

Clockwork Knight 2 Walkthrough

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Clockwork Knight 2: Pepperouchau's Adventure
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Synopsis

Clockwork Knight 2: Pepperouchau's Adventure is a continuation of the previous game. Even though she was rescued, an unconscious Princess Chelsea is unable to wake up, and she is once again abducted shortly after and must be rescued.

Overview

Clockwork Knight 2 is much like the previous game, but it has additional material. On the title screen, press "Start", and you will be taken to a menu with three boxes - Part 2, Bosses Galore and The Movies! If you select "Part 2", you will begin your adventure. If you select "Bosses Galore", you must battle all the bosses in both games. If you select "The Movies!", you may watch scenes from both games. The details of each box are provided in their individual sections in this guide.

Controls

On a Sega Saturn controller, 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, Attack, Run or Hold 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, Attack, Run or Hold depending on the settings chosen in the "Option" menu.

The X, Y, and Z buttons can be used to Jump, Attack, Run or Hold depending on the settings chosen in the "Option" menu.

The L and R buttons are used to change screens in the "Option" menu of Part 2, and while playing in room stages, are used to show or hide a status.

Settings

In both Part 2 and Bosses Galore, you may choose "Option" to enter a menu where you may 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 of Part 2, the game ends after you complete the Clock Tower, 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 press Left or Right on the D-pad to choose buttons for each action, or you may choose a button for each action individually by pressing that button for that action. You may choose the buttons A, B, C, X, Y and Z to Jump, Attack, Run or Hold. (Note: For certain actions, you cannot choose the same button for an action if you chose that button for another action.) You may also choose to use the D-pad to Run.

Press the R button to view a different screen in the "Option" menu of Part 2 (which is not available in the Bosses Galore "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 and boss fights, 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 and boss fights, you can perform the following actions:

Depending on the settings you chose in the "Option" menu, you can use the buttons A, B, C, X, Y and Z to Jump, Attack, Run or Hold.

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

Press the Jump button to leap in the air and to move over gaps. If you jump while running, you will jump farther.

Press the Attack button to attack enemies using a key, and press the Attack button repeatedly to wind the key. You will also use the key to open boxes.

Press the Run button twice to run.

Use the Hold 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.

While riding Tongara's donkey, Barobaro, press the Attack button to attack using Barobaro's head, and press the Jump button to make the donkey jump. Press Down on the D-pad to crouch while on the donkey.

Continue/Game Over

When you have died after using all of your Tries, you are given the option to continue playing. Each 40 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 Clock Tower), 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 5 Imperial Crowns, 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.

Part 2

You are again in control of Tongara de Pepperouchau. You must complete four more room areas, 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 Bonus.

In the title screen of Part 2, press the "Start" button to reveal Tongara and his donkey, Barobaro. Carrots then appear with the words "Start" and "Option".

If you choose the "Option" carrot, you are taken to a menu where you may adjust settings (refer to the "Settings" section of this guide). If you choose the "Start" carrot, you will begin your adventure.

The walkthrough of the following room areas are covered in the Normal level (in which you must complete stages in under 6 minutes). (In the Training level, the Timer for room stages is 8 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 5: Kid's Room

Stage 1

In this stage, begin moving and defeat a Pierron and a Katchin'. Defeat another Pierron on a row of blocks. Past the blocks, open an egg containing a Bronze Key. (You may optionally use the egg to defeat a row of Pierrons at once to receive a 1UP.) Move along and optionally reveal a player card. (You must run past the card to reveal it as well as other cards you come across.) Continue moving until you reach a tower. Defeat a Pierron and move across blocks that spell "Clock".

(You may optionally wind your key on the gears of those blocks to make them rise. Climb the blocks to reach the tower and move across platforms. On one platform, open an egg containing an Imperial Crown. Move across the other platforms and defeat Katchin's and a Tick. On the very top platform, open an egg containing a Silver Key. Next, jump from the left of the tower and collect items as you fall.

Return to the tower and move to the sixth and yellow platform. Move to a nearby ledge and open an egg containing a Bronze Key. Move to another ledge and enter a box.

In another room, defeat a Katchin' and move down a ramp. Open an egg containing an Imperial Crown. Next, you may use nearby trees or enemies to open golden balls containing many Imperial Crowns. Open an egg on top of blocks for a Bronze Key. Defeat a Katchin' and a Pierron. Continue moving and reveal a player card. A box at the end of the room returns you to the main area.

Return to the beginning of the room and move across the open golden balls. Move to the top of a building and reveal another player card. You may also move to the top of a second building and use your key to open another ball for Imperial Crowns.

Now, return to the top of the first building via the golden balls. Move to the right side of the building and enter an opening. Continue moving, collecting items, and enter another room.

In that room, you may race a toy rubber ball named Le Bon. You must move across tall blocks that serve as obstacles. If you win the race, you receive a Gold Key. If you lose, you receive a Pocket Watch. You may race Le Bon as many times as you like until you win. Enter a box to return to the main area.)

Past the tower, defeat another Pierron and open an egg containing a Bronze Key.

Move across a long ramp and defeat two Katchin's. Open an egg containing an Invincible. (You may optionally use your key in a keyhole to lift platforms.) Move along and defeat a row of Pierrons. (Optionally use a nearby tree to defeat the Pierrons at once and receive a 1UP; each tree you come across also contains an Imperial Crown.) Continue moving past another keyhole and open an egg containing a Silver Key.

(Underneath the keyholes and platforms, you may optionally move to a bottom area. Collect items and open an egg on a thin stack of blocks for a 1UP. [Tip: Toss a nearby Katchin' at the egg to open it and collect the item safely.] On the right end of the area, defeat a Katchin' and open an egg containing a Gold Key. Move to the very left end of the area and enter a room.

In that room, collect Imperial Crowns and open an egg containing a 3UP. Use your key to raise a set of blocks and move across those blocks, collecting items. Enter a box to return to the main area.)

Continue moving and move down a ramp. Defeat a Katchin' and a Pierron. Move over a box and across blocks next to a tower.

(You may optionally use your key to raise the blocks and move to a second tower and across platforms. On a platform, open an egg for an Imperial Crown. Move across the platforms and defeat enemies. On the top platform, open an egg for a Bronze Key. Next, jump from the right of the tower and collect items, then return to the top. Move left from the tower and collect items as you move across ledges. On a long ledge, open an egg to receive many Imperial Crowns. Next, perform a long jump to reach a far and high ledge and open an egg containing a Gold Key.)

Continue moving past the tower and optionally reveal a player card (As in all of the stages, if you reveal all four player cards, you receive a Gold Key.) Continue moving until you reach the goal. Like all the goals in every stage, jump on a missing letter to receive a 1UP.

Stage 2

In this stage, you will ride Tongara's donkey, Barobaro. Begin riding and defeat a Katchin'. Move along and defeat helmet-wearing enemies. Move along and optionally reveal a player card. Continue on and dodge falling clowns. As you move through a house, optionally jump to collect items above inside of it.

(Past the house, optionally jump to an above road. When you approach a switch, hit it to move to a rear side. Move across roads and collect items over gaps. Enter a house to exit the stage.

If you choose not to hit the switch, continue moving and reveal a player card.)

Past the house, dodge more falling clowns and continue moving. Optionally collect items above inside another house and move along.

(When you approach a switch, hit it to move to the rear side. Reveal a player card and continue moving. When you move to the front side, reveal the fourth player card. Dodge bouncing mufflers and continue along.)

As you move along, you will move to a rear side of the stage. Move along and dodge large, bouncing mufflers. You will then move to the front side. As you move along, you must dodge falling totems until you reach the goal.

Boss Stage

In this boss stage, you must fight a snake. You must avoid the snake as it moves around, especially its spiked balls. The snake has a microphone on its end, and when the microphone moves near you, you must strike it repeatedly to inflict damage. Continue to attack the microphone until the snake is defeated.

Area 6: Study Room

Stage 1

In this stage, begin moving and open an egg for an Imperial Crown. Optionally move past a cannon and open another egg for Imperial Crowns. Enter the cannon, and it will shoot you to an opposite and rear side of the stage.

(Upon reaching that side, optionally move left and pull out a pink can; use the can to climb on top of books and collect items. Now, use a cannon to return to the previous side of the stage, and you will land on top of a mid-air book. Reveal a player card and collect items. Use the previous cannon to return to the other side.)

On this other side, move right and open an egg for a Pocket Watch. (Optionally use the egg to defeat a row of Katchin's at once and earn a 1UP.) Move along over a structure of books and a layer of wood. Continue moving and approach a book that will fall and reveal two Katchin's you must defeat. Move along and approach another book that will fall and reveal stairs. Climb the stairs and collect items. Reveal a player card on top of mid-air books and continue.

Approach a cannon and optionally open an egg behind it for a Bronze Key. Enter the cannon to reach another side of the stage.

(When you reach the other side, optionally move left. Move across gold boxes and defeat rocket-like enemies. When you strike them, they move to the previous side of the stage and will defeat the Katchin's there. Move along and open an egg for a Bronze Key.

When you reach a gold box that dispenses more rocket enemies, use those enemies to destroy the layer of wood between books on the previous side. Move along and open an egg for a Bronze Key. Enter a cannon to return to the previous side. Enter the area where the wood was and defeat Katchin's. Collect items and reveal a player card. Return to the other side via the cannon at the end of the previous side.

On the left end of that other side, climb the cannon to move on top of books and enter a box. In another room, you may race Le Bon again. You must move across cans and books to reach the finish line. Enter a box to return to the main area.)

When you reach the other side, move right. Approach a book that will open and reveal a Pocket Watch. Continue on and defeat rocket-like enemies. Move along and optionally pull out a pink can to get an egg containing a Silver Key. Continue moving and approach a mid-air book that will fall and reveal stairs. Climb the stairs and continue on.

(Next to the stairs, optionally move on top of mid-air books and defeat more rockets. Move to a higher ledge of books and enter a cannon to reach an opposite side. Move left and quickly move across open books that will close. Carefully land on a thin, wooden wall and open an egg for a Gold Key. Jump down and collect items. Carefully use your key to collect a mid-air 1UP under the wall. Now, move across a pyramid of books and defeat Katchin's. [If you struck the rockets on the previous side, the Katchin's would be defeated.] Past the

books, enter a box.

In another room, move right across books and enter a cannon to reach another side. When you land on a book, collect an Invincible and quickly move across books before they close and defeat robot enemies. Enter another cannon to reach another side. When you land on mid-air books, defeat another robot and reveal the fourth player card. Collect items on opposite sides of the books.

Move to the bottom and defeat more robots. Open an egg next to a cannon for a 1UP. Enter the cannon to return to the previous side. Move left and open an egg for a Bronze Key. Move further left and defeat Pierrons. Now, continue to move right and enter a box to return to the main area.

When you exit from a box in the main area, use the box to move on top of drawers to the left. Continue moving and quickly run past the previous mid-air book before it falls. Climb its stairs again and move across previous books until you reach that cannon again and enter it.

On the other side, quickly move right across open books before they close. Open an egg on top of a book for a Bronze Key. Continue moving across books and open another egg on a book for a 1UP. Move to the bottom and to the left, defeating rockets. Continue moving and defeat a Katchin'. Open an egg for Pocket Watches. Now, move to the right end and enter a cannon to return to the main side.)

Past the stairs, continue moving across books and drawers. Move to the ground and past a box. Continue moving until you reach the goal.

Stage 2

In this stage, begin moving and move across a pyramid of books, collecting items. Open an egg for an Imperial Crown. (Optionally use the egg to defeat a row of Katchin's on top of another pyramid of books for a 1UP. Next, move to a mid-air book near that pyramid and reveal a player card. Collect items as you move down.) Continue moving and approach a cannon. (Optionally move past the cannon and open a book to reveal items. On top of that book, open an egg for Pocket Watches.) Enter the cannon to move to an opposite side of the stage.

On that side, if you open a book on the left, you will reveal a Katchin' you must defeat. Move to the right and push down open books to defeat Katchin's. Continue moving across gold boxes and defeat Katchin's and rockets. Continue moving and jump over a gap. Open an egg for Pocket Watches and carefully collect a Gold Key in mid-air. Enter a cannon to move to another side.

On that side, collect items behind a book and open an egg for an Imperial Crown. Continue moving across books and a layer of wood.

(If you defeated the rockets on the previous side, then parts of the wood will be destroyed. Underneath the wood, defeat Katchin's and collect items. Next, enter a box.

In a hidden area on a shelf, open a book on the left for items. Continue to the right and open another book to reveal stairs. Climb the stairs and collect items as you move over a gap.

On another shelf, opening a book on the left reveals a Katchin'. Open an egg for Pocket Watches. Continue moving and defeat a dark Pierron. Open another book to reveal stairs. Move left to mid-air books and defeat a Tick. Reveal a player card and collect items. Move across the stairs and open an egg for a Bronze Key.

Move over a gap and collect items. On another shelf, collect items and open a book on the left for more items. Continue moving and defeat more dark Pierrons and a Tick. Enter a box to continue to the main area.)

Continue moving past the wood and enter a box.

In another area on top of a shelf, move left and open an egg for a Bronze Key. Enter a box to move to another shelf.

(As soon as you fall from that box, quickly move to the right to a ledge and enter a box.)

In a hidden area, grab a lighter and use it to light a candle on the left. Continue moving and defeat robot enemies. Light another candle and defeat dark Pierrons. [Optionally use the lighter to defeat the Pierrons at once, earning a 1UP.] Move on top of a book and light a candle. Move toward a stack of books and collect items next to it. From the stack of books, move left to another book and light another candle. Quickly move across open books that close and light a final candle. Open an egg for Imperial Crowns and collect items as you move down.

On the ground, a previously closed book will be opened, containing a rocket. You may use the rocket to exit the stage. A box on the opposite end of this room returns you to the main area.)

From that shelf, move down to another shelf, collecting items. Defeat Katchin's and move down. On top of books on a shelf, open an egg for an Imperial Crown. Open a book on the left for items.

Continue moving and wait for a book to fall, which will fill a gap and reveal a Pocket Watch. Continue moving and optionally grab a lighter. Move across another book after it falls and defeat Propellers. Move across another falling book and another book that reveals two Katchin's. Continue moving and optionally use that lighter to light a candle. Move across stacks of books and across a book over a gap.

On another shelf, opening a book will reveal stairs you can use to return to the previous shelf. (Optionally use the lighter to light another candle.) Continue moving across cans and open an egg behind a book for a Bronze Key. Open an egg under another book for Pocket Watches. Continue moving past a closed book and open an egg behind another book for Imperial Crowns.

(Move on top of a vertically positioned book and move right to a mid-air book. Move to another book and move on top of a pitcher. Move to yet another book and move to a mid-air stack of books. Enter a cannon to move to an opposite side.

On that side, carefully move to a thin wall to grab an egg containing a 3UP. On the ground, grab a lighter and move along, lighting candles on top of books. Reveal a player card and enter a cannon to return to the previous side. A previously closed book will now be opened, and you may reveal the fourth player card.)

Continue moving along until you reach the goal.

Boss Stage

In this boss stage, a sheet of paper will appear and transform itself into three enemies you must fight - a monkey, a leopard and a bat.

When you face the monkey, avoid it as it jumps about. Do not move close to the

monkey when it faces you, or it will grab and throw you. When the monkey jumps, move under it before it lands and strike its back repeatedly, but quickly move away when it faces you. You can also strike the monkey when it beats its chest but quickly move away when it stops. When you have struck the monkey enough times, it will fall to the background. When it returns, repeat the attack until it is defeated.

When you face the leopard, you must jump over it to avoid it as it runs to the opposite side. The leopard will then slam itself into candles and fall. You must crouch down and attack it repeatedly, but quickly move away when it stands up and begins to run again. When you have struck it enough times, it will run to the background and return. Avoid it as it does, and continue to attack until it is defeated.

When you begin to fight the bat, the bat will carry a spiked ball that you must avoid when it drops it on you. The spiked ball contains an empty egg that you can throw at the bat when it flies toward you, or you can attack it using the key. Repeat this attack until the bat is defeated.

Area 7: Bath Room

Stage 1

In this stage, begin moving, and you may optionally collect Imperial Crowns underneath two palm trees. (You may collect Imperial Crowns under palm trees throughout the stage.) Move down a spongy ramp and defeat a Katchin'.

You must avoid water as it rises and lowers. Move on top of rubber ducks to avoid the water when it rises. On the ground, you must defeat enemies, but the water will defeat them, as well. You may collect items above the first two ducks. Past the third duck, open an egg containing a Bronze Key. Afterward, move on top of a sponge before the water rises and collect items. Defeat bears in cups and collect Imperial Crowns among bars.

Continue moving until you reach another rubber duck. (You may optionally move under a rack past the duck and reveal a player card. Open an egg containing a Gold Key, and quickly move to the duck before the water rises.) Move on top of the duck, and when the water raises it, move on top of the rack. Open an egg containing an Imperial Crown and defeat enemies. Open another egg containing an Imperial Crown. As you move across cans and bottles on top of racks, defeat Katchin's and Propellers.

(Optionally move to a bottom area underneath the racks. Move on top of small turtles to avoid the water when it rises. Move to the right end, and open an egg containing a 1UP. Move left and open another egg for a Bronze Key and a third egg for a Bronze Key. On the left end, enter a box.

In a hidden room, you must carefully move across hanging baskets. Move to a basket and open an egg containing a Bronze Key. Next, carefully move across bouncy leaves and collect items. Move to another basket and defeat a bear in a cup. Defeat another bear in a cup on the next basket. Continue moving across another basket, and open an egg on the next basket for a Bronze Key.

From that basket, move down left to a bouncy leaf. Move to a basket, and open an egg for a 1UP. Move across another leaf and to another basket. Move across another leaf and reveal a player card on another basket.

Use the bouncy leaves to return to the baskets above. Continue moving and collect items among more bouncy leaves. Move to a basket and enter a box to

return to the main area.)

Underneath another rack, you may open an egg for an Imperial Crown.

Continue moving until you reach a turtle. When the water raises the turtle, carefully move over spikes. Move along, and use another turtle to move over more spikes.

Continue moving and defeat bears in cups. Collect Imperial Crowns among bars. When you reach another turtle, you may open an egg for a Silver Key. Move on top of the turtle, and when the water raises it, move along and on top of a marble wall. The water no longer rises at this point. Move to the bottom and open an egg for an Imperial Crown. (Next to that egg, enter an opening in the wall and move left until you reach a hidden room. In that room, you may race Le Bon. You must move across cans and soap until you reach the goal.)

Continue moving underneath racks and defeat enemies. Under another set of racks, open an egg for a Bronze Key. (Under another rack, reveal a player card, and optionally use a nearby Katchin' to defeat a row of Katchin's for a 1UP.)

(Return to the racks near the marble wall. Use a small turtle to move on top of the racks. Move right and on top of pitchers. Use your key to activate a faucet. Water will pour and cause platforms to rotate. Quickly move across the platforms toward more pitchers. Activate another faucet and quickly move across platforms that rotate faster. Move on top of a pitcher and enter a box.

In another room, collect items as you move across turtles in water. Move near a box, and use your key to inflate a duck. Use the duck to reach and reveal the fourth player card in mid-air. Enter the box to reach the room with the goal.)

Continue along and move across a spongy ramp. Enter a box.

In the final room, optionally move left, and collect items as you move across turtles. Move right and approach the goal.

Stage 2

In this stage, you must ride Barobaro again. As you ride along, collect items and defeat enemies on wheels. Also, each time you see a caution sign, you must quickly jump over a gap to avoid a shark that will appear. If the shark eats you, you immediately die.

When you move across a large ramp, you may optionally reveal a player card.

(You may optionally use a dark-blue whale as well as others to be bounced to an opposite side of the stage [as well as the main side]. When you reach that side, move along and reveal a player card on an above track. Continue moving along, and avoid falling bottle caps. [You may optionally move to an above track and enter a waterfall to exit the stage.]

Continue moving, and when you reach the end of this side, enter a waterfall to return to the main side.)

On the main side, continue moving along.

(As you move along, move to an above road and enter a waterfall.

In a hidden room, collect an Invincible and quickly move over gaps of water, collecting items. Collect another Invincible and move underwater. Reveal a player card, and move underneath more water and collect items. Afterward,

carefully move over more gaps of water and enter a waterfall to return to the main area.)

Continue moving along until you see blowfish. You must defeat the blowfish so that they do not harm you.

Continue moving until you reach sea lions. When you move across the sea lions, you are bounced high into the air. (You may optionally use the sea lions to collect items, including the fourth, mid-air player card.) Continue moving until you reach the goal.

Boss Stage

In this boss stage, you must move across turtle shells in water and fight an octopus. When a tentacle appears, you must avoid its ink and strike it. Afterward, the octopus emerges from the water. When its tentacle reappears, you must follow the tentacle and strike it repeatedly. The octopus then retaliates by throwing bars of soap you must avoid. You must repeat the attack until the octopus is defeated.

Area 8: Clock Tower

Stage 1

In this stage, begin moving and defeat Katchin's. When you approach a keyhole, you may optionally use your key to change the direction of rotating gears (although it is not necessary with this particular keyhole). You must then move across the gears to another area. Move across ledges and defeat Katchin's as well as bears in cups that throw tiny Katchin's.

You may optionally insert your key into another keyhole to change the direction of more rotating gears, and you must move across.

(You may optionally move underneath the gears and move left to a bottom gear. Carefully move across beams as you collect items and move to a ledge. Move across more beams, collecting items, and to another ledge. Reveal a player card and open an egg containing a Gold Key. Carefully return the way that you came.

Next, if you have changed the direction of the gears, you may crouch down as you move across the gears and then move right to bottom gears, where you will see a box. Enter.

In a hidden room, open an egg containing a Bronze Key. Move across long pipes and open eggs that contain Imperial Crowns. As you move across another pipe, defeat a blue armored enemy. Repeatedly strike the enemy until it defends with its shield and then strike the enemy at its bottom to defeat it. [You may also throw objects or other enemies at these armored enemies to defeat them.] Next, reveal a player card. Collect items as you jump to a ledge, and enter a box to return to the main area. You will exit from a box on top of a ledge, and you may collect items as you move down.)

Past the gears, defeat a Katchin' and open an egg for a Bronze Key. Next, insert your key into a keyhole to change the direction of a rotating cylinder that contains platforms. Move across the platforms until you reach another area. Open an egg for a Bronze Key. Move across more rotating gears and avoid swinging pendulums.

(You may optionally move to a lower gear to reach and enter a box. [You might want to change the direction of the gears, because doing so will slow your

movements on that lower gear, allowing you to safely open and enter the box without falling and dying.]

In a hidden room, open an egg for a Silver Key. Move across pipes and open eggs that contain Imperial Crowns. Move across another pipe and defeat a Pierron. Open an egg for a Bronze Key.

[Perform a long jump to reach the top of that pipe and enter. You will drop to the bottom and enter another hidden room. In that room, collect Pocket Watches and open an egg for a 3UP. Enter a box to return to the main area.]

Collect items as you jump to a ledge, and enter a box to return to the main area. You will again exit from a box on top of a ledge, and you may collect items as you move down.)

Continue moving and defeat enemies. (You may optionally move across beams and reveal a player card on top of a ledge.)

Continue moving across rotating gears. (You may optionally move to ledges underneath the gears and open an egg for a Silver Key. [The ledges are slippery with oil, so be careful.])

Continue moving and use your key inside a keyhole to change the direction of another rotating cylinder with thinner platforms. Carefully move across the platforms to move on to another area. Be careful of the oily ledges as you open an egg for a Bronze Key and defeat a Katchin'. Move across a beam and reveal the fourth player card. Carefully continue moving over more oily ledges, and avoid more swinging pendulums. Defeat Katchin's and open an egg for an Imperial Crown. Continue moving and open another egg for a Bronze Key. Move across beams and collect items.

(Underneath those ledges, you may drop down to a bottom area. Collect items and move to the right end. Collect items as you move across a beam and open an egg on a ledge for a Gold Key. Move to the left end of the area and carefully move across a few beams, collecting items. Open an egg on a ledge for a 1UP. Enter a box next to those beams to return above.)

Continue moving and defeat a group of Katchin's. Enter a box to reach the room with the goal.

Stage 2

In this stage, enter a pipe and fall. When you collect an Invincible, defeat enemies and collect items as you fall.

When you reach a bottom area, defeat bats. Open an egg containing Pocket Watches and another containing Imperial Crowns. Optionally reveal a player card.

(You may optionally pull out a stone block underneath the player card and enter an opening. In a hidden room, you must run and catch up to a toy top named Prunchau. You must quickly move across a pipe, across three rotating wheels that contain platforms and across more pipes until Prunchau stops near a box. If you successfully caught up with him, a large key appears. You are then given two 1UPs, and the Gears on your Life Gauge fill to the maximum. Those Gears will now no longer be lost even if you die.

Next to that large key, you may optionally pull out a bottom stone block. Move across the blocks and push another stone block forward. Continue moving, and approach a rocket that serves as a quick exit from the stage.

Return to the three rotating wheels. From the ledge next to the third wheel, drop down and quickly enter an opening on the right. Continue moving right and collect a 3UP.

Enter the box to return to the main area. You will appear in the third area of the stage.)

Near the player card, enter a box.

In the next area, defeat armored enemies. Open an egg containing an Imperial Crown. (You may optionally use the egg to defeat a row of Pierrons on a diagonal path and receive a 1UP.) Move along the diagonal path and defeat another armored enemy. Move down a pipe and defeat another armored enemy. Open an egg containing a Bronze Key. Next, move to a rotating wheel of platforms. Move forward and defeat yet another armored enemy. Move down another pipe and defeat more enemies. Now, move across another wheel of platforms. (You may optionally use the rotating wheel to enter an above pipe and collect Pocket Watches.) Continue on and defeat another armored enemy. Move down a diagonal path and defeat a Pierron near a box. Open an egg behind the box for a Bronze Key, and enter the box.

In the third area, open an egg for an Imperial Crown. Next, you must avoid rocket-like enemies as you move over gaps and across ledges. Defeat a Katchin' and collect items as you move to a wheel of platforms.

(From that wheel, you may optionally move left, and you must carefully move across thin beams as you collect items. When you move across a pipe, open an egg containing a Silver Key and reveal a player card.)

Move to another wheel and to another. Avoid more rocket enemies as you move across a pipe, and open an egg for an Imperial Crown. Open another egg for a Bronze Key and move across another pipe.

(You may optionally move to the right and defeat a Katchin'. Avoid rockets and open an egg for an Imperial Crown. Next, pull out a stone block and enter an opening. Enter a box to exit from a box on a ledge. Move from the ledge and collect items. The previous box has moved you further into the stage near a box that leads to the room with the goal and near another set of large beams and rotating wheels.)

Next to that pipe, move across large beams and collect items. Move across a wheel of platforms and across another. Collect items and reveal a player card as you move to a third wheel and to another. Collect items as you move to a pipe, and open an egg for a Bronze Key. Avoid more rocket enemies as you move along the pipe and open another egg for another Bronze Key. Move across another pipe and defeat a Katchin'.

(You may optionally move across large beams and then across more rotating wheels. Collect items as you move to a pipe, and reveal the fourth player card. Open an egg containing a 1UP.

Perform a long jump to reach the top of the stone wall past the player card. As you fall, quickly use your key to reach the pipe that the card lies on and enter a hidden opening.

This next hidden room contains many eggs with various items. The first egg contains an Imperial Crown and the next egg contains Pocket Watches. The next two eggs after contain Imperial Crowns. Move across a gap to the next ledge and open an egg containing multiple Bronze Keys. Next, defeat bats. The next two eggs each contain an Imperial Crown, and the next egg after contains an

Invincible. [Near those eggs, you may optionally move a stone block to reveal an opening. Drop into the opening and move left to exit the stage.] The next egg contains multiple Silver Keys and the egg after contains an Imperial Crown. Carefully move to a thin ledge and open an egg that contains multiple Gold Keys. Continue moving to the next ledge and open an egg that contains an Imperial Crown. The next egg contains a 1UP and the egg after contains Pocket Watches.

Move past a box and to a stone wall. Push a stone block forward to reach an isolated area, where you will find an egg that contains a 3UP. Enter the box to return to the main area.)

Continue moving and defeat another Katchin' near a box. Enter the box to reach the room with the goal.

Boss Stage

In this boss stage, you must fight a castle. Three groups of Katchin's appear from the castle doors, and you must defeat them. Afterward, the castle transforms and its arms appear. The castle then uses its fists to launch you high into the air and onto a ledge. The castle then reappears, and you must fight it. You must attack the castle's hands when they appear. (Katchin's will appear from the castle's doors, and you may throw the Katchin's at the castle's head for maximum damage.) You must avoid the castle's hands as either one reaches for you and also when they attempt to swipe you from the ledge. You must also avoid the castle's fists when they attempt to crush you. Continue attacking until the castle is defeated.

Last Boss

In this final boss battle, you must battle a dragon named Galuch. When Galuch appears on a ledge, you must attack him. You must avoid Galuch as he attempts to attack you with his tail, stomp on you and breath fire on you. After you strike Galuch repeatedly, his body falls apart. When he reassembles himself, repeatedly strike him until he falls apart again. You must then attack his head repeatedly. Afterward, he flies into the background. When he returns, you must avoid the ring of fire that surrounds him. When he returns again, you must attack him, but you must avoid the fire that appears from his mouth. You must also avoid fire that he drops on you. Continue to attack until he is defeated.

Bosses Galore

In "Bosses Galore", you must fight all of the bosses from both games. In the "Bosses Galore" menu, you will see the options "Start" and "Option". If you choose "Option", you are taken to a menu where you may adjust settings (refer to the "Settings" section of this guide). When you choose "Start", you are given the option to fight as Tongara or Ginger. When you have chosen a knight, you will begin fighting the bosses. After you have defeated all of the bosses, you are given a rank based on your performance.

The Movies!

In "The Movies!", you may watch scenes from both games. In "The Movies!" menu, use the D-pad to scroll through and highlight scenes, and choose the "Start" option (or press A or C) to play a scene. Hidden scenes that are highlighted

with question marks are revealed only when you perform certain tasks within the game. Choose the "Exit" option (or press B) to exit "The Movies!" menu.

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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