

Yadamon: Wonderland Dream (Import) FAQ/Walkthrough

by ritchie

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YADAMON WONDERLAND DREAMS

(c) 1992 NHK/Sogo Vision/G. TAC/SUEZEN

(c) 1993 TOKUMA SHOTEN

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GUIDE

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Jean's Room - North

Move the pointer to the right to enter Jean's Room - East.

Jean's Room - East

Move the pointer to the right to enter Jean's Room - South.

Jean's Room - South

Mover the pointer on the purple photograph on the wall that's nearby the desk & window, and press the X button. The trio will be teleported to the Ghost House - Lobby 1F.

Lobby 1F

Move the pointer up to enter Lobby 2F.

Lobby 2F

Move the pointer on the door on the left to open it. Now, move the pointer on the open area of that door to enter the Bedroom.

Bedroom

Move the pointer on the top area of the bed, and press the X button three times to move the bed to left. After the bed moves to the left, move the pointer on the "SILVER KEY," and press the X button to pick it up. After that, move the pointer on the boy, Jean, and press the X button. The screen will change to the location of places that you have already been to. Now, move the pointer on the picture of Lobby 1F, and press the X button to go to Lobby 1F.

Lobby 1F

Move the pointer on the door on the far right, and press the X button to open it. Now, move the pointer on the open area of that door to go into the Entrance to the Underground.

Entrance to the Underground

Move the pointer on the "HANDLIGHT" that is on the right side of the door, and press the x button to pick it up. Now, move the pointer (silver key) into the keyhole, and press the X button to open it. After that, press the X button to enter the Perplex Underground Passage.

Perplex Underground Passage

There are five open areas. Move the pointer on the open area that's in the corner on the far right, and press the X button to enter Underground Passage which had blue walls.

Underground Passage

Move the pointer to the center or middle of the dark area of the tunnel, and press the X button to enter the Bottom of the Underground Passage.

Bottom of the Underground Passage

There are four rocks. Move the pointers on each of the four rocks, and press the X button to make each of them move so that the magic stone (1-3) will fall. After that, move the pointer on the magic stone of "COURAGE," and press the X button to pick it up. After that, the trio will teleport back to Jean's Room - South.

Jean's Room - South

Move the pointer to the left to Jean's Room - East.

Jean's Room - East

Move the pointer on the image with a lake & trees that's nearby the window & bed, and press the X button to enter the Jungle Jorama - Night Jungle.

Night Jungle

Move the pointer on the sign with the red arrow, and press the X button on the sign to enter the Fairy Waterfall.

Fairy Waterfall

Move the pointer on the fire area, and press the X button to enter Rogue's Forest.

Rogue's Forest

Move the pointer on the Rogue, and press the X button to speak to him. Move the pointer on Rogue again, and press the X button to play a shooting game. You have to win this game by defeating Rogue. In the game, try to avoid the animals, and just aim directly at Rogue to shoot him. After winning the game, the trio will go back to the Fairy Waterfall.

Fairy Waterfall

Move the pointer on the balloon, and press the X button to make the balloon moves to the right. The trio will go to the right to enter Caesar's Meadow.

Caesar's Meadow

Move the pointer on the Falcon in the sky, and press the X button. The trio will be taken to Falcon Valley.

Falcon Valley

Move the pointer on the Falcon, and press the X button to speak to the Falcon so that the magic stone (2-3) will fall. After that, move the pointer on the

magic stone of "FRIENDSHIP," and press the X button to pick it up. After that, the trio will teleport back to Jean's Room - East.

Jean's Room - East

Move the pointer on the blue photograph on the wall that's nearby the bed, and press the X button. The trio will be teleported to Tokonatsu's Paradise - Mock Beach.

Mock Beach

Move the pointer on the turtle's shell, and press the X button to speak to the turtle. Move the pointer on the rabbit, and press the X button four times to resuscitate to the rabbit. Now, move the pointer on the rabbit, and press the X button to speak to the rabbit again. After the rabbit disappears, move the pointer on the palm tree to the coconut on the right to make it fall to the ground. Move the pointer on the cork that came out of the coconut, and press the X button to make it fall into the water. After that, Ms. Juuki will appear. After speaking to Ms. Juuki, move the pointer on Ms. Juuki again to make two objects appear. Now, move the pointer on the cork on the left, and press the X button to get the "CORKSCREW." After that, move the pointer down, and press the X button to enter Soda Ocean.

Soda Ocean

Move the pointer on the rock, and press the X button to move it. Move the pointer (corkscrew) on the cork, and press the X button to enter Fairy Forest.

Fairy Forest

Move the pointer on the second tree on the left (counting from left to right), and press the X button to speak to the Wood Amber. Move the pointer on the Wood Amber, and press the X button to speak to it to make the MAGNIFYING GLASS fall. Now, move the pointer on the magnifying glass to pick it up. After that, move to the right to enter Cheshire's Tree.

Cheshire's Tree

Move the pointer (magnifying glass) on the smile with the ZZZZZ that's in the tree, and press the X button to burn the smile with the ZZZZZ with the magnifying glass to make the Cheshire Cat appear, and the gold key will fall. Move the pointer on the "GOLDEN KEY," and press the X button to pick it up. Now, move the pointer to the left to enter the Fairy Forest again.

Fairy Forest

Move the pointer on the log that's on the ground, and press the X button to enter the Fortune Hole.

Fortune Hole

Move the pointer on the blue open area to enter the Time Door.

Time Door

Move the pointer on the door with windows, and press the X button to make the rabbit appears. Move the pointer on the rabbit, and press the X button to speak to the rabbit to make the magic door appear. Move the pointer (golden key) into the keyhole of the magic door, and press the X button to open it to

enter the Queen's Room.

Queen's Room

After speaking to Queen Chris, move the pointer on her, and press the X button to speak to her again to play a card game. You have to win this game to defeating Queen Chris. In the game, you need to pick a card that has a higher number than the Queen's card. You are given six hearts. After winning the game, press the X button, and Queen Weil appears. After the magic stone (3-3) falls, move the pointer on the magic stone of "LOVE," and press the X button to pick it up. Press the X button again to teleport back to Jean's Room - West.

Jean's Room - West

Yadamon's mother, the Queen will speak to the trio.

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THE END

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