

Card Captor Sakura: Sakura Card de Mini-Game (Import) Guide

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Type of guide: Walkthru
Name of Game: Card Captor Sakura
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INTRO

Greetings, this is my first guide ever but I hope it'll still be useful. I'm working on it still because it's obviously incomplete. If you have CONSTRUCTIVE comments (useful ones as in telling me what's wrong and why) you're welcomed to e-mail me at the address mentioned above.

VERSION

V.0.9 - First edition. Still lacking the last level.

V.1.0 - All Levels included.

LEGAL JUNK

Just like everyone else, you can use this guide in whatever way you like as long as you keep my name in it :) After all, I wanna get credit for what I did.

CONTROLS

The buttons do pretty much different stuff for each level. I'll post them in thier respective levels.

WALKTHROUGH

When you start up the game, you get three options.

The first one is New Game. You get 3 choices here. First is New game, Second is Continue game and last is Mini-Game (it allows you to play the levels you already beat individually).

The second one is to read each section's story. Just move left and right. The ones that have a ? on them can't be watched. To exit, just press B.

The third one is drawing, similar to the paint program we have in Windows. To exit, put your cursor over the top-most icon and select the last option.

EXAMPLE

Difficulty: from 1 to 5, 1 being super easy and 5 being almost impossible.

Special Keys: If some button does something special for this level, what that is.

Type: Is it timed, points, etc.

Style: Platform, Maze, etc.

Info: What you need to do to win.

LEVEL 2

Difficulty: 1/5

Special Keys:

A Button - Shoot Fireball

Left and Right Arrows - Move

Type: Timed

Style: Protect (Stop something from reaching a certain point)

Info: You have to stop the water columns from reaching the bottom of the screen. When you see one, move below it and shoot a fireball (A). If you move fast, this level will be a cinch.

LEVEL 3

Difficulty: 3/5

Special Keys:

They all work (A, B, arrows).

Type: Errors (4 errors and you're out)

Style: Music

Info: You have to help Tomoyo sing by pressing the correct keys when they get highlighted in the green section. Make sure to wait for the key to have a little note above it. Just keep focused and you should be okay.

LEVEL 4

Difficulty: 1.5/5

Special Keys:

A Button - Slash

Arrow Keys - Move Around

Type: Timed

Style: Protect

Info: Move around Li, slashing any line you see going towards him. When they come in contact with him, he starts losing health. When you slash it, it stops falling but doesn't go back up. It should be fairly easy if you're quick.

LEVEL 5

Difficulty: 0.5/5

Special Keys:

A Button - Slide in the direction you're moving.

Left and Right Arrows - Move

Type: Timed

Style: Dodge

Info: If you can't beat that one, you're having a big problem. Just look at the top of the screen, when you see the feet, get away from it. towards the end, it'll stomp the same spot twice in rapid succession.

LEVEL 6

Difficulty: 2/5

Special Keys:

A Button - Shoot an erase card

Left and Right Arrows - Move

Type: Timed

Style: Shoot and Dodge

Info: If you played the Buster Bros. Game for SNES, then it shouldn't be hard. If not, then the sheeps fall and bounce around. Just make sure you don't get hit (can be really hard in the end) and shoot them when you have the chance.

LEVEL 7

Difficulty: 2/5

Special Keys:

A Button - Propel yourself

Arrows - Move

Type: Speed

Style: Racing

Info: You have to reach the end before the bike. Press the A button and when you see Sakura slowing down, press again. At first, stick to the left (without hitting the walls) and you'll see a little passage. After that passage, try to stick to the right. You'll see sand spots (brown). Try to stay away from it. If you can't, then press the A button really fast (you can't roll in sand). You should reach the end before the bike.

LEVEL 8

Difficulty: 3/5

Special Keys:

A Button - Jump

Left and Right Arrows - Move

Type: Timed

Style: Catch

Info: The Flower card (incarnation) will throw flowers around. Just catch them. It's not that bad if you miss a few, you just need to get a total of 20 minimum.

LEVEL 9

Difficulty: 4/5

Special Keys:

Arrows - Move

Type: Timed

Style: Maze

Info: You have to walk around, dodging everyone, and gather 4 Keys (they appear randomly on the map). Once you have them, get back where you started (the gate will be open) and leave. It can be quite annoying because sometimes, they clearly run after you, sometimes, they ignore you. If you get caught, you have to start over.

LEVEL 10

Difficulty: 2/5
Special Keys:
Left and Right Arrows - Move
Type: Points
Style: Protect

Info: Try to see where the blue guy goes (forgot his name) and move Kero there to stop him. After 30 times, you win (but you can continue as long as you don't miss).

LEVEL 11

Difficulty: 3/5
Special Keys:
Arrows - Move Around
Type: Points
Style: Dodge

Info: In the beginning, try to get a feel with her movement, to know your limits. Then, your goal is to get as many floating keys as you can (not sure how many you need) before reaching the elevator. The only thing you need to dodge is the red bars (and the walls). If you play carefully, you should be okay.

LEVEL 12

Difficulty: 3/5
Special Keys:
B Button - Shoot Bubbles
A Button - Jump
Left and Right Arrows - Move
Down+B - Jump down a level
Type: Total
Style: Platform

Info: You have to shoot Kerobero with your bubbles to clean him up :p Just try to anticipate his moves so you can get him in time. You need to hit him 8 times total to win. If you can't do that in less than 90 seconds, you lose. He moves pretty much randomly, running away from you.

LEVEL 13

Difficulty: 1/5
Special Keys:
Arrows - Listen
Arrows+A - Move there
Type: Timed
Style: Maze

Info: You need to be really focused in here. When Sakura doesn't move, you can press an arrow in a direction you could go and she will listen. If you hear an added sound with the music (can be hard to notice) in that direction (compare to other directions), then, while still listening to it, press A

and she will move that way. Repeat until you reach Tomoyo.

LEVEL 14

Difficulty: 1/5
Special Keys:
B Button - Shoot Ice
A Button - Jump
Left and Right Arrows - Move
Down+B - Jump down a level
Type: Points
Style: Platform

Info: Little penguin-like monsters will fall from the top and move around. Just wait at the bottom and when they reach your level, freeze them and kick them out of the screen. You get bonus points if you get more than one at the same time (freeze one and kick it so it'll take the other ones in it's way (frozen or not) with it). You just need to last long enough to clear them all. Really easy.

LEVEL 15

Difficulty: 3.5/5
Special Keys:
A Button - select
Arrows - Move
Type: Timed
Style: Errors

Info: The left picture is the original. Once the game starts, you get to see both for about 5-10 seconds, then, the original gets all blurry. You have to find 5 errors in the one on the right before the timer runs out.

LEVEL 16

Difficulty: 4/5
Special Keys:
A Button - Flip a card
Arrows - Move the cursor around
Type: Errors
Style: Match

Info: This is one of the harder ones I saw so far. You need to match the cards in pairs. You can have many chances (errors) before you lose (something like 7 or 8 or so) which is the only reason why I didn't put this level a difficulty of 5. If you get the Clow Reed kid (dun remember the name), it'll re-shuffle the remaining cards. Also, he doesn't count in the pairs. I can't really help more than that...

LEVEL 17

Difficulty: 2/5
Special Keys:
Arrows - Shoot water in that direction
Type: Timed
Style: Protect

Info: You have to protect the girl in the middle from all those waves by shooting water at them. You have 8 directions to protect her from (the diagonals included). Just be fast and it should be pretty easy.

LEVEL 18

Difficulty: 3.5/5
Special Keys:
Arrows - Charge up
A Button - Shoot
Type: Timed
Style: Boost

Info: You have to press the arrow buttons like crazy to charge up the little bar at the bottom. Once it's full, you'll get a new bar with a yellow section in the middle and a cursor that moves around like crazy. You have to press the A button so that it'll stop in the yellow part to shoot the avalanche. If you miss, you have to start over.

P.S.: Her face when she misses is hilarious XD

LEVEL 20

Difficulty: 2/5
Special Keys:
A Button - Slash
Type: Timed
Style: Maze

Info: Quite easy. You have to walk around, slashing those big blue orbs (they can't hurt you) (takes 3 slashes to kill one) that are in the way so that you can reach Sakura. The red arrow at the top left points you towards the general direction where to go.

LEVEL 21

Difficulty: 4/5
Special Keys:
A Button - Shoot Lightning
Arrows - Move
Type: Points
Style: Protect-like

Info: Flaming horses will run towards you (often in random directions). You have to shoot them with your lightning to get points. You need to hit about 6 or so to pass. It's okay if you miss some, but don't get hit by them (unless you hit them beforehand, in that case, they won't hurt you)

LEVEL 22

Difficulty: 5/5
Special Keys:
Arrows - Move a piece in the empty square
Type: Timed
Style: Puzzle

Info: The hardest one I saw so far (I haven't been able to beat it yet). You see the face of Clow Reed (adult) the way it's supposed to be, then the pieces are shuffled in a 4x4 square with 1 empty square. You have to move the pieces to reform the correct picture. The way the pieces move are the one opposite the key you pressed: if you press up, the lower piece (from the empty square) will go up. If you press left, the piece on the right (from the empty square) will go left. In the end, the empty square should be in the bottom right.

P.S.: Please don't e-mail me to ask how to beat the level because I don't know either. Besides, the pieces are always randomized at the beginning of the level.

LEVEL 23

Difficulty: 5/5

Special Keys:

A Button - Put a Piece on the board

Arrows - Move your cursor around the board

Type: Points

Style: Othello

Info: If anyone of you ever played othello before, it's exactly the same thing: You have the Gold tokens, Clow Reed has the Black ones. You both take turns placing a token on the board (in the squares that flash black) so that his tokens are between yours. Each of his tokens that are placed like that will be turned into a gold one (even if there are more than one in the same row, as long as they're between two of yours (one being just played), they'll flip over. He's trying to do the same thing to you. You have to make it so that when the board is full, you have more tokens than him. I can't really post a strategy for it, just try to get a hang of the rules and you should be able to win eventually.

CREDITS

- Thanks to Augustin for giving me his SaveGame File so I could see what level 23 was all about.