## **Comix Zone FAQ/Walkthrough**

by OTACON120

Updated to v1.0 on Dec 31, 2003

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2. Page 2

a. 90% Ending

b. 100% Ending

- III. Credit
- IV. Updates
- V. Legal Info.
- VI. Closing

"NEW YORK CITY, PRESENT DAY"

Sketch Turner is up in his studio, busy writing the next issue of "Comix Zone" when all of a sudden, a huge arm comes straight out the very paper Sketch was writing on, and starts to choke Sketch. It's Mortus: the baddest, most evil villain known in Comix Zone. He tells Sketch that he is just a drawing, but he'll be free as soon as he kills Sketch. But, since Mortus is still just a drawing, he can't kill Sketch there. Instead, he sends Sketch into Comix Zone and sends all the mutants to kill him there. Mortus is now the illustrator of Comix Zone. That's bad.

REALLY bad.

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B. Main Characters			
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- Sketch Turner: The main character, your protagonist, and the creator of Comix Zone. When zapped into Comix Zone by Mortus, he took upon the role of a super hero, giving him amazing understanding of the martial arts. Sketch must survive through Comix Zone, not only to save the world from Mortus, but to save his own LIFE. Alissa Cyan: Sketch's heroine in Comix Zone. Alissa is an awesome operative working for the New World Empire, and even though Sketch created Comix Zone, he would be completely lost without Alissa's guidance. Providiing him with hints and tips to get through each panel, Alissa easily becomes a valuable part of Sketch's quest.
  - Roadkill: Well, he's not areally a MAIN character, but he's HELLA useful. Roadkill is Sketch's best friend (if a rat is your best friend, please find help), and helps him find hidden power-ups and shortcuts. He can also trigger switches and even scare off certain mutants. If you have ever played "Wild Arms", Roadkill is kind of like Hanpan, Jack's partner.
    - Mortus: Mortus is the evil head honcho of Comix Zone, and has transported himself into the real world to make Earth the new

home of mutants. He sends Sketch into Comix Zone to rid himself of Sketch, and get rid of all obstacles in his way.

- BOMB A little bundle of dynamite, bombs are useful for destroying heavy obstacles or safely defusing land mines.
- GRENADE Just like a normal grenade, you use it to take out enemies
   from afar, or to kill pesky airborne mutants.
- ICED TEA Plain and simple, you can use iced tea to refill your health.
  - KNIFE Like many games of this type, the knife is a long rang weapon that can be thrown to hurt enemies that provoke you.
- ROADKILL Roadkill is Sketch's best friend (if a rat is your best friend, please find help), and helps him find hidden power-ups and shortcuts. He can also trigger switches and even scare off certain mutants. If you have ever played "Wild Arms", Roadkill is kind of like Hanpan, Jack's partner.
- SUPERHERO FIST This turns Sketch into a full blown superhero, complete with spandex suit and flowing blue cape. This rips up the pages of Comix Zone, and destroys any mutants in the current panel Sketch is in.
  - SURPRISE This power-up, which takes the form of a Question mark (?), can be anything from iced tea to a grenade to a defective grenade that explodes in your face. Pick up at your own risk.

- GRAVIS: Gravis is the very first mutant you come across in the game, and he will continue to bug the crap out of you through the course of the game. He is somewhat slow and stupid, and he really isn't that hard kill. He has two projectile attacks, neither of which are very threatening to Sketch. Just avoid them, and continue to pummel Gravis into a bloody pulp.
- STRIGIL: These mutants are by far the second most annoying mutants you have to deal with, just under cocoon crawlers. They wield two crowbars, and through some strange work of voodoo, or oodoo, or whatever it is, they clang the crowbars together and make fireballs (Kind of like what a modern neanderthal would do). They will melt into a flesh-colored goo and move all around the room when needed (kind of like T-1000 from Terminator 2, ya know?) For some reason, Strigils are EXTREMELY susceptible to uppercuts. o.0
- SPAWN MUTANT: Spawn mutants are fairly easy to dispose of. They are crawling green monsters that will use their horns and their

acid loogies to attack you. Sometimes they will turn into Strigil or Gravis if you cause them too much trouble.

- MONGORIA: Mongorias are like primitive female ninjas, using flying guillotines and quick martial arts techniques to baffle Sketch to death. They are very easy to kill, but even easier if you take advantage of their fear of rodents, which is a very stereotypical slam on women by Sega.
  - COCOON: Cocoons are rather harmless nless you leave them be. Otherwise, they will spawn the most annoying mutants in the game, in my opinion, the cocoon crawler. Simply give them a few uppercuts when they appear, and that mini crisis can be easily averted.
- COCCOON CRAWLER: GAH! I HATE these things! It seems easy to just keep low kicking them to death, but without EXACT timing, they will hurt you EVERY time they hit the ground after being hit. The best way to dispose of them is to kick them into the air, and then juggle them in the air with punches until they are gone.
- FLYING CREATURE: Very small, bothersome creatures that don't get very harmful until the very end of the game. They simply fly around, pushing you everywhere and occasionally stinging you. Be careful, for you may not know it, but these flying creatues are actually DIRECT physical spawn of Mortus.
  - STYX: Styx seems like he would be difficult, but is actually very easy to knock out. Just hit him with a flurry of punches and kicks, both high and low. He can't handle it. If he gets up on his stick, either jump-kick or uppercut him back onto his feet.
  - PELAGUS: I only remember running into four or five of these, and they weren't very difficult at all. Simply jump kick them or throw grenades at them to get rid of them.
    - MORTUS: The mack daddy of evil in Comix Zone, Mortus is the ENTIRE reason Sketch is in the situation that he is. Mortus will have a flying creature spawn from his flesh every time he gets caught on fire. Mortus will also bug you by re-drawing mutants that you spend precious time killing. Damn you, Mortus! Damn you!

During this first panel, you will meet Alissa Cyan. She explains to you that you are the chosen one, and that you have a mission to complete. After some conversation, Sketch finally realizes that he is in his own comic book. Pick up the bomb, the iced tea, and the knife, and head into the next panel. You have entered the "Deceased District". As soon as you enter, Mortus draws your first enemy:

Gravis. Dispose of him quickly, and Mortus will draw another Gravis near the entrance to this panel. Take him out as well. During all this, Alissa tells you that "They" have a hideout in the city, and they you need to find it. After taking out the second Gravis, you are given two paths to choose from. Take your pic, and follow this walkthrough accordingly.

\_\_\_\_{{{DOWN PATH}}}}\_\_\_\_\_{{{{RIGHT PATH}}}} Dropping into the next panel, you will |Heading into the next panel, you see 4 explosive drums sitting on the ground. Use the bomb you received at the |drum. Just back up, and wait for him beginning on the drums and back as far |to destroy it. Afterward, take him away as possible. Pick up the superhero |out. Kick open the blue hole cover, fist that is left, and head to the next |and hop down into the next panel. panel. In the next panel, kill Gravis, |Break open the cage and grab and pick up Roadkill. You'll have to either drop a power-up, or use one. If |iced tea first to make some room. you've been hurt, just use the iced tea. |After you grab him, the floor will Kick open the blue hole cover that was |open up, dropping youinto the next under the cage, and hop into the next |panel. Hit the switch on the left panel. Alissa will scan for lifeforms, |and drop through the trap door. Use and she will find two. There are two Strigils down here. Keep them on one side drums, and use uppercuts to kill the keep using combos to take them out. After | flying creature. Have Roadkill sniff that, and keep using combos to take them |out a knife near the skeleton, and out, and hop down into the next panel. |head into the next panel.

|will see Gravis behind a flaming |Roadkill. If you're hurt, use your your bomb to get rid of the three

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Here, you meet with a Strigil. Just hit him with a flurry of upperctus and he should be gone in a hurry. You will see an explosive crate, and a switch on the wall. Alissa chimes in, saying that she doesn't like that crate. Listen to her. First, push the crate under the switch, climb on top of it, and throw the switch. DO NOT GO INTO THE DOOR YET! First, walk left against the wall until you fall to the left side of the crate. Push the crate into the hole and watch the fireworks. Alissa will commend you for your genious, as you've just disposed of two flaming drums that would have barbecued your ass had you fallen through the door without caution. Destroy the grate with your hands, and head into the next panel. Gravis is in your way yet again. Bruise him up a bit, and knock him through the panel borders and into the pit behind them. After this, quickly turn around and take out the flying creature that appears behind you. Then, head toward the pit, and do standing jump kicks to take out the other flying creature here. Uppercuts may seem quicker, but they also send you a bit forward, and form the danger of accidentally falling off. Jump over the ledge, and head to page 2.

Superhero Meter: 15%

2. Page 2 

On the next page, Alissa will tell you to keep going. If you left Roadkill in any of the panels on the last page, pick him up here. It may seem like you are going to have to beat the door down, but in reality, you don't want to (Beating down things like doors, boulders, drums, etc. hurt Sketch), and you don't need to. Have Roadkill sniff the left side of the panel, and he will find a bomb for you to use on the door. Use the bomb on the door, and head to the next panel. Strangely enough, Sketch doesn't even recognize a page from his own comic book. Mortus must be writing his own version of the comic. Alissa warns Sketch to look out above him, and just as she says so, four cocoons will fall from the ceiling. Simply give each one approximately 2 uppercuts, and they will die. Otherwise, you have to deal with those damned cocoon crawlers (\*shudders\*). After those cocoons are gone, a Strigil will appear to the left. Take it out as you would any strigil, and head over to the fans. Send Roadkill under the fans, and he will throw a switch to stop the fans. Give the fan a few uppercuts, grab Roadkill, and drop into the next panel. In this next panel, simply push the explosive crate into the fan, and backup. The two items will destroy each other, clearing your path. In the next panel, give the two flying creatures a couple of uppercuts, and decide which path you wish to take. If you go left, hop onto the crate, jump up to grab the bar, and head left. If you go right, destroy the crate and grab the grenade before heading right.

\_\_{{{LEFT PATH}}} Here, get rid of the flying creature, |Here, three more cocoons will come and hop over to grab the bomb sitting |swinging your way. Give them each two panel, and take out Gravis when you |panel. Head left quickly and take out meet him. Drop into the next panel.

{{{RIGHT PATH}}} on the pipe. Head to the bottom of the |uppercuts, and drop down into the next |two more cocoons, behind which Gravis |is hiding. Take him out, and head into |the next panel on the left.

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In this panel, there will be two spinning devices on the wall. Simply throw the switch to stop each spinner one at a time. Stop each spinner so they are connected to the metal piece in the middle, and both devices will explode. Drop into the next panel, right into a deadly situation: you fall RIGHT BETWEEN TWO COCOON CRAWLERS!  $\#\%^!$  Get both of them to one side, and do some low kicks to get rid of one, then juggle the other in the air. After this, several Spawn Mutants will begin to hatch from the liquid cells in the backdrop. As always, keep these mutants to one side, and take them out one by one. Be careful, though, because if you keep any of them alive for too long, they'll evolve into different kinds of mutants, like Gravis and Strigil. Get ready, because in the next panel is the boss of Episode 1. Hop over, and you will meet the Spawn Mutant Queen. Most people would probably find some complex strategy for killing the Spawn Mutant Queen, but I simply say this: When she starts blowing fire, do a somersault jump kick, and if timed right, you will jump right over the fireball that she spits. As soon as you come down from the jump kick, hit her a flurry of 3 - 5 punches, and back off. Lather, rinse, and repeat this process, while jump kicking her when she goes into her frenzy, sucking into the ceiling, and you will kill the Spawn Mutant Queen in no time.

Congratulations! You have beaten Episode 1!

Superhero Meter: 30%

Welcome to the Himalayas (Not the Rockies, Sketch.)! Alissa tells you that they recently lost a village to "the breed" here, and that se thinks Mortus has a secret trainging facility here. Of course, she wants YOU to go see what's going down. Pick up Roadkill, if needed, decide what power-ups you want, and head into the next panel.

Tibet City! w00t! Here you will meet Styx for the first time. Beat the crap out of him, and Mortus will re-draw him for you to destroy yet again. After handing out two well-thought-out ass kickings, head to the next panel. Here, jump kick the top crate, avoiding the other two. It will reveal an iced tea. You can pick it up, if you'd like, or leave it there. Roadkill can also sniff out a bomb here for you, and you should take it. Trust me. Just don't leave Roadkill behind. Drop into the next panel. Flying creatures will be flying out of a hole in the right part of this panel. Jump on the closest boulder, and walk left until you are able to push the boulder left. Push this boulder over the hole (while killing any flying creatures that may get in your way) to stop the flow of flying creatures. Then, use the bomb from the last panel (see? I told you to trust me!) on the remainging boulders to clear the path. Although, sometimes one boulder will stay, and you'll be forced to punch it out and take some damage to continue onward. You can go left, or down.

{{{{DOWN PATH}}} {{{{LEFT PATH}}} Here, you'll have to punch out the |When you first enter, it may appear stone pounder here and bloody up your |that you are going to be forced to knuckles a bit.Don't worry, if you |butcher youself in that stone pounder. grabbed the iced teaearlier, you should Never fear, for Alissa says to look be safe. You'll see two explosive |around, so do just that! On the left crates, with fireballs flying overhead |side of the panel, there is a pile of trying to singe your hair. Push these |snow. Hit it a few times to uncover a boxes all the way left, while dodging |boulder. Push the boulder into the the fire when you need to. Then, take |pounder to destroy the pounder. Then, more damage (sorry! YOU told yourself |you will face a Strigil. Kill him, and to go this way, not me. ^ ^) by kicking|hop down. This panel has a Surprise the box closest to you, taking out the |power-up, that has NEVER done me any fire breathing skull in the process. |good at all. Unless you like setting Hop down to the next panel. ACK! Cocoon your face on fire, avoid this power-up. crawler! Kill it, and then you have two|Head to the next panel. choices. Hop down to the next panel, or |

punch out the wall for a panel with a |
superhero fist, iced tea, and a knife. |
Use the iced tea, take the other |
power-ups, and then hop down. |

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Welcome to the Kung Fung (Yes, Kung FUNG, that is NOT a typo) Tournament! You will be forced to fight several Kung Fung graduates, starting with two Strigils. If you're lucky, one Strigil will get behind the other and begin shooting fireballs into his partner's back. Dispose of these two, and Mortus will draw Gravis to fight you. Kill Gravis, and Mortus will draw Styx to face you. Dispose of Styx, and Mortus will draw a mutant you have not seen yet: Mongoria! Don't worry, though. Mongoria isn't that hard. Take her out, and you will be allowed to pass. The person running the tournament will tell you that the temple is to the north. Drop down into the next panel. If you have any knives or grenades, throw them at the Strigil to stop his pyrotechnics. If not, then take a high-risk move and attempt to jump kick him. Be VERY careful not to fall off, however. If you succeed, he should melt and go to the larger part of the panel. Jump back over there and take him out, then head to the next panel. Here, just hold up while crawling across this panel, and the fireballs being thrown by Styx should go right under you, and in the process, kill most of the flying creatures coming at you. When you reach Styx, don't try to fight him. Just let him jump at you and he'll fall out of the panel and kill himself. Take his ground, kill any flying creatures left over, and head to page 2!

Superhero Meter: 45%

Immediately starting this page, you will see two flying creatures. Kill then, and pick up Roadkill if necessary. now, you have to options: Be an ignorant dolt, and punch the stone pounder to shreds, or you can be stylish like a secret agent, and jump up to grab the cross. As soon as you do, the stone pounder will raise. When the pounder reaches the top, IMMEDIATELY jump to the ground and roll (hold Down while pressing Forward) under the pounder. Head to the next panel. You'll meet Styx in the training courtyard. Layeth the smacketh down on his candy ass, and drop into the next panel. Here, Mortus will keep drawing Mongorias to beat you down. But, you should be a lover, not a fighter. Simply pull out Roadkill and scare each Mongoria to death. You can go left, or down.

{{{{LEFT PATH}}} When you get in here, you will see |Here, you will see a Strigil standing on a Mortus doingsomething.... you soon |well shooting fireballs at you. Jump onto see that he has lit a torch, and |the well with him and give him a piece of that Comix Zone is on fire! Destroy|your fist. Destroy the crate, and it will the torch, then kick open the trap |reveal a bomb. Whether you take it or not door under it. Kick open the next |is up to you. If you want, look ahead to trap door, then kick open another |see if you'll need it. ^\_^ Next panel, trap door right under where you |please! You'll be hanging onto a vertical fall down (don't worry about the |zipline, going very slowly. Soon, little other torch). In this next panel, |heads will start poking out and licking roll over to the skull and give it |you. They will alternate from side to side. a few low kicks until it is gone, |Just keep kicking until they are gone (They then have Roadkill sniff out a bomb|take about two kicks to die). At the where that skull used to be. |bottom,there is a giant bear trap-looking Whether you take it or not is up to|thing, whichI'm not sure how to get rid of. you. If you want, look ahead to see|It never disappeared for me, and I was if you'll need it. ^\_^ Head into |forced to jump on it. Damn. If you figure the next panel. |out a better way,please let me know! Head linto the next panel.

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Here, Styx is behind three punching bags throwing fireballs at you. You COULD try to punch the bags out while dodging the fire, OR you could just let Styx take the bags out, while you just dodge the fire. After all the punching bags are gone, take Styx out. Drop down into the next panel. Here, you will see a crate next to a switch, with a spiked punching bag falling behind you. The bag is stuck there, so you'll have to find a way to get around it. Jump onto the crate and walk against the wall to push the crate to the right. Then, push the crate into the spiked bag (but be careful not to walk into the bag once the crate breaks!). The crate will reveal an iced tea. Use the iced tea if necessary, then have Roadkill flip the switch. Quickly run or roll under the bag, as it will fall almost just as fast as it went up. I don't think it is possible to get Roadkill back after this, so you'll have to wait until the next episode to get him back (If you know of a way to get Roadkill after having him flip the switch, PLEASE let me know!). Head to the next panel to face Master Kung Fung!

Kung Fung will begin by shooting energy balls to each side of the room. Simply jump over them when they come by. When Kung Fung comes out, just beat the crap out of him. It may take a REALLY long time to kill him, but it's more reliable than other strategies I've seen. If you have any knives or grenades, etc., they can make this battle a LOT quicker.

Congratulations! You've beaten Episode 2!

Superhero Meter: 60%

Pick up Roadkill, if needed, and you'll immediately be faced with 5 - 6 Spawn Mutants. Kill them, and Alissa will mention something about the reefs. Head into the next panel, and you'll run into another Spawn Mutant. Kill it. Turn around. Alissa tells you to feed that giant mouth something. Send Roadkill into the creature's mouth. Don't sue me, PETA! Roadkill suffers no harm from this action! In fact, as soon as the monster shuts its mouth for several seconds, jump behind it and kill it. Recover Roadkill, the bomb that is left behind, and drop into the next panel. It gets a little tricky here. Uppercut the flying creature next to you, and then look at the mines. If you have two bombs, use them one at a time to take out the two groups of mines in this panel. If you only have one, then jump onto that square-looking rock above the first group, then jump to the rock next to that one. Use your bomb on the second group of mines, and jump into the air before they explode to ensure minimal damage to Sketch. Watch out behind you, because a Mongoria will appear behind you after you destroy the second group of mines. Kill her, and head to the next panel. Here, shimmy over to the explosive box. Push it up against the wall, and then jump on it and walk against the wall. This should push the crate to the right. Finish pushing the crate off of the ledge, and follow it. Throw the switch to uncover two invisible power-ups: a knife and a grenade. After that, push the crate off of this ledge to destroy the spikes that you would hav landed on had you not listened to me. ^ ^ Jump down, quickly kill the cocoon crawler, and have Roadkill sniff out this panel to find a shortcut. Now, you can either take the shortcut (DOWN PATH), or go the normal route (RIGHT PATH) which is by far the hardest route you will find in this game.

{{{RIGHT PATH}}} {{{{DOWN PATH}}}} AWESOME, DUDE! This shortcut drops you | Pick up the iced tea and use it, if past thehardest path in the game, to a necessary, then use jump kicks to kill panel with two surprise power-ups. |the flying creature (once again, They tend to be some kind of explosive uppercuts will throw you into the lava. and an iced tea. Take them or don't. |Jump kicks = good. Lava = BAAAAAD).. Drop down to the next panel. |This will make a floating piece of rock |appear. Useyour mad timing skillz to |jump on the rock when it is above the |lava, and head into the next panel. In |here, there is a Pelagus trying to |attack you. Use jump kicks to kill it, |and Alissa will mention that there is a |switch on the other side. Throw your |knife to the right side of the panel to |hit the switch, then quickly jump onto |the platform and press down before the |switch resets. This drops you into the |next panel. You will fall right between |two Pelagus. Hug the one on the right |and keep kicking it, and the one on your |left shouldn't be able to hurt you. |Then, kill the other Pelagus, and head |left to the next panel. Here, you HAVE to |remain kneeling down, or the low hanging |spikes will hurt you. Kick out the |ground spikes, kill the cocoon crawlers, |then drop down into the next panel. 11  $\setminus \setminus$ \\ PATHS MEET //  $\setminus \setminus$ 11  $\backslash \backslash$ 11  $\setminus \setminus$ 11



Here, you will fall into a panel with a Pelagus hanging on to the top of the panel. Use running jump kicks (or a grenade) to kill the Pelagus, and two Strigils will appear. Take them out, and head to the next panel. You will jump right onto a Spawn Mutant. Kill it, then jump over the spiked pedestal, while trying to avoid the spikes AND the mine next to the pedestal. Use Roadkill to flip the switch above the mine, then pick him up, and somersault over the two now-lowered pedestals. On to the last page of this issue of Comix Zone! w00t!

Superhero Meter: 75%

Here, pick up Roadkill if you need to, and drop down to grab the first Surprise power-up. It tends to be an iced tea, so take it if you want. If you want to attempt to grab the other one, go ahead. I personally don't recommend that, however. You can go Down, or right.

{{{RIGHT PATH}}} { { { { { DOWN PATH } } } } } You are now on deck. There is a normal |Punch open or blow open the door on crate stacked on top of an explosive |the right, and two cocoon crawlers will crate. The top crate contains an iced |come out at you. Kill them, and Styx tea, if you want it. Now you can go |and a Strigil will appear. Kill them as left, or right. |well, then grab the hidden iced tea in {{{LEFT PATH}}} {{{RIGHT PATH}}} / the door. Then drop down into the next Kill a whole bunch You will appear in a panel. You will appear in a room that of cocoon crawlers | room that will start | will start dropping cocoons toward you. (a WHOLE bunch) |dropping cocoons |Six uppercuts will kill each cocoon. and the hole they |toward you. Six |After three cocoons, drop down into the |uppercuts will kill |next panel. Mortus will draw Gravis. Go are in will eventually be |each cocoon. After |throw the switch to the right, and try open. Here, flip |three cocoons, drop |to time it so the mine falls on Gravis the switch and let down into the next |next to the door. Then, if the mine the cocoon crawler|panel. Mortus will |doesn't explode, you'll have to either kill itself. Then, |draw Gravis. Go |blow the mine up yourself, or stand on turn the switch |throw the switch to |it and punch the door open. Your off, and jump kick the right, and try |choice. Head left into the next panel. the top of the |to time it so the crane until it |explode, you'll have| drops the mine. |to either blow the | Push the mine next|mine up yourself, or| to the pounder, |stand on it and and then flip the |punch the door open.| switch again to |Your choice. open the door. 11 \\ PATHS MEET //  $\backslash \backslash$ - / /  $\setminus \setminus$ //  $\backslash \backslash$ 11  $\backslash \backslash$ 11

Here, a crane is moving back and forth over a mine on the ground. There is a switch on the left side of the panel. Jump over the mine while avoiding the crane, and throw the switch when the crane is over the mine to pick up the mine and clear the way. Drop down into the next panel. Here, you must get rid of four power kegs. Use two uppercuts on each to dispose of them. After that, two Strigils will appear. Kill them, and Alissa will tell you that there is an actual nuke somewhere in the facility. Drop into the next panel. Alissa will let you know that she is flying in now, and she'll be there shortly. About this time, Mortus will draw in Gravis to fight you. If you can, punch him into the pounder on the right side of the panel. After the first Gravis, Mortus will draw a second one. Do the same to him, if possible. He might destroy the pounder. Mortus will then draw a THIRD Gravis to fight you. If the pounder is gone, then kill him with your Kung Fung (Haw!). Have Roadkill sniff out the hidden knife here, and head to the next panel. Kill the flying creature, while avoiding hitting the door (You'll need all the health you can get for the next panel). Destroy the crate to find a Surprise power-up. It will tend to be some kind of explosive. Take it, and use any explosives you have to destroy the door. Head into the next (and last) panel.

\\ // \\ //

Alissa! She's defusing the nuke, when Mortus proclaims that the game isn't over yet! He transports himself BACK into the comic, and shoves Alissa into the fuel chamber of the nuke, and starts "fill[in'] 'er up!" Now, there are two possible ways to end the game here. You can kill Mortus quickly, save Alissa, and fill the superhero meter to 100%. But, if you take too long and the chamber fills with gas, Alissa dies and the meter only fills to 90%.

To actually KILL Mortus, you need to try and get him to get near the jet of the nuke, where the flames are released. ANYTIME he is near it, flip the switch repeatedly to light him on fire until he disappears from that spot. Anytime he is set on fire, he will spawn a flying creature from his burnt flesh. Any time he ISN'T near the flame, get physical with him, and jusmp on the higher platforms to get him to transport to the top. When he does, go to the switch and wait for him to drop to the ground again. If he is near the jet, flip that switch over and over REALLY fast! If he isn't near the jet, hit him some more, and repeat the process. After Mortus dies, you STILL have to kill any flying creatures that are alive, as they are also parts of Mortus as well. If you kill everything quick enough, the fuel chamber will not have had time to fill completely. Flip the switch to Alissa's left, and the fuel chamber will empty itself out. If it had filled up, Alissa will have drowned, and you'll only get a 90% Superhero Meter. But, if she hasn't drowned yet, it will empty out and Alissa will live.

Congratulations! You have beaten COMIX ZONE!

The two possible endings go as follows:

\*SKETCH IS BENT OVER HIS DESK CRYING\*

"Sketch succeeded, Mortus is dead..." "...but so is Alissa." "His comic book destroyed," "This is hardly an outcome worth celebrating." "Will Sketch unleash the evil once again..."

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"...to re-live his adventure..."
"... in the hope of a better ending?"
*SKETCH IS KNEELING ON A LEDGE OF THE BUILDING, CRYING*
***CREDITS***
Superhero Meter: 90%
b. 100% Ending
*ALISSA IS HUGGING SKETCH*
"Sketch succeeded..."
"...and Alissa, his heroine,"
"...decided to join him in our world."
"For Sketch, Alissa, and R'kill..."
"...it was a new beginning."
"And, what a beginning it was..."
*ALISSA AND SKETCH ARE KISSING ON A LEDGE OF THE BUILDING*
***CREDITS***
Superhero Meter: 100%
**********
**********
IV. Credit
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**********
All the information you see here was retrieved and organized by myself.
***********
**********
V. Updates
***********
**********
12/31/03 - v 1.0 -- First release of the FAQ. Most parts of the game are
        covered, though some minor puzzles lack better solutions.
        The walkthrough allows completion of the game. Should
        provide much help for anyone in need.
***********
***********
VI. Legal Info.
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http://www.gamefaqs.com/features/recognition/7272.html

"At the coffee shop, if the person in front of me can't decide what they | want in the 30 minutes it takes to stand in line, I SHOULD be | allowed to kill them."

---- Unknown

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