

Paaman: Enban o Torikaese (Import) FAQ/Walkthrough

by Lagoona

Updated to v1.02 on Oct 2, 2008

~~~~~



~~~~~

Paaman - Enban wo Torikaese!!

~~~~~

for the Famicom

- A Guide by 'CJ' Lagoona -

2008

## Table of Contents:

~~~~~

* Introduction	[_0100_]
* Game Controls.	[_0200_]
- Getting started.	[_0210_]
* Game Mechanics	[_0300_]
- Basics	[_0310_]
- Abilities.	[_0320_]
- Items/Upgrades	[_0330_]
- Points	[_0340_]
* General Tips	[_0400_]
* Walkthrough/Stages Guide	[_0500_]
- Stage 1 (Ugly Karate Fighter).	[_0510_]
- Stage 2 (Mr Invisible)	[_0520_]
- Stage 3 (Pink Ninja)	[_0530_]
- Stage 4 (Bigfoot).	[_0540_]
- Stage 5 (Pirate captain)	[_0550_]
- Stage 6 (Fishman robot).	[_0560_]
- Stage 7 - BOSS Stage	[_0570_]
* Codes & Secrets.	[_0600_]
* Questions.	[_0700_]
* Version history.	[_0800_]
* Legal stuff.	[_0900_]
* Credits.	[_1000_]

Use the search codes in brackets (Ctrl + F) to quickly jump to your desired chapter.

Welcome to my guide covering the Famicom game Paaman. 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. The game was developed by IREM Corp. in 1990.

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 as Paaman2 wearing orange, a girl wearing pink and another boy wearing green. All of them make more or less prominent guest appearances in the game.

(source: wikipedia)

Paaman is an mix of different game elements. While the main part is platforming, there are also board game elements and reaction minigames waiting. You take control of Paaman and make your way through the stages in a jumping, fighting and dice rolling manner in order get back what was taken from you. 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 a game script or a translation of the story or menus, but I will try my best to give you a good description of how to get through the game while still enjoying it. If you want to help me translate parts of the game, your are most welcome. In that case please contact me under the e-mail address given in the Question and Legal section, you will of course be given full credit for your work.

Game controls:

????????????????

Start - Confirm selected option (title screen)
- Pause and 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
- Jump button
- Roll dice (dice game)

B button - Same as A button
- Attack button

Direction pad:

Right/Left - Move sideways
Up - Enter doors
Down - Go into tubes (you can move sideways, get out by jumping)
- Duck (can't move while ducking)
All - Move cursor/figurine in the corresponding direction
(minigames/dice game)

A few more words about moving and jumping. The longer you hold the jump button, the higher you go. When you run sideways, you'll accelerate a bit after two steps. When jumping then, you'll be able to jump a bit higher than when standing still. Additionally, you're also able to change directions in mid-jump.

Getting started [_0210_]
~~~~~

On the title screen you can choose between START or CONTINUE. Switch between them with 'Select' or 'Up/Down', then confirm with 'Start' or 'A'.  
START starts the game on the first stage.  
CONTINUE lets you continue the game at the beginning of the stage you saw GAME OVER before. So when you start up the game, this will do the same as START.

-----+-----+-----  
+ Game Mechanics + [ \_0300\_ ]  
-----+-----+-----

Basics [ \_0310\_ ]  
~~~~~

There are seven stages in this game. Each stage, except for the very last one, consists of two main parts: first a platformer part where you jump, run and fight your way to the boss at the end of the level. Then comes the boss fight, which is completely different: you battle it out in board game-style by rolling the dice and moving your figurines on a set path.

Sounds strange? It is... but here's a bit more detail.

Platform parts
~~~~~

This is like your standard platformer. You move around in the stages using your d-pad and try to make your way from the start to the end of a level. You can jump and attack - and sometimes enter doors. You start out with 3 lives and 6 health units per life. Getting hit by an enemy or projectile, as well as touching dangerous environments like spikes or lava, deducts one health unit. Lose all six or drop in a pit and you'll lose a life. Most enemies can be killed either by attacking with your fist (or fireball, when powered-up) or by jumping on their head. Some blocks or other level

inventory can also be destroyed and leave behind items upon doing so, such as power-ups, health refills or extra lives. Almost more important are the items that will help you in the following duel against the level boss. Of those, there are the big P's that can be found in various places during the stages, and there are some unique ones only to be obtained when succeeding in a mini-game found behind a door, of which there is one somewhere in each stage.

#### Mini-games

~~~~~

There's one mini-game per stage only. In order to play it, you need to find the door in the normal stage and enter it. Don't worry, though, the respective doors aren't hidden or hard to find.

There are two types of mini-game: 'Find the differences' and 'Whack the mole'.

'Find the differences' gives you two images and you've got to mark the errors in the right one. Move the cursor to a spot that's a bit different from the left image and press 'A' to mark it. There can be one up to five errors you've got to find per image. The number in the bottom right of the screen tells you how many errors you're missing. A correctly found error leaves an X mark on the image, a wrongly accused spot gives a cross mark at the bottom status line. If you don't find all errors in time (there's a time counting backwards at the bottom), you lose. The same happens when you guess wrongly three times.

In 'Whack the mole' you get six windows in which heads appear and disappear. First, there are the heads of your co-Paamen (orange, pink and green), but these you shouldn't hit. If you still do so three times, you lose. What you should hit is the safari man's head, and this 30 times. He sometimes disguises himself with a ribbon in one of the three co-Paamen's color, but he's still easily recognizable. Your 'cursor' in this mini-game is a hammer. To whack, move it to the window of your choice and press 'A'. Don't take too much time for your 30 hits or the timer at the bottom will run out.

```
|> For all mini-game goes: don't worry if you lose! The game is forgiving <|
|> and lets you try until you win! Well, except if you give up and go on <|
|> without trying again... <|
```

Winning the mini-game nets you one item, which varies from stage to stage. Here are the possible rewards:

- 1 UP : One extra life
- 6 dice: Improves your dice rolling results in the following boss board battle (not exactly sure how it works, but I only rolled 5s and 6s after picking that up)
- Puppet: Gives you a second health bar in the following boss board battle

Note: It is possible to win a mini-game with either PERFECT or CLEAR, depending on if you had any MISSES, but as far as I've experienced, the reward item does not change. A CLEAR gives 4000 bonus points while a PERFECT yields 8000 points.

Dice game

~~~~~

When you reach the end of the platform part, which is mostly indicated by a flashing arrow, a board game starts where you duel the stage's boss. Here you interchangeably roll a dice and then move your corresponding figurine forward on the board path by as many eyes as you rolled.

There are two ways to win - or lose - here. Whoever reaches the end square of the board path (which is the blue field with the Japanese characters I can't understand) first, wins. Alternatively, you can try to defeat the opponent beforehand. You and the boss both have a life meter. If you manage to hit for

enough damage and empty the boss' meter completely, this means early victory. This, of course, also works the other way around: if you get hit too much and lose all of your health units, you lose early. Additionally, you start with the life bar you finished the platform path with, so if you lost some health there, you begin with a disadvantage.

When you move, you'll activate the square you land on. Depending on the type of square, this can have various effects. Here's a list of all possible squares:

- Empty (white): You perform a normal attack, mostly doing 1 point of damage, rarely up to 4 points.

- Ice cream : Refill one health unit.

- Sweet cake : Refills 5 health units, which normally means completely.

- P symbol \* : Use up one of the previously collected P-symbols. Choose one of the three co-Paamen to help you. Depending on who you choose, the effect varies:  
> Blue: Attack the enemy for 3-4 damage  
> Orange: Attack or heal (stage-dependent)  
> Pink: Attack or heal (stage-dependent)  
> Green: Attack or heal (stage-dependent)

If the boss lands on this, you'll lose a P, but he will get nothing, so that's good for you, too. If there are no P's left and someone lands on a P square, nothing happens.

\* I listed the effects I encountered myself, I'm not sure of the exact mechanics. I think it is stage/boss dependent.

- ? symbol : One out of three different events happens randomly:  
> Bonus turn - roll dice a second time and move own figurine forward (the square you land on is activated like in a normal turn)  
> Roll dice a second time and move the opponent's figurine backwards (the square he lands on is not activated)  
> Miss one round - the opponent gets to roll and move twice in a row

- POW symbol : You perform an attack. I think you do one extra point of damage, as I've always hit for more than one point, but I've also never seen 5 damage.

Once you land on a square non-empty square and activate its action, it turns white. So every effect square is only 'useable' once.

|> If you really lose here, which comes essentially down to your luck even <|  
|> if you collected all items in the previous platform stage, you have to <|  
|> restart the stage from the beginning. And this includes the platform <|  
|> part. <|

---

Abilities

[\_0320\_]

γγγγγγγγγγ

Jump:

γγγγ

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. You'll reach slightly higher when jumping while running compared to doing so while standing. So if you're

just a little bit short of reaching a place or platform, try running first, which happens after about two steps, then jump. Most enemies can be killed by jumping on them. Additionally, in some stages you can play with an alternate character that can jump slightly higher than normal.

Note: Jumping only works in the platform parts of the stages, but not during the board game.

#### Attack:

ㄗㄗㄗㄗㄗ

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, also upgradable, distance. This normal fireball can destroy certain breakable blocks. There is also another power-up that lets you shoot a different shot the form of a ring. This one has the nice effect that it turns the baddies into nice animals instead of just killing them, but it's not able to break any kind of blocks. Don't worry, though, when you reach a place where you're required to break some blocks to advance. You'll find the needed power-up nearby.

---

#### Items/Upgrades

[\_0330\_]

ㄗㄗㄗㄗㄗㄗㄗㄗㄗㄗㄗㄗㄗ

When you destroy certain breakable blocks or other level inventory, which is easily recognizable as something that can be hit, you can get some items and power-ups. Others (mostly P's) are sometimes just placed openly in a stage.

Here's what you may find:

- Ice cream : Refills one health unit.
- Sweet cake: Refills 5 health units, which normally means completely.
- P symbol : Collect them for later use in the boss board battle.
- POW symbol: Power-ups your attack. The first lets your normal punch shoot fireballs with a range of about 1/3 of the screen width. The second one will increase the range to 1/2 the screen width.
- Ray gun : You'll fire ring-shots instead of fireballs. They don't just kill an enemy, but transform them in a harmless animal.
- Fist : Changes your attacks to the normal fireballs able to break certain blocks.
- 1 UP : Gives you an extra life.
- Bananas : Creates a banana that flies around you in a circle, hitting enemies on its way as well as projectiles. Lasts for 20 seconds. (only as orange Monkey Paaman2)
- Mask : Grants invincibility for ~10 seconds.

---

#### Points

[\_0340\_]

ㄗㄗㄗㄗㄗ

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 POW symbol: 200 points
- Pick up P symbol: 200 points
- Pick up Ice cream: 200 points
- Pick up Sweet cake: 200 points
- Pick up Ray gun: 200 points
- Pick up Fist symbol: no points
- Pick up 1UP symbol: no points
- Pick up bananas: 200 points
- Pick up invincibility Mask: 200 points
- Destroy a breakable block: 50 points
- Successfully beat a mini-game: 4000 points for CLEAR  
8000 points for PERFECT  
Remaining seconds factored x10
- Beat a boss: 20000 points if you reach the goal square  
10000 points if you reduce boss's HP to zero before reaching the goal square
- Hit the final boss: 2000 points

-----+-----+-----  
+ General Tips + [ \_0400\_ ]  
-----+-----+-----

ALWAYS do the mini-games in the actual stages, and especially those in stages three and six! Their reward is pretty much essential to beating the following boss in their dice game.

Grab as many P symbols in the platform stages as you can, they can be really helpful for the boss game. But don't risk too much.

Try to keep your health bar up or at least replenish it before starting the boss fight, as it will not refill in between.

For stages 3 and 5 you can choose which Paaman you want to be: regular Paaman (blue) or Monkey Paaman2 (orange). I suggest choosing Paaman2 as he can jump higher, which makes the platform part of the stages quite a bit easier.

For the boss board battles: most of the time you'll reach the goal faster than your opponent, the boss. It's rare , especially for the later stages, that you'll have the chance to reduce his health beforehand, so focus on keeping your own health up. Actually, the only time you can actively influence that is when you land on a P symbol.

-----+-----+-----  
+ Stages Guide + [ \_0500\_ ]  
-----+-----+-----

Here I will try to guide you through the different stages. The first stage will be covered a bit more extensively, the description of the following ones may be kept a bit shorter.

Before the game actually starts, you'll get some story: Paaman loses his space vessel. Well, actually, it was stolen by an evil mad scientist - now it's your job to get it back.

---

Stage 01

[\_0510\_]

??????????

As this is the very start of the game, try to get accustomed to the controls of your hero. Jump a bit and play with the possible jump heights, and don't forget to punch the air, so you see how short your basic attack is. When you feel comfortable, go right. Either punch the two Karatekas or jump on their heads - they'll not leave their gray column. Also the third one is easy, then when at the top, punch the balloon for a POW item. Now your attack gets a bit more reach as you shoot fireballs from your fist.

When going down, take care of the next enemy, he kick-flies at you as soon as you come near, so shoot him immediately, then pick up the P symbol. The balloon nearby contains an Ice cream, so if you got hit once, you can regain one health unit. The next enemy to the right attacks with jump kicks - kill him when he's on the ground, then grab what's in the balloon: a Ray gun. Go further right. The next balloon contains another POW, which increases the reach of your shots. Go on to the right, transforming the enemies into cute animals and don't forget the P symbol from the balloon. Also take care of the bald Karateka, they jump down their pile of concrete rolls in an awkward way. Wait and shoot when they're down.

When you're over the first small pyramide pile of rolls, you can do something funny. Jump on the single standing tube and duck down. You'll put it over your head and become invincible, but only for the small passage, as you can't keep it. Jump and you're out of it. Move it around to get on the green blocks and reach both balloons (P and a sweet cake). Go on over the bigger pyramid pile of rolls, then pop the following balloon for a fist symbol. You'll immediately need it to blast away the blocks of the gigantic P.

The purple block at the top left holds an extra life. To get it easily get it, either jump right from the two piece pillar with 2 steps run-up and shoot when at the highest spot, or go over to the right while leaving the top part of the P intact. Then jump on the moving block and when it's at its leftmost spot, jump back up left and on the P itself. from here you can easily get the 1 UP. Also, one of the middle blocks (the one starting the right arc) holds a P symbol.

Continue to the right, using the moving platforms to get over the flashing spikes. When on the second of the moving platforms, don't drop down but jump up to the green door from it and enter to go to this stage's mini-game.

- - - <Mini-Game> - - -

Listen to the man if you can understand what he says. If not (just like me), here's what it's about. You'll get two images. They look the same, but the right one has one or more small errors. Your task is to compare and mark the errors.

For this one, every head corresponds to a tile that can have an error. The error is either that the orientation of a head is different or that the eyes are different, e.g. 1 open and 1 closed instead of 2 closed ones. You have a counter that goes from 300 to 0. If it reaches 0 before you found all errors or if you guessed wrong three times, it's mini-Game Over. But don't worry, you can always repeat until you get it.

It is easiest to compare the images tile per tile, meaning head per head. Mark each one that is different from the left image and you should get your reward: 1 UP.

- - - </Mini-Game> - - -



The rest of the stage is quickly done. Drop down to the right and get rid of the two remaining enemies. From the heap of breakable purple blocks, the middle one of the top row yields an Ice cream. Then follow the flashing arrow and leave the stage to get to your first boss board battle.

Quick check-up before this: you can have four P symbols to help you with it.

----  
: Boss : Ugly Karate Fighter  
----

Ok, what to do? You'll see yourself in the bottom left corner while the opponent is in the bottom right one. You both have your life meter next to you. Additionally, below you as Paaman there are the remaining P symbols you have collected during the platform stage before.

Let's first have a look at the playing board. You can easily recognize your own and the boss's figurine, each at its starting position. You'll also see that you start at a small disadvantage of 2 squares. This, however, is made up for as it's you who can start to move. Looking a bit ahead, the path will split before it reconnects right before the final square (the blue one with Japanese writing). Of these two options, the right path is a bit shorter, but the left one offers the opportunity of a Sweet cake. Still - the shorter right path will be the one to take.

Then lets start and roll your dice, then move forward the number of eyes you rolled. There's not much more to add here. Hope you're lucky and get good rolls so you either reach the goal first or eliminate all of the boss' health points before he reaches it first, or takes your HP first. The only instance where you can actively influence the 'game' is when you land on a P square and can choose who helps you (but even this does not seem to be very reproducible - or I just haven't figured the mechanics completely). Depending on the situation it's better to heal yourself or to attack. See the 'Mini-Game' section in the 'Basics' chapter for a bit more info, but I'll also note what I've seen the three helpers do in this battle.

Boss health: 8 HP  
Boss damage: 1-3 HP

Your damage: 1-3 HP

Paaman2 (orange) heals 5 health units, which means completely here  
Paaman3 (pink) attacks weakly for 1 damage  
Paaman4 (green) attacks fiercely for 3-4 damage

Both outcomes, reaching the goal square or reducing the boss' HP to zero are similarly likely, so as mentioned, use your P squares according to the situation.

Beating the boss nets 10'000 or 20'000 bonus points, depending on how you won. Reducing his HP to 0 gives you 10k, reaching the goal square 20k.

---

Stage 02  
γγγγγγγγ

[\_0520\_]

Take care here, as some enemies are invisible. Well, not entirely, they at least wear a shirt or shoes or trousers, so you can see these pieces of clothes walk around. You can still jump on their head or hit them normally, though. And there's even a way to make them visible. See these jars standing around on the roofs? When you hit one of these, it spills red color. Time it right and hit an

enemy with it, then it will be painted red and you can see him better. However, there's not much use to that. The effort to actually make them visible is much bigger than simply killing them in the quasi-invisible state.

So walk to the right and punch these guys as soon as their garment falls out of a window and touches the ground. Be careful if you decide to jump on the houses' balconies and roofs - the invisibles can jump as well.

Once you're past the set of houses, jump on to the right on the platforms. Don't linger, though, on these white P-blocks, as they'll fall down after a short while of standing on them. Continuously jump on and pick up the POW item on the way to get some range for your attack.

When you again have solid ground under your feet, jump on to the right and get rid of the jack-in-the-box enemies randomly popping out of two of the three mid-air blocks. Then use either the lowest block or the moving platform a bit left to get up to the top block and grab the Sweet cake hidden in the heart balloon.

The next part can be a bit tricky if you try to get by on the ground. So I suggest you climb the blocks and jump on the first building. Thus you can calmly watch the inhabitants throw all sort of stuff out of their windows, such as scissors, typewriters, tea pots and more. Continue to the right, jumping from roof to roof, until you reach the houses' end. Pick up the P symbol, but don't go down yet. Backtrack a bit to the dark green house and time your dropping down there such that you don't get hit. Jump on the gray thing that looks like a toadstool with a green bubble. After the third jump on his head, the balloon in its mouth will be full. So quickly get on it and let it take you upwards. Jump on one of the clouds and grab all the goodies hidden in the balloons. There are, from left to right: a P symbol, a second P symbol, a Sweet cake, a 1 UP and a third P symbol. The 1 UP is a bit tricky to get, to make sure to not miss it pop its balloon and fall down with it, then grab it where it lands on the roofs. You can easily get back up to the clouds via another green balloon you inflate. Finally, there's the door to this stage's mini-game in the upper right, so go in there.

- - - <Mini-Game> - - -

This is your first 'whack the mole' mini-game. And here's how it works, in case you didn't understand what the safari man was saying. At the start you transform into a hammer. Now you see six windows on the screen, one at the top, one at the bottom, one at the bottom right, bottom left, top right and top right each. In these windows, faces are going to appear and disappear again, namely either the safari man's face or those of your fellow Paamen (orange, pink or green). Your task is to hit the safari man's head 30 times before the timer counting down from 600 is over and without hitting one of your other Paamen three times. For this you control yourself as the hammer, move up/down/left/right to go to the window you want and press 'A' to hit when the safari man's head is displayed. He disguises himself a bit by wearing a blue ribbon on his face, but is still easily recognizable.

There are two different phases. At the beginning, he shows up rather slowly together with other Paamen heads. After a while, this changes to only him appearing, but more quickly, so you need to be faster as well. As he shows up in a circle, this shouldn't be a problem and it will be this phase where you will get a lot of hits in. There follows again the first phase... and so on.

Finish the task in time and you'll get a nifty reward: 3 UP. Sweet, three extra lives.

- - - </Mini-Game> - - -

Jump back down from the clouds to the roof tops, then head on to the right (you may have to do this on the ground floor) and jump over the five blocks high wall. This is easiest from the roofs, from the ground you need a running jump.

Eliminate the last two invisibles, then follow the flashing arrow for your next boss board battle.

Quick check-up before this: you can again have four P symbols to help you with it.

```
----  
: Boss : Mr Invisible  
----
```

Let's first have a look at the playing board. You can easily recognize your own and the boss's figurine, each at its starting position. You'll also see that you start at a disadvantage of 4 squares. At least it's you who can start rolling the dice. Looking a bit ahead, the path will split in two before it reconnects right at the final square (the blue one with Japanese writing). Of these two options, the left path offers another variant with a Sweet cake square, but at the cost of four additional squares. Without this, both the right and the left one are the same length. And as the right one has also both a POW and a Sweet cake square and the others are about comparable, I'd suggest taking the right path.

Boss health: 9 HP  
Boss damage: 1-3 HP (3 is very rare)

Your damage: 1-3 HP (mostly 2)

Paaman2 (orange) heals 5 health units, which means completely here  
Paaman3 (pink) attacks fiercely for 3-4 damage  
Paaman4 (green) attacks weakly for 1 damage

This dice battle is more easily won by reducing the boss' HP to zero than actually reaching the goal square. So I suggest going for pink Paaman when landing on a P square.

---

Stage 03

[\_0530\_]

γγγγγγγγ

Before this stage actually starts, you get to choose if you want to play it with the blue Paaman you know or with the orange monkey Paaman(2). As far as I've noticed, there is one clear difference between the two, and that's the fact that orange Paaman2 jumps a bit higher. You can choose who you like more, but I strongly suggest going with the monkey (orange Paaman2), as many jumps are definitely easier.

1st option -> orange Paaman2  
2nd option -> blue Paaman

You start out in a forest. The tree stumps with a double rim at the top are solid and can be stood on. The fruits in the trees take the balloons' (of the former stages) function of item-holders. But be careful - some also contain enemies, namely a strange wood head revolving in a glass ball. Oh, and you can also stand on these fruits, should you ever feel the need.

The first series of fruits you see contains, from left to right: enemy, Ice cream, P-symbol, enemy, P-symbol, enemy, POW block (finally) and another POW block (maybe you want to get this one first). Now you leave the horizontal scrolling part of this stage and get to the start of the real thing. In this part you have to climb, or jump and fight, your way upwards.

Start by getting rid of the pink head thing to the right. Best hit it while it's on its stump. Then make a running jump up to the big tree stump next to

the fruit (with blue Paaman you can't jump up directly). It contains bananas (or a POW symbol, if you're blue Paaman). Grab them and jump upwards from branch to branch. Some of them break in the middle, so don't linger and stay on the for too long. Around you, pink ninjas will jump up and throw ninja stars you, or they appear out of thin air. The banana helps a lot here. Don't worry too much if you get it, there's a Sweet cake coming soon. When you get to the treetop, a green tan on the right side, hit the fruit that's hanging below it for said cake. You'll also have time for a short mental break as no ninjas harrass you for the moment.

Jump further up, but take care of the green ninja clining to the tree in the center, he throws big ninja stars. Kill him quickly and also get rid of the brown flying thing coming for you. Before you inflate the reddish balloon by jumping on the gray head three times, get the P symbol that's held by the fruit suspended at the left.

Now fill the balloon and ride upwards. Kill the enemies you pass on the way up. As soon as the balloon starts to blink, indicating it will pop soon, jump on a branch. Directly above you should be a fruit with another P symbol. Now make a running jump to the left. If you reach the branches on the small tree, fine. If not (e.g. if you're playing as blue Paaman), you'll drop down to a gray head with a balloon. Ride that up and you'll land on the branches you just missed with your jump before. Go on upwards, till you reach the second treetop. Right of it is the door to the stage's mini-game. Before you enter it, one more thing: take care of the purple ninjas. They throw ninja stars horizontally, but if you stand below them they vanish and drop down some fires, which you should dodge. But anyway, the fruit near the door contains an Ice cream, so take it if you need it, then enter to get to the mini-game.

- - - <Mini-Game> - - -

This is the second mini-game where you have to find the differences in two pictures. If you need help and don't know what to do, please refer to either the Basics chapter or to the Mini-Game section of the first stage.

This picture is quite a bit more difficult than the first one. Thus here's a quick list of places where errors could be (please tell me if the list is incomplete):

- (Orange) Paaman2's eyes
- (Blue) Paaman's eyes
- P-symbol on (blue) Paaman's chest
- Pattern on (blue) Paaman's left sock
- Orientation of the moon
- Villain's moustache

Finish the task in time and you'll get as a reward the most helpful item: a Puppet. This will double your life meter in the dice game (boss board battle) to come.

- - - </Mini-Game> - - -

Back on the trees you should first get rid of the purple ninja to your left (you should be able to reach him with your fireballs from the left edge of the branch you stand on). Then continue upwards. Dodge the flames the next purple ninja drops when vanishing (quickly jump on the short branch left of it) and you'll soon arrive at the topmost branch, at the right of the screen.

For now you need to get up by other means, namely by jumping on the clouds. They move in a fixed pattern, so take your time to memorize them when you're at a safe place. A tricky part is after the first two stationary clouds, when having to jump from one moving cloud to another moving one. This works best about in the middle of the screen, when the upper one is at the bottom of its

trajectory and the lower one (you're on) at it's top. If you're playing as blue Paaman, you need to do a running jump, else you won't get up. (In case you fall down, stay near the right border of the screen, so you land again on the highest branch. If you do make it up, quickly jump further up on the middle one of three small stationary clouds. Eliminate the purple head in the glass ball to the left and grab the items in the two fruits just above you... The left one contains a Sweet cake (yay, perfect timing, just before the boss), and the right one a 1 UP. Hop on the right cloud and observe the moving cloud above you. It passes from left to right, so jump on it when it's just above the left twig. It will take you directly to the door-shaped opening in the middle tree, and with that to the third boss board battle.

Quick check-up before this: as always, you can have four P symbols to help you with it - and, most importantly, the puppet from the mini-game.

----  
: Boss : Pink Ninja  
----

The first thing that happens if you did clear this stage's mini-game is that your HP meter will double. And this is pretty much a must for this boss, as he will hit pretty hard. But let's have a look at the game board first. You only start at a small disadvantage of 2 squares, which is easily made up for by the fact that you can start the game. A few squares after the start parts unite the path divides again. The left path is shorter by two squares and contains a total of five P squares but only two healing squares and now POW one. The right path on the other hand has lots of healing squares in the first part (but only one Sweet cake) and also one POW square, but there are only two P squares. Overall, I suggest taking the left path - it's shorter and contains more P squares, which are good for healing if you know which Paaman to choose... ;-)

Boss health: 10 HP

Boss damage: 2-4 HP (3 is the most common)

Your damage: 1-3 HP

Paaman1 (blue) attacks fiercely for 3-4 damage [if you play as Paaman2]  
Paaman2 (orange) attacks fiercely for 3-4 damage [if you play as Paaman]  
Paaman3 (pink) attacks weakly for 1 damage  
Paaman4 (green) heals 4 health units

The chances to win this dice battle are about equal between reaching the goal square and reducing the boss' HP to zero, so choose your Paaman aid on P squares according to the situation you're in. When the attacks a few times choose the green Paaman (when HP is below 8), else attack with blue. Still, you might loose this one once or even a few times and you'll have to re-do the platform part before succeeding.

---

Stage 04

[\_0540\_]

ㄗㄗㄗㄗㄗㄗㄗㄗ

You'll play again as the blue Paaman, now in a pretty cloudy stage. The first balloon contains a POW symbol, so grab it. Now jump on the moving platform that comes to you. Let it take you to the right, but take care: the spiky column doesn't only hurt you, but it can also throw you off the platform! And this means directly loosing a life here. So jump over it (land on the same moving platform again), then jump on the broad blue block column before it pushes you down. The balloon up there contains another POW symbol. Jump on the higher moving platform and let it carry you to the right to another balloon, which

contains a Sweet cake.

Drop down to where it lands, then hop on the third moving platform when it floats from left to right. Now, if you don't want to lose a health unit, you've got to be quick with jumping. From the third moving platform, jump back up left a bit and land on the 'second' one, the one that took you to the balloon before. From that, make a running jump on its right turning point to the right side again on the third moving platform. If you manage this difficult jump and really land on the platform, you'll manage to get past the ice spike pillars unhurt by just jumping on. If not and you land between the two pillars, you'll lose a health unit when getting over the right one.

For the next short part there are two ways of getting through easily unhurt. This first option is to walk to the right and drop down at the edge, below the blue block, but immediately jump back up. You'll notice that the balloon over the blue block to the right is gone, but there's an invincibility Mask. Make a running jump over the small pillar and grab it, then jump back and drop back down again. Quickly get as far down as you can while the invincibility lasts. The second and safer option is to jump on the blue block and punch the balloon. Grab the POW symbol and you'll be blown to the left and bombarded with snow. You end up as a big snow ball - quite a funny picture, indeed. You can't jump anymore, but you're safely packed within, so simply roll down, ignoring all falling icicles. They simply bounce off you. (Strangely, I also couldn't pause the game while packed in the ball, but maybe this was just my game.)

Once you reach the bottom, the ball will break up and you're free, but unprotected, again. Approach the ice spikes right of you, but don't jump over them yet. Wait until the snowman comes to life. Shoot it from your side of the spikes and it turns into a Bigfoot-like creature. Don't let that thing hit you with its tomahawks but shoot it with your fireball again to get rid of it. Now's the time to go forward.

Jump over the ice spikes twice. The screen will move and you'll now have a ceiling with ice spikes that occasionally shoot an icicle at you. So dodge these while you make your way to the right. Remember to get rid of the two snow-Bigfoots before you even get too close, so always leave one spike block between them and you when shooting them.

The next part, even though there are no icicles, Bigfoots or spikes, is quite annoying. About one third of the screen is filled with breakable blocks, arranged in 2x2 squares. You have to get upwards using these blocks as steps, so only break enough to let you pass, but leave enough to allow you standing on them. Also, there is one or two blob enemies crawling along the walls. Kill them as soon as possible.

```
|> In case you broke too many blocks, you can always drop back to the <|
|> bottom of the screen, then quickly leave it to the left. Immediately <|
|> come back again, or you'll get hit by a Bigfoot or an icicle. This makes <|
|> all broken blocks appear again - with one exception: those that had <|
|> dropped an item will be gone forever. <|
```

As mentioned, some blocks contain items. These can be found in the following places (named in rows, a row is made of two 4x4 squares at the same height, with each square consisting of the 2x2=4 breakable blocks):

- 1st row, left square, top right block: Sweet cake
- 3rd row, left square, top right block: P-symbol
- 3rd row, right square, bottom left block: P-symbol
- 5th row, left square, top right block: POW symbol
- 5th row, right square, bottom right block: P-symbol
- 11th (2nd to top) row, left square, bottom left block: Ice cream
- 12th (top) row, right square, top left block: 1 UP

I recommend climbing up the following way. Clear the third row of blocks (from the bottom) and position yourself on the right square of the second row. Jump and clear the fifth row, then jump up on the left square of the fourth row.

Continue in zig-zag like this, clearing every second row, until you reach the top, then jump to the right and (after getting all the items you want) finally leave this screen. This needs a bit of precise jumping off the ledges, else you'll hit your head and won't get up.

Once you do get to the new screen, you can't go back. The new area is mainly made of solid blue blocks arranged diagonally. Some of them are replaced with breakable 4x4 block squares, so you can more easily move between them. However, you can also advance by dropping out at the bottom of the floor, as this will make you reappear at the top.

Continue to the right and eliminate the orange and blue blob enemies on the way. The third breakable double square holds a P-symbol in one of its blocks, so grab that. The next one holds an Ice cream, so get that, too. Near it are two strange enemies. They shortly stick to a wall, then transform into a ball and fly to another path of wall, back and forth. Place yourself such that you can easily kill them or simply get past them. After that, the next diagonal features a door - the entrance to this stage's mini-game!

- - - <Mini-Game> - - -

It's another 'whack the mole' game. At the start you transform into a hammer. Now you see six windows on the screen, one at the top, one at the bottom, one at the bottom right, bottom left, top right and top right each. In these windows, faces are going to appear and disappear again, namely either the safari man's face or those of your fellow Paamen (orange, pink or green). Your task is to hit the safari man's head 30 times before the timer counting down from 600 is over and without hitting one of your other Paamen three times. For this you control yourself as the hammer, move up/down/left/right to go to the window you want and press 'A' to hit when the safari man's head is displayed. He disguises himself a bit by wearing colored ribbons on his face (blue, orange, green or pink), but is still easily recognizable, even though he switches the color regularly.

There are different phases. At the beginning, he shows up together with other Paamen heads. After a while, this changes to only him appearing for a while, still rather quickly and completely randomly, so you need to be fast as well. There follows again a quick phase where the other Paamen interfere. If you really do take that long, there follows a slow phase where he's easy to hit but... well, it's slow, followed by a last quick phase.

Finish the task in time and you'll get a useful reward: a six-eyed dice. It will prove to be worth the hassle in the upcoming dice game.

- - - </Mini-Game> - - -

The rest of the stage should be done quickly. Avoid or kill the orange blobs shooting slow bubbles at you. If you need it, there's another Sweet cake hidden within the top breakable double square to fill up your health meter. Then shoot the blue blobs that throw diamonds at you through the strangely different blue block diagonal before they become dangerous or run by them. The flashing arrow gives it away: a boss is waiting. But don't try getting there in the upper part of the screen - you'll land at the start of this diagonal part. If necessary backtrack and change your track so you really get through at the arrow.

Quick check-up before: you can have four P symbols to help you with the boss board battle, as well as the six-eyed dice.

----  
: Boss : Bigfoot  
----

Even if you won't immediately notice it, the mini-game reward you got in this

stage will increase your chances of reaching the goal in this boss board battle, as you will only roll five or six eyes. Now let's have a look at the game board. You start with a huge disadvantage of 9 squares! So that's why you need the mini-game reward. Else, there's no split path, and your and the boss' starting path only unite relatively close to the goal square.

Boss health: 11 HP

Boss damage: 1-3 HP

Your damage: 1-3 HP

Paaman2 (orange) attacks weakly for 1 damage

Paaman3 (pink) heals 4 health units

Paaman4 (green) attacks fiercely for 3-4 damage

The chances to win this dice battle by decreasing the boss' HP to zero are very low, it's much more likely that you win by reaching the goal square first, especially with the six-eyed dice you have (without that, this battle is next to impossible to win). So I suggest you heal in case you land on a P-symbol (choose pink Paaman3) and hope that one of you lands on a ? square with luck favoring you...

---

Stage 05

[\_0550\_]

γγγγγγγγ

Before the stage actually starts you get for the second time the chance to choose between blue Paaman and the orange monkey Paaman(2). Again, the difference is that Paaman2 can jump higher, and this can make the last part of the platforms a bit easier. Still, choose who you like more. I went with the monkey (orange Paaman2).

1st option -> orange Paaman2

2nd option -> blue Paaman

Arrrrrr, mate. This stage plays on a pirate ship, and the start is already quite tricky to get by unhurt. You'll immediately get attacked by a pirate with a sword, so quickly time a jump so you land on his head, or (even more quickly) punch the balloon above you and grab the Ray gun. Additionally, a fish about your size will jump out of the water, followed by two small squid-thingies. They will repeat their jumping pattern as long as you're on the ship. They will hit you for damage when they connect, except if you're in mid-air and jump on their head, but this is not that easy, so best dodge them completely.

If you haven't already, grab the Ray gun at the start, then go right. Shoot the pirate hugging the mast and throwing knives at you. Ignore the door with the skull or enter it, as it will take you to a second one just shortly right of you. If you walk, the following pirate is a bit easier to kill. Jump on the roof of the blue cabin with the second door and grab the POW symbol held by the balloon up there. Continue to the right. If your health meter isn't full, don't enter the third door yet, but jump up right, shoot the pirate there and grab the Sweet cake that's hidden in the balloon. Now get back to the third door and enter it. If you didn't lose any health so far, best ignore the balloon and enter the door directly.

It takes you inside the ship. Jump down leftwards and kill the pirate, then grab the Fist symbol on the left to get your normal fireballs back. Now you can break the brown blocks the Fist was on to continue - and the skulls for some items. So before you actually do break the blocks and go on, grab the POW symbol from the upper right skull and the P symbol from the one left to it. Now break the blocks (the top right block holds another P symbol) and continue



downwards. Quickly run down the stairs, turn left and shoot the pirate. Now grab the next two items hidden inside the skulls, a 1 UP to the right and an Ice cream to the left. The third to top row of brown blocks holds another 1 UP, then be ready to go further down. You'll have to react quickly, there. You land on a conveyor belt that changes direction when you touch a corresponding white/purple arrow symbol. A purple spider will shoot some projectiles at you, so try to jump over them and kill the spider quickly. The next two skulls each holds a P symbol. I, personally, avoid all direction arrows prefer advancing with the conveyor belt running from left to right, thus I can progress more slowly and carefully. Left of the second skull is another spider. You can easily shoot it from the bottom floor, then continue left. Now follows a part with five small conveyor belt platforms. Their running direction is indicated by the red-white arrows. Right of them is another skull holding a POW symbol and left of them, right below the ceiling, another spider. Use the lower middle platform to reach up and kill the spider, then make a running jump towards the left from the bottom left conveyor belt platform. You reach a small stone platform with an open mouth as a door. Walk through it to get to another screen.

In this part you have to get upwards mostly jumping from one conveyor belt platform to another, all while avoiding enemies, spikes and projectiles. First drop down and shoot the pink cannon. Then jump on the central platform, jump straight up and shoot the skull - it reveals an invincibility Mask. Now jump to the left on the lower of the two platforms there. Make a running jump from that so you land on the solid brick with the Mask. Now quickly jump on, first a bit left on the small platform and immediately on to the right. You'll probably hit the pink cannon there, so you get rid of it easily. If you need health, go right and get the Sweet cake hidden in the skull up right. (This is the last opportunity to fill your health meter in this platform part!) If you drop down while getting it, try to aim for the brown platform moving up and down, so you don't fall down all the way. Else make a running jump from this central platform to the left, turn right and make another jump to the small one above, then immediately jump again to get on the central brown platform moving up and down. From that, jump to the left while dodging the pink cannons' shots and enter the door to get to this stage's mini-game.

- - - <Mini-Game> - - -

This is the second mini-game where you have to find the differences in two pictures. If you need help and don't know what to do, please refer to either the Basics chapter or to the Mini-Game section of the first stage.

This picture is of about the same difficulty as the one of stage 3. So here's a quick list of places where errors could be (please tell me if the list is incomplete):

- (Pink) Paaman3's right shoe
- (Pink) Paaman3's left eye
- (Orange) Paaman2's right eye
- (Blue) Paaman's eyes
- (Blue) Paaman's socks
- Pink sign on the left
- Lights at the bottom (middle one of three blue window squares)
- Music notes in the center

Finish the task in time and you'll get as a reward the same item you got in stage 4: a six-eyed dice.

- - - </Mini-Game> - - -

First thing to do when back in the actual stage is to get rid of the pink

cannons. Keep in mind that they only shoot diagonally and that they can only have one of their shots on the screen at once. So it's no good trying to shoot the left cannon from the left side (jumping at the left edge), as it will shoot at a rather high frequency. So walk slightly right of it, wait until it has fired, then quickly jump up and punch/shoot it. The one on the right side is easy to shoot if you got all POW symbols so far. Else you have to get a bit closer. Now you have to get up while avoiding contact with these strange pink moving platforms. Watch their pattern, then use the single gray blocks to get to the open mouth in the upper right corner. Enter it to get to this stage's boss.

Quick check-up before this: you can have four P symbols to help you with it and a six-eyed dice to speed you up.

----  
: Boss : Pirate Captain  
----

You start out with at a huge disadvantage as your path is 12 (!) squares longer than the boss'. So without the six-eyed dice that guarantees you a 5 or 6 every roll your chances of winning are extremely slim, and even with it you need a lot of luck.

Else there's no split path, and your and the boss' path unite 12 squares before the goal. Both paths contain two ? symbols, but only yours has two POW squares. And you have lots of P squares.

Boss health: 12 HP  
Boss damage: 2-3 HP

Your damage: 1-3 HP (3 is rare)

Paaman (blue) attacks fiercely for 4 damage [if you play as Paaman2]  
Paaman2 (orange) attacks fiercely for 4 damage [if you play as Paaman]  
Paaman3 (pink) heals 4 health units  
Paaman4 (green) attacks weakly for 1 damage

As mentioned, you need quite a bit of luck here. It can happen that you die from the first two attacks already, especially if you didn't start with a full health meter, as it's only 6 units large. And considering your enemy's large health meter as well as the fact that you (should) have the six-eyed dice, I strongly suggest you go for winning by reaching the goal square. This means you should heal whenever you can, so choose pink Paaman3 when landing on a P symbol, except when your HP meter is full. Else there's not much more to say - even with the mini-game reward you need a bit of luck, so be prepared for a very close race and to possibly having to redo the platform part of the stage. I won this battle about 60% of the time when going for healing whenever possible.

-----  
Stage 06  
γγγγγγγγγγ

[\_0560\_]

There's a rocky world waiting for you. At the start walk down the steps, but beware of the ghosts. They fly at you quickly and with only the fist they're a bit difficult to punch. So better jump on or over them. Don't worry, though, if you're hit once, as there's an Ice cream just waiting for you. Right of the steps is a big construction of breakable blocks. Get rid of them to obtain the Ice cream, the P symbol and the POW inside. Unfortunately, there's nothing more hidden by the blocks, so go further right to the next screen. The next part is a bit tricky to get past without losing some health. But there

are two ways to do so. Either make a high jump to the right until you're just above the brown thing spewing small rocks like a mini-volcano, then drop straight down on it. You'll bounce off of a few rocks, but then on the main thing itself and get rid of it that way. Now all you have to do is safely jump on from the pillar you're on (the lava below hurts but doesn't kill immediately).

Or you can directly time a running jump from the platform you're on to the right such that you land on the gray moving platform. Don't worry if you get picked up by the crane shovels, it will lift you up a bit, then drop you again. Just make sure you either land on the moving platform or on the pillar below. Once on the gray platform stand on its left side and jump up left to the next platforms. From now on beware of the seahorses flying by. They drop mini-versions of themselves on you. This not only hurts you, but also pushes you backwards a bit, which can make you fall off a platform... Best jump and shoot them as soon as possible, as you don't have much space to dodge their 'droppings'. If you try to dodge, remember this pattern: it drops two minis in short succession, then there's a pause of a few seconds, then it drops more. So dodge the first two, then you can move on safely.

The assembly of breakable blocks just above the crane holds a Sweet cake in its upper left corner (the block second from the left and second from the top). The assembly a bit up left of it holds a P symbol in its second block from the left in the top row. To grab it safely, don't destroy the whole assembly, but leave at least the bottom row intact. Now jump further up on the single green block. From that on to the gray moving platform above it, and quickly further up to the next single green block. Fortunately, there won't be any seahorses anymore, but there's another crane that could grab you from the moving platform. Make sure it drops you on it again. If you fall further, you have to make your way up again. Now jump on the third gray moving platform right of the crane. To get to the 1 UP in the top left corner, jump up left when the moving platform floats over the lower white cloud in the background. Grab it, then drop back on the platform and jump up right from it to reach a new screen.

You can't go back, but you also don't need to... you're standing in front of two big assemblies of breakable blocks - one hanging from the ceiling, the second one standing on the floor. There are also two blocks that regularly shoot rocks up- and downwards. The whole thing holds two items, and there's a very efficient and easy way to get both without any trouble. Before you move anywhere, shoot to the right, which makes an invincibility Mask fall down. Drop down and grab it, then quickly run to the right, shooting all blocks that are in your way. The third to last pair of two will drop a POW symbol. Grab that while running on, straight over the pool of lava. As you're invincible, you don't have to worry about the lava, nor about the jets of fire and the purple birds that would cause much trouble otherwise. Only stop when you reach the other side of the lava. You now stand in front of another two assemblies of breakable block with two of them shooting rocks. This time, none of the blocks holds any item, so don't worry about having to break all of them. Its safest to just watch the upper rock-shooter's pattern and dodge its rocks while clearing the way on the ground floor to the right side.

Just right of the blocks, the screen gets divided horizontally in three segments by big green blocks. Take the middle route and shoot the big purple fish thing from afar. It will leave three small fishes that also attack you, so quickly shoot them, too. Retreat a bit or run past them on another floor if you can't kill them all immediately. The bottom and middle paths are dead ends, so jump up to the top and walk to that path's end to reach the correct door to advance.

This part of the stage is a bit tricky as it has quite a few big moving blocks that can squash you. And this means you're not simply losing a health unit, but get killed - you lose a life and have to restart the stage from the beginning, so be careful. Keep in mind that they only move when you're in their moving path or very close to it. So it's a good idea to plan ahead a bit and/or observe the moving patterns beforehand.

First jump up and grab the P symbol, you should have three of them by now. Then go back down to the start and shoot the row of breakable blocks. Immediately jump to the right, over the block approaching you from there and stand on the lower of the two green blocks, as you're safe here. Wait until the horizontally moving block is on the left side, then jump up to the right and drop down to grab the fourth P symbol. Clear the way on the ground to the right. Go as far right as you can but don't break any blocks other than the ones on the ground yet. You'll see the red door leading to this stage's mini-game in the top right corner, a 1 UP on some breakable blocks above you and an open Sweet cake in the center at the top. If you don't need any health, simply ignore it, else we'll come to it later.

First, stand close to the bottom right moving rock (it doesn't move yet as it's blocked by the breakable blocks above it), face left, jump and break the four blocks up left of you. Then make two steps left and get rid of the breakable blocks a bit up left, between the two green blocks. Jump to the lower one of the two green ones once the place is free, then jump to the right (only tap the jump button shortly) to grab the 1 UP. From here you can easily reach the red door that leads to the mini-game. And I strongly advise you to do this - the boss battle is pretty much impossible to win without the reward you'll get.

- - - <Mini-Game> - - -

This is the third round of 'whack the mole'. At the start you transform into a hammer. Now you see six windows on the screen, one at the top, one at the bottom, one at the bottom right, bottom left, top right and top right each. In these windows, faces are going to appear and disappear again, namely either the safari man's face or those of your fellow Paamen (orange, pink or green). Your task is to hit the safari man's head 30 times before the timer counting down from 600 is over and without hitting one of your other Paamen three times. For this you control yourself as the hammer, move up/down/left/right to go to the window you want and press 'A' to hit when the safari man's head is displayed. He disguises himself a bit by wearing colored ribbons on his face (orange, green or pink, I haven't seen blue), but is still easily recognizable, even though he switches the color from time to time.

There are different phases possible, and you may not see all of them per try. At the beginning, it's his standard pattern, he shows up together with other Paamen heads. To make things more difficult, he sometimes doesn't come out completely. In these instances you have to be quick or you'll miss him. After a short while, this changes to one of a few different patterns possible. Here are those I've encountered:

- He shows up faster clockwise or anti-clockwise, with sometimes a Paaman head mixed in
- He shows up faster interchangeable in only the top or the bottom window, but also with a Paaman head mixed in regularly
- Three heads show up at the same time in random windows, these can be any 'composition' from just one safari man and two Paaman heads to all three safari men

Finish the task in time and you'll get a great reward: a six-eyed dice. It will prove to be worth the hassle in the upcoming dice game.

- - - </Mini-Game> - - -

If you're ready for the boss board battle, drop down to where the 1 UP was before, break the blocks right of you, drop down to the flashing arrow and follow it.

If you lack some HP and want to refill them before the boss board battle, go get the Sweet cake that's at the top of the screen, somewhat left of the where the mini-game door. However, be aware that this is a bit risky to do. I'd suggest you just try the boss as you are, but hey, it's your decision. If you

absolutely want to go, here are some tips. First get on the single green block. There now are two moving blocks interfering with your path to the cake, one above you moving horizontally and one left of you moving up and down. First make sure the horizontal one is at its leftmost position. If it isn't, make it move over by jumping up a bit just right of the block it stands on. Then wait for the other one to come down and hop on it so it takes you up. Now it's vital to jump up right to the Sweet cake about when you're still a bit below the breakable blocks the cake stands on. If you wait longer, you'll be crushed at the ceiling. Once your appetite is satisfied wait for the moving rock going down again, hop on it and jump off of it through the small opening when it's at the bottom again.

But now it's definitely time for the boss dice game. Quick check-up before this: you should have four P symbols and, most importantly, a puppet to help you with it.

```
----  
: Boss : Fishman robot  
----
```

I really do hope you got the puppet from the mini-game before, else you most probably won't last long. If you did, your HP meter will double. And this is pretty much a must for this boss, as he will hit hard consistently. But let's have a look at the game board first. The disadvantage you start at is moderate with 4 squares and is about made up for by the fact that you can start the game. Your and the boss' path unite about at half way to the goal, at the top of the screen. Right afterwards, the path divides again until the two parts reunite right before the goal square. While the right path is a bit shorter (12 squares) and holds 3 Ice cream squares, the left one is longer (15 squares), but holds two Sweet cakes and three more P squares. So depending on the situation it might be worth taking the detour.

Boss health: 14 HP  
Boss damage: 2-4 HP (2 is rare)

Your damage: 1-3 HP

Paaman2 (orange) attacks weakly for 1 damage  
Paaman3 (pink) attacks fiercely for 5 damage  
Paaman4 (green) heals 5 health units

The chances of winning this dice battle are about equal between reaching the goal square and reducing the boss' HP to zero. The latter is possible if you get many P symbols, hopefully early. If you choose pink Paaman3 three times, you can take the fishy guy down, even if he gets an Ice cream in between - and you can afford getting hit twice or three times as well. However, if you get hit early, your chances are bigger if you go for the healing of green Paaman4 and aim for the goal square. As with every boss board battle, still a big chunk of luck is required to win, especially with that many ? squares around.

---

Stage 07 - BOSS STAGE

[\_0570\_]

~~~~~

You'll first see blue Paaman fly through the scenery, then he arrives at a mansion. He enters and encounters the main villain of the game, and after a short monologue, the final boss fight starts. And it's finally a boss fight where it's about skills and not about luck!

The boss, the mad-looking scientist that stole your space vessel, sits in a

flying object. Whoa, it's the one he stole from you! But he'll not keep it for much longer...

The fight happens on a single, non-moving screen. The stage features two wooden cupboards you can jump on. A tall one on the left side (you need to do a running jump to reach up) and a smaller one on the right side.

The boss continuously flies in a wavy motion from left to right and back. He always stays in the upper part of the screen. He unleashes one of three different attacks in regular intervals (he shortly stops for this):

- 1 triangular mini-robot drops to the ground, runs towards you, then a few times left-right, then leaves the screen
(this attack is always done twice in a row)
- 3 round purple robots come out, stop at different heights and fly towards you, then out of the screen
- 3 shots from the vessel's front, one straight, two at an angle of 45- each, one upwards, one downwards

You yourself don't get any attack enhancement, which means you're stuck with your normal punch (no fireball!) and jump abilities.

The mini-robots that drop to the ground can be punched or jumped on rather easily. Or you can simply dodge or ignore them, if you're on one of the cupboards. The triple flying robot squad is a bit more annoying. Depending on what height they fly on it's not enough to punch one and also hard to jump over them. Sometimes, especially when you're on a cupboard, it's worth dropping down to the floor to avoid them. As for the triple shot - either anticipate the attack and position yourself below the boss, or try to jump/duck/move out of the way to dodge them.

The boss himself takes 8 hits until he goes down. To be able to attack him, you must be on one of the cupboards, else you can't even reach him. From there, watch his movement pattern and either punch him and send him flying, or jump on his head. I, personally, found the second to be safer than using the very short range punch where you run a big risk of the boss hurting you by flying into you.

There are two strategies that involve minimum risk. First get on the right cupboard and stand on its right side. There, the boss can't ram you on his wavy flight. And when he's coming from the left side towards you, he just comes down such that you can rather easily jump on his head. Jump up when he starts coming down, and steer a bit towards the right wall, then, when at your highest points, steer left so you land on the boss' head. Rinse and repeat.

Or you try to punch him. If you're quick at the beginning of the fight (just after his speech), you can already hit him once before he starts to move. Then you should also find a safe spot, I again suggest the right edge of the smaller cupboard. It's close to the vessel's flight pattern but it can't directly ram you. Don't try punching the boss when comes towards you - while it is doable, it's highly risky. Wait until he's touched the right wall and just passed you going left, then jump after him and try to connect with a punch. The timing is much easier to get than when he's approaching you. An additional plus of this second strategy is that with one punch, you'll send him flying and he always crashes into the right wall. When he restarts, you immediately get another chance to punch him. This reduced the amount of attacks he can perform drastically.

Each successful attack on him yields 2000 points, and after 8 hits, be it jumps on his head or punches, he falls out of the space vessel. Listen to his last words, then go grab that vessel back. Finally!

Congratulations! You've managed to beat the game and get the space vessel back.

Enjoy the ending if you can, Birdman and your fellow Paamen will quickly address you and you'll fly off into space.

-----+-----
+ Codes & Secrets + [_0600_]
-----+-----

Unfortunately, I don't know any 'real' cheats, codes, passwords, secrets or glitches for this game. Maybe there are none.

However I've found some Game Genie codes, and I'll gladly share them here, but keep in mind that I didn't test them:

(full credit to VisitntX)

0003BB 0C - Infinite Energy
0003A2 06 - Infinite Energy against the final boss
000729 00 - One hit kill the boss

(source: <http://www.gshi.org/?s=v2&m=h&hid=743&sys=5&gid=7155>)

Please inform me in case they shouldn't be working.

If you know some more, please contact me and I'll gladly include it here, giving you full credit.

-----+-----
+ Questions + [_0700_]
-----+-----

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

Q: What's your highscore in this game?

A: It was 233'600 points for a run where I won all boss board battles and thus never repeated a platform part. Else it might have gone higher up.

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

A: Hmm, the game is rather easy, but you need a lot of luck if you want to beat each boss board battle at the first try. This isn't something you can

influence much, so I will give you one of the platform parts I liked the least: the conveyor belt part leading up to the end of the platform part of stage 5, with all the nasty spikes around it.

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, but still, it's very easily playable for non-Japanese people.

-----+-----
+ Version history + [_0800_]
-----+-----

Version 1.0 - Beat and included all stages. All other important sections done (10/02/08) (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 - Fixed an error in Table of Contents and some small orthography (11/26/08) ones.

Version 1.02 - Added PayPal information for voluntary donations. (08/10/09)

-----+-----
+ Legal Stuff + [_0900_]
-----+-----

This guide is copyrighted 2008-2009 by 'CJ' Lagoona.
The only websites allowed for hosting and public display are up to now

www.gamefaqs.com
www.neoseeker.com

No part of this file can be used without the permission of the author and credits to the author. To get permission to host this guide on your website, 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 including 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> in the subject line, or else I'll shred and eat the e-mail without reading it. ;-)

Donations

If you'd like to make a donation, even a small one, showing your appreciation

of my work, I will of course gladly accept it. For this, best do it via PayPal to (the same address given above):

DrLagoona (at) hotmail (dot) com

Of course, replace the (at) with the @ symbol and the (dot) with a .
Much thanks in advance.

-----+-----
+ Credits + [_1000_]
-----+-----

...to the people of the NES FAQ completion project on GameFAQS, who all do an extraordinary job in covering as many NES games as possible.

...thereof especially to odino, who pointed me to the game.

...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 <http://www.gshi.org/?s=v2&m=h&hid=743&sys=5&gid=7155> for the codes.

And thanks to CJayC for running GameFAQs. Well, actually, for having created GameFAQs - and to Sailor Bacon (aka SBAllen) for taking over.

This document is copyright Lagoona and hosted by VGM with permission.