

# Mindseeker (Import) FAQ/Walkthrough

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Mindseeker

Released by Namco April 18, 1989

Walkthrough by GForce

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Introduction

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Mindseeker is a Famicom game released only in Japan in the spring of 1989. In it, the player trains under Masuaki Kiyota to develop their ESP and psychic abilities. Masuaki Kiyota was a famous psychic in the 70's known for bending metal and for psychic photography. It seems that part of the marketing ploy was to promise the development of psychic skills to those who purchased and played the game. The game teased and tested the players into believing that they too could have the powers of Masuaki Kiyota if they fine tuned their ESP senses with this game. Interesting enough, this game was released 5 years after Kiyota admitted that he has cheated and used fraudulent techniques to perform his feats of mental dexterity.

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Getting Started

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From what I can guess, the player is being trained at an institute at the beginning of the game. Under the tutelage of Masuaki Kiyota, the player goes through a battery of exercises and experiments. This first half of the game requires you the player to follow along step by step.

After the completion of the institute portion the player is released into the city to travel and perform random tasks. This portion is not as rigid as the previous part and encounters occur at random. The goal is to visit various locations around the city and accumulate PSI points by showcasing your powers of prediction and telekinesis.

Once you have passed through all 10 PSI levels and have reached the level of Infinity, you have one final obstacle. You need to escape the city to your freedom. You are challenged with breaking through 3 huge steel barriers with your mental powers.

Please keep in mind that I am not able to read or understand Japanese so I will do my best to describe everything in as much detail as possible. This is a very strange and extremely random game so I HIGHLY recommend using some feature to help you save your progress. There are also some cheat codes at the end of the FAQ that will help you succeed faster and with less stress.

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Controls

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D-Pad - Move the cursor

- A - Make a selection
- B - Cancel a selection

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Walkthrough  
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---Starting the Game---

Choose to start a new game, choose NO, (bottom choice) and enter your player name in the top line. The second choice allows you to go back to the previous screen. The third choice lets you choose the message speed. Make your selections and press B and now choose CONTINUE.

<----->  
<---In the Institute--->  
<----->

The opening scene places you in a dormitory with a large monitor and some furniture. The right side of the screen has 2 options with a flashing red menu. Your options are either FEEL or EXIT. Choose EXIT now.

Now you are in a room with a large, green, vertical tube with Kiyota. Let's call this the 'Testing Room'. I will refer to it now only as "TR". The institute portion of the game only consists of these 2 rooms back and forth so we'll never get lost. Kiyota gives you a long speech and then vanishes. EXIT back to the dorm room and see the TV flashing. Hit A and the room goes dark and you wake up later on. EXIT the dorm and return to the TR.

This time select FEEL and a pointing arrow appears. Click on the vertical tube and select the Japanese word that appears. We are shown a new screen with a strange shape on the right side and Kiyota explaining something to us. Next we see a shadow of a sitting man and a red bar increasing and decreasing inside his body. Just hit B to pass it and continue. More explaining from Kiyota and then a black screen with a white circle. Hit B again to pass and continue. These are the demonstrations and instructions about the future training tasks that you will have to perform in the institute. EXIT the TR and return to the dorm with the flashing TV again.

Choose FEEL, point the arrow at the TV and hit A, choose the 3rd option in the list of 3 Japanese words on the right. Cut to a scene of a floating planet and orbiting moon. Hit B to pass and continue. Back in the dorm, you go to sleep and awake the next day. EXIT to the TR again.

Listen to Kiyota again, he vanishes, choose FEEL, and select the green tube. Choose the first Japanese option and we are brought to our first ESP test. It is highly recommended that you save often because the next parts are random.

---First ESP Trials---

You can see 5 cards with shapes: triangle, circle, star, square, cross.

White cards float in from above and you need to predict which shape is on the other side. You get 20 attempts that are tabulated in the bar on the bottom of the screen. If you get it correct, the box turns red. If you are wrong, the box turns blue. The HIT category counts how many you get correct and the Per calculates the percentage of how many correct guesses you have. This first trial is just a test so it doesn't matter how you score.

The next trial can be confusing and pointless at times. There is a empty

circle and you have to "sense" when to press A. If you time it correctly, it counts as a HIT. If you dont press A at the right time, it counts as a miss. The frustrating part is that there is no way to ever know when the right time is, you just have to "sense" it. There are 40 boxes this time so you have 40 attempts at this trial. The score doesnt matter just yet so you can just try and practice here.

The third trial is similar to the second. There are 5 open squares in the game and you have to predict which square the red light will appear in. You have 20 chances this time but it is totally random again. Even if you use save states, the red light will almost never appear in the same box as you saw in your previous save. This trial doesnt count as well so just practice and get used to the types of games you will encounter in the future.

After the final test, you are returned to the TR and Kiyota gives you some advice. EXIT the room and return to your dorm. Hit A, go to sleep, wake up, and choose FEEL. Move the arrow cursor to the top of the 3 shelves to the left of the TV. Open the top drawer and an object rises out of it. Choose FEEL again and move the arrow to a small device on a table top that is between the 3 drawers and the TV. Choose the top word and you are taken to some kind of card machine called "PSYCHO WRITER". Select one of the 5 slots and the card will lower itself into the space. If you are correct you will leave the game but if you are incorrect you can try again.

Once back in the dorm, choose EXIT and move to the TR to talk to Kiyota. Then, choose FEEL and the top word choice to begin the real psychic tests now. You will see the 5 cards with shapes again. At the very bottom of the screen you see 1P and 5. The 5 tells you that you have 5 tries but your score does not even really matter. Go through the game 5 times but you dont have to worry about your score. Finish the game, speak to Kiyota, and EXIT. Return to the dorm to sleep and wake up again. Select EXIT and go back to the TR.

Do you remember how to enter the green tube? I'll remind you again but in the future I'll only ask you to enter the green tube without the extra info. Choose FEEL, place the arrow on the green tube and hit A, and choose the top Japanese option. You will see the second game where you have to "sense" the right time to press A. Once again, your score doesnt really count. This is just the training mode. Complete the game 5 times and youre back in the TR with Kiyota. Listen to him, EXIT, sleep in the dorm, EXIT the dorm, go to the TR, and enter the green tube again.

You will recognize the third game again. You have to predict which blank square the red light will appear in. You have 5 times to complete the game but dont worry too much about the score. When the game is done, Kiyota will show you an overall score sheet with red bars. EXIT the room and sleep in your dorm.

When you awake choose FEEL and move the arrow to the device that is slightly above the 3 drawers. Hit A and pick the top Japanese word. You will now see a strange machine with 5 tubes going into the ceiling. You have to move the arrow and choose which tube the pass card will come from. You have unlimited guesses if you dont get it right, just keep trying again. Once you have the card in your room choose FEEL. Move the arrow to the door at the left side of the room and choose the top Japanese word. You now see it is a secure door and needs the pass card and your psychic power to escape from. You have to "sense" the right time to hit A, just like one of the trials you faced in the green tube. When you hit A, a red or black dot appears on the right side of the screen. You have 10 chances in all but you need 6 red dots to deactivate the door. You have unlimited chances at this game so take your time and dont worry. The door opens and you see Kiyota

in the TR. He speaks to you and then you enter the green tube.

This is when the trials finally start to count for something. You may have noticed by now the blue bar that divides the action and text portions of the screen. At this point in the game, you will now see "000" on the right side of the bar. The game will start keeping track of your PSI points to allow you to level up. Talk to Kiyota and select the top Japanese option to face your final trials. All 3 of the trials are the same as before but now the game will be keeping score. You need to finish with a total of 20 points to pass Kiyota's test and be allowed out of the institute. The 20 points are counted from all three games so you have plenty of chances to achieve the 20 point total. Even if you fail you can play again until you reach 20 points.

Once you get at least 20 points you will speak to Kiyota again. He will congratulate you and set you free, so to speak. EXIT the TR, EXIT the dorm, and choose the top Japanese word to complete the first section of the game.

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<----->  
<---In the Open City--->  
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Now you're in the open city and things get even more random. There are only 4 different locations you can travel to. The top, left corner is the institute. The top right corner is the park. The bottom center is the bar and just to the right of that is the casino. You can see on the blue bar across the screen L:01 and PSI:000000. You travel around the city to perform various tasks and demonstrations of your psychic abilities. Each time you are successful, you gain more PSI points and increase your level. Here is a breakdown of each level and the amount of points you need to advance:

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Level 1: 000300  
Level 2: 000600  
Level 3: 001500  
Level 4: 003000  
Level 5: 006000  
Level 6: 010000  
Level 7: 016000  
Level 8: 030000  
Level 9: 045000  
Level 10:065000  
Level Infinity: ??????
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You can move the flashing cursor around the map and select a location in the city. The red moving dot indicates your player's location. However, as you travel through the city, you will encounter random people on the street and have the chance to perform a simple psychic task. All of the encounters and tasks in each location are randomized so I will explain each task in a different category based on the location in the city. I will no longer guide you step by step until you reach level infinity. You can choose where to go and which tasks you prefer to perform and build up your levels. This part of the walkthrough will now describe each of the tasks you will randomly face in each of the different city locations. When you arrive at any location, pick FEEL and move the arrow onto a person or object to begin a psychic task. A task can only be done once at a certain location, you then need to move on to a different place before you return and try again. If you complete the task successfully on the first attempt, you are awarded the maximum points. If you fail, you can play again but you will win fewer points. When there are no more tasks to do at a particular place, choose EXIT to return to the map and pick a new place to move to.

---City Park---

White Tower - Move the arrow to the top of the white tower. Predict the color of the blimp that will come out of the tower.

Telekinesis - An object is resting on a table and you have to use the "sense" power to know when to hit A. The hit or miss bar is on the right side of the window. If you time it correctly, you get a red circle. If you do not time it correctly, you get a black circle. Above the line of circles is a number that tells you how many correct red circles you need to move the object and to pass the task.

Lotus Fountain 1- You stand before a fountain and you have to use the "sense" power to know when to hit A. The hit or miss bar is on the right side of the window. If you time it correctly, you get a red circle. If you do not time it correctly, you get a black circle. Above the line of circles is a number that tells you how many correct red circles you need to activate the water.

Lotus Fountain 2 - The fountain has 5 jets and you have to predict and choose which jet will shoot water.

Lotus Fountain 3 - The fountain has 5 jets and you have to predict and choose which jet will NOT shoot water.

Color Cards - A white card is covering a mystery card and 5 colored cards appear below. Predict and choose which color card is hidden under the white card.

Materialize - An open space on a table is shown and you have to use the "sense" power to know when to hit A. The hit or miss bar is on the right side of the window. If you time it correctly, you get a red circle. If you do not time it correctly, you get a black circle. Above the line of circles is a number that tells you how many correct red circles you need to make an object appear.

How Many Balls - You see a covered box and five different groups of balls. You have to predict and choose how many balls are hidden under the box.

Hidden Object - A white box is covering a hidden object and there are 5 choices below. The choices are a coin, card, key, lighter, and cigarette. Predict and choose which one of the objects is hidden under the box.

Flower Bloom - In the bottom right corner of the park is a green garden. You will see and closed flower and you have to use the "sense" power to know when to hit A. The hit or miss bar is on the right side of the window. If you time it correctly, you get a red circle. If you do not time it correctly, you get a black circle. Above the line of circles is a number that tells you how many correct red circles you need to open the flowers.

---Local Bar---

Spoon Bending - To bend or break a spoon you have to use the "sense" power to know when to hit A. The hit or miss bar is on the right side of the window. If you time it correctly, you get a red circle. If you do not time it correctly, you get a black circle. Above the line of circles is a number that tells you how many correct red circles you need to bend the spoon and to pass the task.

Telekinesis - An object is resting on the bar and you have to use the "sense" power to know when to hit A. The hit or miss bar is on the right side of the

window. If you time it correctly, you get a red circle. If you do not time it correctly, you get a black circle. Above the line of circles is a number that tells you how many correct red circles you need to move the object and to pass the task.

Fountain - In the back corner of the bar there is a fountain with 5 jets. Predict and choose which jet will shoot water next.

Color Cards - A white card is covering a mystery card and 5 colored cards appear below. Predict and choose which color card is hidden under the white card.

Color Marble - A white box is covering a hidden marble and 5 colored marbles appear below. Predict and choose which color marble is hidden under the white box.

Hidden Object - A white box is covering a hidden object and there are 5 choices below. The choices are a coin, card, key, lighter, and cigarette. Predict and choose which one of the objects is hidden under the box.

Materialize - An open space at the bar is shown and you have to use the "sense" power to know when to hit A. The hit or miss bar is on the right side of the window. If you time it correctly, you get a red circle. If you do not time it correctly, you get a black circle. Above the line of circles is a number that tells you how many correct red circles you need to make an object appear.

Vanishing - An object on the bar is shown and you have to use the "sense" power to know when to hit A. The hit or miss bar is on the right side of the window. If you time it correctly, you get a red circle. If you do not time it correctly, you get a black circle. Above the line of circles is a number that tells you how many correct red circles you need to make the object vanish.

Gumball Machine - In the lower, right corner of the room and on the bar is a gumball machine. You have 5 colors to choose from and predict the color of the gumball that will come out of the machine.

---Casino---

(If you dont have enough PSI points to gamble with, you cannot play yet)

Choose FEEL and move the arrow onto the red headed girl. She will give you 3 games to choose from.

Tortoise and Hare - You wager a portion of your PSI points and assume the role as the tortoise. Just like the "sense" game, you have to hit A at the right time to move the tortoise across the race track and defeat the hare. If you win, you will be awarded double the amount you wagered. It is best to use a turbo controller for this part for a better chance at winning. There are three different races each more challenging: grass field, ice, and space.

War - This game is played with cards against the computer like the classic and simple game of war but with some slight changes. You see cards 1 to 5 of red diamonds that belong to you and covered cards belonging to the computer. On the left and right sides are golden, vertical designs with black circles. Those circles count how many matches you win. You need to win 3 matches to win the game and collect the PSI points. You can choose a card to play against the computer. If your card is higher than the computer's card, you win the match and a point. If your card is the same as the computer's, the computer wins the point. The strange part is that a 1 beats a 5 instead of a 5 beating a 1. You can only play one of your cards per game so you

need to use some strategy.

Random Controls - Your character is standing in a open area with grey walls all around her. The grey walls are marked with a 0 and Roman numerals of I, II, and III. You move your character around the room but the controls are not what you expect. The direction you push on your controller will not match the direction your character will move. All of the directions are randomized and you may not be able to predict where your character will walk. The goal is to get your character to make her way to the outer grey wall and onto a Roman numeral. If you step onto a zero, you will not win any of the PSI points. If you step onto the Roman numeral I, you will win the exact amount of the PSI points. If you step onto a Roman numeral II, you will win double the points. If you step onto a Roman numeral III, you will win triple the points.

---Random Encounters---

How Many Balls - You see a covered box and five different groups of balls. You have to predict and choose how many balls are hidden under the box.

Next Car - You have 5 colors to choose from to predict the color of the next car that passes by.

Color Cards - A white card is covering a mystery card and 5 colored cards appear below. Predict and choose which color card is hidden under the white card.

Color Marble - A white box is covering a hidden marble and 5 colored marbles appear below. Predict and choose which color marble is hidden under the white box.

Materialize - An open and empty hand appear and you have to use the "sense" power to know when to hit A. The hit or miss bar is on the right side of the window. If you time it correctly, you get a red circle. If you do not time it correctly, you get a black circle. Above the line of circles is a number that tells you how many correct red circles you need to make an object appear.

Vanishing - An object in a hand bar is shown and you have to use the "sense" power to know when to hit A. The hit or miss bar is on the right side of the window. If you time it correctly, you get a red circle. If you do not time it correctly, you get a black circle. Above the line of circles is a number that tells you how many correct red circles you need to make the object vanish.

Getting Attention - A person stands in front of you but facing away and you have to use the "sense" power to know when to hit A. The hit or miss bar is on the right side of the window. If you time it correctly, you get a red circle. If you do not time it correctly, you get a black circle. Above the line of circles is a number that tells you how many correct red circles you need to get the attention of the person standing before you.

Hidden Object - A white box is covering a hidden object and there are 5 choices below. The choices are a coin, card, key, lighter, and cigarette. Predict and choose which one of the objects is hidden under the box.

Glass Doors - You are standing in front of 5 glass doors. Predict and choose which door a person will come through next.

Once you have reached Level Infinity a new location becomes available on the map. It is located at the top middle section of the map between the park and the institute. When you choose that space to move to, the map shakes and you are taken face to face with Kiyota for your final task.

There is a huge, steel door in front of you and you need to open it by using your "sense" power again. For this door you have 40 chances and need 24 correct red boxes to pass.

Once you pass the first door you are faced with a second door. It looks the same and to pass it, you have to do the exact same thing as last time. You need 24 out of 40 red boxes to pass this second red door.

Next, you are faced with 5 steel doors side by side and you have to guess which one is the exit. If you guess incorrectly you are sent out back to the game map to start all over again. If you guess the door correctly you still have one more round of the "sense" game to get 24 out of 40 red boxes to pass and finally escape.

When you have beaten this final third door you have escaped at last. Enjoy the short ending which is mostly Japanese text on a black screen. Congratulations on beating a strange and unique game!

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#### Cheat Codes

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Here are some basic codes to help you beat the difficult "sense" games easily. The only problem is that you must activate and deactivate the codes while the "sense" games are being played. You cannot leave the codes activated or they will freeze the game. Its best to begin the "sense" game, activate the code, win the "sense" game, and deactivate the code.

Telekinesis, Materialization, Vanishing, Spoon Bending, Getting Attention:  
0011 0A

Defeat the steel doors during the final escape:  
0013 32

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#### Conclusion

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There you have it. Congratulations and thanks for reading my third walkthrough. If you have any ideas, suggestions, or comments you can email me at gforce645 (at) hot mail (dot) c-o-m. This walkthrough is for GameFAQ specifically to help fulfill the Nintendo Completion Project. I would like to thank all the people whose codes, cheats, maps, and walkthroughs I have used over the years. I am talking about people like AdamL, Rey, Odino, BSulpher, ASchultz, DMorgan, Threetimes and all the other regular contributors to the completion project. I am trying to beat as many games as there are for NES, FC, and FDS so thanks for keeping Nintendo alive and going.

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