# **Mystical Ninja Starring Goemon FAQ**

by MetroidMoo

Updated to v2.25 on Nov 14, 2003

	Mystical Ninja Starring Goemon (N64) -=
	Written By: Ryan "MetroidMoo" Ammerman
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VERSION 2.06 - UNKNOWN

Changed copyright/legal info.

## VERSION 2.05 - UNKNOWN

Fixed spelling/grammar errors and updated parts of the guide.

### VERSION 2.0 - UNKNOWN

MAJOR layout changes, fixed errors, minor change to Author's Note, and added two sections I should have added long ago.

### VERSION 1.5 - UNKNOWN

Changed FAQ layout for better viewing, revised most of the FAQ, and added a good tip for a boss from Blochil.

### VERSION 1.25 - UNKNOWN

Added how to get Mini-Ebisu power.

#### VERSION 1.2 - UNKNOWN

Added "Damage" section for Impact and got rid of a Fortune Doll location.

### VERSION 1.15 - UNKNOWN

Revised some Boss strategies and fixed Fortune Dolls section a bit.

## VERSION 1.1 - UNKNOWN

Fixed mistakes and added locations of Silver Fortune Dolls in Space.

#### VERSION 1.0 - 1998

First version of the guide.

### =- 2) CHARACTERS

-=

This section contains info ON the characters.

NOTE: If a weapon has a "\*" beside it, it can be upgraded to Level 2 and 3.

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Location: N/A

The hero of the game, Goemon's only character flaw is his tendency to lose his temper and get into fights. On the request of the King of Oedo Town, he sets off to find out who and what is behind the mysterious organization threatening to take over Japan.

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### Weapons

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### \*Pipe:

Goemon starts out with the Pipe. It's great for up-close combat.

## Chain Pipe:

You get this from the Pipe Maker on Mt. Fuji. Like the Hookshot from Zelda, it can hook on the Star Boxes (well, that is somewhat like Zelda). Best use for defeating baddies from a small distance.

### Rvo

You can throw Ryo to attack. The ideal weapon for long-distance fighting.

Of course, each time you throw it, it costs 1 Ryo.

# Flaming Ryo:

Once you have donated 5 Ryo to the chest at Kompira Mt., you receive the Medal of Flames. Instead of just throwing some Ryo, charge it up with B. You throw a Ryo surrounded by flames. It costs 3 Ryo to do this attack. The Flaming Ryo does x2 the amount of damage compared to a regular Ryo attack.

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Magic Power - Sudden Impact

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With the need of 10 Ryo, it allows you to increase your power. Besides it turning Goemon's blue hair to gold, his attack power doubles, but beware you absorb x2 the amount of damage from an enemy!

EBISUMARU

Location: N/A

A self-styled "Ninja of Justice" who does things his own way and in his own good time. Settling down in Edo, he now lives with Goemon.

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Weapons

\*Saw-Hammer:

Ebisumaru starts out with this wooden hammer.

### Meat Saw-Hammer:

One of the best weapons in the entire game! You can find this weapon in Festival Temple Castle. Just about every time you defeat an enemy, you can usually get a heart-restoring Dumpling.

## Windup Camera:

You can find this strange camera in Ghost Toys Castle from the Crane Game. When it is used, it will reveal hidden paths, items, and it makes the ghosts solid so they can be defeated.

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Magic Power - Mini-Ebisu

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Location: When you try to get to Ghost Toys Castle, you can see a little hole in the wall. For now you can't go through. This is the time when you can get in the Golden Temple. Speak to Ushiwaka at Duck Creek, you notice that he is small. Then he will tell you about the Golden Temple. Go there, and you will see some guy standing there. Speak to him, and will let you go inside to get the Mini-Ebisu magic power. Complete what he says, and he will reward you with the power!

This power shrinks Ebisumaru, allowing him to go through small doors and such. You cannot attack while in small form.

SASUKE

Location: Zazen Town, from Benkei

A mechanical ninja created by an Iga Wiseman. A tough cookie with a trusting soul, Sasuke loves hot baths and Japanese green tea. I think, overall, he is the best fighter.

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Batteries

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#1: Inaba Dune

Go to the lake, the battery will be in the center of it.

#2: The Lake With The Large Tree

Use the Windup Camera in the tree, then the battery will appear on top of it.

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Weapons

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\*Kunai:

Sasuke starts out with the Kunai blade.

#### Fire Cracker Bomb:

The mechanical ninja starts out with this bomb. Using this bomb on cracked doors, they blow up so you can enter it.

# Hair Attack:

No, it's not a weapon. From the start, Sasuke can do this attack by holding down B, then pressing Z. Good for attacking enemies that are above you. Also, if you are lying down on the ground and do this, you will attack forward.

# Kunai of Severe Cold:

One cool weapon. Find it in Festival Temple Castle. It freezes enemies and some hot floors. But the effect is only temporary. Great for long distance attacks. Every time you use this weapon, it costs 1 Ryo. If you charge it up, it will fire the Kunai Intense Hail Beam which fires 3 shots of the freezing sword in three directions. That costs 3 Ryo.

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Magic Power - Super Jump

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Using the Super Jump allows Sasuke to get to high places you could not access by a usual jump. It's good for dodging incoming attacks, too.

Location: Zazen Town

A secret ninja agent who investigates the toughest cases of all, Yae is like an older sister to Goemon and co.

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Weapons

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\*Katana:

Yae starts out with this Japanese blade. Once upgraded to Level 2, she can create a shield from the sword by holding down B.

# Koryuta's Flute:

You get this special flute from Koryuta, once you have destroyed the Mind-Control Robot when he was in dragon form. This flute allows to you visit just

about anywhere you've been. You can use it in some buildings, wonder why it said you can't. I used in the Yamato Shrine and one cave and it still worked.

## Yae Bazooka:

You get this bazooka from Gourmet Submarine Castle. Probably the best long-range weapon. When fired, it uses 1 Ryo. Charge it up, it will do a "Lock-on" attack. When that is fired, any enemy in a target will usually be hit. That costs 3 Ryo like the others.

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Magic Power - Mermaid

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While on top of the water, using this turns Yae into a mermaid. You are now able to swim under the water to reach items like a Fortune Doll and other things.

<>< GOEMON IMPACT >>>

Location: Use Triton Shell from Wise Man's House

A gigantic robot who is an invaluable ally to Goemon and his pals. Already a successful dancer, Impact has now set his heart on becoming a movie star.

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Moves & Controls

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A: Quick Punch, fast but weak attack.

B: Fierce Punch, slow but strong attack.

Z: Fires Nasal Bullets, cost 1 Ryo for each time fired.

R: Uses Chain Pipe, drag in the boss and whack him!

Guard: C- Left, C-Left or C-Right, C-Right, puts Impact in defense mode, you still can be damaged but not as much.

Laser Mouth: C-Buttons clockwise, Z or C-Buttons counter-clockwise, Z. You can attack only when the gauge is flashing. Best attack, but it's the hardest move to perform at times.

One-Two Punch: B, B, A

Super Punch: C-Up, C-Down, C-Up, A. This is one super move! Impact punches VERY rapidly.

Punch-Kick: B, B, B, A

Super Punch & Kick: Super Punch, A

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

Super Pipe Combo: B, A, R, R, A

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Damage

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Here I'll tell you what moves do how much damage. The amount of points is about as accurate as I could tell when I was playing. So, they could be a little off...

Spring Kick: 100 points Quick Punch: 30 points Fierce Punch: 80 points Chain Pipe: 20 points Laser Mouth: 400 points One-Two Punch: 140 points Nasal Bullets: Does VERY little damage on the enemy! Super Pipe Combo: ??? Super Punch: 210 points Punch-Kick: ??? Super Punch + Kick: 310 points \_\_\_\_\_\_\_ =- 3) TTEMS \_\_\_\_\_\_ This sections lists descriptions of the items. <<< DUNGEON >>> Mr. Elly Fant: Collect this little elephant to get the map for the castle you are currently in. Mr. Arrow: Collect him, and a skull will appear on the map, which is the location of the dungeon boss. Silver Key: Opens up the door with the Silver Lock. Gold Key: Opens up the door with the Gold Lock. Diamond Key: Opens up the door with the Diamond Lock. <<<<<<<<<<<<<<<<><< MISCELLANEOUS Ryo (Max. 9,999): The currency of the game. Used to buy things, use some weapons and magic. Collect 1 of them, and you will get 5 Ryo. Dumpling: Restores 1 Heart of the Strength Gauge. Sparkling Dumpling: Just like the Dumpling, but this one restores all Hearts. Silver Fortune Doll: Collect 4 of these Cats to increase the Strength Gauge by 1. Golden Fortune Doll: Just like the other doll, but need to collect 1 of these to increase the gauge by 1. Surprise Pack (Max. 9): Some can be found in stores or in other areas. Gives

you an extra life.

Pot: Break this open to usually get a Dumpling or Ryo.

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This section contains information on the stores found in the game.
All Towns
Tnn
Bronze Room : Costs 60 Ryo, restores 8 Hearts.
Silver Room: Costs 100 Ryo, restores 12 Hearts.
Gold Suite : Costs 200 Ryo, restores all Hearts.
Oedo Town
_____
Restaurant
Dumplings : Costs 15 Ryo, restores 2 Hearts.
       : Costs 25 Ryo, restores 3 Hearts.
Sushi
        : Costs 45 Ryo, restores 5 Hearts.
General Store #1
Plain Rice Ball : Costs 50 Ryo, restores 4 Hearts when at 0.
Plum Rice Ball : Costs 120 Ryo, restores 10 Hearts when at 0.
General Store #2
          : Costs 50 Ryo, defends 3 shots.
Straw Raincoat : Costs 80 Ryo, defends 3 attacks.
Metal Armor : Costs 200 Ryo, defends 5 attacks.
Zazen Town
_____
General Store #1
Plain Rice Ball: Costs 50 Ryo, restores 4 Hearts when at 0.
Plum Rice Ball : Costs 120 Ryo, restores 10 Hearts when at 0.
```

: Costs 50 Ryo, defends 3 shots.

Rice Crackers : Costs 15 Ryo, restores 2 Hearts. Sauced Dumplings : Costs 25 Ryo, restores 3 Hearts.

: Costs 45 Ryo, restores 5 Hearts.

: Costs 500 Ryo, gives 1 more life.

Plain Rice Ball : Costs 50 Ryo, restores 4 Hearts when at 0. Plum Rice Ball : Costs 120 Ryo, restores 10 Hearts when at 0.

: Costs 15 Ryo, restores 2 Hearts.

: Costs 25 Ryo, restores 3 Hearts.

Metal Helmet : Costs 150 Ryo, defends 5 shots.

Metal Armor : Costs 200 Ryo, defends 5 attacks.

Metal Helmet : Costs 150 Ryo, defends 5 shots.

Metal Armor : Costs 200 Ryo, defends 5 attacks.

Fresh Bonito: Costs 45 Ryo, restores 5 Hearts.

General Store #2

Sombrero

Restaurant

Hot Tofu

Folkypoke Village
General Store #1

Surprise Pack

Restaurant

Orange

Noodles

General Store #2

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## Festival Village

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General Store #1

Plum Rice Ball : Costs 120 Ryo, restores 10 Hearts when at 0. Fish Rice Ball : Costs 200 Ryo, restores all Hearts when at 0.

Metal Armor : Costs 200 Ryo, defends 5 attacks.

Restaurant

Apple : Costs 15 Ryo, restores 2 Hearts. Bowl of Noodles : Costs 25 Ryo, restores 3 Hearts. Kinitanpo : Costs 45 Ryo, restores 5 Hearts.

Hidden General Store

Gold Armor : Costs 300 Ryo, defends 8 attacks.
Gold Helmet : Costs 250 Ryo, defends 8 shots.

Surprise Pack: Costs 500 Ryo, gives you an extra life.

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#### =- 5) BOSS STRATEGIES

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This section contains tips for the bosses.

The easy way to beat the giant head is stand under his chin. Keep attacking the front because that is the only spot he is vulnerable. When there is an explosion, chunks of his head will be destroyed. Be careful though, when the explosion comes, he fires a "Glitter Beam." If you stand in front when he explodes, chances are you will get hit by the beam.

Here is when you need to know the maneuvers for Impact. I hook him with the Chain Pipe and punch him when I drag him in, a lot. Don't do the same moves over and over because he will predict what you will do and block it. Here is my little combo I do that does about 520 points of damage: Drag him in with the Chain Pipe, knock him on the ground, then while he is on the ground, fire the Impact Laser. It will still hit him even though he is on the ground. His special attack is making a copy of himself. The copy will attack you, but the real one won't. Keep punching the duplicate to beat him. Here is another cool combo that does about 770 points: Drag him in, and do the Super Punch + Kick on him. Then when he is on the ground, fire the laser beam on him.

<<<<<<<<<<<<<<<<<<<><<< MIND-CONTROL ROBOT >>>

You can only attack him when he isn't spinning. When he isn't, attack him with Ryo. Use Ryo because you might fall off the dragon. All he does is fire silver balls at a medium speed in any direction.

That name doesn't fit this easy robot. He should be the one surrendering. Anyway, use the Windup Camera to reveal his weak point. Then when he is "clear", fire the Medal of Flames at the spot. Keep repeating until he is dead. He will fire bombs at you, but keep on running at full speed to avoid them.

Compose of more difficult bosses. When throws a red plate at you, hit the plate
back so it hits him. He has 3 attack methods, here they are:

- #1: Easy. Throws plates at a medium rate.
- #2: He throws plates at a much faster rate.
- #3: HARD! He throws plates in all directions, and when they hit the ground they explode. You need to hit 4 times in each form of attack.

Now this battle takes place on and under the water. Not that much different from the other boss. The special attack is a "Tornado" of water. You view from the cockpit is blurry. She will hit you with those exploding balls again. Then she will pop up and hit you with her eyeball (At least, that's what it looks like). Once the mermaid has her energy level close to 1,000 the battle will go underwater. Then she will charge at full speed at you, just do a fierce punch on her and it will knock her on the ocean floor. Then she has a "Fake" attack. She will charge you from one direction, but at the last second she will move into another direction. Then she will attack you. The good thing for this boss is that she can't block your attacks, so you can do the same moves over and over.

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BALBERRA - "THE GREAT PEACH MOUNTAIN BATTLESHIP"

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The only boss you can't drag in and punch. Destroy the guns, leaves and all of the little things on the ship. The Peach Fighters will try to shoot you, but you know how to get rid of them. When the battleship opens, it reveals its Core. Shoot the Core to damage it. It only opens when you destroy the Peach Fighters. Every hit with a Nasal Bullet does 5 points damage. A hit from the Chain Pipe does 20 points damage.

Blochil sent this helpful tip: Once he fires the asteroids, do the Laser Mouth attack. Once you do that, he stops firing them and it causes the amount

of damage the laser would do! When he fires the explosive balls at you he fires them in two ways.		
<pre>#1: He shoots them one at a time. #2: This one he spins to one side. While going to the other side, there will be a bunch of balls coming at you. Shoot them with the bullets instead of punching.</pre>		
=-=-=-=-==============================		
This section tells you where you can find the Fortune Dolls.		
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<<<	MUSASHI >>>
	ver Dolls: 1
# <b>.</b> :	Found near the Metal Box.
<<<	<<<<<<<<<<<<<<<<><<<><<<<<<><<>>>>>>>>>
<<<	ZAZEN TOWN >>>
<<<<	
Sil	ver Dolls: 2
#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.
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Silv	ver Dolls : 4
#1 8	#2: Push the Turtle Stone to the North, and the Yamato Shrine will unlock. The dolls will be inside the shrine.
	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.  Push the Turtle Stone to the sign that says about some fortune. Then the
11.4.	cat will fall on the middle of the Turtle Stone section of the forest.
<<<<	<pre> <!---->&gt;</pre>
	<<<<<<<<<<<<<><<<>>>>>>>>>>>>>>>>>>>>>>
	ver Dolls: 2
	It will be to the left on the path to the Kii-Awaji Tourist Center. 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.
	<pre></pre>
<<<	VINE BRIDGE >>>
	ver Dolls: 1
	When crossing the bridge, fall through a section close to the gate to Iyo.
<<<	FOLKYPOKE VILLAGE >>>
_	Ver Dolls: 1
#⊥:	Go the area that has a bunch of haystacks. Once you have the Min-Ebsiu power, shrink and go under one of the haystacks that has one under it.

#1: You will see it right before the door to Congo.

```
GHOST TOYS CASTLE (FIRST FLOOR)
Silver Dolls: 2
#1: The doll is near the Power Switch that turns on the Crane Game.
#2: This one is two rooms straight ahead of #1.
Gold Dolls: 1
#1: 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
#1: 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 CASLTE (SECOND FLOOR)
Silver Dolls: 1
#1: This one is found near the center of the big room with the hot water and
  spinning tops.
<<< TYO 2
                                         >>>
Silver Dolls: 1
#1: It is found in the area that has the red bars in it.
CHUGOKU REGION (AKI-NAGATO)
                                         >>>
Silver Dolls: 2
#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 a 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
#1: 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
#1: It is behind one of the cracked doors.
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```
#1: It is behind the other cracked door.
FESTIVAL TEMPLE CASTLE (E AREA)
Gold Dolls: 1
#1: 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
#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
#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
#1: 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
#1: Found in the open area near the gate to Mutsu
FESTIVAL VILLAGE
Silver Dolls: 1
#1: 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

Gold Dolls: 1

underwater and find a tunnel. You will find it in back of the waterfall. <>< UZEN (TUNNEL) Silver Dolls: 1 #1: Go into the water and swim to the ladder on the dry area of the tunnel. The doll is near the ladder. Silver Dolls: 1 #1: Found at the other end of the area from the entrance. GORGEOUS MUSIC CASTLE >>> Silver Dolls: 4 #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. Gold Dolls : 1 #1: Found inside Dacin's picture. The room that has his picture, just jump inside of it. The doll will be in the hidden room. \_\_\_\_\_\_\_ 7) GAMESHARK CODES This section contains codes used for the GameShark device. <>< CHARACTER CODES Goemon 8015C6BF 0002 -- Have Chain Pipe 8015C6DF 0001 -- Have Medal of Flames 8015C6EF 0001 -- Have Sudden Impact 8015C6AF 00?? -- Pipe modifier 8015C69F 00?? -- In party modifier \_\_\_\_\_ Ebisumaru

#1: Once you obtain the Mermaid power, change Yae into one, then swim

```
8015C6D3 0001 -- Have Windup Camera
8015C6C3 0001 -- Have Meat Saw Hammer
8015C6F3 0001 -- Have Mini-Ebisu
8015C6B3 00?? -- Saw hammer modifier
8015C6A3 00?? -- In party modifier
Sasuke
8015C6C7 0001 -- Have Fire Cracker Bomb
8015C6D7 0001 -- Have Kunai of Severe Cold
8015C6F7 0001 -- Have Super Jump
8015C6B7 00?? -- Kunai modifier
8015C6A7 00?? -- In party modifier
Yae
8015C6DB 0001 -- Have Bazooka
8015C6CB 0001 -- Have Flute
8015C6FB 0001 -- Have Magic Mermaid
8015C6BB 00?? -- Katana modifier
8015C6AB 00?? -- Have in party modifier
ITEMS CODES
<<<
8015C5F3 00?? -- Item modifier (first position)
8015C5F7 00?? -- Item modifier (second position)
8015C5FF 00?? -- Item modifier (third position)
8015C5FB 00?? -- Second item position quantity modifier
8015C603 00?? -- Third item position quantity modifier
8015C6FF 0001 -- Have Triton Shell
8015C703 0001 -- Have brown item (???)
8015C707 0001 -- Have Silver Fortune Doll (???)
8015C70F 0001 -- Have round, brown item (???)
8015C713 0001 -- Have Gold Key
8015C717 0001 -- Have Blue Sausage
8015C71B 0001 -- Have Pink Fish
8015C71F 0001 -- Have Gold Fish
8015C723 0001 -- Have Blue Fish
<<< MISCELLANEOUS CODES
8015C5E7 0028 -- Infinite health
8015C5EF 0009 -- Infinite lives
8115C5EA 270F -- Infinite Ryo
D00C7D3B 0020 -- L button for moon jump
8116A044 4000
<>< QUANTITY DIGITS
Replace "??" with the appropriate numbers here.
```

```
In Party Codes
-----
00 -- Not In Party
01 -- In Party
Pipe Codes
-----
00 -- Normal Pipe
01 -- Silver Pipe
02 -- Gold Pipe
Hammer Codes
-----
00 -- Normal Saw Hammer
01 -- Silver Saw Hammer
02 -- Gold Saw Hammer
_____
Kunai Codes
-----
00 -- Normal Kunai
01 -- 2 Kunai's
02 -- Gold Kunai
-----
Katana Codes
-----
00 -- Normal Katana
01 -- Silver Katana
02 -- Gold Katana
_____
1st Position Codes
-----
01 -- Silver Helmet
02 -- Helmet (???)
03 -- (???)
_____
2nd Position Codes
_____
01 -- Japanese Sombrero
02 -- Metal Helmet
03 -- Gold Helmet
3rd Position Codes
_____
01 -- Straw Rain Coat
02 -- Metal Armor
03 -- Gold Armor
_____
Position Modifier Codes
_____
00 -- 0
01 -- 1
```

\_\_\_\_\_

02 **--** 2 03 **--** 3

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

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=- 8) CREDITS

-=

This section is here to recognize those who have contributed to this FAQ.

Blochil - For a boss tip.

GSCCC (www.cmgsccc.com) - For the GameShark codes.

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=- 9) CONTACT / LEGAL INFORMATION

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Copyright Information

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E-mail Information

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Before you e-mail me a question, make sure you've looked through the FAQ to see if your question is answered. If you send me a question that is answered in the FAQ, it WILL be ignored.

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--End of Transmission