

Comix Zone FAQ/Walkthrough

by OTACON120

Updated to v1.0 on Dec 31, 2003

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Comix Zone

for GameBoy Advance

FAQ/Walkthrough

by OTACON120

--Contact OTACON120--

E-mail: otacon120@gmail.com

AOL IM: OTACON120

****NOTE**** That is the letter O at the end of my AIM s/n, not the number 0.

Thanks you.

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Last Update and Current Version: 12/31/03 - v 1.0

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I. Game Elements

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A. Backstory

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"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.

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C. Power-Ups
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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.

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D. Enemies
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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.O

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 unless 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.

COCOON 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 creatures 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!

II. Walkthrough

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Episode 1: "Night of the Mutants"

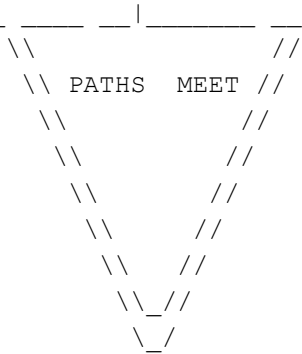
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During this first panel, you will meet Alissa Cyan. She explains to you that you are the chosen one, and that you have a mission to complete. After some conversation, Sketch finally realizes that he is in his own comic book. Pick up the bomb, the iced 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 see 4 explosive drums sitting on the ground. Use the bomb you received at the beginning on the drums and back as far away as possible. Pick up the superhero fist that is left, and head to the next panel. In the next panel, kill Gravis, and pick up Roadkill. You'll have to either drop a power-up, or use one. If you've been hurt, just use the iced tea. Kick open the blue hole cover that was under the cage, and hop into the next panel. Alissa will scan for lifeforms, and she will find two. There are two Strigils down here. Keep them on one side keep using combos to take them out. After that, and keep using combos to take them out, and hop down into the next panel.	Heading into the next panel, you will see Gravis behind a flaming drum. Just back up, and wait for him to destroy it. Afterward, take him out. Kick open the blue hole cover, and hop down into the next panel. Break open the cage and grab Roadkill. If you're hurt, use your iced tea first to make some room. After you grab him, the floor will open up, dropping you into the next panel. Hit the switch on the left and drop through the trap door. Use your bomb to get rid of the three drums, and use uppercuts to kill the flying creature. Have Roadkill sniff out a knife near the skeleton, and head into the next panel.



Here, you meet with a Strigil. Just hit him with a flurry of uppercutus 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 genius, 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.

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%

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B. Episode 2: "Welcome to the Temple"
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1. Page 1
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Welcome to the Himalayas (Not the Rockies, Sketch.)! Alissa tells you that they recently lost a village to "the breed" here, and that she thinks Mortus has a secret training 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 remaining 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.

_____{{{LEFT PATH}}}_ _____{{{DOWN PATH}}}_ _____

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

_____{{{{DOWN PATH}}}}_____ _____{{{{RIGHT PATH}}}}_____

AWESOME, DUDE! This shortcut drops you|Pick up the iced tea and use it, if
past the hardest 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 = BAAAAAAD)..
Drop down to the next panel. |This will make a floating piece of rock
|appear. Use your 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.

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\\ PATHS MEET //
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VII. Closing

I remember playing this game when I was little on the Sega Genesis, and it is still as redundant yet painfully comforting to the senses. It may not be the deepest in terms of gameplay, etc., but the plot is somewhat inspired. I enjoyed playing it as a kid, and I enjoyed playing it as a pitiful 17 year old teenager writing FAQs, mainly because it rid me of my Writer's Block and gave me a new project to work on. I hope this FAQ helped you through this VERY SHORT but NOT-AS-SWEET adventure known as COMIX ZONE. >=) Check out the rest of my work on GameFAQs at my Contributor Recognition page:

<http://www.gamefaqs.com/features/recognition/7272.html>

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| "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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