

Chu Chu Rocket FAQ

by ATadeo

Updated to v1.03 on Feb 28, 2002

This walkthrough was originally written for Chu Chu Rocket on the GBA, but the walkthrough is still applicable to the DC version of the game.

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C H U C H U R O C K E T !
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An unofficial
Chu Chu Rocket! (for Nintendo Gameboy Advance)
Strategy Guide/FAQ, Version 1.02
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INTRODUCTION

Here I am once more, exploring new boundaries by giving you my Chu Chu Rocket! Strategy Guide for the Gameboy Advance. Chu Chu Rocket! also appeared on another console before, specifically, the Sega Dreamcast. There are times when we are in need of a challenging yet fun and comical game to satisfy our gaming. Chu Chu Rocket! is a great game at that. I've played the Dreamcast version and it's good also. But I'm very much amazed when I played it in the Gameboy Advance. It's such a powerful handheld gaming machine and I'm impressed about the processing power of it. I sometimes imagine playing a Playstation game on the Gameboy Advance. Now, let's go deeper into the strategies of the game.

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UPDATES/REVISIONS
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Guide Status:

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Completion: 40% (for Sega Puzzles)
File Size: 66.8 KB

Updates:

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Version 1.02 (Started: November 10, 2001)

- Updated New Puzzles for Special 1P Puzzle

Version 1.01 (Started: October 18, 2001)

- Implemented Map Guides (asterisks)
- All Hard 1P Puzzle Solutions
- Added 2 new Challenge Puzzles
- New Secret

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GAME INFORMATION
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Game Objectives/Rules
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I. Main Goal

The main goal in the game is to successfully lead the ChuChus (mice) into the rocket. There will be a couple of hindrances on the way like walls, holes, and most especially, the cats. You have to strategically place the arrow panels (4 directions: up, down, left, right) on the map. Then when you press the Start Dash (by default, it's the R Button), the ChuChus will move around in the map in an orderly and straight path. When they reach a wall, they will turn right. When they reach the arrow panel/s, they will follow the direction

the arrow panel is pointing to. Just remember that in the 1P mode, you need to lead ALL ChuChus into the rocket. Not a single one should be left out.

II. Difficulty

To a certain degree, the puzzles will range from extremely easy to extremely difficult. You really have to think of a way to place those arrow panels correctly. The other thing to worry about is that the arrow panels are limited. It may only need 1 arrow panel to solve the puzzle but you have to figure it out yourself.

III. Winning

After winning, the level will be checked (denoting that you have solved it already) and you may then move on to other puzzles. Just remember that you may take on any puzzle. There is no particular order in doing so.

===== Game Controls =====

The controls are very easy. You only need the D-Pad and the 4 action buttons of the Gameboy Advanced.

A Button - Ok/Accept/Action Button
B Button - Go Back
L Button - Cancel Button
R Button - Start/Dash
Start Button - Pause (Resume/Exit)

CREATE A STAGE

CREATE A PLAYER

1 PLAYER PUZZLE

In this game mode, your goal is to correctly place the arrow panels in order to successfully guide the mice towards the rocket safely. You'll encounter cats and you have to think carefully (and compute the timing) about placing the arrow panels. Here are the puzzles and their solutions/strategies.

In addition to the normal puzzles (those that are included in the game), there are also puzzles that have been created (custom puzzles) that were created by different persons on the Dreamcast Version. They are tough and there are lots and lots of them. You'll definitely have to play very long. Let me remind you now that there are hundreds of puzzles here, therefore the guide might be longer than usual. There are 2,525 puzzles all in all just here in the 1 Player Puzzle mode. Here we go! Let's start with the Normal Puzzles. I'll put the solution I personally did for the puzzles. Take note also that it is very much possible that more than 1 strategy can be applied for a single puzzle.

Legend:

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R = Rocket

H = Holes

>, <, ^, V = Arrows and their position

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NORMAL PUZZLES
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These puzzles are fairly easy. They might get a little tricky sometimes but these won't be categorized as difficult puzzles. After completing all 25 puzzles, you'll see the ending credits.

PUZZLE #1: Where to go?

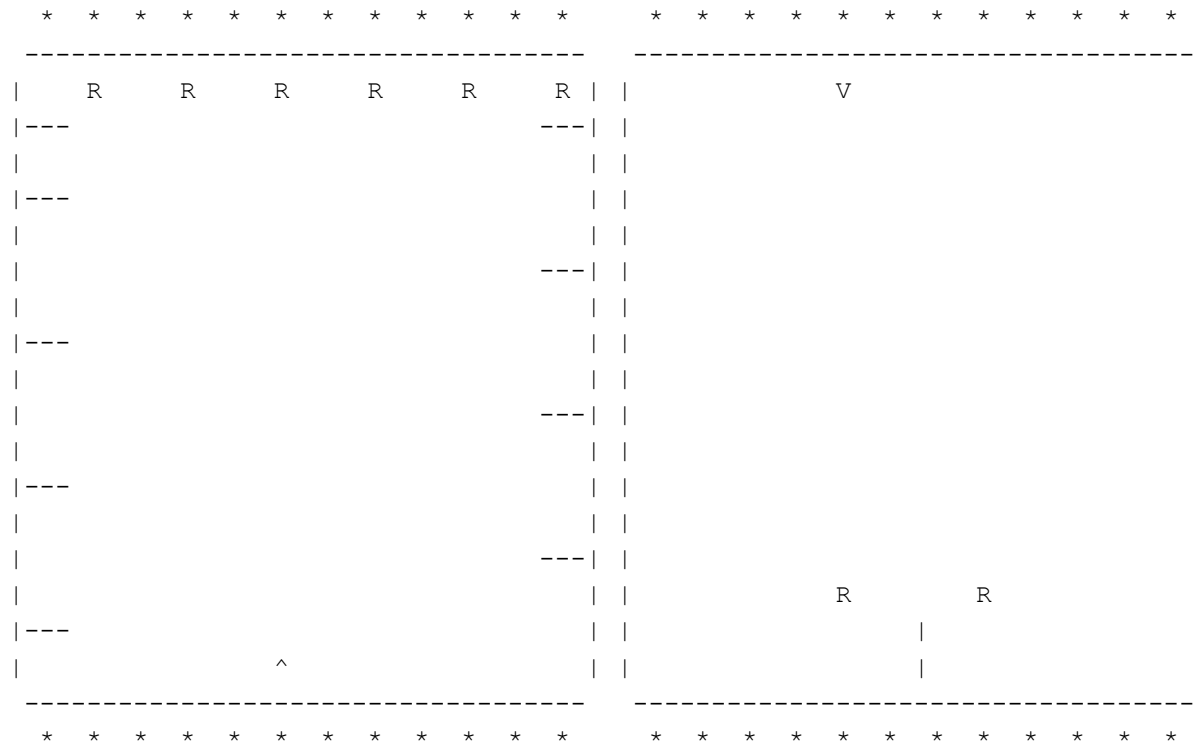
Mice: 40

Cats: 0

Puzzle #2: Roundabout

Mice: 16

Cats: 0



PUZZLE #3: Zigzag

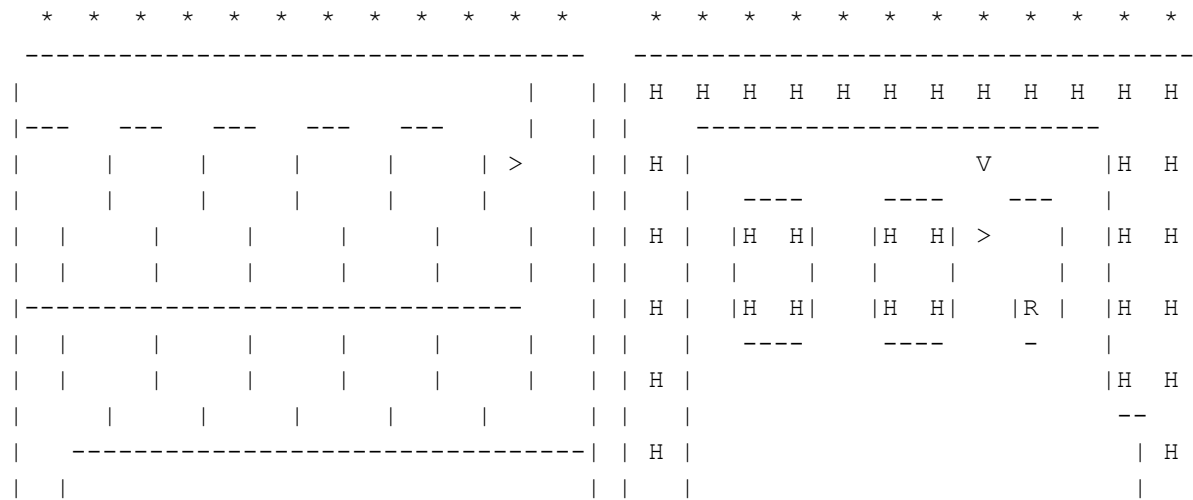
Mice: 16

Cats: 0

Puzzle #4: Bus

Mice: 1

Cats: 4




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PUZZLE #19: ChuChu!

Mice: 18

Cats: 0

Puzzle #20: Which One?

Mice:

Cats:

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PUZZLE #21: Cat!

Mice: 5

Cats: 10

Puzzle #22: Cat Patrol!

Mice: 8

Cats: 2

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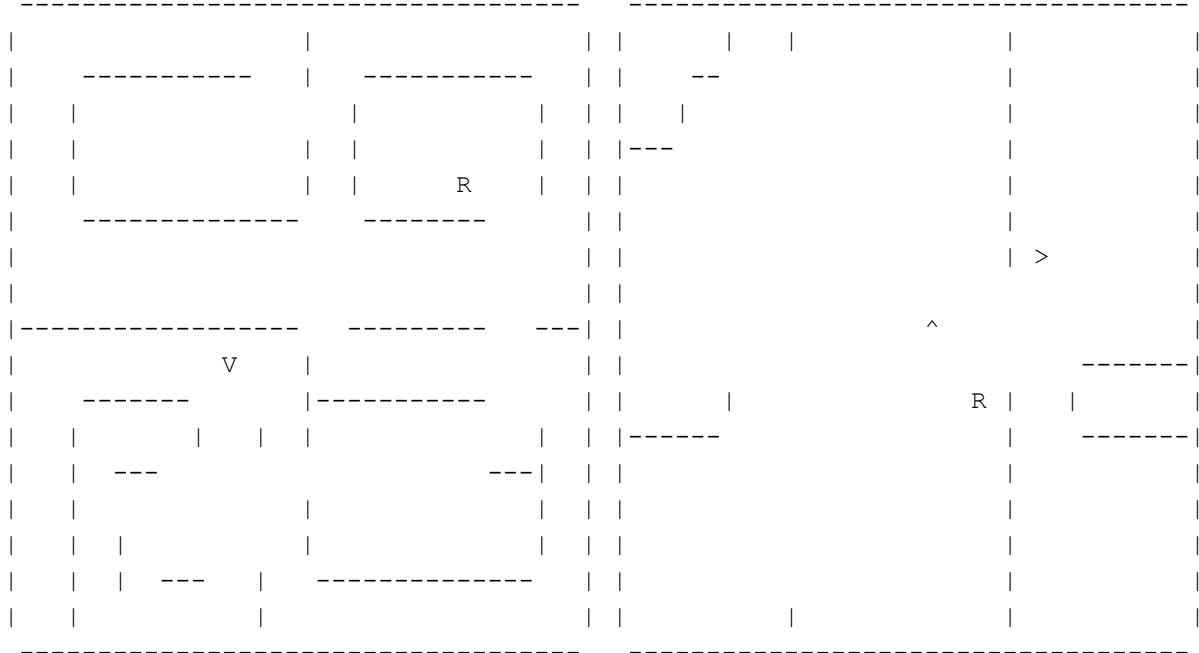
PUZZLE #23: Run Away!

Mice: 2
Cats: 1

Puzzle #24: Catch Up

Mice: 3
Cats: 4

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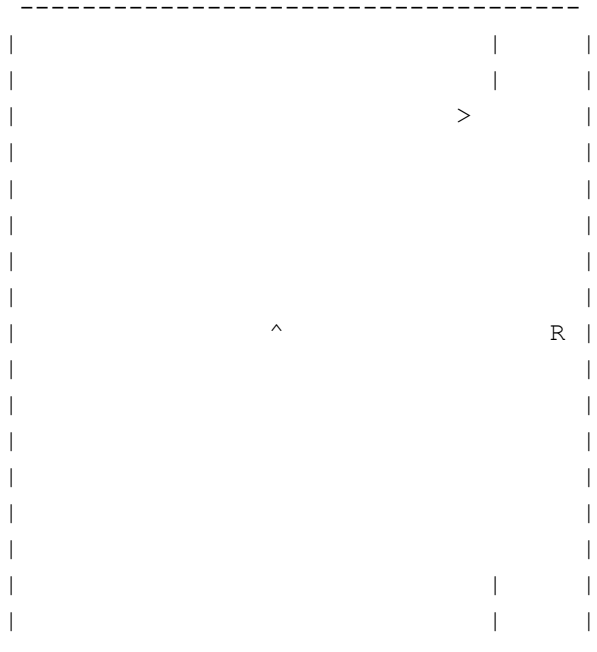


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PUZZLE #25: Gang of Cats

Mice: 1
Cats: 9

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HARD PUZZLES
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PUZZLE #1: The Battlefield

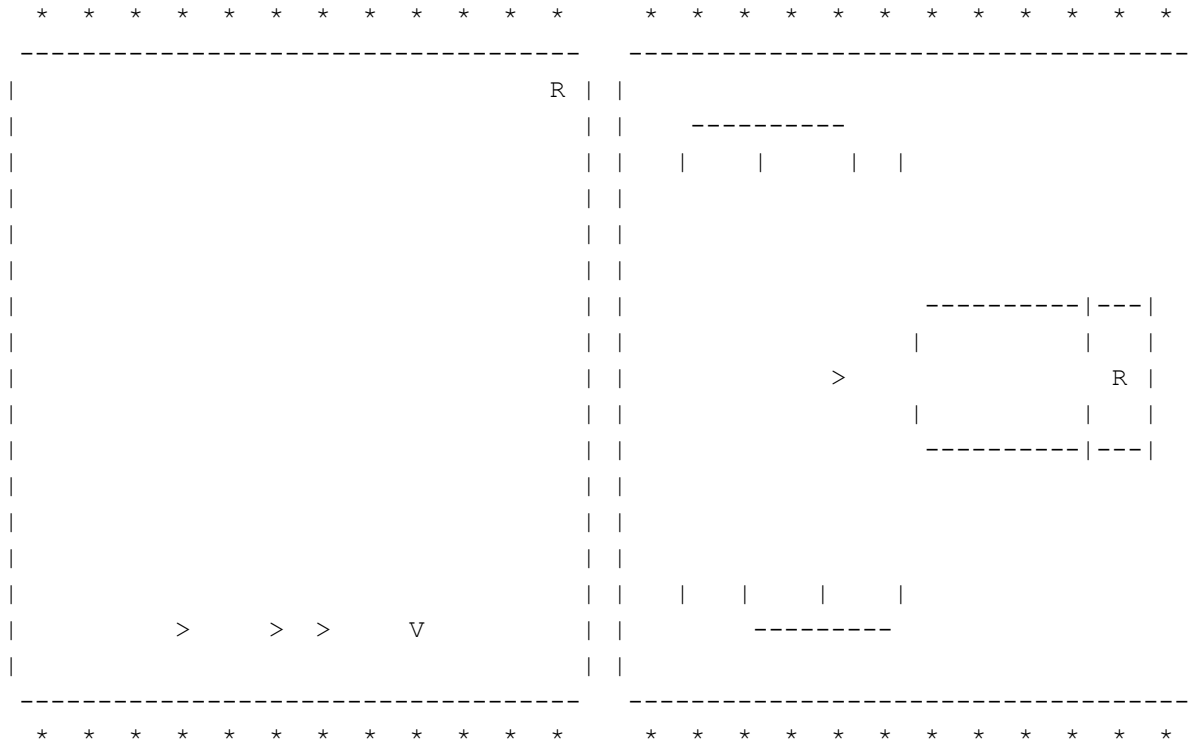
Mice: 12

Cats: 4

Puzzle #2: Sentries

Mice: 1

Cats: 2



PUZZLE #3: Sharp Turns

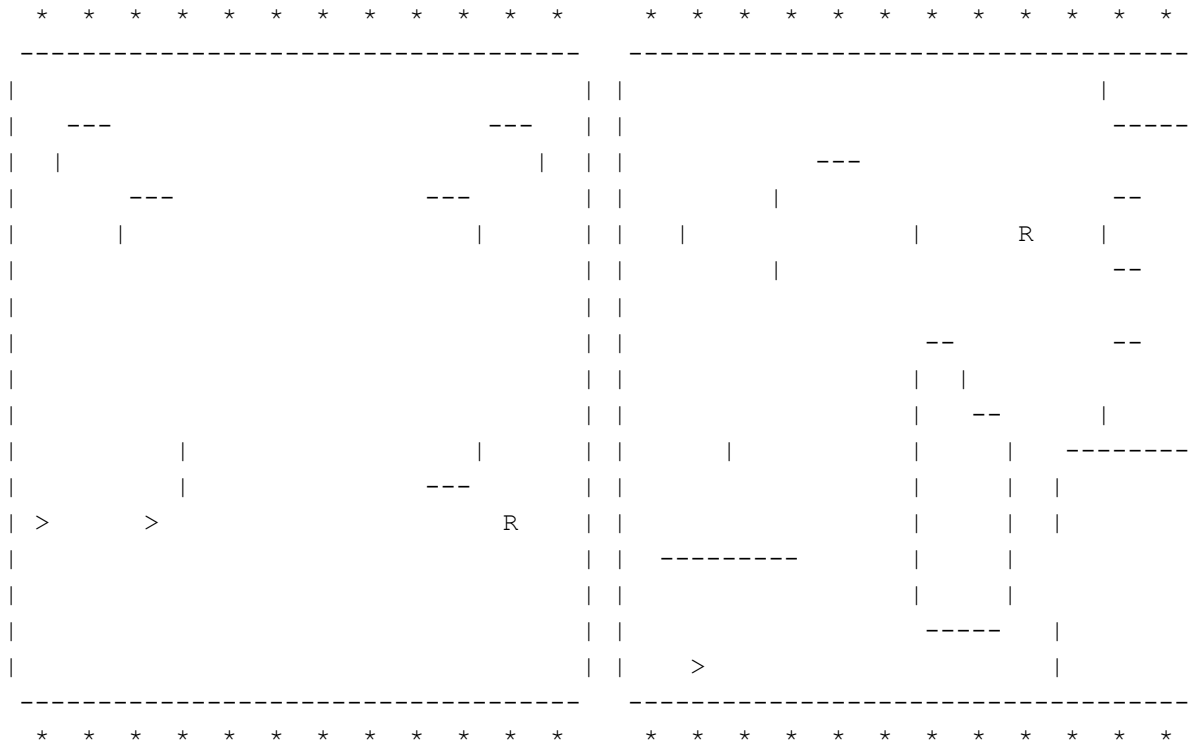
Mice: 14

Cats: 1

Puzzle #4: From Behind

Mice: 9

Cats: 4



PUZZLE #5: Loopy

Mice: 4

Cats: 1

Puzzle #6: Stairway

Mice: 4

Cats: 2



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PUZZLE #15: Runaround

Mice: 13

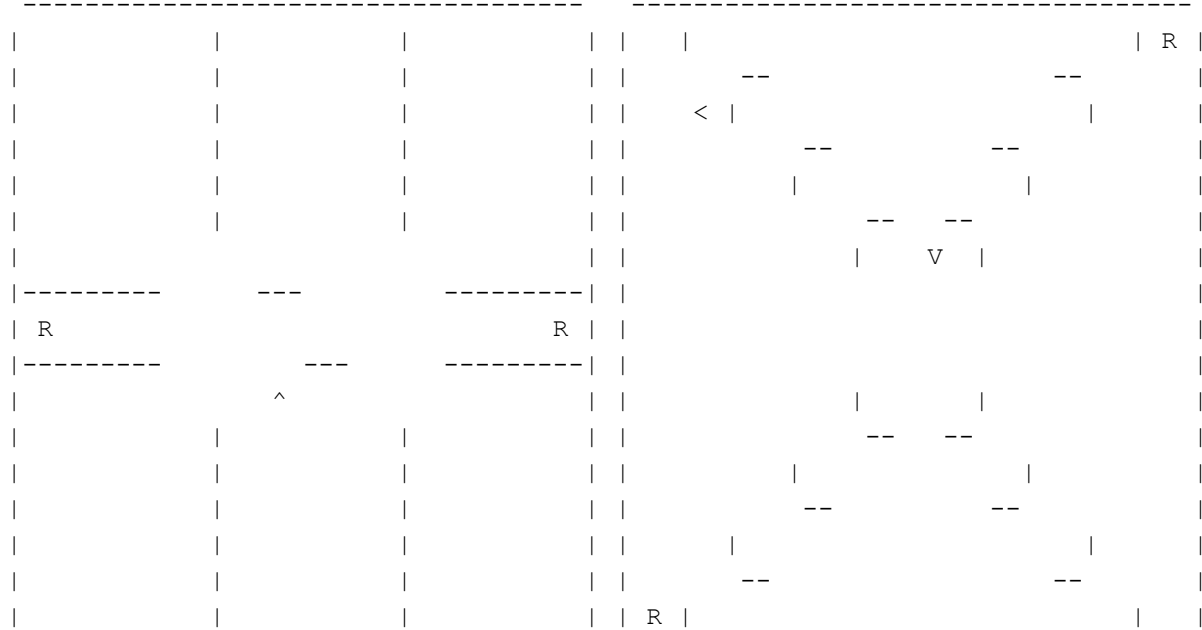
Cats: 2

Puzzle #16: Prisoners

Mice: 10

Cats: 8

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PUZZLE #17: Drop In

Mice: 8

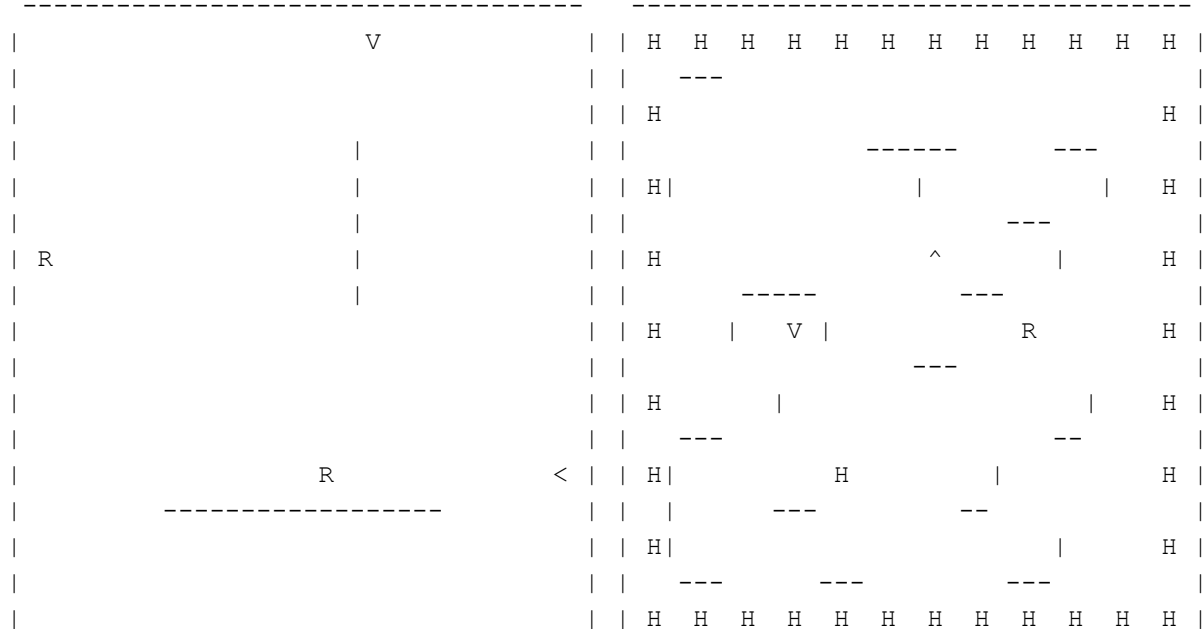
Cats: 6

Puzzle #18: Escape Route

Mice: 12

Cats: 0

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PUZZLE #19: Center Line

Mice: 6

Cats: 4

Puzzle #20: The Zone

Mice: 14

Cats: 2

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map is active (mice and cats are moving).

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NORMAL CHALLENGE PUZZLES
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Challenge A1: Get Mice!!!

Mice: 16

Cats: 0

Time Limit: 30 seconds

Note: Place the Down arrow first and then, place the 2 left-facing arrows

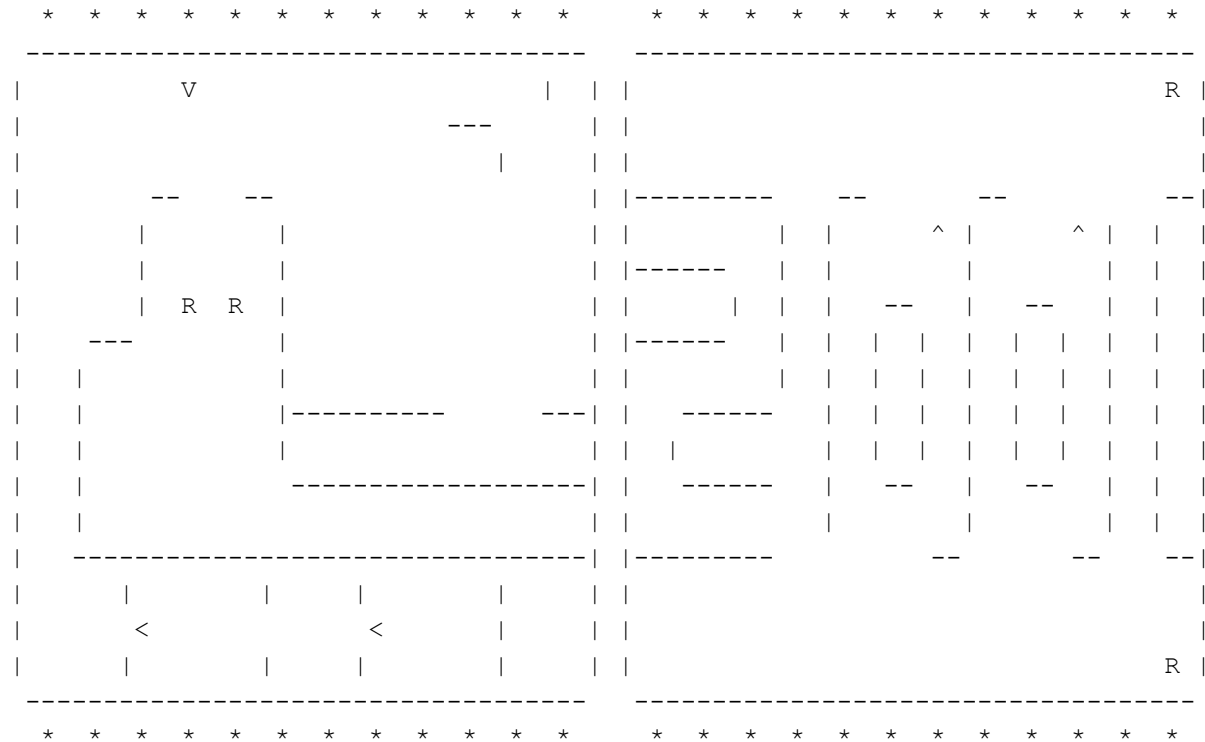
Challenge B1: Run Away!!

Mice: 24

Cats: 2

Time Limit: 30 seconds

Note: Don't worry about the cat



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STRATEGIES
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- 1. Study the map very well, first hand, before placing the arrows. But you can try a new arrow placement if you made a mistake.
- 2. For a more efficient arrow placement in maps with cats. Study the movement pattern of the cats and place the arrow correctly so that the cats misses the mice.
- 3. If you're having trouble with cats, lead them off by placing arrow panels right in front of their paths. These arrows tend to disappear after being touched by cats.
- 4. Always remember that the mouse will turn right on walls. Use this for combinations that will lead to the rockets.
- 5. If there are more than 1 rocket in a map, don't worry about leading a mouse in each of them. Leading all the mice into 1 rocket is enough to win the level.

SECRETS

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1. Hard Puzzle 1P - Solve all 25 Normal puzzles in Puzzle 1P Mode.
2. Special Puzzle 1P - Solve all 25 Hard puzzles in Puzzle 1P Mode.

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CREDITS/ACKNOWLEDGEMENTS

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- Thanks to Sega and Sonic Team for bringing us one of the best puzzle games around as well as porting it to the Nintendo Gameboy Advance. It's very challenging and so immersive.

- Thanks also to Nintendo for such an excellent handheld gaming device. The Gameboy Advance redefines what handheld gaming should be, and thus, it rocks!

- Thanks to the readers of this Strategy Guide/FAQ. This won't be called such without anyone using it. Thanks very much!

- And last but absolutely not the least, thanks to GameFAQs where you can view and download this Strategy Guide/FAQ. CjayC deserves all the credits given to him. Congratulations!

These are all that I would like to thank as of now. If I happen to forget anyone, please inform me. I'll check it out on my inbox if you really have something to be credited (I never delete important ones). Note, that if the same info is sent to me, it is on a first come first serve basis. Any suggestions, comments, additions, etc. will be duly credited to you once you've submitted one to me through my e-mail address written at the very top of this Strategy Guide/FAQ. Thank you very much!

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