

Incredible Crisis Tsuyoshi FAQ/Walkthrough

by BoredGamer

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TSUYOSHI FAQ/WALKTHROUGH (FOR THE GAME "INCREDIBLE CRISIS")

For play on Sony PlayStation

Presented by Joseph Shaffer (Joe the Destroyer)

Version: 1.1

Last Updated: 11/15/10

Phase: Technically Complete

THE FOLLOWING SITES HAVE BEEN GIVEN HOSTING PRIVILEGES:

GameFAQs (www.gamefaqs.com)

NeoSeeker (www.neoseeker.com)

PlayStation Cheat.net (www.psxcodez.com)

IGN (www.ign.com)

HonestGamers (www.honestgamers.com)

If you are e-mailing me about feedback, questions, or anything having to do with any FAQ, please send it to thechowrocker@yahoo.com. IMPORTANT: If you are going to send me an e-mail regarding any FAQ or review I've written, please include the game's name in the subject, OTHERWISE IT WILL BE DELETED.

UPDATE HISTORY

1/21/02- Completed the Etsuko FAQ last night and started on this. I probably won't work on this all week, though. Added a little to Section 1. Sections 3-5 are up.

1/27/02- Completed the first section and started work on the walkthrough and completed it.

11/12/02- FAQ-wide update...

8/27/03- Another FAQ-wide update...

11/14/10

-4:46 AM Update

Just messing with some small stuff. Mwahahahaha!

11/15/10

-1:50 AM Update

Fully updated. Yeah baby!

Reference Credit goes to:

The instruction book for some info on Tsuyoshi.

Contents According to Joe

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/ SECTION 1: PROFILE: TSUYOSHI TANAMATSURI \

Character: Tsuyoshi Tanamastsuri

Age: 9

Blood Type: O

Occupation: Um... Kid? Possibly student...?

Background: Tsuyoshi is the son, and younger of the two children, of Taneo and Etsuko. According to his sister, Ririka, they broke the mold when they made Tsuyoshi. He claims to act surprisingly mature for his age and has ambitions are to become famous one day. Tsuyoshi's experience begins in his backyard, where he is thrown into a series of "Honey, I Shrunk the Kids"-esque mini-games.

Mini-games:

Chapter 1-
King of the Hill
Kiss of the Spiderman

Chapter 2-
Titanic Away... Again!
Mantis Park

/ SECTION 2: WALKTHROUGH \

2A: CHAPTER 1: THE INCREDIBLE SHRINKING TSUYOSHI

While playing in the backyard of the Tanamatsuri household, Tsuyoshi is strangely hit with a ray. This mysterious ray then causes Tsuyoshi's already short stature to become much shorter. Tsuyoshi shrinks down to a very small bite size morsel... Perfect for nearby bugs...

-GAME 1: KING OF THE HILL

Description: The next thing Tsuyoshi knows, he's down in a strange pit in habited by a hungry antlion. He must escape before suffering a horrible death!

Objective: There will be a small meter at the bottom of the screen. Pushing X will prompt an object to fly across the meter. When that object flies over the box in the middle, you must hit X right away. This will allow Tsuyoshi to continue walking. Every now and then, the ant lion will pop out of his lair

and cause mudslides. As the mudslides come down (assuming any are in your path), you must push left or right to dodge them. If you are brought all the way down to the bottom of the lair, the game will end. Arrive at the top of the pit and you succeed.

Tips and Notes

- Timing is the key. Be sure you stay with the rhythm of the meter, as the speed is constant.
- When you see a mudslide come at you, dodge immediately. If you are struck by a mudslide, it's still not too late to jump off. Try to head to the area with the least mudslides around it.
- Try not to jump from the path of one mudslide to another unless you must or if doing so can lead to a safer area.
- Be sure you hit the box right on in the meter or Tsuyoshi will stop.
- If a mudslide passes by you, jump immediately onto its old path. Chances are no more mudslides will come down that area for a bit.

-GAME 2: KISS OF THE SPIDER MAN

Description: Tsuyoshi has successfully gotten away from the antlion. However, it's out of the frying pan and into the fire. Tsuyoshi has wound up on a spider web. He must now attempt to escape without falling off or alarming the spider to his presence.

Objective: This game plays a lot like Taneo's Nerd on a Wire. The only difference is that the cursor in this game will actually disappear. You get a meter like in NoaW. By pushing and holding X, you can let a meter build up. However, part of the way through, it will disappear. You must guess at where the meter is and wait for it to arrive at the green part of the meter. If you can successfully land it on the green part, Tsuyoshi will advance with no difficulty. Beware red and blue, though. Red will result in no progress and blue will alarm the spider. When you alarm the spider, you must balance yourself (also like NoaW). While the spider is out, he will turn closer to Tsuyoshi. When you've rebalanced yourself, he'll go away until you alarm him again. If the spider should spot Tsuyoshi, it's over.

Tips and Notes

- If you're good at following or guesstimating certain rates of invisible objects, that would really help in this game.
- Do not let the meter go too far. It will hit red and you will make no progress.
- Keep an eye on the meter when balancing Tsuyoshi. You want the luminating strip that keeps running back and forth to stop in the middle of the screen. To do so, push a direction to get it close to the center. As the strip is coming to the center, try to slow it down by pushing the other direction, but not too hard or too long. Make sure you do this before you hit the center, as that can help at times.
- Landing on red can actually be better than landing on blue. At least when you

land on red, the spider doesn't make any progress towards actually seeing Tsuyoshi.

-If you actually lose, the game will make some grotesque sound effects.

2B: CHAPTER 2: RETURN FROM THE BACKYARD

Tsuyoshi has escaped both the spider and the antlion, but he's not out of the woods just yet. He's still got two more mini-games to go, both of which should be pretty familiar.

-GAME 1: TITANIC AWAY... AGAIN!

Description: After falling from the web, somehow Tsuyoshi has landed in the same boat his father was on not too long ago. And again, the same crisis strikes...

Objective: You must get the boat to shore without sinking. To do this, you must fill a bucket full of water by pushing X really fast, then casting it over the edge by pushing Triangle. This does not mean the boat has to be totally empty of water, but you do want it relatively close at most times. Items will at times fall out of the screen, so you must push the left or right directional buttons to open an umbrella and keep them from hitting Tsuyoshi's head. If they do, he'll be thrown off and the water will refill while he's not working. Keep in mind that the boat is constantly filling up.

Tips and Notes

-Every now and then, the other guy in the boat will be shot into the air. Try to have an empty pail before he hits you. There is no way to avoid him.

-Judge carefully on the items that pop out of the hole. Ones that jump out low, immediately use the umbrella. Ones that pop out high (as in out of the screen), dump out the water you have and then use the umbrella.

-Notice that the water seems to appear in layers on the pail. The pails gets no fuller than five layers.

-I've noticed that it helps if you empty right after the fourth layer instead of going all the way for the fifth. The reason being is that you can start dumping more water out quicker if you empty it this early. Getting a fifth layer seems to take too much time and the fourth layer doesn't take much waiting at all.

-GAME 2: MANTIS PARK

Description: As Tsuyoshi is slowly making his way back home, he is spotted by a huge mantis. The creature gives pursuit.

Objective: This one is pretty much just like Taneo's Bowling Inferno. You'll have to escape the mantis as it's coming at you. If it gets too close, you'll have to push X to consume some drinks and help Tsuyoshi go a bit faster. There will also be some small obstacles in the way, much like Bowling Inferno, which you'll have to use Up or Down to dodge.

Tips and Notes

-Do not frantically push X. This will cause your supply of drinks to run out too quickly. If Tsuyoshi's drinks run out, you have to wait for them to replenish. In that time, the mantis could gain on you and you'd have to frantically use them again. Your chances of completing this are very slim if you just keep mashing the X button repeatedly.

-At the bottom of the screen is a meter with the relative position of the mantis, Tsuyoshi, and the goal of the segment. In between the mantis and Tsuyoshi is a colored patch. When you are at a safe distance, the patch will be blue. However, at a dangerous distance, it will become red. This is when you want to start pushing X to get away from the mantis. Try pushing X just before or right as it goes red, but don't push it too frantically. What I find helps is to push until I've used about three of the six drinks, then let the drinks replenish a bit (this does not necessarily mean full). If you have to go beyond three, even to all six, do so, but be very careful.

-Again, I emphasize this. When the mantis is close to you (red patch) and it comes time to push X to use drinks, do not frantically do it here. Nurse your drinks and distribute them carefully. It shouldn't take too long for them to replenish.

-In the second segment are four frogs. Jump (push Up) over the first three and duck (push Down) under the last one.

-In the third segment are three pencils. Jump (Up) over all three and you will have succeeded.

----- / SECTION 3: FAQ \

Q: How do I unlock the different mini-games to play outside of the actual game?

A: You must complete a chapter in each scenario.

Q: Are there any hidden mini-games?

A: None that I know of, but I'll keep you posted.

Q: How come some mini-games do not allow me to pause?

A: Because some of them would be made easier if you just kept pausing. That way, you would be able to anticipate something as it happens. Some games draw their difficulty from being fast.

Q: Do you know any cheat codes for this game?

A: I know none. Why not go to GameSages or Game Winners and look them up yourself?

Q: Are there any hidden characters in this game?

A: Nope, just the four family members presented.

Q: Are all the mini-games in this one exactly like ones from Taneo's?

A: The first one is original, and the last three are harder versions of a few of Taneo's.

/ SECTION 4: LEGAL BIT \

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/ SECTION 5: THANK YOU AND GOOD BYE \

Thank you to...

Jeff "CJayC" Veasey and GameFAQs

NeoSeeker and their staff

Everyone at PlayStation Cheat.net

Titus for brining Incredible Crisis to The States. If there's a sequel ever, I hope to see that as well...

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