

Beethoven's 2nd FAQ/Walkthrough

by absent

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Beethoven's 2nd for SNES
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A Hi Tech Expressions Game

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I don't mind you using this as long as you e-mail me first and none of the text is manipulated. Originally submitted to GameFAQs.com.

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1.) Story

The game has a viciously intense plot so trying to sum it up here would take more energy than im willing to invest.

2.) Controls

D-Pad: Moves Beethoven

Start: Stops the game from going.

Select: Nothing.

A: Shake. This move works when Beethoven is wet. He sprays water which destroys enemies and extinguishes fire.

B: Jump.

Y: Bark. Hold it to increase its distance. This is your primary attack. While charging your bark you can't move, but you can jump. If you need to get closer to an enemy, you can try to jump forward to them while charging.

X: Pick up. Pick up items or a puppy.

3.) Walkthrough

World 1 Suburbia: Scene One

In Suburbia you are attempting to save Chubby. The first of the four puppies. You start a fence. Jump this fence. Be ready for the cat, the apple and the skateboarder. At the skateboarder jump on to the ledge behind him. Jump over the lamp and eat the bone if you lost any health. Now, approach the sprinkler to aquire a wet charge. Be careful of the apple in the tree right before. Jump on the next ledge and use your wet charge to take out the man with the dart gun. Proceed to pick up some more health. Avoid the cat and the dog and jump the fence, proceed cautiously to the tree and avoid the apple. Now jump on the ledge.

As you walk across you will approach a fence, you can clear this jump if you are close enough and get enough speed before hand. Avoid the skateboarder past the fence and get back on the next ledge. Take out the poodle and the tornado cat and then get Chubby. Next Level.

World 1 Suburbia: Scene Two

Note: Enemies do not respawn. If you clear the level and then go back and get Chubby it makes things alot easier. This same rule applies to each of the "Carry The Puppy" type levels.

In this level, you have to get Chubby to his mom. I suggest going through and clearing everytihng first. The weird thing is that Chubby doesnt really get hurt or lost. If you pick him up and just carry him along notihng really will happen if you drop him. If you bark at him, he will stop moving. Chubby can only walk forward. Jump the fence and then proceed. Watch out for the apple and the tornado cat that jumps out of the second trashcan. Jump on the ledge and when you reach the skateboard kid you can stand and charge your bark and take him out before jumping. At the end of the ledge there is a nice piece of meat that gives an extra life. Now get yourself charged with the sprinkler. Watch out for the apples in the tree. Jump the the fence and avoid the cat and the apple. Jump the next fence. Now jump on the ledge, jump over the fence at the end. Now jump the sequence of fences, avoiding the skateboarder and the apple. Now drop the dog off at the mom.

World 2 The Park: Scene One

This time we are recusing Mo. Charge your attack and hit the squirrle while avoiding the apple. Jump the fire. Avoid the apple. Now jump on the turtle spring. Go on top of the blocks, bark at the bird and then jump onto the box with the bone. Now, if you get the water before the dart man can get you then use it but if not bark at him as fast as you can. Now charge the water and extinguish the fires. If you are good at jumping you can try to just jump over them, but putting them out is safer. Shake water on the squirrel then take the bottom path. Taking the top path will lead you down a slide which could end up getting you some damage dealt because dogs cant bark while they are sliding. Jump the fire and avoid the onslaught of angry apples. Be sure to bark at the skateboarder. Now, get the water charge. Take out the first fire then go back and get another charge. When you reach the turtle jump on it and then the momment you land use the splash to destroy the squirrels. Here is Mo.

World 2 The Park: Scene Two

Same stratgey as the Chubby one. Get the water charge, take out the fire and the dart guy. Get another charge and keep going forward putting out the fires. There are four and the fourth one has a squirrel so be sure to act fast before the nuts are thrown at you. Avoid the apple, take the bottom route and take out the squirrel and the dart man or take the top route using a water charge on the squirrels or dart man to make an easier trip and acquiring you some health. The squirrels have alot of range so this part can prove to be deadly. Keep going straight, wait for the apple to fall and then jump on the turtle. At some point you should dispose of the squirrel so it doesnt kill you. Wait for the apples to fall and then get another water charge. Clear out the next seciton of fires. Be sure to take out the 2 birds and the skateboard guy. After taking out the two fire places there is on more bird and a dart guy. Jump off the

slide and give Mo to the mom.

World 3 The Kennel: Scene One

Tchaikovsky is one crazy dog. This is where the game gets intense. Enter the level and take out the mean dog. Get the bone. Jump on the crates. When you are at the dart guy, charge then jump and bark. It takes about 5 hits to kill him. Now jump on the elevator. This raises you up so you can clear this jump. Use the same technique on the next dart guy. Jump down and take out the mean dog. If you notice, behind the furnace is an extra life meat. Pick it up to get an extra life. Now jump on the crates and bark at the next mean dog. Now, notice that one crate has arrows pointing down. Make sure you do not jump on that crate. Take out the dart man however you see fit. It takes 5 hits to kill so if it takes longer you are resetting his hits. This is a tricky part. If you want to avoid the darts you can jump off the box quickly ahead of you and back but it could fall so dont rely on it too much. After this, jump on the platform going up. Go all the way up to get the water charge. If you are feeling in a crazy mood, you can jump backward and try to get on the top box to get some meat. Take out the dog with your water move and then get another charge. Watch out for the dart guy, get the health below him and then climb up to the rollers. Get on the platform that is going back and forth. Charge and bark at the dart guy before jumping on the platform. Keeping jumping up. Go down to the blue cages and there is the crazy piano dog. If you dont like that path you can take the lower route as well. Just go forward and approach the enemies as you would normaly. Also, watch out for the falling box.

World 3 The Kennel: Scene Two

Bark the first dog. Watch out for the second falling block before the dart guy. Take out the mean dog. If you want you can jump back to the bottom cages but watch out because the first one falls. Keep going forward. Approach the rollers and jump over the mean dog. Keep going up untill you reach the more moving platforms. Go up and then right and bark at the mean dog. If you go left you can get a water charge which is really useful for clearing the path. Keep going left and you can get a meat life too. Keep going forward and jump the mean dog. Once you reach the dart guy, jump under him and take the down path. Keep going up untill you reach the mom. Fin.

World 4 The Wilderness: Scene One

So Dolly is the craziest of the dogs because the wilderness is insane. Take out the park ranger dart guy or jump over him. Bark the moutain lion to death and then jump up and go back to get that lup meat you saw earlier. Now scare the dart guy's feet so he cant get you. Watch out, the log has spike brances that hurt you. Make the jump to the upper platform, take the meat and then jump over the dart guy. Watch out for the falling boulders, however. Bark the next moutain lion and eagle to death. Keep jumping on the mudslide while avoiding the dart guy and barking at him untill he goes away. Then jump on the lower platform and jump up and bark at the eagle. Jump on the branch and then land on the top platform. Jump on the next branch you see and reach the top platform again. Bark the moutain lion to death. If you want, kill the dart guy and take the meat past him to get full health. Go right and jump on all the platforms. Kill the mean lion. Jump into the waterfall and quickly do the splash attack and the dart guy will not hurt you. Own the eagle with your water attack. Go recharge it incase you want to use it later but you probley wont need to. This is the most useful placement of water yet in the game. Jump up and grab your puppy. Next Level.

World 4 The Wilderness: Scene Two

I'd suggest bringing the dog with you, because its possible to get past it but if you have the patience, you can go and do it all and then go back. It is your call.

Kill the moutain lion using your amazing bark powers. Avoid the falling rock. Jump up and then keep climbing up the mudslide. Make sure you dont break the platform. Go down the mudslide and jump on the bouncy branch to get a lup meat. Now keeping going along the mudslide path. Jump the fire and kill the foes. Once you pass the eagle, go slow. If you see a dart guy, wait and try to bark him to death at a distance. Jump the fire. Kill the lion. Then make these next jumps really fast. Take out the dart guy and make these tight fire jumps. Another (!) dart guy on the bridge to take out. There is mom!

Conclusion

Well, now that you've collected the 4 puppies the resolution is finally revealed. I dont want to go too in depth because it would take a long time to explain the very expansive plot twists at the end but i tell you its worth the play.

4.) Secrets

None.

5.) Final Notes

If I am missing anything be sure to tell me so I can update the FAQ. My email is absent63@yahoo.com