

# Ganbare Goemon! Karakuri Douchuu (Import) FAQ/Walkthrough

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Ganbare Goemon! Karakuri Douchuu Walkthrough FAQ

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Version 1.00

July 25, 2005-This is the first time I've written a walkthrough. Although this is the first version, all sections are completed. However, feel free to email me if there is a mistake somewhere, or if you have some information to contribute (see the end of the FAQ.) Credit will be acknowledged to where it's due.

Ganbare Goemon! Karakuri Douchuu was first published by Konami in 1986 on the Famicom (short for Family Computer, the Japanese equivalent of Nintendo Entertainment System). This is the first title in the long list of Goemon franchise. Nintendo recently ported this title over to the Game Boy Advance as part of the Famicom Mini series with some newly added features such as the sleep mode and high score record.

Although this is the first Goemon title, it is arguably the most difficult one as well. This walkthrough will provide a simple map to each stage and an efficient route to navigate through them.

Contents

- I. Background
- II. Control System
- III. Equipment and Enemies
- IV. Walkthrough
- V. Frequently Asked Questions

Acknowledgements

I. Background

The main character of the game is Goemon. He is an actual historical figure in the Japanese Edo period. Ishikawa Goemon was a renowned thief with over 30 men working under him at his prime. He was eventually caught and executed with his entire family by boiling in hot oil in a cauldron. It is said that he raised his kid high above the scolding oil up until his death.

There are 13 stages in each district, 8 districts total. After a district is completed the 13 stages is cycled through again with enemies more difficult to defeat. The goal for each stage is to collect 3 Passes and reach the checkpoint within the allotted time (the last two stages do not have the requirement of the 3 Passes though). In each stage, Goemon must collect Ryo (currency) to buy equipment to ensure his survival. He must collect three Passes and bring them to the

Checkpoint in order to finish a stage.

## II. Control System

### 1. Main Menu

The choices on the main menu are Start and Continue.

**Start:** Begins the game from the first stage of the first district.

**Continue:** When you get a game over, this will allow you to start the game from the last stage you reached with initial stats (no money, no items, maximum LIFE =3) and 3 lives.

If you do not choose either and let the title screen sit idle for a moment, the demo of the first stage will begin.

### 2. Side Scrolling Stage

The stages are divided into streets that scroll sideways.

**D-pad:** Moves the main character Goemon in 8 directions.

**Select:** This is not used in the Famicom version. In the GBA version it is used in conjunction with the L and R buttons to resume the game from sleep mode.

**Start:** Pauses the game.

**A button:** Jump. When combined with the D-pad you can jump in 8 directions. The distance is dependent on the number of Sandals you currently possess. This move is necessary to collect money and items as well as uncovering hidden passages.

**B button:** Attack. If you do not have a Slingshot (Goemon in red costume) you will use a short range Pipe swing using Goemon's trusty smoking pipe (kiseru). Once you obtain a Slingshot or a Lucky Cat, Goemon will don a white costume and you will use a long range coin throw attack. This attack does not drain your supply of Ryo (the currency used). Once you take damage you will revert to the red costume attack, so be careful.

**L/R buttons:** Used exclusively by the GBA version. Holding L and R buttons together calls up the option menu. Sleep mode can be cancelled by holding the L and R buttons plus the Select button together. The option menu is a GBA version exclusive feature and will be explained later.

At the top of the screen is the status bar. Here you can view all the items currently in your possession, the score, timer, money (koban), and LIFE, which acts as a health meter.

The basic strategy of attacking is to obtain the Coin Toss attack as soon as the primary attack. The stage is divided into streets that run horizontally. So it is the safest to stand near the bottom of the street and shoot left or right while you run. You can hit the row you are running at normally, and jumping while making a shot will allow you to attack one row above. Be wary of enemies that move directly above or below you though, as you must change direction to hit those that are

in your blind spots.

### 3. 3-D Maze

D-pad: The control is different from that of the Side Scrolling Stage. Pressing Up will move Goemon forward (in whichever direction he is facing). Pressing Left or Right turns Goemon 90 degrees to the left or right from his perspective instead of yours. Pressing Down will make him turn around 180 degrees.

A button: Once you obtain the map of the current maze, you can press A to call up the map, which shows the layout of the maze as well as your current position. Uncollected Treasure Boxes (tamatebako) and Pass (te gata) will also be marked. However, Red Envelope (ooiri bukuro) and the Exit will not be marked on the map.

### 4. Option Menu-Game Boy Advance version only

On the Game Boy Advance version, you can call up the Option Menu. At any point in the game, hold both L and R together to access the menu. The options are as follows:

Continue (tsuzukeru): Close this menu and resume the game.

Reset (reset): Takes you back to the Title Screen. You will lose your current progress. However, you are given the option to restart from the last stage you saved your high score on.

Save High Score (hi score o save suru): Save your score and allow you to continue from the current stage if you shut off power or otherwise do not perform a Special Continue.

Sleep Mode (sleep mode): Instead of turning off power, this will put the Game Boy Advance power save mode so it drains very little battery power. You will not lose your progress this way. To resume from Sleep Mode, hold both L and R and press Select.

This Option Menu does not exist on the original Famicom version.

## III. Equipment and Enemies

In this game different enemies and obstacles call for different equipment to protect against. So it's easier to introduce them together. Equipment must be bought with money called koban (Ryo is the monetary unit) which can be collected by jumping over pots, collecting items from treasure chests, and defeating enemies. In hidden passages and Mazes, there are also Treasure Boxes containing money to be picked up. However, each time Goemon loses a life, his supply of money will be cut in half. So be sure to buy any equipment as your need arises.

### 1. Equipment

Stage Items:

Treasure Box (tamatebako). These containers are spread throughout most stages. Jump near or over them to reveal their contents, which could be coins or the next two items. The items must be collected before they disappear for them to take effect. Collecting these also increases the money you have. In the Maze these are worth 200 Ryo apiece.

Lucky Cat (maneki neko). Adds a Slingshot to your inventory and allow you to perform long range coin toss.

Mask (hiyotsutoko). Adds a pair of Sandals to your inventory and increase walking speed and/or jump distance.

Pot (tsubo). These are also spread throught most stages. Jump near or over these to receive a coin.

Mallet (uchite no kozuchi). These are hidden in some bushes. Jumping near or over these bushes will reveal this item. Collecting the Mallet grants Goemon temporary invincibility against most enemies, though it won't protect you from drowning or falling off a cliff.

Scroll (makimono). Reading this will increase Goemon's maximum LIFE by 1, up to a total of 7. These valuable stat up items are found exclusively in hidden passages of Stages 1, 5, 7, and 11.

#### Shop Items:

Sandals (waraji). You can collect up to 3 pairs. If you have none you will move at minimum speed and jump across one space wide. Collecting the first will allow you move faster and jump across 2 spaces wide. Collecting the second will allow you to jump across 3 spaces wide. Collecting the third will also allow you to move at maximum speed. Aside from shops these can also be found in hidden passages. Same thing as the Mask.

Slingshot (pachinko). With this in your inventory you can perform long range coin toss attacks. Aside from shops these can also be found in hidden passages. Same thing as the Lucky Cat.

Armor (yoroi). This armor suit defends against projectile weapons such as lanterns thrown by Policemen or bullets shot by Riflemen.

Talisman (omamori). This charm will protect Goemon from Sedan carriers if they touch you. If you get caught without one, you will be transported to the start and be charged for 30 Ryo.

Incense Pouch (inrou). This bag is filled with herbs. It ain't no Right Guard but it will protect Goemon from contact damage if the enemy touches him.

Straw Hat (sandogasa). This light headgear will defend against all falling objects except for Boulders (e.g. stones dropped by Crows or Eggs dropped by Birds).

Helmet (kabuto). This sturdy headgear protects against falling Boulders and random Rice Barrels rolling across the street. Both of these enemies cannot be killed, so you will have to get out of the way.

Lunchbox (bento). When your LIFE is depleted, this item will automatically refill your LIFE to maximum.

Candle (rousoku). This will reveal any hidden passages that you may come across. The effect doesn't last very long and it's quite expensive.

Pass (te gata). In most stages you will need to collect 3 of these and bring them to the checkpoint to proceed to the next stage. In such stages you will find 2 in hidden passages and the third in the Maze. You will NEVER have to buy one from a shop, which is extremely expensive.

Meal (meshii). Recover Goemon's LIFE by 3.

Dumplings (dango). Recovers Goemon's LIFE to maximum. This can also be found in hidden passages.

Hourglass (tokei). Extends the time limit.

Maze Items:

Map. Press A button to show the layout of the maze and uncollected Treasure Boxes or Pass. The current location will also be displayed. However, the Red Envelope and the Exit are not marked. Do not exit the maze without finding this item and checking that you have collected everything.

Red Envelope (ooiri bukuro). Collecting this gift will grant an extra life.

## 2. Notable Enemies

a) melee enemies- this type of enemies will attack by directly contact with Goemon. They are the easiest to dispatch. Examples are:

Rogue (Ronin)

Fish Merchant (Sakana ya)

Wild Boar (oyama no inoshishi)

Direct contact damage can be protected by Aromatic Pouch (inrou).

b) projectile enemies- this type of enemies attack by throwing projectiles in addition to direct contact. It is difficult to attack them without sustaining injury if you don't have a Slingshot. Examples are:

Policeman (koyou yakunin)

Ninja

Tengu

Projectile attacks can be protected by Armor (yoroi).

c) birds- this type of enemies moves across the field and pepper the field with numerous objects. It is impossible to attack them without the Slingshot. However, they can be avoided by jumping towards the opposite direction from where they're heading. Examples are:

Bird (tori)

Crow (karasu)

Bird attacks can be protected by Straw Hat (sandokasa).

d) obstacles- this type of enemies move across the field in a set pattern and cannot be killed by your weapons. They must be avoided.

Examples are:

Rice Barrel (komedawara)

Boulder (iwa)

e) girls- these aren't technically enemies, as they bestow points to you once you touch them. However, if you attack them by mistake you will be penalized for 50 Ryo. It is especially hard to avoid killing them if one appears with a bunch of other enemies. Examples are:

Peasant Girl (machimusume)

Princess (hime)

f) others- these enemies don't actually cause damage to Goemon but they will nonetheless cause trouble in other ways. Examples are:

Thief (Suri)- Each time he touches you, he will steal 50 Ryo from you.

Sedan Carrier (kagoya)- If you don't have a Talisman when you get caught, you will be transported to another area within the stage.

#### IV. Walkthrough

=====  
Legend of the minimap: The top line refers to mainly the top half of the screen, which is where the establishments are. The bottom line refers to the actual path on the street where the action occurs. Short dashes between pairs of lines denote connecting paths between streets.

@: Location of Goemon when the stage begins.

1-9, a-z: Location of shops.

A-Z: Hidden passages. A--:A means the hidden passage has 2 exits.

\$: Casino. Bet your fortune (double if correct or halved if wrong).

#: Maze. Pay a fee to explore and collect money, Pass, and extra life.

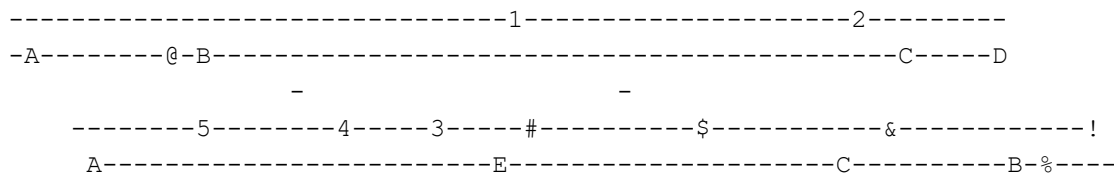
&: Inn / Pharmacy. Pay a fee to fully recover LIFE.

>: Pawn Shop. Sell your items for money.

%: Invincibility Mallet. Temporary invincibility defeats enemies.

!: Checkpoint. Bring 3 Passes here to finish the stage.

=====  
Stage 1: Town



1: Candle (rousoku)

2: Incense Pouch (inrou), Lunchbox (bento), Hourglass (tokei)

3: Armor (yoroi), Lunchbox (bento), Talisman (omamori)

4: Candle (rousoku), Talisman (omamori), Pass (te gata)

5: Meal (meshii)

A: Pass, 200 Ryo :A

B: 400 Ryo :B

C: Scroll, Dumplings :C

D: 200 Ryo

E: Pass

=====  
Legend of the maze:

E: entrance, which is always on the upper left corner

M: map of the maze

\$: Treasure box (worth 200 Ryo apiece).

P: Pass

1: Red Envelope (extra life).

X: Exit  
O: Passage

=====  
Maze: 50 Ryo

```
E $000$ 000X
O O O O
O O O O
00000000000
  O O O
  M 1 000P
```

Total stash:

Treasure Box x 2 (400 Ryo)  
Red Envelope x 1  
Pass x 1

Start by going towards the right and jump up near the two Treasure boxes along the way. The first one contains a Lucky Cat and the second one has a Mask in it. There's an arrow pointing downward near the bottom of the screen. This is a path connecting two streets. If you go through this path and return here, all the items on the street will regenerate. Collect 3 masks this way so you have the maximum jump ability and moving speed.

Now return to where you started and keep going left until the end of the street. You'll see a bunch of bushes near the wooden boards. There is a hidden passage to the lower left of these bushes (marked as A on the minimap above). So jump around there to uncover the staircase and enter it (note the location of X).

```
  I
  I 0000
  I 0000 O
  I X
  I
```

Collect the first pass here as well as 200 Ryo. There's another exit, but leave the hidden passage from the one you came in for now.

Now go right until you are almost back to where you collect the masks before. Enter another hidden passage (marked as B on the minimap).

```
  OO
  0000
  0000 0000
  X  OO
  OO
```

Collect 400 Ryo here. You will see another exit so leave the place from that one instead of the one you came in.

Now go right until you are almost at the checkpoint. You will find a Mallet that grants you invincibility by jumping near the bush it is hidden. Like the Lucky Cat and the Mask, the item will move towards the opposite side so you'll have to be fast to grab it.

00

0000  
OX 0  
00 0

Now run as fast as you can towards the left. Right after passing the Inn, find another hidden passage and enter it (marked as C on the minimap).

00  
0000  
0000 0000  
X 00  
00

In this passage you will find a Scroll that increases your maximum LIFE by 1 as well as Dumplings that can fully heal your LIFE. So now your maximum LIFE should be at 4.

=====  
Raise LIFE to a maximum of 7

You can increase your maximum LIFE to 7 in this very first stage! What you need to do is the following:

1. After you get the Scroll, allow Goemon to be defeated and you have no more lives and get a game over.
2. At the game over screen, hold both A and B buttons and press Start. This is called a Special Continue and you will continue with an increased maximum LIFE.
3. Collect the Scroll again and repeat the cycle. You can gain a maximum LIFE of 7 and make the rest of the game much easier to survive.

This can be done on any stage with a Scroll hidden in one of the passages. But since this applies to the first stage, it's more convenient to do this early.

=====  
Regardless of whether you decide to raise your maximum LIFE, when you are in Secret Passage C, leave the place from the other exit to continue.

Go towards the right. At the end of the street you can find another hidden passage (marked as D on the minimap). Enter this passage.

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O I  
O I  
O X I  
I

Collect 200 Ryo and leave this place. Now go left and enter the first shop you see. Buy the Incense Pouch (inrou) and Lunchbox (bento) here. This stage has the cheapest stuff around so you will want to do your shopping while the sale is going on.

Keep going left and go down at the first arrow you see at the bottom of the screen. Then head to the left and enter the first shop. This is the Maze. The second Pass is inside, so pay the fee and collect all



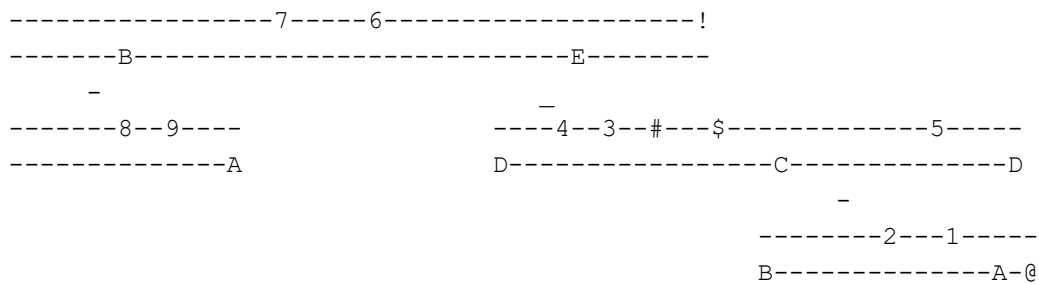
the treasures here (see the Maze section above for details on the layout and the treasures). When you finish collecting everything, head for the Exit.

Go left and enter the next shop. Buy the Armor (yoroi) and the Talisman (omamori) here. Once you step outside, stand right in between the buildings shop and the maze and jump around to find another hidden passage and enter it (marked as E on the minimap).

```
OO
OO
  OO X
  OO
```

Collect the third Pass and leave the passage. Now that you have all 3 Passes, go all the way to the right end of the street and enter the Checkpoint to finish the stage.

```
#####
Stage 2: Village
```



- 1: Helmet (kabuto), Armor (yoroi), Slingshot (pachinko)
- 2: Helmet (kabuto), Sandals (waraji), Incense Pouch (inrou)
- 3: Candle (rousoku), Talisman (omamori), Pass (te gata)
- 4: Talisman (omamori)
- 5: Meal (meshii)
- 6: Dumplings (dango)
- 7: Lunchbox (bento), Hourglass (tokei), Straw Hat (sandogasa)
- 8: Candle (rousoku)
- 9: Pass (te gata)

- A: Dumplings :A
- B: 400 Ryo :B
- C: Pass, 200 Ryo
- D: 400 Ryo :D
- E: Pass

Maze: 100 Ryo

```
E $00 M 000 P
O O O 000 0000
O O O O O O
O O O O 0000 O
O O O O O O O
O O O O OX O
O O O O $ O
000 $00 00000$
```

Total stash:

Treasure Box x 4 (800 Ryo)

Pass x 1

Start by going to the left. There is a hidden passage before you reach the first hut. So enter this passage (marked as A on the minimap).

O

O X

You probably won't need the Dumplings here yet, but if you do need healing remember this place. Now leave the passage through the other exit.

Go towards the left and go up when you see a path leading into the back of the woods. The third house to the right is a shop. Enter this shop and buy a Straw Hat (sandogasa).

Now go left until you are back to where you entered this street. See the first house to the right of the path you came in? There's a hidden passage to the lower left of this house (marked as B on the minimap). Enter this passage.

X O  
O

Collect 400 Ryo and leave the passage through the other exit. When you come out, head to the right. Move past the first path upward will be a shop immediately to the right. Enter this shop to buy a Helmet (kabuto). Take a look at your inventory and you should have all 6 protective equipment (from the left: Armor, Talisman, Incense Pouch, Straw Hat, Helmet, Lunchbox). You will need them for the next two stages, as there's minimal opportunity to make purchases.

Now go up the path to the immediate left that you just passed. You will soon see two trees sticking out from the background woods. Search for the hidden passage just to the left of these two trees near the bottom of the screen (marked as C on the minimap).

O

X

Collect the first Pass and 200 Ryo here. Once you leave this passage, continue to the left and enter the second shop you see. This is the Maze. The second Pass is inside so pay the fee and enter the Maze (see the Maze section above for the layout and treasures). Only after you collect everything should you head for the Exit.

Move all the way to the left end of the street and search for a hidden passage there (marked as D on the minimap).

I  
I

I  
I X  
I

Collect 400 Ryo here and leave the passage from the same exit you came in from. Now head right and go up the first path you see leading into the woods in the background.

When you get to this new street, there is a hidden passage two steps immediate to your right. Just jump towards upper left from your point of entry to uncover it. Enter this passage (marked as E on the minimap). There isn't any landmark nearby except for the path so I can't really draw a detailed sketch.

Collect the third Pass here and leave the passage. Check that you still have all 6 protective equipment and head to the right end of this street. Enter the Checkpoint to finish the stage.

#####  
Stage 3: Mountain

-\$---#-----&-----1-----2-----!  
--@A-----B-----E-----C-----A-----D-----

- 1: Candle (rousoku), Talisman (omamori), Pass (te gata)
- 2: Lunchbox (bento), Hourglass (tokei), Straw Hat (sandogasa)

- A: Pass, 200 Ryo :A
- B: Pass, Dumplings
- C: 200 Ryo
- D: 200 Ryo
- E: Dumplings

Maze: 180 Ryo

```
E 000$ X   $00
O O   000  O
000 PO  00000
  O O   O O
M 0000000  00
000 O O 000 O
  O O   O 00
00000 O 000 O
O   O O   00
0000001 0000$
```

Total stash:

- Treasure Box x 3 (600 Ryo)
- Red Envelope x 1
- Pass x 1

Start by going to the right and entering the first shop to your right. This is the Maze. The first Pass is here so pay the fee and enter (see the Maze section above for layout and treasures). Collect everything and go for the Exit, as always.

Go right until you are next to the ravine (don't jump over it).

There's a hidden passage a bit to the left (marked as B on the minimap). Enter this passage.

VV  
X VV  
VVVV  
VVVV  
VVVV

Collect the second Pass, and if needed, some Dumplings (though if you need it now, you're in trouble).

Once you leave this passage, go back to where you started. You will see 4 Buddha statues. There's a hidden passage immediate under the leftmost statue (marked as A on the minimap). Enter this passage.

X 000

Collect the third Pass and 200 Ryo here. Leave the passage through the other exit.

Once you emerge, move to the right. Remember you can duck into shops along the way to shrug off the enemies. When you've almost reach the second shop to the right, look for a hidden passage near the cliff at the bottom (marked as D on the minimap). Enter this passage.

X  
00

Collect 200 Ryo here. Now check to see if you still have the Lunchbox. If not, you can buy it from the shop to the right. If you're all set, go all the way to the right end of this street and enter the Checkpoint to finish the stage.

#####  
Stage 4: Sea

-----#-----!  
-@A---B-----C-----C---E%-F-----D-----

- A: Pass
- B: Pass, 200 Ryo
- C: Dumplings :C
- D: 200 Ryo
- E: 200 Ryo
- F: Dumplings

Maze: 200 Ryo

E00 M 000 \$ \$  
O O 000 O 0000  
O O O O 000 O  
O 000 O O O O  
\$ O 000 0000

\$ O  
00000000 \$ 00  
X P O 00000

Total stash:

Treasure Box x 5 (1000 Ryo)  
Pass x 1

Ok. This is the first stage that can be considered challenging. From your starting point, jump towards the right to uncover a hidden passage (marked as A on the minimap). Enter this passage.

X O O

VVVVVVV  
VVVVVVV  
VVVVVVV

Collect the first Pass here. Once you leave the passage, keep jumping to the right a few times to uncover another hidden passage (marked as B on the minimap).

O O X O O

VVVVVVVVVVVVVVVVVVVVVVVVVVVVVVV  
VVVVVVVVVVVVVVVVVVVVVVVVVVVVVV  
VVVVVVVVVVVVVVVVVVVVVVVVVVVVVV

Collect the second Pass and 200 Ryo here. Once you leave this passage, go to the end of this land mass and jump onto the island to the right without passing the island to the bottom. You will uncover a hidden passage in the middle of the ocean. Now jump onto the uncovered staircase to enter the hidden passage (marked as C on the minimap). Be careful and use the Stop-on-a-dime jump as described below.

VXV  
O VVV  
VVVV  
VVVVVVVVVVVVVV  
VV VVV  
VV VVV

=====  
Stop-on-a-dime jump

Your jumping distance is dependant on how many pairs of Sandals currently in your possession. If you need to make a jump that is shorter than your current jumping distance and you don't want to overshoot, you need to watch Goemon's shadow during the jump. Jump towards your target, and as your shadow overlap with your target, immediately press towards the opposite direction on the D-pad from the direction you are jumping towards. You will fall down vertically from midair and land on your target if your shadow overlaps the target. As you are usually attempting a dangerous jump with this technique, do not try to jump diagonally as the distance you can jump may be significantly increased. You will need to use this technique frequently in a few selected stages.

=====

There's Dumplings here, although you probably doesn't need it for now.  
Leave the passage from the other exit.

Go to the right and search for a hidden passage right past the sole  
patch of grass (which contains a Mallet). Enter this passage (marked  
as E on the minimap).

X

0%

Collect 200 Ryo here. When you leave this passage, go to the right.  
When you reach the next shop, pause shortly and get ready to take care  
of the 3 Demons walking out of the Maze. You need to enter the Maze  
for the third Pass, so pay the fee and enter (see the above Maze  
section for layout and treasures). Once you collect everything, head  
for the Exit.

When you leave the Maze, immediately move a bit to the left, turn  
around, and defeat the 3 Demons that walk out of the Maze. Go left and  
jump near the only patch of grass to uncover the Mallet. Once you  
collect it, go to the right past the Maze and jump across all the  
islands (remember to jump vertically or horizontally, never  
diagonally). On the sixth island there is a hidden passage (which you  
may uncover as you jump upwards onto the island). Enter this passage  
(marked as D on the minimap).

```
VVVVVVVVVVVVVVVVVVVVV
VVVVVV      VVVVVVVV
VVVVVVX    VVVVVVVV
VVVVVV      VV      V
VVVVVVVVVVVVVVVV      V
          VVV      V      V
          VVV      VVVVVV
```

Collect 200 Ryo here. Once you leave the passage, continue jumping  
across all the islands. When you reach another land mass, go all the  
way to the right and enter the Checkpoint to finish the stage.

#####  
Stage 5: Town

```
----1-----
---A-@---C-----
          -
-----2-3-----
---C-----B
          -
----6---4-5-----
-----!
-----D-----
          -
-----7-----$--#-----8----->
-----F-----
          -
-----9-----a-----
-----E-----E
          -
-----&-----d-----b-----c-----
A-----B
```

1: Armor (yoroi)  
 2: Incense Pouch (inrou)  
 3: Meal (meshii)  
 4: Hourglass (tokei)  
 5: Slingshot (pachinko), Sandals (waraji), Pass (te gata)  
 6: Meal (meshii)  
 7: Lunchbox (bento), Talisman (omamori), Incense Pouch (inrou)  
 8: Lunchbox (bento)  
 9: Slingshot (pachinko), Sandals (waraji)  
 a: Candle (rousoku)  
 b: Meal (meshii)  
 c: Helmet (kabuto), Armor (yoroi), Slingshot (pachinko)  
 d: Candle (rousoku), Talisman (omamori), Pass (te gata)

A: Pass :A  
 B: Pass :B  
 C: 200 Ryo :C  
 D: Sandals  
 E: 400 Ryo :E  
 F: Scroll

Maze: 300 Ryo

```

E00000 0000 O$
O   O O O O
OOOM   O 000
O     000  O
000000$ 000 O$
      O   O
0000000 0000 $
O       O   O
000000$ 0000000
      O       O
PO 0000 000000
O O O O  O
000 O 0000 $
    0001 O X
  
```

Total stash:

Treasure Box x 6 (1200 Ryo)  
 Red Envelope x 1  
 Pass x 1

There are plenty of shops, so take your time to replenish any equipment that may have been used up during the last two stages. Start by going left past the first shop. There is a hidden passage a bit to the left of the shop (marked as A on the minimap). Enter this passage.

```

I
I 0000
I 0000 X
I
I
  
```

Collect the first Pass here and leave the passage from the same exit you came in. Now head right and search for a hidden passage just left to the first path leading down (marked as C on the minimap).

```
OO
0000000
0000 0000 X
      OO
      OO
```

Collect 200 Ryo here. Then leave the passage from the same exit you came in and Go down the path just below you.

Now walk all the way to the right end of this street. There is a hidden passage here (marked as B on the minimap). Enter this passage.

```
OO I
000 I
      I
      X I
      I
```

Collect the second Pass here and leave the passage from the same exit you came in. Move to the left past the path you first entered this street. There will be another path leading downward instead of up. Go through that path to reach the next street.

Head right until you see a path leading down. Use that path to get to another street. Upon entering search for a hidden passage a bit to your right (marked as F on the minimap). Enter this passage.

```
OO
OO
OO 0000
    OOX
    OO
```

You can collect a Scroll and Dumplings here. So if you didn't use the trick "Raise LIFE to a maximum of 7", you can extend your LIFE further with this Scroll. Notice that you can also use the menu option of 'Save High Score' so you can even shut the GBA off and still continue from this stage. You can then use the trick to build your LIFE back up to 7 if you need to do something like replacing batteries.

Leave the passage and continue moving to the right. You will notice a different building with slanted roof. This is the Maze. The third Pass is in here, so pay the fee and enter (see the Maze section above for layout and treasures). Collect everything before leaving through the Exit.

Once you finish the Maze, continue a bit to the right and go down the path leading downwards. Once you reach the next street, search for a hidden passage just to your right (marked as E on the minimap).

```
OO
OO
OO 00X0
    OO
    OO
```

Collect 400 Ryo here and leave the passage from the same exit you came in. Now go back up the path just to the left you used to reach this street and you'll be at the previous street (where the Maze is). But



instead of going left towards the maze, keep going right. Once you get past the next shop, you will notice a path leading up. Use that path to reach another street.

Now check to make sure that you've replenished the equipment that you may have used up so you have all 6 equipment again. You can then go all the way to the right of this street and enter the Checkpoint to finish the stage.

#####

Stage 6: Sea

-@-----#-----1-----!  
--A-%-B-C-----D-C-----B-----

1: Slingshot (pachinko), Sandals (waraji), Pass (te gata)

A: Pass  
B: 200 Ryo :B  
C: Pass, Dumplings :C  
D: Dumplings

Maze: 400 Ryo

```
E0000000000000M
O      O
O 000000000000
O O      O
O 0000000000 O
O O      O O
O 00000      O O
O O  O X000 O
O O P O      O O
O O $ 00$00 O
O O $ O      O O
O O $ 000000 O
O O O      O
000 00000000$
```

Total stash:

Treasure Box x 6 (1200 Ryo)  
Pass x 1

Ok, another stage with those small islands to jump across. Don't worry, this jumping you need to do on this stage is probably even less than the previous Sea stage.

Start by jumping to your right to uncover a hidden passage (marked as A on the minimap). Enter this passage.

X

OO

Collect the first Pass here. Leave the passage and continue to the

right until you reach the first shop. This is the Maze. Likewise kill the 3 Demons that walk out of it first before entering. The second Pass is here so you need to pay the fee to get in (see the Maze section above for layout and treasures). Collect everything before heading for the Exit.

When you come out of the Maze, head left and look for the line of trees just to the left of the Maze. Search for a hidden passage just below the leftmost end of this line of trees (marked as C on the minimap). Enter this passage.

```
O  X
O
```

Collect the third Pass here. There's also Dumplings but you probably don't need it now. Leave the passage from the same exit you came in.

Now go left a little and look for another hidden passage next to a Treasure Box and a Pot (marked as B on the minimap). Enter this passage.

```
OO X
```

Collect 200 Ryo here and leave the passage from the other exit. You will emerge from an island. Use the Stop-on-a-dime jump and jump only vertically or horizontally (not diagonally) between islands towards the right. Once you jump past all the islands and reach a land mass, continue all the way to the right of this street and enter the Checkpoint to finish the stage.

```
#####
Stage 7: Village
```

```

-----l---m---&---n-----
-C-----F---
-
-----j---k-----f-----      -----o---p---q-----!
-----D-----      -G-----
-
----->-----$---h---i--
-D-----
-
-----g-----      -----B-
-----E-
-
---2--1--3---4--5--6---7--8-----9--      -----a---b-----c-
-A--@-----E-      -C-----A-----
-
-----&---e---d---#-
-----
```

1: Slingshot (pachinko), Sandals (waraji)

2: Meal (meshii)  
 3: Meal (meshii)  
 4: Lunchbox (bento)  
 5: Incense Pouch (inrou), Lunchbox (bento), Hourglass (tokei)  
 6: Lunchbox (bento), Talisman (omamori), Incense Pouch (inrou)  
 7: Slingshot (pachinko), Sandals (waraji), Pass (te gata)  
 8: Slingshot (pachinko), Sandals (waraji)  
 9: Pass (te gata)  
 a: Hourglass (tokei), Slingshot (pachinko), Armor (yoroi)  
 b: Meal (meshii)  
 c: Lunchbox (bento), Talisman (omamori), Incense Pouch (inrou)  
 d: Pass (te gata)  
 e: Candle (rousoku), Talisman (omamori), Pass (te gata)  
 f: Armor (yoroi)  
 g: Incense Pouch (inrou)  
 h: Incense Pouch (inrou), Lunchbox (bento), Hourglass (tokei)  
 i: Helmet (kabuto), Armor (yoroi), Slingshot (pachinko)  
 j: Sandals (waraji), Hourglass (tokei), Armor (yoroi)  
 k: Lunchbox (bento)  
 l: Lunchbox (bento), Talisman (omamori), Incense Pouch (inrou)  
 m: Helmet (kabuto), Sandals (waraji), Incense Pouch (inrou)  
 n: Hourglass (tokei), Slingshot (pachinko), Helmet (kabuto)  
 o: Talisman (omamori), Straw Hat (sandogasa), Incense Pouch (inrou)  
 p: Incense Pouch (inrou), Lunchbox (bento), Hourglass (tokei)  
 q: Armor (yoroi), Lunchbox (bento), Talisman (omamori)

A: 200 Ryo :A  
 B: Dumplings  
 C: (nothing) :C  
 D: Dumplings :D  
 E: Pass :E  
 F: Scroll, 200 Ryo  
 G: Pass

Maze: 500 Ryo

```

E 000 X      O 0000000
0000 O 00000 000      O
      O      000 O      O
P 0000 10000 $ 00000 O
O O          O O
O O $ 000000000000000 O
O O O O O          O
O 00000 OOM 00000000 O
O      O O      O      O O
O 000000000000 00000 O
000  O O O O $  $ $
  
```

Total stash:

Treasure box x 5 (1000 Ryo)  
 Red Envelope x 1  
 Pass x 1

The next stage is perhaps one of the hardest stages in the entire game, so remember to replenish any equipment that you may have used up in the previous or the current stage. Start moving to the right past the first two shops. You will see a path leading up behind the woods in the background. Go up this path and continue all the way to the right

end of this street. Look for a hidden passage near the end (marked as E on the minimap). Enter this passage.

```
I
 I
  I
 X I
   I
```

Collect the first Pass here and leave the passage from the same exit you came in. Now backtrack to where you started the stage from by going left first. Go back down the path you used to reach this street. Then go left past all the shops to near the left end of the first street. Search for a hidden passage to the lower left of the last shop you passed (marked as A on the minimap). Enter this passage.

```
  I
   I
    I
 I     X
I
```

Collect 200 Ryo here and leave the passage through the other exit. When you emerge, go through the path directly under you.

Once you reach this new street, enter the first shop to the right. This is the Maze and it holds the second Pass, so pay the fee and enter it (see the Maze section above for layout and treasures). Collect everything before heading for the Exit, as usual.

Now backtrack up the path you used to get to this street. When you return to the previous street, head to the left past the next path leading upwards. Look for a hidden passage to the lower left of the path leading up (marked as C on the minimap). The only landmark here is the path leading up so I can't draw a detailed sketch.

Guess what? There's no treasure of any kind in this passage, so just head to the other exit and leave this passage.

Move all the way to the right end of this new street you're at. Look for a hidden passage here (marked as F on the minimap). Enter this passage.

```
  I
   I
    I
 X   I
     I
```

Collect a Scroll and 200 Ryo here (and remember this place if you want to use the current stage as a Continue point should you want to shut the power off). Leave the passage.

Head left and go down the first path leading downward. Once you enter this street, continue to the left and search for a hidden passage near the left end of this street (marked as G on the minimap).

```
  I
   I
  I
```

I X  
I

Collect the third Pass and leave this passage. Before going any further, check to see that you have all 6 equipment in your inventory. The next stage is a gut wrenching test of endurance and jumping skills. You will need all the advantage you can get.

When you have finished your preparation, head all the way to the right on this street and enter the Checkpoint to finish the stage.

#####  
Stage 8: Mountain

```
-$---#-----  
--@A-----B-  
  
-----  
--B-----C-  
  
-----  
---C-----D-  
  
-----1-----2-----!  
--D-----
```

1: Candle (rousoku), Talisman (omamori), Pass (te gata)  
2: Lunchbox (bento), Hourglass (tokei), Straw Hat (sandogasa)

A: Pass  
B: Pass :B  
C: 400 Ryo :C  
D: 200 Ryo, Dumplings :D

Maze: 550 Ryo

```
E $0000000000  
O O O O  
O O O 0000000  
O 0000 O O  
000 O 00 $ 00  
O O O O O  
00 M 0000000 O  
O O O  
O O 000000000  
0000 O O $  
O O 000 O  
0000 O O O 000  
O 000 S O O  
0000 O O O  
00000 000 O  
0000 O O O  
O $ O O 000  
O 0000 O O P $  
O O O O O  
O O O O 00000  
000 O$ O O O  
O O O  
00000000 00000
```

O O            O O  
O OOOOOOOO O O  
O O O O    OOO O  
O O            O  
O OOOOOOOO XOOO

Total stash:

Treasure Box x 7 (1400 Ryo)  
Pass x 1

Welcome to the Stage of Pain! First of all, let me warn you that if you lose all your lives in this stage, always go for the Special Continue. Never continue from the Title Screen, because you won't stand any chance of getting past this stage with maximum LIFE of 3.

Start by jumping next to the leftmost Statue just above your starting point. There is a hidden passage (marked as A on the minimap) so enter this passage.

Collect the first Pass here and leave the passage. Now go right and enter the first shop to the right. This is the Maze. The second Pass is in here, so pay the fee and enter (see the Maze section above for layout and treasures). Collect everything then reach for the exit.

After you come out of the Maze, go all the way to the right. Use the Stop-on-a-dime jump to move to the lower set of the bridge and plateaus. Be sure to jump from the bridge onto a plateau. Do not try to jump onto a bridge, as the bridge is too narrow to gauge your shadow and you can fall down the ravine and lose a life.

Go right to the plateau at the far right and search for a hidden passage near the middle of the plateau (marked as B on the minimap). Enter this passage

```

VVVVVVVVV
VVVVVVVVV
VVVVVVVVVVVVV
      X   V
VVVV      V
VVVVVVVVVVVVV
```

Collect the third Pass and leave the passage through the other exit.

When you emerge, jump towards the top to reach the plateau right above the one you're standing on. Then move to the right. When you reach the end, you need to jump back down to the lower set of plateaus and bridges. Continue right. When you reach the rightmost plateau, search for another hidden passage located at the middle of the plateau (marked as C on the minimap). Enter this passage.

```

VVVVVVVVV
VVVVVVVVV
VVVVVVVVVVVVV
      X   V
VVVV      V
VVVVVVVVVVVVV
```

Collect 400 Ryo here and leave the passage from the other exit.

You appear on the upper set of plateaus and bridges, so head to the right. This is where the stage gets tough. Up to three Tengus will fly about and shower you with projectiles. They are extremely difficult to hit, more so in a place with wide ravines. So don't let them distract you from moving right. Once you reach the end, jumping across the ravine to the lower set of plateaus and bridges (remember to jump from bridge to plateau, not the other way around) and continue to the rightmost island. The next hidden passage is in the middle of this plateau. So uncover it quickly and enter to avoid the onslaught of the Tengus.

```

VVVVVVVVV
VVVVVVVVV
VVVVVVVVVVVVV
      X   V
VVVV      V
VVVVVVVVVVVVV

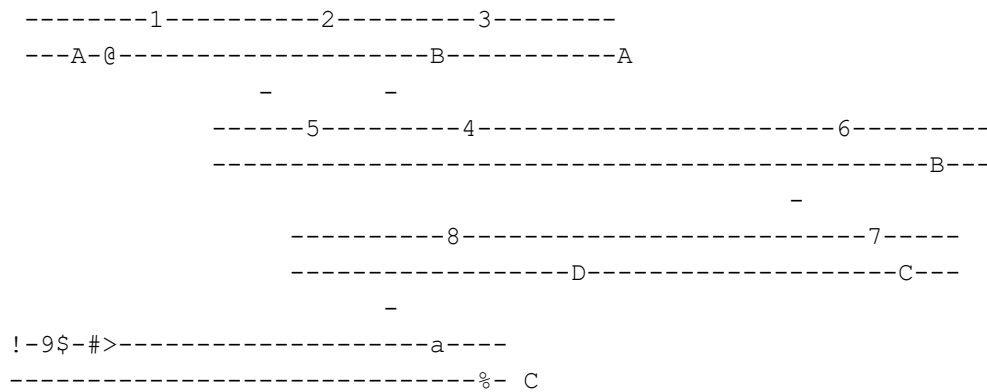
```

There is Dumplings that will heal Goemon's LIFE to maximum, and you're probably hurt from the Tengus, so pick it up. Take the 200 Ryo lying around and leave the passage through the other exit.

You appear on the upper set of plateaus and bridges, so move towards the right. Tengus will appear and start attacking, so duck into the shops along the way when you see them. When you come out of the shops the Tengus will be gone. You can then continue right for some distance before the Tengus pester you again.

Go all the way to the right end of this street and enter the Checkpoint to finish this challenging stage.

#####  
Stage 9: Rice Field



- 1: Dumplings (dango)
- 2: Armor (yoroi), Lunchbox (bento), Talisman (omamori)
- 3: Slingshot (pachinko), Sandals (waraji)
- 4: Helmet (kabuto), Sandals (waraji), Incense Pouch (inrou)
- 5: Hourglass (tokei), Slingshot (pachinko), Helmet (kabuto)
- 6: Lunchbox (bento)
- 7: Talisman (omamori), Straw Hat (sandogasa), Incense Pouch (inrou)
- 8: Hourglass (tokei), Slingshot (pachinko), Armor (yoroi)
- 9: Incense Pouch (inrou), Lunchbox (bento), Hourglass (tokei)
- a: Candle (rousoku), Talisman (omamori), Pass (te gata)

A: Pass :A

B: Pass :B  
C: 400 Ryo :C  
D: Dumplings

Maze: 600 Ryo

```
E00000 000 000 000 00000  $ 0
O   O O O O O O $ 0   00 0000
O 000000 000 000 $ 0 O  O   O
000 O   000 000 000 O O 000000
    00 O O O O   O O
000 O O O O O 000 O O 0000000
$ 0000 O 000 000 000 O O   O
    O 000 000   O O 000 O
000000   00001 O O O O O
O O 00000 P0000   O O O O O
000000 O   O   00000 O X O O
O O 0000 $ 000000   O O   O O
000000 00000 O O $ 0 00000 O
    O 0000   O O O 00 O   O
M000 O 00000 00000 000000000
```

Total stash:

Treasure Box x 6 (1200 Ryo)  
Red Envelope x 1  
Pass x 1

Even though you finished the last stage intact, you're not out of the woods yet. You've probably used up several equipment now so you will need to replenish them. Problem is, if you died a few times back there, your money supply is probably also lacking, and the inflation here is the worst you've seen yet. You'll need to spend a lot of time making money while avoid getting hit if this is indeed the case.

Start by moving to the left. Just before the left end of the street you will see 2 leaning trees in the background. The hidden passage is below the first tree (marked as A on the minimap). Enter this passage.

```
I
I
I
I      X
```

Collect the first Pass and leave the passage through the other exit. Now move left and look for a hidden passage just before you reach a path leading downwards (marked as B on the minimap). Enter this passage.

```
O
X O
  O
```

Collect the second Pass here and leave the passage from the other exit. Move to the left and go down the first path leading downward. Once you enter this new street, head right and search for a hidden passage just beyond the shop (marked as C on the map). Enter this passage.

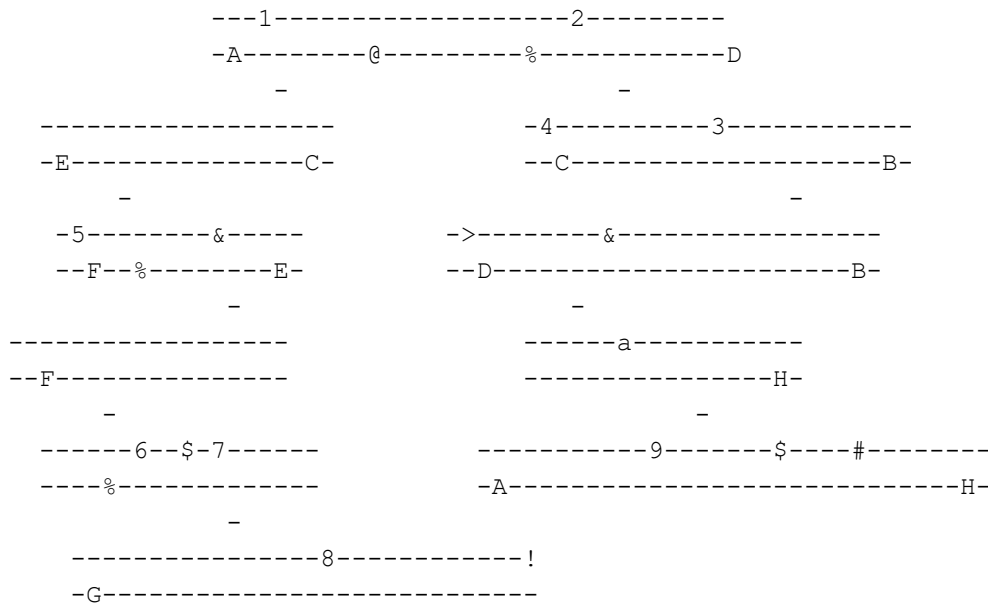


I  
OO X OO I

Collect 400 Ryo here and leave through the other exit. The patch of grass near you contains a Mallet that grants invincibility. So circle to the left side and jump directly up near the patch of grass to make the Mallet move to the left. Collect the Mallet and go towards the left. Jump past all the strips of grass and you will see a shop with two doors. The Maze is behind the door on the left. The third Pass is in there so enter the Maze and pay the fee (see the Maze section above for layout and treasures). Collect everything first then reach for the exit.

Once you emerge from the Maze, move all the way to the left end of this street and enter the Checkpoint to finish the stage.

#####  
Stage 10: Mansion Complex



- 1: Helmet (kabuto), Armor (yoroi), Slingshot (pachinko)
- 2: Dumplings (dango)
- 3: Incense Pouch (inrou), Lunchbox (bento), Hourglass (tokei)
- 4: Meal (meshii)
- 5: Helmet (kabuto), Armor (yoroi), Slingshot (pachinko)
- 6: Talisman (omamori), Straw Hat (sandogasa), Incense Pouch (inrou)
- 7: Candle (rousoku), Talisman (omamori), Pass (te gata)
- 8: Sandals (waraji), Hourglass (tokei), Armor (yoroi)
- 9: Candle (rousoku)
- a: Lunchbox (bento), Hourglass (tokei), Straw Hat (sandogasa)

- A: Pass, 200 Ryo :A
- B: Dumplings :B
- C: Pass :C
- D: 200 Ryo :D
- E: (nothing) :E
- F: Dumplings :F
- G: 200 Ryo
- H: (nothing) :H

Maze: 700 Ryo

```

E000000 MO 000
O O  O O O O
O  1 000000 O
   000      O
000 0000000000
   O        O
0000 0000  O O
   O O O  0000 O
000000      O O
O O        O $
O 00   00000
O O  000 O 00$
$ 00 $ O
   O   00  000
000000 O  00 $
O O  O 0000
$   O O  0000
   0000      O
000          00
O  000000000
O O O      O
000 O 0000 00P
   O O O  O
00000 O 00 O
O O  O O  000
$ O O      00 O
   O 00000 O
00000 O 00000X

```

Total stash:

Treasure Box x 7 (1400 Ryo)  
Red Envelope x 1  
Pass x 1

Start going left to the left end of the street. Search for a hidden passage here and enter it (marked as A in the minimap).

```

I
I
I      O
I X    O
I
I

```

Collect the first Pass and leave the passage through the other exit. You will emerge in a very small area. There's a very narrow catwalk to your right, so carefully walk along it and don't fall into the stream at the bottom of the screen by accident. Keep going right past the first path leading up. The road will split into two. Take the lower road and continue to the first shop to the right (this shop is near the bottom half of the screen). This is the Maze. The second Pass is in here, so pay the fee and enter it (see the Maze section above for layout and treasures). Collect everything before reaching for the exit.

Once you leave the Maze, move left and go up the first path leading up. Once you enter this street, again move left and go up the first path leading upwards.

Keep going left. Search for a hidden passage just before you reach the Pawn Shop at the left end of the street and enter it (marked as D on the minimap).

```

I      X
I  I I I I I I I I I I I I I I I I
I  I      I
IO I      I
I  I      I
I  I      I

```

Collect 200 Ryo and leave the passage through the other exit. Now go left until you reach a path leading downward. Go through that path and continue left until you are at another narrow path. Search for a hidden passage a few steps to the right of the last shop before you reach the left end of the street and enter it (marked as C on the minimap).

```

                I
                I
IIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIII
I      X
I

```

Collect the third Pass and leave the passage through the other exit. Once you emerge, go left and find a path leading down next to an Inn. Use that path to proceed to the next street.

On this street, jump near the patch of grass to the lower right of your point of entry to collect the Mallet. Now go left and find a hidden passage to the lower right of the shop near the left end of the street (marked as F on the minimap). Enter the passage.

```

O  X
O

```

There are Dumplings here if you need to recover LIFE. Leave the passage from the other exit. When you emerge, go right until you see a path leading downward. Go through that path to reach another street. The street is split in half, so take the bottom route and collect the Mallet from the patch of grass en route for temporary invincibility. When you reach a path leading down, go through that path to reach another street.

Now go all the way to the right. You will see another very narrow catwalk at the bottom right (next to the stream at the bottom of the screen). Travel across this catwalk to reach the Checkpoint, where you can enter and finish the stage.

#####  
Stage 11: Town

```

-----d-e-----f-----!
-----%-----D-----A--
-                                     -

```

```

-----a---#-b-c----->-----
-----E---F-----%-
-
-----$-9-8-----&---
-----D------%C-----
-
-----5-4-----&-3-2-----6-7--
-B---A-----
-
-----1-----
-----%-@-----

```

- 1: Armor (yoroi), Lunchbox (bento), Talisman (omamori)
- 2: Helmet (kabuto), Armor (yoroi), Slingshot (pachinko)
- 3: Incense Pouch (inrou), Lunchbox (bento), Hourglass (tokei)
- 4: Meal (meshii)
- 5: Meal (meshii)
- 6: Talisman (omamori), Straw Hat (sandogasa), Incense Pouch (inrou)
- 7: Lunchbox (bento), Hourglass (tokei), Straw Hat (sandogasa)
- 8: Candle (rousoku), Talisman (omamori), Pass (te gata)
- 9: Armor (yoroi), Lunchbox (bento), Talisman (omamori)
- a: Helmet (kabuto), Armor (yoroi), Slingshot (pachinko)
- b: Lunchbox (bento), Talisman (omamori), Incense Pouch (inrou)
- c: Slingshot (pachinko), Sandals (waraji), Pass (te gata)
- d: Candle (rousoku)
- e: Hourglass (tokei), Slingshot (pachinko), Helmet (kabuto)
- f: Talisman (omamori), Straw Hat (sandogasa), Incense Pouch (inrou)

- A: Scroll, Pass :A
- B: dumplings
- C: 200 Ryo
- D: Pass, 200 Ryo :D
- E: Dumplings
- F: 200 Ryo

Maze: 800 Ryo

```

E 000      00000 $ 0000000000
O O O 000000 O O$ O O      O
O O O O      O      O O$      O
O O O 000000 000000      0000000
O O O O      O      O      O
O O 00000$ O 00000000000 0000
O O O      O O O O O O 0000 O
O O M 000000 O      00      O
O O O O      00000 $00000 O
O O O 00000000 O      O O
O O O O      O 000000 000X 000
000 00000000 O      O O      O
      $ 000000000 00      O
0000000000      O 000 O
O O      00000 000000 O O O
0000 P O      O 00000 O
      00000 0000000 $000 O 000$

```

Total stash:

Treasure Box x 8 (1600 Ryo)  
 Pass x 1

This is the last stage where Goemon has access to a Scroll, so in the GBA version this would also be the last stage to save your high score and be able to Continue the game from the Title Screen. For both versions, once you finish this stage, you will need to use the Special Continue in order to keep your increased maximum LIFE, which is necessary to withstand the fierce attacks of the opposition. Furthermore, there is no shop, or even a Maze in the next stage, so it is also necessary to buy any equipment that may have been used up in this stage before finishing the stage.

Start moving towards the left. Along the way there is a lone patch of grass in the middle of the street that contains a Mallet, so be sure to collect it. Continue left until you see a path leading up. Take that path to enter the next street.

Now head right and you will find another path leading up into the background. Take that path to go to another street.

Go to the left and search for a hidden passage right before you reach a patch of grass. Take care not to jump near the lone patch extruding from the large patch of grass and accidentally uncover the Mallet before you actually need it. So uncover the hidden passage (marked as C on the minimap) and enter this passage.

```
I
I  0000
I  0000
I   % X
I
```

Collect 200 Ryo here and leave the passage. Once you emerge, jump near the lone patch mentioned previously and collect the Mallet that is uncovered. Move right past the path you took to reach this street. You should see another path leading up into the background some distance later. Take that path to go to the next street. Note that if your invincibility is still in effect, the effect will be dispelled if you enter a shop/hidden passage, or take a path and go to another street.

Move right from here and soon you will see another lone patch of grass just before you reach the right end of the street. It holds another Mallet so collect it and run to the left. Once you pass a total of two paths (including the one you took to get to this street), find a hidden passage nearby (marked as F on the minimap) and enter it.

```
OO
0000
0000 0000
O X  OO
      OO
```

Collect 200 Ryo here and leave this passage. Once you emerge, continue left until you see a shop. If you need to recover some LIFE, there is a hidden passage just to the right of the first shop you see (marked as E on the minimap). Uncover it and enter.

```
OO
OO
OO
```

X

But if you don't need to recover, just skip it. Anyways continue to the left until you see a path leading up. Before taking that path though, enter the shop to the immediate right of the path. This is the Maze. The first Pass is in here so pay the entrance fee (see the Maze section above for layout and treasures). Collect everything first, then reach for the exit.

Now go up the path leading up. Once you enter this new street, head right and you will see a lone patch of grass just before the first shop. It contains another Mallet, so collect it and continue to the right. Once you get past the shops search for another hidden passage (marked as D on the minimap) and enter it.

```
OO
OOOO  OOOO
      X OO
      OO
```

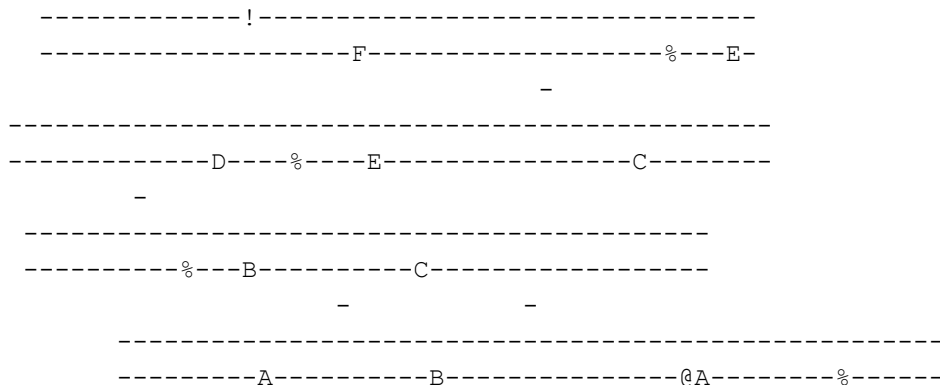
Collect the second Pass and 200 Ryo here. Leave the passage from the same exit you came in from. Continue to the right, past the path leading down. Just before you reach the Checkpoint, search for another hidden passage (marked as A on the minimap) and enter it.

```
      OO
O  OOOO
O  OOOO  OOOO
O    X   OO
      OO
```

Collect the third Pass and a Scroll here. This Scroll signifies that this is the last stage you can Continue from the Title and still gives a reasonable chance of finishing all 13 stages. Also, this is the fourth Scroll so even if you did not utilize the trick "Raise LIFE to a maximum of 7", you should still have the maximum LIFE of 7 nonetheless if you collected them all.

Leave the passage from the same exit you came in from and check that you have all 6 equipment before moving on. Once you are prepared, move to the right end of this street and enter the Checkpoint to finish this stage.

#####  
Stage 12: Castle Wall



A: Sandals :A  
 B: 400 Ryo :B  
 C: 200 Ryo :C  
 D: Dumplings  
 E: Sandals :E  
 F: 400 Ryo

This is a unique in many aspects. There are no shops (not even a Maze) and no Passes to collect, so it's basically a mad dash to the Castle Gates.

Start by jumping towards your lower right to uncover a hidden passage (marked as A on the minimap) and enter it.

```
VVVVVVVVVVVVVVVVVVVVVVVVV
VVVVV
 O
     X
     O
```

There's only a pair of Sandals here, so leave the passage from the other exit. Once you emerge move right until you see a large gate leading up. So walk into that gate to reach the next street.

Now move right and you'll see some Pots lying around. Once you go past the last two walk for about half a screen and search for a hidden passage (marked as C on the minimap) and enter it.

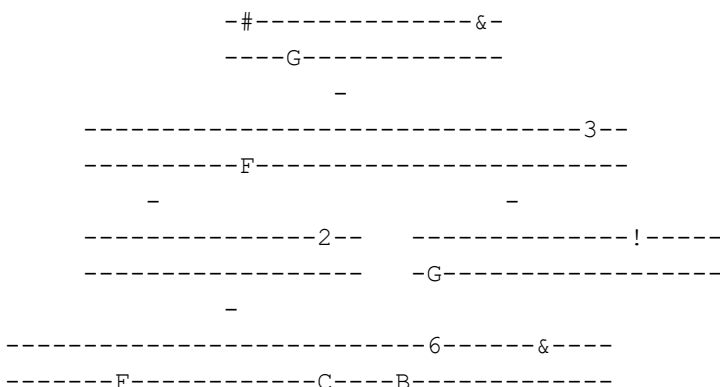
```
O
 O      X
```

```
VVVVVVVVVV
```

Collect 200 Ryo here and leave the passage from the other exit. Once you come out, move to the left until you see a gate leading up. Enter this gate to go to the next street.

Once you enter this street, go to the right until you see a lone patch of grass. There is a Mallet in here, so collect it and dash to the left while you're invincible. Once you are past the huge stone wall and see a closed gate, immediately walk up to the closed gate to finish this level.

#####  
 Stage 13: Inside Castle



```

- -
-----
---C----- -D---A-----

```

```

-
-----1-- -----4--5--
-----B-----D-----

```

```

- - -
-----
-----A-----@-----E-----

```

- 1: Meal (meshii)
- 2: Incense Pouch (inrou), Lunchbox (bento), Hourglass (tokei)
- 3: Candle (rousoku)
- 4: Sandals (waraji), Candle (rousoku), Slingshot (pachinko)
- 5: Sandals (waraji), Hourglass (tokei), Armor (yoroi)
- 6: Lunchbox (bento)

- A: Sandals :A
- B: Dumplings :B
- C: 200 Ryo :C
- D: Dumplings :D
- E: 200 Ryo
- F: Sandals :F
- G: Dumplings, 200 Ryo :G

Maze: 1000 Ryo

```

E 0000 $000000000000000000000000000
000 0 0 0 0 0
 0 0 $ 0 0 000000 000000 0
000000 0 0 0000 0 0 0 0 0
0 $ 000 0 0 000 0 0
0000000 00 000000000 0 000
 0 0 0 0 0
0000000 000000000000 $ 0 00000
0 0 0 0 00 0 0
0 00 0000$ 0000000 00 000 0
0 0 0 0 00 0 0
0 00 0$0 0M 0 000 00 X00 0 0
0 0 0 0 0 0 00 0 0 0
0 00000000 00 0 000 $00 000 0
0 0 0 0 0 0
0 000000 00 0 000000 0 0 0
0 0 0000 $0 00 0 00000
000 00 00 0000 0
 000 00000 00 00 000$ $
0000 000 0 00 00 0 0
 0 0 00 00 000 0 000
0 00 00000000 0 00 0 0 0 0
00 0 0 000 00 0 0 0 0
0 0 000 10000 0 00 0 0 0 0
00 0 0 0 0 0 $ 0 0 0 0 0
 0 0 0 000 0 0 0 0 000 0 000 0
 000 0 0 000 00000 0 0 000 0 0
00 000 $ $ 0 0 0 000 0 0 0 0

```

Total stash:  
Treasure Box x 13 (2600 Ryo)  
Red Envelope x 1



Start going right and search for a hidden passage once you get past a relatively wide area above the waters (marked as A on the minimap). Enter it when you find it.

```
X           VVVV
           V
VVVV       V
          VVVVVVVVVV
```

There's only a pair of Sandals here, so leave the passage from the other exit. Once you emerge, move right until you see a path leading up. Take that path into a new corridor.

Head left in this corridor. Go past the first path leading up you see and continue until you see a series of 6 square panes of paper window. Search for a hidden passage under the second pane from the right.

```
--^^-----^^-- (window panes)

          X
```

There is only a pair of Sandals here, so leave the passage from the other exit. Once you emerge, move right until you reach the first path leading up. Take this path to reach the uppermost corridor.

In the uppermost corridor, go left and move just past the series of 6 panes of paper window. Search for a hidden passage just to the left of this series.

```
--^^-----^^--

X
```

There is a Maze around, but there is no Pass in there (nor is there a need for one), so just skip it and enter the passage (marked as G on the minimap). Of course, if you feel the need to explore every Maze there is, you can still refer to the Maze section above for the information regarding the layout and treasures.

Collect the 200 Ryo in the passage. You can also fully recover LIFE with the Dumplings if you need it. Leave the passage from the other exit.

From this final corridor, move to the right past the path leading up. There is a long series of square panes of window right after the path. Go past this long series and look for another long series of square panes of paper window. This is where the Daimyo's Quarters is hidden.

Walk up into the middle of this second series of windows to enter the Daimyo's Quarters and finish the stage. You have finished all 13 Stages of Higo nokuni (Higo District).

#####

## Beyond the First District

After the ending scenes, you will advance to the first Stage of the next District, Izumo. There are 8 districts in total:

Higo nokuni  
Izumo nokuni  
Bizen nokuni  
Settsu nokuni  
Oumi nokuni  
Owari nokuni  
Shinano nokuni  
Edo

In the Izumo District, it is apparent that the enemies are now faster than before. If you don't have any Sandals, you can no longer run away from them. The layout of each stage and the strategies to finish the stages remain the same, but the enemies will become harder each time you advance to the next District. Ganbare!

## V. Frequently Asked Questions

### 1. Is there a second player option in the game?

In the original Famicom version, two players can play with alternating turns with each life lost. This feature is not retained in the GBA port. There is no co-op play between the two players so there was no need to retain this feature on the port.

### 2. What is the Special Continue feature? Is it present in both versions?

The Special Continue was a hidden code in the original. At the Game Over screen, hold both A and B buttons and press Start to continue the game on the same stage retaining maximum LIFE (instead of only 3) and half the money. It also resets important items in the stage, so you can boost maximum LIFE by collecting multiple Scrolls from the same stage. Just use the Special Continue to reset the Scrolls.

### 3. My character gets damaged by enemy projectiles frequently.

Remember that the projectile weapons of most enemies travels at an angle, so you can move out of its trajectory if the landscape allows. However, if that is not an option, you should keep the time spent in that area to a minimum. The walkthrough points out the safest route, but if you need to stray away for awhile to make purchases, keep this in mind. In stages with rolling barrels, it will be safer if you alternate jumping diagonally between the top and bottom of the street so they miss you.

### 4. My jumps overshoot the landing area when I jump diagonally.

Goemon's jumping distance increases as more Sandals are collected. While you jump for the specified distance horizontally and vertically (maximum 3 spaces), during a diagonal jump you will move both horizontally and vertically by 3 spaces, so the combined distance is more than 4 spaces if you do not use the Stop-on-a-dime jump technique.

## Acknowledgements

Konami for starting the Goemon franchise with this game, and Nintendo for making an update on the Game Boy Advance while remain faithful to the original.

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