

# Ganbare Goemon 2 (Import) FAQ/Walkthrough

by derboo

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Ganbare Goemon 2 (Famicom) FAQ/Walkthrough v1.22a  
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1 VERSION HISTORY  
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- v1.22 Some more corrections by odino (and a tiny addition by myself)  
(September, 1st 2007)
- v1.21 Even more corrections and additions by odino  
(August, 28th 2007)
- v1.20 Added maps for the 3D mazes  
Corrected some more spelling mistakes  
(August, 6th 2007)
- v1.11 Included some additions and corrections (most sent in by odino)  
Edited the Unsolved Mysteries section and renamed it to Obscurities  
(June, 24th 2007)
- v1.10 Included translations of the character profiles from the manual  
Added the story, translated from the manual  
(May, 4th 2007)
- v1.01 Added a secret bonus item (sent in by odino)  
Changed a few names to closer match the manual

Added the missing description for the amulet  
Fixed some minor sentence and spelling issues  
(April, 24th 2007)

v1.00 First release  
(April, 22th 2007)

=====  
2 BASICS  
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2.1 About the game  
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Ganbare Goemon 2 was released by Konami in 1989 only in Japan. While it was (obviously) not the first Ganbare Goemon title, it was the first one to give the franchise it's identity by introducing the series' typical humor, the mix of science fiction elements (=robots) with a setting in medieval Japan and not the least the unique character Ebisumaru.

While the series went through a lot of genre shifting, this one stayed in the footsteps of its predecessor, being a classic action-adventure type game (with the most weight on 'action') with a top-down view.

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2.2 Story  
-----

This is translated from the original game manual. Given that my Japanese is rather poor, this is bound to be inaccurate. Please take that into account while reading on. Well, here goes:

Saving the weak and beating up the strong, the world's greatest thief, Ishikawa Goemon, me! But even such a illustrious man, who steals from the corrupt daimyos in this world and gives to the poor, knows failure. While I was just a little bit tempted by an evil spirit, I was caught by a truncheon-wielding amateur. The road ahead lead me to Kyuushuu, being sent off to live in an isolated prison in the province of Higo. I decided to escape the cell before breakfast. However, after a short while, as it became cozy and I just started to take a nap, there suddenly was a guy who boldly woke me up from my slumber. I got up to see what was going on and was surprised. Nezumikozou Ebisumaru?

And I was astonished again and again as I listened to Ebisumaru's story. It seems like this guy was arrested while trying to steal the feudal lord's hidden treasure in the Karakuri castle.

After hearing from the Karakuri treasure, my lazy nap came to an abrupt end. Escaping the prison, the one and only Goemon heads on to his great task. Well then, let's do it, eh?

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2.3 Game Controls  
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There are basically three control situations in the game. The field controls, the maze controls and the shop controls.

BUTTON	FIELD	MAZE	SHOP
Up	walk up	walk forward	walk up

Down	walk down	turn around	walk down
Left	walk left	turn left	walk left
Right	walk right	turn right	walk right
A	jump	view map	buy
B	shoot	-	select/forward text
Start	pause	-	-
Select	-	leave maze	-

In areas where you climb buildings or mountains, you can go down a platform by holding down and pressing the jump button.

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2.4 Basic Gameplay  
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After you press start you first get to select whether you're playing alone (Goemon) or co-op with a friend (Goemon & Ebisumaru). You select this by pressing - surprise - select, and confirm with start.

On the lower area of the screen in the first row you see Goemon's lives and life bar. The remaining time (it's running faster than in seconds), The amount of Ryoo (the money in the game), then Ebisumaru's lives and life bar. They start out with three lives and 8 points maximum in the bar, but both can be extended later in the game. Note that though it only displays five lives, you can have more, so don't think of it as waste.

In the second row you see the items you collected. To the left are your shoes, which tell your current speed. No shoes is slow, red shoes faster, white shoes the fastest. At the middle you see what kind of protection you're wearing (further explanation in the items section), on the right are your passes. You usually need three of them to complete a level, except for level 1, 7 and 10. There is also the candle, that shows you secret passages, but only lasts for a short time. Sometimes you can collect special keys, too.

In 2 player game, Goemon and Ebisumaru share everything except their lives and life bars, and they can't walk too far apart of each other.

Everywhere in the levels you see money bags and vases, jumping next to them reveals their contents, respectively money and upgrades. Also, jumping or shooting at certain places reveals hidden things.

Beating Enemies gives you 10 Ryoo. Rescuing women (by walking into them) gives 50 Ryoo. But take care not to hurt them, as it costs 100 Ryoo.

If you hit a statue with a red scarf, you'll be sent to hell. It's just a linear area, but there are a lot of enemies, and you'll probably get hurt. When you hit the devil statue at the end, you return to the statue.

In a maze, you see a Japanese character for the cardinal point you are facing above the 3D view. At the map, you see a miniature of yourself, brown treasures and an icon for the start (it looks like a four) as well as for the exit (it resembles the sprite from the old Frogger game, that is, it looks kind of like an animal from a top view).

If you lose all your lives, you get a chance to trick death. You are scheduled to be cooked in hell, but by rapidly pressing the A button, you can escape and get 1 life more. You can do this only once, though.

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2.5 Characters

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The game features two characters, Goemon and Ebisumaru. They basically play the same, except for their extra weapons. As a standard weapon Goemon has a pipe and Ebisumaru a frying pan. There's only an optical difference.

When collecting the lucky cat items, their weapons get upgraded. Goemon first gets the ability to shoot coins, which is very useful. The second one are fireworks, who search their target automatically. But there is a delay and their range is short, which makes them hard to use. Ebisumaru first gets Bombs, that are better than his frying pan but still have a rather short range. His second extra weapons are throwing stars. They work pretty much like Goemon's coins.

If you collect another upgrade after this, you'll get the previous projectile weapon again.

Here are the character profiles from the manual. They also have an introductory text, but since my Japanese as well as my English isn't enough to represent the specialities in a translation, just a brief description: Goemon is boasting and talks to the reader in a derogative way, while Ebisumaru uses a dialect from Kansai, but there isn't any more information in it, it is just there to show their characteristics.

Goemon

Height: 169cm

Weight: 59kg

Constellation: Sheep

Blood Type: A

Hobby: Collecting money.

Special Skill: Emitting the smoke of his tobacco through the ears.

Personality: Quite a Lewd guy. But his sense of justice is outstanding!

Ebisumaru

Height: 165cm

Weight: 70kg (Currently dieting)

Constellation: Virgo

Blood Type: AB

Hobby: Eating, sleeping, idling.

Special Skill: Blowing a flute with his nose.

Personality: An irrationally cheerful fellow. What is he thinking... Clearly speaking, he is an outright fool sometimes.

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3 LISTS  
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3.1 Items  
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Maneki Cat	Inside of vases. It upgrades your weapon. If you pick up another one when you already have the second upgrade, you get back to the first. When you're hit without wearing the proper protection, you lose an upgrade.
Otafuku Mask	Also inside of vases. It upgrades your shoes so that you can walk faster. When you die, you lose an upgrade.
Feces	In some vases instead of the upgrades. Makes you lose your projectile weapon.
Money	Inside of money bags. Gives you 5 Ryoo. Sometimes you can jump

	multiple times at a bag to get more money.
Top	It's always hidden inside bushes. It makes you invincible for some time.
Chibi-chan	Found in stores and mazes or invisible somewhere on the field. Gives you an extra life. He is a miniature of Goemon.
Treasure Chest	Inside of underground passages and mazes. Gives you 100 Ryoo.
Passes	Also in underground passages and mazes, but can be bought in some shops, too.
Dumplings	In underground passages. Fully recovers your health.
Bundles	Extends your life bar by 4. But the maximum is 16, so if you collect more after that, it's useless. Found only in underground passages.
Map	A maze item. After collecting it, you can look at it by pressing the A button.
Straw Hat	Bought in stores. Protects you against objects falling on your head. Lasts for 10 hits.
Armor	Bought in stores. Protects you against any direct hits from enemies and projectiles. Lasts for 8 hits.
Amulet	Bought in stores. Protects you against the pickpockets 2 times (but not against the monkeys).
Onigiri	Bought in stores. Some kind of sushi. If you lose all your life points, it refills your life bar once.
Hourglass	Extends your time limit by 300 units.
Candle	Bought in stores. Makes you see the hidden stairs on the field for a limited time.
Korezou-kun	Bought in stores, it looks like an Elephant. If you have it you can instantly exit a maze by pressing the select button.
Yajirushi-kun	Bought in stores. It's a doll with a red hat. At one point in a maze it provides an arrow pointing towards the exit. As well as the Korezou-kun it's pretty useless.
Cartridge	This can only bought in the Konami store at level 5. It makes some classic Konami characters appear as enemies in front of the shop.
Food	There are various kinds of foods that can be bought in the restaurants. However, they all give you three life points regardless of the price, so always buy the cheapest one.

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3.2 Shops  
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Normal House	Not really a shop, you only get to talk to a person. Since the game is in Japanese, to most people who read this FAQ, they won't be of any use. In the castles some of them provide you with upgrades, though, so make sure you have them finish their sentences before you leave their houses.
Merchant	They sell items, mostly protective ones, but also passes, Chibi-chans, hourglasses and candles. The prizes, like in all stores, rise with every level.
Inn	Here you can rest, there's three different rooms. The first one gives you 6 life points, back. The second costs double but gives you 10 points, the last one replenishes 15 points at triple price.
Restaurant	You can buy different traditional Japanese foods. They all refill 3 life points.
Maze	A 3D maze where you can find money, passes and Chibi-chan. You have to pay an entrance fee first.
Bath House	You can fully refresh your life bar. Don't go to the women's bath, or you'll lose half of your life (Usually the right one, with the more simple looking Japanese character on the door).

Gambler	There are two kinds of gamblers. One asks you, if the three dices he'll throw will be 10 or less or 11 or more. If you're right, you double your money, but if you're wrong, you lose half of your money. The second kind costs 30 Ryoo for every try and before you bet your money, he tells you the three sums that win a prize. He too throws three dices, so it's 3 out of 16. The prizes are the items you can buy at the merchant.
Fortune Teller	Instead of just telling you your fortune, he brings it right to you. Either it's a rain of gold, a rain of rocks, or nothing. Every fortune teller will serve you only once.
Show Hall	You can watch a strange dance performance. I've got no clue if this has any meaning.
Temple	You automatically donate 50 Ryoo here. Again, I don't know what this means.
Konami Store	You can buy cartridges of Konami games here.

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3.3 Enemies  
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I list the enemies under the level they first appear in, but a lot of enemies return in later levels. If I write nothing about an enemy, he's just running around without any special abilities.

Level 1)

Policeman w. Staff	
Policeman w. Lantern	He is throwing a paper lantern every once in a while.
Merchant w. Bag	
Fish Dealer	
Rounin Samon	
Sumo "Meatball"	
Apprentice Nobukichi	
Pickpocket Kankichi	He steals 50 Ryoo from you if he touches you.
Cloaked Monk	
Bird	Throws a stone at you. With a straw hat you're safe.
Samurai	

Level 2)

Wild Boar	
Basket Carriers	They grab you and take you back to the entrance of the current area.
Japanese Monkey	He steals your Onigiri, but he can only do it if you don't have the Armor.
Express Messenger	His name is Kyuubeh.
Rock	It's just falling down. You can't destroy it, but you can protect yourself with the straw hat.
Rice Bag	You can't destroy it either. Just get out of its way.
Chinese Li Pan	He throws firecrackers at you.
Missionary Gabriel	
Zen Priest	

Level 3)

Aosuke the Drunkard	Throws his glass at you.
Dog	
Crab	Throws Rocks at you.
Fish	Jumps out of the water.
Octopus	
Giant Turtle	
Man with Stroller	Shoots rockets out of his stroller.
Bandit	

God of Wind	Throws leafs at you.
God of Lightning	Throws lightning at you.
Level 4)	
Ogre	
Farmer	
Journeyman Iwamatsu	He is wearing a big red Hat.
Hare	
Red and Blue Devils	They are spit out by the boss of this level.
Level 5)	
Lancer	
Deer	
Konami Man	Appears after you buy a game cartridge. Originally from Wai Wai World.
Pentaro the Penguin	Appears after you buy a game cartridge. Originally from Antarctic Adventure.
Fuu	Appears after you buy a game cartridge. Originally from Getsu Fuuma Den.
Level 6)	
Shadow Warrior	This Ninja is armed with throwing stars.
Level 7)	
Surfer Policeman	Can't leave the water, from where he throws his lanterns at you.
Gunman	Obviously, he shoots at you.
Level 8)	
Ghost	Appears somewhere, rushes at you, and disappears.
Moving Snowman	
Fixed Snowman	The only regular enemy that takes more than one hit, namely five. He throws his head at you.
Will-o'-wisp	
Strange Guy	Also at the hell level. His head looks like a pumpkin.
Walking Eye	Also at the hell level.
One-Eyed Demon	Also at the hell level.
Level 9)	
Mountain Climber	
White Monkey	Same as the usual Monkey.
White Boar	Same as the usual Boar.
Level 10)	
Mecha Samurai No. 1	
Mecha Samurai No. 5	He is wielding a lance.
Cogwheel	Acts much like the rice bag, can't be destroyed as well.
Red Object	Can't be destroyed, but is merely stunned after you hit it.
Rocket	Just rushes from one side to the other and can't change directions.

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3.4 Bosses  
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This descriptions can be found in the walkthrough as well, so if you're going to follow it anyway, you can skip this section.

Level 1)

It's a big robot. As long as you've got the coin weapon, he's rather easy to defeat (like all bosses in the game). Just keep your distance and shoot. Once in a while he throws a bit of his hair, which you can shoot as well. If you don't have the coins, it's best to attack him from behind. After 10 hits the robot loses his head and you have to make some more effort to evade the bullets. After another 13 hits he should be done.

Level 4)

A giant peach. Again, the easiest way is to shoot him from the distance, but you can also do hit-and-runs if you're left with nothing but the pipe. Anyways, don't let the small devils catch you, you can kill them as well. The peach takes 25 hits.

Level 8)

This masked guy the wizard conjures is basically you. He uses the same weapon as you, so theoretically, it's always a fair battle. As always, I'd recommend the coins, since you can easily avoid his', while he nearly isn't as clever as you. Don't use the fireworks! They are far more dangerous in his hands. He should go down (well... up, actually) after 20 hits.

Level 9)

This bear walks around very slowly. That is, as long as he isn't in a straight line to you. If that happens, he starts rushing at you, and, if he catches you, throws you through the air. Which you don't want at all, because it will draw energy no matter what kind of protection you're wearing. So again, the coins are the weapon of choice to keep the distance to him. You need 27 hits.

Level 10)

Another Robot. He's pretty foreseeable. He just walks around and throws bombs alternately to the left and right. Sometimes he throws a bigger Bomb that rolls over the screen, but before that he's blinking for a second or so, so it's no problem to evade this one as well. Thus, probably the easiest boss of the game, he is defeated after 20 hits.

The Space Ship can be pretty tough if you have to use your melee weapon, because it shoots a wide group of lasers and it's not always predictable when it shoots. Try to attack it from below, but without letting it come too close. If you can shoot at it from the distance, then it's a whole other story of course. Just avoid the lasers and shoot at it 20 times.

The next mini boss flies around juggling dishes and throwing them at you. He, too, is really easy when you can shoot at him from the distance and comparatively difficult otherwise. Just avoid his dishes and hit him when you can. Like the mini bosses before, for 20 hits.

The last mini boss is a devil robot. He's jumping around and shooting four lasers in the diagonal directions, so you're save standing in a straight line to him. Save from his lasers, not from his jumping, that is. But he'll always jump into the direction he is facing and only turn around at the wall. So with a low range weapon, try to attack him from behind. He is a bit tougher than the rest, so you'll need 25 hits.

Now the final boss awaits you. His big mask helmet makes him invincible, but if you take out the projectors, you'll discover his swindle. Now he's just a small guy with a pogo stick. Every three jumps he's standing still for a short time to throw a ring at you. For people without the coin throwing weapon, that's the moment to attack him. He takes 25 hits, too.

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## 4 WALKTHROUGH

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Right now I'm just describing the fastest way through the game, without getting into too much detail about all the shops you can find on the way for the most time. I might add some more recommendations for buying stuff in later updates. Anyways, you should stock up on your armour and hat after you've taken a few hits when encountering an appropriate store.

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### 4.1 Level 1

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Not much to be done here, just an introduction to the game. You can and should buy items for your protection (armor, straw hat and Onigiri). If you want an extra life, power up your weapon and return to the prison where you started. In the upper prison area, walk to the far right and shoot up at the wall (just where the two vertical beams are) for a Chibi-chan [sent in by odino]. Outside again, jump around below the very first shop you encounter to open a secret passage. There you can find some money and skip the climbing part of the level (I won't recommend to do it before you've got at least 2 speed ups and the coin throwing weapon).

Behind the middle door waits the boss. As long as you've got the coin weapon, he's rather easy to defeat (like all bosses in the game). Just keep your distance and shoot. Once in a while he throws a bit of his hair, which you can shoot as well. If you don't have the coins, it's best to attack him from behind. After 10 hits the robot loses his head and you have to make some more effort to evade the bullets. After another 13 hits he should be done.

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### 4.2 Level 2

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In this level you'll first encounter the guys with the basket who take you back to the point where you entered the area, so take care. Also, if you don't follow the walkthrough, you might see a statue with a red scarf. If you hit it with your pipe (other weapons don't work), you'll be sent to a special hell level where all you get is hurt. So leave it alone for your own sake.

From the start, walk up, then left until you reach the big house with the 2 stone dogs. It's the first maze where you find the first of three passes you need to complete most of the levels from now on.

Go forward two steps, turn right, and forward three more steps to get the map. Then three steps more, turn right again and go until the end to find the pass. Turn around and walk forward until you have to turn left, follow the road and take the right way as soon as possible to get to the exit (you should memorize the symbol for the treasures and exit on the map, as well as the four Japanese characters for the cardinal points, as for following mazes I'll expect you will be able to use the map and find the exit on your own). Alternatively, you can use this map (see the maps Section for further explanation):

Legend:

S=Starting point

O=Wall

T=Treasure

M=Map

P=Pass

X=Exit

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After leaving the labyrinth, jump around in the area right of the money bag you see after leaving the house to discover the stairs (alternatively, you can buy a candle from the rightmost shop of this area to see it). In this underground area you get the second pass and some millet dumplings that restore your health.

After leaving through the other exit, walk left back to the starting point (if you want you can walk right first to buy an amulet in the next shop for 150 Ryoo) and jump around the bottom left area. In the next underground passage you discover by doing this awaits the last pass as well as a bundle who extends your life bar by four points. Exit, walk right (taking care not to fall into the water since it will kill you) until you find a pond next to a house. Shoot in the direction of the pond to uncover a hidden Chibi-chan that gives you an extra life. From now on, just follow the path to the right and avoid the falling stones until you reach the exit.

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4.3 Level 3  
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Right at the start below the money bag are the stairs to an underground passage, jump to find it. When you go through, you find the first pass. You exit to an island area. In the store in front of you, you can buy an extra life for 600 Ryoo. Jump your way to the left and enter the second of the three houses with a blank red door. It is the maze of this level.

Go forward and take either turn right, they both lead to the same way in the end, at the fork turn south and you find the map. The pass is the leftmost treasure, the one on the lower right is a Chibi-chan. Grab what you need and leave the maze. Or use this map:

- Legend:  
S=Starting point  
O=Wall  
T=Treasure  
M=Map  
P=Pass  
C=Chibi-Chan  
X=Exit

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Upon exit, continue left until the end. Then up, up again and to the far left of the next horizontal scrolling area. Somewhere below the house you can find another passageway. Grab the last pass. Walk down further to get some millet dumplings. Exit the other way and shoot down the west wall of stones while you stand to the north for a Chibi-chan [sent in by odino]. Re-open the underground passage by jumping there and go back to the exit you came through the first time.

At the outside walk right and go up the first path you see. Go up two plateaus above the one you start on and walk left and shoot up for another Chibi-chan [sent in by odino]. It's arguable if it's worth the chore, but you can go all the way up (it's a long way) and shoot the door of the shrine there to get an amulet that protects you against the pickpockets. Anyways, if you're done, return down the stairs, then walk right and take the second way down to the level gate.

-----  
4.4 Level 4  
-----

From the start go up until you see a cave. Enter.

In the following labyrinth, you can't miss the map. Just go straight forward. The pass is the treasure in the lower middle area, everything else is just money. When you're done collecting what you need, go to the exit down left.

- Legend:  
S=Starting point  
O=Wall  
T=Treasure  
M=Map  
P=Pass  
X=Exit

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-----  
4.5 Level 5  
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Walk right until the end, then search for the stairs below the last building (again, by jumping around). It's left of the bushes on the right. Go through the passageway, collecting the money. Outside, go to the rightmost building of this area, there is a symbol made of fire in the background, so you can't miss this one. Inside waits another maze.

Walk forward all the way down south, turn left, left again, then right. When you come to the first road that goes in all four ways, turn right (south). Left again at the end, and there's the map. The pass of this labyrinth is at the lower right corner.

Legend:

- S=Starting point
- O=Wall
- T=Treasure
- M=Map
- P=Pass
- X=Exit

```
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| |000000000| |000| |O| |  | |O| |O|          |
  O _ _ _ _ _ _ _ _ _ _ O O _ _ _
| |O|          |  | |O| |000| |O| |
  O _ _ _ _ _ _ _ _ _ _ O _ _ _ O
| |O| |O| |O| |000| |O|          |O|          |O| |
  O O O 000  O _ _ _ O _ _ _ O
| |O| |O| |O| |000| |00000| |000| |000| |O| |
  O O O _ _ 00000 000 000  O
| |O| |O| |O| M   |00X00| |000| |000| |O| |
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|          |0000000000|X          |O|P|
  _ _ _ _ _ 0000000000 _ _ _ _ _ _ _ _ _ O _
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Go down to another area where you see a bridge. Enter the house on the right. Now it seems like you have to buy the next two passes for a total of 1300 Ryoo (you have to buy one first, then leave the store and enter again to buy the second), at least I don't know of any other way to get them. As in the first Goemon game there was always a way to avoid buying passes, I wonder if i missed something here. Let me know if you find out something.

Then go down until the color of the ground changes. If you still have money left, you can buy another Chibi-chan at the store on the right. Then go left and take the first way down (left of that exit you can uncover another underground passage to find more money, but you should return the way you came, as it leads back to an area near the beginning of the level). Then it's just right and down when necessary until the gate.

-----  
4.6 Level 6  
-----

Jump your way to the right, then go up. Shoot at the larger of the 2 rocks on the left (out at sea) to reveal a bonus for 100 Ryoo [sent in by odino]. At the right end of this area there is another hidden passageway next to the fence. Downstairs you find another life bar extending bundle and two passes and at the same time you skip most the level. Good eh? Go to the right and before leaving the area downwards enter the last house.

In this maze, first go south, follow the way, and when you take the left way at the first fork you have to go right at the second or vice versa to get the map. The pass is the uppermost treasure, the rightmost one is a Chibi-chan.

Legend:

S=Starting point

O=Wall

T=Treasure

M=Map

P=Pass

C=Chibi-Chan

X=Exit

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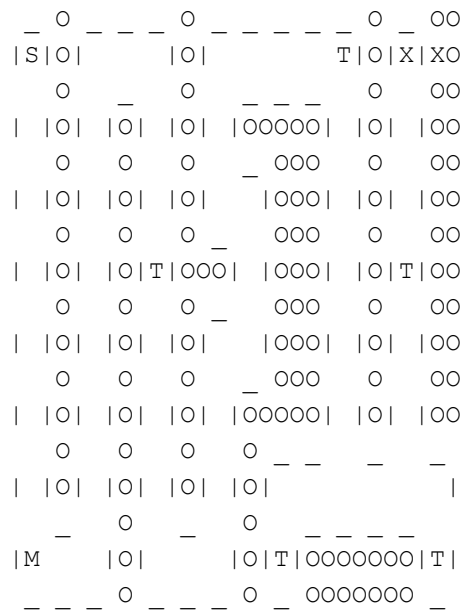
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After that it's just right and down again until the end.

-----  
 4.7 Level 7  
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There aren't any passes to find in this level, so it's pretty linear. At the house with the big red lantern with an exit on each side take the right one. In the next area you can enter the house with the blue curtains for another labyrinth, though all you find there will be money.

- Legend:  
 S=Starting point  
 O=Wall  
 T=Treasure  
 M=Map  
 X=Exit



Continue, and after you cross the bridge go left to find the castle entrance. The second door from the left leads inside, through all the other doors you immediately come out again.

Follow the only way. There are a lot of rooms with shops or persons here, but the last one leads to the next part of the castle (After you go up the stairs, it isn't quite visible if you came from the stairs on the floor or the exit on the bottom side. It' the stairs, so you have to go through the doorway next).

Then take either way down except the left one, then right and exit to the north. There is another room here that leads to the third and last part.

Here, just go right and through the door with the tree paintings to teach the Daimiyo a lesson (there's no boss fight, just a cut scene).

-----  
 4.8 Level 8  
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Go all the way right, then up. In the upper right corner you find an hidden stairway which contains a pass. You exit to a snowy area. Go left just a bit to take the next exit up. Climb the mountain ALL the way, or else you will miss







boss awaits you.

This bear walks around very slowly. That is, as long as he isn't in a straight line to you. If that happens, he starts rushing at you, and, if he catches you, throws you through the air. Which you don't want at all, because it will draw energy no matter what kind of protection you're wearing. So again, the coins are the weapon of choice to keep the distance to him. You need 27 hits. After the battle, don't go searching for a gate, it is the small one right here at the screen this time.

-----  
4.10 Level 10  
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The right door to enter the castle is the 5th from the left. All the other ones won't open. Inside, go left, up, a bit to the right, up again. In this area the first door on the upper side leads to your following way, but first you should take the other two doors to visit shops where you can buy equipment and food. Buy everything you lack. Also, if you need new shoes go down on the right and jump around at the lower right corner there to find a hidden mask. After you take the aforementioned door on the left, you will find two more doors. The left one leads to prison cells with two prisoners who give you more shoes or weapon upgrades respectively (you can enter their cells and get the upgrades as often as you want). Finally, go back and take the right door to this level's first mini boss.

Another Robot. He's pretty foreseeable. He just walks around and throws bombs alternately to the left and right. Sometimes he throws a bigger Bomb that rolls over the screen, but before that he's blinking for a second or so, so it's no problem to evade this one as well. Thus, probably the easiest boss of the game, he is defeated after 20 hits.

After that, you end up in another section of the castle. Go right, then down. When you go left, on the upper side the first, closed door is a restaurant, and behind the second one you need to grab the key. Make sure you shoot at the red, non-moving enemies to stun them before you jump above them, or else you will get hurt by them (then you can take the door on the lower left, but you'll only find falling rocks and a weapon upgrade you don't need on this way). Return to the restaurant, walk past it, and go through the next exit on the lower side. In the next area, you need to take care of the falling rocks. The first door is a shop again, this one sells protective items. If you take the next way up, you can find an hidden weapon upgrade by jumping around, but the second one is the right way. There you use your key to unlock the locked door and get to the next section.

You land on the rooftop. This time, the third door from the left gets you in. Go right, then up (though you can go all the way down to look for a hidden mask at the end, but if you still have the white shoes it's a waste of time), right, up, right and down. Here you find another store. Go right and the down until you come to another way that leads left. At one of the walls you have to jump over there is another hidden mask, if you just go straight down you can't miss it, cause you have to jump at this point anyway. Exit to the right, and it's down again. Near the end of the road, you come to another door. Get ready for the next mini boss fight.

The Space Ship can be pretty tough if you have to use your melee weapon, because it shoots a wide group of lasers and it's not always predictable when it shoots. Try to attack it from below, but without letting it come too close. If you can shoot at it from the distance, then it's a whole other story of course. Just avoid the lasers and shoot at it 20 times.

Go right to the door. Behind this waits a maze. But this one is different from the ones you went through before. It is not a real labyrinth but endless in any direction. You have to walk the following pattern to get out of it: Left, down, down. After you escaped from this cursed maze, walk right and through the next door.

Another rooftop, the door on the far left is the right one, even though it looks like it's the door you came from. In the first room, you can find speed and weapon upgrades in some of the teddy bears. In the second you have to push the switch to activate a stairway in the first one. Go down, then right and through the next door to another section that consist just of a shop to the right and the mini boss's room to the left.

The mini boss flies around juggling dishes and throwing them at you. He, too, is really easy when you can shoot at him from the distance and comparatively difficult otherwise. Just avoid his dishes and hit him when you can. Like the mini bosses before, for 20 hits.

Get ready for the final section. Refresh your health at the restaurant when needed and just follow the only way to the door with the tree paintings (you can grab a hidden weapon upgrade in the right part of this area).

The last mini boss is a devil robot. He's jumping around and shooting four lasers in the diagonal directions, so you're save standing in a straight line to him. Save from his lasers, not from his jumping, that is. But he'll always jump into the direction he is facing and only turn around at the wall. So with a low range weapon, try to attack him from behind. He is a bit tougher than the rest, so you'll need 25 hits.

Now the final boss awaits you. His big mask helmet makes him invincible, but if you take out the projectors, you'll discover his swindle. Now he's just a small guy with a pogo stick. Every three jumps he's standing still for a short time to throw a ring at you. For people without the coin throwing weapon, that's the moment to attack him. He takes 25 hits, too.

Now you can go through the steel door, lean back and watch the short (and Japanese) but funny ending sequence.

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## 5 MAZE MAPS

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### 5.1 Legend

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S=Starting point

O=Wall

T=Treasure

M=Map

P=Pass

C=Chibi-Chan

X=Exit

Every Vertical or Horizontal line means 1 step worth of wall. For example, in the first maze you start in the top left corner. If you walk two steps forward, you can proceed to the right. After turning right, you walk three more steps until you reach the map.

I put two X for every exit. One on the floor, to make it easier to spot it, the other one at the wall to give the direction you have to face.

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 5.2 Level 2  
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 5.3 Level 3  
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 5.4 Level 4  
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5.6 Level 6

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5.7 Level 7

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upper part of the stone wall to get a Chibi-chan [sent in by odino].

Right of the upper entrance to the same passage, go up to the mountain stairs, and two plateaus above the one you start on there is an extra life when you shoot upwards [sent in by odino].

Go to the mountain and climb all the way up. if you shoot at the door of the big shrine that you can't enter you get an amulet for free.

Level 4)

In the first area, left of the large bridge, in the middle one of the three bushes is a top.

In the upper left area, there is a Chibi-chan in the door of the large house in the middle. Take care not to enter the building instead of collecting it. The best way is to walk at it from the side and jump when you're right below it.

Level 5)

Take the exit down from the first area, head right, and left of the first window in the white wall is another 100 Ryoo Statue.

The top of this level is in the area with the bridge (the second highest of the four similar looking areas). Walk left from the bridge, and you find it in the first group of bushes that form a square.

Level 6)

At the beginning of the second area, shoot at the larger of the 2 rocks on the left (out at sea) to reveal a bonus for 100 Ryoo [sent in by odino].

When entering the big forest, the bush at the left contains a top.

At the right of the same lower path is a long row of statues and a sign. Right from the sign there is another statue for money.

In the forest with the bright, turquoise trees go to the right and get the hidden Chibi-chan above the two statues.

From the Chibi-chan walk left until you can exit downwards. You come to an area with darker trees. At your right is another bush with a top in it.

Level 7)

At the house with the big red lantern with an exit on each side go through the left one. There, go all the way left and shoot between the two trees right of the sign for a 1UP [sent in by odino].

Level 8)

In the first area, there are two identical long groups of bushes. In the leftmost bush of the right group is a top.

Level 9)

None found.

Level 10)

None found.

=====  
7 OBSCURITIES  
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At level 3 and 7 there is a show house where you can watch a dancer who shocks you with her strange neck, but there is no obvious effect after doing this. Probably just a whacky joke.

The Konami store at level 5 sells three different cartridges, but all seem to have the same effect. Too, since the effect only lasts for the area in front of the shop, it's seems just like a funny way to waste your money.

At the end of level 5, there is a temple where you donate 50 Ryoo automatically when you enter, but again, it's useless, so there's no reason to enter.

Despite the predecessor always providing you the opportunity to find the passes instead of buying them, you have to buy two of them at level 5.

[All this got confirmed by me and odino. If you know more/better than us, contact me.]

=====  
8 CREDITS  
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Thanks go to odino for sending me a lot of hidden secrets and more. Besides his information, I didn't use much sources except the actual game and it's manual. I had a look at the old partial FAQ by Gerimon Impact, but some of the information in there seems to contradict with my experiences. I thank it because it first hinted me at the game over hell mini game which I might have overlooked else.

=====  
9 DISCLAIMER  
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