

Paaman 2: Himitsu Kessha Madoodan o Taose! FAQ/Walkthrough

by Lagoona

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Paaman 2 - Himitsu Kessha Madoodan o Taose!

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for the Famicom

- A Guide by 'CJ' Lagoona -  
2008-2009

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Welcome to my guide covering the Famicom game Paaman 2. I got to play this game and write about it mainly as part of the NES FAQ completion project running on the GameFAQs FAQ Contributors - General board. After doing the first Paaman, doing Part 2 was only logical. The game was developed by IREM Corp. in 1991.

Paaman is originally a Japanese cartoon series where a small boy is given superpowers by Superman through various pieces of blue equipment. He takes the role of an apprentice and thus got his name, Paaman, as a play on words with a short or incomplete version of 'Su-paa-man' (due to different phonetic romanizations, Paaman is sometimes also written as Parman or Perman). Due to certain copyright issues, Superman's name in the franchise was later changed to Birdman, but his apprentice's name remained. Additionally, more helpers were chosen, such as an intelligent monkey wearing orange, a girl wearing pink and another boy wearing green. While they only made more or less prominent guest appearances in the first game, they are all playable in Paaman 2.
(source: wikipedia)

Paaman 2 is an mix of different game elements. While the main part is 2D platforming, there are a lot of isometrically played parts and many mini-games waiting. You take control of Paaman or one of his companions and make your way through the stages in a jumping, flying and fighting manner in order to take down the evil Madou society.
Good for you that the game's graphics are quite good (clear and colorful) and also the soundtrack is decent.

As the game is completely in Japanese and I, myself, don't speak or understand this language, I am of course not able to give you official English descriptions or translations. However, there exists a fan translation by 'King Mike' that allows those who emulate to play the game in English. It is from this translation that I will take many names and descriptions from, e.g. for items or for story parts. If you find some translation or name errors, you can of course tell me about them. It would be even more effective if you told them the fan translators directly.

Game controls:

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Start - Confirm selected option (title screen)
- Start stage (stage start screen)
- Brings up weapon selection screen, acts as pause, then resume the game (during gameplay)

Select - Toggle between options (title screen)
- not used during gameplay

A button - Confirm selected option (title screen, other text option screens)
- Scroll through text (hold to go faster)
- Jump button (jump, float in place, drop back down during gameplay)
- Flip piece (memory mini-game)

B button - Attack button (you can attack while moving/flying)

Direction pad (d-pad):

Right/Left - Move/fly sideways

Up - Move/fly upwards
- Enter doors

Down - Move/fly sideways
- Duck (you can move while ducking)

All - Move yourself or the cursor in the corresponding direction
(minigames)

A few more words about moving, jumping, floating and flying. The longer you hold the jump button, the higher you go. Additionally, you're also able to change directions in mid-jump. In the 2D sidescrolling stages, you can float and fly freely. To start floating, press the Jump button (A) when in mid-air, either when you drop from a ledge or when you jump up. Press any direction on the d-pad and you'll fly in the chose direction. Change directions using the d-pad or press 'A' again to stop advancing and float in place again. To get back down to the floor, either fly downwards into it or press 'A' when floating, you'll fall down.

When you change directions while flying, you can also go diagonally. This, however, can make precise navigation a bit tricky. An easy solution to this is to always stop first (press A to float) and then choose a new direction.

Getting started

[_0210_]

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On the title screen you can choose between START or PASSWORD. Switch between them with 'Select' or 'Up/Down', then confirm with 'Start' or 'A'.

START starts the game on the first stage.

PASSWORD lets you input a password so you can start your game in one of the later stages.

(In case you're playing the english fan translation, there's a small glitch during password input: every chosen letter will be shown double. Don't let it bother you and just type on normally - the input will turn out alright.)

Character selection

[_0220_]

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Regardless of what stage you start on, you can choose which Paaman to play. Confirm your choice with 'Start', then begin the actual level by pressing 'Start' again.

It doesn't matter at all which of the four Paamen you select. They all behave the same and have the same abilities. The only difference is their respective suit color.

call them P-Doors (leading to P-Rooms). When you enter them, you get a short explanation of what's expecting you: a crate room, a tiles puzzle or a memory mini-game.

While a crate room can only be entered once and not anymore after leaving it, all other rooms can be entered as often as needed until the puzzle is solved and the reward obtained. After that, they're not accessible anymore, either.

Crate Room

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A crate room, as the name suggests, is filled with an arrangement of crates. Each crate can be destroyed with one hit. While most crates are empty, some of them hide a weapon power-up (Punch, Ball, Cold/Ice or Myst). And that's exactly why these rooms are important, at least until you have all upgrades. Be aware, though, there are also some enemies hiding among (or more precisely: in) the crates - kill them quickly before they hit you.

Some crates may be a bit hard to hit and require being hit when flying e.g. downwards. Just take your time when trying to work out how to access them best. When you're used to the floating/flying, it becomes easy.

Once you exit a crate room, you can not get back in, so get everything you need the first time.

### Tiles Puzzle

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These rooms require you to go from a start tile back to the same tile also acting as a finish tile. On your way you must step on each green floor tile exactly once. Move on and the tile disappears. When you step on such a tile you have eight seconds to move on, or the tile disappears with you on it - and you fail the puzzle. You have a graphic counter on the right side of the screen telling you how long you've got left. You also fail the puzzle when you jump on a purple square, when you go back to the finish tile before all green tiles have been stepped on, or when the time runs out (there's a timer counting down from 800 or 1000 to zero in the bottom right corner).

Normally, you can only move one tile at a time. However, there's a special tile with a double white arrow on it: this one makes you jump two tiles long (skipping one square) if you leave it in the direction of the arrow.

These puzzles require some thinking ahead. Don't worry, though, as you can always repeat them in case you don't succeed. It's only when you beat it and get the reward for it (mostly health refills or an extra life) that it becomes inaccessible.

Memory

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The memory mini-game only appears a bit later in the game. It's basically what you may know from your childhood: you get a set of cards that only show their backside. Your job is to flip two of them. If they show the same number, they stay turned, if they're different, they get flipped back.

The good thing is that you get to see the numbers for a few seconds before the cards are flipped to their backside. But there's also some twists to it. You can't try infinitely - if you flip a pair of cards showing non-matching numbers three times, you lose. Additionally, there's an X-card mixed in. If you happen to flip that one over, you lose immediately.

The further into the game, the more difficult the memory games become by consisting of an increased amount of cards. As with the tiles puzzles, you can always repeat a memory mini-game if you fail it; until you beat it and get the reward, which is again mostly health refills or an extra life).

- |> In the first phase where you see the cards before they're turned it's <|
- |> crucial to memorize the spot of the big X. <|
- |> Also try to memorize about two complete lines, then start flipping cards <|
- |> from the lines you didn't memorize and try to match them with the ones <|

Abilities

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Jump:

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Push the Jump button (B) to jump. The longer you keep the button pressed, the higher you jump - up to a certain point, of course. Unlike in the first Paaman, it doesn't make a difference if you jump while running compared to doing so while standing; you'll reach just as high.

Most enemies in the 2D platform stages can be killed by jumping on them. Don't try that in the isometric parts, though, you'll get hurt.

Float/Fly:

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Press the Jump button (B) when in mid-air, either after jumping first or when dropping down from a ledge. You'll then start floating. Press any direction (up, down, left or right) and you'll start flying there. When flying, you can also go diagonally when tapping e.g. up while flying to the right: this will make you fly up-right.

If you press the Jump button again while flying, you'll go back to floating on the same spot. This is very helpful for a bit more precise maneuvering. E.g. if you fly to the left and want to fly down, it's faster and easier to first press B to float, then Down to fly downwards instead of pressing Down twice to first go diagonally and then down.

To land, either fly downwards and touch the floor or press B while floating.

Attack:

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Push the Attack button (A) to execute a punch. This is your basic attack. You can upgrade your attack when picking up certain power-ups. That way you'll be able to shoot a fireball from your fist for a certain distance, which is also upgradeable. These fireballs can destroy the breakable crates in the crate rooms.

There are different kinds of upgrades. Each one gets rid of the enemies, but they do so in a slightly different manner and look a bit different. If you upgrade all four kinds, you'll get the 'ultimate' fireball.

Items/Upgrades

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Items of any kind can only be obtained by going into the P-Rooms. Crate rooms can hold weapon upgrades, tiles puzzles and memory mini-games yield either health refills, extra lives or a 'K'.

= Weapon upgrades =

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You can check your current inventory of possible attacks by pressing 'start'. On this screen you can also switch between the available weapons. (The color of the symbol varies with the color of the Paaman you're controlling. The colors I give here are the ones true for blue Paaman.)

Punch: Fist symbol

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You have the basic version already from the start. Simply kills an enemy.

- Upgrade -> Shoot an energy wave almost over the whole screen.

Ball: Red ball symbol

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You shoot a red ball covering about half the screen width. Most enemies get inflated and rise into the air. One hit is enough to get rid of them.

- Upgrade -> Increases the range of the shot to the whole screen width.

Cold: Square snowflake symbol

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You shoot a blue star shot (of ice?) covering about half the screen width. Most enemies freeze when getting hit. Hit them again or simply touch them to get rid of them. If you don't, they'll unfreeze after a while.

- Upgrade -> Increase the range of the shot to the whole screen width.

Myst: Red cape with a question mark

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You shoot what looks like a (blue) ball with white center covering about half the screen width. I think it's actually a question mark with colored borders. Some enemies transform into a harmless small animal, some just disappear when shot. Anyway, just one shot is needed.

- Upgrade -> Increase the range of the shot to the whole screen.

Pow: Glowing, red-white P symbol

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You can't collect a Power shot (Pow ball) upgrade. But the instant you have all of the four other components upgraded to level 2, they're combined into this ultimate fireball that covers the whole screen width.

- Upgrade -> There's no upgrade to this.

K: There's a K-count, from K1 - K3 in the top right corner of the screen

ㄱㄱ just below the symbol of your active attack. Unfortunately, however,

I have no idea what this stands for or what it affects...

(If you do, please tell me!)

You can only get these as rewards for a tiles puzzle, but not in crates.

= Life/Health Ups =

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You get these as rewards for completing either a tiles puzzle or a memory mini-game. This is the only way to refill some lost health units. If you get some but haven't lost any HP yet, they're just wasted - but you won't come back to the respective room(s) anyway, so it's no big deal.

1P = 1 extra life

Lx = x health points restored (x = anything between 1 and 8)

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Points

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A lot of things you do nets you points. Here's a tentative list of what yields how many points:

- Kill an enemy: 100 points

- Pick up any Weapon symbol: no points
- Successfully beat a mini-game: no points
- Beat a boss: x times 1000 points, where x = stage number

-----+-----+-----  
+ General Tips + [ \_0400\_ ]  
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ALWAYS enter the P-Rooms. Especially as long as you don't have the Pow ball yet, you should collect the weapon upgrades in the crate rooms. The following goes for all mini-games in general: you can only win and not lose anything (except maybe some of your time).

Get used to how floating/flying works as soon as possible. Emptied crate rooms are ideal for that.

When flying it's often easier to quickly stop (press A to float in place) and then choose a new direction on the d-pad instead of changing directions in-flight. This allows more precise navigation and is not much slower.

Get used to the way enemies respawn. When you're very close to their spawning point, they'll not re-appear, but when you're a bit away, they will. Use this to your advantage.

If you have trouble with the Memory mini-games, try writing down on a piece of paper as much as you can while the numbers are displayed.

If you have trouble with one of the Tiles puzzles, check out my solution maps on GameFAQs (<http://www.gamefaqs.com/console/nes/game/570623.html>, Stage 1 to 6 solutions).

-----+-----+-----  
+ Stages Guide + [ \_0500\_ ]  
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Here I will try to guide you through the different stages. I will also give details about the contents of the crates in the crate rooms and solutions to the tiles puzzles. The latter will be in the format of a string of directions:

- l = left
- r = right
- u = up
- d = down

E.g.: llurd = left, left, up, right, down  
(If you still have trouble, check out the Tiles Puzzle Solutions maps hosted on gamefaqs.)

(The first stage will be covered a bit more extensively with more explanations on the go, then the description of the following ones may be kept a bit shorter.)



Unlike in the first Paaman, you'll get no story bit before the game actually starts, so it's action time right away. Choose your Paaman of choice, and on we go. I chose the blue Paaman for all levels.

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Stage 01

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At the bottom of a huge scyscraper, you don't get too much at the very start of the game to get accustomed to the controls of your hero. Already a few seconds in the bad guys will start coming. The best strategy here is to jump up, start floating and fly to the right above the heads of the baddies. You'll pass a yellow-blue door (it says IN above it). I suggest you go on as far as you can. In that area you can now take your time and get used to the controls. Make sure you master the floating/flying aspects and test out your punch attack.

|> You can skip part of the stage here by flying all the way to the top. At <|  
|> the top left, again a door can be found. This is a bit dangerous, as the <|  
|> flight up there is filled with enemies crawling on the wall or even <|  
|> flying around and shooting at you. And you don't actually skip much, so <|  
|> it's not actually worth the hassle, in my opinion. <|

The easier, but slightly longer, way that also gives you the chance at some weapon upgrades is the one through the door you just passed (at the bottom floor). Stand in front of it and press 'up'.

You'll appear inside the building, and this is already the first isometric part. While jumping still works, it's not very useful; and flying/floating doesn't work at all. Punch the air a bit to test your reach, then go on. Go upwards, then left, ignoring the paths going up and down. In case you meet one of the red M-robots, punch them and go on. They'll keep reappearing. Enter the red P-door you come to. A worker will announce you a crate room.

The 2D sidescrolling crate room contains crates that you can destroy. Most contain nothing, but some hold a weapon upgrade. Don't be reckless, though, as some contain enemies. Try to kill them quickly. Here's a short description of the crates that are not empty:

- Stage 1, Building floor 1, (Worker):
- Crates:
  - bottom left - flying ball enemy
  - bottom right - flying ball enemy
  - top left - flying ball enemy
  - top right - flying ball enemy
  - bottom of inner square, 3rd from left - Ball upgrade

Don't forget to equip the new weapon. Leave the room and you'll be back on the bottom floor inside the building. Go left up, then right. Ignore the green lamp post and go to the elevator doors. You can enter the one with the arrow pointing up, which takes you one floor up.

When you get out, immediately shoot the lamp post to the right or it will shoot at you. Go down along the right wall. It's safest to shoot regularly in order to make sure to kill the robots early. Way down there's another P-door a bit to the left, so enter that one. It's another crate room.

- Stage 1, Building floor 2, (Mysterious Man):
- Crates:
  - top of leftmost column - flying ball enemy
  - 3rd row from bottom, 2nd from right - flying ball enemy
  - 4th row from bottom, 2nd from right - slime enemy

top of rightmost column - Punch upgrade

Have the Punch Lv 2 equipped and leave the room. Back in the corridors of the building, go a bit left and then up, to the center of the floor. There's another lift waiting to take you up to the third floor. Here you can find a total of five (!) P-doors. So here's where they are and what they contain:

- Stage 1, Building floor 3, bottom left, (Worker):
  - Crates:
    - 3rd row from top, 6th from left - flying ball enemy
    - 3rd row from bottom, 3rd from left - flying ball enemy
    - 5th row from top, 3rd from right - Punch upgrade
  - (So if you already got the previous Punch upgrade, there's no need to go in here.)
  
- Stage 1, Building floor 3, bottom right, (Reaper):
  - Tiles No. 1: (this is the first tiles room, read the Tiles Puzzle section)  
luullddlluuruluurrrrdllrrrrrrullurrrrdldrddlluullddl  
Letters:   M  S    
Reward: K block
  
- Stage 1, Building floor 3, right side center, (Mysterious Man):
  - Crates:
    - top right - flying ball enemy
    - rightmost column, 3rd from bottom - flying ball enemy
    - 2nd row from top, 2nd from left - Cold upgrade
  
- Stage 1, Building floor 3, a bit left of the top right corner, (Worker):
  - Tiles No. 3:  
luldluldlulurrrrullllluurrrdrurdrurddruurrrrdllulddrrrdluldluldl  
Letters: P  I  U    
Reward: L4
  
- Stage 1, Building floor 3, top center, near door OUT, (Reaper):
  - Tiles No. 2:  
llllllluruluuurrrrdllldrdrdlururrurrrrdllluurdddllll  
Letters:           O  
Reward: 1P

Get what you need (I suggest at least the weapon upgrades and the 1 UP), and remember that when you come back out of a P-Room, enemies can respawn nearby. The exit out of this floor is at the top, about in the middle. The light blue door is marked with OUT, so you can't actually miss it. Going out takes you back outside to another 2D sidescrolling part where you now actually do have to fly upwards. On your flight you'll encounter three kinds of enemies. Some look out of a window and shoot at you, these can pretty much be ignored. The other two kinds, those crawling on the wall and the flying ones actually are more dangerous as they do move towards you and also aim their shots at you. Kill or pass them quickly and fly on. The next door IN is in the upper right part, so if you fly straight up from the bottom door, you'll reach it quickly. Enter and go inside again. Go left a bit for another P-Door:

- Stage 1, Building floor 4, bottom middle, (Reaper):
  - Tiles No. 4:  
urrdrurdruuuulludluulllllllddrurddrdllllldrrrr  
Letters:   1  T    
Reward: L1

Now go right, then up along the right wall and left when you reach the top.

Keep walking along the wall (left, down, right) until you reach the next gray elevator door. It will take you to the top of the building, where your first boss fight awaits.

: Boss : Red M-Ninja

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This is again a 2D part, so you can float and fly if you want. The fight is divided into three phases.

Phase 1: The red ninja puts on a badass Transformer-like helmet. However, all he's doing is mindlessly jump around. So just stand in the left corner and keep shooting at him with your Lv2 Punch. Of course, any other weapon works, too, but you'd have to go closer. Notice that he has a short time of invincibility after a hit, so even when bombarded with attacks he gets the chance to move. If you let him, he'll sometimes jump further and higher, dropping down fast on you if you don't move. He takes 4 Lv2 Punch shots, or alternatively 8 Lv1 Ball shots or 4 Lv1 Cold shots. So better not use the Balls.

Phase 2: The guy changes his appearance to a gorilla. His attack scheme doesn't change, though. He still jumps around a bit aimlessly. Maybe he jumps slightly further. In this form, he takes another 4 hits with the Lv2 Punch or the Lv1 Cold shot - with the Lv1 Ball weapon you need again 8 shots.

Phase 3: For the last form he changes into a tea kettle...!?! After you stop laughing, keep up your barrage of shots, as he keeps up his jumping pattern. In this form, he's slightly harder to hit due to his smaller size, but it's not actually a big concern. He also jumps a bit faster and further, so you'll have to move around a bit. Again, it takes 4 shots with the Lv2 Punch or Lv1 Cold attack or alternatively 8 shots with the Lv1 Ball weapon.

After that, he quickly changes back into his original Ninja shape... and disappears.

Congratulations, STAGE 1 CLEARED!

Defeating the boss nets you a bonus of 1000 points.

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Stage 02

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As for every stage, select the hero in your preferred color and get the stage started.

Drop down one step to the right (beware of the spikes below), shoot the robot to the right, then jump or fly over where it just was. Study the rhythm of the two current discharge barriers and run or fly through them to the right when they're off. Shoot the next robot, then drop down to the floor before the next two discharge barriers. You'll land near a P-Door in the bottom right corner (to the right of an IN door). Enter it and you're in a crate room:

- Stage 2, Right of first IN door, (Worker):

- Crates:

bottom left - Punch upgrade

top left - Cold upgrade

top right - Ball upgrade

3rd row from top, 4th from left - flying ball enemy

3rd row from top, 4th from right - flying ball enemy

2nd row from bottom, 6th from left - flying ball enemy

2nd row from bottom, 6th from right - flying ball enemy

Nice, now we already have three weapons on level 2. Equip whichever you like best, as they now all have the same long reach. Leave the room and go left. Enter the IN door.

In this room be careful with the flamethrower enemies. Best shoot them in-flight from the top. Now jump or fly down on the right side until you see another P-Door and enter it if you want or need another ball upgrade.

- Stage 2, IN, along the right side down the duct, (Hatman):
- Crates: (sideways T, then I)
  - top right of the I - Ball upgrade
  - 3rd row from top, left crate of the sideways T - flying ball enemy
  - 4th row from top, right crate of the I - flying ball enemy
  - 5th row from bottom, 5th from the left (sideways T) - flying ball enemy

Out of the P-Room, go further down. It's safest to do so in the middle. Towards the bottom, you'll have two options: one IN door to the right and one to the left. I recommend taking the left one, as this will allow you to enter all P-Doors and the path is slightly less dangerous.

#### ROUTE A

Ok, enter the left IN door behind the current discharge barrier. You're in a room where indestructible flying ball enemies roam around in fixed circles. Fly through to the left, maybe with making a stop in the center of their circles for easier timing. At the left end you'll find a P-Door. Enter it for a Tiles Puzzle.

- Stage 2, IN, down, IN left, (Reaper):
- Tiles No. 5:
  - rrurruluuldlldrdlllluruuldlldrdrr
  - Letters: 2B B
  - Reward: L2

Carefully fly down, dodging the flying ball enemies again. If they're not there, good for you (it happens), but be aware that they can appear anytime out of the black square in the middle of their flying circle. Here the path splits again, but it doesn't actually matter which path you take.

#### ROUTE A1

Directly enter the IN door to the left. Now fly to the right, past the two current discharge barriers and enter the next IN door to the right side. From there fly up the narrow duct and go right (be careful, there's a discharge barrier and a robot enemy).

#### ROUTE A2

Go right, ignoring the IN door to the left. Get rid of the robot guarding the IN door to the right and enter the door. You'll appear right above the narrow duct of ROUTE A1.

So the two sub-routes A1 and A2 recombine here. Go right a bit past two current discharge barriers and you'll see a P-Door a bit below you.

>> recombination with ROUTE B

#### ROUTE B

If you enter the IN door to the right, you will not encounter the P-Door with the Tiles No. 5 Puzzle. First advance to the right, either shooting or dodging the flying ball enemies. Then drop down and go left (it's actually quite a challenge to get through here unharmed). Enter the IN door there. Go left, past the current discharge barriers and you'll see the P-Door (to Tiles Puzzle No. 6). So this is where the two alternative paths recombine.

>> recombination with ROUTE A

Enter the P-Door below and find another Tiles Puzzle.

- Stage 2, IN, down, IN left, left, down, right, IN, right, (Worker):
- Tiles, No. 6:  
lulldlluurrullluurrdrurrdrurrdrddllldrrrddllulldl
- Letters: P\_\_UU\_EE
- Reward: L8

Fly back up, then left past the barriers and down again. The IN door here only leads to a small loop that doesn't get you any further, so go on to the right. To get past the green X-blocks, it's safest to float until the path is free, then fly past them. Jumping over them is much more dangerous. After two more current discharge barriers you'll encounter some automatically firing cannons. Don't bother shooting them, just watch their firing pattern (horizontally, diagonally, down) and run past. At the end of the corridor, another IN door waits for you, so enter it.

To your right you see a P-Door. If you want to get to it, carefully watch the firing pattern of the fire holes in front of it and go past them when their fire's out (start jumping while the upper left fire's burning).

- Stage 2, after the three green X blocks, IN, right, (Worker):
- Crates:
  - bottom row, 7th from right - Myst upgrade
  - bottom right corner - Punch upgrade
  - top row, 6th from right - Ball upgrade
  - top left corner - Cold upgrade
  - 3rd row from top, 2nd from right - flying ball enemy
  - 4th row from top, 6th from left - flying ball enemy
  - 4th row from top, 2nd from left - flying ball enemy

Out of the room, drop down (keep left). Kill the shark, then fly to the next door and go IN. Next follows a short shark passage. Fly towards the left along the top of the room. Stop in front of the two fire holes, watch their pattern, then fly past them. Now you'll have to go into water. Do so and try dodging the shark beneath you, or kill it quickly. Now run left and do the same with the next two shark, then fly up to the top again (just left of a fire hole). To the left is yet another door to go IN. Jump up and fly to the left, all while avoiding the fires from the fire holes. You'll get to another P-Door. It contains the second Myst weapon upgrade, so if you got all upgrades so far, you'll have the ultimate POW shot after that.

- Stage 2, after Sharks part, past row of fires, (Mysterious Man):
- Crates:
  - top row, 2nd from left - Myst upgrade
  - 3rd row from bottom, 5th from left (centre 'tip' of M) - flying ball enemy

In case you have it, enjoy your new shot, then it's time to get downwards. Be forewarned - the next enemy can steal one of your weapon upgrades when he hits you! This is quite a tricky part as you have to go downwards on a zig-zag path filled with fire holes. And there's this green enemy that looks like two halves of a ball with small eyes and legs. He can't be killed by a simple jump on his head - and he takes away your weapon upgrades when you get hurt by him. To kill him, either shoot him or jump/bounce on his head about five times. In any case, make sure you either dodge him or kill him quickly. He'll also re-spawn often while you're going down, so shoot him again. Theoretically, if you don't want to lose any upgrades and things get tight, you could also get hurt by a fire to get a short period of invincibility.

At the bottom, go right a bit and enter another IN door.

: Boss : Red M-Soldier

----

As was the whole stage and the first boss battle, this one is also in 2D.

The fight itself is pretty boring as the boss never changes patterns. He always stays in the right half of the screen and shoots knives at you. He does this at almost all possible heights as he also jumps and shoots when in air. The knives don't fly very fast, so it's quite easy dodging them by jumping. It's even easier if you duck down and crawl around on your knees, thus even the low knives can't hit you. Don't stay in place, though, as you'll be just that millimeter higher that makes you getting hit.

Thus the only thing to take care of is that some of the knives change flight direction (straight up or down) in mid-flight. But if you keep moving, you should also be able to dodge these. Stay on the very left side and most of them will do that way before they reach you, anyway.

So, in short, keep to the left and shoot away at him while jumping over low knives. Alternatively, duck and keep crawling while shooting him.

The boss takes 16 hits with Ball and Myst attacks, and only 8 hits with Cold or the Punch. If you've already acquired the Pow-shot, rejoice: 4 hits is all it takes to kill him.

Congratulations, STAGE 2 CLEARED!

Defeating the boss nets you a bonus of 2000 points.

Stage 03

[\_0530\_]

??????????

As for every stage, select the hero in your preferred color and get the stage started.

The start of the stage can be a bit tricky, especially if you want to pass it unhurt. Staying on the ground is the worst option. There are a lot of flying enemies passing from right to left, all shooting at you. And there are armed rats on the floor coming after you, too. So best jump up, then fly along the top of the screen towards the right, mashing the attack button so you shoot everything in front of you. To the very right you'll come to a wall with a door in front of it. Go IN.

Now you're inside some kind of fortress built into the rock. Go left a bit and drop down to the next step. Kill the bat to the upper left of you, then walk over the step and immediately start floating, so you don't drop into the spikes further below. Carefully fly downwards and shoot the slimey blob sitting on the spikes, then go right and further down. There are again some spikes below, so either fly down or start floating and going left in mid-flight when dropping down. Kill the bat to the left and drop further down. You'll get to a narrow opening. Getting down here unhurt can be a bit tricky, as there are a rolling rock enemy and some slimey blobs spawning there. Best fly down carefully and shoot everything from as far away as possible. Then enter the IN door to the right.

Here, go right, shoot the blob, then jump up to the ceiling and start floating. Shoot the bat, then fly on to the right over the spike pit. Stop in front of the falling rocks and fly up left.

|> If you want to rack up some points, this is a good place. The rocks are <|  
|> coming quickly and steadily, and each one yields 100 points when hit. <|

Go left into the narrow passage to reach the first P-Door of this stage.

- Stage 3, left of falling boulders, (Worker):
- Tiles No. 7:  
lllluuuuurrrdddddruuuurrrrrdrldrdlllldd  
Letters: \_3S\_M\_E  
Reward: K-Block

Go back right, then fly upwards. Shoot the bat and the armed rat, then go right and into the IN door.

Now either duck and crawl to the left, so you can shoot the two green slimey blobs, or alternatively fly along the ceiling. Then fly up, go right, fly up again and go left. Shoot the shiny hopping bomblike thing and go left (careful, it may respawn in front of you). Alternatively, again, simply fly over it. To the left of the shiny jumping bomb you'll find another P-Door. Enter it if you need a Punch upgrade, else you can ignore it.

- Stage 3, left of shiny jumping bomb, (Mysterious Man):
- Crates:  
5th row from top, 7th from left - flying ball enemy  
top left corner - flying ball enemy  
top row, 5th from left - flying ball enemy  
4th row from bottom, 1st from right - flying ball enemy  
5th row from top, 2nd from right - Punch upgrade

Continue up, left (past the armed rat) and further up and you'll pass a P-Door yet again. Enter it if you want 1 HP back.

- Stage 3, up, left, up after shiny jumping bomb, (Digstick):
- Memory: (as this is your first Memory in the game, see the Game Mechanics Memory section)  
o o o 6 cards, 3 pairs of numbers, no X!  
o o o  
Reward: L1

Fly further up, go right, past a second shiny jumping bomb. Drop down on the outside and directly go left into the alcove. Going all the way down ends in a dead end. Inside the alcove is yet another P-Door.

- Stage 3, where you get outside of the walls, down and left, (Worker):
- Tiles No. 8:  
luldluldluluuuurdddddruuurdddruurdrllurrdrurrdrldrdldrdlluuuldddlluulldrdd  
Letters: P\_U\_IR  
Reward: K-Block

Go back right, then fly up. At the top, turn left, kill the bat and the armed rat, then go on to the left and enter the black door.

You're in a corridor with some slimey blobs and gun turrets at the ceiling. The latter activate when you get close and they shoot three projectiles at a time: one straight down and two at an angle of 45- left and right. The best strategy is to stand below and a bit to the right of the first one, wait for it to shoot once, then immediately jump up and shoot it. With a long distance shot you'll immediately get rid of both cannons. Then you can fly over the blob or duck down and kill it. Fly on to the left and shoot the third gun turret from afar. There's another black door at the end, so enter it. The bottom is filled with spikes and there are some falling rocks again. If you need two hit points refilled, fly to the P-Door to the left before going on. (This can be quite tricky without getting hit once, so time your flying well

between the rocks.)

- Stage 3, 2nd time inside, left of falling boulders, (Digstick):
- Memory:
  - o o o 9 cards, 4 pairs of numbers and one X!
  - o o o
  - o o o
- Reward: L2

Fly straight up from the P-Door through the small opening to the left, then through one in the middle. Careful when going through the third opening to the right, as there's a bat above it. So shoot that first, then the armed rat to its left. And again you get to enter a P-Door.

- Stage 3, up from last door, P-Room, (Mysterious Man):
- Crates:
  - 2nd row from bottom, 2nd from left - Punch upgrade
  - upper row of middle part, 2nd from right - flying ball enemy
  - bottom left of middle part - flying ball enemy

Kill the armed rat(s) outside and fly further up, you'll find another black door. Enter it to get to the stage's boss. Don't bother going further up. There's just a bat and the possibility to glitch through the ceiling and land further down in front of an enemy...

: Boss : Giant Eyes

----

Whatever that boss may represent, the battle is fought in 2D.

At the top left and right corners there are two holes. They act as a source for shiney jumping bomb support for the boss and as gun turrets. The actual boss consists of the big eyes that move in the center of the screen over the white circles. You can hurt them when they are open. When they're closed (they only close for a very short time), they can't be hurt. All eyes can shoot at you, too, so be careful.

At the beginning of the battle you should shoot one of the jumping bombs (or run past under it), then go into the corner you just freed. It doesn't matter if left or right, no bomb will come to the very outer border. Now if you have the Pow shot and a good amount of health (and don't care about getting hit a few times), jump up and float at the same height as the eyes and mash the attack button. You'll immediately kill the left and right eyes with one shot. When they're gone, the central eye will appear. This is now the real boss, so keep shooting it. Every time it takes a hit you'll see a X in its middle. The eye itself can only shoot diagonally down.

If you're a bit low on health you'll have to be a bit more careful and actually dodge the shots fired at you. Again, position yourself in a corner, jump and shoot while or after dodging. Get rid of the two outer eyes, then wait. Kill all jumping bombs and dodge the shots. Jump to avoid all shots fired at you, and shoot the middle eye when you're highest. Most often, the black hole above stops firing shots when only the central eye remains, in that case just floating at the border at the eye's height is the easiest and safest way.

The central eye takes 5 hits with the Pow shot until it's gone.

Congratulations, STAGE 3 CLEARED!

Defeating the boss nets you a bonus of 3000 points.



~~~~~

As for every stage, select the hero in your preferred color and get the stage started.

This stage is completely played in the 3D isometric view, so no floating/flying and also jumping is almost never needed. In this stage I found it especially helpful to know how enemies respawn. By this I mean, after killing an enemy, stand near his spawning point when waiting for something (e.g. an opening for a trap) and he will not bother you. Spawning points in this stage are very often closed doors.

Start by going up, kill the skeleton, go up through one of the openings and keep going straight. Then next narrow passages, both the left and right one, have some kind of jigsaw trap. So watch their pattern and then pass through when they disappear. Kill the spider(s) and keep going up. You reach a dead end with a skeleton, but to your right you can see an IN door, so enter that. Kill the spider from a bit away and then hug the upper wall, but don't go right just yet. See the square holes right and left of the spider's spawning door? They're arrow traps that shoot you. To be honest, I'm not quite sure how their mechanics work, as sometimes they don't shoot when you're near, but anyway, watch their pattern and go right, avoiding the arrows. One more spider and more arrow traps, then go down. Now you encounter dark slits in the wall - these are lance traps. A lance protrudes and retracts from each of them. Again, watch the pattern and pass after one has disappeared. (As for the arrow traps, some of them seem to stop when you're near.) After three lance traps go down again, then right past two more lance traps. Shoot the spider that may or may not come towards you. And there, to the right, is this stage's first P-Door.

- Stage 4, after 1st IN right, down left, down right, down right, (Worker):

- Tiles No. 9:

lululddluuurururrrrrdrdrdddluuldldl

Letters: 4 O Z

Reward: 1P

Beware the spider when you're back out, then follow the path (bottom left) past four lance traps. To their left is another door, so go IN.

Watch the two small holes to your left and right. They shoot intermittently. Go down a bit, then wait until one shot passes and immediately follow it downwards. It doesn't matter if you're taking the right or left passage. Go to the middle of the screen as soon as you can do so again. South of you some flame-throwing columns are waiting. Watch their reach so you don't get hurt. Pass in the middle through the first two, then go left past the next one. Another two can be passed easily by going along the middle of the screen, then go right to circumvent the next column. Go further south through the narrow passage in the middle. Kill the hovering knight and go around to the next door, and go IN.

Right next to you is the second P-Door of this stage:

- Stage 4, after 3rd door IN, just right, (Mysterious Man):

- Crates:

top right square, top right crate - Ball upgrade

top right square, top left crate - flying ball enemy

bottom left square, bottom left crate - flying ball enemy

Kill the spider to your right, then go up. Keep shooting so the next spider will not surprise you. Go left past the lance trap, then up a bit. Kill the

next spider and go right again, past another single lance trap. Go up a bit, but not all to the right side yet. Watch the pattern of the arrow trap firing from the top and time your going up and left such that you're not hit. Dodge another arrow coming down about in the center of the screen and quickly shoot the spider. Go further up on the right side, killing another spider. Go left past two lance traps, then up (kill another spider) and to the right past a lance trap. There you find another door to go IN. Go right, kill the hooded wizard-like enemy and go down through the narrow passage. Kill another wizard and enter the P-Door to the left if you want a 1 UP.

- Stage 4, after 4th IN, down, a bit left, (Worker):
- Tiles No. 10:
rruurrrddluuulllldddddlluuluurdllldlluurdddddrrruuldr
Letters: ___U_E_
Reward: 1P

When you get back out, shoot or dodge the wizard nearby and go up a bit, then follow the right path leading diagonally down right. At its end you find an IN door. Right before that you can go up, kill a wizard and find yet another P-Door. Enter it if you need some health.

- Stage 4, after 4th IN, right, up before next IN, (Digstick):
- Memory:
o o o o o 15 cards, 7 pairs of numbers and one X!
o o o o o
o o o o o
Reward: L4

Go back down, kill the wizard on the way, then enter the next IN door. Ahead of you is the only part of this stage where you have to jump in order to avoid damage. First shoot the morning star wielding armor from afar, then jump over the first two lava pits. Shoot another of these armors and jump over the third pit. Go right, shoot the knight, then go down as far as you can. Now either shoot or dodge the turning sawblade thingy and go right, up, right (kill the knight) and up again. Now go right along the long corridor, but be careful, a turning sawblade may approach anytime, also from the back. Go down a bit as soon as you can. Now if you want, you can go further to the right along the corridor. However, all that's waiting at the soon-to-come dead end is a Tiles Puzzle with only a measly reward, L1 (restores 1 HP).

- Stage 4, after 5th IN, up, right, down, right, up, far right, (Worker):
- Tiles No. 11:
llllluuuuurrrdddddrluuuurdrrdrdrururrrdldrldrldlllll
Letters: P_H___N
Reward: L1

If you did go to the P-Room, go back left and down as soon as you can. Go down left, kill the armor if necessary, then go right along the bottom wall. You get to a large open place with some of the floor tiles rising up from time to time. Take care not to touch them as they hurt you. So carefully go on to the right, avoiding these tiles. After a short narrow passage you're in the final part before the boss. It is filled with columns that shoot in all four directions. Watch their shooting pattern and go up, past them. The easiest way is going along the right wall as you'll only have to watch for shots from the left side. Enter the IN door at the top to get to the boss.

: Boss : Water Snake

This is the first boss battle that is fought in the isometric perspective.

At the top of the screen is a water pool. To its left and right are two small holes that act as a kind of stationary guns. They fire shots vertically downwards at regular intervals. The boss itself is inside the water pool. About half of the time he's beneath the water surface, visible as a black shadow. He can't be attacked or hurt when under water. He moves a bit around and shows his head from time to time. Well, actually, he does so to attack you by firing several shots at you. The shots always come in multiples of three or five, depending on his position. They're projected in a fixed pattern, though: they only fly horizontally, vertically and diagonally from the boss' head. However, their speed is not always the same.

The best strategy is to stay at the bottom of the screen. Follow the underwater shadow such that you're at in the same vertical position, then shoot as soon as the head appears. You'll notice a hit when the boss makes a funny face. After shooting, move a bit to the side so as to dodge the shots fired at you. Don't try hitting the head multiple times at once, it can only take one hit per resurfacing time.

The boss takes 8 hits with the Pow shot until it's gone.

Congratulations, STAGE 4 CLEARED!

Defeating the boss nets you a bonus of 4000 points.

Stage 05

[_0550_]

??????????

As for every stage, select the hero in your preferred color and get the stage started.

This stage again starts out in the isometric 3D view. At the start, quickly go and kill the two bell-like enemies, or run straight up past them. [A reminder also for later: these bells move quickly (mostly up and down) and are able to aim their shots at you.] Further up are some floor traps: hot holes in the floor that spew fire at regular intervals. Running on the holes already hurts you, so you have to jump over them - and this while their fire is out, or else you'll still get hurt. Jump over the two that are in your way when going straight up, then enter the IN door.

Run left, killing or avoiding the first bell enemy, then go on to the left, past some walls and four more bells. There's another part with fire-holes in front of you, but you can easily walk around them. Then enter the next IN door. Bleh, more fire-holes. Go right two steps, then upwards. Jump over the part to the right that's short enough to jump over (of course, as usual, watch the fire go out and immediately jump afterwards). Then go further up, over two more fire-holes, then carefully walk around the big trap area. Now you see why we took the right path at the start of the room. Don't worry if you took the left one, all you have to do is jump once more over to the right side. Now walk upwards, always between the rows of fire-holes, until there's a complete row blocking the way. Jump over that and kill the bell enemy. Up ahead is a single fire-hole trap, so jump over that, too. (Or walk past it on either side, but still beware of the fire.) Up left is the first P-Door of this stage.

- Stage 5, after 2nd IN, past many fires up, just before 3rd IN, (Worker):

- Tiles No. 12:

lllluuuuurdddruuurrrrrrrdruuurdddddlllll

Letters: F_J__O_F

Reward: L2

Go right and enter the third IN door.
Mind the openings in the top wall, they act as cannons firing shots downwards. Watch their pattern (and the one of the fire-hole), then run/jump past them to the right. Small hint: the fire of the single fire-hole doesn't hurt you if you keep at the very top or very bottom. To the very right there are two IN doors. I recommend taking the upper one (Route A), as it's a bit less dangerous and you get a Tiles Puzzle room. The lower one (Route B) is a bit more dangerous and has a Crates room with only a Cold upgrade. They reunite quickly afterwards.

ROUTE A

Ok, you took the upper door. In the next room go down along the left wall, shooting all tanks that may appear. At the bottom, go right and up again, towards the center of the floor, where you can find a P-Door. Enter it to find Tiles Puzzle No. 13, but only a small reward for solving it.

- Stage 5, upper choice at 2-way for 4th IN, down, right, up, (Old Man):
- Tiles No. 13:
uluruulldddldluuuuurrrrrrrrrdllddrrddlulddlllurr
Letters: U K
Reward: L1

Go back down and a bit further right, then up again. Enter the next IN door. In this floor, the two routes come together again.

>> recombination with ROUTE B

ROUTE B

So, the lower IN door takes you to the slightly more dangerous and less rewarding path. Ok, maybe you want the Cold upgrade. Go right, shoot all tanks on the way, then go down (further right is a dead end). The bell enemy circling around here seems to be invincible, so dodge his shots and go past as quickly as possible. Turn left and go past the three shooting hole traps to find a P-Door.

- Stage 5, lower door @ 2-way for 4th IN, right down left, (Mysterious Man):
- Crates:
2nd row from bottom, leftmost crate - Cold upgrade
3rd row from bottom, 2nd from right - flying ball enemy
top row, 4th from left - flying ball enemy

Go back down a bit, then all the way to the right. There you find the next IN door, so enter it. In the next room, the two routes come together again.

>> recombination with ROUTE A

Depending on which route you took you'll either appear in the top right corner (A) or at the left (B) of this floor. To continue, shoot all tanks that may be in your way and go down to the bottom, then move to the center of the floor. There you'll find the next door leading on. Go IN.

This is only a very small room, so get rid of the tanks and take the next IN door at the top of the screen.

The next room is quite funny, almost like a Bomberman level. There are three regular rows of large columns. If you go up, you'll notice the next P-Door slightly to the left (on the third column from the left). This is also about where you encounter some robot enemies. They can drop bombs that explode after a short while. These bombs then emit a shockwave in all four main directions (up, down, left and right), like a fully powered bomb in B-man. If one wave

hits another bomb, that one will go off as well. So either have fun dodging all waves or kill the enemies as quickly as you can to stop them. Btw, the P-Door contains the next Tiles puzzle.

- Stage 5, Bomberman-like floor, top row 3rd from left, (Old Man):

- Tiles No. 14:

lllllulurururrrrrrrrrdrdrldrldllllurruullllllldddrrrullurrrrrrdlld

Letters: ___I__._

Reward: L2

The exit to the next part can be found in the upper right corner. So go there and enter the IN door. There, go straight up in the middle and shoot all robots that get in your way. You'll run straight into the next IN door, which takes you to the boss of this stage.

: Boss : Robot Spider

Like the previous boss fight, also this one is fought in the isometric perspective.

There is no additional gun turret or the like - just you and the boss. The mechanic spider has two different movement and attack patterns. Most of the time it moves left and right at the top of the screen. Upon stopping, it fires six shots at a time in different directions, two horizontally left and right, two diagonally down left and right, one vertically down and one towards your general direction. The further away you are, the easier they are to dodge. Once in a while the boss stops at the right side and runs downwards and back up along the right wall. While doing this, it fires quick shots horizontally to the left. After that it runs once along the top wall without firing.

At the beginning of the fight you can get a first easy hit in. Then the best strategy is to stay at the bottom of the screen. Dodge the shots and fire straight upwards. The target area is the spider's eyes. You'll notice when you hit them as the boss makes a funny 'face'. Don't try hitting it multiple times at once, it can only take one hit at a time. When the spider runs down along the right wall, just stay at the very bottom in the middle of the screen to easily dodge all shots. Then use the short period where it doesn't attack to land your own hit(s).

The boss takes 8 hits with the Pow shot until it explodes.

Congratulations, STAGE 5 CLEARED!

Defeating the boss nets you a bonus of 5000 points.

Stage 06

[_0560_]

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As for every stage, select the hero in your preferred color and get the stage started.

This is the last stage, and it features 2D sideview again. First you need to fly from your space vessel to the right, past a lot of annoying flying enemies. First there are small fighters flying in a horizontal wave-form from right to left. Their wave-flying means that they can hit you when you fly straight to the right even if you shoot ahead. Flying carefully and diagonally can help make things easier. Next are big fists approaching diagonally. So you, too,

should fly diagonally, but make sure you don't cross a fist's path at a 90-angle. Stay alert and react quick to dodge them.

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|> There's one cheap strategy here: at the start, drop down as far as you <|
|> can, then fly to the right along the very bottom and keep firing. Thus <|
|> you'll avoid most enemies and shoot the rest. <|
```

When you get far enough, you'll reach some kind of building. Beware of the floating hamburger-like enemy in front of it, as it fires shots in all directions. Kill it before it fires or dodge its shots, then get rid of it. See the M-labeled IN door in the middle? Of course, go IN.

Go right and shoot the Workers on the way, then drop down the narrow hole. Shoot the floating squares and go to the P-Door you see up left. Be careful, though, as one square flies directly to the door.

- Last stage, after first IN, right, down, left, (Old Man):

- Tiles No. 15:

```
ullllllluuuuurrrrrrrrrrrrrdllllllllllldrrrrrrrrrrrdllllllllllrrrrrrrrrrrdlllld
rrrrdlllllllllllurrrrrrr
```

Letters: no letter

Reward: L4

As soon as you're back out of the Puzzle room turn left and shoot the flying square, or else it will hit you quite quickly. Now go down and left, down the narrow opening. Kill the Worker and go on to the right and down again. Stop your fall and float before you land in order to make sure you know where the Worker below is and you don't land directly in front of him. Just to your left is the next P-Door. Enter it for one of the hardest mini-game installments... You can also easily ignore it except if you're in desperate need of HP or if you're a completionist.

- Last stage, after first P-Room down down down, (Digstick):

- Memory:

```
o o o o o      12 pairs of numbers and one X
```

```
o o o o o
```

```
o o o o o      Tip: try writing down as much as yo can
```

```
o o o o o
```

```
o o o o o
```

Reward: L8

Go right (kill the Worker or fly over it) and you'll find a door leading OUT, so enter it. This takes you to another flying part in outer space. Kill the first flying robot, then fly along the top of the screen to the right. Soon, you'll come into an area with stone platforms and obstacles. Continue to the right and stay near the ceiling. Kill the two-legged walker in your way and you'll find a P-Door half a screen to its right. Here it's actually much easier to get the L8 reward than in the previous P-Door.

- Last stage, after OUT, right, keep at top in the stony part, (Old Man):

- Tiles No. 16:

```
uuuururrrrdldrdlldluulullddddrrurdrurrrrdlll
```

Letters: no letter

Reward: L8

Continue towards the right, going around all obstacles and shooting enemies where necessary. Eventually, you reach the end of the stones. There's a second building in front of you, so kill the hamburger-enemy in front of it and enter the big M door in the middle. This will take you to the final boss fight.

: Boss : Final Boss

As the whole stage before, the battle against the final boss takes place in the 2D sideview.

This is it, the final battle. You against the leader of the Madou society, one on one, a superhero apprentice against a pirate soldier leader... or something.

At the beginning of the fight, the boss laughs at you, then he jumps down to your level. He then walks and jumps around the room, initially to the right side, but then everywhere, firing shots at you. The first shot is always fired horizontally, then the next towards your position, then again horizontally followed by an aimed one... and so on. These shots additionally can, and mostly will, explode into four smaller pieces, shrapnel-like. These four pieces then fly in all four diagonal directions starting from the explosion position. Unfortunately, there is no visible indication of whether and when a shot will explode and divide into four. This means, there is no 100% surefire easy way of dodging all projectiles.

If you don't mind getting hit once or twice, you can just stand in the bottom left corner, face right and shoot away at the boss. Most of his projectiles will divide and thus miss you. If you're seriously trying to remain un-hit, there's a strategy that can be successful if you've mastered floating/flying. Still go left at the beginning and get in a first hit. Then fly up to the ceiling and fly back and forth up there, dodging all shots coming up to you. When you're directly above the boss, shoot downwards to get your occasional hits in until he's defeated.

The final boss takes 8 hits with the Pow shot until it explodes.

You pick up the jewel that falls down out of a device in the background and watch the ending.

Congratulations, FINAL STAGE CLEARED!

Defeating the boss nets you a bonus of 6000 points.

Ending *** SPOILERS ***

[_0570_]

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???????

All four Paamen fly away from the exploding Madou space station. The screen then changes to a local news station talking about the most recent events. Professor Shikishima, who had gone missing at the North Pole (aka who had been abducted) was rescued by Paaman's team - and the crystal that should resolve earth's energy problems was recovered. To end it, Birdman congratulates you personally!

-----+-----  
+ Codes & Secrets +

[\_0600\_]

-----+-----  
In the first five stages you can find letters hidden under the tiles of the Tiles minigames. Assemble all eight of them per stage and you'll get a Password that lets you start at the beginning of the next stage.

Here they are:

Stage 1: none, you always start here anyways - d'oh!  
Stage 2: P1MITSUO  
Stage 3: P2BUUBEE  
Stage 4: P3SUMIRE  
Stage 5: P4HOUZEN  
Stage 6: FUJIKO.F

(Don't worry when you see double during the Password entering process - there's a bug in the english fan translation that displays all letters twice. Just enter normally and it will work out just fine. If you're playing the Japanese original, you won't even see this.)

If you know of more hidden stuff or other cheats/secrets/glitches, please contact me and I'll gladly include it here, giving you full credit.

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-----+-----  
+ Questions + [ _0700_ ]  
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This section is dedicated to commonly asked questions. So far, there aren't many, and even these are made up... But I will update it whenever I feel the need of it - which means as soon as somebody asks a question that isn't already answered in this guide.

So if you have a question, or have found a mistake or would like to have something added, don't hesitate to contact me at:

DrLagoona (at) hotmail (dot) com

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Q: What's your highscore in this game?

A: It was 50'610 points

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Q: What's the hardest part of the game?

A: Hmm, the game is rather easy. I'd say about two of the mini-games are quite hard, but they're not required for beating the game. Leaving those aside, when playing normally, some of the parts where you have to fly can be a bit tedious. But else you almost have to make it hard on purpose. Some parts are much more difficult when you don't have an attack that goes over the whole screen - so e.g. if you try a 'no weapon upgrade run'.

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Q: Is this Japanese game playable for somebody not knowing the language?

A: Yes, it is. Pretty much none of the Japanese text is important for gameplay, much less essential to advance. You'll miss some explanations and story parts in the end, but still, it's very easily playable for non-Japanese people. And of course, there's an English patch around.

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+ Version history +

[\_0800\_]  
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Version 1.0 - Beat and included all stages. All other important sections done  
(02/20/09) (basics, tips and questions). Basic formatting done. Guide has  
tags to make it searchable. This is the first official version  
accepted for posting.

Version 1.01 - Corrected some spelling and grammar mistakes (thanks selmiak),  
(02/24/09) the version history date and added a 'missing' bullet. Adapted  
the Credits section.

Some things that are still missing:

- I still don't know what the K-blocks are for... so if anyone out there knows,  
please tell me, I'd be grateful.
- The formatting needs to be improved...
- I should check and add how many hits the bosses take for the individual  
non-ultimate weapons (i.e. not the Pow ball).

-----+-----  
+ Legal Stuff +

[\_0900\_]  
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[www.gamefaqs.com](http://www.gamefaqs.com)  
[www.neoseeker.com](http://www.neoseeker.com)

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drop a line to DrLagoona (at) hotmail (dot) com, wait for an answer and abide  
to it. If you should get permission, keep in mind that the whole guide in-  
cluding the legal stuff must remain intact and unchanged.

Of course, you can also use this address if you have comments or questions  
about my guide or if I missed something that should be included.  
Make sure you have <Paaman 2> in the subject line, or else I'll shred and eat  
the e-mail without reading it. ;-)

-----+-----  
+ Credits +

[\_1000\_]  
-----+-----

...to the people of the NES FAQ completion project.

...thereof especially to odino, who pointed me to the game and its translation.

...to IREM for creating and releasing this game.

...to <http://www.network-science.de/ascii/> , as the header ascii was created with this ascii-generator.

...to Wikipedia for info on what Paaman actually is.

...to selmiak for pointing out some spelling (and other) mistakes.

And thanks to CJayC for running GameFAQs. Well, actually, for having created GameFAQs - and to Sailor Bacon (aka SBAllen) for taking over and doing a good job with it.

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