

Japanese SNES game released in 1994. It has what could be considered a cult following, were it not for the fact that most of its fans are very disconnected with one another. At any rate, since encountering the game, I've fallen in love with its gameplay, at the same time so very simple, but utterly complex due to its detailed physics engine. But more than that, I've fallen in love with the entire atmosphere of the game. So, out of my dedication to this wonderful gem, I hereby present the first Umihara Kawase FAQ! Comments, corrections, etc. may be sent to my e-mail address listed in the header.

[Version History]

- 04/21/05 - Created the ASCII logo, Version History, created the Techniques section, containing the Cast Jump, Ground Hook, and Backsling. Also, added Fields 00-08, 14, and 15.
- 01/31/06 - Added the Rocket Jump to the techniques section, and added Fields 10 and 11.
- 02/01/06 - Added the Themes section, added the themes for all of the fields already covered, added the various Seahorses and the Anemones to the Enemies section, and covered Fields 12, 36, 52, and 55. Formatted all of the menus, and added keywords.
- 02/02/06 - First release.
- 04/03/06 - Fixed many typos, added the Hop Climb to the Techniques, added a TON of fields, and fixed an error with the Field Map that had it improperly showing which exits were in Fields 23, 24, and 42 (and fixed the respective info in each field's individual section). Heading added to the Enemies section. Early version of Replay Menu added. Reformatted line sizes. Second release.
- 12/22/08 - Sorry for the two year absence. Let's just say work got in the way. Added the Series History section and rewrote a few field guides to be more understandable. Fixed typos throughout.
- 04/03/08 - Added Fields 18, 23, 24, and 25.
- 06/11/08 - Replaced the FAQ's ASCII logo with a minimally less grotesque one. Also added Umihara Kawase PSP's release date to the Series History.

[What IS Umihara Kawase?]

Umihara Kawase is the name of the girl you play as in the game. For some reason, she is stuck journeying through a far-fetched dream world, filled with miscellaneous plants, school items, and most of all, sea creatures. She travels through this terrain with a fishing rod with a rubber line, striped pink and white. This elastic cord can be used to swing from place to place, or catch fish, but its rubbery nature makes for lots of entertaining stunts. Hence the game's subtitle, "Rubbering Action Game."

The words "Umihara Kawase" are actually four words, represented by the four Japanese characters, called kanji, that I've so poorly reproduced via ASCII art in the logo for this FAQ. These four words are umi (sea), hara (belly), kawa (river), se (back). This is actually one of countless four character proverbs in the Japanese language, called yojijukugo, this one roughly meaning, "Sea fish are fat in the belly; river fish are fat in the back." This proverb for fishermen was used to name the main character, and the game.

[Series History]

- 12/23/94 - The original Umihara Kawase is published by NHK for the Super Famicom in Japan. Development was done by TNN.
- 09/22/97 - Umihara Kawase Shun (Umihara Kawase: Open Season) is released for the Playstation in Japan. This version is 2.5D, with all environs being 3D, but a 2D perspective forced, and all characters remain 2D. Developed by Jackpot, published by XING. Levels are designed more complex, and enemies appear less often, allowing the player to focus on the more complex

wirework. The most notable changes are the addition of some cut scenes and Field Select option for time trials.

01/01/00 - Umihara Kawase Shun - second addition. Released as part of the Maruan series and has several changes.

12/XX/07 - Umihara Kawase PSP released!

[02.Main Menu [MNMN] |

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[Title Menu]

Three options are on the title menu: Start, Replay, and Sound. You can scroll between these three option with the up and down directions or the SELECT button. You may choose any option by pressing Y, A, or START.

[Start]

Choosing this option will begin a new game, starting from Field 00.

[Replay]

Choosing this option will open the replay menu, consisting of five options. These options will be displayed in Japanese hiragana unless you've patched your game. This menu can also be brought up during gameplay by pressing the SELECT button while the game is paused. You can find a full explanation of this menu in section 3 of the FAQ just below.

[Sound]

By default, this option displays "(STEREO)," but by choosing it, you may change the option to "(MONAURAL)."

[03.Replay Menu [RPLY] |

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The Replay Menu is a huge facet of Umihara Kawase once you become skilled at it. At any time that you achieve a fantastic speed run or perform an incredible feat, you can save it in the Replay Menu for posterity. These saved files can be accessed from the game's main menu.

You can open the Replay menu at any time during play by pausing the game with START, and then pressing SELECT. While in the Replay Menu, Y and A select options, while B and X cancel options. The main headings below are the options on the Replay Menu. Submenu options are included under their respective headings.

[Modoru (Return)]

Simply cancels you back out to the paused game, as pressing X or B would.

[Sebu Suru (Save Play)]

Select this option to save your gameplay. The Buffer menu will open, listing a number (memory current save would consume). Afterwards is the Modoru (Return) option, then then four save slots, followed by the amount of memory each one is using. On a successful attempt, a File Name window will open, asking you to name the file, followed by a green window stating, (Saved). Otherwise, a red window might appear, stating that there is a shortage of SRAM, and files must be erased to save more.

[Namae Kaeru (Name Change)]

Select this option to just change the name of a saved file. The SRAM

Menu will open. The remaining memory is displayed, followed by the Modoru (Return) option, then an option to change the information displayed between FIELD and SIZE, then a list of the save files. Upon picking a file, the File Name window will open, allowing you to rename the file. After a change, a green window will open, stating the old and new file names, and that you can push B to cancel. If Y or A is then pressed, a green window stating (Changed).

[Fairu Kesu (File Erase)]

Select this option to free up memory for other save files. The SRAM Menu will open. The remaining memory is displayed, followed by the Modoru (Return) option, then an option to change the information displayed between FIELD and SIZE, then a list of the save files. Upon picking a file, a warning window will appear, telling you to push START to erase the file, or B to cancel. If START is pressed, a green window will appear, stating, (Erased).

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|04.How to Play          [HTP] |
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[Basic Gameplay]

The game is divided into stages called Fields. In each field, there is a door somewhere that will take you to another field. Some fields have more than one exit, each leading to a different stage. As such, they stop proceeding in numerical order after a while. Also, several fields contain bosses, which must sometimes be defeated to unlock the door to the next field. Certain fields, considered End Stages, are harder than most, and the game's closing credits will be displayed after you complete them, and the game will then return to the title screen. A table showing which fields lead to one another is shown in the appropriately named Field Map section of this FAQ. Various sea creatures may be encountered in the fields. Some can only stun Umihara, but others will kill her, leaving only her bookbag behind. On the top-right menu, you can see your number of bookbags remaining. These count as your lives. On the top-left, your score is displayed, which increases as you catch sea creatures (covered in the Using the Rubber Fishing Line section). The high score is displayed on the bottom-right. Just below the number of lives, a timer is displayed, which gives you 5 minutes to complete a field before costing you a life. It is also useful for timing your runs through the fields; a hobby of fans of the series.

[Controls]

- *Move Umihara: Left or Right on the directional pad.
- *Crouch: Down on the directional pad.
- *Fishing Line: Y or A button.
- *Reel in: Down while something is hooked.
- *Reel out: Up while something is hooked.
- *Jump: B or X button.
- *Pullup: When you jump at the edge of a platform, Umihara will pull herself up.
- *Pause game: Start button.
- *Pan camera: L/R buttons, or the d-pad while gameplay is paused.
- *Replay menu: Select button while the game is paused.

[Using the Rubber Fishing Line]

The rubber fishing line, the instrument from which all of the game's wonderful gameplay comes from, is used with the Y or A button. When you hold either button down, Umihara will cast the fishing line out as far as

she can. The hook at the end can latch onto enemies, items, and even the walls. This makes it not only your weapon, but a useful acrobatics tool. When the line hooks onto something, you must continue to hold the button down to remain attached. As soon as you release the button, the line will unhook. Also, you can fire the line even when Umihara is stunned, so when you get knocked off a cliff, don't give up yet!

*Reeling in Catches

Whenever you hook an enemy, it will generally become dizzy, and remain so as long as you have it hooked. Upon release, the enemies will slowly recover. While dizzy, they are harmless to you. However, some enemies will not become dizzy, or require extra effort, so watch out for them. All enemies are addressed in the Enemies section. At any rate, whenever you've hooked a dizzy sea creature, or an item, Umihara will put it in her bag once it reaches her. You can reel it in by holding Down on the directional pad, or simply run to it. However, be careful when reeling something in from across a gap. Your catch will often fall into the gap, and the weight of it on the line will pull Umihara down as well if you don't release it!

*Bungie Climbing

The other use of Umihara's rubber fishing line is climbing, as well as a variety of complex acrobatic maneuvers, described in the Techniques section! When Kawase-san is hooked onto a wall or other surface, she can hang from it, and even swing from it. You can cross large areas by simply swinging, then releasing the line and swiftly hooking onto another surface! However, to beat the game, you'll need to be able to do a lot more than that!

[Techniques] [TEQS]

There are a large number of complicated maneuvers that can be done using the rubber fishing line, and mastering many of them will be essential to clearing the fields! In this section, I'll list the special techniques I know of, describe how to perform them, and list the names I'll be using for them in the Walkthru section.

*Cast Jump

This is the most basic of maneuvers. In order to get the maximum reach from your line when casting it out, you should press and hold the button for the line, and then immediately jump in the direction you've sent the line in. Idealistically, your line will reach its longest length at the same time that you reach the apex of your jump. You'll need this technique to reach many high places.

*Ground Hook

This is another simple technique, used to safely climb down to a ledge below you. Stand at the edge of the ledge you are currently on, and hook your line into the ground at your feet. Next, reel the line out so that you have more reach with it. Now run off the side of the ledge, and you'll be able to easily swing to the platform below.

*Backsling

This maneuver requires a little bit of practice, but it is the most important technique in the game, so you must make ABSOLUTELY SURE to learn it. This is the basic technique for climbing up the sides of surfaces, or getting on top of platforms you're currently hanging from. While hanging from a surface, as long as you can swing from side to side, you can use the Backsling. Of course, this means that if you are hanging against the side of a wall, you can't use it, unless you can extend your line so that you can hang below the wall. At any rate, if you can swing from side to side, this is how to perform a Backsling.

Swing side to side several times using the Left and Right directions, until you have a steady swinging rhythm. While at the apex of the swing in either direction, press and hold Down, and the recoil will send you swinging in the opposite direction at a high speed. This will make you go higher, and you can release your line early to go flying in the opposite

direction, or continue to hold the line, and be carried a little ways up. In the latter situation, you can then release the line and quickly hook onto a higher point. If you're already near the top of whatever surface you're climbing, you should be able to just grasp onto it. Once you get a feel for the rubber fishing line, you should quickly try to practice this technique. Of course, the longer your cord is extended, the more significant the Backsling will be.

*Climb Hop

This is basically a low-level backsling, that anyone can easily do, to be used for climbing up vertical walls. While dangling from the side of a surface, reel your line fully in. Next, hold up to quickly extend your line, then after it extends about two Umihara's heights in length, hold down to quickly reel it in. If done properly, then the recoil when the line fully reels in will make Umihara bounce a little higher than where the hook is. At this point, QUICKLY release, then cast upwards and towards the wall, and you should catch a slightly higher spot on the wall. You can do this repeatedly to scale the wall. Getting the timing for when to start reeling the line in can be tricky, though. However, you'll rarely see me mention this technique, as there's almost always a superior technique for advancing.

*Rocket Jump

This is a technique that you won't use very often, but it is very useful for clearing some jumps, and necessary for some of the more out of the way exits. It uses the fishing line's tension to launch you in one direction at high speeds, thus allowing you to jump higher and further.

To perform a Rocket Jump, hook onto the floor, and then walk in the opposite of the direction you want to jump, pulling the cord tight. As with the Backsling, the longer you have the line reeled out, the more significant the Rocket Jump will be. When you are ready and the cord is pulled tight, press the jump button and release the cord. You get snapped back to the point at which you'd hooked the ground. Press the jump button again the instant you land on that point, and you will bounce far, effectively slingshotting Umihara. You can adjust the distance she goes by holding to the left or right.

It is possible to do a Super Rocket Jump by layering the effect. To do this, you instead pull the cord in the direction you WANT to jump. You then jump, as with a normal Rocket Jump, but DON'T release the cord. You will be slung past where you hooked the ground. But, as soon as you land, jump again, THEN release the line, and you will be slung in the direction you first pulled the line at incredible speeds!

[05.Themes [THMS] |
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There are 6 themes in Umihara Kawase, and every field has a fixed theme. Each theme includes a song, as well as a background image. All of the background images are black and white, and displayed somewhat fuzzily and faded, contributing to the dream-like atmosphere of the game. Each field's specific theme is listed for it in the Walkthru section. Here, I will specify the 6 themes. As they are a large part of the game's atmosphere, forgive me for being slightly aesthetic in my depiction of each.

[Kawanabe (River) Theme]

This is the most common theme in the game, depicting a scene of a river in the background. The upbeat, cheery song filled with bass and woodwinds is very uplifting, and seems to immitate a clean feeling of childhood joy, as though bathing in a river.

[Umibe (Seashore) Theme]

The second most common theme, set to a backdrop of a beach. This extra lively track seems to follow the drum beat more, but the woodwind is still the lead instrument. The song alternates between calm and very uplifting segments, and fills the air with the feeling of adventure!

[Taki (Waterfall) Theme]

This very mellow, laid back track feels relaxing, but still a bit playful. Two two lead synth instruments carry this track, and there's a nice stringed bridge before the track loops. Seems suitable to its waterfall background.

[Keiryu (mountain Stream) Theme]

My favorite track of the game, with nonstop synth piano chords. The opening of the song sounds a little epic and mature, then the game's usual woodwind joins in, but the song seems to say, "persevere!" A little bit of trumpet continues to cheer you on in the later part of the song. It's easy to see why this song is mainly used for the last few stages, featuring the autumnal look.

[Hatoba (Wharf) Theme]

The only track lacking the woodwind, this track feels very melodic, and as though you're just drifting along at sea... The bell-like synth pad is the lead in this track, and the track even sounds a little like childhood romance.

[Oouna (Mighty Deep)]

This song quickly gets into the trumpets, which cheer you on, like this track really wants you to go out to show the level who's boss! There's also a loud synth instrument not featured in any other track, which feels extra charismatic as well! As a whole, this song certainly makes one feel mighty!

|06.Enemies [ENMY] |
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Enemies can exist in two varieties. Fixed and spawned. Fixed enemies are always in a fixed location in a field, and will remain in that spot until you capture them or throw them into the ocean. Spawned enemies are enemies that can randomly appear at various locations in the level. Spawned enemies will walk to one end of whatever ledge they're on, and then to the other edge, and then disappear. In the Walkthru section, each Filed will list its fixed enemies, and then spawned enemies in quotes. (This feature not fully implemented into the FAQ yet).

[Guppy]

POINTS: 97

DAMAGE: Death

The Guppy is the most basic enemy of the game. A rapidly respawning fish that simply walks back and forth.

[Snail]

POINTS: 67

DAMAGE: Death

The snail crawls along the sides of surfaces. Due to its small size, they are somewhat easy to overlook. They can also get in the way of your climbing efforts by crawling along the walls you're swinging by.

[Eel]

POINTS: 196

DAMAGE: Death

One of the more annoying enemies, the tall Eel will pace back and forth. However, upon seeing Kawase-san, it will spit an egg at her. The egg will only stun her, but in many situations, its enough to knock you quite a ways back.

[Fishing Pail]

POINTS: 322

DAMAGE: None

The Fishing Pail is an object that periodically spawns either 3 Bait or 3 Flying Fish. The type of fish the pail spawns is set for each field. The trick is to move close to it, then quickly pull it into your bag between its fish spawning. It's a bit heavy, so it's easier to come to it than to reel it in.

[Bait]

POINTS: 29

DAMAGE: Stun

Bait comes from Fishing Pails in schools of 3. They simply run across the ground at high speeds, straight off of ledges to their doom. Not a problem at all as long as you time your approach to the Fishing Pail properly.

[Flying Fish]

POINTS: 55

DAMAGE: Stun

A very tough opponent, Flying Fish come from the Fishing Pail in schools of 3. They shoot across the field, diving in and and out of the water. As soon as you see them, you have to predict where they'll come up, so that you can position yourself out of harm's way. As soon as you see them, you need to get to the Fishing Pail as fast as you can to put a stop to them.

[Cage]

POINTS: 335

DAMAGE: None

Cages are attached to ceilings in various fields, and may spawn any number of sea creatures, though the creature they spawn is set for each field. They spawn periodically, so you have to put them in your bag between these spawnings. They're tightly attached to the ceiling, so you'll need to hook them, then hang from them for a moment to pull them down. If a sea creature begins to spawn from it, you won't receive damage if you can finish pulling the cage down before it finishes, in which case, it won't be spawned.

[Coelacanth]

POINTS: 112

DAMAGE: Death

Not really any different from the Guppy, except perhaps insignificantly larger. Rapidly respawns, and simply walks back and forth.

[Octopus]

POINTS: 232

DAMAGE: Dizzy?

A very tough foe. The octopus isn't stunned when hooked like most enemies. They will become immobile, but they can still use their primary weapon, the ink cloud. The ink cloud moves in a straight line away from the Octopus. If the ink cloud touches Umihara, she will become dizzy, spinning out of control for a moment, even unable to cast her line. Furthermore, the suckers on the tentacles of the Octopi allow them to hold tightly to

surfaces, so you need to find creative ways to get a lot of tension on the line after hooking an Octopus. Once you yank one free, it will be stunned for a moment, at last, allowing you to put it in your bag.

[Mudskipper]

POINTS: 261

DAMAGE: Death

Sort of like the advanced Eel. This monstrosity walks on its front legs, with its rear end hanging in the air. The brown fish wanders back and forth like most enemies, and has the Eel's ability to launch eggs. However, the Mudskipper always launches three eggs in a row, making it a very annoying foe.

[Anemone]

POINTS: 289

DAMAGE: Stun

The Anemone is much like the Octopus, in that it isn't stunned when hooked, and requires extreme tension to pull it free. However, it is immobile, and its primary attack is much deadlier. The Anemone will throw a small egg beside itself. Once this egg lands, two white creepers will move from it in either direction, scooting along surfaces for a good while before disappearing. The dangerous thing about these creepers is that if they encounter Kawase-san's line hooked into a surface they are crawling along, they will stop for a moment, then travel down the line to Umihara herself!

[Frog]

POINTS: 88

DAMAGE: Stun

Frogs are only encountered in the boss fight on Field 08. They hatch from small eggs, and will make small hops at a random speed, in random directions, though they tend a little more towards whatever direction Kawase-san is. If they happen to hop into water, they will swim back and forth in it, again, with a tendency towards Kawase-san's direction. They will also make random attempts at hopping out of the water. It's best to catch them before they can reach the water.

[Baby Seahorse]

POINTS: 7

DAMAGE: Stun

Baby Seahorses are only encountered in the boss fight on Field 36. They are spawned in groups of 3, and home in on Umihara's location. However, after travelling about half the field's width, they will disappear. Combined with the fact that they only stun her, they aren't much of a threat.

[Trout]

POINTS: 104

DAMAGE: Death

The Trout always attack in schools. They also participate in the most vicious, but also exciting, boss fight of the game. They always follow the pattern of their school, unless you hook them and pull them free of it, in which case they'll simply swim straight for you. For more details, read the strategy against them in Field 49.

|07.Field Map [FLDMAP] |

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Beginning from Field 00, you can move along this chart, only moving

Filed 02.

[Field01]

*THEME: Kawanabe (River) Theme

*ENEMIES: Guppy, Fishing Pail, Eel

*EXITS: 02

Again, you begin at the bottom left. Hook your line into the conveyor to your right and remain hooked to it, riding it to the top of the field. Once you can walk along the top of the conveyor, release your line, and drop to the platform to the right, at the foot of the ladder, being careful of any Guppies that might form. Wait for the Fishing Pail on the platform to the left to finish releasing a trio of bait, and then jump next to it and quickly reel it into your bag. Next, climb down the next two ladders. Leap to the platform to your right and reel in the Eel on it. Climb onto the rise on the right side of the platform, under the tree, then hook your line onto the conveyor to the right, riding it to the right side of the level. Next, hook your line onto the conveyor above, and let it carry you to the ladder that leads higher. From there, you can simply climb onto the conveyor to your right, and then jump to the right, climbing onto the platform where the exit to Field 02 awaits.

[Field02]

*THEME: Kawanabe (River) Theme

*ENEMIES: Guppy, Snail, Cage

*EXITS: 03, 10

From the bottom left, head to the right, then climb the ladder. From here, you can take one of two paths. However, before deciding, you should head to the right, dropping down twice, until landing on a small island with an extra bag on it. Grab this item, then hook your line to the bottom of the rightmost platform above you, using it to reach the lower platform to its left. From here, you can jump back to the center platform of the level. Now, from the platform with the rock on it at the level's center, you can head right for the Field 03 door, or left for the Field 10 door.

Heading for the Field 03 door, you will stand at the top of the ladder on the platform with the rock on it, cast upwards, then climb to the platform on your right. From here, climb the ladder, then just proceed to your left to reach the exit to Field 03.

Heading for the Field 10 door, you must be on the platform to the left of the one with the rock on it, on the left edge. Jump, and cast your line to the left in midjump, then reel yourself to the left side. Climb upwards in your usual manner for casting the line upwards. Be wary of the cage that spawns Guppies. If you stand below it, cast your line into it, then reel yourself towards it, you will throw the cage into your bag. After doing so and eliminating any pesky snails, send your line upwards from the right side of the platform to climb to the exit door to Field 10.

[Field03]

*THEME: Umibe (Seashore) Theme

*ENEMIES: Coelacanth, Snail

*EXITS: 04

From the bottom left, hop to the platform to your right, then climb the ladder. Here you can take a shortcut to the bottom-right corner of the level by leaping to the right, firing your hook up-right. As you swing to the right, extend your line, then release it at the end of the swing. Fire your line up-right once more, and it will catch the edge of the bottom-right platform. You must then simply pull yourself up to it and hook the trout on it. However, if this is too difficult,

you can take the long way.

The long way consists of continuously climbing to the left until reaching the ladder at the level's left-most wall. Climb this ladder to the top-left platform, occupied by two Coelacanth and decorated with pencils. Stand at the right edge of the platform and cast your line across to reach the next platform. Head to the right and fall down the next two ladders, capturing any fish along the way. Next, cast your line to the right to reach the next ladder, which will take you down to the bottom-right platform.

Jump to the higher, checkered section of the bottom-right platform, then climb to the ladder above it. Climbing up this ladder, be very cautious of the three snails dwelling above. Focus on catching all of them before continuing. Now, climb the last ladder, then jump to the higher platform on the left that the exit is on. It's within jumping reach., and will take you to Field 04.

[Field04]

*THEME: Umibe (Seashore) Theme

*ENEMIES: Coelacanth, Snail

*EXITS: 05

Cast up to climb to the platform slightly above the island you begin on. then, walk to the right edge of the platform, and cast right to climb to the next platform, occupied by Coelacanth. Be careful, as fish spawn very quickly on this platform. You'll notice an extra bag laying on the ledge below, where a giant mathematical compass is standing. The bag is easily reachable, but a little difficult to come back from, so you may want to consider leaving it. If such is the case, then you can easily get across with an early cast. Stand at the right edge of platform, and cast your line up-right just before jumping in that direction. This will leave your line fully extended at the jump's apex, allowing it to catch the ceiling. You can then easily swing across. The bottom-right platform is now just below the ladder at your feet.

To reach the bag, stand at the platform's right edge, then attach your hook to the floor below you. Now leap off the platform and slightly extend your line, and you should be able to swing to the extra bag. To get back, you must hook your line to the bottom-right corner of the ledge above you, then perform a complex maneuver. Leap off the platform, and fully extend the line. Next, swing to the left. At the apex of your leftward swing, quickly reel your line in. As you swing to the right, you will lift upwards quickly. Release your line, and quickly cast another line up-right. You should catch the bottom corner of the opposite ledge, allowing you to drop to the bottom-right platform.

Now, from the bottom-right platform, climb the rightmost ladder. Stand at the left edge of the checker platform it leaves you on, and cast upwards to climb to the next platform. Climb the ladder on that platform. From the leftmost edge, cast your line upwards. Use it to swing across to the platform to your left. Cast your line to the left again, then drop off this platform, and you should be able to swing to the top-left platform with relative ease. And that platform contains the exit.

[Field05]

*THEME: Kawanabe (River) Theme

*ENEMIES: Guppy, Fishing Pail, Eel

*EXITS: 06

You start on the bottom right for a change. Head up the ladder to your left. Here's where skill starts paying off. there's a very short path through his field, but it takes a little practice. Basically,

you'll be using the backsling repeatedly. First, jump to the left, and cast your line to the carrot hanging from the bottom of the platform to your left. From there, drop, and hook onto the wall to your left. Now, you can see the exit on the opposite side of the wall you're attached to. You'll repeatedly backsling to get there. Fully extend your line, swing back and forth a little to build up momentum, then swing right, then at the end of your rightward swing, hold down to quickly reel in, then, at your highest, release the line and quickly cast another to the up-left. Continue until you're far enough to the right that a backsling can take you up the right side of the door. From there, one or two more backslings, casting up-right between them, should land you at the exit.

You really should perfect the backsling as early as possible, but if you're still not comfortable with it, you can take the long way. Back at the level's beginning, on the platform at the top of the ladder, stand at the right edge and cast upwards, then swing to the platform to your right. Climb up the ladder there. On the ledge above, there's a Fishing Pail to your left. Be careful, because it will throw out some Bait as soon as you climb the ladder. Fortunately, this will just knock you to the bottom of the ladder, but it can be annoying.

After catching the Fishing Pail, hop to the L-shaped ledge to your left, then use a ground hook to reach the platform below it. There's an Eel on a platform above you to the left here, so watch out for any eggs he might send your way. Hook into the wall to your left, extend your line a little, then swing to the left, landing on the platform at the bottom of the ladder. Climb the ladder, catch the Eel, then go to the left edge of the platform, beside the giant carrot. ^_^ Use a series of ground hooks to move downward until you reach the exit.

[Field06]

*THEME: Umibe (Seashore) Theme

*ENEMIES: Snail.

*EXITS: 07

You start at the middle of the bottom of this stage. This level is too easy. Hop one platform to the right, and do a cast jump straight up. Now do a backsling from the right, bringing yourself up the left side of the platform you've hooked. Keep backslinging to ride up the left side of the platform, and you should be on it in no time. The exit is on that platform. Easy is pie. The level should take you less than 10 seconds if you've learned the backsling technique (which you should have by now).

But, just for fun, let's go through the scenic route of the level. Head to the left, taking out any Snails along the way if it suits you. At the leftmost side of the stage are rising platforms. Ride one to the ledge above, and go up the ladder on that ledge. Here, you'll find a snail and falling platforms. Stand just to the left of the falling platforms and hook yourself to the ceiling. Shorten your line as much as possible, then swing onto one of the falling platforms, then hop from it to the checkered ledge on the right side of this platform. From there, hook onto the wall to the right, and swing to the ledge below, where another ladder awaits you.

Climb the ladder, and you'll find falling platforms leading to your first set of spikes in the game. Hop onto one of the falling platforms while it's still high, then hook onto the opposite wall. You'll find another set of falling platforms on the opposite side of this wall, so swing onto one. Back sure to detach your line early in the swing, or else you could accidentally rebound onto the spikes. At any rate, these falling platforms will take you by the exit door, so just hook onto the ceiling somewhere near the door, and swing on over to it.

[Field07]

*THEME: Umibe (Seashore) Theme

*ENEMIES: Octopus

*EXITS: 08

This level contains the dreaded Octopus. Be very careful near them, and minimize your time around them. If they or their ink clouds touch you, then you're more than likely dead. Catching them is a difficult task as well (see their descriptions in the Enemies section for some details. Head to the right, and watch out for ink clouds as you near the first ladder. Lure the Octopus to the rightmost edge of the platform he's on, then, just after an ink cloud's passed over you, jump up and hook onto the Octopus near the ladder. He can still shoot ink, so extend your line and move away some, but don't drop into the small hole to your left. Stay put, but fully extend your line. Then, run and leap into the opening, and it should tug enough to yank the Octopus towards you. Reel that bad boy in, then head up the ladder.

You'll find rising platforms further to your right. However, there's a mean ol' Octopus on the wall beside the rising platforms. You could just ride up the platforms, hooked onto one above you so that you could reel in or out to avoid his ink blast, but it's so much more satisfying to catch the sucker. Just stand at the very end of the platform before the rising platforms, and cast jump upwards to snag the Octopus. If he isn't pulled off the wall immediately, then you'll have to work for it. Fully extend your line, then swing onto one of the rising platforms, but leave your line attached. Just before your height is equal to the Octopus's, leap off the right side of the platform, and yank that sucker off the wall. With him gone, things be much easier.

Ride one of the rising platforms up, and at the top, hop onto the checkered ledge to your right. From there, hook onto the ceiling above, then reel in so that you can swing to the above ledge on the left. You should see ink blasts coming from offscreen on the left, as well as some falling platforms. Try to time it so that you hop onto these platforms, just after one of these ink blasts. You have to move quickly now. Immediately jump to the left and hook onto the checkered block above that the platforms are falling from. Swing onto the ledge beside the Octopus, then run to the left edge of it, jump left, and climb onto the wall the Octopus is on the side of.

From there, hop one more platform to the right. You'll see another Octopus on the far left wall. Wait there until he rises to the same height as you, with one large block between he and you. He can still shoot ink blasts through it, though, so quickly drop off the left side, hook onto the underbelly of that large block, and swing to the exit, just under it. Finally, escape the dreaded octopi. But a greater battle awaits...

By the way, if you were wondering if there was a shortcut through this level, than yes, there is. As soon as you climb the first ladder in the level, cast jump to the upper left. From there, swing and/or backslung to the left until you're at the leftmost side of the level. The Octopus on the leftmost wall will crawl down to meet you. You'll have to hook him, extend you line and swing around to yank him down, then repeat the whole process, simply backslinging your way up to the exit instead of fighting the Octopus.

[Field08] BOSS!

*THEME: Kawanabe (River) Theme

*ENEMIES: Tadpole, Frogs.

*EXITS: 14

Welcome to the first boss, the giant Tadpole. But, in some strange age inversion, this tadpole gives birth to baby Frogs. You can't catch the Tadpole, but you can catch the frogs, and I advise you to do so,

as they can be vaguely annoying. When the field opens, don't move. The Tadpole will hop in your direction, eventually landing RIGHT in front of you. As soon as she makes her next hop, run left to get past her. Run to the leftmost side of the platform, and use a ground hook to hang off the platform. After she finishes hopping to the right side of the screen, Mrs. Tadpole will walk back to the left side, then begin hopping to the right again.

She repeats this pattern, ever faster, and each time she hops to the right, she'll release more eggs that become Frogs. None the first time, 1 the second, 2 the third, and so on, until releasing 5 frogs the sixth time, after which she'll leave, and the exit on the right side of the level will open. You just have to repeat the process of hanging off the left side whenever she walks to the left, then reeling back to the top to catch any Frogs so that they can't knock you down while you're hanging off the side. Simple, really.

However, there's an extra bag, and you've got time to spare in this level, so why not get it? When you first hang off the left side of the platform, you need simply move along the underside of the platform to the right side of the stage. Since you'll have to wait for that stupid Tadpole to finish its reproductive cycle, you can take your time and play it safety first. This means that rather than backslinging across the bottom, you can just reel yourself all the way in, then quickly release the line and cast it up-right again to inch your way across the field. Once you near the island with the extra bag on it, though, you should backsling towards it, then cast your line to the right as soon as you release your line. This should guarantee that even if you don't land on the island, you hook onto a part of it from which you can pull yourself onto it.

Here's the tricky thing. You should be able to easily inch your way back, then backsling back onto the main platform before the Tadpole's even done, right? Well, the problem is the Frogs. Since you haven't been catching them, it's likely that several are in the water by now, ready to attack. For this reason, you may want to wait until after you've taken care of the Tadpole and her kids before going after the bag. But, if you're intent on getting the extra bag while the Tadpole has her babies, then you'll just have to rely on luck getting back. The only useful tactic is to fully extend your line and hold still when a Frog comes near, so that you'll be below it, out of its reach. However, if you head towards and back from the bag quickly, you can often make it back before any Frogs have even taken to the water yet.

[Field10]

*THEME: Kawanabe (River) Theme

*ENEMIES: Snail, Guppy, Eel.

*EXITS: 11

You'll begin at the bottom left, with nothing but a long ladder to climb. Of course, there is a shortcut, as always, but we'll cover that after addressing the scenic route.

After climbing the ladder, just hook onto the ceiling and climb up to the ledge above, where another ladder awaits you. At the top, you'll find celery stalks and an Eel. Catch it then head to the right edge of the platform. You should see platforms across from you, and a Guppy pacing to the bottom right. The easiest strategy is to simply ground hook where you stand, and swing around to the ledge directly below you. From here, you can send your line straight across to the Guppy and drag it off the ledge. Just be sure to let go, so that you aren't yanked down by the weight as well!

Now, you can jump to the right while casting your line up-right, catching the bottom of the ledge with the tree on it, and using it to swing to where the Guppy was. Head to the right side of the level,

where an eggplant rests (what's with all these vegetables?). You can see a ladder on the ledge below, so ground hook to the ledge below, and climb down. The exit is in sight now. Drop to the left while casting up-left, catching the ceiling above the exit, and then simply swing to it, and then exit to Field 11.

Now, to save a lot of time, at the beginning of the level, hook onto the bottom of the block to the right of the ladder. Stay reeled in rather close to it as you swing to the right, and hook onto the block further to the right. From there, stay reeled in extra close and release your line, then quickly hook onto the bottom of it. Now extend your line enough that you almost touch the water while swinging, then swing to the right, then release and hook onto the next ledge over. You should be hooked onto the opposite side of the wall beside the exit. Reel in, then release and grab the bottom of the block. From there, simply backsling yourself onto the right side of the wall, reel in, then release and cast your line upwards, hooking onto the ceiling above the exit. From there, simply swing onto the platform, and leave the level.

[Field11]

*THEME: Kawanabe (River) Theme

*ENEMIES: Guppy, Eel

*EXITS: 08, 12, 18

From your little island on the bottom right, simply head left, hopping across platforms and catching anything along the way. All the way to the left, you'll find a ladder. You'll climb it, of course. You'll now see the Field 12 exit and some platforms on the way. My, what an easy field! Nope, sorry. You'll notice that the little platforms that are hovering in the air are colored either white or blue. Every moment you spend on any of these platforms makes all the platforms of the same color fall somewhat. They'll return to their normal height after a bit, but it makes reaching that exit very tricky. There are a lot of tactics for reaching it, and I've been told you can hop straight to it if you're fast enough, but I've never managed to do it. But, I've got a technique that works quite well with a little practice.

Regardless of whether you want that exit or not, hop across the platforms to the right side of the level. However, try to quickly hop on and off the white platforms, and only run across on the blue ones. This will minimize your time on the white ones, so that on the last platform (which is white), you'll be high enough to jump and grasp the edge of the higher of the two ledges across the platforms. A Guppy is waiting there, so you'll have to dispatch it. From here, you can climb a ladder straight up to Field 18, or ride the rightmost falling platform down to the lower ledge, where the exit to Field 8 lies.

If you want to go to Field 12, then it's time to use the Rocket Jump. From the ledge where the Guppy was, at the foot of the ladder, hook onto the ground, just behind the right-most side of the grey-bordered block in front of you. Don't adjust your line length. Run as far to the right as you can, then jump, release the line, and hold to the left. You should be launched onto the rightmost white platform. Continue to hold left and jump again the moment you land on the platform, and you'll rocket jump to the next white platform, just beside the blue platform with the exit on it. About halfway through this jump, you should start holding to the right to slow yourself down. Jump again the moment you land, tapping to the right just a little, and Umihara should land right in front of the exit to Field 12. Start holding up as soon as you see that she'll land there, because it only takes a moment for it to fall. With a little practice, you should be easily reaching this exit.

[Field12]

*THEME: Taki (Waterfall) Theme

*ENEMIES: Eel, Cage

*EXITS: 36

Scary field. You begin in the middle of it, with spikes and rising columns all around, and the exit almost reachable, taunting you. But, it really isn't that hard to reach it if you've gotten any good with the Backsling. Just stand on the first rising column, and as it prepared to crush you against the ceiling, hop to the left and cast your line up-right, hooking the left side of the wall. If you hook it high enough, then you can Backsling to the exit. Just extend your line so that you dangel aalmost at the base of the column, and you should know the rest by now. If not, it's all in the Backslong description in the Tchniques section.

Now, if you want to go the long way for some odd reason, it's blitheringly easy as well. Stand atop the first column, and then hop over to the next one. Stay on the left side of it, and you won't get crushed as it reaches its apex. As it moves downward, hop over to the third column, this time standing on the right side to avoid being crushed. When it rises to its apex, hook directly to the right, grabbing the wall opposite you so that you can swing down onto the fourth and final column once it begins moving down again. Quickly, before the fourth column begins to rise again, Cast Jump up-right to grab the ceiling, then swing across the spikes to arrive safely at the ladder on the right side of the screen.

Climb down the ladder, and begin making your way to the left. You'll notice a platform ahead with a cage above it that spawns Eels. Wait for one of these Eels to disappear, then immediately swing to the platform, then hook the cage and drag it into your bag. Now, there are four more columns ahead, alternately coming from the ceiling and floor. Simply drop down as soon as one of the ceiling columns begin to rise, then immediately jump to the next column as it's rising, then Cast Jump to grasp the ceiling just after the floor column. Another ceiling column should lay before you, so just repeat the process through another set of them. Climb the ladder, then exit to Field 36.

[Field14]

*THEME: Umibe (Seaside) Theme

*ENEMIES: Flying Fish, Trout

*EXIT: 15

You'll begin at the left side of this level. Immediately hook onto the wall to your right, then walk off of the platform you begin on, and continue holding right to swing to the checkered platform below. The next platform over has a raised, grey, left side, and a lower, checkered right side. Jump onto this platform. By now, a school of Flying Fish should be approaching. Either stan atop the grey portion and attempt to jump them, or stand on the checkered portion with your back to the raised portion, so that if they hit you, you will only be forced against the wall. After the Flying Fish have passed by, leap to the next platform to your right. From there, you should be able to easily avoid the Flying Fish, as well as see the Fishing Pail they're coming from. Either hook the pail, pull it off it's ledge and release it, or hook the wall right behind it to reach it, then catch it.

After taking care of the Fishing Pail, climb the ladder beside the spot it was sitting at. At the top, you can see the exit opposite the wall to your left. Hook onto the wall, then proceed to move lower and further left on it by simply swinging to the left, then releasing and casting up-left until you reach the ledge below at the foot of a ladder. Climb the ladder, then hook onto the bottom of the higher platform on your left. Swing to the ladder further left, climb it, hop to the checkered platform to the right, run to the right edge of it, then hook onto the wall beside the exit and reel yourself towards it.

[Field15]

*THEME: Taki (Waterfall) Theme

*ENEMIES: Guppy, Eel

*EXITS: 16, 40

You'll begin at the bottom left, as usual. Proceed right, admiring the rising columns that threaten to crush you. The only real threat from the pillars is from if an enemy forms just beside a column as you're passing across it. In such a case, just jump off of the column, above the enemy, and cast your hook down at it. Past the first column, hop to the second, and then hook the ceiling between that column and the third. Wait there for the third column to finish rising and falling, then swing onto it and ride it up. Hop to the platform above and to the left, being ready to snatch a Guppy from off the column on the new platform if necessary. Also, be wary of the Eel further up, which may spit eggs at you.

Stand on the column on this platform, and when it is fully extended hook onto the ceiling. Now, wait for the higher column to your left to descend, then swing onto it. Quickly catch the Eel, or, if you're in a hurry to not get crushed, just stun it, then catch it after you climb off the pillar. Next, stand against the left wall, hook the ceiling to climb up to the next level on your left. From there, cast your line up-left, then reel it in to land on the tiny ledge further up on the opposite wall. Once more, watch out for Eels above.

Jump up, then cast your line to the right to hook the higher portion of the platform to your right, then reel yourself onto it. If you're not careful, you can easily sling yourself into the Guppy on this ledge, so watch it. From here, you can proceed straight to the right to reach the exit to Field 16.

Sorry, as of now, for the life of me, I cannot figure out how to reach the exit to Field 40.

[Field16]

*THEME: Taki (Waterfall) Theme

*ENEMIES: Eel, (Snail).

*EXITS: 17

This level begins at the top-right corner, on a ledge under some scenic oak trees. You can see two Eels frolicking on the ledge below you, and two columns rising and falling to your left. You should also make sure to note the spikes on the floor just after the columns. There's an Extra Bag past those columns and spikes, so you'll probably want to go that way. If not, then just skip the next paragraph.

It's pretty easy to get the Extra Bag. From the leftmost side of the ledge you begin on, cast your line onto the bottom of the first column when it rises fully into the ceiling. While the column is at that high point, reel in fully. When the column fully descends, you should still hang safely over the Eels. Now, when it next rises into the ceiling, just swing onto the spot beside the spikes, where the other column should be fully in the ground. As the column rises, you can safely hop past the spikes, and there the Extra Bag is! Now stand at the rightmost edge of the tiny platform the bag was on, hook up-right onto the ceiling, and when the columns disappear again, reel in! At the apex of the swing, release the line, and you should get slung right back to the beginning of the field!

Now, to deal with the Eels below. Wait until the point when they're both walking to the left, and when they're both under your platform, drop down and hook the first one. You should be able to catch it before its friend launches an egg at you. Then, simply catch him, too. Next, climb down the ladder to arrive at a spike pit with one rising platform, and a further falling platform. No effort needed. Hop onto a rising platform when its just

come out of the spikes, then hop down to a falling platform just before it moves into the spikes, then hop to the safe platform the the left. Climb the ladder on the platform, to come to your next dilemma.

Falling platforms, then spikes just after them, and a ground column after that. Two simple ways through. You could hop onto a falling platform, then hop to the left again and cast your line upwards, hooking onto the left edge of the ceiling, then swing from there onto the column. A quicker, slightly more skillful method would be to just cast upleft, hooking onto the ceiling just after a platform comes out of it, then reeling in and releasing at the apex to sling yourself onto the column.

Stand on the column, and at its apex, you'll see a ceiling column above you. Hook onto it, then, when it rises into the ceiling, swing from there to the ledge to your right, where the exit to Field 17 is waiting.

[Field17]

*THEME: Taki (Waterfall) Theme

*ENEMIES: Guppy, Mudskipper, Cage

*EXITS: 20, 30

You start on a rock formation on the bottom-right. To your left, across some water is a small ledge with a ladder leading up to a higher ledge which a Guppy is patrolling. Stand at the left edge, cast up-left to hook the ledge the Guppy is on, then swing from there to the base of the ladder. Climb up and catch the Guppy. Next hook onto the ceiling. You COULD backsling across the ceiling towards the left, but I personally find it much easier to Backsling towards the right, until it leads you to climb up the right side. Next, climb up the ladder. A Mudskipper will be waiting to your left, on a separate platform. quickly hook it to paralyze it, then leap onto its platform to catch it.

You should now be on the Mudskipper's platform, decorated by a wooden fence. Now, you just need to pick which Field you want to go to. You can easily reach Field 20 by standing at the left side of your platform, casting left, and reeling in, leaving you beside the exit. To reach Field 30, you'll need to hop to the ledge to the right, which the ladder previously carried you up to. Note the spikes on it. Jump and cast to the right, hooking the wall behind the exit. Walk to the left, pulling the line tight, then Super Jump onto the ledge, and make your way to Field 30!

[Field18] CONFIRM THIS THEME

*THEME: Umibe (Seashore) Theme

*ENEMIES: Guppy, Eel, Snail

*EXITS: 23

You'll begin on a small island on the bottom-left, and notice that this Field seems to be covered in conveyors. These conveyors come into play from the very start, as an extra bookbag will fall from the block above you, landing on the block to your right, whose conveyor will dump it into the sea. This bag is actually very easy to acquire. As soon as the Field begins, run to the right, and drop from the grassy top of your island to the top of the rocky slope leading into the ocean. Now, wait for the moment at which the bag begins to fall, and cast your line up-right, and you should hook it no problem. Now, run to your left to fight the conveyor tugging the bag right. Hop to the left to get more running space to pull the bag down. DO NOT REEL THE BAG IN! If you try, it may sling the bag over your head, after which your reeling will spin you around the bag, launching Umihara into the ocean. Instead, run left, and the bag will drop into the sea. Keep running left to avoid being pulled down by the bag. Watch your line bouncing up and down, and every time it bounces up, jump left and reel in. Each jump will bring the bag closer until it reaches the slope, after which you can release it and claim your prize. Also, note that if you get far enough left before the bag falls, it may clear the sea altogether.

Now, begin traversing this Field by hooking the block above you. The

conveyor will carry you to the top of it, where Guppy paces in front of a giant cabbage. Catch the Guppy, and then study the block to your right. An Eel paces there, so hook onto it and pull it off the block, releasing the line so that you aren't pulled down with it. Now, before moving to the block to your right, be warned that its conveyor leads straight to a pair of spikes. When you hook this block, quickly reel yourself to it. If you have too much slack as the conveyor carries your hook to the top of the block, the tension of your line against the corner may sling you onto the spikes when you reel in.

From here on, ignore everything to your right. Above you, you can see some grey/green panels in the background. These extend off of a block above you, which is surrounded by another conveyor, and a snail sentry. Wait, and you'll see the snail move along the top of the screen. As it passes over you, cast-jump up and catch it. With this obstacle removed, you can safely hook onto the block above you, reel in, and let its conveyor carry you to the top of it.

Now, the final challenge. Hook the conveyor surrounding the block to your left, and quickly reel yourself in all the way, letting yourself be carried to the left side. Your line will begin to be squeezed through a narrow opening that you can't pass through. If your hook is carried all the way through, YOUR LINE WILL BREAK! So, as soon as Umihara reaches the top-left side of the block, release your line and quickly cast up-left, hooking the conveyor above the exit. Begin reeling in instantly, and as you hover over the exit, release your line and drop down to it, carefully avoiding the spikes on either side.

[Field20]

*THEME:

*ENEMIES:

*EXITS: 21

[Field21]

*THEME:

*ENEMIES:

*EXITS: 22

[Field22]

*THEME:

*ENEMIES:

*EXITS: 23, 38

[Field23]

*THEME: Keiryu (Mountain Stream) Theme

*ENEMIES: Mudskipper, (Guppy), (Mudskipper)

*EXITS: 24

The quickest reached Keiryu Field! You enter this autumnal area on a tiny rock island on the bottom-left. Note the glass blocks, which you can't hook onto, and which you'll slide when running on. Now, this is an easy Field. Just run to your right, and hop onto the green block. Be careful; though it doesn't look it, you can fall into the sea between your island and the green block. Next, run right and jump from block to block until reaching the bottom-right corner of the Field. Climb the ladder waiting there, carrying you onto a toy block. From here, you can hook the green block above you and hook-sling up the side of it to reach the exit. However, the simple route is explained next.

The simple route is to now hop to the green block to your left. You should be able to hear the Mudskipper throwing mud. As soon as you hear it finish a set, hop down to the glass to your left, and hop across the glass blocks. Upon reaching the last glass block, run up the incline. Due to the incline, you won't be able to climb up onto the block to your left without casting a line into it, and reeling in as you jump towards it. Do this quickly, and capture the Mudskipper occupying the block. Next, climb the ladder up to the Field's top-left corner. Now run right, hop onto the glass block, keep running to build momentum and jump to the next glass block, and continue running until reaching

the flat area at the top of it. From here, hook the green block to your right (the same one mentioned at the end of the first paragraph), reel over to it, and hop into the exit to Field 24.

[Field24]

*THEME: Keiryu (Mountain Stream) Theme

*ENEMIES: Eel, (Guppy), (Eel)

*EXITS: 25, 42

You'll begin this Field on a small green block, with glass floor to your left and right. An Eel paces at your left. So, head left, take out the Eel, and drop off the left side. This will land you on a small stone island. Now, note the small blocks that appear and disappear from the structure you just dropped from. Yep, you have to swing across these, making your next swing before the block you're currently hooked too disappears. The easiest way is to start by hooking one not too far out, so that when you jump and reel in slightly, in a slight back-sling, you don't move too far ahead, thus not moving ahead of the blocks. As you reach the end of your swing right, release and cast up. Hold left to swing slightly left, then reel in to backsling to the right. Release the line and cast up, and repeat until you reach the green block.

From here, note the rising blue platforms to your right. Hook on, reel in, and then drop onto the top of the next rising platform. As you near the block the platforms are rising into, cast up-left, grabbing the left-bottom side of the block above you, and reel in to it. This should allow you to drop onto the green block to the left, from which another set of blue platforms is rising. Ride one of these platforms up, and then hop onto the green block to the left to head towards Field 25, or hop on the green block to the right for Field 42.

For Field 25 to the left, walk to the far left edge of the block you just hopped to, and cast-jump up, hooking the highest portion of the ceiling. Swing to the left, and hook the left-most block of the ceiling (you can also hook straight to this block with a well-timed cast-jump to the up-left). You must now carefully time a swing to the glass block to your left. Drop at the apex of the swing, so that you'll have no momentum to send you sliding across the block. Once there, CAREFULLY walk to the left, dropping onto the tiny flat section at the top of the incline. Next, run left, and jump onto the glass block to your left, where the exit waits.

For Field 42 to the right, hook the yellow/red door block below you. Reel your line out all the way, then drop off the left side of the block you're on. You can then swing to where the door block is, and your tension will lift the door block. Release your line and swiftly run under the block before it falls again. Now, you must climb the green block above you. However, you can't hook a high enough point to climb hop. So, after hooking the wall, you must drop off the right side to get enough tension to attempt a climb hop. After two of these maneuvers, you should be able to perform regular climb hops to the top. Now, climb on top of the current door block, and hook the top of it. Hop onto the green ledge to your left, and pull the line tight as you run left. Keep running left and the door block should begin bobbing up and down. As it begins to bob up, release your line and jump over it (if you land on it, it will immediately fall), drop down beside it, and run under it if you can. If the door block is not high enough, cast your line to the left. The door block should close on your line, becoming hooked. You can now reel in, and hop repeatedly, pulling the block up. Once you have it high enough, release and run under it, to the exit.

[Field25] BOSS!

*THEME:

*ENEMIES:

*EXITS: 26, 29

[Field26]

*THEME:

*ENEMIES:
*EXITS: 31

[Field28] ENDING!

*THEME:
*ENEMIES:
*EXITS: --

[Field29]
*THEME:
*ENEMIES:
*EXITS: 34

[Field30]
*THEME: Umibe (Seaside) Theme
*ENEMIES: (Coelacanth)
*EXITS: 33, 49

You start on some rocks on the lowerleft. A small island covered in giant pencils is to your right. Note the one that says, "HI-UMI" on it. ^_^ Hop to that platform, then two more platforms to the right. Now, there will be one last platform to your right, which rising platforms are spawning from. Unfortunately, they have spikes on the top, so, when hopping to this platform, be sure that you hop safely out of their path. Wait for the next one to rise from the ground, then quickly run underneath it and hook onto the bottom of it. Make sure that you reel in slightly so as to lift Umihara off the ground, so that the next platform won't stab her.

If you want to go to Field 49, which is a much more difficult route, than hop onto the first ledge the rising platform brings you to. That's the checkered one with a math compass stabbed into it. However, I'll address that route later, as you may want to proceed along the path to the other exit for now, as an Extra Bag can be found along the way.

To head to Field 33, continue to hang onto the rising platform, and let it carry you up to the ledge just above, which is adorned by a ladder. If the platform rises into the ceiling, the hook will uncatch, so you need to let go of the platform before that happens. Begin swinging back and forth early so that you'll be prepared to swing over to the ledge. Note the falling platforms to your left, which also have spikes on the top. At any rate, climb the ladder, to find the Extra Bag nestled among the sharpened pencils.

Now, you need to reach the ledge to your left, which the falling platforms are in the way of. You'll need to hook onto the checkered block above, which the falling platforms are spawning from. Do so JUST after a platform has come out of the block. Wait for that platform to fall enough that you can swing over it, and be careful not to swing into the spikes on it. The safest (and fastest) method is to hook the block, then as soon as an opportunity presents itself, simply hold down to reel in, then, the INSTANT Umihara is pulled free of the ground, release the line, and she should fly across. Watch out for Coelacanths.

Now, head to the left side of the ledge you're on now. The exit to Field 33 is just below you, and another checkered block spawning falling platforms is to your left. To go to Field 33, you just need to hook the bottom of one of the new falling platforms as it first appears, then quickly reel yourself in somewhat so that you can safely hang from it. Immediately begin swinging left and right, and just swing right over to the exit as you pass by it. It's an easy leap.

If you still want to go to Field 49, you can just hook this new checkered block, then swing to the left, dropping down near the left side of the level. You can arrive at this same spot by just swinging one ledge to the left of the checkered ledge at which I first suggested you swing to to reach Field 33. From here, head all the way to the furthest left side of the field, where some more rising platforms adorned by spikes are waiting. You'll need to ride these

up, and it'll be tricky.

Just after one of the platforms rises from the floor, stand under it and hook onto it. As it rises, begin to swing left to right. Just before it rises into the ceiling, attempt to Backsling to the right, and cast up-right to grab a high point on the wall to your right. Now quickly lengthen your line, then reel it in, to bounce Umihara upwards with a Climb Hop. At the highest point of it, you should be able to release then quickly cast your line upwards, hooking the ceiling, from which you can easily swing to the exit to your left. Have fun with the nostalgic boss fight!

[Field31]

*THEME:

*ENEMIES:

*EXITS: 46

[Field33]

*THEME: Keiryu (Mountain) Theme

*ENEMIES: Guppy, Eel

*EXITS: 37

The first thing you need to be aware of about this level, is the glass segments of the various ledges. These glass portions are slippery. Not only will Umihara skid on them, but she will slide down inclines on them. Worst of all, her fishing line can't catch on them. Regardless, you should be able to make it through the field in no time. From the rocks on the bottom-right that you begin on, hop to the platform to your left. Climb onto the higher, glass portion. From here, you'll need to hook onto the blue block to your up-left, and use it to swing onto the next ledge over. Watch out for the Guppy on it. From there, hop one more ledge to the left, where you'll find a ladder at the level's left side. Climb it.

A little scenery at the top, and an Eel on the right. Don't be fooled by the green blocks above; they're background, and can't be hooked. Hop to the platform to the right while the Eel is near the left side, then hop over and put him in your bag. Be warned: ENEMIES SPAWN LIKE MAD ON THIS PLATFORM. Luckily, there's no need to be on it long. Sprint to the right. Umihara will pick up speed as the ledge slopes downward on its right side. Be ready to hop to the next ledge, which also slopes down, and then to Cast Jump from it, grabbing the small block to the up-left, from which autumn leaves are growing. Backsling onto the top of the block, then climb the ladder.

At the top, there's another glass ledge to your left, with another Eel on it. Handle it the same way you handled the one below. Be warned that the enemies also spawn like mad on this ledge. However, it's a bigger problem here, as you have to run UP an incline this time. You can climb it the fastest by running from the right side of the platform. At the top of the incline, hop over to the next platform to the left, which slopes downward, and QUICKLY hop from it to the exit, being careful not to slide off of the small block the exit is on.

[Field34]

*THEME:

*ENEMIES:

*EXITS: 35

[Field35] ENDING!

*THEME:

*ENEMIES:

*EXITS: --

[Field36] BOSS!

*THEME: Oouna (Mighty Deep) Theme

*ENEMIES: Giant Seahorse, Seahorse, Baby Seahorse

*EXITS: 45, 52

Time for another boss fight! This time, you'll be up against an army of sea horses! Relax, they really aren't so threatening. You'll start this Field on a rock-covered platform to the bottom-left. You'll notice a number of Seahorses floating up and down. Don't worry, you can touch them all you like. Whenever you hook one, it'll rise to the top of its hovering track, and stay there. Everytime you release your hook from one, though, it'll release an ink blast after a moment, then return to harmlessly hovering up and down on its track. So, Cast Jump onto the lowest Seahorse when it's at the bottom of its track. It'll rise, then hold there.

You should be able to see a block floating to the right, with the exit to Field 52 on it. If that's the way you want to go, just swing to it and hook onto it, and Backsling yourself up the side of it. You'll need to watch out for the Giant Seahorse hovering above it. Make sure that you don't extend your line anymore than you have to, so that you don't rise too high when trying to Backsling onto the platform. But, if you want to go to Field 45, then simply swing to the left instead, and hook onto the Seahorse to this one's left when it's at the bottom of its track.

Once the leftmost Seahorse rises to the top of its track, just swing to the left and land on the ledge. Wait for it to release its ink cloud, then hook to the ceiling at the leftmost side of the stage, reel in, and drop onto the tiny platform beside you. You can see the big-bellied Giant Seahorse now. When you near it, it will release a gaint ink cloud that seeks you out, then birth three Baby Seahorses, move slightly towards you, then go back to idling until you near it again. You need to coax it towards your direction to get it far enough from the door behind its head.

The first time is easy enough. Hop towards it, then immediately back to the lowest pink platform, on the left side of the screen, and stand all the way to the left. The ink cloud and baby Seahorses will all disappear just before reaching you. You can try to catch them if you like, but they're only worth a measly 7 points. Climb back up and repeat the process a second time. The ink cloud still shouldn't be a problem, but you'll have to catch the Baby Seahorses this time around, best done by just jumping straight up and casting your line to the right as they near you. But, if that's too much trouble for some reason, you could just drop back to the beginning of the field after coaxing the Giant Seahorse to the left a second time. After all, you'll be hooking back onto the first Seahorse (the one just to the left of exit 52) at this point anyways.

From that Seahorse, swing to the block at the stage's center, hooking onto the bottom of it. From there, swing to the Seahorse to its right, and from that, to the slightly higher Seahorse even further to the right. Reel all the way in so that you won't have to worry about the ink cloud from the Seahorse you just came from. After the ink cloud passes, swing to the ledge to your right. Wait for that last Seahorse's ink cloud to pass as well, then hook onto the ceiling, and reel in to climb onto the slightly higher platform.

Here's the tricky part. You can see the exit, but if you try to run to it, the Giant Seahorse will have an ink cloud on you before you can reach it. So, you'll have to Rocket Jump to get there before it has a chance. Hook onto the ground just a little bit away away from the left edge of the platform you're on. Too far too the left, and you'll sling yourself right off. Too far to the right, and you won't go high enough. Lengthen your line only once after grabbing the floor, so that you when you pull the line to the right, you fall onto the small, lower portion of the platform. Release, and hold to the left, you should bounce to the

edge of the same platform, but keep holding left and jump again as soon as you land there, and you should bounce up to near the door, sliding almost straight to it. Go through quickly before the Giant Seahorse has a chance to squirt its ink cloud at you!

[Field37]

*THEME: Keiryu (Mountain) Theme

*ENEMIES: Mud Skipper, (Guppy)

*EXITS: 38

The season is now summer, as you begin on some rocks on the bottom-left, under a green branch. Run to the left, hopping onto the green ledge. From there, cast Jump to the up-left, and fully extend your line to swing to the lego ledge at the bottom-right. Climb the ladder on it, where a Mud Skipper awaits. Falling platforms are to your left. Head to the left until you find the rising platforms at the end.

Hop onto a rising platform, and once it's high enough, hook onto the ceiling JUST to the left of the first falling platform to the right. Reel yourself in most of the way, and when the next platform falls from the ceiling, quickly swing onto it, hook the ceiling just to the left of the NEXT falling platform to the right, and repeat. After that platform, you should be able to just hook the ceiling once more to the right, then swing over to the yellow construction block at the level's right side. A quicker route is to just Cast Jump to grab the left side of the yellow block, then proceed to Backsling yourself onto it.

Climb up to the highest portion of the yellow block, then hook the ceiling to swing over to the slightly higher green ledge to the right. Watch out for eggs from a Mud Skipper offscreen to the left. Watch out for him as you head to the left, and quickly catch him. Continue heading to the left, and you'll encounter a mossy log, and a pair of automatic doors. The trick is that they open only when Umihara nears the right door. So, how to get past the left door? Really, it's effortless. Any minor speeding up of your passage will do. You can just stand in the right entrance, hook the ceiling at the left end, then reel in, then as Umihara bounces off the floor, release and run to the left. Then, just drop to the exit to Field 38.

[Field38]

*THEME: Kawanabe (River) Theme

*ENEMIES: Eel, (Guppy)

*EXITS: 41

You'll start on a grassy island on the bottom-right. Though the obvious route through this field contains a giant carrot and a stalactite cucumber, we're going to take a shortcut. This obvious time saver consists of simply walking to the left until reaching the lowest tier of the island you begin on, then hooking onto the bottom of the tall checkered structure. Swing along to the left, until you can swing to the tiny blue ledge to the left, just under the water's surface. You need to next move to the higher ledge to the left. You COULD wait for a rising platform to come out of the block you're standing on, but it might take a bit, so you can also Cast Jump upwards to grab the ceiling, then simply swing to the left. Watch out for Eel eggs throughout this process.

Once you finally get to the ledge, which also carries a giant carrot, be warned that enemies quickly spawn on it. You can fight the sealife off while waiting for a platform to rise out of it, but it's easier and safer to latch onto the right edge of the ledge above, then reel the line in. This leaves Umihara safely suspended above the enemies while you wait. just be sure that you leave enough slack on the line that you can swing to the platform when it finally appears.

Whenever you are able to rise the platform to the next ledge up, you're guaranteed at least one Eel awaiting you. But, often, a random Eel will

spawn to assist it. Regardless, take them out, then claim their ledge as your own. This time, while you wait for the rising platform to appear, you MUST fight off the sealife. If you don't keep catching them as soon as they appear, you can have four creatures patrolling the ledge at once, which is an extremely dangerous situation, so try to keep it clean until your ride arrives.

When the platform finally appears, ride to the top of the level, and hop over to the ledge to your right. From there, just continue to proceed to the right until you reach the exit.

[Field40] BOSS!

*THEME:

*ENEMIES:

*EXITS: 35

[Field41]

*THEME: Taki (Waterfall) Theme

*ENEMIES: (Guppy), (Eel)

*EXITS: 42

Another brown level filled with columns. From your starting point at the bottom-right, proceed left. Hop over to the first block to the left, where the first column is. When it recedes into the ground, run past it, to the left edge of the block. Try to hook the left-most edge of the ceiling directly above you. From there, backsling to the left, release, and try to grab the higher section of ceiling, just to the right of the next column. When that next column fully rises, drop down at its right side. The next time it recedes, run to its left side. If you end up not being far enough to the side, so that you rise up with the column, just run off its left side while casting to the right. You'll grab the side of the column, then can quickly reel in to pull yourself to safety. From here, again attempt to hook the leftmost edge of the ceiling, then swing to the block to the left, being careful not to get squished by the column in mid-swing.

Climb to the highest tier of the block, bringing yourself to the left edge of the field. You need to move to the higher ledge to the right now. You can do this by hooking onto the ceiling column above, then swinging from it, or Cast Jumping up-right to grab the ledge, then Backslinging onto it. Either way, you'll end up on the left end of it. To your right, you'll find a row of spikes, with a ceiling column over them. Stand JUST to the right of the spikes, hook onto the ceiling just to the right of the column, then reel in so that you have as much slack as possible while still being safe from the spikes. You can easily just swing past the spikes when the column recedes.

Continue to head to the right, climbing to the higher section. Watch out for spawning Eels, as they're eggs can knock Umihara back into the spikes. Climb the ladder at the right side of the level, to reach the top. Hop to the ledge to the left, standing just to the right of the floor column. When it recedes, cast your line up-left to grab the ceiling. When the floor column next rises, the tension it puts on the line will lift Umihara off the ground. Reel your line in once this happens, and when the column receds again, you should be left dangling from the ceiling, over the spikes between that floor column and the ceiling column to the right.

When the ceiling column to the right descends fully, drop next to it. When it moves back into the ceiling, head to the left side of the block you're on. When the next floor column to the right begins to rise, hop beside it. When it descends, quickly run to the right, and hop across the final spike pit. The exit is just to your left, on a lower tier, waiting to take you to Field 42!

[Field42]

*THEME: Keiryu (Mountain) Theme

*ENEMIES: Eel

*EXITS: 26, 43

Like most Keiryu fields, there's glass here. There is a VERY easy way through this Field, which takes you to Field 26. There's also a nearly impossible route to Field 43. To get to Field 26, just head from your bottom-right position to the bottom-left side of the level. A ladder is there, with an Eel at the top. Climb it, catch the Eel, then hook onto the block above you, just over the leaves. Backsling yourself onto the top of the block, and there's the exit to Field 26. Now, the hard part.

Field 43 is just about impossible to get to. i think the creators wanted it to be one of those things that are only rumored to exist. Anyways, here's what you have to do to get there. Just after climbing the ladder mentioned in the prvious paragraph, run across the level to the rightmost side, just above the start of the level, and you'll find another ladder there. You can also just Backsling yourself there from the beginning of the level. Once there, climb the ladder.

From this green ledge under some leaves, if you jump, the screen will pan up, allowing you to see what lies above. A huge section of glass, with three tiny holes, each with an Extra Bag on the other side. You can't get those bags. The holes aren't large enough for Umihara. Only large enough for her line. Yes, you must do the impossible. You can stand under the first hole, and Cast Jump up to grab the bag. Now, hanigng from this bag, you must move to the next.

There's NO easy way to do this. There's no DIFFICULT way to do this. It relies on luck, and an ungodly level of skill. If only there was some way you could save your game in mid swing, and repeatedly make the attempt... hmmm... At any rate, what you'll want to do is Backsling to the left, angling it perfectly so that Umi approaches the hole just under the next bag. Then, with expert aim, you must cast her line straight up into the tiny whole for the briefm moment it is possible, to grab the next bag. If you somehow manage it, do the same to reach the next bag over. Now, the most difficult part.

You can see the blue side of the structure you're hanging from. You have to swing Kawase-san close enough that she can hook her line onto that. The technique required isn't describe. Similar to a Backsling, but it requires just the right amount of reeling in and out at different points in the swing to jerk the line so that umi swings up in a sharp arc. You must then cast up-right to grab the blue wall.

Whenever you succeed, you can Backsling up the wall, but try to not move so high up it that you don't have the room to swing anymore. Once you're about an Umihara's height from the top, use your next Backsling to go as high as you can, then cats your line up, grabbing the block overhead, at the top of the level. Watch out for the Eel to your right as you swing from there onto the glass platform to the right. Catch the Eel, hate the fact that you can't get the Extra Bags below you, then head through the exit to Field 43.

[Field43]

*THEME: Kawanabe (River) Theme

*ENEMIES: Guppy, Fishing Pail(Bait)

*EXITS: 49

Congratulations! You've reached one of the most insane levels in the game! Most likely, your first time in the level will be a, "What the?" Followed by instantly dying. Several times in a row. The level is upside down, and begins with Umihara hovering over water. Now, here's how to not instantly drown. As soon as the Field loads, "FIELD 43" will be displayed. the text will disappear and reappear 3 times, as usual. However, the last time the text is displayed, it will only be there for a moment before the level begins. So, be ready to immediately cast your line upwards then, hooking the ceiling.

Once you've successfully caught the ceiling after losing several lives, Backsling your way up the right side of the ledge. Just so you know, there's another very interesting dilemma to this field. Fishing Pails full of Bait can randomly spawn in this field. Ugh. Fortunately, they will vanish after spawning only one school of Bait. You can't use the ladder to climb up, as it,

too, is upside down. So, from the right edge of the ledge you're currently on, hook onto the side of the blue ledge above, then Backsling onto it.

From here, again, stand at the right edge, and hook onto the rightmost edge of the ceiling above. Backsling to grab a higher position on the same wall, then Backsling to the block to the right, which a ladder is piercing. On this platform, stand with Umihara facing the left, and the back of her shoe lining up with the line through the block. From that spot, you should be able to cast up-left to grab the highest edge of the structure to the left. Reel in to it, then release the line and quickly cast upwards to grab the ceiling, then swing to the top of the structure.

A regular Fishing Pail is below you to the left. Wait for a safe chance, then head towards it and catch it. From the spot where it was, Cast Jump to hook the bottom of the block to your up-left (where the Victorian fencing is). Then, Backsling your way to the exit, where a horrible boss fight awaits you, and further mind games are played.

[Field45]

*THEME:
*ENEMIES:
*EXITS: 50

[Field46]

*THEME:
*ENEMIES:
*EXITS: 47

[Field47]

*THEME:
*ENEMIES:
*EXITS: 48

[Field48]

*THEME:
*ENEMIES:
*EXITS: 56

[Field49] BOSS!

*THEME: Kawanabe (River) Theme
*ENEMIES: Trout
*EXITS: 52

The game decides that it's going to try to mess with you, and throws you into what looks like Field01! GRAAH! But what's this? The conveyor belt is going in the opposite direction this time! Actually, most of the conveyors are going in reverse. Which just means that I'm FORCED to play through it the way I normally play through Field01. ;) So, hook onto the conveyore, and let it carry you to the bottom of the platform. Backsling along the bottom of the level until reaching the right side of the white ledge decorated by a tree and white Victorian fence. Backsling up the side of it. Now, since the conveyor to the right is going in reverse, you'll HAVE to use the speedy route. Hop to the ledge to your right, and climb up the ladder. Now, from the blue ledge that you're now on, hook onto the ceiling to the right, and proceed to swing across. Drop onto the platform to the right of the one decorated by the tree as soon as you can.

Notice that the conveyor above you is going the right way. You might be happy to see this, but, things aren't as familiar as they seem. Around this time, the boss should appear. If not, then moments after you begin trying to climb up. A school of Trout will begin swimming at you from the exit. The Trout will move in a fixed pattern, unless you hook one, then throw it free, in which case that Trout will swim towards Umihara without any pattern. Most importantly, after finishing off a school of Trout, a new school will spawn

right next to Umihara, so its important to keep moving.

Now, there's a basic pattern you'll be following during this entire fight. To keep Umihara moving as much as possible, you'll pick off Trout whenever you can, and when the school gets close, follow a set route to place more distance between you and them. This route is simply a circle starting at the ledge you should be on now (the one with the tiny conveyer on the bottom-right of the field). From there you'll hop to the left until reaching the ladder, climb up once, then swing back to this ledge. Just continue moving in that route, picking off Trout whenever you feel it's safe.

The first school of 6 Trout move in a line towards you, and should pose next no threat. The second school is much more dangerous, and requires much better reflexes, as it moves as a spinning triangle of 7 Trout. The triangle school will try to form on top of Umihara as soon as you finish off the first school, so be sure to keep moving. It'll be easiest if you finish off the first school while you're back at the bottom-right ledge, since you'll then be able to pick many of the Trout off as you head to the left. Try to pick off those at the furthest ends of the triangle first, as that will make the area covered by the school's spinning motion significantly shorter.

The third school consists of 8 Trout in a spinning 'X' pattern. Use the same method you used against the triangle school. The exit to Field 52 will be unlocked as soon as you finish off this school.

[Field50]
*THEME:
*ENEMIES:
*EXITS: 51

[Field51]
*THEME:
*ENEMIES:
*EXITS: 56

[Field52]
*THEME: Oouna (Mighty Deep) Theme
*ENEMIES: Octopus, Coelacanth
*EXITS: 55

Waves roll by, and ink clouds come from the left, taunting you. Just hook onto the wall to your left, swing to the left further, and grab onto the tiny pink platform. You can tell from its size and shape that it's a falling platform, so your weight will pull it down, allowing you to climb onto it via backslinging. From there, jump straight up and cast your line up-left, grabbing the side of the platform the Octopus is on. Reel yourself in, then wait for the falling platform to rise up to you. As soon as it does, drop onto it, then instantly Cast Jump straight up, grabbing the ceiling above. Reel in as much as you can without being in the path of the ink clouds, then wait for the falling platform to catch up to you again. Just after an inkcloud passes, drop onto the platform, then jump and climb up onto the octopus's ledge. You can also just pull yourself up with the fishing line if you want.

From the right edge of the platform, cast your line to the right, hooking the octopus. Extend your line any if you can, then run onto the falling platform, and HOLD DOWN. If you don't, you'll sling back to the octopus. If you do it right, the octopus should get pulled down to you, and into your bag. Head left and catch the Coelacanth. Now stand at the left-most side of the screen, and cast up-right, grabbing the ledge above, and backslinging onto it. This can be complicated by constantly respawning Coelacanths where the original was. Now head right.

You should see two pink falling platforms above a pit, and some spikes and an extra bag on the other side. Let's get it, shall we? Just drop into the pit, and stand under the right-most falling platform. Hook

onto it, and hold down to pull it downwards. Once you're on the floor again, continue to hold onto it, and walk to the left. It will get pulled down to the top of Kawase-san's head, so that you can climb on to it. Then just hook onto the ceiling and wait for the falling platform to rise high enough to be level with the platform the bag is on. Drop onto it, hop over the spikes, quickly catch the extra bag, then hop back to the platform, and swing back to the left side of the pit.

To climb further up, just stand at the left side of the pit and cast up-right, hooking onto the left-most falling platform. Run to the left, pulling it down to your level, while prepared for interruptions from Coelacanths. Once it's at your height, reel yourself to it, then hop on. You can Cast Jump straight up, grabbing the ceiling. Try to swing onto the left ledge when you get a chance between the Coelacanths and ink clouds populating it. Once you get there, just hop over ink clouds and hurry to the exit on the left. Take out any Coelacanths, and jump over any ink clouds and the octopus, and quickly hop across the last falling platform to reach the exit to Field 55.

[Field55] ENDING!

*THEME: Oouna (Mighty Deep) Theme

*ENEMIES: Anemone

*EXITS: --

This is the most challenging final stage I've played thus far.

In this final stage, you'll find yourself stranded on a platform on the bottom right, staring out at a tumultuous sea. No worries. Cast Jump onto the ceiling, then Backsling your way along it until you've climbed on top of it. This easy task, however, is made into a living hell by the Anemone. It releases little creepers that will not only move along walls, but down your fishing line! So, you need to climb up this incredibly quickly, before it releases any. If it DOES release some as you're climbing, the only good counter is to release your cord as soon as they reach it (they'll stop for a moment when they do), then quickly grab back on. Once you've climbed onto the ledge, wait for it to throw more creepers, then hook the Anemone, extend your line, and run off the side. You should sling back to the right side automatically, and the Anemone will be yanked free. Just remember to release your line as it flies off the ledge, or else you'll go with it! Next, climb back up to where the Anemone was.

You'll see another ledge above you, largely identical. Wait for the Snail on this ledge to reach a point at which you can catch it, then do so and climb up to that ledge. Now hook the yellow block to your left. From here, you could try just dropping to the left from this, and hooking onto the tall wall, then Backslinging to the other side and up it to reach the exit. But, the other Anemone will make it difficult, so to be safer, you'll want to throw the Anemone into the ocean first.

Standing at the edge of the platform, jump straight up and hook the yellow block floating to the left. Now, just run off the edge, and midway through swinging, release the line and begin holding to the right so that you'll land right beside the Anemone. Quickly, before it can release any creepers, hook the Anemone, extend your line a little, and leap off the right side! As soon as you've seen that it's flown off, QUICKLY release your line and latch onto the wall to your left. If the Anemone happens to stop halfway off the ledge, (this is pretty common), just reel yourself in to catch it in your bag, or swing to the right a little to finish pulling it off. At any rate, you can now Backsling your way over to the exit, free of worries, other than perhaps a random Snail or two. But by now, those should be no problem for you.

Backsling up the side of the wall nearest the exit as high as you can, then transfer over to the actual ledge the door is on, and Backsling up onto it. CONGRATULATIONS! You've beaten Umihara Kawase!

[Field56] BOSS!

*THEME:

*ENEMIES:

*EXITS: 57

[Field57] ENDING!

*THEME:

*ENEMIES:

*EXITS: --

|09.Goodbye To The FAQ [CIAO] |
|_____/

[Closing]

And so, that concludes the PaGaN3l3m3nts FAQ for Umihara Kawase. Of course, at this point, the FAQ is still under construction, but I give my sincere promise that it will be completed! Send any questions, comments, or whatever to my e-mail address, pagan3l3m3nts@yahoo.com. Also, my website is still under construction, but in the near future, I'll be posting an essay on Umihara Kawase on the site, which can be found at <http://www.geocities.com/pagan3l3m3nts/index.htm> (shameless advertising). At any rate, I hope that this FAQ will help make your Umihara Kawase experience more enjoyable. You can repay me by simply making sure to tell all of your friends about this wonderful game.

[Thanks]

Thanks go out to the following...

GameFAQS: For being the hosts of this FAQ.

TNN/NHK SC and XING: For making this game!

www.umihara.org: An Umihara Kawase site that I found after first falling in love with the game. It contained time rankings, a message board, and even art galleries. Unfortunately, It vanished in February of 2006...

Tychom: This guy at umihara.org was who taught me about the Rocket Jump!

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