

Danny Phantom FAQ/Walkthrough

by Dol Fina

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A solo effort this time, as Warsong isn't as interested in the Danny Phantom game as I am. Again, searching online for a guide of sorts for this game yielded nothing more than some codes and a tip or two. So, I decided to put together a walkthrough for this game to sort of say 'There's one out there, go look it up' to myself. Before I start, I need to say a few things first, so please bear with my ranting. It's short, I promise.

First, any questions about the guide and any helpful info you might have to help me fully polish it should be emailed to the above address. Put 'Danny Phantom FAQ' in the header or else I'll panic and delete it by mistake. I'm still paranoid. Also, if you want to put this on your own site or whatever, let me know first. 99 percent of the time, I'll say sure and let you have at. Just keep it in the original format and we'll be cool.

Next, I don't actually own the game. I got my hands on a ROM for the sake of seeing what the hell the whole thing was about. Needless to say, it was short. (I finished it in a few hours.) But while short it was kind of entertaining, so eh, why not put out something about it for others to use. You know, in case there are people who manage to get lost in the game. (Mind you, that includes me. I got stuck in one level for a while because I had no idea how to make the dude walk through walls.) So if you try to send me mail about the fact I used a ROM to write this, you get a free trip to the trash can. I'm broke, get over it.

That's about it. On with what I originally set out to do.

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Since it's short, there doesn't seem to be a need for the search tips to work through it all.

Start Menu

You start with two menu options when first playing the game, Start Game and Options. Start Game takes you to a list of three slots to name your save file for the game. You get three letters to name it. Scroll through letters by pressing Up and Down on the control pad, and use Left and Right on the control pad to move to the next space. When you finish, hit A button to confirm the name.

Options gives you another menu to choose new options from:

Ghost Gallery: Lists various ghosts found in the game and in the cartoon series. Not all ghosts found in the Gallery are in the game. Eventually, some of the ghosts will get a Beat Number, which just records how many times you've beaten that particular ghost.

Passwords: Place to enter 4-letter passwords to unlock mini-games and stuff. You get a password from completing the game the first time, another from completing Mission Mode's storyline, the others I have yet to figure out.

BK Promotions: The mini-games themselves. This is where all the mini-games are stored. I'm not sure why they call it BK Promotions, maybe Burger King had something to do with it? Anyway, go here to goof around with the games. More on that later.

Credits: Earned once you beat the game the first time. It just plays the credits again.

Once you've beaten the game the first time and entered the code VLAD in the Passwords menu, a third Start Menu option appears. The Difficulty level is default on Normal Mode, but you can change it to Easy or Hard by pressing Left or Right on the control pad.

Controls

Menu

- Control Pad - Scroll through choices
- A Button - Confirm
- B Button - Cancel
- L/R - Scroll through Ghost Gallery; Check Mission Info (hold down R to check info, L does nothing)
- Start - Nothing
- Select - Nothing

Game

- Control Pad - Move Danny around (it's a side-scroller, guess how you move)

- A Button - Jump; Press Up + A while in mid-jump to make Danny Phantom fly, hit A again to make him land
- B Button - Attack; Danny has a standard punch attack, but if you just keep mashing it, he'll do three punches and an upward kick. Good for combos which are super easy to get. When you get a weapon, it will start to alternate between using the weapon and his punches; sometimes, that messes up combos. More on Danny's weapons and attacks later.
- L Button - Power Select; when held down, it temporarily halts the action so you can select the 'Power' you can use from an icon screen in the top right corner of the screen. Use Left/Right on the control pad to select the 'Power', then release L to return to the game. More on Powers later.
- R Button - Use Power; lets you use the currently selected Power and is also used in some combinations to release a variant of certain powers. When in the form of Danny Fenton, the selection is stuck on the Fenton Thermos.
- Start - Pauses game, brings up Pause Menu; you get three options in the Pause Menu; Continue, Restart, and Quit. Continue returns you to the current level; Restart will restart the current level; Quit takes you back to the opening screen of the game.
- Select - Transform; You start each level as Danny Phantom. Use Select to turn into Danny Fenton, which allows you to charge Ghost Power at an accelerated rate. Hit it again to change back to Phantom. Useful when you need to recharge Ghost Power in a pinch.

Results Screen

Only shows up when you clear a level. It tells you information about your results.

1. Number Beaten: Counts the number of enemies you've beaten.
2. Max Combo: Records your highest combo attack count.
3. Time: The time it took to clear the level.
4. EXP: Amount of experience earned.
5. Next: The amount of experience needed to Level Up.

I'm not sure if the number of enemies beaten, time, and the combo have any effects on the amount of experience you can earn at the end of the level. It'll take a while to test it out.

Playable Characters

Only three playable characters are available; Danny Fenton, Danny Phantom, and Dan Phantom (only in Boss Arena Mode and at the beginning of the game in either Story or Mission Mode).

1. Danny Fenton:

Very weak, no attacks, can only jump and his jump is a little dorky (he kinda shows his teeth but for what I don't know). He can only use the Fenton Thermos in this state, but he can't use any weapons (which makes the thermos just useless). It makes no sense, he can use them fine in the show as a kid, so why make him so pathetic in the game? Oh well. He's kind of a slow mover and looks as if he's trying to tip-toe around, so only use Fenton when you need a quick Ghost Power

charge up as he can charge Ghost Power faster than even Dan Phantom.

2. Danny Phantom:

Hero of the storyline. Starts off kinda weak but as he Levels Up and learns new tricks, he can be a powerhouse fighter. His punches start off simple but they're fast to pull out and he can even attack in mid-air. When hovering, instead of punching, his attack is in the form of using his fingers like guns and firing off little shots of invisible energy at very short range. *This doesn't count as a Plasma Attack!* His selection of Powers is greater than Fenton's, but he can't use Ghostly Wail until he reaches a certain part of the story or hits Level 10. A bit faster moving than Fenton and can fly, he's more manueverable in the levels.

3. Dan Phantom:

Basically, the main villain of the game. He's much faster moving than Danny Phantom and his combo attacks are greater as well as more powerful. He also starts with Ghostly Wail in his Powers selection but it takes a while for him to reach enough Ghost Power to actually use it. And since Danny Fenton's basically nonexistent in his era (um, yah, he's dead), Dan cannot transform to do a fast charge. His combos are fairly cool as he can utilize his cape as a weapon and adds Ghost Power to his final kick. (Actually it's his knee, but meh.)

Level Screen

I'm not gonna do an ASCII art of the screen. It's too hard for me to get it right and there's little on the screen that I can't tell you about in words. I can direct you to a screenshot of the level screen, but that's about it.

In the upper left corner is your character's icon. For Danny, it changes based on whether he's in Fenton form (he looks totally scared, ^-^) or Phantom form (he gets really confident-looking, -_-;). In Dan Phantom's case, it always looks insane. Note, for those who saw the cartoon, Dan's profile icon has the same expression as when Danny Phantom first went insane. I think it's a mix of Young Dan Phantom and the older form.

Next to the Character Icon are both the Health Gauge and the Ghost Power Gauge. Your health is in orange and Ghost Power is in green. Ghost Power always starts empty. Dan Phantom's gauges are both at max limits, while Danny Phantom starts with a pretty short gauge. It grows as he Levels Up. Eventually, it matches Dan Phantom's limits. Recharge your gauges by sucking up colored goo from ghosts or letting Fenton charge up your Ghost Power.

In the upper right corner is the Powers Icon, which lets you select from different powers to use with R in the game. More on it later. Whenever you pick up a weapon, it shows up as an icon to the left of the Powers Icon.

Power-ups you find that affect your speed, offense or defense will show up just under your Ghost Power Gauge.

That's it. Not much to it.

Powers Icon and Fenton Weapons

Powers Icon

I have no idea what the real name for that icon in the upper right corner is, so I just call it the Powers Icon. Hold down L to access it during the level and use the control pad to select a Power. Here's a list of your powers.

1. Fenton Thermos: I have no idea why this is called a Power. It's a thermos, but it sucks up the goo left behind by some ghosts. It's useful because that goo can recharge your Ghost Power, your Health, or both at once. It's set as the default Power. The thing to remember about the Fenton Thermos is that you don't need to hold R down to use it. Just hold it until the goo flies up in a ball, then release it. The goo will continue flying towards you but you won't be stuck in that sitting duck pose waiting for it.
2. Plasma Blast: Basically a blast of ectoplasmic energy. It fires in a straight line and hits everything from ground-level to about Danny's height. The Plasma Blast can be divided even further once you learn combos with the Control Pad.
 - Plasma Blast - Default; fires with R Button.
 - Plasma Wave - Ground-level double shock waves, it spreads in two directions; Down + R.
 - Plasma Ring - Round blade of energy that bounces around the screen, capable of hitting enemies from ground-level to high-level but is erratic; Left/Right + R.
 - Super Plasma Blast - Enhanced PB; Up + R.
3. Insubstantial: It looks like it should make you invisible, but it doesn't. It just lets you phase through walls and be immune to attacks for a short while. It auto-activates if you are hit, but the effect is much shorter and it uses no Ghost Power.
4. Ghostly Wail: It starts as a question mark for Danny Phantom and appears as a green ghost with sound waves coming from its mouth. The Ghostly Wail will clear the entire screen of enemies and drain you dry of Ghost Power. You can even use it on Bosses to tear out huge chunks of their life bar. So much fun. Be warned; when Danny Phantom uses it, he auto-reverts to Danny Fenton, which can screw up some missions.

Fenton Weapons

There are several kinds of weapons the Fenton Family created to battle ghosts, and most of them are lying around the levels, hidden as props. Punch a prop to get the weapon out, then walk over it to pick it up. The weapon lasts for a short time, but they have infinite ammo while you have them. Here's what I found so far. Mind you, I'm not sure what the real names for the weapons are so I made some up. All of the weapons you find are used with the B Button.

The ones with stars are names I'm not sure of.

1. Fenton Anti-Creep Stick: A green baseball bat. Danny does some way cool combos with this bat and it basically takes over his punches when he has it. It can clear enemies from ground-level to high-level, but there's a chance he'll miss some ghosts 'cause he does a long jump at the end of the

combo.

2. Fenton Specter Deflector: A strange little belt. It increases Danny's defense for a short time. It has no effect on your attacks.
3. *Fenton Spook Shoes: A pair of purple winged boots. Increases your speed for a short time. Danny really hauls it for a while and that can get you moving through the level much faster. Makes him a little hard to control though, especially when you still need to fight ghosts.
4. Fenton Foamer: Fires a ball of energy that can hit through several ghosts. Can also be fired in mid-air. Don't mash the B button when you have it 'cause you'll switch to punches instead of use the Foamer. When standing, the shot can hit in the same range as the Plasma Blast.
5. *Fenton Goggles: They look like red glasses. Danny pretends he's Cyclops with these. Short range, rapid-fire shots come from his eyes when he wears these and they can also be used while jumping. As long as he's standing still, Danny can use them in rapid sequence (you can mash B to keep firing).
6. Fenton Ghost Gloves: A pair of black gloves. Increases Danny's offense, so his punches do more damage. They last a short time, and as far as I know, don't affect his Plasma attacks.
7. *Fenton Discus: Looks like a gun with a shield on it. It acts like a boomerang; when you fire it, it travels across the screen, hitting enemies, then returns across the screen for a second hit at them. Can also be fired in mid-air. Once it's fired, you can only punch until it makes the second pass. Then you can fire it again.

Of the three characters, only Danny Phantom can actually use any of the weapons. Don't know why they don't let Fenton use 'em too.

Danny Phantom's Attacks

1. Rush: Press B for a punch, press it three times to get a combination of three punches, press it four times to get the same punches followed by an upward kick.
2. Flying Kick: While in mid jump, press Down + B to execute a downward kick that does quite a bit of damage. Learn at Level 2.
3. Rush 5: Press B four times to start the standard Rush, then hit it a fifth time to do a Ghost Power-enhanced dash punch that sends Danny across the screen quickly, slamming into anything that's in his path. Learn at Level 5.
4. Rush 6: Press B five times to trigger Rush 5, then hit it a sixth time to do a Ghost Power-enhanced uppercut that will drag an enemy from the ground-level to the high-level while attacking it. Learn at Level 8.

Level Ups

Whenever Danny Phantom Levels Up, he learns some new attack or gains a bonus to existing stats. Here's what you can get. Also, it's really hard to keep track of the Exp points since they don't actually

tell you how much you already have and it spills over into the next set of points needed. So I estimated using the points I earn in one level and adding it to the points needed to Level Up. Not accurate but it will have to do.

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| Level | Level Reward | Experience |  
|-----|-----|-----|  
| 1 | Default | none |  
|-----|-----|-----|  
| 2 | Flying Kick | 1000 EXP |  
|-----|-----|-----|  
| 3 | Plasma Wave | 1500 EXP? |  
|-----|-----|-----|  
| 4 | Offense + 1 | 2900 EXP? |  
|-----|-----|-----|  
| 5 | Rush 5 | 3000 EXP? |  
|-----|-----|-----|  
| 6 | Plasma Ring | 4000 EXP? |  
|-----|-----|-----|  
| 7 | Offense + 2 | 4000 EXP? |  
|-----|-----|-----|  
| 8 | Rush 6 | 4200 EXP? |  
|-----|-----|-----|  
| 9 | Super P. B. | 5000 EXP? |  
|-----|-----|-----|  
| 10 | Ghostly Wail | 5200 EXP? |  
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Walkthrough (Story Mode)

Okay, now we get to the meat of the guide. There's going to be a ton of spoilers and stuff, but if you saw the movie, there's no point in warning you. The game follows the cartoon rather closely, with a few deviations here and there to add length to the game. I have only one real issue with the game; Danny's suit doesn't have the DP emblem on it even though this game (as does the cartoon) occurs after Memory Blank, the episode where he gets the damn thing. Rant done, walkthrough now.

Future Amity Park

You get a short little series of dialogue that sets up the start of the game before you enter the actual level. It follows the cartoon's opening a little so no surprises here.

World 1

Level 1-1

This is the only time you'll play as Dan Phantom, so either enjoy the hell out of it or thank God it's only once you have to work with this guy. It's easy to work through. Just move forward, smashing anything that gets in your way with your combo attacks. When you reach the end of the level, you'll see an arrow pointing at a panel on the wall. This is your target. It's the control panel for the Ghost Shield. There are two ways of destroying this thing; you can smash at it until it breaks, which takes a while, or you can switch your Power to Ghostly Wail and let it rip, which kills everything on the screen including the

panel. Pick one and get it done. You won't earn any EXP for this, but that's okay.

Another short little cutscene that involves Future Valerie and then you get thrown into a boss battle. If you manage to lose this, there's something wrong with you. (^-^; Just kidding. Sorry.)

Level 1-2

Boss: Future Valerie

She packs heat and throws discs at you. Not really formidable as she looks. Just nail her with your combo until she's stunned, then wait about three seconds before you start the combo again. This will keep her from making any attacks at all. However, if you push her off the screen, she'll be immune to your attacks and will counter. Dan Phantom's stun time is worse than Danny Phantom's because he stands still and it's hard to tell when he's recovered from it. She only has one life bar, red, so once it's empty, it's over. This fight shouldn't even take a minute.

The Eyes in the Shadows

After the fight, you'll get another cutscene about the Observers and Clockwork. They'll talk about how Danny becomes Dan and it's up to Clockwork to get rid of Danny in order to keep that from happening. He claims to see a different future for Danny and will do what he can to make sure Danny never turns evil. (There's a hint to where his true intentions lie there.)

It jumps from there to Casper High, where you get a scene with Danny and his friends. (Danny looks like he's already got the crud beat outta him. He's that way quite a bit in the game.) He complains about needing to study for the C.A.T., then Sam pops in and says that the school is full of ghosts. Tucker will make some comment on Danny becoming a ghost hunter, which makes Danny gripe about that and then he will go off to do his Phantom thing.

World 2

Level 1-1

I don't know why they call them Worlds, it sounds like something from Super Mario Bros. or something. Anyway, it's a straight-forward level. Hit Select to become Danny Fenton until you fill up your Ghost Power Gauge and don't move. Moving will attract ghosts and they'll bash Fenton up pretty badly. Once you're charged, change back to Phantom and move on. Up ahead is a bucket that you can punch for a Fenton Weapon. The props give you randomly selected items, so you never know what's in it. Grab it and start pummeling the ghosts around you. You'll notice that Danny's bars are half the size of Dan Phantom's, so you really can't afford to take a lot of hits. Luckily, you have the Fenton Thermos, and large ghosts like to drop goo. There are a bunch of little ones roughly the size of Danny's head that are annoying as hell, but the ones that are Danny's size and bigger drop goo all the time. Suck 'em up with the thermos to refill health and Ghost Power when you need it.

You can only progress to the next section of the level when all the ghosts in the current area have been defeated. A GO! sign will flash on the right hand side of the screen when you're done. For speed, have Danny fly through cleared areas to get to the next section, then land once you reach the new area. There will be another bucket with a Weapon in it just a few more steps ahead. Sometimes, props don't have

Weapons, but another ghost. If it's black, kill it quick because it will run away and vanish and those things are rare. They don't net you anything but bragging rights but meh. You're a ghost hunter, it's a ghost. Just do your job, okay? Clear the ghosts and continue. Be sure to travel the whole area to be sure you got them all, because ghosts like to appear in random areas to throw you off. Move to the next section.

There's no bucket here, but that's all right. This is the last area of the hallway level. Just keep punching ghosts until it's clear, then leave to end the level.

Level 1-2

You'll get dropped off outside in what looks like a suburban sidewalk/park area. Maybe it's the school yard or something. Up ahead is a gray mailbox that you can knock over for a Weapon or bonus ghost. Clear the area of ghosts until you can reach the next section. In the second area, you can find a gray newspaper stand that holds another item for you, be it Weapon or ghost.

The final section has no prop, but you should have no trouble clearing out the ghosts. Combos work like a charm on the bigger ghosts while you might want to just stick with single potshots when it comes to those little ones. Once this third section is clear, the level is done. You should have your first Level Up at the end of it.

Level 1-3

Returning to the school, you're dumped in what looks like a set of classrooms. There are walls dividing each room, so you have several rooms to clear out. There don't appear to be doors, so how do you move on when you clear the ghosts? Simple. Turn into Danny Fenton once it's safe, (they introduce a new ghost in this level, another annoying small one) then let him charge up Ghost Power. Turn back into Danny Phantom, change your Power to Insubstantial (the invisible guy), hit R and walk through the wall. There's one more wall to walk through in order to reach the next area, so rush on through that or hit R again to turn insubstantial.

The next section still has no props to use, but since nearly all the ghosts here are little ones, it shouldn't be too bad. Keep going through walls and rooms until you reach one that has a lot of yellow sinks and a water cooler. That will be the end of the level once you clear out the last of the ghosts. This is the level that I was stuck in for several minutes, trying to figure out how to get through that first wall. The solution came to me when I got whapped by a ghost and it knocked Danny halfway through the wall. As he often says, 'Duh! Ghost powers!'

Level 1-4

You'll wind up in the cafeteria for this next part. There's a red trashcan up ahead that you can knock over for a bonus ghost or a Fenton Weapon. The big ghosts return here, including one that can do several punches fairly quickly if you're not careful. Clear them out and move on to the next half of the cafeteria. There won't be any props here for you, so watch yourself. This area also overlaps the previous one a little, so you might have to cover a lot of ground to flush out ghosts. Start getting the hang of flying, 'cause you'll be relying on getting Danny off the ground in a hurry soon. Once this area is clear, move on to the kitchen.

Just up ahead in the school kitchen is another red trashcan. Grab

whatever's inside and get to pummeling ghosts. If you're lucky enough to get the Fenton Anti-Creep Stick, that green bat, then abuse the hell out of it. It clears out little ghosts like it's nobody's business, it beats the hell out of the big ghosts for easy kills and it clears Danny across the screen faster than his run. If you still have it when you move to the next section of the kitchen, keep using it. Its reach can hit the little ghosts that hover over his head so you don't have to bother jumping around to get them. Clear them out, then run to the end of the room with the row of ovens to exit the level.

First Timely Encounter

Okay, the school's saved and now Danny's back home, still griping. Yes, he still looks like he got the crap beat out of him. There's a short little scene with him and his sister talking about the C.A.T. A mini-image pops in with Danny's ghost sense going off and Box Lunch behind him. Just hit A to get past that 'cuz there's no dialogue that goes with it. Danny yells at Jazz to beat it, so she does, acting all huffy even though she knows what's going on. He does his little Phantom thing and goes chasing after Box Lunch and this next part just *pisses* me off. It says Danny chases the ghost outside, but it says it IN DANNY'S FREAKING DIALOGUE BOX! Honestly, don't people pay attention to proper programming anymore? Are they in too much of a hurry to get coffee to clear Danny's name off the screen for this part?

World 2

Level 2-1

Yay, flying level! You have to chase Box Lunch through this but it is so easy it really shouldn't take much explaining. But there are changes that will require it, so here goes.

First, you're confined to only two attacks, the Plasma Blast and a little rapid fire attack I call the Ecto Burst. Just hold down B Button to ensure a continuous fire. Also, the Health and Ghost Power Gauges got screwed up. They're both orange now. The bar on top is your health, the bar on the bottom is your Ghost Power. Try not to get them confused, 'cuz they'll screw you over fast with 'em. Also, you can't recover any health or Ghost Power at all, so be really careful here.

Box Lunch will hover before you for a bit, then fly off-screen to let a line of ghosts deal with you. For a better part of this level, most of the ghosts you contend with are in a line. Easy to kill with rapid-fire. The orange ghosts tend to be in columns that move up and down or in a staggered formation that does the same, plus they fire little shots at you. Blue ghosts like delta formations (that's a V-shape for easy understanding) and move around a bit.

At some points, Box Lunch will reappear and hurl a fast food item at you. Stay at a height level with or above her head to the far left of the screen and she'll always miss.

The ghosts will start changing tactics about halfway through the level, or after Box Lunch appears twice. There will be one group who does a huge delta form that takes up the whole screen, and some lines of ghosts will start moving to intersect in the middle of the screen, fly off, then come in from behind you to do it again. That's really annoying. Then the blue ones start a double V-formation that swallows up both halves of the screen, so just kill off one half and ignore the other. Trying to hit both will only result in a collision, unless you're really good at hitting them.

You'll come to the end of the level when you find three purple ghosts that can take a lot of damage from the bursts and still keep coming. They act a little like they have homing capabilities, so just

keep moving around to avoid colliding with 'em. Or, get mad and fire a Plasma Blast at 'em, assuming you still have enough Ghost Power for it, 'cuz you can't regenerate the stuff in the air. Once they're dead, the level is done.

Conflict with Box Lunch

Another little scene takes place in front of the Nasty Burger, which is the pivotal location in Danny's timeline. LOCATION, not event; don't argue with me, I've watched Back to the Future enough times to get the idea that multiple pivots can exist to alter time. In this case, the location for the pivotal event is the Nasty Burger restaurant.

Anyways, Danny has his little chat with Box Lunch, where she tells him she's the daughter of the Box Ghost and the Lunch Lady, grossing out the half-ghost. A couple of taunts later, you get a Boss Battle.

World 2

Level 3-1

The fight with Box Lunch occurs on top of the Nasty Burger, and the ends of the field are cluttered with pipes and signs that obscure vision. It's really hard to see what's going on here. But, luckily, if you stay in the center of the roof, you have a clear view of things. Now, Box Lunch has only one red bar, but you don't have the luxury of Dan Phantom's huge life bar and auto-charging Ghost Power in ghost mode. Pull several combos on her to shove her off the screen, then run back to the center and wait a bit for her to return before doing it again. You might get hit a few times by her food hurling, but if you don't let up on the punching, she won't have time to throw out fast food in rapid sequence. She'll disappear into the future once you wipe out her bar.

Cheat Sheet

The fight with Box Lunch sets off the Nasty Burger's special sauce, causing a huge explosion that basically destroys the place and sends Danny flying through Mr. Lancer's briefcase, which is very conveniently holding the C.A.T. test answers. (Hint, hint!) He, Sam and Tucker will find a shiny medallion left behind by Box Lunch and decide to take it along to see what it is and figure out what's going on. When Danny finds the answers stuck on him, he thinks his study troubles are over.

Jumping over to the Observers who planted them there (the cheats), they use that as further evidence that Danny will turn evil and needs to be gotten rid of. (Well, their words are that he'll cheat, which will change the future and make him evil.) See, this is why people need to watch Back to the Future. They'll point out he's got the medallion so Clockwork has to do something about it.

Returning to Danny and the gang, they continue their little scene in Danny's room at Fenton Works. Tucker's poking around with the medallion, trying to figure it out. While he's doing that, Danny's messing with the answer sheet, still interested in opening it up and studying that. The whole thing gets interrupted by Skulktech 9.9, which is Future Skulker and Future Technus fused together. A quick taunt and off Danny goes to deal with him.

World 3

Level 1-1

This takes place in the Fenton Works lab, identified by that

glowing portal in the background. It's just one area to clear and there's a bucket a few steps ahead with a hidden item or ghost inside. Clear out the ghosts and that's it. Run to the end of the room to exit the level. Really, if this was the Fenton lab, wouldn't there be more weapons around for you to use? Or, how about a security system that will attack ghosts for you? Better yet, that same system will hit you if you're in ghost mode, so you have to clear the level as Danny Fenton and give programmers a reason to make him able to do SOMETHING. I mean, c'mon, there's a ton of ways to make this level just a bit more interesting. Oh well.

Tucker to the Rescue

Near the Nasty Burger... yet another hint. Skulktch 9.9 gives his little intro to Danny, which gives Tucker the idea of hacking into him to mess up his controls. Skulktch retreats to regain control and Danny goes chasing after him again. Gee, I wonder where this will end up?

World 3 Level 2-1

Back on the sidewalk again, there will be a blue mail box that you can knock over. Clear the ghosts and head for the next area, you have to make your way to the Nasty Burger again. There's no prop in the second area, so just clear ghosts the old-fashioned way until you can get to the third area. If you have the Plasma Wave by now, it could come in useful against the big ghosts, just be sure to switch back to the Fenton Thermos to grab the goo they leave behind.

In the third section, there's a red trashcan ahead that you can knock over and lots of ghosts. If you get a Fenton Weapon, start using it on everything there. You'll probably have to move across the screen several times to flush everything out, but once all the ghosts are gone, exit the level by leaving towards the right, where the yellow house is located.

Level 2-2

Remember what I said about getting used to Danny going off the ground fast? Well, here's why. This level is on lots of rooftops, and Danny can't clear the gaps in a single jump. Well, maybe one of 'em, but why jump when you can fly? Be careful, 'cuz ghosts will hover over the gaps in attempts to lure you off to your doom. Also, if you get hit while flying, you'll fall right to the ground. Lure the ghosts over the roof so you can knock them out easier, then fly over gaps to keep going across the area. The thing to remember about Danny's hovering is that it's stuck at the height you trigger the flight at, so you can't adjust his height once he's in the air. Kind of a pain, but if you can get the hang of triggering flight at just the right time, well, you have it covered. Hopefully. Anyway, clear the first area and move on to the next, which has a longer stretch of roof, so it's a little less stressful.

There are no props anywhere so just keep clearing ghosts until everything's gone and hit the third area. This time, your roof is an island, with gaps on either end. But it's still fairly wide for easy moving and you can get rid of ghosts without too much danger of falling off the building. With the third section clear, head to the right to exit the level.

Level 2-3

This is the most round-about way to get to the Nasty Burger that I've ever seen. What the hell is Danny doing at the city limits? Well, there's a big billboard declaring Amity Park as a 'Nice Place to Live' in the background. I guess it went up before the ghosts started to come through. There's a road sign up ahead you can knock over for an item or ghost. Clear the area and move to the next section. There's no prop but if you keep up your pace and use the Plasma Blast and Wave a few times, you shouldn't have any problems.

In the third area is another road sign for a prize. Continue clearing ghosts from this section, then move to the final area. Once again, there is no prop, but you can see what looks like a factory in the background. This is the sign that this is the final area. Kill off the ghosts, then leave. You should have another Level Up by now.

Conflict with Skulktech

Finally in front of the Nasty Burger, Skulktech 9.9 will use a device called the Pummeler, which shorts out Danny's ghost powers and reverts him to human form in the cartoon. The ghost says it doesn't work on him in the future (well, duh! Danny doesn't exist in the future so the damn thing can't turn Dan Phantom into a human) but it works fine on him in the present. Danny can't figure out what the heck he's talking about, so they just duke it out in a Boss Battle.

Level 3-3

In this Boss Battle, which takes place in front of the Nasty Burger this time, be sure to have a high Ghost Power Gauge if you can. The Pummeler in the game is a bunch of mechanical arms that stretch out about a third of the screen to smash into you and it hurts a lot. The Plasma Blast can hit him from beyond their range. Skulktech likes to fly above your head and sometimes he stays up there, shooting his guns. That would be an ideal time to turn into Fenton and charge Ghost Power. Skulktech uses lots of guns along with the Pummeler, so getting too close to him isn't that great an idea. You can combo him a few times to knock some health off his bar, but he recovers quickly and will return with the Pummeler immediately and you don't have much time to escape it. Your best bet is to nail him with Plasma Blasts from a distance, charge when you have a chance to keep the Ghost Power Gauge high, and use the Insubstantial power if you want to get in up close. Eventually he will disappear into time.

Breaching Time

After the battle, Tucker will give you a cheer and there will be a little scene where the second time medallion is found. They start to get the idea of what the medallions do and figure out that they let ghosts travel through time. (Which is actually wrong, but eh.)

The Observers are starting to freak out now that Danny's group is using the medallions to travel to where they are. (Again, wrong.) For a game that's supposed to follow the movie, they sure get a lot of things wrong. Anyway, Clockwork starts to get a bit nervous and says that he doesn't have much choice but to stop Danny himself. (Not wrong but it is kind of a lie.)

So now Danny and the gang are in Clockwork's lair. Tucker's freaking out over being lost, but Danny's got some idea of where they are. He's been in the Ghost Zone enough times to recognize it, but this place is new to him. (Apparently, mapping the Ghost Zone is a pain in the ass to do.) So, in the spirit of trying to figure out what the hell

is going on, Danny's gonna go play happy wanderer and Tucker's gonna snoop around locally for some clues.

World 4 Level 1-1

Clockwork's lair is kinda cool-looking. A few steps ahead of you is a gray grandfather clock that you can knock over for a ghost or Fenton Weapon. (How the hell did those wind up here?) Clear the ghosts and move to the next section. There's no prop here, but keep at those ghosts. You might want to charge up Ghost Power to make things a bit easier with the Plasma Blast or Wave.

The third section has another grandfather clock for you to knock over and some more ghosts. Clear them out, then leave the level.

Level 1-2

Okay, a warning here. There's a gap right beyond a grandfather clock that you can easily fall off of trying to get the item. Beyond that is a short little bit of floor, followed almost immediately by another gap. Try to clear the ghosts for this section in that first chunk of the level, where you got the item, then fly over the two gaps to reach the next section.

The second area has another gap in the middle of the area, and surprisingly enough another grandfather clock. They don't usually show up in second areas. Clear the ghosts while in the first half of this section, then fly over the gap, knock over the clock near the end of the section, grab the item and run to the next area.

There's another big gap in this third area and it's placed so that you can easily fall in if you don't watch what you're doing. I've fallen for that so many times, it's annoying. Luckily, you have all the continues in the world; you just get dumped at the very beginning of the level. When the ghosts are finally gone, leave the level.

Level 1-3

In this first area, there's another clock to knock over and a new ghost to be a pain. This green ghost uses its arms like tentacles and likes to slap you around. Once you punch it, it will fly up to the top of the level and hover there, slapping away at nothing and keeping you from jumping up too many times. It's a little hard to knock him down. This is the perfect time to use the Plasma Wave and Blast to get rid of the big ghosts that like to crowd around Danny. This level looks really weird, are those big films back there?

The second area has another clock and more of those annoying big ghosts. It's a good idea to get into the habit of switching back and forth between Fenton and Phantom for quick charges on the fly. The very short time it takes for him to transform makes him temporarily immune to ghost attacks, so learn to time it to charge and avoid hits at the same time.

The third area has no clock but if you've been sucking up goo and switching to Fenton regularly then you should have plenty of Ghost Power to clear this room in no time. Leave the level once you show these ghosts who's boss.

Level 1-4

This place looks cushy. Does Clockwork live here? You have a huge space between you and the clock prop so switch to Fenton and fill up your Ghost Power, then turn back to Phantom, put your Powers Icon on

the Plasma Blast and charge on forward. Knock over the clock to see what's there. If it's an item, great. Get it after you blast the big ghosts that are rushing after you. If it's the black ghost, let the Plasma Blast loose and wipe them all out in a snap. Finish off the ghosts and switch back to Fenton to recharge before moving to the next area.

There's no clock in the second area, so just let the plasma fly on every ghost you see. Wipe them out, recharge your Ghost Power, then move on to the next area. In the third section, you'll see another clock and more big ghosts. Doesn't blowing them away with a single Plasma Blast feel sooo good? Do it again and grab whatever was left behind. Since it takes a while for new ghosts to sniff you out, you have a few precious seconds here and there to recharge Ghost Power. Clear them out and head for the next area.

Blast away the ghosts here, 'cuz there's no prop with item in it for now. You might have to sweep the area a few times to flush out more ghosts, but blowing them away is so sweet. All that goo just dropping in a group, nice.

Conflict with Clockwork

Sam freaks out that Skulktech disappeared ('Tucker did it!' Red vs Blue plug, sorry. ^-^). Of course, Tucker insists it wasn't him, and Clockwork will pop in to say he did. Danny starts demanding information from him and Clockwork will introduce himself, saying he's trying to change Danny's future. (More hints on what his real plan is.) He tells Danny that he will turn evil in the future and Clockwork can't let that happen. Of course, Danny will insist that he will never turn evil and gets ready to battle. Clockwork simply says it's just a matter of time before Danny becomes evil and wants to show him something. But first, let's tire Danny out so he actually sits down to watch. He's such a jumpy boy!

World 4

Level 2-1

The battle with Clockwork is weird. You only have time to punch him about three times before he teleports away. Run about for about 3 seconds and keep yourself alert 'cause Clockwork will reappear with an axe to slam the floor. It takes him a half-second to make the move, so you have time to give him another short combo. You can keep that up until he falls, or you can do the Plasma Blast sniping like with Skulktech. It'll be harder, though, as Clockwork also has a cannon he will sometimes use, but he prefers up close and personal fighting. (Be glad he doesn't frick with time like in the movie.) Eventually, he will wilt and that will be that.

Escape to the Future

After the battle, Clockwork will show Danny the immediate present and his future (you don't actually see it though) and tells him the evidence doesn't lie. The first thing that pops up in the mini-image is the C.A.T. answer sheet. Sam exclaims that Danny's future cheating on the test causes him to turn evil and attack Amity Park. Tucker thinks that the exam is Danny's turning point. (It sort of is, it's actually the trigger to the turning point.)

Clockwork points to the future and tells Danny that he lost his humanity and became totally evil. Danny freaks, watching himself fight against police forces and the army. Clockwork explains that he tried to change Danny's past to alter his future but what he did hadn't made a difference; Danny still wound up evil. (There's a reason for that.

Trust the BttF girl!) And then, for the sake of keeping the Observers happy, Clockwork declares that the only option left to save the future is to destroy Danny right there. Danny decides to take his friends into the future to escape Clockwork (which is what he wanted all along. I may as well explain this at the end of the guide.)

Future Valerie spots Danny as soon as he shows up and makes a move to get closer to finish him off. She's a bit worried because she sees two Dan Phantoms, one the current one, the other the Danny of the past. Here's where things get a little confusing, unless you've dealt with time-travel plots a lot. Dan Phantom pops in with his little scene, laughing about how he's been waiting for Danny to show up and how he's finally arrived.

Tucker's freaking out at how the future looks because of Danny's cheating on the test (which hasn't even happened yet). Lost and confused by all this, Danny sets out to investigate the area and see what's going on.

World 5
Level 1-1

There's a new little ghost here, a dragon looking one. Switch to Fenton, charge up your Ghost Power, then switch to the Plasma Blast and go on to scope out the place. There's a road sign ahead to knock over. Clear the ghosts and recharge your power before moving to the next area. There's another road sign there. Keep clearing out ghosts, this level is very short.

Level 1-2

More of the same background. Switch to Fenton and charge up again, you are seriously gonna need the Plasma Blast now. There's a new big ghost and it's freaky mean. It's like twice the size of Danny, it's ugly and it drops red goo, which refills both Health and Ghost Power by a lot. It also likes to charge at you like a bull and it takes a ton of hits to get rid of. Unless you use Plasma Blast, then it's not that much of a problem. Ahead of you is an upright rock that you can break for a ghost or Fenton Weapon. (Those things shouldn't even exist anymore but oh well.)

The second area is just a repeat of the first, with another rock to break to grab another item or ghost. At this point, don't try to turn back into Fenton, it's too risky. Stick to refilling your Ghost Power with the goo from the ghosts. When all is clear, leave the level.

Conflict with Future Valerie

Danny's horrified at what the future becomes because of him (he still looks like the crap was beaten out of him). Future Valerie appears and yells at him, even calls him ghost. (Oddly enough, Danny is in human form, yet Valerie recognizes him as being a ghost. In the cartoon, this is easily explained by the fact that Danny never reverts to Fenton form the entire time he's in the future. The game, however....) Danny's happy to see Valerie, even though he's a little confused at how she looks. Future Valerie declares that she's been looking forward to this day for a long while and even calls Danny 'Phantom', yet another indicator that she knows exactly who and what Danny is. (The cartoon does otherwise.) Time to fight again!

Level 1-3

Future Valerie plays just like the beginning Boss Fight, and you

can beat her the same way. The only change is she has an instant recovery time, so don't pause when you combo her. Keep at her constantly. When she recovers from the combo, she'll throw three little shirukens into the air over your head, the lowest one will almost always nail you. You will probably get hit a few times by this, but the damage is minimal compared to how much you can dish out on her as long as you keep in her face. She'll fall after a few seconds of this.

Meet Dan Phantom

Tucker and Sam will interrupt after the battle and demand that Future Valerie stop shooting at Danny. Future Valerie is stunned to see them; after all, they died when they were just kids in her time. Tucker is startled to realize that both he and Sam are dead and wonders how that happens. Future Valerie looks angry and says that it was all Danny's fault that they died. Dan Phantom finally joins in and corrects her, saying that it was he who killed them, not Danny. (This is true. I'll explain that later.) But if Danny becomes Dan, and Dan killed Sam and Tucker, then technically doesn't that mean Danny killed them?

No. And like I said, I'll explain it later.

Well, Future Valerie is shocked by Dan's appearance and realizes that Danny and his friends are actually from the past. This pisses off Dan Phantom, who remarks that Clockwork is meddling with time again. And that is yet another clue to what is really going on. Danny gets ticked off as well, saying that it's Dan who caused the mess in the future, not Clockwork. He even calls Dan a 'mess-causer', which will go down in history as the lamest insult to ever come out of that boy's mouth. Dan just smiles and says that after 10 years, he should introduce Danny to the future. Of course Danny denies Dan as his future self (wouldn't you if puberty does THAT to ya?) and makes the attempt to escape to the past, telling Sam and Tucker to go first by removing the medallions.

Dan's confused by Sam and Tucker disappearing, wondering where they could have gone. Danny replies that they returned to the past by taking off the time medallions, just like he's about to do. Dan doesn't want that at all, so he grabs the medallion and Danny, and uses his ghost powers to fuse the medallion with Danny. According to Dan, neither ghost nor human can remove it now. Now he wants to throw Danny into the Ghost Zone so he can never return. Guess what Danny's answer to that is?

Conflict with Dan Phantom

It doesn't really count as a level, oddly enough. And Dan is a tough dude to beat. Remember all the crap you can do with him in the very first level? Well, he can still do it and now he's doing it to you. Just be grateful he forgot he could use Ghostly Wail. Your best bet is a lot of hit and run attacks. Get in, do a quick combo and get out before Dan recovers enough to grab you with his version of the Fenton Thermos. Since Dan has no access to Fenton Weapons, his version of the thermos is his hand, which will drain health from you and give it to him. You don't have that much health to donate and still keep fighting, so try not to get too close to him too often. Changing to Fenton form is highly risky, but if you get desperate for a distance attack you might not have much choice but to risk it for the charge.

Luckily, Dan likes to monopolize the skies and waste time just comboing up there and firing off Plasma Waves that either pass way over you or knock you upside the head. Use that time to charge up Ghost Power and either knock him down to your level, comboing him to buy time to get the distance you need for a Plasma Blast, or wait until he comes

floating down on his own and shoot him. Again, your blast has a greater range than the Plasma Ring he likes to fire at ground-level, and is faster than the Plasma Wave he uses a lot. But, he can also just turn insubstantial or hover to avoid the hits, so be careful. Cautious attacks and timely uses of the Plasma Blast will net you victory. Too bad Dan still chucks you into the Ghost Zone at the end of it.

Last Hope?

Danny's wandering around in the Ghost Zone, desperate to escape and get the time medallion out of his body. His only chance is in his old rival, Vlad, the only other half-ghost in the world. So he decides to travel through the Ghost Zone in search of the Masters Ghost Portal, Vlad's version of the Fenton Ghost Portal. (In the cartoon, a message from Jazz alerts him to the idea of seeking out Vlad for help. He also gains the Ghostly Wail at that time, but we have to wait a touch longer for ours.)

World 5

Level 3-1

The Ghost Zone is so cool-looking, all those doors.... Okay, switch to Fenton and charge up. That big ugly ghost is back. There's a glowing purple door ahead that you can bust for an item or bonus ghost. Blast the big ghosts and when all is clear, move to the next area. There's no prop there, but there's a ton more ghosts. So keep blasting away and suck up every bit of goo you see.

The third area has what looks like a prison in the background; that's Walker's Ghost Jail. Another door ahead holds a goodie for you. Clear out the ghosts and then exit the level, you still have a ways to go to get out of here.

Level 3-2

A graveyard in the Ghost Zone seems a little redundant but who am I to bash a ghost's decorating sense? There's a prop ahead of you that you can grab a goodie from, but charge up your Ghost Power. There's a new ghost in the gang. It's blue and looks like it's dripping slime, plus it likes to hop over you to avoid hits. Very annoying. Be sure to keep blasting and sucking up goo; you'll clear the area in a flash. The next area has no prop, but between goo from the ghosts and Plasma Blasts clearing the field, you probably won't even notice it.

The third area has another door prop to knock over and more ghosts to blast, so grab what you can and start shooting. Clear out everything you see, and you might need to sweep the level a few times to flush out everything. When the level is clear, leave it.

Level 3-3

This level takes place in front of a creepy looking castle that I'm going to assume belongs to Pariah Dark. It looks like it to me but then I haven't seen Reign Storm in a while, so I could be wrong. Again, charge up Ghost Power before you even move. There are more big ghosts than small ghosts here. Run forward and blast the crowd that's coming in, then punch the door to get what's there. Clear the area and move to the next. The second section has no props, so it's just a straight extermination section before you move to the third area.

This third one has a door as well. Grab what's there and just keep blasting everything until you're clear to leave the level. You should get another Level Up by now.

Level 3-4

In the cartoon, Danny gets batted about by the other ghosts in the future, Ember, Johnny 13, the Box Ghost and others. Here, though, you get to deal with Walker and his guard goons. You have a very short time to charge up Ghost Power. You'll be lucky to charge enough for one Plasma Blast. Walker is the ghost in white, his goons are like burly cops. Three of them will charge you and you can attack them to make them disappear, but for every one you get rid of, another takes its place a second later. To get out of this, attack Walker himself. The bar doesn't shrink with the goons, you must attack Walker. Once you get rid of him, you'll finally earn the coveted Ghostly Wail. Too bad it takes this long to get it.

Meeting Vlad

Danny's finally out of the Ghost Zone, and the whole ordeal was pretty tiring. Vlad pops in for his little scene and he looks like hell. Seriously. Man needs a haircut and trim. They have a little conversation over what happened to Vlad, but mostly over what happened to Danny.

Ten years ago, two explosions went off in the Nasty Burger. All of Danny's friends and family were killed in the second explosion. Danny is startled by that, he had no idea a second explosion went off after the battle with Skulktch 9.9. It dawns on him that the fatal blast was his fault; Dan was right the whole time.

Again, things get weird. Vlad goes on to say that all Danny wanted at the time of his family's deaths was to make the pain go away, the hurt of losing everyone he cared about. He wanted to escape it so much, he was willing to sacrifice his humanity so he could no longer feel. (This is actually very wrong, and I'll tell you why later.) Using the Ghost Gauntlets, Vlad's version of the Fenton Ghost Gloves, Vlad removed the part of Danny that was human, separating Danny Fenton from Danny Phantom. Danny Phantom couldn't handle being a complete ghost and turned on Vlad, ripping out Vlad's own ghost half and taking it over. But Vlad's evil ghost half overwhelmed Danny Phantom and drove him insane, turning him even more evil than Vlad Plasmius could ever be on his own.

Danny thanks Vlad for telling him what happened and asks if he still has the Ghost Gauntlets. Vlad answers that he does and wonders what Danny is up to. The boy explains his plan; if the Gauntlets had the ability to pull Danny's humanity from his ghost self, then surely it had the ability to pull the time medallion from his body so he could return to the past and stop the flow of events. Vlad declares that the attempt could kill Danny, but the boy has enough confidence that Vlad can figure out how to do the operation. Hope renewed by that, Vlad agrees to help. (Man, that is so wrong. But I guess they had to censor the real scene from the movie for the game.) Just as they get ready to do the operation, Danny picks up other ghosts coming through the Masters Portal. Vlad believes that Dan sent them to stop Danny, so he gives him the Ghost Gauntlets to help in the battle.

World 6

Level 1-1

This is an incredibly short level and is the first opportunity to try out the Ghostly Wail. Change to Fenton and fill up your Ghost Power a little over half full. The Ghostly Wail takes a lot of Ghost Power and each use will drain it dry no matter how much you have, be it a

half or a full charge. But, it is so much fun, you won't care. So, charge it up and lure in as many ghosts as you can onto the screen with you. Switch to Ghostly Wail and enjoy the moments of completely owning every ghost in the field with the sheer power of Danny's voice.

Of course, he'll go right back to Danny Fenton when the Wail ends, but that's good. He'll start recharging Ghost Power right away so don't be too hasty to pop back to Phantom mode. When it's high enough again, switch back and start over luring ghosts into another 'encore'. And since there will be LOTS of goo from the first Ghostly Wail, you can move around as Fenton to gather them up, filling your gauge that much faster. Abuse the hell out of the Ghostly Wail while you can, it's gonna be hard to charge up for it later. When you've killed off every ghost around, take a moment to breathe in that scent of power the Ghostly Wail has given you, then exit. You have a future to save.

Return to the Past

Vlad successfully removed the time medallion and now Danny is back in his own time. Now he has to stop the second explosion from ever taking place, and Dan said that he was the one who caused it. And since Dan took Danny's place in the past, that's probably what he's planning to do. Time to fly off and be the hero he really is!

Level 2-1

Another flying level, you have to get through all the ghosts here in order to reach the Nasty Burger. It plays like the first flying level only without a Boss Ghost to bother you at random times. The ghosts will do the same tricks as before, delta formations, line and column forms, and the last three ghosts will take several blasts of the Plasma Blast to get rid of. Once they're gone, the level is done.

Final Conflict

Danny arrives at the Nasty Burger, yelling out an insult sure to get his older self's attention. And of course, Dan returns it by telling Danny his time's been up for ten years. At this point, Danny realizes that it wasn't his cheating on the C.A.T. that turned him evil, it was the deaths of his family and friends that triggered the change. Dan confirms this and tells him that he must make sure that those deaths occur, so that the timeline goes as it is supposed to. Danny declares he won't let them die again and he must get them away from the Nasty Burger sauce, the source of the explosion. Dan wants to stop him so the fight begins.

Level 3-1

The battle with Dan Phantom is gonna be a bit tougher than the first one. If you want to try charging up for the Ghostly Wail, good luck with it. Try to do the charging when Dan's wasting time showing off above your head. Unlike the other ghosts, using the Ghostly Wail on Dan, or any other Boss for that matter, won't kill them outright. It will knock a huge chunk of health from them, though, so if you can pull one out, it is so worth it. Again, it only really needs a half-full charge so stay human long enough to hit a little over half GP to do the Wail; any attempt to fill it up completely is pointless unless you're trying to shoot Dan with a Plasma Burst or two before letting 'er rip with Ghostly Wail.

Again, Dan likes grabbing you to drain health to refill himself, so more hit and run tactics are going to be really tricky but it can be

done. If you can stay far away from Dan, pray he gets distracted by how cool he thinks he is, and just charge away with Fenton. You might even be able to just stand there until he comes for you himself and unleash the Ghostly Wail on his unsuspecting butt. Keep your Fenton time short, remember that it only needs a half-full gauge minimum to work and you have to switch back to Phantom on the fly to use the Power. It takes about two Ghostly Wails to blast Dan to kingdom come, if you can manage it.

Time Out

Dan's shocked as hell that Danny used Ghostly Wail on him because he isn't supposed to get it until ten years in the future. Danny sucks him up in the Fenton Thermos, declaring that the future isn't as set in stone as Dan thought. Just before disappearing into the thermos, Dan has one last stab at his younger self. The battle took too long; Danny's family and friends are still going to get blown away, just like history dictated. Danny reverts to human form after the Ghostly Wail drains him dry of energy, and he realizes that there's not enough left for him to transform back into Danny Phantom to save his family and friends.

Just before the explosion goes off, Clockwork steps in and stops time, bringing Danny's family and friends out of harm's way. He tells Danny that he couldn't let the event happen, and he also sent Dan Phantom into the future so he couldn't interfere with 'this past'. Danny is happy about this; once Clockwork starts time over again, the explosion will not take place and his loved ones will be fine. Clockwork agrees by saying that everything is the way it's supposed to be.

And time begins flowing properly.

We see Mr. Lancer asking Danny if there's a problem with the test he's taking. Looking beat up as usual (I guess it's the only pic they have to make him look guilty), Danny shows him the answer sheet and says he found it at the Nasty Burger. Mr. Lancer points out that the seal is broken. Danny apologizes about it, but insists he isn't a cheater and will never be one. He's given a chance to prove that with a makeup exam the next week. Happy with that, Danny is relieved to know that the future is changed for the better and he even gets cheers from his friends for the choice he made.

Enjoy the ending credits, you'll get a password at the end of it. Or, if you don't care, just hit Start and skip it all. Now, for Mission Mode!

Oh God, more writing....

Walkthrough (Mission Mode)

Okay, so you finished the Story Mode. If you return to your save file, you'll notice that it turned red. That means Mission Mode is now active. Go back to your file and start it up.

Time Flows Wrong

The 'story' begins with Danny called back into Clockwork's lair. He's been summoned to deal with a new issue and Clockwork has to tell him all about it. Though Danny insists that everything is back to normal, Clockwork reports that all he's done hasn't changed the future

at all. Danny will still turn into Dan Phantom; something else is acting as the new pivotal trigger for Danny Phantom's descent into evil. Danny is taken aback by this; the explosion was stopped, his family and friends are alive, there shouldn't be anything to alter his timeline. Clockwork isn't entirely sure, but Danny has to go back to Casper High, to the time he had been fighting Box Lunch. To figure out what is the new trigger, Danny will have to relive the entire sequence of events from the first time through.

Stage-Select Screen

For this mode, you are given a Stage Select screen, which is a misnomer because for the first run through, you can't really pick a Stage at a whim. You have to follow them in sequence to pinpoint where things went wrong for Danny. On the left of the screen, you'll see a picture of Danny and his current level (which should be around Level 6 by now) and below him is a small shot of what the background for the currently highlighted Stage looks like, along with a set of three empty dots that represent the missions in that Stage. Each mission you clear fills a spot with a circle of yellow.

The R Button brings up the mission card for each Stage. Hold it down to read the card. Some missions can be done all at the same time, while others take several runs to complete. Once you clear a Stage, you are able to reenter that Stage again anytime you want.

Okay, that's it for the screen.

Stage 1-1

Missions:

- Execute a 5-hit combo.
- Do NOT use any Plasma attacks.
- Beat the Boss in under 1 minute.

You're back in Dan Phantom's shoes. Joy. Pulling a 5-hit combo is easy, just rip into the first bunch of machines you see and be done with it (don't do the full combo 'cuz that screws it up, do quick punches to put together the combo requirement). Heck, you can even do it on the panel at the end of the level. Resist the urge to use Plasma attacks, but the Ghostly Wail is excluded. So if you wanna Wail on everything in sight, go right ahead. Once the panel is broken, you're dumped into the battle with Future Valerie. The new change for her and for all Bosses after Valerie is that the Bosses now have double life bars. The bar starts yellow, and as you wear that down, it empties to reveal the red bar. Deplete the red bar to finally defeat her and continue resisting the urge to use Plasma attacks 'cuz it's still counting the Boss fight as part of the same mission requirements. That ends the Stage.

Stage 2-1

Missions:

- Defeat 5 ghosts in less than 30 seconds.
- Do NOT use any Plasma attacks.
- Execute a 6-hit combo.

The entire Casper High ghost invasion scenario takes place here, and each one is under the same mission objectives. So if you're trying to clear the 'No Plasma attacks' mission for Stage 2-1, then you can't use Plasma attacks in ANY of the levels within the Stage. Hard, but it

is doable. Rely on the Rush attacks and the Fenton Weapons to get through the levels, and I hope you didn't think you got to keep the Ghostly Wail. 'Cause you don't. (Ha ha, you probably thought you could still abuse it!) Insubstantial doesn't count as a Plasma power, so you can get through that all wall level just fine. And 6-hit combos are easy to pull off on big ghosts. The Rush 5 is a near guaranteed 6-hit at least. Don't panic about the 5 ghosts in less than 30 seconds deal. You've done that a ton of times before already and never realized it. Just keep beating up ghosts wherever you see 'em and you'll have that mission cleared without breaking a sweat.

Stage 2-2

Missions:

- Get 40 Max Combo Points.
- Land 40 hits on Box Lunch.
- Avoid Box Lunch's attack.

This is the flying level again, and it looks like getting the 40 max combo points will be hard to do. Actually, it's not. It took a bit for me to figure out but if you hit Box Lunch with a Plasma Blast, you can kill two missions with one shot. I counted about 30 max combo hits from using the blast on her one time, so pile on normal shots until you get a 10 hit combo, then fire one off and that's a guarantee you'll get that mission cleared. Box Lunch is easy to nail, she doesn't move around much, she doesn't stagger and she holds still for hits. She makes such a lovely target. Avoiding her attacks is also easy to do. Just stay level with her body and on your end of the screen. Her attacks will always fall short of you and you can still keep shooting at her without missing a hit.

If you like the flying and want to power level, stick around on this Stage and keep blasting Box Lunch with Plasma Blasts. You can get about 600 EXP from this Stage per run, and I think that is influenced by the max combo points. Just to be safe, don't try going for more than 99 Max Combo points, the game can't register triple digits and will bump you down to the last two digits of the triple. So if you made a 110-Hit Combo, the game will only register a 10-Hit Combo. Sucky, huh?

Stage 2-3

Missions:

- Execute a 6-hit combo attack.
- Do NOT use any Plasma attacks.
- Defeat the Boss in under 1 minute.

You're fighting Box Lunch on the roof of the Nasty Burger again, and she has a double life bar, too. Just hit her with a full combo attack and never let up, not even when she goes off screen. You can take a few hits, it won't penalize you, so just keep attacking until she falls. Keep an eye on your health, keep an eye on hers and mash that button until your thumb is sore! Heck, you might not even need to use Ghostly Wail on her, she's that easy to deal with. Well, that's assuming you Leveled Danny enough to get him to keep Ghostly Wail or decided to do the last mission at a later time. No problems. Take it at your own pace.

Stage 2-4

Missions:

- Execute a 6-hit combo attack.
- Use Plasma Blast twice.
- Defeat the Boss in under 1 minute.

Your Boss for this fight is Ember McLane, the rock singer ghost with flaming hair. I like her, she's a cool ghost (plus she made Danny act like a total goofball for a whole episode, so that gives her a lot of points in my book). You can use your Plasma Blast, and you have to use it twice in the fight. Don't try getting fancy with it, it must be the default PB or it won't count. It doesn't have to hit either, just be used. So switch to Fenton, charge up the Ghost Power, let a couple of the Plasma Blasts go (preferably in Ember's general direction), then start pummeling her with combos. Ember will try to beat you with her guitar or fire energy beams from it. They hurt a little, but keep on her to beat her within the time limit. She also has a double bar, so mash, mash, mash!

Stage 3-1

Missions:

Defeat 5 ghosts in less than 30 seconds.

Defeat 10 ghosts in less than 30 seconds.

Do NOT return to Fenton form.

Really short level, you're back in the Fenton lab. It may look a little intimidating to get the first two missions cleared, but don't panic. There are quite a few ghosts that come at you in groups, so all you have to do is nail as many of the groups as you can to get the two missions out of the way. Also, you can't turn into Fenton, so you have to resort to sucking up goo for the Plasma Blast. Given the length of time this level has and the number of ghosts, I doubt there will be enough goo for you to fire off a Blast, but if you get any amount of it in the bar, try for a burst. Can't hurt to try and the Stage can be replayed if you didn't clear one or two of the missions somehow.

Stage 3-2

Missions:

Do NOT use the Fenton Thermos.

Defeat 5 ghosts in less than 30 seconds.

Do NOT use Plasma attacks.

This one's trickier; you're gonna have to pass up on a lot of goo to clear that first mission. For those who power-leveled and got Danny to Level 10, Ghostly Wail everything and keep charging with Fenton. You aren't penalized for using the Wail. Use combos to clear the second mission and everything is done neatly in one sweep. The Stage is kinda long, so don't worry about the 5 ghosts in 30 seconds thing. You'll hit that somewhere along the way. It's just really hard to fight the urge to use the Thermos and Plasma attacks when you're surrounded by ghosts.

Stage 3-3

Missions:

Execute a 6-hit combo attack.

Use Plasma Blast twice.

Defeat Boss in under 2 minutes.

It's Skulktech 9.9 again. Joy. Charge up some Ghost Power as Fenton, switch back to Phantom, then lay into Skulktech with the Rush attack to rack up your combo and clear the first mission. Then, use the Ghost Power you charged to blast him a couple of times with the normal Plasma Blast. Yeah, the default one, don't alter it, okay? After that, waste him however you like, and definitely abuse the Plasma Blasts and Ghostly Wail if you have it.

Stage 3-4

Missions:

- Execute a 6-hit combo attack.
- Do NOT use any Plasma attacks.
- Defeat the Boss after 3 minutes pass.

Oh, look. It's the Box Ghost. This guy is a total pushover so it's kinda hard to waste 3 minutes of your time to pass the last mission objective. You can fly to the top of the screen and just sit there for a while. Make yourself a sandwich, get something to drink, go to the bathroom... by the time you get back, the time should have racked up enough to clear the mission. Now, lay into him with the Rush attacks and that clears the first mission. Since the Box Ghost acts just like Box Lunch in that he mostly hurls things at you, just punch the hell out of him anytime he isn't stunned so he never gets the chance to move. Simple, really.

Stage 4-1

Missions:

- Clear in under 3 minutes.
- Do NOT use flying powers.
- Do NOT use any Plasma attacks.

This one's kinda mean but doable. It starts you in that level for Clockwork's lair, the part with all those gaps that you just flew over for quick runs, but you can't fly at all if you want to clear the second mission. You can't even hover or anything, but jumping is allowed. So do yourself a favor and clear out the ghosts on the starting platform and carefully jump the gaps to get to the next area of the level. Once you reach the end of that level, you don't have to worry about flying for any reason for the rest of the Stage. So there shouldn't be any reason to botch it when you do that mission. This is one of those Stages were you would probably be better off doing the missions in separate runs. To do the first mission, just ignore the other two missions and fly and blast your way through the Stage. Make another run to clear the no-flying mission, and a third one for the no-Plasma-attacks mission.

Stage 4-2

Missions:

- Execute a 6-Hit combo attack.
- Use Plasma Blast twice.
- Defeat Boss in under 3 minutes.

Back to dealing with Clockwork again. It's tempting to hit the guy with Ghostly Wail over and over, but don't do it if you're trying to get the first two missions done. For the second mission, just use the default PB twice. Not a problem. The third mission is just as easy. As soon as you are able to move, get as far from Clockwork as possible, switch out to Fenton and charge the Ghost Power to just over half full, or completely full if you like. Then just switch back to Phantom and let loose with the Ghostly Wail if you have it. Rinse and repeat until he wilts. For those without the awesome power of screaming your head off, just stick with PBs and the same strategy for beating him in Story Mode and he'll go down pretty easily. The 6-Hit combo is a whole other story. Tough to pull off, 'cause I haven't done it myself yet. I can get it up to 5 just hitting him with the Plasma Blast, but 6 is painful. Got a tip? Send it in. It would help.

Stage 4-3

Missions:

- Execute a 6-Hit combo attack.
- Defeat 20 Meat Ghosts.
- Defeat Boss after 3 minutes pass.

You should know by reading the mission roster who the boss is gonna be. That's right! The Lunch Lady! Joy. Okay, the first mission is easy to do. Just hit the Lunch Lady to rack up the 6 hits you need. She's fairly easy to punch as she moves around about as much as the Box Ghost and wastes time with throwing stuff at you. The hassle is in those Meat Ghosts that like to waddle in and screw you over. The second mission has you dealing with them. Again, this is one of those separate run Stages, so it's a bit hassling. Charge up Ghost Power with Fenton when you are able, then use the default Plasma Blast to clear out the Meat Ghosts when they appear. Try to stay under the Lunch Lady when she's up in the air above you. She throws junk as the ghosts come in, so it's just about the only way to avoid some of the hits. Trust me, you are still gonna get pummeled but at least you'll have enough health to finish the mission with Ghostly Wail. Count out the twenty Meat Ghosts as you blast them; they come about two at a time but they may change it up as time passes. When you've got enough of them under your belt, charge the GP to full blast and let loose on the Lunch Lady with Ghostly Wail a couple of times. This mission will be much easier with Ghostly Wail in your arsenal so I highly recommend Leveling Danny up to get it. For the final mission, just fly up to the top of the screen and keep an eye on the closest clock. After about three or four minutes, drop Danny down and finish her off as you please and you should have the Stage cleared.

Stage 4-4

Missions:

- Clear with Ghost Power over half full.
- Use Plasma Wave twice.
- Defeat Boss in under 3 minutes.

Believe it or not, you can do all the missions for this one at the same time. Your Boss for this round is Technus, version one. I dunno which I like better, the old Technus 'cause he's kinda scrawny, which makes him funny to watch, or the new one 'cause the voice just doesn't seem to match his much cooler look, which makes it equally as funny. Right, so to start this off right, switch to Fenton and max out your Ghost Power. Go back to Phantom form and let loose a couple of Plasma Waves while Technus is close to you and is at your level. It'll knock a good chunk of health from him. Next, switch back to Fenton and refill the gauge, return to Phantom and hit Technus with constant combo attacks. Technus loves to move around a lot and he can be pretty fast, but lay into him with combos and he can't move worth a crap. Keep it up and you'll roast him in no time, letting you clear the first and third missions without any problems.

Stage 5-1

Missions:

- Do NOT use the Fenton Thermos.
- Defeat 5 ghosts in less than 30 seconds.
- Do NOT use any Plasma attacks.

Ignoring the goo is kinda hard to do, but if you want to

use the Ghostly Wail, stick to switching to Fenton anytime you want the Ghost Power to use it. You have a Boss battle with the Future Valerie at the end of this Stage, and the same rules stay with you the whole time. Use the Fenton Weapons that you find in the levels in order to get rid of the ghosts easier so you won't be tempted to use the Plasma Blasts. And if you whip out the Ghostly Wail trump card at any time, make sure to fill the screen with ghosts before you do so you can easily clear the second mission. You shouldn't have any problems with this Stage or its missions.

Stage 5-2

Missions:

- Execute a 6-Hit combo attack.
- Do NOT return to Fenton form.
- Defeat Boss in under 3 minutes.

It's tempting to hit Dan with Ghostly Wail in this first appearance of him as the Boss, but don't fall for it. Wait until he's done with showing off above your head, 'cause he loves to go over your head and flail around and keep you from jumping, then when he comes down to try a Plasma Wave, quickly nail him with the Power Rush 5 or Power Rush 6. You're guaranteed to have a 6-Hit combo at the end of it. Keep your eyes peeled for his Fenton Thermos ability (he grabs you and drains your health to heal himself) so you can avoid it and just keep hitting him with combos so he doesn't ever have a chance to fly over your head again. His aerial showing off eats up time and you can't afford that with the third mission.

Stage 5-3

Missions:

- Do NOT use the Fenton Thermos.
- Do NOT return to Fenton form.
- Defeat Boss in under 3 minutes.

This Stage is incredibly mean to you. You can't use the Fenton Thermos AND you can't switch over to Fenton to charge up the Ghost Power gauge. You're trapped with using only your fists and the Fenton Weapons to deal with the ghosts and even worse is the fact that you can't heal yourself either. So for the first three levels of the Stage, watch your health like a hawk! If you're fast with the button-mashing, you can get in close to the ghosts and keep hitting them with the combos to get rid of them before they do too much damage to you. Otherwise, play it cool and stay in motion to avoid getting nailed too badly by the ghosts. Your Boss battle is with Walker and his ghost guards. Focus on hitting Walker (the white ghost) with as many combos as you can and watch him carefully. He will jump for the air and stay up there if he can and that will eat up time you can't lose. He will also move around and hide among his guards, so stay in motion and keep punching so you will hit him sooner or later and pin him down. Stay on him and the mission should be cleared.

Stage 5-4

Missions:

- Clear with Ghost Power over half full.
- Use Plasma Wave twice.
- Defeat Boss in under 3 minutes.

This is one is kinda easy. You don't have to do all those

levels, you just go straight to the Boss battle. In this case, you get to fight the original, unmodified Skulker. Fun. Skulker is a, to put it bluntly, sniper jerk. He likes to shoot at you from a distance, go invisible while moving around and float over your head to eat up time. He practically begs you to hit him with Ghostly Wail so you can screw yourself over in two missions. Here's a pretty good strategy that makes quick work of him.

Switch to Fenton form and fill your Ghost Power completely. Switch back to Phantom and nail Skulker with the Plasma Wave (Down+R) a couple of times, then blast him with Ghostly Wail until he's roughly halfway through the red bar. Switch back to Fenton, fill your gauge again, then use Phantom to just beat on Skulker with normal punches and combos until he goes down. You'll clear all three missions in one fell swoop.

Stage 6-1

Missions:

Defeat 10 ghosts in less than 30 seconds.

Defeat 15 ghosts in less than 60 seconds.

Do NOT use any Plasma attacks.

This Stage is just too easy. Simply start off with Fenton to charge up your Ghost Power, switch back to Phantom and start beating up on some ghosts. Knock around a few with combos, then cut loose with the Ghostly Wail. Suck up goo where you can, then go back to Phantom and repeat. Since the Ghostly Wail doesn't count as a Plasma attack, you can just wail away and clear this level in no time. Oh, and if you manage to kill off the 15 ghosts in less than a minute, that counts as clearing the first mission as well. So you clear two for the price of one. Sort of.

Stage 6-2

Missions:

Get 30 Max Combo Points.

Defeat 40 ghosts.

Clear in under 60 seconds.

Now it gets nasty. This one will take several runs to get all the missions cleared. For the first one, 30 Max Combo Points is kinda difficult to get. There's no Boss to hit with the Plasma Blast for the easy combo. However, you can pull it off with the three tough purple ghosts at the very end of the level. Simply stay to the far left of the screen and hold down the B Button to fire the Ecto Burst in a constant stream. Let the ghosts come at you, even hit you if need be, but don't let up on the button. See, the ghosts will continue to go straight for where you are and never dodge the hits, and they take a lot of damage before they go down. I did this myself and racked up about 37 Max Combo Points by the end of it all and my health wasn't that badly beaten up. You can use the Plasma Blast if you want, but it forces you to stay in one place and you can't adjust it slightly to stay on the level with the ghosts so there's a chance of losing the combo. Defeating the 40 ghosts is fairly simple; just shoot as many of them as you can and you should get the mission cleared. As for the final mission, good luck on that one. I still can't pull it off so if you have any tips, by all means share with us all, please. Thanks.

Stage 6-3

Missions:

Execute an 8-Hit combo attack.

Use Super Plasma Blast twice.

Defeat Boss after 3 minutes pass.

For this one, get as far from Dan Phantom as you can and switch to Fenton to charge up your Ghost Power to just over half. Switch back and hit Up+R while the Plasma Blast is selected to use the Super Plasma Blast. You'll know it by the fact that it is twice as wide as the normal Plasma Blast and both of Danny's hands are used in firing it. It would be awesome if you managed to get both shots of it to hit Dan, as just one direct hit of the beam will rack up enough hits to clear the first mission. If the first charge of Ghost Power wasn't enough for both blasts, just switch to Fenton to finish filling up the gauge for the second hit. Once that's done, max out your Ghost Power and wait for Dan to fly off and do his showing off in the air, then quickly fly up to the top of the screen before he catches on to what you're doing. Stay up above him for a few minutes, but keep an eye on Dan. He hasn't pulled anything with me yet, but you don't want to take any chances of him firing something off that will knock you to the floor and leave you open to a slaughter. When three minutes pass, drop down to the floor and let loose the Ghostly Wail. It will take a few hits of the Wail to deplete Dan's two health bars, but that should finish the last mission for this Stage.

Stage 7-1

Missions:

Clear with Ghost Power over half full.

Use Super Plasma Blast twice.

Defeat Boss in under 3 minutes.

You start this mission with a little cutscene. Danny 'senses' someone around and demands that they reveal themselves to him. Bam! It's Vlad Masters! He's his usual suave and arrogant self, so he obviously hasn't been screwed over by Dan and the altered timeline. As a matter of fact, Vlad set things up so that Danny is forced to become evil and have Dan be born anyway. Apparently, Dan Phantom made contact with Vlad while in Danny's time to set up a contingency plan, just in case his own plot to kill Danny's family and friends failed. Danny just walked into a trap, and Vladdy there is gonna set off a new explosion to kill them all and ensure Dan's future stays put. Danny declares that, despite knowing Vlad helped him in the future, he's still going to fight him to save his family.

Watching Vlad transform into Plasmius is kinda cool. Dorky, but still kinda cool. Now, you switch to Fenton and start charging up Ghost Power to get ready for the Super PB. Keep an eye on Plasmius, he likes to fire off these little red plasma orbs to hit you and raise a pink ecto shield to block your physical attacks and heal himself with them. (Highly annoying.) You can bust through it with the Super Plasma Blast, though. He'll fly over your head now and then to escape, fire more red orbs and eat up time. Like Dan, he loves to show off flashy physical moves up there, so don't try to jump and whap him down. He acts a lot like Dan and that's no surprise since Dan is a fusion of Danny Phantom and Vlad Plasmius. So know yourself and know Dan and you can kinda get a good idea of how Vlad's gonna move around. Fire the Super Plasma Blast twice at him and be sure to leave a little bit of his yellow bar. Next, fill up your Ghost Power with Fenton again, then cut loose a shot of Ghostly Wail to bring Plasmius down to almost gone, then charge up to max Ghost Power. Finish off Vlad with normal attacks or another Super Plasma Blast and you've cleared all three missions in one run. Nice. And Vlad deserves that Ghostly Wail blast; he's had the advantage over Danny for too freaking long.

Timeline Repaired

Danny reappears in Clockwork's castle, declaring that everything should be fixed now. Clockwork pops in and tells him that he saw the whole thing. He thanks Danny for putting the future back to its happier, brighter path. Danny is cheered by the news, but gets a warning. Even though his future now is just and good, the smallest change could still bring about his evil self, so he should always keep that in mind. Danny ponders over that, wondering if it was all up to him to make sure that Dan's time never comes around. Apparently so, as Clockwork warns him that the future is what he makes of it. Then he adds on that he will always be watching him, then sends Danny on his way back to his normal timeline. Thus, we end this story (at freaking last) with Danny learning a valuable lesson. (Or some such nonsense.)

You get another password at the end of the credits. I still have no clue as to how you get the other ones. I'm working on it.

Mini-Games

To unlock mini-games and the Difficulty option, you need to get the passwords. You can find those passwords on the 'Net, but for the sake of ease, I'll just put them here again.

- VLAD - Unlocks Difficulty Option on Title Menu screen.
- RUSH - Enters Boss Arena Mode. Only appears when you enter the code.
- ECTO - Unlocks Hidin' Ghost Seek in the BK Promotions Menu.
- JAZZ - Unlocks Levitating in the BK Promotions Menu.
- DASH - Unlocks Dash's Haunted Locker in the BK Promotions Menu.
- SEEK - Unlocks Sam's X-Ray Ecto Detector in the BK Promotions Menu.

Boss Arena

This mini-game is a gauntlet of Boss Ghosts that you get to beat up one after another. It opens with a Character Select screen, where you can choose to run through the battles with Danny Phantom or Dan Phantom. Note that each picture of them changes a bit when you select one or the other. Danny looks so indignant if you pick Dan, and Dan's just plain pissed that Danny is always auto-selected first. Cute. If you highlight Danny, you have the ability to select his Level with Left/Right on the Control Pad, while Dan has no Level, but keeps all the powers he started with. Different Levels with Danny allow him different powers, so at Level 10, he'll have Ghostly Wail in his arsenal.

No matter what Level Danny is at in your saved game, he will always have the ability to enter the Boss Arena at Level 10 with all powers if you select him and set his Level to 10.

Once you've chosen a character, you're dumped right into the Boss Battles. Every Boss Ghost you've fought against in Story Mode and Mission Mode will appear here, a total of 11-12 Fights. There's no ghost goo to use to replenish health and Ghost Power, so you must rely on Fenton form to fill your gauge. And watch your health carefully, because if you take damage in any of the battles, it will only recover a little bit at the start of the next Fight. So damage carries over, basically. And since both Vlad and Dan are the final Bosses (if you're playing as Danny, 'cause Dan only has to deal with Vlad alone as the final Boss), you may want to save as much health as you can, which means play smart, watch the enemy's movements, and save

the Ghostly Wail for emergency blasts on those Bosses that are really annoying. The further you go in the Fights, the less generous the healing becomes at the beginning of the Fights.

You really don't get much from the Boss Arena except some bragging points but it's a nice way to just clobber Bosses without having to go through all the levels and Stages.

Hidin' Ghost Seek

All this really does is unlock the red hidden ghost in the Dash's Haunted Locker mini-game. It's a weird ghost that randomly appears in the mini-game and it moves quickly to get out of your targeting range. Kinda annoying little freak. Not much to it.

Levitating

This is a jumping game with Skulker. Once again, I am not gonna do an Ascii art of the screen. I can point you to a screenshot, that's it.

In the upper left corner of the screen are the number of lives you have. In this case, you have three little Danny heads, so you have three lives. Across from that, on the upper right, is your score. Each time you successfully jump over one of Skulker's shots, you get some points. Just below it is a 0/40. It's right over Skulker's head. This is the number of shots Skulker can fire and the number he's already fired on you. At the bottom of the screen are the only moves you can make; A Button to jump, and B Button to drop. Drop is only usable after you've jumped and all it does is make you touch down to the floor faster so you can jump again. You lose a life each time you're hit by one of Skulker's shots.

Skulker fires his gun at random intervals, sometimes he fires immediately after the Go! and sometimes it takes him a while to shoot. The shots can come at you either fast or slowly so time your jumps so you don't get hit by a shot on your way up or down. The timing is a touch strange, but with practice you'll get the hang of when to jump. The game ends when you lose all three lives and your highest score gets saved. I'm not sure what happens if you survive all 40 shots from Skulker as I keep getting clipped by the slow shots, so if anyone can get through it before me, share your findings. Thanks.

By the way, what the hell are Skulker and Danny Phantom doing in the high school playing this game? You'd think somebody would notice them there and make a call to the Fentons or something.

Dash's Haunted Locker

A whole bunch of ghosts have decided to invade Casper High and are using Dash's locker as a makeshift Ghost Portal. Dash himself gets in the way a lot, but it's up to Danny Phantom to deal with this mess.

The opening screen gives you the instructions on how to play, but here's a brief overview of it.

Control Pad - Aim the targeting cursor.

B Button - Fire Ecto Bursts.

R Button - Reload Ecto Bursts.

Okay so here's the screen layout for when you jump into the game. On the left of the screen are these four orange symbols that represent the Ecto Bursts. When you use up all four shots, you have to hit R Button to load another four although you can reload anytime you use up a shot. At the bottom of the screen is the current highest score for the game. Above Danny's head is your current score in white and the time in blue. You have 3 minutes to shoot as many ghosts as you can to rack up points.

Every once in a while, a big gray ghost will appear, dragging Dash around by the scruff of his neck. When it shows up, there will be a small green life bar over its head and a similar green life bar will replace your High Score at the bottom of the screen. The longer you go without hitting that ghost to make him drop Dash, the faster your life will drain away. If your life empties completely, it's game over. At the end of the 3 minutes, whatever your score is, that's what gets recorded as the high score. Also, if that red ghost was freed up from Hidin' Ghost Seek, it will show up here and that jerk likes to run if you get close to it with the target cursor.

Again, why the hell does this crap happen only when Danny's in the school? And what the hell is Dash doing getting in the way? I want to shoot him.

Sam's X-Ray Ecto Detector

Sam and Tucker want to test Danny's memory and recognition abilities by showing him a small piece of a ghost's image and giving him four answers to pick from to identify the ghost. Show 'em who's master of the ghosts!

- L Button - Answer the Green line answer.
- R Button - Answer the Blue line answer.
- B Button - Answer the Orange line answer.
- A Button - Answer the Red line answer.

Above Tucker's head in red numbers is your point score. That gets saved as the High Score at the end of the game. The bigger blue numbers, 0/30, represent the number of questions asked over the total number of questions in the test. Above Sam's head is a set of three orange symbols that represent your lives. Get three wrong answers and you get a game over. Now, you're timed on answering and the timer is a little green bar above the answer choices and it will drain out as you're deciding what to answer. The black screen between Sam and Tucker has a small round opening that moves around to show you bits of the ghost and you have to rely on glimpses to ID the ghost. You only get one shot at answering it, so get it right 'cause you'll be moving on to the next question whether or not you got it right.

If you make it to the end of the test without getting an answer wrong, good for you. Tell me what happens, 'cause I panic too easily and screw myself over with the answers.

Poor Danny; tests at school and tests at the lab. He can never get a break. ^-^

Dol's Rant (Time Travel Explained... Sort Of.)

You knew this was coming. This game, though fun and fairly

close to how the cartoon went, had some stuff in it that seriously made me want to bash my head against the keyboard and hunt down the guys who did the game. So here is my ranting about it. You can go ahead and read it if you want, you don't have to, but if you care to peek through it, you may get some insights on time travel in Danny Phantom's storyline. Otherwise, just use Ctrl-F, enter in the word (bai) without the parentheses so you can skip to the end and be done.

I don't like the fact that they forgot or just chose not to put the DP emblem on Danny's suit. Dan's got it, that little white bit on his chest; why couldn't they do the same for Danny? And why the hell does that poor boy look anorexic? I know that boy eats. Ghosts can gain weight, look at future Ember. Fattest ghost I ever saw.

Clockwork is a piece of work. At the beginning of the whole thing he says that he sees a different future for Danny and will make sure he never turns evil. Don't take it at face value, people! It does sound sinister, but knowing his personality and the way he likes to do things, it has another meaning. He sees the future that Danny will have by continuing to do what he knows and feels is right, a future where he lives and stays a hero. Clockwork will do what he can to be sure that the future Dan created for himself doesn't contaminate the timeline Danny lives in, forcing Danny to become Dan. Apparently, Dan is a paradox creation, and ends up being a contained paradox, existing outside the loop of time and fate. That gives him the power to screw with other timelines, other Danny Phantoms, and it's possible that this particular Danny Phantom is somehow much more special than the others. Hence why everyone's so freaking gung-ho on getting him to follow one path or another.

Pivotal events and pivotal locations don't have to be tied together to change the course of someone's life. This is a good example of it. The turning point in Danny's time, the event that seals his path to one future or another, is the explosion that kills his family and friends. It doesn't **have** to be at the Nasty Burger, the pivotal location, because it was just a convenient place for the original blast to take place. The deaths of Danny's support group drives him to Vlad, who then screws him up more by separating Phantom from Fenton. Now, think about it for a moment. Ghosts tend to hang onto a single thought or emotion when they are created, and in Phantom's case he held onto anger borne from anguish. Anger at himself for failing to be the hero, and anger at the world for never understanding that all he wanted to do was be a hero for them.

The Nasty Burger is a pivotal location only because it was made to become the place where the explosion kills the Fentons, Lancer, Sam and Tucker. And **who** made it that way? Step backwards from it. The first blast came from the detonation of the Nasty Sauce, which was triggered by a ghost fight breaking out between Danny and Box Lunch, who was sent to battle Danny by Clockwork, who was ordered to do so by the Observers, who wanted Danny gone so Dan can't exist. Link it all up and you'll see that, ultimately, the Observers are responsible for Dan Phantom.

Want more evidence? The first blast of sauce at the Nasty Burger shoves Danny through Lancer's briefcase, which had the answers that the Observers had placed there. (Well, the answers were already there, but they **did** manipulate Lancer to be at the restaurant when Danny blew into it.) They wanted Danny to take the test answers so that he would be tempted to cheat, which is their proof that he was destined to be evil. Cheating would have Lancer call Danny's family to alert them to the fact that he cheated and they would meet at the Nasty Burger (where Lancer

had made a show earlier about it being a place where those who failed the C.A.T. would end up) to discuss it, just in time for the second blast to go off and kill them all. Sam and Tucker's original reason for being there to be killed? Probably to act as support for Danny, who would probably be lured away by a ghost to keep him from being the hero and saving his family and friends.

Why would the Observers want things set up so Dan is created even though they say they didn't want him to exist? Beats me. I think, though, it has something to do with an experiment gone wrong in messing with one Danny's timeline so that they could figure out how to have control of Danny go to them because something about *this* Danny Phantom warranted their attention enough to make them want to have him under their power. And because they screwed up, they want to be sure it doesn't spread to the other Dannels and make them lose the one they wanted. So, rather than lose the Danny they wanted, they chose to just get rid of him. Only, the steps they took to get rid of him further refined how Dan was created. And they still blame Danny for it. Jerks.

What caused the second blast at the Nasty Burger, the one that killed the Fentons, Sam, Tucker and Lancer? The fight between Danny and Skulktech 9.9, which set up the remaining Nasty Sauce to detonate in a time-bomb fashion. And Skulktech was sent by Clockwork, who was ordered to do it by the Observers. Trace it all back and you'll see that the Observers are to blame for Dan.

The Pummeler is a weapon developed by Technus and Skulker to be used on Dan Phantom, but it doesn't work. However, it works great on Danny. Why is that? Well, if you saw the cartoon, then you'll know that Dan's birth occurs in Vlad's mansion. Danny Fenton was split from Danny Phantom, and Phantom split Masters from Plasmius, then joined with Plasmius to become Dan Phantom. Because none of the other ghosts ever knew that Dan was now a pure ghost, they continued trying to fight him as though he were still a halfa. The weapon was designed to force Dan back to human form so that he can be easily killed. Dan has no human form anymore; Phantom killed Danny the minute he fused with Plasmius and lost his mind. That's why it doesn't work on Dan.

The time medallions don't let people travel through time, it anchors them to a different time until it gets removed and snaps them to Clockwork's lair, where he can send 'em back to their own time or just boot 'em back to where they were with another medallion. Team Phantom was connected to Skulktech at the time he lost his time medallion, so all of them got jerked into Clockwork's lair. That's how they end up at Clockwork's place. They didn't have a clue as to how the medallions worked. Not till Tucker started playing with the medallions during Danny's fight with Clockwork.

That part about Clockwork having no choice but to stop Danny while he was in the lair was kind of a lie. The point behind the battle was to drive Danny and his friends into the time portal that will take them to the future Dan created.

He told Danny that he was there to change Danny's future because he will turn evil and Clockwork can't let that happen. Again, it sounds like he's on the Observers' side, but that's the point. He has to *sound* like he is following orders, but really what he's doing is helping Danny. Clockwork sees that the current path Danny is on will change him to evil and he wants Danny to have the good future he had seen, so he is going to do his best to alter events so that it looks as if Danny stumbled onto the path of a hero.

He claims that he tried to change Danny's past to fix the future, but it didn't work. Why didn't it work? Because Clockwork's interference

indirectly *causes* Dan to exist, not the other way around. So, to fix it all for real, Danny must be the one to change his own past. But to give him the motivation to really try it he has to see what his future will be if he chooses wrong in his life. That's why Clockwork threatens to kill him; to force Danny to escape into the future that Dan created so he can see for himself what he could do as Dan.

Dan remarks about how he had been waiting for Danny Phantom to show up once Danny pops into the future. Remember that Dan still has all of Danny's memories, and the knowledge that Danny possessed up until the moment of separation. Phantom is still part of Danny when he got chased into the alternate future (which is currently set as the true future), so Dan remembers going into the time he dominates in. It's a paradox; Dan is able to plan for Danny's arrival in the future because he remembered it and he only remembers it because Danny arrived in the future to gain the memory of arriving there. Dan's memories depend on the Dannys he has corrupted over the course of his existence. All of those Dannys were exactly the same, with the same memories, the same experiences; so Dan follows the schedule that those Dannys had in their memories.

So why is Dan able to live on even though Danny altered his own time? Because *this* Danny is slightly different from the others, and it didn't help that Clockwork took off with Dan in isolation, forcing him out of the loop of fate. The tie between Dan and Danny has been broken and both of them exist independently of each other.

Valerie recognizes Danny Phantom as Fenton in the cartoon, and vice versa in the game. Why? It's possible that sometime in the future, between the current time of crisis and the time Future Valerie exists, Danny's secret is revealed to her. You can get that from the fact that (in the game) Valerie refers to Fenton as a ghost and even calls him 'Phantom' despite him being in Fenton form during the dialogue scene, and (in the cartoon) from Valerie saying that Danny Phantom was still as cute as she remembered him being. Valerie developed a kind of crush on Danny Fenton later on in the series, a memory that stayed with her in her adult years even though it hadn't been created yet in Danny's current time. And knowing that Fenton is Phantom allows her to keep that affection towards young Phantom even though she wouldn't hesitate to blow away the older one.

Now about Dan saying that *he* was the reason why Danny's friends and family died, not Danny. This is truth and here is why. Now, normal logic says that Danny Phantom becomes Dan Phantom, and Dan Phantom takes responsibility for their deaths; therefore, Danny Phantom killed his family and friends. Wrong. We are dealing with timelines and paradoxes. This is a cross of two timelines, allowing Dan from one time to affect the Danny of another time. Remember how Dan threw Danny into the Ghost Zone at the end of their first fight? Well, if Danny is stuck in the future Ghost Zone, how is he to be in the past to trigger the events that lead up to the deaths of his family and friends? The same way all the other Dannys were corrupted; bait and switch. With Danny out of the way in the future, Dan can simply take his place in the past and lure all the pawns in one place for the blast to go off. Once he's confirmed that they're all dead, he retrieves the Danny of that timeline and puts them back in their place, where they would receive the full brunt of the sorrows and anger that would turn them evil.

Thus Dan Phantom is responsible for the deaths of Danny's family and friends; the real Danny was trapped ten years in the future and unable to do anything about it.

Dan makes a remark about how Clockwork is meddling with time again once Future Valerie realizes that Danny and friends are from the past. There are two possible explanations for this. First is the paradox of information and memory. Danny sees his jump into the future as the first time Clockwork messed with time as far as he was involved. This is put into his memory. When Danny becomes Dan, that memory stayed with him and seeing Danny arrive in the future under Clockwork's influence is the second time he's played with time in Dan's understanding. Danny's first memory is recorded in Dan as being both the first and second times he's had experiences with Clockwork messing with time.

The second explanation is that Clockwork had tried once before to stop Dan from corrupting a Danny Phantom's timeline and failed, probably because that Danny wasn't strong enough to overcome the challenges. Dan kept that in mind as a warning that Clockwork may try it again. When Future Valerie blurts out her shock at seeing a past Danny *and* his friends, that was an alert to him that Clockwork was trying to stop him again. After all, Sam and Tucker had to stay in the past in order for him to gain their trust and lure them to the Nasty Burger. To have them in the future with Danny meant he would be getting support from them and they would have advance warning of his nature and plans. And the only way all three of them would be together in the future is if Clockwork pulled the strings to get them there.

That whole deal with Vlad saying that Danny wanted the hurt to go away so much he was willing to sacrifice his humanity? That's a load of bull. The one who was in pain was the one who had the humanity, Danny Fenton, not Danny Phantom. However, the two are one and the same, so they both share the pain of the loss. Separating them would not change that. What they probably meant was that Danny blamed himself for not being strong enough or fast enough to help his family, or that his efforts at being a hero as Danny Phantom cut so badly into his school life that he had resorted to cheating and thus brought about the deaths of his family and friends. To mince words, Danny blamed himself for putting his life as Danny Phantom above the responsibilities he had as Danny Fenton. So, he decided he wouldn't have anything to do with Danny Phantom anymore and asked that the ghost self be removed from him so he could just be a normal kid again.

Recall the last time Fenton and Phantom were split apart; each had half a personality, the extremes that matched them best at that moment of separation. Fenton wanted relaxation, but he also wanted to still be a hero as Phantom, so in the division Fenton became that overly 'Fun' self and Phantom puffed himself up as a super-hero. This is what happens when you split a single entity with two forms apart. The current extremes of the personality that exists now are sorrow and anger; Fenton's sorrow, Phantom's anger. That anger was masked very well by the sadness of what had happened, so Danny Phantom was equally as miserable as Fenton (no matter what form he took, Danny would still be in pain).

When Phantom was separated from Fenton, the emotional mask of sorrow was gone and what remained of the divided personality latched onto the only emotion he had left, which was anger. He was angry at himself for not being the hero he had wanted to be, angry with the world that refused to recognize his efforts at being a hero, and now he was angry that Danny Fenton (the missing half) betrayed him by rejecting what he was and what they had tried to accomplish together. So in attempts to seek someone that understood him, he ripped Vlad and Plasmius apart and fused with Plasmius to figure out what to do with his new freedom and find some stability. Unfortunately, he only got the insanity and the full brunt of it fell on the first target of his anger that he saw. That's why Danny Fenton was killed so quickly after Dan was born. Sad, but true. At least, in my opinion.

Dan is startled to find that Danny could use Ghostly Wail when they fought again at the Nasty Burger to stop the second explosion. In his words, Danny isn't supposed to get that power until ten years from that point in time. Well, actually, Danny did exactly as Dan said. Note that in both the game and the cartoon, Danny was trapped ten years from the time of the explosion. It was at that point that he gained the power of the Ghostly Wail. Exactly as Dan and history had decreed, Danny got that power ten years in the future. It never said that Danny had to live the ten years completely in order to gain it, just that he had to be ten years in the future in order to get it. Well, he fulfilled those requirements and Dan can only blame himself for it. Isn't time funny?

That bit about Clockwork taking Dan with him so that he couldn't interfere with 'this past' was a big clue that Dan had been doing this kind of thing for a while now, and that other pasts, other timelines, had suffered because of him. Danny Phantom of 'this past' had been strong enough and, in a sense, wise enough to overcome the challenges Dan had thrown at him to show he could rise above trials with the support of his friends, even if they couldn't really do anything to help him at that moment. (But then that's just me.) There could be other reasons as to why Clockwork chose to interfere so much with this Danny, and for that I fall back on the original theory of him being more special than the other Danny Phantoms that had existed.

Note that in the cartoon, the Observers charge Clockwork with the duty of watching over Danny because of all the crud he pulled in playing with his timeline and fixing it so that Danny gains the power Dan had in the future while still young, but they're not happy at all with it and accuse Clockwork of cheating. Looks like they still wanted to have power over Danny but lost it to Clockwork because of the time interference, an ability they tried to wield and yielded disastrous results. In some ways, this makes Clockwork kind of like a mentor to Danny. Or at least a voice of reason and a whap to the ass if he starts goofing up again.

Dan still existed even though Danny broke the cycle of his creation. The bond between them broke because of Clockwork's interference and Danny's gaining the Ghostly Wail at the age of fourteen, two key events that had been altered from the flow of time that Dan had lived through. Add to that the fact that *this* Danny is different from the others that had been corrupted and there is little to tie Dan to Danny. So now that he's freed of Danny's time and exists within his own loop, he has the ability to get rid of Danny with no repercussion to himself. However, I believe there is still a way to permanently erase Dan from existence. If Danny is able to reach the age Dan was when he began to destroy other timelines and still maintain the path to the future Clockwork had foreseen for him, then that may be enough difference between the times and the two of them to overwrite Dan with the new Danny. After all, history is written by the victor, and Danny could change time simply by surviving to hold the pen in his hand.

Why Vlad *wants* Dan's future to come about in the game is beyond me. Maybe Dan lied to him and said that if he helped Danny become him, Dan would eventually be the son and partner Vlad had wanted all along. If Dan had taken in all of Vlad's memories when fusing with Plasmius, it is possible that he gained Vlad's ability to manipulate others believably and used those memories in the game to locate Masters and Danny in the future to stop them from sending Danny back to the past. But then Danny has overshadowed other people before and never gained access to their memories and knowledge, so that would be ruled out. How does Dan convince Vlad to purposely get Maddie (the woman he loves and Danny's mother) killed and

eventually have his own fall from power just to have Dan be born? Dunno, but it's a sign that whatever Dan has that can do that is really good.

That's the end of my rant. Sorry it was so long. Now that it's off my chest, let's wrap this up and be done.

End (bai)

Well, that's the end of the walkthrough and my seriously long rant about time-travel and paradoxes. Oh, may as well answer a couple of questions that might pop up here.

1. Sometimes in the middle of a lot of fighting, I'll hit the R Button and a Plasma attack comes out even though I don't have the Plasma Blast power selected. Why?

Well, I'm not entirely sure myself. It's kinda random, but I do know that any Plasma attack fired that way when the power isn't selected is often much faster but also weaker than the same attack when you purposely select and fire it. It may also screw up missions where you are told not to use Plasma attacks so be careful. Do note that if you don't have enough Ghost Power to support the attack, it won't fire, not even in that random ability.

2. The Ghostly Wail is touted as the best attack in the game 'cuz it always hits and does ungodly damage to Bosses. Why did <insert name of ghost here> not get any damage from it when I used Ghostly Wail?

There are three reasons I know of for why Ghostly Wail would ever fail to hit. The first is that the ghost isn't entirely in the screen and thus the Wail's range. If the ghost is partially out of the screen, even if you can see a big chunk of it, there is a greater chance of it being missed by the Ghostly Wail. This is why I say to lure the ghosts into the screen with you. It reduces the chances of them escaping the effects if a majority of their bodies is on the screen with you. The second reason is that the ghost was in the middle of changing sprites or moving rapidly. This gives the ghost a brief bit of immunity to the Wail because they are unable to switch to the sprite that reacts to the Wail when you unleash it and so just skips over it completely. The final reason is simple. If the ghost is insubstantial when you unleash the Ghostly Wail, it will pass right through them with no effect. It happened to me with Dan and Skulker and both of them have the ability to become insubstantial at whims.

Just because the Ghostly Wail can kick ass, it doesn't mean that it is infallible. Time your use of it and it will rarely fail to deliver that sweet damage that makes it my favorite Ghost Power, next to the flying, of course.

There, done. Remember to email me if you have any other issues or want to send in a tip about something to help me finish up the guide. Thanks for listening to my ranting and if you have any arguments about my theories, please remember that they are my own opinions and thoughts and should not be taken as die-hard fact. You are free and entitled to your own opinions on to how and why things went the way they did in the game and cartoon. That's half the fun of these time-travel/paradox plots. So much fan-fic fodder. However, if my ranting and raving helped you in working out your theories on things, then you're welcome in advance and I'm glad that my musings helped you out.

One last thing and then I sign off. If you use my email to spam me with ads and junk like that, know only that it won't bother me in the least. I'm using a filter that pays me for that kind of stuff, so I kind

of like the excess crud that comes to me for putting my email on the 'Net
like that. Gets me some spending money. ^-^

Well that's enough outta me. Thanks again and have fun with the
game! Fly on, dear Danny, fly on!

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