

The Tick FAQ/Walkthrough

by Michael Penance

Updated to v1.0.1 on Dec 11, 2014

This walkthrough was originally written for The Tick on the SNES, but the walkthrough is still applicable to the GENESIS version of the game.

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                        THE TICK (SNES)
FAQ/Walkthrough (C) 2014 Mike Penance (mikepenance@yahoo.co.uk)
                        V E R S I O N   1.0.1
                        Last Updated:  February 21, 2014  09:40
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 In this update: Corrected some spelling/grammar errors.

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 Introduction 01.00
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This game isn't exactly the shining testament to The Tick we'd have all liked it to be, but it's still something. The game has quite a few glaring flaws (being too long and a bit repetitive), but the gameplay is really rather solid. And if anyone is a fan of The Tick, there's the added fun of actually knowing what's going on.

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 Moves List 02.00
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		o-----o		
			COMMAND	
o-----		-----		
C		Combo 1		A, A, A
O		-----		-----
M		Combo 2		Y, Y, Y
B		-----		-----
O		Combo 3		A, A, Y
S		-----		* hold
		Combo 4		Y, A, A, A
		-----		** no invincibility frames
		Combo 5		Y, A, A, Y
o---		-----		NOTES
S		Flick		A, A, Forward*, A
P		-----		-----
E		Backhand		A, A, Back*, A
C		-----		-----
I		Multi-Slam		A, A, Down/Forward*, A
A		-----		-----
L		Slap & Tickle		A, A, Up/Forward*, A
S		-----		-----
		Flying Kick**		B, then Y
		-----		Control movement with D-Pad
		Call Arthur**		X (limited uses)
		-----		Kills all enemies on screen
o-----		-----		o

Welcome to the top of a moving bus. The exits are located to your left, to your right, above you, and below you. Should you wish to alight while the bus is still in transit, you'll die. Up here, though, you're not alone. There are Ninja, copious amounts thereof. Like you, if a Ninja should fall off the bus, they'll expire. All Ninja are essentially the same, but different colours carry different weapons, wherein lies their individuality. Of course, once you land a single hit on them, they'll drop their weapon and lose that individuality, resorting to simply running around and punching you.

Red Ninja carry swords, while Blue Ninja carry shurikens. Red Ninja twirl their swords, covering a small area in front of them, dealing minor damage, while Blue Ninja are content to sit back and throw projectiles at you. Out of the two colours here, you should focus more on dealing with the Blue Ninja, as while their attacks are weak, they're more evasive and the damage they deal will add up relatively quickly. This entire level consists entirely of beating those very Ninja up.

The next level takes you to a rooftop, where you'll find the style of gameplay has changed to that of a more traditional platformer. As you make your way to your destination, there'll be many gaps to cross and very many knives, blades, and other sharp implements to dodge. For sections like this, you'll find you have an increased jumping ability (higher jumps that can be controlled while in the air), along with the ability to duck.

What you can't do, however, is perform the Flying Kick. Mind you, you can still throw out regular kicks and punches. There are only two occasions when you'll need to hit something, but until then, you can be contented with knowing you can use the invincibility frames those attacks provide to dodge the things thrown at you.

If you should fall down between the buildings, rather than losing a life, you'll be taken to a Subplot, a one-on-one fight against the villains and not-quite villains of the Tick universe. Subplots are classed as separate levels, thusly your health is restored before and after them. So if you're a little low on health, drop down and partake in an easy battle, then watch as you're returned to the building before where you dropped down with full health.

/SUBPLOTS\

There are four Subplots (chosen randomly when you fall, meaning there's a chance of doing the same one several times before you see them all), with three separate chances to access them, the last of which being Chapter 5. There are no rewards (other than points) for doing them, but they offer the chance to fight two enemies that don't appear anywhere else (The Running Guy and Clark Oppenheimer) as well as the chance to fight a different version of one that does (Red Scare).

1. I Will Break You (Red Scare)

Red Scare's attacks are pretty basic, consisting of a drop-kick, a punch, and an elbow. The drop-kick is his most common method of attack, and will deal moderate damage and a stun (you're invulnerable while stunned) while moving him forward slightly. The elbow is much less common (as you need to be

quite close), and will deal about the same damage as the drop-kick, also stunning you.

Unlike most other bosses, Red Scare is susceptible to combos, allowing you to end this battle painfully quickly. When his health drops to a certain point, he'll drop to his knees and beg every time you knock him down, but don't be fooled, he's trying to sucker you. Wait for him to get back up, then continue the beating.

2. This is My Turf, Blue Boy (The Running Guy)

The Running Guy won't stop, well, running. If he bumps into you, you'll be stunned and sent flying. Combos won't work against him, so your options are somewhat limited. When he gets close to you, kick him in the face, then jump over him while he's recoiling. He's not as hard as he initially seems, thankfully.

3. Clark is the Caped Wonder! (Clark Oppenheimer)

Clark opts for the pacifistic approach, rarely ever attacking. When he does attack, however, you'll hardly notice it. Clark's reluctance to fight stems from the fact that he can't be beaten through conventional means (i.e. you can't just hit him really hard until he stops moving). At the right side of the screen, you'll conveniently find a chunk of Ottercreekite, Clark's one true weakness (cue dramatic music). Pick it up, then go slug Clark a few times to end the fight.

4. Resistance is Silly (The Chainsaw Vigilante)

He only has one attack, but it isn't a bad one - being quite powerful and carrying the obligatory stun. The attack covers a large distance in front of him, and coupled with the fact that he, too, is immune to combos, it would be advisable to stick to Flying Kicks. Actually, it's all you can do.

Right, now back to the Ninja. The pigeon loft above you can be picked up and hurled at anyone you so wish, killing them in one hit, but being limited to just one use. While for the most part, it's a straight battle to the end, there are a few interesting things along the way. The Fist item you find on the first roof will summon Paul the Samurai to aid you in battle. For the duration of his stay, you'll be forced to stand back-to-back with him. When you attack, he attacks. The duration I speak of is either until you've travelled a certain distance or he takes a enough damage (which shouldn't really happen, as summoned heroes aren't targeted for attacks).

Paul is limited to only basic attacks, while The Tick cannot jump, grab, use the Backhand, or summon Arthur. Interestingly enough, summoned heroes can't combo their attacks, allowing them to continuously hit enemies, keeping them in their hit-stun animation. This is also where you'll encounter the first of many Black Ninja. Black Ninja carry nunchucks, allowing them to do moderate damage and stun you. While you're back-to-back with a fellow hero, though, you're immune to being stunned.

At the start of the third roof, The Human Bullet will make an impromptu appearance from behind you, and it would be groovy if you got out of his way. If you get hit, you'll lose a massive slice of your health, as well as ending up stunned. He always enters the screen on the same plane as you, so it's never a case of scrolling the screen on while standing in a certain place. From here, it's now simply a case of continuing right and hospitalising any Ninja you see.

You'll find yourself in another rooftop platforming level that's similar -- if not identical -- to the last one, and you don't need me to tell you how to do it, young Jedi. The next level is also a platforming adventure, but it differs greatly to this one. It takes place on a cable strung between several telegraph poles, the aim being, as ever, to get to the right side of the screen.

If you should get hit by one of the many weapons flying around (they're ducked and jumped as before, but you don't have access to kicks and punches, so no invincibility frames for you), you'll fall from the cable, necessitating the use of the jump button to pull yourself back up. You'll also find yourself falling if you pick up too much speed (indicated by a little wobble of the legs). The Ninja below you are there for effect, and can't hurt you.

The final level is another punch-y one. The mailbox at the start, like the pigeon loft before it, can be picked up and thrown. Oedipus is the guest character you'll be paired with when you grab the Fist. Her attack range is a little shorter than Paul's, but that's all that's different about her. You'll find the second mailbox shortly after she departs. After the following GO indicator flashes on screen, expect The Human Bullet to make his second appearance just a little up from that, then again shortly after the next GO indicator. Between here and the end of the level, it's business as usual.

Firstly, stay away from any manhole covers you see. Sewer Urchin, in his infinite uselessness, will periodically pop his head out to take a look around (denoted by the cover starting the shake). Getting hit by him deals quite a lot of damage to both you and your enemies (even if they walk into him after he pops up). While it may seem neat to lure enemies onto the cover, Sewer Urchin doesn't pop up nearly often enough to be useful.

Early on, you'll be introduced to the White Ninja. White Ninja are stronger and even more durable than Black Ninja, and carry a large sword. Their attack speed is quite slow, but they cover quite a large area in front of them, and getting hit will see you knocked back a considerable distance and stunned.

When you come to the building with the Chairface graffiti scrawled on it, Captain Lemming will make his first appearance, falling from the top of the screen, promptly splatting himself on the pavement. Like The Human Bullet, getting hit by him will deal significant damage and stun you, and just like The Human Bullet, he enters the screen directly in line with you. The Fist found a little later will summon Paul the Samurai back to the fray. Your first and only mailbox can be found shortly after Paul leaves. Between here and the end of the level, nothing eventful happens.

The next level sees you upon the roof of the hospital. The roof is quite small, and considering the kind of kick some enemies pack into their attacks, sailing over the side is an ever-present possibility. Within a few seconds of heading right, The Human Bullet will pay you a visit (at least he's already at the hospital this time).

In the top-right corner of the roof, you'll find some Health. Keep as far away from the edge as possible and be sure to utilise the Slap & Tickle to bowl the

stronger enemies over the side. The last thing you want is to be knocked off the building and have the enemies congregate near the side, waiting for you to reappear so they can do it again. Once the fighting is done, you'll move inside the hospital.

The wheelchair you can see above you can be picked up and thrown. If you consider the irony of crippling someone with a mobility aid, it's actually quite funny. This hospital, like most real hospitals, is quite dull, the only break from straight fighting being the Fist that summons Oedipus. Not too long after she leaves, you'll be in for your first proper boss fight.

/BOSS - SAGIN THE WOLF\

Sagin's main attack is a short-range slash with his sword. He will, on occasion, substitute the slash with one of two kicks; a standing high kick or a spinning back-kick. The spinning back-kick has the greater range of the two, but is telegraphed nicely by the fact that he has to, well, spin. Sagin's most versatile and damaging move is the rising slash, a move that acts similarly to your own Flying Kick, allowing him high mobility and the chance to stun you from out of nowhere. Sagin won't telegraph that one, leaving walking in circles as the only reliable way to avoid it.

Unsurprisingly, Sagin won't allow you to perform combos on him, so you're limited to the Flying Kick to get the job done. The best time to land one will be after an unsuccessful rising slash, though, if you're proficient with the Flying Kick, you can nail him from quite a distance without the need to wait for an opening. Mistimed kicks usually result in eating a rising slash.

Chapter 4 - Let's Go to Ninja World!

03.04

This is chapter where you'll encounter the Green Ninja for the first and last time. They move around much more than their brethren, and they carry an axe. That little stance you see them throw out (with some regularity) has a lot of invincibility frames, allowing them to dodge your attacks with it. Now, in terms of power and durability, they're on par with the White Ninja. Unlike the White Ninja, however, their attacks won't stun you or knock you back, keeping you in range of their next strike, and making getting surrounded something quite easily fatal.

About halfway past the blue building after the first GO, The Human Bullet will make another spectacular crash-landing - let's hope it's not into your skull. The Fist item on this occasion will summon Paul the Samurai to aid you. When you get to it, you know you're close to the end of the level.

Inside now, and there's very little of interest to be found. With the exception of finding your first Extra Life of the game towards the middle (a disembodied Tick head, you can't really miss it), and a vase to throw just before the end, it's a straight fight. But where does this corridor go? A boss fight, of course.

/BOSS - THE DISTRICT MANAGER\

He may be comical-looking, but he hits like a truck and has a sizeable range. When he gets close, he'll use his main attack of choice, the belly-bounce.

He doesn't telegraph it, but know that if he's close enough to belly-bounce you, then that's what he'll do repeatedly until he gets you. From a distance, he'll resort to a sweep kick, which is an equally-damaging move with three times the range of the belly-bounce. It's not his most common attack, and again, there's nothing in the way of telegraphing. On top of his main attacks of choice, he has a regular punch, kick, and a flying kick. Of all his attacks, only the belly-bounce and sweep result in you being stunned.

For the multiple reasons you're already aware of, the Flying Kick is your best choice against him. Handily enough, if you stand still, The District Manager will quite happily walk up to you and allow himself to be kicked in the face, saving you mucho hassle.

Chapter 5 - The Idea Men Have Landed

03.05

Out with the old, in with the Idea Men. Here, you'll be introduced to the first three flavours of Idea Men; Grey, Black, and Blue. All Idea Men attack from a distance with projectiles, their colour dictating their durability and weapon of choice (they're essentially tougher Blue Ninja).

The Grey Idea Men can be considered to be a marginally weaker Red/Blue Ninja, while the Black Idea Men are a cut above. Blue Idea Men are the most dangerous of the three, carrying with them a flamethrower rather than a machinegun, and being comparative to Black Ninja. Unlike Ninja, Idea Men won't drop their weapon after a single hit, but they will, however, drop their weapon after being knocked down, reverting them to the standard method of running around and punching. When you're surrounded, be sure to use the Multi-Slam to disarm them en masse.

As you pass by the doorway of the first building, Captain Lemming will once again hurtle from the top of the screen, sending himself back to hospital in a prompt and timely manner. The mailbox after your first encounter with the Blue Idea Men is noteworthy, right? Of course it is. After your first and only visit from Sewer Urchin, you'll find the Fist that will summon American Maid to fight by your side. Her range of attack is tiny, so be prepared to move around more than usual. Once the liberty belle has departed, the level will be over.

You haven't taken a stroll across a rooftop for a little while, so let's do that. It works exactly as the ones previous, with the only noticeable difference being the weapons thrown at you, but even that's only an aesthetic difference (they take a modern appearance), seeing as they act the same as the other ones. Once this little jaunt is over, it's on to the last level.

Like the roof of the hospital, space is limited (though not as limited), and the chances of falling are quite good. Fortunately, the Idea Men lack the means to send you sailing over the side, leaving any fall-related deaths entirely down to you. Once you cross the gap between the buildings, The Human Bullet will show up to 'help' via his usual means. In the top-right corner of the roof, you'll find some Health, but try and save it, as once the Idea Men are dealt with, the boss shows up.

/BOSS - THE FOREHEAD\

The Forehead (guess why they call him that) prefers not to get too close to you, as that would defeat the point of having a gun and grenades. The pistol

isn't your main concern, but it's powerful enough to make you consider not making a habit of getting shot. Grenades travel in an arc, allowing you to walk under them should you not be too far from/close to him. If a grenade hits you, it'll put you on your back and eat a sizeable chunk of your health.

The usual plan of jumping around kicking the boss in the face will often end with a grenade in your own, leaving you to kick him in the face all regular-like. Stay above or below him, using the vulnerability his lining himself up with you provides, to give him a boot. And yes, if you wait long enough, he's likely to get pretty close to the edge of the roof, allowing you to knock him off.

Boss defeated, but chapter not over, as you finding yourself back out in the street will be testament to. Just up from you, you'll find the Fist that will summon the mighty Die Fledermaus. In typical Die Fledermaus fashion, he's depressingly useless. Regardless of what buttons you press, he won't actually attack. Die Fledermaus will tolerate only one hit before fleeing.

While I don't consider Sewer Urchin to be a massive help, he'll pop up just ahead, proving himself infinitely more helpful than that big poser. Halfway past the grey building after Sewer Urchin, Captain Lemming will make his entrance and exit. That's the last exciting thing to happen here, so fight your way to the end.

Chapter 6 - Chairface Chippendale Throws a Party

03.06

In this kitchen lurks the Green Idea Men. Green Idea Men behave just like The Forehead in terms of attacks and such. In terms of durability, they're on par with White Ninja. Disarming them will remove their ability to throw grenades, too (don't ask why dropping his gun stops him throwing grenades). The Fist not too far ahead of you calls in American Maid for backup. The most notable thing between here and the end of the level is how long the walk is.

In the dining room, the Fist item that's just over to the right will summon Die Fledermaus to do not-battle by your side. If someone doesn't look at him funny, he'll actually stick around for a considerable time. The second Fist you'll find will summon -- wait for it -- Die Fledermaus for a second time. Again, if he didn't leave the oven on, he'll stick around for quite awhile (hindering you all the way). After very much fighting, you'll be thrust into a boss battle.

/BOSS - THE DEADLY NOSE\

First The Forehead, now The Deadly Nose. I dread to think what kind of henchmen we'll face if we keep working our way down. The Deadly Nose only has one attack, and that's to sneeze a spray of pellets at you shotgun-style. It takes a pretty good chunk of your health and results in you being stunned (as you expected).

He only has the one move, so you know what to expect, and he telegraphs it pretty damn well, so you know when to expect it, so all you have to focus on now is actually hitting him. The attack comes out fast and with little cool-down, so the chances of landing a Flying Kick are few and far between. Like The Forehead, keep either above or below him, then kick him in face as he lines up with you.

As you approach the doorway of the building with moss on after the gap (with the view of the lake), Captain Lemming will misalign his spine in the name of justice. After a good walk and plenty of fighting, the Fist you find will summon Die Fledermaus. Just kidding, it's really American Maid. Once she departs, the level will end. With the exception of Sewer Urchin's one-and-only appearance at the start of the level, that's as exciting as it gets.

If a man gets hit by a boulder in the woods and I'm not around to laugh at him, will it be funny? Find out by picking up that boulder and hitting someone in the face with it. When you get to the noose on the ground that looks like a noose trap, that's a noose trap. Stepping in it will see you hauled to the top of the screen, where Arthur will promptly free you, thus dropping you on your head, thus doing a lot of damage and stunning you. Enemies are immune to the trap.

Right after the trap is a bear. Think about how unbearably funny throwing a bear at someone would be, then pick up the bear and go throw it at someone. All the way at the end of the level, you'll encounter your first Orange Idea Man. Orange Idea Men carry rocket launchers, which is as pleasant as it sounds. Their rate-of-fire is slow, their movement speed is really rather fast, and their durability is on par with Green Idea Men. Once Mr. Orange is black and blue all over, The Forehead will arrive for a rematch, and sans the chance to knock him off a building, the fight is the same.

After Sewer Urchin, you'll be given the chance to once again summon American Maid to your side. Another such opportunity will come much later. Once American Maid decides to leave, the level will be over. You'll need to be careful in this next level. While there's nothing out of the ordinary here, both Green and Orange Idea Men posses -- and are more than willing to use -- their ability to knock you off the already rather small and potentially dangerous path.

If at any point you find yourself unable to continue up a slope, that'll be because every enemy didn't spawn. Simply double-back and wait a bit before heading back towards the slope. The enemies will appear and you'll be free to continue once they're gone. You may have to do that several times before being allowed to continue, though.

At the top of the second slope, you'll have to jump a gap. There are Green Idea Men at the other side, so it's down to a matter of luck as to whether or not they decide to take you out of the air with a grenade. If you're concerned (and you really shouldn't be all that much), don't hesitate to summon Arthur to clear the way. At the top of the next ramp, you'll find another such situation. At the very top, you'll have to run backwards and forwards to draw out the last few enemies.

One final platforming section for you now. Unlike the other such sections, there is a distinct lack of buildings (with it being a cave and all).

A distinct lack of buildings equals a distinct lack of Subplots, which in turn equals death if you should fall down a hole. You're also going from right-to-left rather than the usual left-to-right, which doesn't really change anything. The level is relatively short, and the things being thrown at you haven't changed.

The penultimate level sees you in a cave almost identical to the first one (it's reversed this time). Both the second and third slopes have gaps that require jumping and, well, that's it, really. There is nothing here that you didn't already see two minutes ago. In the last level, once the Idea Men have all been beaten down (you can make use of the rock at the start), the boss will make an appearance.

/BOSS - EYEBROWS MULLIGAN\

Mulligan only has one attack, and that's to crouch and fire off a rocket. The whole process is quite slow, and there's ample opportunity to land a Flying Kick after a miss. If you do, however, get hit by a rocket, it's going to take just under half your health as well as dealing stun. If Flying Kicks aren't your thing, he'll also fall for the same tactic as The Forehead and The Deadly Nose - get above or below him, then kick him when he comes to you.

Chapter 9 - The Hideout At Last!

03.09

The Fist not all that far from you will summon the one, the only, Die Fledermaus. Yeah, I know. Other than that, it's a straight fight to the end. The next level is just like the one with the cables back at the beginning of the game, but instead of Ninja below you, you have crocodiles. Like said Ninja, however, they're completely harmless, so keep your concentration on dodging the weapons you've already seen a million times.

Chapter 10 - Chairface Writes His Name on the Moon

03.10

The Fist here summons American Maid to help you mop up (get it, maid, mop up). Not too far from where she departs, you'll find yourself an Extra Life. All the way at the end, you'll find The Forehead, waiting for his second and final rematch. And now for Chairface, me thinks.

/BOSS - CHAIRFACE CHIPPENDALE\

Chairface himself can't be beaten, and serves as more of a distraction than anything. His equipment, namely the giant laser-pointer he's crudely scrawling his name on the moon with, is what you'll need to take your aggression out on. Chairface will chase you around the observatory, attempting to stop you from breaking the laser. He's only armed with basic attacks, those being a punch, a kick, and a flying kick. He's also armed with a weak pistol, which he seldom uses.

While Chairface can't stun you or delay you in the slightest under his own strength, he can take you out of the air just like any other enemy, causing a stun, and he's fast, so he won't be lagging behind. If you want to slow him

down, a single hit will stun him for a second or two.

You can't beat him, he can't really beat you, so what's up? If his big space pen manages to finish writing 'Chairface' upon the surface of the moon (as seen in the little picture-in-picture at the top of the screen), time will be over and you'll lose a life. The contraption can only be destroyed by breaking the parts indicated. Firstly, attack the ray (climb the boxes at the right of the observatory), then the lever (on the main body of the machine), the power box (bottom-right corner), and then the panel (next to lever), the ray again, then finally the panel.

Chapter 11 - The Trouble With Clowns

03.11

If you're intimately acquainted with coulrophobia, you'd best leave now. Unlike other enemies, Clowns are distinguishable from each other by appearance and not just colour (you couldn't accurately portray the evil of clowns via a palette swap). There are four flavours of Clown to deal with. Shirtless, as the name might suggest, has no shirt. He carries a bindle over his shoulder, with which he uses to beat you. The attack power is moderate and it has a large range. It's also quite easy to see coming, which is nice.

Now, Toot Toot, Toot Toot is the largest and strongest of the Clowns (he also has a rather fetching, if somewhat gigantic, tie). He has three attacks; a drop-kick (similar to Red Scare's), a belly-flop (that while covering a large area in front of him and stunning you, delivers almost no damage), and a unique stun. The unique stun comes in the form of Toot Toot sounding the little horn he carries next to your ear. It does no damage, but the invincibility frames don't last as long as with the regular stun, allowing you to be hit towards the end of it.

Dentures is a little fella with a bluey-green shirt and a beanie cap. He's the only member of this insane posse of Clowns that deals in projectile attacks. Like other such enemies, he prefers to keep his distance and pester you, making him the next best target after Toot Toot. As you may have guessed, he throws dentures at you.

The final Clown in the melange of crime is Fingers. Fingers is equally as diminutive as Dentures, but has rather large hands (and pants). Those hands are thrust out as an attack, and do about the same amount of damage as Shirtless' attack. All Clowns, in terms of durability, are on par with Black Ninja. Clowns cannot be disarmed, which is interesting, but much more interestingly, their moves carry so few invincibility frames, you can knock them out of them.

The entire level is an exercise in beating up a vast amount of said Clowns. There's nothing special betwixt start and finish. Funnily enough, the next level, set in a sewer (the home of Kingian evil clowns), is also nothing but an exercise in beating up Clowns.

Chapter 12 - Everyone Loves the Circus

03.12

Like the last chapter, this one, also consisting of two levels, is nothing but a straight battle from one side to the other. The second level, however,

mixes things up a little, offering up both some Health towards the halfway point and a boss at the end. The boss in question is The Chainsaw Vigilante, and he behaves no differently to his last encounter.

Chapter 13 - It Sure Looks Like a Cake

03.13

Prepare to meet your baker- I mean maker. This entire chapter sees you fighting a giant cake. It has three tiers, and I presume it to taste like chocolate. Concealed behind both panels on the bottom tier of the cake is a machinegun. They don't come out with a great deal of regularity, but when they do, they'll fire off a couple of shots before retreating back into the cake.

The slot on the first tier doesn't conceal another machinegun, oh no, it conceals an extendible boxing glove that's guaranteed to leave you with concussion. The boxing glove is even less regular in its appearances than the machineguns. The candles found on the bottom and first tiers, while pretty, are actually part-time flamethrowers (an upright candle does not a flamethrower make, which is why they bend forward first). Out of all the weapons the cake is armed with, the candles activate the most often.

Inside the second tier of the cake lives a big-headed Jack-in-the-Box. When it pops out, it'll throw a bomb at you. As long as you're in proximity to the cake, it'll continue to do so, whether you can see it or not. The bomb is mighty powerful and has enough force to send you from the top of the cake back to the bottom. You can tell when a bomb is coming by the sound it makes and by the shadow it leaves on the cake. If you stand close to the edge of a tier, the bomb will hit the cake rather than your face.

How do you beat it? Firstly, you have to take out all the weapons on the cake. The candles are the easiest (and quickest), so start with them. The boxing glove and machineguns take the longest, as not only do they take a long time to pop out, you're also limited to two hits if you want to avoid getting hit yourself. When a panel slides open, don't wait for something to come out, just attack the empty space, as it'll count as a hit.

Once they're gone, it's time to focus on the Jack-in-the-Box. If you position yourself close to the second tier, you can jump up and deliver a couple of Flying Kicks before it throws the bomb. Up until that point, remember that it can't be killed.

Chapter 14 - To the Boats!

03.14

The level opens with you on a pier. The aim, like with other platforming levels, is to make it to the other side while avoiding the myriad of projectiles thrown at you. Rather than buildings or rock formations like the previous levels, you have to jump to and from laughably small boats. Small, easy-to-mistime-your-jumps-and-die boats. While the weapons thrown at you remain the same in essence, they're circus-themed here.

Look down. Back to me. Where are you? You're on a bigger boat. The boats in this next level are by far larger than the ones previous. The obstacles are the same, though, and the boats happen to be moving (this one driven by Arthur, the other by a Clown). When you approach the end of your boat, the screen will focus on the boat in front of you.

Your aim is to obviously jump to that boat, but how do you go about it? Well, you have to time your jump so that the boat is coming towards you. If you time it for when the boat is going away, thinking you'll catch it coming back, you'll die. The end of the chapter is heralded by the Clown running his boat aground.

Chapter 15 - Let's Warp!

03.15

After the small congregation of Clowns has been put down, Red Scare will make an unwelcome appearance. And once he's done, I promise you'll be finished with Clowns forever.

/BOSS - RED SCARE\

This version of Red Scare has more health than the Subplot version, and is now immune to combos. He's also all business. The Subplot version of Red Scare tended to beg after being knocked down; this one won't, he'll get straight back up and continue the fight. Fortunately, he seems to enjoy walking straight into Flying Kicks, ending things quickly.

No Clowns, you ask? Whatever next? Aliens? Aliens with ray-guns, actually. Aliens are slow, as durable as Black Ninja, and rely solely on their ray-gun to attack. The ray-gun does moderate damage and stuns you. Aliens also can't be disarmed. Next on the menu is Snails. Snails should be considered slightly faster versions of the regular Alien (yes, faster). They attack by spitting at you, which does around about the same damage as the ray-gun. In terms of durability, they're on par with White Ninja. Neither Aliens nor Snails can be grabbed.

Looking around, you may have noticed that this is indeed another cave, almost identical to the ones previous, and it is now more than ever that you need to make good use of the chasms to kill your enemies, as multiple Snails are guaranteed to cost you dearly. You may not be able to throw them, but the Flick sends them pretty far, far enough to go over the edge at least.

The level plays out as before, so you already know what to do. Once this level is done, you'll be taken to a slightly more ethereal-looking version of the platform level that followed the very first cave. The only real differences are that the level is now going left-to-right and the weapons are now alien-themed.

Chapter 16 - Thrakkorzog Gets Nasty

03.16

You're only a stone's throw away from getting it on with the last boss of the game (that sounded so wrong). To get there, though, you first have to beat up a multitude of Aliens and Snails. After they've fallen, only then is it time to face the mighty Susan- I mean Thrakkorzog.

/BOSS - THRAKKORZOG\

We're back to platforming controls again, I suppose to aid manoeuvrability and prevent the use of Flying Kicks (that would have been handy). Oh, right, I forgot to mention - Thrakkorzog is huge. He takes up the whole side of the screen he's on, in fact. Thrakkorzog has two methods of attack at his disposal; the lightning bolts he shoots from his mouth (telegraphed by his mouth starting to move) and his arms. Getting hit by a bolt will see you lose a quarter of your health and get knocked back one helluva long way (as well as stunned, but you knew that), while the arms are far more forgiving.

Firstly, you need to deal with the arm on this side of his body. Jump in close, and when the arm contracts, throw out as many kicks as you can before the claw knocks you back. It won't take too much of that before being destroyed (and providing you're as far right as possible, you can duck any bolts fired at you during that time). To play it safe, you could stand just outside of its range (putting you well within the range of the bolt) and get it that way.

The second claw can only be reached with punches, and only when it has contracted and is facing down. If you want to avoid getting hit, you'll only have time to land one punch before you have to flee. You'll know when you're getting close to destroying it, as it'll start moving faster. Once it's gone, Thrakkorzog will give up. Now, the ending, yeah, it's bad. But if it makes you feel better, you've earned it, man.

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Cheats and Codes

04.00
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=== Level Skip ===

Set Lives to 7, Continues to 4, and Arthur to 2. Now select 'Teleport' as the Test Sound, then press Start. Upon successful activation, the background menu will change (bearing the word 'CHEAT' multiple times). During gameplay, press L + R to skip the current level. If you skip the last level, instead of being taken to the ending screen, you will be taken through the Subplots. Interestingly enough, 'Clark is the Caped Wonder!' requires you to skip the level twice. It's impossible to return to the first level using the cheat.

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Frequently Asked Questions

05.00
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=== General Questions ===

Q: After killing an enemy, they became stuck in the ground, and now the game won't continue. How can I fix this?

A: If an enemy is defeated at the very top or the very bottom of the screen, they may get stuck in their falling animation. They're dead alright, just not dead enough for the game to send the next lot of enemies, trapping you on the screen indefinitely. It happens rarely, but is most common on the second part of Chapter 4. If you're worried about it happening, start the game with the level skip activated, then you can just skip a level if it should happen.

=== Questions About This Guide ===

Q: Can I use your guide on my site?

A: As of this moment, no you cannot host my guide. Why? Because I believe that the number of sites that I'm allowing to host this guide is enough, enough to keep track of and enough to provide adequate distribution to you, the wonderful FAQ-reading public.

Q: I have this guide, would it be okay if I used a part of yours?

A: *Chokes* part of mine? What would be the point of that? You can use my guide as reference for all the things that I can't own (i.e. facts), but you can't go lifting entire paragraphs, even if you credit me for it. Just read the copyright notice at the top of this guide, and then think twice before 'borrowing' anything from me.

Q: If I've found something that you were too stupid to include, or something that you've missed, what should I do?

A: You could take it, turn it sideways and shove it... *ahem* just drop me a line and tell me in exact detail as to what it was that I screwed up on or missed out. If you can help me to make this guide more accurate, you'll win a cookie, a kudos cookie (great on calories, lousy on taste).

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Credits and Outro 06.00
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Susan has been banished and villainy everywhere has been punched in the face. That ending was great, though, wasn't it? Yeah, it was really terrible. Well, for those of you that didn't slip into some sort of cataleptic state, this is the part where I tell you how nice it's all been and how you should leave and not run up my electric bill by forgetting to turn off the lights. So, yeah, that. Be excellent.

=== Special Mentions and Thanks ===

The layout of this guide is based upon the layout used by Dalez in his Breath of Fire IV guide [<http://www.gamefaqs.com/features/recognition/2741.html>].

If for some strange reason, you would actually like to thank me, feel free to pay me a visit and leave a comment [<http://mikepenance.tumblr.com>] and pledge to serve as my vassal - too far? Well, just sign it and leave out the "serving me for all eternity" bit (if you like).

No, Mr. President, they have no idea of my true identity. Yes, Mr. President, it all went according to plan. Shall I continue with the second phase of the operation? Yes, sir, understood.
