do to save Japan is to find the Pipe Maker. He lives in Mount Fuji. So first lets go to Mt. Fuji. Head through the big wooden doors and you'll come to a sign. It says, "Mt. Fuji to the west." So head west and through the door to Kai Highway.

- Kai Highway -

Once your at Kai Highway you'll encounter your first enemies. They are Robots in Pink Dresses and flying masks. Just take them out with your Pipe or Saw-Hammer or if your Goemon you can throw a Ryo at them. You may also notice Robots in Green Dresses. They can shoot projectiles so I recommend you throw a Ryo at them to be safe. Head directly to the left from the entrance and enter the Coffee Shop. Here a woman can sell you dumplings if you need them for 30 Ryo. Also talk to the man on the lower left part of the screen. He offers you a map. Say you really want it and he will give it to you for free. Exit the Coffee Shop and circle around till you see a bridge. Cross the first bridge and head up the hill. There you'll find your first Silver Fortune Doll! Once you've got the Doll head across the second bridge. Head up the hill once you cross the second bridge and make a right. Now head through the gate and you'll be at the foot of Mt. Fuji.

- Mt. Fuji -

Head directly straight and climb up the ladder. Next destroy the enemies in your path and climb up another ladder. On the first level off the ground continue straight past the ladder and jump across to another platform and you'll find a Silver Fortune Doll. The rest of the ascent to the top of Mt. Fuji is pretty straightforward. Just destroy enemies while climbing ladder after ladder. Keep climbing up till you see a door that leads inside Mt. Fuji. Enter the crater and head straight and you'll find Slinkies. Stick close to the wall and time your jumps right to get past them. Exit the crater and you'll be higher up. Here the platforms are more narrow and you'll see more boulders but it still isn't too hard. Keep climbing till you see a door that leads to the summit. Head inside the house to find Mokubei, the pipe maker. Ask him about a pipe and he will give Goemon the Chain Pipe at no charge! To get back down the mountain simply jump. No, I'm not kidding Goemon won't take any damage if you jump. Once you land head back through Kai Highway to Oedo Town.

- Oedo Town -

Once your back in Oedo Town you need to prepare for the first castle. First I recommend you get a Rice Ball. Once your ready save and head through a wooden door to the Nihon Bashi Bridge. Once there jump off the bridge and swim a bit to find a platform with a Silver Fortune Doll on it. Grab it and head back to the Nihon Bashi Bridge. Now head through the door. Once through the door you'll notice some Star Blocks. Use the Chain Pipe and head to the left to find a Silver



Fortune Doll and increase your health by one. Now cross them and head to the right. Head up the hill to find a sign. Read it and it will ask you if you want to save. I recommend saying "yes." Once your ready enter the doors.

- Transformed Oedo Castle -

Now your ready for the first castle in the game. In the first room 6 vases (120 Ryo). This is a great place to do the coin trick. Destroy all the vases then exit and reenter and the vases will reappear! Do this till you come to the desirable amount. Anyway head through the door. To the left is some star blocks and to the right is a door with a Silver Lock. Use the Chain Pipe and cross the gaps and grab the Silver Key. Now go back and unlock the door. This room is filled with water. Before you cross it go to the door on the left. Head inside an you'll meet a new enemy, the Giant Blue Robots. They take two hits to defeat. Once you kill every enemy in the room a key appears. Go back to the room with the water and head straight and get the Mr. Elly Fant. Now finish crossing the room and remember to get the Silver Fortune Doll. Once your across use your key to unlock the door. Now you'll be in a room with a Tatami floor. Go to the center of the room and the floor will fly out and attack you. Defeat three and a key will appear. Unlock the door and head through. Once there head right through another door. Here you'll find little robots with blue dresses. They try to hop on you so when they jump take them out with the Pipe or Meat-Saw Hammer. Defeat all the enemies to get a Golden Key.

Once you have the Golden Key head back two rooms. Now you can go through the locked door. You'll now find a room with a platform in the corner. Take the elevator to the next floor. Once your on the second floor you'll see rows of Dumpling Guys cleaning the floor. Time your jumps over them and walk down the hallway to the next room. Here you'll find large objects that fall down on you on the dark spots on the floor. Ride on top of one to grab a key. Before you head through the locked door go through the already unlocked door to find dragon drummers. They fire projectiles and take two hits to dispatch. I recommend you throwing Ryo at them. Once you kill all the enemies you get a Silver Fortune Doll. Now go back to the room where the objects fall on you and unlock the door. In this room follow the path across the water and try to jump over the two spinning spiky ball chains. A little trick I do is swim past the first one. Go into the door near the second spiky ball chain. Use your chain pipe to cross the water and enter the next room. You'll notice a large statue. Head to the room on the left.

Here you'll notice a key. You don't have to defeat all the enemies to get this key but you can if you want to for practice. Now head back to the room with the spinning spiky ball chains. Now head to your right and grab the Mr. Arrow and unlock the door. Here simply run as fast as you can and dodge the Shuriken. Head to the next room and it is the same. Robot Ninjas drop and throw Shuriken. Like the last room run for it! This next room is kind of tricky. Here you must hop over the mashy things suspended over a bottomless pit. Hop over and collect the Ryo and dumplings if you want. Once your ready head through the door. You'll now be in another room with an elevator. Take it up and you'll encounter 1 of the four "Weirdoes", Baron. During the conversation Ebisumaru offends Baron and he runs away. Head through the darkened panels and collect the dumplings and Ryo if you need them and be sure to get the Silver Fortune Doll. Keep heading forward to fight your first boss.

## The King Robot: Congo

First start off by attacking the red dot on his chin until he starts a laser attack. He also begins a flame attack. If you stick close enough to Congo the flames won't hurt you. Jump over the lasers and when he stops spinning attack the red dot again. Repeat this process and you'll get your first miracle item, the Miracle Moon. Pick it up and proceed through the next door.

In there you'll find The Lord and Princess Yuki. It turns out they weren't harmed at all. Since the castle is destroyed they The Lord and Princess Yuki decide to live in Goemon's house. After the conversation you are given the opportunity to save. Say "yes" and you will be transferred out of the castle.

Now that your done you have to go back in. No, this is not a joke. There is a Silver Fortune Doll you missed that you must go back and get. Head to the room where the large statue was and it will no longer be there. Head straight and obtain the Silver Fortune Doll! Now your officially down with Transformed Oedo Castle. Now that your done head back to Oedo Town.

- Oedo Town -

Now that you've you've completed your first castle I bet your wondering what to do next. Well, now that we are done with Transformed Oedo Castle look around Oedo Town. Go and find the large wooden doors that a woman is standing by. Enter and talk to the guards. There you will obtain the Super Pass! Now head through the doors and you'll be in Musashi.

- Musashi -

Once your in Musashi head directly left to find a large red grating. Drop down into the pit and you'll get a Silver Fortune Doll. Now exit the pit and head straight and make a right and enter the Tunnel.

- Tunnel -

The pathway in the Tunnel is pretty straightforward. Just keep going and killing enemies if you want to. Once you get to the end go through the door.

- Shinana: Iga -

When you first enter Iga the first thing you will notice is the large mountain. Run as fast as you can while using the natural steps. Once your at the top you will be in large field. Run forward and you'll see a house. Keep going until you start to feel a rumble and the house explodes! It turns out that house was The Wiseman's house. Goemon and Ebisumaru go over and Baron appears. After Goemon and Ebisumaru make fun of him he threatens them with his giant robot. Fortunately Goemon finds a conch shell which can be used to summon Impact, our heroes' very own giant robot! Save your game and get ready for your first Impact boss battle!

## The Wartime Kabuki Robot: Kashiwagi

Since this is your first Impact Battle it isn't too hard. Hopefully if

you played as Impact in a previous game (Goemon's Great Adventure possibly) then this battle will be a breeze for you. First Kashiwagi will fire missiles at you. You can use nasal bullets or punches to destroy them. If you get hit don't worry they won't cause you much damage. Next he will charge at you. This is a great time to use either the Super Punch or the Laser Mouth Beam. If you can not manage to do either use your chain pipe and reel him in and then do a nice combo. Once his energy gets to about 1000 he will make a copy of himself. Use the Super Punch to destroy it. The Laser Mouth Beam is a waste of energy. Any other attacks just don't do anything. Once that痴 over with Kashiwagi will fly away and shoot saucers. These like missiles can be easily destroyed with nasal bullets or some punches. Once Kashiwagi's HP is about 600 he will start to charge at you with his hand except his body will be red. This is extremely powerful! Use your Laser Mouth Beam to finish him off.

Once you defeat Kashiwagi Impact will depart for America to finish filming his movie. Head down the path and through the gate to arrive in Zazen Town.

- Zazen Town -

Upon your arrival in Zazen Town a Kunoichi appears out of nowhere! It turns out to be Yae. She explains that the Four Weirdoes are part of an organization called "The Peach Mountain Shoguns." Since Goemon and Ebisumaru are on the same quest as Yae she decides to join your party! Once Yae joins your party take a moment to talk to the citizens of Zazen Town. You'll learn that children with dancing talent are being kidnapped and that a man named Benkei is blocking a door. Now head to the shopping district and through one of the "regular doors" and you'll be in a walkway with a small pond off to the side. Go to the pond and hit the fountain with your weapon a couple of times. Once you do a Silver Fortune Doll will appear! Now go to Benkei. Since Benkei is so big it is impossible to get passed him. Jump off the bridge and head east and you'll be in Duck Creek.

- Duck Creek -

Keep on going east till you get to a ramp. Go up the ramp and you'll find a small pond with a sign that reads "This is my property-Ushiwaka." Talk to Ushiwaka about Benkei and he'll offer to teach you how to beat him if you can find him some fish. Agree and he'll instruct you to find him three blue fish. You can find two blue fish in Ushiwaka's area. You'll have to go to other areas of Duck Creek to find the third. Return to him and he'll instruct you to find five yellow fish. Find the five yellow fish and return. Then he instructs you to find eight red fish. Finally return to Ushiwaka and he'll thank you and give you Achille's Heel. Ushiwaka tells you to throw this at Benkei to defeat him. Now go back to the bridge with Benkei in Zazen Town.

- Zazen Town -

On the bridge Benkei will engage you in battle. This is really easy. Throw the Achille's Heel at him three times and he will move. The best thing to do is to throw it when Benkei jumps. Once you hit him three times he will allow you to pass. He will also give you Sasuke! Unfortunately you can't use Sasuke until you get his two batteries. Now go past Benkei and through the door.

- Yamato -

Once you'll go past Benkei you'll be in a huge area. The music here is awesome. Anyway there is a big shrine in the center of Yamato. Unfortunately it is sealed shut. Head past the shrine and take the path on the right and go into the forest.

- Bamboo Forest -

Here you'll notice a new enemy. I can't really describe them. Basically they are floating golden balls. One hit is all it takes to dispatch those baddies. Ok, so first head straight and you'll find a large stone. First push the stone to the south (check the mini-map to find out which way is south) and a Silver Fortune Doll will appear. Push it to the west and a bunch of Ryo will appear. Now push it to the north and it will transport you to the Shrine in Yamato and the doors will be unlocked.

The shrine in Yamato is a big jumping challenge. There are no enemies here it should be a piece of cake. The climb up is pretty straightforward. Once you get to the top you'll find a Surprise Pack and a Silver Fortune Doll! Once you've collected it look around. Under a gap (one of the last ones I think) you'll find a platform slightly higher than the other under the gap. Jump down and land on it and collect another Silver Fortune Doll! Now you're officially done with the Yamato Shrine so make your way back to Bamboo Forest.

Push the stone to the east and you will again be transported.

- Kii: Awaja Island -

Here you'll be in a rock out in the ocean. Walk through the red gate to be yet again teleported.

- Husband and Wife Rocks -

Once you<sup>池</sup> here climb up the rocks and carefully walk across the rope tied to another red gate. Walk across and remember to grab the Silver Fortune Doll on top. Walk through to be transported back to Awaja Island.

- Kii: Awaja Island -

Swim towards the shore and into the Coffee Shop so you can return here with Koryuta's Flute when you get it. Head for the island raised out in the Ocean. Jump down to a little cliff off the left side of the walkway and get the Silver Fortune Doll. Now cross the walkway and go into the building. The building inside is the tourist center. They have a big machine that will teleport you on top of a dragon who will fly you to the Shikoku Region. Unfortunately the dragon has gone missing and the tourist center hasn't been working. Offer to help and you will be transported on to a Dragon's tail. Work your way up the tail by destroying enemies and you'll engage in a mini-boss battle.

The Mind Control Machine

This is what has been controlling the Dragon and making it do crazy things. Colon, the second of the Four Weirdoes, has been using it to control the Dragon. First the boss spins and shoots bullets. Dodge the bullets and do NOT attack the Mind Control Machine as it is

invincible. Once it stops spinning it's your chance to attack! The Mind Control Machine will spin the dragon so it may be difficult. The best thing to do is to switch to Goemon and use his Chain Pipe. With this you can stay at a good distance will inflicting better damage than if you were throwing Ryo. After a couple of good hits the Mind Control Machine explodes. When this happens the Dragon will fall down and Goemon and company will land safely.

All of the sudden a man appears out of the sky! This man introduces himself as Koryuta, son of the Dragon God. Apparently the Peach Mountain Shoguns hypnotized him to fly around and kidnap kids with dancing talent. Koryuta also explains that he left the kidnapped children at the Dogo Hot Springs. After this Koryuta will give Yae a flute that will allow you to summon him to any town, dungeon, or coffee shop you've ever been too! Once Koryuta finishes chatting he leaves. Now head up the stairs near where Koryuta was standing.

- Sanuki: Kompira Mountain -

The climb up Kompira Mountain is nothing like the climb up Mount Fuji. To get up Kompira Mountain you must climb up rows of stairs up four blocks. While climbing up the stairs boulders come crashing down. You will also encounter a new enemy. They are masks that shoot bullets. All they take is one hit. Keep climbing up till you get to the third block. Once your at the third block go inside the Coffee Shop. Purchase some dumplings if you need to and then climb the final block. When you get to the final block you may notice a shrine. Throw 5 Ryo at the box in front of the shrine and the Money God will give Goemon the Flaming Ryo attack! You can now throw an even more powerful projectile attack and light torches! Now you must climb down the mountain (much easier than the climb up). Go forward and you will enter a new town!

- Folkpoke Village -

Now that your at a new village take a minute to look around. Talk to the citizens of Folkpoke Village and they will reveal that children with dancing talent here are also being kidnapped. Koryuta mentioned that the kidnapped children are being dropped off at the Dogo Hot Springs. So save at the inn if you want. Now near the entrance go forward and through the door. Follow, the path, go up the stairs, and through the door.

- Tosa -

Go straight and ignore the scarecrows in the ditch. Cross the bridge over the river and up the path and go through the door.

- Vine Bridge -

The first thing you'll notice here is the large vine bridge. The sign says to cross it quietly which means to cross slowly. The lighter colored sections are the panels that will fall. You can either walk slowly or jump on them and before they fall jump again. After you get past the first section light colored spots you'll find two individual light panels. Let yourself fall through the second one and you'll fall on a little island with a Silver Fortune Doll on it. Climb back up and cross the vine bridge and go through the door.

- Iyo -

Follow the cement path up and around and at the top there is a Coffee Shop. Enter it so you can return to Iyo with Koryuta's Flute. Go back down to the entrance and take a left. Here you'll find the entrance to the Dogo Hot Springs. Unfortunately the door is locked. There is a small hole but Goemon and the gang are too small to fit through. There isn't much you can do in Iyo until you get Ebisumaru's magic power so use Koryuta's Flute and fly back to Zazen Town.

- Zazen Town -

When you arrive in Zazen Town go to see Benkei. There Benkei explains that Ushiwaka has shrunk! Go to Duck Creek to check it out.

- Duck Creek -

When you get to Ushiwaka you see that he is a dwarf! He explains that he got smaller by eating the sweets in the Golden Temple. Now go back to Zazen Town.

- Zazen Town -

To find the Golden Temple go to the second part of Zazen Town and read the signs to find the right door. Switch to Ebisumaru and enter.

To complete Ebisumaru's training level you must eat 8 eight dumplings before the time limit runs out. The catch is every couple seconds a big giant thing with a spiky head pops out. If he sees you you'll be taken out of the temple. Of course you will hear a warning. My best advice is to keep on eating dumplings until you hear the warning. When you do immediately hide. Keep on doing this till you have 8 dumplings. Once you complete it you'll get Ebisumaru's magic power, Mini-Ebisu!

Now that you've got Mini-Ebisu fly to Folkypoke Village and go to the area with the haystacks. Use Mini-Ebisu to go under one and get a Silver Fortune Doll.

Now fly to Iyo!

- Iyo -

Use Ebisumaru's power to enter the small hole near the Dogo Hot Springs entrance.

- Iyo 2 -

When you enter you'll be in a new place called Iyo 2. From here you can either go straight and press "Z" to lie in the Dogo Hot Springs to regain health or take a left to find some red grating. Use Mini-Ebisu to walk through. Take a right and go into the cage to get a Silver Fortune Doll. Exit the cage and go forward and climb the ladder. Switch to Goemon and use his Chain Pipe to cross the gaps. Finally keep crossing the gaps and go up and you'll be at the entrance to the second castle in the game. Read the sign to save if you want and enter.

- Ghost Toy's Castle -

This Castle isn't too hard. Although this is probably the LONGEST

Castle in the game! Anyway lets get started. For the first room use Goemon's Flaming Ryo to light the two torches and open the door; head on through. While in this dungeon you will see ghosts flying around. These ghosts are invincible (for the time being) so don't attack them! In this room you will see some arrows (for the crane game). Unfortunately for Goemon and the gang the crane game doesn't work (for now anyways). Proceed through the door to the next room. Here are a bunch of holes in the ground. Spikes come out like waves come out of water. Time your jumps carefully and go across and into the next room. This next room has water in it and those bullet-shooting heads from Kompira Mountain. Dispatch them so they won't annoy you. Jump across the platforms into the back of the room near the giant head. Climb up the ramp, dispatch the bullet-shooting head at the top, and jump to the giant head to get a Silver Fortune Doll. Once you've got the doll go to the next room which is also filled with water. From here you can either ride the mechanical platform across or if you want the Mr. Elly Fant you have to take the long route to the left. If you decide to take the long path carefully time your jumps as there are several spikes. Once you get across proceed to the next room. When you get there defeat all the bouncing dharma dolls and collect the Silver Key. If you want you can collect the flower bud at the side of the room and ride up the elevator. When you do throw it into the dirt and a bunch of Ryo will come out! When your ready use your key to unlock the door to the next room and proceed through. When you get to the next room this room like the others is filled with water. You will see a bunch of floating platforms as well. Be careful of the bullet-shooting masks submerged under the water. When they rise to the surface blast them with Goemon's Ryo or Flaming Ryo. Go to the middle island and hop up onto the little platform. Carefully make you way across the rope and get the Golden Fortune Doll! A nice little treat if your health is low. There are two doors in here. Once is locked so take the unlocked door. In this next room there are two pots and an elevator. Smash the two pots and ride the elevator to the basement.

When you get to the basement the passageway is flooded. You can either hop across the tiles or just swim. If you decide to swim hop on to the last platform and jump up to the grating. Go inside the next room and you'll be in another elevator room that looks identical. Don't worry your in the right room! Take the elevator back up and go through to the next room. Here you'll be in the same room you started in with the crane game except you'll be in the other side of the fence. Turn on the power switch for the Crane Game and hop on the platforms to get the Silver Fortune Doll and the Silver Key and then hop over the fence. Hop up to play the Crane Game. This game be very frustrating. Use the arrows to guide the crane over the Windup Camera. The best thing to do is to drop the crane when its shadow is just above the camera. Once you get it go over and pick it up. Ebisumaru now gets the Windup Camera. Now what can you do with a windup camera? Well, it is used to make those stupid ghosts vulnerable so you can attack them! Just hold down "B", snap a picture, and smash them! Now go back to the room where the tightrope is (you used it to cross to get to the Golden Fortune Doll). Once your there use the Silver Key to go through the locked door.

For the most of the remaining part of the dungeon I recommend you stay as Ebisumaru. Anyway equip the Windup Camera and destroy all the ghosts in the room. Once you destroy all the ghosts the door will open. Before you exit don't forget the Mr. Arrow. In this next room there is red water and spikes. Not a very pleasant combination. Before you cross the spikes take a left and go through the door.

Defeat all the ghosts and collect the key; now head back to the previous room. Cross the platforms with the spikes then use the key to go to the next room. In here, defeat all the bouncing dharmas and card dolls. Then go up the stairs to the wooden walkway and board the elevator.

In here there are two doors, but one is locked so take the unlocked door. In this next room defeat the two dharmas and climb the ramp and go to the next room. This room requires excellent timing. Carefully cross the spinning tops and get to the next side, nab the Silver Key, and go back across. If you fall into the red water carefully swim over to the ladder and climb back up. Go back to the room with the locked door (it has some dharmas and card dolls). Proceed through the locked door. This next room is also pretty tough. There are spinning spiky ball chains, tops, and whirly gigs that are suspended over red water. First hop on the wooden platforms in front of you then up on to the main one when it's safe. Follow the spiky balls and jump to the next platform when you're close enough. Now jump onto the spinning whirly gig. Jump onto the next platform and go through the door. Defeat all the ghosts here for a Silver Key. When you're ready go back to the room you were in before. Make a right onto the spinning top. Jump to the next top then onto the nearby platform and collect a Silver Fortune Doll. Ride the third top and go over to the corner. Open the door with your key and head in then proceed to another room. Carefully hug the wall to avoid the jump ropes and proceed to the next room. Defeat all the ghosts and you will make the holes in the floor visible. Grab the Golden Key and the Surprise Pack and go back to the room with the Jump Ropes.

Go back to the room with the Whirly Gigs. Hop on to them and this time ride them to another platform, walk down the ramp and open the door with your Golden Key. Defeat the dharmas and card dolls and go through the door on your left. In here you'll see a giant pool table (pretty cool, huh?). Hit the ball marked with an arrow and it will go into a pocket. Then the arrow will move over on to a new ball. Keep doing this until all the balls are in the pockets and a key appears. Head through the nearby door and dispose of the ghosts in the room. Carefully follow the spinning spiky ball chains and go forward and get the Diamond Key. Go back across to the pool table room and back to the room with the dharmas and card dolls. Defeat the enemies and take the path to your left. Unlock the door with the Diamond Key. In here read the sign and it will say to use the Windup Camera to reveal Dharmanyo's weak point. Ok, so you probably have already guessed that Dharmanyo is the boss of Ghost Toy's Castle. Well, you are right. So switch to Ebisumaru and ride the elevator.

The Surrender Robot: Dharmanyo

First use Ebisumaru's camera to expose Dharmanyo's weak spot. Switch to Goemon and use his Chain Pipe and attack relentlessly. When you do this Dharmanyo will jump away and use his melee attack. This can be avoided easily by running away. When he stops go back in and attack. Dharmanyo will then jump away. Immediately start running in circles. If you do not Dharmanyo will hit you with his missile attack. When he stops run back in and attack. Repeat this evade/attack pattern and Dharmanyo will fall to your might.

Once Dharmanyo is defeated he'll drop the second miracle item, the Miracle Flower! Once you do Colon will appear. Colon will start talking and then a hologram of Spring Breeze Dancin' (I bet he was made



fun of in Kindergarten). It seems that Dancin' is the leader of the Peach Mountain Shoguns. After Goemon makes fun of him Dancin' disappears. Colon will then explain that the name of their plan is the "Great Stage Plan." Colon also warns you not to go to the Chugoku region. Well, in game terms that means to go to the Chugoku region. So after Colon leaves save your game and you will be transported to the entrance. For here you can either return to Folkypoke Village to visit the returned children or go straight to Zazen Town.

- Zazen Town -

Once your back in Zazen Town go to the second part. Exit through the door to the Chugoku Region (read the sign).

- Bizen -

This is a very confusing area. There are lots of cracked doors and locked doors but don't worry we will return to them later. There are also multiple exits in Bizen so to get to the right door from the entrance cross the first bridge, but instead of taking the second bridge go to the left and through the door.

- Nagato -

This is one of my favorite areas in the game. Nagato has a huge valley with a river and a mountain. First proceed forward and instead of getting onto the big red bridge jump into the water. Swim towards the red gate, take the platform to the top of the red gate, and then walk across it to get a Silver Fortune Doll. Jump off the red gate and swim under the bridge to a shore that leads up to a narrow cliff. Walk along the cliff till you get to a low overhang. Use Mini-Ebisu to pass through and keep on going for another Silver Fortune Doll! Now make your way back the same way you came and go swim to the red gate. To the left you'll find a shore with a pot on it. Follow the ledge around the wall and climb the ladder which will bring you up to the level where you can cross the bridge. Cross the bridge and follow the valley collecting the Ryo and Dumplings on the way and climb the ladder and go through the door.

- Hagi -

Now you'll be in a place that looks like Bizen. Once you emerge from the rows of building you'll be in an open area. Go into it and up the small hill and proceed through the door.

- Izumo -

Izumo is basically a large area with a huge hill in the middle. When you first enter you'll see a Coffee Shop. Enter of course if you want some dumplings or want to return to Izumo with Koryuta's Flute. Exit the Coffee Shop and keep going straight. Do not take the first door you'll see. This leads back to Bizen and was the door across from the second bridge we didn't take. Keep following the path and head to the next area.

- Inaba: Dunes -

The Desert of Inaba is a very confusing area. The entire environment looks very similar. The best thing to do is to use the mini-map. I can't really tell you where to go because there are no paths. My best

advice is to wander around till you find an Oasis. When you get to the Oasis cross over to the center to get a Sparkling Dumpling, Silver Fortune Doll, and the first of Sasuke's batteries! Three nice little goodies! Now go back to Izumo.

- Izumo -

Now go up the large hill and to the shrine and through the shrine door.

- Izumo 2: Island with a Big Tree -

Go straight and climb up the steps around the tree to the top. Nothing there right? Well, take a picture with the Windup Camera and the second battery appears! You can now play as Sasuke! Now go back to Bizen.

- Bizen -

Now that you've got Sasuke use his Firecracker Bombs to destroy the two cracked walls. One has a Silver Fortune Doll and one has a Golden Fortune Doll. Nice! Now go back to Hagi.

- Hagi -

Now go to the door to Izumo. Do NOT go through. Instead bring the mini-map up and go directly right on the mini-map to another door in Hagi.

- Akiyoshidai -

This is another one of my favorite areas. It is a big mountainous area. To the left is a door, but don't worry about that till later. Instead go straight and follow the path when you get to a fence and proceed till you get to another door.

- Shuhodo -

Shuhodo is a cavernous area. Keep following the path till you get to a door with a sign. Read the sign if you want to save and enter.

- Festival Temple Castle -

Yes, yes I know what your probably thinking. "Ahhh, man another castle, I just beat one!" Do not worry though. Festival Temple Castle is a ton of fun and is my favorite in the game. Plus it is not nearly as long as Ghost Toy's Castle. In fact there is only one Silver Key! Ok, lets get to it. When you begin you'll be in front of the main building. Underneath the path is another walkway. Go underneath the main building and too the right and through the door. When your in this area go out of the caged walkway and jump across the gaps while avoiding the new enemy including the new obnoxious bamboo plant thingys and proceed through the door. Here you'll see a waterfall that feeds a pool of water. In the pool you'll find a spinning spiky ball chain. Swim across but don't go through the door on the right. Instead climb up the wooden moving platforms to a narrow ledge. Walk on it to get a dumpling, two pots with Ryo in them, and Mr. Elly Fant. Now exit the room.

In this room there is a door directly in front with a Silver Lock. On the ledge that goes around the perimeter you'll see a Silver Fortune

Doll. Unfortunately you need Sasuke's magic power to get it. So head to the room to the left. The door on the right is locked so head around the perimeter of the room and go through the door. Here in this room there is a large pit and a few raised areas around it. Fall into the pit and defeat the suit of armor and then climb the large stairs and proceed through the door. This next room is like a fun house. Depending on where you stand on the stairs they will rise and fall. Go to the right side of the room and go through the door. Defeat the two pink robots if you want and then head through the door on the left. This next room has a bottomless pit with wooden platforms moving across. First climb the ladder on the left when you first enter. Collect the Ryo and go through the door. Hang a right and cross the narrow bridge. Now ride a moving platform to a pot full of Ryo and a Silver Fortune Doll! Now go back to the room with the wooden moving platforms and bottomless pit. Don't go all the way across the pit because all that is there is some dumplings (unless you really need them). So use the platforms to get to the door on the right side of the pit. Grab the key and go back to the room with the silver lock on it. Unlock the door and go through.

Now this area of Festival Temple Castle is very confusing. I found myself having to backtrack multiple times in this area. Try to not get confused as best as you can. First head to your right and climb up the ladder. Walk a bit and climb up another ladder and make your way along the roof and get the Surprise Pack. Now to avoid confusion go back to the door you entered from. From that door follow the passage all the way to the left. Head through and go through another door (the room is pretty straightforward). Go forward and get the Kunai of Severe Cold! This is an excellent weapon for Sasuke as his other projectile (Firecracker Bomb) isn't very useful. Not only that but it automatically comes with the Kunai Intense Hail Beam so you can throw three at once by holding down "B." In this room there is another area on the other side of the fence, but you can't reach it yet so don't worry about it. Now go back to the big "L" shaped area. Here there are two doors, which you have to jump on to large blocks to get to. Go to the north part of the "L" and enter. If the room you entered is correct there should be large drums rolling towards you. If not keep trying other rooms till you get the right one. Dodge the drums, jump over them, or attack them and go through the next door. This room is really cool. There is a pool of water with drums floating in it. The drums are kinda like a trampoline (you go very high into the air when you jump on one). First enter the door in the "middle" of the room. Enter and get the pot of Ryo and Mr. Arrow. Now go back to the bouncing drum room.

From here bounce over to the side and go to the room on your right. In this room exploding boxes will fall down. Run like you've never run before over to the door to avoid getting hit and enter. In this room you'll get to use Sasuke's Kunai of Severe Cold. Jump to the middle gray platform and throw a Kunai at the glowing platform to your right to make it turn gray. Hop across it and instead of going through the door in front of you make a left to get the Meat-Saw Hammer. This weapon is great if your running low on health. Now go back to the caged walkway and head through the door on your right. Here is another pool of water with raised platforms with star blocks on them that rap around the building. Instead of using the star blocks just jump off to the right and go through the door. This is a small room with a few bamboo plant baddies so head through the door. Now you'll be back in the big "L" shaped room. Right across the passageway from you you'll find a door. Enter it.

When you go in you'll be in the room where the Silver Lock was. The only other door here has a gold lock so since we don't have the Golden Key we have to go back to the beginning of Festival Temple Castle. Go all the way back to the first room of the dungeon. This time instead of going into the caged walkway go over it and go to the right side of the castle and enter the door. Now use the Kunai of Severe Cold to cool down the platforms and cross the gap. Defeat the Dragon Drummers and go through the door on the right. First go through the door on the opposite side of the room and then through the door in the next room. Now you'll be back outside with the big rolling lanterns except your on a raised walkway. Go around the walkway and down the ladder when you get to it and get the Golden Fortune Doll! Now go back. Use the Kunai of Severe Cold to climb the platforms to the top of the room. Next go through the door while defeating the suits of armor in your way. Here you'll see a narrow walkway. Cross the walkway and go through the door. Use the Kunai of Severe Cold to cross the gaps and get the Golden Key. Now make your way back all the way back to the Silver Lock Room.

Once your there unlock the Golden Lock and go through. Once you~~the~~ here you can either walk along the roof past the fox masks or swim through the water. Either way you will end up at a door at the other end of the outdoor passageway. This next room is huge. The center has a giant pole with giant Koi Kites attached to it. First head down the ramp and take the moving wooden platform to a ledge on your right. Now from this ledge you can board the first Koi Kite. Once the kite swings around, jump down to the ledge below and climb a couple of ladders to where you can jump on to the second Koi Kite. Walk along the back of it towards the poll, then jump onto the little circular platform with the golden dumpling. Wait on this platform until another Koi Kite swings around, then jump on its nose and walk out to it's tail. As it swings around, you'll notice that it passes a ledge in the middle of its rotation with a bamboo enemy and some dumplings. Wait till it's at the end of its swing to jump off onto the next ledge. Climb up the ladder and cross the bridge that spans the waterfall, then wait at the mat for the next Koi Kite. Once you're on it, jump onto the platform and collect the Silver Fortune Doll waiting for you. Then jump back onto the kite and walk to it's tail and jump off to a ledge below you. Find the ladder that leads up to the doorway above the waterfall and enter. Here swim across the water defeating the enemies if you want. Once your across enter the door. This room is very dark and has a sign. The sign says, "Return the red plates by hitting them back." Of course this probably makes no sense to you. You will find out what it means soon enough. So jump through the gap in the fence below and prepare for a Boss Battle!

The Ghost Robot: Tsurami

This boss battle isn't too terribly difficult. In fact it is my favorite in the game. Tsurami attacks in three stages each with different "plate" attacks. First start running in a circle. He'll throw a series of blue plates at you. Just keep running in circles to dodge them. When he throws red plates hit them back at him to damage Tsurami. Eventually Tsurami will start throwing green plates at you very fast. Again just keep running and don't stop no matter what and you should dodge them. He'll then throw two red plates so hit them back at Tsurami to damage him. This last stage actually is sort of hard. He now throws yellow plates in large circles and they explode when they hit the ground. Dodge them and hit the red plates back at

him to finish him off. When you do you get the Miracle Star!

When you defeat Tsurami the third Weirdo Sharon appears. According to Sharon when Goemon beat Tsurami the barrier blocking the passage to Kyushu was destroyed. Next a hologram of Kitty Lilly (How do they think of these names?) will appear. Kitty Lilly informs Goemon that Kyushu is already part of their stage! Once this happens Sharon and Kitty Lilly disappear. Save your game and you'll appear outside the dungeon.

- Shuhodo -

Once your back out go back to Akiyoshidai.

- Akiyoshidai -

Once your back in Akiyoshidai follow the path back through the fence to the open rocky area. Follow the right hand wall to another door. Enter it.

- Gateway Viewpoint -

This is a very pretty area. Follow the path and a cut scene starts. Suddenly Omitsu appears. She explains that ever since Oedo Town's Coffee Shop appeared in Gourmet Magazine they have been getting a lot of orders in Kyushu. As soon as Omitsu crosses the huge bridge however a giant vortex opens the sky and it swallows up Kyushu along with Omitsu. Goemon and the gang have no idea what to do so they decide to go see the Fortune Teller for advice. Now you can either go see the Fortune Teller who has no good advice what so ever or you can let me, a Goemon expert, tell you what to do. Ok, anyway use Koryuta's Flute and fly back to Oedo Town.

- Oedo Town -

Go back to Goemon's residential area. Go find Goemon's house. Now on the opposite row of houses go in the middle house. Inside the owner turned his house into a Muscle Training Gym! Only Goemon can do this grueling exercise so switch to him and start.

Goemon's Magic Power Training is the hardest in the game. Although I do have a great yet simple strategy for beating this mini-game. Ok, so here is the deal there is a circle of balloons and Oyakatas (guys with spikes on their heads) pop out and try to pop the balloon. Goemon stands in the center and has to throw metal blocks at the Oyakatas to prevent them from popping the balloon. One metal block will freeze them but three in a row and they go all the way back down. For the first trial get used to the controls don't try to win (if you can that's great) just get used to the feel of the mini-game. What I did to beat this mini-game was throw three boxes no matter how far up the Oyakata was and moved on to the next throw three boxes move on to the next etc. Now my best advice is to keep on trying. Don't throw one or two boxes no matter what or you WILL lose. When you win you get the Sudden Impact! This makes Goemon's hair turn golden (like a Super Saiyan from DBZ) and makes him super strong! Although it makes him take twice the damage if hit. Anyway exit and go to Musashi.

- Musashi -

This time head left and find the Metal Block on top of a small slope.

Use Goemon's Sudden Impact and move the block. Next go through the door.

- Tunnel to the Northeast 1 -

Jump onto the platforms and enter the door.

- Tunnel to the Northeast 2 -

Go up the ladder and across the platforms. Attack the red button to make platforms go back and forth. Follow them to the exit.

- Mutsu -

I hope you like snow and ice because your going to see a lot of it! Mutsu is awesome (who doesn't like a Winter Wonderland?). First just head straight and go through the door.

- Mutsu: Festival Village -

This is my favorite town. As with any new town talk to the citizens and save your game, and stock up on food. Once your done fly to Kai Highway and go to Mount Fuji.

- Mount Fuji -

Climb up the Mountain to the Summit again. Now go visit Mokubei and ask him to improve your weapons. He'll gladly make them Level 2! Not only are they more powerful, have a longer reach, but Yae can use the Sword Shield; a very handy attack. Now fly back to Festival Village.

- Mutsu: Festival Village -

Once your back it's time to climb another Mountain! Go down the stairs and head straight. Go through the door to Mt. Fear.

- Mount Fear -

First head left and destroy the big boulder. Then start climbing up. Like the walk up Mount Fuji the climb up Mount Fear is also pretty basic. Once your at the Witch's Hut go on in.

The Witch will summon the ghost of the Wise Man for the cost of 300 Ryo. Pay the witch her money and she will call the Wise Man. Wise Man reveals that Kyushu is floating in space! You must also collect the Four Miracle Items from the Four Weirdoes to get into space. With this information in hand go back to Mutsu.

- Mutsu -

Instead of going straight to Festival Village go to the right.

- Uzen: Tunnel -

Here is yet another Tunnel. Like all the ones before this one is pretty straightforward. Once your at the end proceed through the door.

- Waterfall of Kegon -

This is where you'll do Yae's training stage. This is also pretty

hard. Read the sign and start the training!

This is a pretty tough mini-game. The best thing to do actually is to get another person to help you. Get one person to tap "A" and the other person to dodge the Oyakatas. With this I beat it in one try. Trust me do NOT do this alone unless you absolutely have to. It is much easier with a little teamwork. When you complete it you'll get Yae's Mermaid Magic Power!

Now jump into the water and look for an underwater tunnel. When you go through the tunnel you'll find a Golden Fortune Doll! Now it's time to backtrack to get some more previously unattainable Fortune Dolls! Fly to Zazen Town and go to Yamato.

- Yamato -

Now that your back in Yamato go jump into the river. Use the mini-map and go to the eastern part of the river. There you'll find an underwater tunnel; go in and get the Silver Fortune Doll! Now fly to Ghost Toy's Castle.

- Ghost Toy's Castle -

Go to the basement where the floating tiles are. Swim underwater and get the Silver Fortune Doll out of the cage. Finally fly back to Festival Village.

- Mutsu: Festival Village -

Now just one more Silver Fortune Doll to go! Find the pond in the middle of the town. Swim under it to yet another underwater passage. Swim through and you'll be in a secret area of Festival Village. Here you'll find a shop that sells golden armor and surprise packs. But more importantly is the Silver Fortune Doll near the shop; grab it. Now that you've got all the goodies lets go to Mount Fear.

- Mount Fear -

Go left and through the door.

- Mutsu: Shoreline -

The door to the far right leads to the stone circle you need to get into outer space. However you still need that last miracle item! First jump into the water and use Yae's magic power and find the red switch underwater. When you do gates underwater will open up; swim on through.

- Japan Sea: Underwater -

Like the desert of Inaba the Japan Sea can be a bit confusing because the scenery looks the same. Before you begin exploring pull up the mini-map. Use the mini-map and swim to the southern part of the Japan Sea. Look around and you'll see a submarine; the next castle. Don't go in yet however. Go a little bit to the southeast of the submarine and in a little area with an arch as an entrance you'll find a golden dumpling as well as a Silver Fortune Doll! Now enter the submarine for the next castle; The Gourmet Submarine.

- Gourmet Submarine -

This is a well, interesting dungeon. While playing this dungeon I got really hungry! Well, umm, lets get started. When you first swim into Gourmet Submarine you will be in a small shaft with a red arrow. Swim up and you'll see a propeller sending Urchins at you. Follow the directions on the ground in the direction that the Urchins are coming from. Find the word "IN" painted on the wall and go through and you'll then be at the surface. Transform out of Mermaid Magic Form and get onto the elevator. When you get there you'll be in a large room with a table with Sushi on it (yummy). Climb the Sushi and grab the Mr. Elly Fant. From here you can either go left or right. Either way you'll end up in a room where Rice Balls are being cooked over a pit of coals. In here exit through the door on the east (check the mini-map). Here you'll find tofu floating in a pool of water. Carefully jump across the tofu and exit through the door on the right. Here switch to Goemon and use his Chain Pipe and cross the dishes which are suspended over a pit of coals. Once you cross proceed through the door. Here you'll find plates of Sushi moving on a conveyer belt. Hop along the dishes in the opposite direction and grab the key at the other side of the room. Now go back to the room with the tofu in the water and unlock the door.

This room has three large bowls of soup. Jump onto the small block of tofu and jump onto the ledge and get the Mr. Arrow. Transform into a Mermaid and swim down and through the door. Once you<sup>池</sup>be here avoid the Urchins and swim through the passage and through the door. Here you'll be in a red drink with a bunch of cherries. I'm not sure what it is but it might be a Mountain Dew Code Red (if that was out in 1999) or a Shirley Temple. Go to the corner, defeat the Urchins, and get the key. Now swim up and transform out of Mermaid Magic. If your low on health switch to Goemon and cross the platforms for a couple of dumplings. If not find the ladder that leads down and exit through the door. In here there is an oven with a conveyer belt and fox masks (this is a really frustrating room). Head straight up the first belt, across another, then down a third belt to get a Silver Key. Now go back to the middle one and go left. Follow the belt and you can either go right for a golden dumpling or left for a locked door. Grab the golden dumpling if you need it then unlock the door. This next room is a very large, spacious room with two new enemies. The right ledge has some Ryo and two dumplings. The ledge on the left has a Golden Key. Get the key and unlock the door.

This next room unlike the last is very small. There is a crab cake being grilled. Jump onto the crab cake and get the Silver Key as well as the Yae Bazooka! This is a really cool projectile weapon. Go back into the previous room and unlock the door with the Silver Key. In this next room use Yae and turn her into a Mermaid. Swim to the platform and switch to Ebisumaru. Use Mini-Ebisu and go through the door. Here walk along the edge and get the Surprise Pack. Now go back to the room with the red water and take the elevator up. This next room is a deep fryer. Use the Windup Camera to reveal a hidden route. Cross the route and enter the door. Here defeat the two warriors to get a Silver Key! Grab it and go through the next door. Instead of going through the door to your left (it has a diamond lock) ride the bowls of soup past the fox masks and go straight. Go through the door. Grab the Ryo and go through the eastern door. Grab the goodies and go back out and through the western door. Use your Silver Key and go through. Use the Windup Camera to reveal a hidden route to the Diamond Key! Exit and back to the room with the soup; jump into a bowl. Go ride the bowl and go to the door with the Diamond Lock. Unlock it,



take the elevator up, and run straight across the walkway defeating the fox mask along the way and you'll end up at the boss.

In here Poron, the Fourth Weirdo, will appear. Poron dropped the last miracle item in Zazen Town (Damn it!) when he was on vacation. Pretty soon after that Kitty Lilly appears and soon after Dancin'. They talk a bit and exchange harsh words then Poron leaves and activates the self-destruct! Save your game and get ready for an impact boss! Play through the high speed bonus stage and prepare for the battle.

The Charming Mermaid: Thaisamba 2

It has been a while since your last Impact boss over in Iga. You'll fight Thaisamba in two stages. First you'll be above water and then underwater. Most of Thaisamba's attacks can be easily avoided or punched for extra Ryo. My best advice is Chain Pipe, Chain Pipe, Chain Pipe! Use this and then follow up with a Super Punch. When Thaisamba uses her best attack blast her with a Laser Mouth Beam! Once you defeat Thaisamba 2 use Koryuta's Flute and fly to Zazen Town.

- Zazen Town -

When you arrive go talk to Benkei. When you talk to him it appears that there is another collector, an even bigger collector than Benkei. His name is Kihachi and he lives in the little pond (remember where we got that one Silver Fortune Doll?). When you talk to him he says that he'll give it to you if you can get him his favorite food. Well, he won't tell you so I'll tell you; it's a cucumber. Although if you approach him two more times he'll tell you it's a cucumber. Specifically the type the Priest's son makes. Go to the golden temple and talk to the priest (you have to be a specific character I'm not sure who but I think it is Sasuke). When you talk to him he explains that he is at the top of Mount Nyoigatake and to climb Mount Nyoigatake you need to be able to jump high. If you accept this quest The Priest will give you the Golden Key! Now go to Bizen.

- Bizen -

When you get there switch to Sasuke and enter the gym. Talk to the man to start Sasuke's training.

This is Sasuke's Magic Power Training. To complete it you must jump up a large tower. It may sound hard but this is one of the easiest mini-games in the whole game. My best advice is to keep on jumping no matter how much time is left (unless your at the bottom and there is like 10 seconds left). When you complete it you get Sasuke's magic power which lets him jump really high with the help of a Jetpack. Now that you've got it lets go back to some old places to get some previously unattainable Fortune Dolls. First fly to Festival Temple Castle.

- Festival Temple Castle -

Go to the infamous "Silver Lock Room." It's just past the Spinning Spiky Ball Chain Room. Climb up the ladder and use Sasuke's power to get a Silver Fortune Doll. Now head the exit to the west (use the mini-map) and go to the room where you found the Kunai of Severe Cold. Use Sasuke's flying power to cross the water running between the two walkways, then climb up the ladder, walk along and it should be a simple matter of jumping up to another Silver Fortune Doll. Now go

back to Zazen Town and to Duck Creek.

- Duck Creek -

Go to the section of Duck Creek just west of Benkei. In here you'll find a wooden platform above the water. Use Sasuke's powers to jump up to it and to a secret area with a Silver Fortune Doll. Now your done with backtracking for Fortune Dolls! Now go to Mt. Nyoigatake.

- Mt. Nyoigatake -

Use Sasuke's Jumping Power to reach the top and talk to the Priest's son. Talk to him and he'll sell you a cucumber for 800 Ryo (What the hell?!). Well, buy it and trade it with Kihachi to get the final Miracle item! Now fly to Festival Village.

- Festival Village -

You are now ready to go to Outer Space! Before you depart it might be a good idea to do anything you may have missed. Possibly if you missed any Fortune Dolls (trust me you get a nice secret at the end of the game if you get them all). When your ready go through Mutsu to the Shoreline.

- Mutsu: Shoreline -

Look around for a door and enter.

- Ugo: Stone Circle -

Go to the middle of the Stone Circle and the Gods will ask you if your ready and if you want to save. Say "yes" and save if you want and get ready for the last castle of the game!

- Gorgeous Musical Castle -

This castle is AWESOME! Especially the music. First you'll see new enemies that throw hammers at you. Although their projectiles are deadly, they themselves aren't too dificult to take out. Destroy them if you want and go through the door on your left. Here collect the Ryo behind the paper like wall and go through the door. Follow the walkway to the first intersection and go left. Go past the locked door and get the Silver Key; go back and unlock the door. In here hop across the spinning fans and get the Golden Key. Now go back to the first room of the castle and unlock the door with the Golden Key. Here you'll find some fake water (yes, you can walk on it). In here just proceed through the next door. Here you'll find fans, but instead of spinning they fold and unfold. Carefully drop down to the column and get a Silver Fortune Doll. Next drop down to the metal grating and go through the door. Here all you'll find are white masks so proceed through the next door. Here you'll find a waterfall with bouncing drums. Bounce to the top and proceed through the door. Here carefully jump across the purple platforms for Mr. Elly Fant. Use Sudden Impact and move the metal block. Stay as Goemon and use the Chain Pipe to cross the gaps and grab the Golden Key. Drop down and go through the door to get back to the room with the folding and unfolding fans.

Now that your back jump across the fans and unlock the door. When you first enter you'll see a Silver Fortune Doll in plain sight; grab it. Next switch to Ebisumaru and use Mini-Ebisu and walk through the hole

in the wall; once your in get the Golden Key and go back out. Next unlock the door with the Golden Key and go through. In here defeat the Hammer Tossers and go through the next room. This room is tricky. Climb the boxes and they rotate upside down and other directions. Once you get to the top traverse the narrow ledge and get the Diamond Key. Now go back to the room where the Silver Fortune Doll was. Climb the ladder and walk along the ledge till you find a red button; press it. This will make the stairway come down leading to a Diamond Lock. Drop down and unlock it. In here fake waves will come at you. Dodge them and go through the next door. Now you'll be in a large aquarium. Walk along the wooden part of the room until you get to a red switch which you must press. Climb up the stairs, switch to Yae, and transform into a Mermaid. Swim down to find Ryo, a golden dumpling, and a Surprise Pack. Nice! Swim to the surface and jump onto the ledge beside the aquarium. Grab the Mr. Arrow and carefully walk along the edge of the aquarium and use Sasuke's flying powers to reach a Silver Fortune Doll. Now exit the room.

Now you'll be outside. This is Sogen Town! Part of the Island of Kyushu. Go to the Armor Shop and you'll find Omitsu! She offers to help with some good advice about where to find Kitty Lilly and Dancin'. Go to the restaurant to find the Wise Man! Apparently Wise Man built them an Instant Stage Beam in exchange for a Muscle Car Poster and Five Car Magazines (what a rip off!). When Sasuke tells Wise Man that his house was destroyed he gets angry and upgrades Goemon and the gang's weapons to Level 3! When you exit the Restaurant go to the left and destroy the door. Go through the door behind it to enter a new area of Gorgeous Musical Castle.

Here listen to the new music and destroy the CanCan Legs in front of you. Go up the stairs and jump into the portrait of Dancin'. It will transport you to a small room with some Ryo and more importantly a Golden Fortune Doll! Jump back out of the portrait and go through the door on your right. Jump across the moving platforms and head through the door on your right. Go across the conveyer belts to a button. Push it and backtrack a bit and use Sasuke's Flying Powers to reach the next door. Here switch to Goemon and use Sudden Impact. Push the first block over the fire-spewing jet. Next push the second one off and jump onto the second walkway. Pull a little bit then push the third block onto the fire-spewing jet and then jump to the third walkway. Push the fourth block over the fire-spewing jet and then jump over and hit the red button. This will give you access to a door. Jump over and proceed through the door. Defeat the enemies and go through the hall. Here defeat the two orange robots and hit the red switch and quickly jump onto the platform to be taken to the Diamond Key. Get the key and go to the staircase. Slide down the slope while collecting the Ryo. Once your at the bottom go through the door to be back at the CanCan Legs room.

Jump down to the bottom floor and unlock the door. Here you'll be in a hallway. When you get to the first crossroads go straight around the corner to the Final Silver Fortune Doll! Congratulations! Now head back and go right and through the door. Here you'll be in a rotating room. Go straight and set it up so you don't fall down into the holes. Once your ready go through the door to be in the main hall entrance. Enter and get ready for the most horrible performance you've ever heard.

In here you'll find Dancin' and Lilly. They unleash their "Secret Powers" and do a dance routine called Gorgeous My Stage (Yuck!). Once

their done they will activate self-destruct! Call Impact and defeat the final bonus stage and get ready for a boss battle!

#### The Great Peach Mountain Battleship: Balberra

For the second to last boss battle this really isn't too hard. First shoot at the Red Thingy in the middle. Once it is destroyed start working on the six cannons surrounding it. Once it takes you down to the two leafs. Fire at them and then the bottom cannon. After a while it's mini-balberras will attack you. Defeat them and Balberra will open up it's core to release more mini-balberras. Here is your chance! Immediately give it every thing you've got! If you have it ready use the Laser Mouth Beam! Destroy the mini-balberras again and repeat this process and you will eventually win. Now of course no Video Game would be complete without two final bosses to get ready to face the Final Boss.

#### The Fairy of Love and Dreams: D'Etoile

D'Etoile is a bit harder then Balberra but still isn't all that hard. For him use the same strategy as you did against Kashiwagi. Repeatedly use the Chain Pipe and reel him in for a Super Punch! When he rolls away and attacks get ready your Super Punch for another attack. When he unleashes his attack use your Laser Mouth Beam! If you don't have it all you need is two quick punches or one strong punch to destroy him. The last and biggest asteroid is no stronger then the previous so don't worry. Once you beat D'Etoile enjoy the ending and credits and you have officially beaten the game!!!!

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E N E M I E S  
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Here I will list all the enemies in Mystical Ninja Starring Goemon. I will also list how many hits it takes to destroy with the LEVEL 1 WEAPON. For Level 2 and Level 3 it is only one hit.

- 1) Thief  
Number of hits to destroy: 1
- 2) Pink Robot  
Number of hits to destroy: 1
- 3) Flying Mask  
Number of hits to destroy: 1
- 4) Green Robot  
Number of hits to destroy: 1
- 5) Scarecrow  
Number of hits to destroy: 1
- 6) Boulder  
Number of hits to destroy: 1
- 7) Slinky  
Number of hits to destroy: Slinkies are Invincible

8) Big Blue Robot

Number of hits to destroy: 2

9) Floor Piece

Number of hits to destroy: 1

10) Light Blue Robot

Number of hits to destroy: 1

11) Dumpling Men

Number of hits to destroy: Dumpling Men are Invincible

12) Dragon Drummers

Number of hits to destroy: 2

13) Robot Ninjas

Number of hits to destroy: 1

14) Urchin

Number of hits to destroy: Urchins are Invincible

15) Golden Orb

Number of hits to destroy: 1

16) White Mask

Number of hits to destroy: 1

17) Fire Breather

Number of hits to destroy: 1

18) Ghost

Number of hits to destroy: 1

19) Dharma

Number of hits to destroy: 1

20) Card Doll

Number of hits to destroy: 1

21) Kite

Number of hits to destroy: 1

22) Drill Mole

Number of hits to destroy: 1

23) Bamboo Stalk

Number of hits to destroy: 1

24) Rolling Lanterns

Number of hits to destroy: 1

25) Spinning Spiky Balls

Number of hits to destroy: Spinning Spiky Balls are Invincible

26) Suit of Armor

Number of hits to destroy: 2

27) Parasol

Number of hits to destroy: 1

28) Tank

Number of hits to destroy: 3

29) Rolling Drums

Number of hits to destroy: 1

30) Exploding Box

Number of hits to destroy: Exploding Boxes are Invincible

31) Fox Mask

Number of hits to destroy: Fox Masks are Invincible

32) Water Snake

Number of hits to destroy: 1

33) Sea Horse

Number of hits to destroy: 1

34) Bombing Crane

Number of hits to destroy: 1

35) Orange Robot

Number of hits to destroy: 2

36) Warrior

Number of hits to destroy: 3

37) Sushi

Number of hits to destroy: 1

38) Little Fish

Number of hits to destroy: 1

39) Purple Robot

Number of hits to destroy: 1

40) Crab Soup

Number of hits to destroy: 3

41) Hammer Tossers

Number of hits to destroy: 1

42) Rose Tossers

Number of hits to destroy: 1

43) Big Red Robot

Number of hits to destroy: 3

44) CanCan Legs

Number of hits to destroy: 1

45) Dark Blue Robot

Number of hits to destroy: 1

That's all the enemies in the game.

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S H O P S

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Here I will list all the shops for each town and what each shop is.

General Store: Here you can buy Food and Armor.

Inn: At the Inn you save your game and can spend the night to restore hearts.

Restaurant: Buy Food what else?

Fortune Teller: This guy can give you hints and tips.

Coffee Shop: These handy little shops are usually found in other areas beside towns (Kai Highway for example). Here you can buy Dumplings for 30 Ryo and add it to your map so you fly there again with Koryuta's Flute.

Now I will list the different things you can buy in each Town and Village.

- Every Town or Village -

The only thing that is the same that is found in every town and village is the inn. Here you can stay in three different rooms. Bronze room restores 4 Hearts, Silver Room restores 8 Hearts, and the Gold Room restores all hearts.

Inn's Rooms:

Bronze Room: 60 Ryo

Silver Room: 100 Ryo

Gold Room: 200 Ryo

- Oedo Town Shops -

General Store:

Plain Rice Ball: 50 Ryo

Plum Rice Balls: 120 Ryo

General Store 2:

Sombrero: 50 Ryo

Straw Raincoat: 80 Ryo

Metal Armor: 200 Ryo

Restaurant:

Dumplings: 15 Ryo

Oden: 25 Ryo

Sushi: 45 Ryo

- Zazen Town Shops -

General Store:

Plain Rice Balls: 50 Ryo

Plum Rice Balls: 120 Ryo

General Store 2:

Sombrero: 50 Ryo

Metal Helmet: 150 Ryo

Metal Armor: 200 Ryo

Restaurant:

Rice Crackers: 15 Ryo

Sauced Dumplings: 25 Ryo

Hot Tofu: 45 Ryo

- Folkypoke Village Shops -

General Store:

Plain Rice Balls: 50 Ryo

Plum Rice Balls: 120 Ryo

Surprise Pack: 500 Ryo

General Store 2:

Metal Helmet: 150 Ryo

Metal Armor: 200 Ryo

Restaurant:

Orange: 15 Ryo

Noodles: 25 Ryo

Fresh Bonito: 45 Ryo

- Festival Village Shops -

General Store:

Plain Rice Balls: 120 Ryo

Fish Rice Balls: 200 Ryo

Metal Armor: 200 Ryo

General Store 2:

Gold Armor: 350 Ryo

Gold Helmet: 250 Ryo

Surprise Pack: 500 Ryo

Restaurant:

Apple: 15 Ryo

Bowl of Noodles: 25 Ryo

Kinitanpo: 45 Ryo

- Sogen Town Shops -

General Store:

Plum Rice Balls: 120 Ryo

Fish Rice Balls: 200 Ryo

Surprise Pack: 500 Ryo



General Store 2:

Metal Armor: 200 Ryo  
Gold Helmet: 250 Ryo  
Gold Armor: 350 Ryo

Restaurant:

Sponge Cake: 15 Ryo  
Round Radish: 25 Ryo  
Chanpon Noodles: 45 Ryo

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U N L O C K A B L E S  
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These are some cool unlockables that Konami put into the game.

Impact Boss Mode: Successfully complete the game with all of the Fortune Dolls and you'll be able to fight all the Impact Bosses in order.

Character Art: If you complete Impact Boss Mode you unlock some cool art.

Sound Mode: This is where you can listen to all the cool tunes of Mystical Ninja Starring Goemon! You can unlock more songs as you get to new areas.

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G L I T C H E S  
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These are some glitches I experienced on my own. There aren't very many but if I encounter some more I'll put them on this FAQ.

- 1) Go to Festival Village. In the area where the drummer is. Jump into the right slope and you should fall through into space.
- 2) In Musashi go to the right side and use Sasuke's Flying Powers to jump the fence to an un-mapped area. Here you can swim into the ocean and can fall into space.
- 3) In Iyo it is possible to get to the Dogo Hot Springs without using Mini-Ebisu! First use Sasuke's Flying Magic Power to get onto the edge. Next just fall through. You will either fall through into space or to the Dogo Hot Springs in Iyo 2.

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F R E Q U E N T L Y A S K E D Q U E S T I O N S  
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Q: How many times have you beaten Mystical Ninja?

A: At least 5 times. It is a ton of fun.

Q: I beat the game and came up short in Fortune Dolls what do I do?

A: Skim through my FAQ and look to where you see there might be a Fortune Doll you didn't get.

Q: Will you update your FAQ even though your done?

A: Yes, but not as often as I did when I was still working on it.

Q: Why should I chose your FAQ above the others?

A: Well, you don't have to choose my FAQ. Although I promise you my FAQ has the best detailed info you won't find anywhere else.

Q: Are you going to write any more FAQs? If so will they be posted on Game FAQs?

A: Yes, I will and yes they will be posted on GameFAQs.

O - - - - - O  
C O N T A C T I N G M E  
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If you have a question or would like to contribute to my FAQ please send me an e-mail to [benb4hockey@nc.rr.com](mailto:benb4hockey@nc.rr.com). If you do contribute I will give you credit for it. Also I check my e-mail everyday so I will get back to you ASAP.

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C R E D I T S  
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I would like to give credit to the following people who have contributed to this FAQ:

None as of yet

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L E G A L T H I N G S  
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