

Clockwork Knight Walkthrough

by Kellye_Marie

Updated on Mar 2, 2016

Clockwork Knight: Pepperouchau's Adventure
Walkthrough by Kellye Boyd

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Synopsis

Clockwork Knight: Pepperouchau's Adventure is a Sega Saturn video game about toys coming to life. Every night at midnight, a toy princess named Chelsea emerges from a clock and sings a song that awakens toys, and she and the toys celebrate until the sun rises. One night, however, Chelsea is kidnapped by an unseen foe. Two toy knights named Tongara and Ginger immediately begin to search for her. Chelsea's kidnapper has also gathered an army of cursed toys who attempt to stop her rescue. If Chelsea is not rescued and returned before the sun rises, the toys will never again be able to come to life.

Overview

You are in control of the main character of the story: a gold knight named Tongara de Pepperouchau III. You must complete four rooms of a house, each with two stages and a boss. In each stage, you must defeat enemies, dodge traps and optionally collect items and explore secret areas. (In stages and boss fights, you receive a 1UP when you accumulate 50,000 and 100,000 points and when you perform impressive battle moves.) Upon completing a stage and defeating a boss, points from a Time Bonus and Life Bonus accumulate to points

of a Total Score. After defeating the final boss, Imperial Crowns and remaining Tries accumulate points of the Total Score.

Controls

On a Sega Saturn controller, certain buttons perform the following actions:

The "Start" button is used to confirm choices and to pause when you are in room stages.

The D-pad is used to highlight choices and is also used to move Tongara in room stages.

The A and C buttons are used to confirm choices, and they can also be used to Jump or Attack depending on the settings chosen in the "Option" menu.

The B button is used to cancel choices, omit story scenes and can be used to Jump or Attack depending on the settings chosen in the "Option" menu.

The X, Y, and Z buttons have no use.

The L and R buttons are used to change screens in the "Option" menu, and while playing in room stages, are used to show or hide a status.

Settings

After the opening scene of the story, you are taken to a title screen that features Tongara. Underneath Tongara's eyebrows are "Start" and "Option". If you choose "Start", you will begin playing in room stages. If you choose "Option", you are taken to a menu where you can adjust settings.

On one screen of the menu, you will see the options Level, Player, Control and Exit.

On the Level option, you may adjust the difficulty to Training, Normal or Hard. (Note: In Training mode, the game ends after you complete the Attic, and you will not fight the last boss.)

On the Player option, you may choose to have 3 to 6 Tries.

On the Control option, you may choose both the A and C buttons to Jump and B to Attack, or you may choose both the A and C buttons to Attack and B to Jump.

Press the R button to view a different screen in the "Option" menu, and you will see the options Sound, BGM (Background Music), SE (Sound Effect) and Exit.

On the Sound option, you may choose to adjust the sound to Stereo or Mono.

On the BGM option, you may choose to hear background music that is played in the game. Press A or C to play a song and B to stop it.

On the SE option, you may choose to hear sounds heard in the game. Press A or C to play a sound and B to stop it.

You may choose Exit on both screens or press the Start button to exit the Option menu.

Status

Inside room stages, you can view your status. A Timer lies on the top left corner of the screen, and the number of Tries you have lies next to it. The number of Points you earned lies on the top right corner of the screen (press L or R to show or hide the top parts), and your Life Gauge and Gears lie on the bottom left.

Basic Actions

Inside room stages, you can perform the following actions:

On the D-pad, press the Left or Right buttons to move Tongara, and press either button twice and hold it to run. Press the Up button to look above, and press the Down button to crouch and look below.

Depending on the settings you chose in the "Option" menu, you can use either A and C or B to Jump or Attack. Press the Jump button to leap in the air and to move over gaps. If you jump while running, you will jump farther.

Tongara uses a key as a weapon, so press the Attack button to attack enemies with the key, and press the Attack button repeatedly to wind the key. You also use the key to open boxes.

Use the Attack button to carry objects or stunned enemies. Release the button to throw the object or enemy. While holding an object or enemy, press the D-pad Up button to throw it upward, or press the D-pad Down button to gently place it on the ground. You can also throw objects or enemies at other enemies to defeat them. (Tip: While holding an object or enemy, you can move along and use the object or enemy as a shield to defeat enemies; be careful of a stunned enemy that will come out of its stun and attack.)

You can also push or pull objects. To push an object, move against it and press the Left or Right D-pad buttons. To pull the object, grab it using the Hold button, and press the Left or Right D-pad buttons.

Continue/Game Over

When you have died after using all of your Tries, you are given the option to continue playing. Each 20 Imperial Crowns gives you a continue. You have 9 seconds to decide whether or not you want to continue. If you choose "Yes", you are returned to the room stage where you died and are given three Tries. If you choose "No" or do not make a decision, your game is over.

Items

1UP - an item that gives you one Try

3UP - an item that gives you three Tries

Bronze Key - an item that adds one gear to the Life Gauge

Silver Key - an item that restores all gears on the Life Gauge

Gold Key - an item that restores all gears on the Life Gauge and adds an extra gear. (Note: When collecting Gold Keys, you can have a maximum of five Gears, and if you have all five Gears, you receive 1UPs when you collect more Gold Keys.)

Imperial Crown - an item that enables you to play a game called Soltian Roulette or enables you to continue playing the game after all your Tries have been used

Invincible - an item that temporarily makes you invincible against enemy attacks. (Note: The item does not make you invincible against gaps or overwhelming traps.)

Pocket Watch - an item that adds one or five seconds to the Timer

Soltian Roulette

After you complete a room area (except the Attic), you may play a game called Soltian Roulette, hosted by a perfume bottle named Soltia. In the game, you may bet 5, 10 or 15 Imperial Crowns to win prizes that consist of an Imperial Crown, a 1UP, and a 3UP (available when you bet 10 or 15 Imperial Crowns). The more Imperial Crowns you bet, the better your chances are of winning.

When you choose the number of Imperial Crowns you want to bet, a ring of boxes will appear and spin. When they stop, you must use the Left and Right buttons on the D-pad to choose a box and press A or C to open it. If you choose a box with an enemy, you lose what you bet. If you choose a box containing a prize, you are given the option to take the prize or double it. If you choose to double your prize, you must choose a box containing "x2" to receive twice of it. You may choose to double your prize as many times as you like, but be aware that your chances of winning decrease each time you do. If you choose a box with an enemy, you will lose all that you doubled.

The walkthrough of the following room areas are covered in the Normal level (in which you must complete stages in under 5 minutes). (In the Training level, the Timer for room stages is 5 minutes, room stages contain fewer enemies as well as enemies that are easy to defeat and more items; bosses are also easy to defeat. In the Hard level, the Timer is 4 minutes, room stages contain more enemies as well as enemies that require effort to defeat and fewer items; bosses are also more difficult to defeat.) You may perform optional quests within the stages, which are annotated in parentheses; if you do not want to go on any optional quests, then simply skip the parenthesized part.

Area 1: Betsy's Room

Stage 1

Inside this stage, begin moving, and you will encounter a red clown-like enemy called a Pierron and a pitchfork-carrying enemy called a Katchin''. Defeat them. You will encounter many of these enemies in this stage. Continue moving and collect a Bronze Key past a big box. Move over a stack of blocks and collect an Invincible next to a wooden platform moved by ropes. Continue moving and defeat more enemies. (Tip: Take a Katchin'' and throw it at a row of Pierrons to defeat them at once. Doing so will earn you a 1UP.) You will then approach a few dollhouses. Either move past the dollhouses before they fall or wait for them to fall before moving. Next, collect a Silver Key near a set of blocks and a big pink-dotted box. (Tip: Again, use the near Katchin'' to defeat the row of Pierrons past the box.)

(This is entirely optional, but you may return to the moving wooden platform. Collect the Pocket Watches and ride the platform to its top. Move right across suspended small cars and defeat a Propeller. You may then collect a 1UP. Move left across more small cars and defeat more Propellers. Move across skeletal dinosaur bones and enter a big blue-spotted box.

In a hidden room, move across rising platforms and two buildings of blocks, collecting items. A Silver Key lies on the side of the second building. When you reach the bottom, you can once again use a Katchin'' to defeat a row of Pierrons although it is very

difficult. You can also defeat remaining Pierrons on the first building of blocks. When you exit through a blue-spotted box, you will emerge from the pink-spotted box you came across.)

Continue moving and defeat enemies. Next, move across stacks of blocks and be careful not to touch sharp pencils on the ground. Move along and collect a Bronze Key next to a falling dollhouse.

(This is also optional, but you may return and push a stack of green blocks against a stack of blocks that spell "Cool" and move atop them. Move atop another stack of blocks that spell "Rock" to reach another rising platform. Move left and collect items across skeletal dinosaur bones. Next, run and jump to the right to reach a mid-air 3UP.)

Continue moving past the dollhouses until you reach the goal. (You will see the word "Clockwork" with a missing letter. If you successfully jump on the missing letter on the ground, you will receive a 1UP.)

Stage 2

In this stage, begin moving and you will encounter an alarm clock enemy called a Tick as well as others and blue Pierrons. (When you strike the blue Pierrons, they retreat inside of their cans. You can either attack them repeatedly to defeat them or carry and throw them to defeat them.) You will also come across footballs you may use to defeat enemies.

(This is optional, but you may take a Pierron and throw it at a button on an above ledge to release a spring. Use the spring to reach the ledge and collect items.)

Next, you will come across boxes that fall. (You may optionally move past the third box before it falls and into a bottom area. Defeat a Pierron and collect a 1UP. Press a button to reach the above ledge.) As soon as the boxes fall, move across them and onto a ledge. Defeat a robot-like enemy called a Crimson. Move to another ledge and collect a Silver Key.

Move along and defeat more enemies. You may also move atop a giraffe and collect items. Move across more falling boxes and enter a blue-spotted box.

In another area, move right and dodge moving boxing fists. Collect a Gold Key atop blocks. (You may optionally move left and move aside a stack of blocks that spell "Go." Move further and collect items. You may also move three stacks of blocks that spell "Go" to reveal an opening that serves as a quick exit from the stage.) Enter a blue-spotted box to exit.

In a third area, move along. You may move stacks of green blocks and collect an Invincible. You may also defeat a group of frog enemies called Pumpies under a structure of blocks and collect a Bronze Key.

Move a stack of green blocks against a set of books and dodge another boxing fist. Collect items atop the books and then dodge a group of more fists. Next, use a stack of green blocks to block a book that moves back and forth and collect a Silver Key. Use another stack of blocks to block another moving book, and wait until another book stops moving to move past it. Continue moving until you reach the goal.

Boss Stage

In this boss stage, you must battle a toy doll named Bob. Bob will attempt to attack you using his hat. As soon as he drops his hat and places it on himself, attack him. You can also move to the opposite side of him and attack, as well. Afterward, Bob will retreat inside of his hat, and you must avoid the hat as it moves around the stage. Afterward, repeat the attack until Bob's head detaches. Attack the head a few times while avoiding the bouncing hat, and the boss will be defeated.

Area 2: Kevin's Room

Stage 1

In this stage, begin moving and defeat a bouncing, purple enemy called a Darjeeling and a blue Pierron. Move across a set of steps and defeat more of these enemies, and you may optionally use footballs to do so. When you reach the top, defeat more enemies and collect a Silver Key next to a battery. Move past a big box and to a ledge with a button. Next to the ledge, move to a gap and collect a 1UP on top of another button. (Although it is not necessary in this particular area, you may push the battery into a slot and press the button on the ledge. Doing so will make a crane appear that will move the big box.)

Continue moving past the gap and defeat more enemies. (You may optionally push a battery into a slot and press a button on a near ledge. A crane appears and moves a big box. Move to where the box was to a bottom area. Collect items and push a battery into another slot. When a big box appears, push another battery onto the box and ride the box upward. Optionally collect Imperial Crowns. When you are taken to a ledge, push the battery into the slot of a train. Ride the train to a blue-spotted box and enter.

In another room, push a battery into the slot of a machine. Press the button on the machine and ride it across. Collect Imperial Crowns as the machine stomps on and defeats bowling pin enemies. Afterward, move on top of an area and push another battery into a slot to cause a crane to drop a Gold Key. You must then defeat a blue, armored enemy. Repeatedly strike the enemy until it raises its shield, and then crouch and attack its feet to defeat it. Exit through a blue-spotted box, and you will emerge from a pink-spotted box past a bowling lane.)

Continue moving past another gap, another ledge with a button and another big box. You will come across another battery, so push it into a slot and press a button. Move to a big box and ride it across a large gap to another area. Continue moving, and you will come across another battery. You may optionally push the battery into a slot and press a button. Doing so will cause a monkey to drop a bowling ball that will move across a lane and defeat bowling pin enemies called Splits. Collect a Bronze Key at the end of the lane.

Move across a gap and past a pink-spotted box. Move across a set of steps and defeat Darjeelings. Continue moving until you reach the goal.

Stage 2

You will move across this stage using trains. Push a battery into the slot of a train and begin riding it. Use the Attack button to open a gate using your key. Move across ledges while defeating enemies and collecting items.

(When you reach a platform containing crates, you may move to an area above it. Collect a Bronze Key on top of a red awning and catch the first train again. As you ride it, collect an Invincible and move across ledges, defeating enemies and collecting items. Continue riding the train until you reach another train.

Upon reaching that train, you may optionally move to an area below and catch the first train again. Ride the train through a bottom area and defeat Propellers. The train will then push a battery into a slot, and you may press a button. Doing so will cause an air duct to suck you in, giving you a quick exit from the stage.)

When you reach a platform containing crates, move to a second train and begin riding it. Open a gate and move across more ledges, collecting items. Collect a 1UP under a ledge and move on top of it to catch the first train again. Ride it to a third train and begin riding that train. Open a gate and move across ledges, collecting items and defeating enemies. When you reach the end, enter a blue-spotted box. In the next room, approach the

goal.

Boss Stage

In this stage, you must fight a robotic enemy named Jetter. Jetter appears in the form of a plane and drops two red Katchin's you must defeat. When Jetter appears, you must attack him, and you may optionally throw one or both Katchin's at him to inflict a lot of damage. You must avoid Jetter's attacks as he throws a boomerang at you and will attempt to crush you using his hands and feet. When you attack Jetter enough, he will transform into a plane and drop more Katchin's on you. You must keep repeating the attack until he is defeated.

Area 3: Kitchen

Stage 1

In this stage, you must be careful as you move across slippery countertops. Begin moving and defeat a few chicks in eggs. Defeat a Darjeeling that emerges from a mug and then move across countertops. Optionally collect a football and use it to defeat a row of chicks at once to earn a 1UP. Next, use a bouncing scale to move high in the air to reach items and a ledge with a pipe that you must enter.

In the next room, defeat some bears in cups. Optionally use a bouncing scale to collect items high above. Next, move along and defeat many Katchin's and Darjeelings. You will then reach a group of thin ledges. Defeat a bear in a cup and collect a Silver Key on a bottom ledge. (On the very top, center ledge, you may optionally enter a pipe. In another room, defeat a few chicks. Next, use glass cups to reach some ledges above that contain items. Now, use a bouncing scale to collect items and reach a ledge where you may exit through a pipe. You will return to the main area on a second group of thin ledges.)

Past the ledges, move along and defeat more enemies. When you reach a sink, be careful not to touch water that pours from two faucets. Wait for the water to stop pouring before you move along. (You may optionally collect a 3UP and items on top of both faucets. To do so, move right to the countertop past the sink and then run and jump on top of the second faucet. Collect the items and from there, move to the first faucet and collect the 3UP.)

Move along a countertop and collect items. As you move across another group of thin ledges, defeat a bear in a cup and collect a Bronze Key on a top left ledge.

Past the ledges, defeat more enemies. Next, you must be careful as you move across several stoves. Each stove has three burners that light up in an order of third, second and first. You must move across the burners when they are not lit. (Past the second stove, you may push a pink block and move on top of it and then ride it across the remaining stoves. When the block reaches a gap and enables you to collect unreachable items, quickly move to a countertop.)

Past the stoves, move across a gap to a countertop and enter a pipe to reach a room containing the goal.

Stage 2

In the first area of this stage, begin moving and enter a pipe.

In the next area, you must move across a sink that fills with water, and you must avoid touching the water.

As soon as the water lowers, move across a can on top of a box and to a couple of floating sponges. Defeat a Propeller, collect items and move across more sponges. Move past three faucets and avoid water that pours from the first and third faucets. Next, move across a

box and across more sponges. (You may optionally move to a ledge above those sponges and enter a pipe. In another room, move across a group of cans and to a faucet. Defeat a Katchin'. Move across more faucets and defeat another Katchin'. When you defeat the Katchin's, a middle faucet reveals an opening. Before you enter that opening, defeat a Propeller and use a spring to collect items that are high above. When you exit the opening and return to the main area, the first and third of the three faucets you came across become inactive.)

Move along and collect a Bronze Key on top of cans. Quickly move across more sponges and defeat a Propeller. Avoid water that pours from another faucet. Optionally collect items on a group of cans past the faucet. (You may optionally move to a rolling pin underneath the cans and enter a pipe, but you can only do so when you have optionally entered the previous pipe. In another room, defeat a Katchin', and a faucet reveals an opening. Before you enter that opening, move past the faucet and use a spring to collect items in the air. When you exit the opening, you will emerge in the main area of the stage, which has now been drained of the water. Move left and defeat a Katchin'. Defeat a Chain Snake enemy and collect a Gold Key. Move to the opposite end and enter a pipe, exiting the stage.)

Past the cans, move along and collect items above mugs. Defeat more Propellers and move across more sponges under a faucet. Move to a countertop and enter a pipe to reach a room with the goal.

Boss Stage

In this boss stage, you must fight a rubber duck named Popot. Popot will attempt to attack you using a pot. When you strike Popot when his pot is covered over him, he will slide to the end of the stage and fall. He will then slide to the opposite side, and you must begin striking him repeatedly. When you do, his pot moves to the background. (You may also strike Popot as he removes the pot from himself and begins to fall.) You must then avoid the pot when it returns to Popot. Afterward, you must avoid Popot as he attempts to crush you with his pot. You must then repeat the attack until he is defeated.

Area 4: Attic

Stage 1

In this stage, begin moving and optionally use a spring to reach a top area, where you may collect items. Move along and defeat Chain Snakes. As you move over spiked gaps, defeat another Chain Snakes as well as bears in cups. Defeat another Chain Snake and collect items behind a blue-spotted box. (Behind the blue-spotted box, you may optionally use the spring to move on top of a wall. Behind the wall, enter a blue-spotted box. In another room, you may collect a large number of items. Enter a blue-spotted box to emerge in the second area of the stage.)

Enter the blue-spotted box. In another room, move forward and defeat a blue-armored enemy. You must repeatedly strike it until it raises its shield and then attack its bottom to defeat it. Avoid touching overhead spikes, and be especially careful as you grab items near them. Defeat two more armored enemies and enter a blue-spotted box.

In another room, you must be careful and quick as you move underneath walls that rise and lower. If you are crushed by a wall when it lowers, you die instantly. Quickly move underneath the first wall and defeat Katchin's. When you approach a wide gap in the wall, wait in the gap and for the wall to rise again before moving.

Past the wall, you will come across Katchin's and explosive candle enemies that detonate in three seconds when they spot you. You can prevent their explosions by striking them, however. You may optionally use the candles to destroy wooden boxes and collect Imperial Crowns among them. Past the boxes, defeat a bear in a cup and more candles. (You may optionally use a candle to destroy more wooden boxes and collect a Silver Key.)

Move over a spiked gap and defeat another explosive candle. You will then come across another moving wall. When it rises, quickly move under it and defeat more explosive candles.

Past the wall, defeat more candles and a bear in a cup as you move across a path of wooden boxes. (Underneath the bear, you may use a candle to destroy some wooden boxes to reveal a Gold Key.) You must then move under another moving wall. (Optionally collect an Invincible in a wooden box before it.) When there is enough room for you to move under, you must quickly move under the wall before it rises up entirely in order to make it. (The Invincible that you collect will definitely be a great help against the Katchin's underneath the wall.) Afterward, defeat another Katchin' and approach the goal.

Stage 2

The first area of this stage contains six blue-spotted boxes. You must enter the fifth blue-spotted box to continue, but you may optionally explore the others. When you move past the third blue-spotted box, you must defeat Katchin's, Chain Snakes and avoid overhead spikes. You may also collect a Bronze Key behind the sixth blue-spotted box.

(The first three blue-spotted boxes lead to the same area. In that area, you must be careful not to touch overhead spikes, and you may collect Imperial Crowns. You must then defeat blue-armored enemies. Exit a blue-spotted box, and you will emerge from a pink-spotted box at the beginning of the stage.)

(The fourth and sixth blue-spotted boxes lead to the same area, as well. In that area, you may use springs to collect a large number of Pocket Watches on opposite sides of a wooden shelf. Exit a blue-spotted box, and you will emerge from a second pink-spotted box in the main area.)

When you enter the fifth blue-spotted box, you will emerge on a shelf, and you must enter another blue-spotted box.

In another room, move along and defeat explosive candles. You may optionally use a candle to destroy a pile of wooden boxes and collect a Silver Key. (Above that pile of boxes, you may toss an explosive candle into the air to destroy wooden boxes above and reveal a key. Take the key and move left past the pink-spotted box you exited from and over spikes. Move further and use the key to open a door. Use another key to open another door further along. You may enter the opening of a cage to exit the stage.) Next, enter a blue-spotted box.

In another area, you must carefully move across poles that rise and lower. (In the beginning of this area, you may optionally use a football to defeat enemies.) As you begin moving across the poles, you may collect items, and you must be careful of enemies, especially bears in cups on the ceiling. (When you move on top of the fourth pole, you must wait for it to rise entirely and then move to a high ledge, where you may enter a blue-spotted box. In an area, you must move across two, large stacks of books on opposite sides before they close together. As the books move apart, you must move across the books that stick out. If you are crushed by the stacks of books, you die instantly. You must quickly move toward wide gaps between the stacks before they close in. When you reach the top of the books, you must use a spring to reach a top area. Collect a Gold Key and enter a blue-spotted box to reach a room with the goal.)

When you reach the last pole, ride it to a ledge and enter a blue-spotted box to reach a room with the goal.

Boss Stage

In this boss stage, you must fight a robotic enemy named Kong. On top of a ledge, you must repeatedly strike Kong and avoid him as he jumps around. Afterward, the ledge will

collapse, and you will fall to a bottom area. Kong's body parts will then disassemble. You must carry Kong's head and throw it at an "X"-marked body part to inflict damage. As you do, you must avoid the remaining body parts as they float about and in different patterns. When you have struck Kong's body with his head enough times, the body will approach you. You must strike it repeatedly using the key attack until it is defeated.

Last Boss

In this last boss stage, you must fight a television set. You must avoid and strike the TV's cranes that appear in different and tricky patterns. Afterward, the TV will remove its face and attempt to crush you with it. A can of pencils will then appear, and you must move the can and lead the TV's face to strike the pencils to inflict damage. Afterward, you must avoid and attack the cranes again and lead the TV to strike the pencils repeatedly until it is defeated.

Thank you for taking the time to read and use my walkthrough, and I hope it has been a great help. If you have any questions about my walkthrough or need any help with this video game, please send me an email at Kellye_Marie123@Cox.net.

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