

Rhythm Tengoku (Import) FAQ/Walkthrough

by PunchyW

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Rhythm Tengoku (Rhythm Heaven) FAQ

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Comments? Questions? Corrections? Send them to punchyout@gmail.com!

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** A) Starting **

=====
Introduction
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Rhythm Tengoku is a game made by Nintendo for the GBA and it was released on August 3rd, 2006 in Japan.

This game features 40 different rhythm-based minigames divided in 8 stages.

Some minigames require to press all of the buttons, while in others you only

need to use the A button.

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First Time
=====

Before you can play the game for the first time, you need to do a "Rhythm check".

You'll test your rhythm in 3 different situations using the A button.

- Press the A button continuously.
- Press the A button when the counter reaches 0.
- Press the A button with music.

-Graph-

Holes are printed on a sheet during the test.

If holes appear to the left of the line located in the middle of the sheet, you're pressing the A button too fast.

If holes are printed to the right of the line, you're pressing the A button too slow.

After that, you will be given a score depending on how well you did.

Now you can start playing Rhythm Tengoku!

** B) Menu **

1. Rhythm game

Choose this option to play the rhythm minigames.

2. Rhythm check

Test your rhythm like you did the first time you played the game.

3. Rhythm Data Room

Read different messages about the game.

4. Studio

Play music from the game.

5. Option

-1st option: Change sound mode to Stereo or Mono.

-2nd option: Delete Game Data.

** C) Rhythm Games **

There are 8 different stages. Each stage includes 5 rhythm games and a remix of the 5 minigames.

=====
Basic Info

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Most minigames include a small tutorial explaining how the minigame works. If you want to skip the tutorial, press the Select button.

To quit playing a minigame, press Start (Pause) and select the second option.

After you complete a minigame, you'll be given a rank depending on how well you did. These ranks are:

-Yarinaoshi or Redoing. You get this rank if you didn't do too well on the minigame. You have to play it again and get a "heiban" rank if you want to unlock the next minigame.

-Heibon or Mediocre. You get this rank if did well on the minigame, but not excellent. If the next minigame isn't available yet, you can unlock it getting this rank.

-High Level. You get this rank if you did excellent in the minigame. You gain a medal getting this rank.

Pressing a button where it isn't needed may get you a lower score.

A "boing" sound generally means that you missed.

"Perfect Campaign"

On occasions certain songs will be pointed out with a notice initiating a challenge. The challenge is to play through the stage perfectly, without making mistakes in rhythm. You only get three chances for the perfect challenge before it disappears.

The perfect heart (a heart surrounded by four dots, marked with a "P") will be present at the beginning of the stage to show how you are doing. When a mistake is made, the heart breaks and disappears, meaning that you did not succeed in the perfect challenge.

If you succeed in the perfect challenge, a certificate-like screen will appear, showing that you succeeded in the challenge. It will also display your present for perfection, as well as how many presents are left to earn. Presents include songs and drums for the studio, as well as e-mails.

Also, a perfect heart icon will appear next to your minigame rank.

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Stage 1 Youkoso! or Welcome!

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Minigame 1: Karate House

Description: Hit object thrown at you using karate skills.

Controls:

A button - Punch

Tutorial:

1- Hit three objects.

2- Hit three objects with music.

Info and Tips:

- Each time you hit an object correctly, the "nori" bar on the left will increase by a heart.
 - when you miss an object, the bar will lose all of its hearts.
 - when you hit an object and you hear a "boing" sound, the bar will only lose a heart.
 - When a number appears on the screen, it means that a certain number of objects will be thrown continuously.
-

Minigame 2: Rhythm Epilation

Description: Remove hair from the vegetables with a tweezer.

Controls:

A button - Cut

Tutorial:

- 1- Cut four hairs.
- 2- Cut four hairs, two of them being curly.
- 3- Cut seven hairs.

Info and Tips:

- Hold the A button to cut curly hair.
 - Incompletely cutting a hair may get you a worse score.
-

Minigame 3: Marcher

Description: March along other 3 characters (your character is the right one).

Controls:

A button - Start marching
B button - Stop marching
Left - Move head to the left
Right - Move head to the right

Tutorial:

- 1- Move head to the right, then to left.
- 2- March, then stop.

Info and Tips:

- when he asks to march, don't press the A button too quickly. The character will raise his leg automatically the first time.
-

Minigame 4: Air Batter

Description: Hit baseballs.

Controls:

A button - Hit

Tutorial:

This game doesn't have a tutorial.

Info and Tips:

- The camera zooms differently throughout the game.
-

Minigame 5: Clapping Trio

Description: Clap along 2 other cats (your character is the right one).

Controls:

A button - Clap

Tutorial:

1- Clap.

2- Clap faster.

Info and Tips:

-If the other cats look angry, you're missing.

-If the other cats look happy, you're doing well.

First Remix

Description: Remix of the first games.

Info and Tips:

-Completing this remix unlocks the next stuff:

*Drum Lessons

*Games

*Toys

*Cafe Counsel

=====

Stage 2 Tanoshindecho! or Have Fun!

=====

Minigame 1: White Apparition

Description: Hit ghosts with arrows before they get into the house.

Controls:

A button - Shoot arrow

Tutorial:

1- Shows where you must shoot the ghosts.

Info and Tips:

-You must shoot an arrow when the ghosts are running from one fence to another.

Minigame 2: Iai Slash

Description: Destroy monsters with your sword.

Controls:

A button - Hit

Tutorial:

This game doesn't have a tutorial.

Info and Tips:

-After hitting some monsters, fog appears and blocks your vision.

-Hitting monsters and not removing their masks may get you a lower score.

Minigame 3: Stealth Rat

Description: Run and hide from the cat along other 2 mice. (your character is the middle one).

Controls:

Hold A button - Stop running

Release A button - Start running

Tutorial:

1- Stop when the stoplight turns red

2- Run when the stoplight turns green

Info and Tips:

-Hitting your partners may get you a lower score.

Minigame 4: Doctor Bacteria

Description: Hit bacteria to protect the yellow microorganism.

Controls:

Up, Right, Down, Left: Shoot fork

Tutorial:

This game doesn't have a tutorial.

Info and Tips:

-Hitting bacteria in their center may get you a higher score.

Minigame 5: The * Bon Odori

Description: Clap along other 3 girls (your character is the right one).

Controls:

A button - Clap

Tutorial:

1- Clap 2 times when you hear "pa-n pan".

2- Clap 2 times when you hear "panpa" and "pa-n pan".

Info and Tips:

-Clap once each time you see "pan"

-You have to clap faster when you hear "panpa" than when you hear "pa-n pan" or "pa-n pa-n"

-If the other girls or the girl in the background look sad, you're missing.

-If the other girls look happy, you're doing well.

2nd Remix

Description: Remix of Stage 2 minigames.

Info and Tips:

N/A

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Stage 3 Nottemasuka?

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Minigame 1: Magic User

Description: Use magic to grow up flowers.

Controls:

A button - Grab flower

Tutorial:

1- Press a to grab the 4 flowers.

Info and Tips:

-If a carnivore plant eats a flower, it means you missed.

Minigame 2: Show Time

Description: Send balls to penguins while they jump.

Controls:

A button - Shoot ball

Tutorial:

1- Shoot ball when "hai!" appears on the screen with penguins.

2- Shoot ball with huge penguins.

3- Shoot balls with white penguins.

Info and Tips:

-Huge penguins are slower than normal penguins.

-White penguins are faster than normal penguins.

Minigame 3: Rabbit Jump

Description: Jump on sea animals to get to the moon.

Controls:

A button - Jump

Tutorial:

This game doesn't have a tutorial.

Info and Tips:

-You have to press A each time you land on animals.

-When a number appears on the screen, it means that you have to wait a certain number of beats until the rabbit lands on another animal and you keep pressing A button again.

Minigame 4: Toran and Porin

Description: Transform while jumping on trampolines. (you control both characters)

Controls:

Arrows - Transform left character (Toran)
A button - Transform right character (Porin)

Tutorial:

- 1- Transform Toran, then Porin.
- 2- Transform Toran 2 times, then Porin.
- 3- Transform both characters alternatively.
- 4- Transform both characters at the same time.

Info and Tips:

- You have to transform when you're on mid-air.
 - Transforming incompletely may get you a lower score.
-

Minigame 5: Space Dance

Description: Dance along 3 other guys (your character is the right one).

Controls:

Right - Slant
Down - Squat
A button - Punch

Tutorial:

- 1- Slant
- 2- Squat
- 3- Punch

Info and Tips:

- Listen to what your partners are saying, so you know what you have to do.
-

3rd Remix

Description: Remix of Stage 3 minigames.

Info and Tips:

N/A

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Stage 4 Weird Games
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Minigame 1: Quiz

Description: Press buttons the same number of times as the host.

Controls:

Arrows - Press cross button
A button - Press circle button

Tutorial:

- 1- Press buttons 3 times
- 2- Press buttons 6 times
- 3- Press buttons 13 times

Info and Tips:

-You can still win if you don't use the same buttons as the host.

Minigame 2: Night Walk

Description: Jump on boxes to open them.

Controls:

A button - Jump

Tutorial:

This game doesn't have a tutorial.

Info and Tips:

-Press A when you're on a box to jump and open it.

-Falling will cause you to lose.

-If you didn't open a sufficient number of boxes, you'll fall when you reach the end of the course.

Minigame 3: Rhythm Calligraphy

Description: Write calligraphy.

Controls:

A button - Write

Tutorial:

1- Write a "re"

2- Write a ' '

Info and Tips:

N/A

Minigame 4: Poly-Rhythm

Description: Bounce red rods until they get to the other side.

Controls:

Arrows - Open left-path boxes

A button - Open right-path boxes

Tutorial:

This game doesn't have a tutorial.

Info and Tips:

1- The blocks appear like this throughout the game:

+= Arrows Block

A= A Block

-= Spaces

x= Floor

1 and 2 = -----

A---A---

3 and 4 = -----

A-A-A-A-

5 and 6 = +-+--+--

7 and 8 = xx+----+---
A---A---
9 and 10 = A-A-A-A-
+--+--+--
11 and 12 = xx+----+---
A-A-A-A-

Minigame 5: Rap Men

Description: A rap game.

Controls:

A button - Make an "un"

Tutorial:

- 1- Make an "un"
- 2- Make two "un"s when he says "kamone"
- 3- Make two "un"s when he says "saiko"

Info and Tips:

- If the sentence is sky blue and ends in "desu ka?", press A button once.
 - If the sentence is purple and ends in "kamone", press A button twice.
 - If the sentence is yellow and ends in "saiko-!!", press A button two times continuously.
-

4th Remix

Description: Remix of Stage 4 minigames.

Info and Tips:

N/A

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Stage 5 ganbare-!!

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Minigame 1: Hopping Road

Description: Bounce small balls.

Controls:

A button - Use yellow rod
Arrows - Use red rod

Tutorial:

- 1- Bounce slow balls.
- 2- Bounce faster balls.

Info and Tips:

N/A

Minigame 2: Ninja

Description: Protect your lord from enemy ninja attacks.

Controls:

A button/Arrows - Move sword

Tutorial:

1- Small scene

Info and Tips:

-Alternate A and arrow buttons to move your sword back and forth.

-Destroying arrows may get you a higher score.

Minigame 3: Toss Boys

Description: Toss a ball to your partners.

Controls:

A button - Toss with red girl

B button - Toss with blue guy

Arrows - Toss with yellow guy

Tutorial:

1- Toss ball until yellow guy squash it.

2- Make an "AB Toss Toss"

3- Make a "Self Ball"

4- Make a "Yellow Quick"

Info and Tips:

-When lines appear around the red girl, she and the blue guy will toss the ball to each other.

-When lines appear around the blue guy, he will toss the ball to himself for a small period of time.

-When lines appear around the yellow guy, he will toss the ball to himself, then quickly toss it to another partner.

-Before tossing the ball, the characters will say the "name" of the partner that they're aiming at: "ki-yan" (yellow), "aokun" (blue), or "akachan" (red).

Minigame 4: Fireworks

Description: Activate fireworks.

Controls:

A button - Explode

Tutorial:

1- Explode fireworks when "hai!" appears, after "ichi ni san"

2- Explode fireworks when "hai!" appears, after "nuei"

3- Explode fireworks when "hai!" appears, after "tamaya-"

Info and Tips:

-Smaller explosions may get you a lower score.

Minigame 5: Tap Dance

Description: Dance Tap.

Controls:

A button - Tap

Tutorial:

- 1- Press A when the monkeys cry.
- 2- Press A twice when the monkeys cry two times.
- 3- Press A each time you land.
- 4- Press A three times when the monkeys yell differently.

Info and Tips:

-If the giraffe looks sad, you're missing.

5th Remix

Description: Remix of Stage 5 minigames.

Info and Tips:

N/A

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Revival Revenge!!

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This stage contains a harder version of the fifth minigame of each stage, with a different theme or characters.

Minigame 1: First Class Trio

Description: A harder version of "Clapping Trio".

Controls:

A button - Clap

Info and Tips:

- If the other cats look angry, you're missing.
 - If the other cats look happy, you're doing well.
-

Minigame 2: Bon Dance

Description: A harder version of "The * Bon Odori".

Controls:

A button - Clap

Info and Tips:

- Clap once each time you see "pan".
 - You have to clap faster when you hear "panpa" than when you hear "pa-n pan" or "pa-n pa-n".
 - If the other girls look sad or the girl in the background, you're missing.
 - If the other girls look happy, you're doing well.
-

Minigame 3: Cosmo Dance

Description: A harder version of "Space Dance",

Controls:

Right - Slant

Down - Squat

A button - Punch

Info and Tips:

-Listen to what your partners are saying, so you know what you have to do.

Minigame 4: Rap Women

Description: A harder version of "Rap Men".

Controls:

A button - Make an "un"

Info and Tips:

-If the sentence is sky blue and/or ends in "desu ka?", press A button once.

-If the sentence is purple and/or ends in "kamone", press A button twice.

-If the sentence is yellow and/or ends in "saiko-!!", press A button two times continuously.

Minigame 5: Super Tap

Description: A harder version of "Tap Dance".

Controls:

A button - Tap

Info and Tips:

N/A

6th Remix

Description: Remix of all minigames.

Info and Tips:

-Completing this remix unlocks the next stuff:

*Staff

-After you clear this remix, the game select music changes.

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Technician

=====

Minigame 1: Karate House 2

Description: A harder version of "Karate House".

Controls:

A button - Punch

Info and Tips:

-Each time you hit an object correctly, the "nori" bar on the left will

increase by a heart.

-when you miss an object, the bar will lose all of its hearts.

-when you hit an object and you hear a "boing" sound, the bar will only lose a heart.

-When a number appears on the screen, it means that a certain number of objects will be thrown continuously.

-The rhythm of the music will change throughout the game.

Minigame 2: Rhythm Epilation 2

Description: A harder version of "Rhythm Epilation".

Controls:

A button - Cut

Info and Tips:

-Hold the A button to cut curly hair.

-Incompletely cutting a hair may get you a worse score.

Minigame 3: Descendant of Ninja

Description: A harder version of "Ninja".

Controls:

A button/Arrows - Move stick

Info and Tips:

-Alternate A and arrow buttons to move your stick back and forth.

-Destroying rocks may get you a higher score.

Minigame 4: Night Walk 2

Description: A harder version of "Night Walk".

Controls:

A button - Jump

Info and Tips:

- Press A when you're on a box to jump and open it.

- Falling will cause you to lose.

-If you didn't open a sufficient number of boxes, you'll fall when you reach the end of the course.

- Touching the flying monsters will cause you to lose.

Minigame 5: Marcher 2

Description: A harder version of "Marcher".

Controls:

A button - Start marching

B button - Stop marching

Left - Move head to the left

Right - Move head to the right

Info and Tips:

-when she asks to march, don't press the A button too quickly. The character

will raise his leg automatically the first time.

7th Remix

Description: Remix of various minigames from the game.

Info and Tips:

N/A

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Last Technician
=====

Minigame 1: Hopping Road 2

Description: A harder version of "Hopping Road".

Controls:

A button - Use yellow rod

Arrows - Use red rod

Info and Tips:

N/A

Minigame 2: Toss Boys 2

Description: A harder version of "Toss Boys".

Controls:

A button - Toss with red girl

B button - Toss with blue guy

Arrows - Toss with yellow guy

Info and Tips:

-When lines appear around the red girl, she and the blue guy will toss the ball to each other.

-When lines appear around the blue guy, he will toss the ball to himself for a small period of time.

-When lines appear around the yellow guy, he will toss the ball to himself, then quickly toss it to another partner.

-Before tossing the ball, the characters will say the "name" of the partner that they're aiming at: "ki-yan" (yellow), "aokun" (blue), or "akachan" (red).

Minigame 3: Poly-Rhythm 2

Description: A harder version of "Poly-Rhythm".

Controls:

Arrows - Open left-path boxes

A button - Open right-path boxes

Info and Tips:

1- The blocks appear like this throughout the game:

+ = Arrows Block
A = A Block
- = Spaces
x = Floor

1 = -----
 A-A-A-A-
2 = -----
 x-A-A-A-A-
3 = -----
 A-A-A-A-
4 = -----
 x-A-A-A-A-
5 and 6 = xxxxxx+-
 A-A-A-A-
7 and 8 = xxx+--+--
 A-A-A-A-
9 and 10 = +--+--+--
 A-A-A-A-

Minigame 4: Air Batter 2

Description: A harder version of "Air Batter".

Controls:

A button - Hit

Info and Tips:

- The camera zooms differently throughout the game.
 - After a while, the music will play faster.
-

Minigame 5: White Apparition 2

Description: A harder version of "White Apparition".

Controls:

A button - Shoot arrow

Info and Tips:

- You must shoot an arrow when the ghosts are running from one fence to another.
-

8th Remix

Description: Remix from various minigames of the game.

Info and Tips:

- Sometimes, when the Rythm Epilation minigame shows, a hand will block your view.
 - Completing this remix unlocks the next stuff:
- *Live
-

** D) Bonus Corner **

In this column, you'll find some bonus things like games and toys. To

unlock each item, you need to gain a certain number of medals.

=====
Cafe Counsel
=====

Hear tips and hints from various minigames.

If you can't get at least a "heibon" score in a minigame, you can ask him to give you this rank and unlock the next minigame.

=====
Toys
=====

Cat Machine - 1 medal

Press different buttons to play sounds. You can press Start to hear a demo and Select to quit.

Horse Machine - 7 medals

Press a button to play sounds. Quit pressing Start and choosing 2nd option.

Love-declaration Machine - 15 medals

Press different buttons to hear different words, like:
"I'm/You're", "great/earnest/coward", "and/but/that's why", "I love you/I dislike you/(cough sound)"
Quit with Select.

Rap Machine - 25 medals

Press different buttons to make rap music. You can press Start to hear a demo and Select to quit.

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Games
=====

Ura Man - 1 medal

Use the A button to evade the spinning arrow.

Doctor Bacteria SP

An arcade version of Doctor Bacteria. If the bacteria touch the yellow microorganism, you automatically lose.

Controls:
Arrows - Shoot forks

Quiz Special

An arcade version of Quiz.

Controls:
A button - Press circle button
Arrows - Press cross button

Mannequin Factory

Make Mannequin faces. Quit the practice using the Select button.

Controls:

Left - Slap Face

A button - Stamp eyes

=====
Drum Lessons

=====
Basic 1 - 3 medals
Basic 2 - 6 medals
Short 1 - 9 medals
Short 2 - 12 medals
Short 3 - 15 medals
Short 4 - 18 medals
Short 5 - 21 medals
Short 6 - 24 medals
Short 7 - 27 medals
Short 8 - 30 medals
Short 9 - 32 medals
Long 1 - 34 medals
Long 2 - 36 medals
Long 3 - 38 medals
Long 4 - 40 medals
Long 5 - 42 medals
Long 6 - 44 medals
High-Tech 1 - 46 medals
High-Tech 2 - 48 medals

=====
Staff

=====
See the staff credits of the game.

=====
Live

=====
Play music from the game with different type of bands.

Bands

Drum Girls LIVE!

-Night Walk

-Space Dance

-"Koi no honey sweet angel" or "Honey Sweet Angel of Love" by Ami Tokito

Drum Boys LIVE!

-Clapping Trio

-Tap Dance

-"WISH - kimi wo matenakute" by Soshi Tanaka

Drum Samurai's Band LIVE!

-Cosmo Dance

-First Class Trio

-Super Tap

** E) Studio **

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Music List
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Silent
Title
Opening
Menu
Game Select
Rhythm Data Room
Karate House
Rhythm Epilation
Marcher
Air Batter
Clapping Trio
White Apparition
Iai Slash
Stealth Rat
Doctor Bacteria
The * Bon Odori
Magic User
Show Time
Rabbit Jump
Toran and Porin
Space Dance
Honey Sweet Angel of Love
Quiz
Night Walk
Rhythm Calligraphy
Poly-Rythm
Hopping Road
Toss Boys
Fireworks
Tap Dance
WISH - Kimi wo Matenakute
First Class Trio
Bon Dance
Cosmo Dance
Super Tap
Remix 6
Remix 7
Remix 8
Staff Credit
Game Select 2
cafe Counsel
Redoing
Mediocre
High Level
Perfect

After selecting a song, you can choose one of these options:

1- Listening

Listen to music from the game. This option will play the songs that are currently checked on the list, and will play each song successively.

Choosing which songs are checked and where the songs are in the list change what's played when.

If you choose a song for "Listening" that isn't checked, it will bring up a prompt telling you that it won't be played in the listening mode unless it's checked, and if you want to continue. If you choose yes, the listening mode will begin, starting with the closest checked song below it.

Because "Silence" isn't really music, it cannot be checked for the playlist. And consequently, it cannot be played in this mode either. It is mainly for use in "Drumming" mode.

2- Drumming

Play the drums with the song that you selected, regardless of whether or not it is checked.

You can save your drumming! After the song ends, if you answer yes to the question, a new song with a small symbol will appear at the end of the list. Select it, and you can hear it with the drumming you did.

3- Row change

Move the song to another place in the list.

4- Check

Insert a small check on the name of the song. Songs that aren't checked can't be played in the "Listening" option.

=====
Drums List
=====

Ordinary Drum

Dry Drum

Power Drum

Techno Drum

Mat Drum

Asia Drum

Light Drum

Hard Drum

Hat Tech Drum

Heel Tech Drum 1

Heel Tech Drum 2

Sound Effect Drum

Tap Drum

Wind Cut Drum

Samurai Drum

** F) Updates and Other Things **

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Updates:
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Version 4.2
+More info about Perfect Campaigns in the Rhythm Games section.
+New info in the Studio section.
+Corrections!

Version 4.0
+New tips on various minigames.
+Added a new section for "Studio".
+Corrections.

Version 3.5
+New tips on various minigames.
+More info in the "Bonus Corner" section.
+A lot of corrections.

Version 3.0
Info about stages 7 and 8.
+More info in the "Bonus Corner" section.
+More corrections.

Version 2.0
+Info about stages 4-6.
+More info in "Bonus Corner" section.
+Corrections.

Version 1.0
+The first version.

Coming Soon, in the next version:
More info about...
-Minigame Tips

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Thanks
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Credit and special thanks to:

- "rmkl06", for her excellent translation help in names and descriptions of menus, minigames, songs, drums and other things!

- "Sketch Tucker", for info about the Listening and Drumming mode in the Studio option and Perfect Campaigns.

- Gerda van der Wel, for corrections on minigames info.

-Nintendo and J.P. Room, for making a great game!

-You, for reading this guide!

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