

Parasol Henbee (Import) FAQ/Walkthrough

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Parasol Henbee

for the Famicom

- A Guide by 'CJ' Lagoona -
2010

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Much thanks in advance.

Welcome to my guide covering the Famicom game Parasol Henbee. 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 and published by Epoch in 1991.

As far as I know, there is also a Japanese cartoon (anime) series named Parasol Henbee. However, I've not seen a single episode, so I can't say how they are related.

Parasol Henbee is an old school 2D platforming game, a jump and run. You take control of Henbee (or whatever his name) and make your way the stages in a jumping and fighting manner in order to defeat all evil. 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. But I will try to be as descriptive as needed while staying as concise as possible to get you through the game. If you find some translation or name errors, you can of course tell me about them. Or you could even translate the in-game text for me...?

Game controls:

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Start - Confirm selected option (title screen)
- Pauses and then resumes the game (during gameplay)

Select - Toggle between options (title screen)
- Switch to sprinting mode (during gameplay)

A button - Confirm selected option (title screen, other text option screens)
- Scroll through text (hold to go faster)
- Jump button (jump during gameplay), keep pressed for high jump

B button - Skip text (during text sequences)
- Back out of menus (e.g. shop, hotel)
- Attack button (you can attack while moving)
- Whip out your parasol in combination with Up/Down

Direction pad (d-pad):

Right/Left - Move/float sideways

Up - Enter doors

- Parasol above your head (in combination with B)

Down - Duck under your parasol

- Parasol below you (in combination with B when in mid-air)
- All
- Move the cursor in the corresponding direction (menus and minigames)

A few more words about moving, jumping and the use of your parasol.

- The longer you hold the jump button, the higher you jump (to a certain point). Additionally, you're also able to change directions in mid-jump.
- When you stand still and press Select, you'll see Henbee take another stance. Now he'll sprint (aka run faster than normally). While this makes navigation a bit more tricky, it also allows you to jump further horizontally.
- You can use your Parasol in different ways, and each of them is important.
 - * Press Down on the d-pad and you'll duck under the parasol, which makes you invulnerable. You can stay like this for as long as you wish (and have time left).
 - * Press Up on the d-pad and then B, this will make you open the parasol above your head; now you can float around while falling more slowly than normal. It protects you from a hit from above or will even hit an enemy if you jump into one from below. But mind you - the parasol will disappear.
 - * Press Down on the d-pad when in mid-air (when jumping or falling), this will make you open the parasol below you. So when you jump/fall on an enemy or a destructible block, you'll hit/destroy that.
- When you run around and want to quickly change directions, there's an oddity in the controls. If you press the other direction (e.g. left if you're running right) too quickly, you'll keep running on. So make sure you stop for a split second before running in the other sense. (This may not be a problem if you're playing with the NES pad, however it was when playing on an emulator.)

Getting started

[_0210_]

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

START starts the game with some intro text, then a screen where you can put in your age (well, it actually means something like offering or dropping, but I call it AGE EFFECT: careful, this affects your starting stats!!!), then you begin on the first level.

PASSWORD lets input a four-symbol password so you can start your game in one of the later levels.

-----+-----
+ Game Mechanics +

[_0300_]

There are seven levels in this game and all of them are 2D side-scrolling jump and run stages. At the end of each stage there's a boss waiting. Every stage has at least one hotel and one shop you'll come across, where you can use your collected money to restore some health or buy some upgrades. Sometimes you'll also find some minigames.

You start out each stage with 3 or 5 Health Points (HP) (depending on your age input). If you touch an enemy, get hit by a projectile or run into a trap, you'll lose some of your health, 1 HP per incident. If you lose all of them, you lose a life. Unfortunately, you'll have to restart the whole level when this happens. The same is true for when the level timer, which is always ticking, runs out. Once you use up your very last life, it's GAME OVER.

There are several ways to collect money, which you can use in hotels/shops to recover health or buy upgrades: collect coins lying around in the levels, kill enemies or win some in minigames. Sometimes there are some hidden things, like e.g. ringing a bell to make more coins drop down to you.

You should also collect the parasol symbols lying around, as they provide you with the basic energy you need to attack. You can perform a (rather short) rainbow attack to hit enemies, but each of these attacks uses up one parasol point.

Age Effect (offering/dropping) [_0320_]
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When you start a new game, you're asked to make an input between 00 and 99. This influences Henbee's stats he starts a level with, such as HP, lives and time. The following is a list of input age/offering/dropping and its effect (PP stands for parasol points, PPP stands for parasol points per parasol symbol you pick up, Rainbow gives the length of the rainbow attack).

Note: there was some inconsistency in my game for the age of 05, but I'd advise you anyway to choose an age that lets you start with the highest stats.

Input	HP	Lives	PP	PPP	Time	Rainbow	Ducking
00-05	5	30	300	5	500	3 bows	yes
06-09	3	10	0	5	300	1 bow	yes
10-20	3	3	0	3	150	1 bow	no
21-34	3	10	0	5	300	1 bow	yes
35-99	5	30	300	5	500	3 bows	yes

Abilities [_0330_]
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Jump:
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Push the Jump button (A) to jump. The longer you keep the button pressed, the higher you jump - up to a certain point, of course. It doesn't make a difference if jump while running compared to doing so while standing; you'll reach just as high. However, you do reach further if you jump when sprinting. You can also hold the parasol above your head (Up + B) to float further when jumping.

Take care, jumping on an enemy (or touching one anyway) will hurt you.

Sprint:

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When you press Select, Henbee will go in Sprinting mode. Only tap in one direction and he'll run there, not stopping until you quickly tap in the other direction (to go out of sprinting mode) or press Down to duck (you'll stay in sprinting mode but stop).

Swim:

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Henbee can swim, so don't be afraid to go into water. Press the Jump button to 'tread' upwards so as to avoid sinking to the bottom of the screen, where Henbee would die. When you're at the very surface, you can also jump out of the water using the Jump button.

Attack:

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Push the Attack button (B) to shoot a short rainbow forward. This is your basic attack. At the start, this rainbow is only one short bow, but it can be upgraded to three bows length. Shooting out a rainbow uses up a parasol point, so make sure to collect those parasol symbols or buy some in shops in case you run low. When you use up your parasol points, you can't attack using the rainbow anymore. On a side note: the rainbow attack also works when in water. You can also attack enemies with your parasol, which does NOT use up parasol points. For this, either whip it out and hold it above your head (Up + B), then hit an enemy from below, or hold it below you (Down + B when in mid-air) and jump on an enemy's head from above. Both actions will make the parasol disappear, so you'll have to whip it out again. Be careful, though. The 'jumping on an enemy with your parasol below you' is a bit risky and not always easy to perform, especially when enemies are moving fast and/or jumping around. Also avoid doing this when an enemy takes more than 1 hit to kill - you'll take damage.

The just mentioned parasol attack can also destroy certain blocks (downwards).

Protect:

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One of the most important actions in Parasol Henbee is (ab-)using the protective ducking under the parasol (press Down), given that you didn't choose an age that disables it... This makes you invulnerable to all enemy attacks - everything will just move through you without hurting/affecting you. The only downside is that you can't move while doing so. Still, it's extremely helpful. Holding your parasol above your head can also absorb a hit, which protects e.g. against falling stones.

Items/Upgrades

[_0340_]

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Collect them on your way or buy them in shops.

- G coin, the game's money (1 coin = 1 G)
- Parasol (gives you 5 or 3 parasol points)
- Strawberry hat (restores 1 HP)

= Shop =

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The topmost line tells you how much money (in G) you have.

1st option 10G = ??? (ice cream)

2nd option 18G = ??? (chocolate)

3rd option 10G = gives you 5 parasol points (parasol stone)

4th option 10G = ??? (selfmade parasol ???)

(still to come)

= Hotel =

????????

The topmost line tells you how much money (in G) you have.

1st option 10G = restore 1 HP (futon room)

2nd option 18G = restore 2 HP (lowest room)

3rd option 26G = restore 3 HP (middle room)

4th option 32G = restore 4 HP (highest room)

Points

[_0350_]

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

- Pick up a Parasol symbol: 100 points
- Pick up a G coin: 100 points
- Killing enemies: depends on the enemy (200, 500, etc points)
- Beat a boss: depends on the boss

-----+-----
+ General Tips +

[_0400_]
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Never rush things. Advance slowly and carefully so you always have time to react, just in case.

Use your Parasol as much as you can. Especially to protect yourself, but also to save a bit on those parasol points.

Ducking under your parasol is the key to survive.

When walking and running around, it never hurts to have the parasol open above your head - and it may protect you from harm from above and makes many jumps a lot safer.

Sometimes it's much safer to just avoid or dodge enemies rather than try to kill them, so better take the safe way.

Here I will try to guide you through the different stages.

Btw, when you start and put in your age, remember what effects this has... so except if you know what you're doing and you're playing this for a big challenge, avoid an age between 10 and 20. Best go for something between 00-05 or above 35.

Level 1

[_0510_]

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You start out in a nice landscape very similar to the first level of the original Super Mario Bros. Best get used to the controls here without much stress. Try your jumping heights, sprinting, and especially the use of the parasol (ducking as well as opening the 'sol above and below yourself). Once you're familiar with Henbee's moves head right. Pick up the parasol symbol and jump over the wall to meet your first enemy (looks like a melon). Approach it by standing close to its platform and duck to avoid its shots, then shoot it with a rainbow as soon as it turns away. Keep going right, and keep collecting the coins if you want. After you pass your next melon enemy, there's also a bird flying by, dropping stones at you, so avoid these. Go past the scare-crow towards the hopping carrot enemies. Slowly shoot them one at a time and keep going right. If you jump up the three platforms, take care not to get hit by the next melon. Otherwise you can also get rid of it by walking underneath it, holding the parasol above your head and then jump into it from below. After that, there's again a melon on a platform, accompanied by a stone-dropping bird, and after that, just again. Dodge the stones and shoot the melons, then keep going on. Beware the enemies that look like inversed radish with eyes - they'll rocket up to the top when you're above them. So don't try to pass them on the wavy floor, but hold the parasol above your head and jump from platform to platform in between. Also jump when above the third and fourth of those enemies on the longer platform.

Now you'll see two houses: the left one is a hotel, the right one a shop. Get rid of the patrolling dogs and use the houses if you want or need to. The next enemy following to the right is a pink flower bud. If you try to jump over it, it shoots a seed at you, so best stand beside it and shoot it three times to get rid of it. After two more pink seeds, you'll see a brown catapult. If you jump on it you'll be brought back to the scare-crow you met earlier, so hold the parasol above your head and jump over it (or sprint jump).

Kill the next two pink buds, pick up the strawberry hat to recover 1 HP, then enter the door of the house to meet up with an elderly couple (and prepare for the boss fight).

: Boss :

The boss stands on the right side platform. He looks like a zombie Frankenstein and hides in a green-black barrel-thing. He regularly comes out, takes a few steps to the left, then shoots some bubbles towards you. After about 4 bubbles, he goes back to hide/protect... rinse and repeat. You have to jump on the moving platform to get near him (or swim over). You should stand on solid ground to be able to attack him, so staying in the water will keep you alive (as long as you swim and dodge the bubbles), but won't get you anywhere further.

The best and safest way is to hop on the platform and duck until he's done shooting his bubbles. Quickly jump over on his platform and stand on the left

edge, near the water. Now when he stands up and walks to you, quickly shoot him with a rainbow once, then duck to be protected until he's going back. If you time it right, you can get another rainbow in before he's safe, otherwise only focus on hitting him once at a time when he's just coming out. After landing 8 hits, you win.

Congratulations, Level 1 CLEARED!

Defeating the boss nets you a bonus of 10 G and 1000 points.

Level 2

[_0520_]

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The landscape here starts with a large tree - and a flying axe enemy coming from the right. Shoot or dodge it, then jump to the right. You have to jump over a series of gaps with moving platforms. This is done most safely by holding a parasol above your head so you can float a bit further and have more time to aim for the platforms. Beware also the flying axe appearing when you jump on the second (up and down-)moving wood platform. Enter the cave all the way to the right.

In this part of the level you have to climb upwards. Go right, avoid the stone the robot is throwing, then either jump past the enemy or kill it (don't jump at it from below with your parasol open - it takes three hits). Now jump upwards via the small patches of grass, pick up the parasol symbol, then time your next jump upwards such that you avoid the thrown rock. Quickly kill the robot, then go right. Again, dodge the rocks the robot throws at you, then kill it with three quick rainbows.

Hold the parasol above your head and observe the wooden logs floating down the waterfall. Jump on the first one, then quickly further on the grass platform. In case you need to buy something, there's a shop behind the entrance on the platform just below (ride down on a wooden log, shoot the slug-enemy and jump over - the shop has three options: 10G, 18G, 10G, the fourth one is missing). If you don't go in, go further right. Btw, I advise you to ignore the Strawberry hat at the bottom of the screen, it's placed a bit too risky and it's not worth losing a life over it. There follows another horizontally moving wood platform that takes you over a slightly larger gap. Beware of the flying axe coming at you. On the other side, quickly duck to dodge the rock, then get rid of the robot above you. In case you did enter the shop, this exactly the spot where you'll come out again (with the robot gone already). Before going up you can destroy the strangely looking rock below you (jump on it with the parasol facing down) and leave through the bottom right corner in order to get to some mouse for a piece of text. (This place acts as a "respawn" point in case you lose the boss fight at the end of the level - but not when you die otherwise.)

Now you should jump upwards. Best do so slowly, as there are some flying axes coming from the right. When the grass platforms get larger, prepare to dodge some falling boulders (most easily done by ducking). No matter if you go up on the right or left side, you'll come to a central platform with three holes above, where those boulders fall out of. Quickly jump on the small grass platform a bit to the right, then, just after a rock has fallen out of the rightmost hole, further to where there seems to be a wooden statue standing. (I have no idea if that has any purpose, so best ignore it and go on.) Be careful when going two platforms higher, as there's a tricky flying axe coming. Try to trigger it by jumping a bit lower such that you don't reach the uppermost platform yet.

When at the very top, go left to find more isolated platforms in front of a waterfall. Don't jump just yet, but wait for a flying robot chicken to appear. It will hover left and right, so time your jump on the first platform such that

you avoid it, then best shoot it (it takes three rainbows). To jump to the next platform, hold the parasol above your head or sprint-jump. Best also shoot the slug-enemy on said platform before, or alternatively jump on it holding the parasol below you. Jump left again and go up to the black cave entrance above you if you need a night at the hotel. Otherwise, just keep going left, then jump further upwards.

You'll get to a series of small platform you'll have to cross towards the left. Do so very carefully, as there's the occasional flying axe as well as some falling boulders (ducking and only jumping after a boulder has fallen is your best strategy). And of course don't fall down in between. At the top left, pick up the parasol and go right. You'll have to jump over a series of small(ish) platforms again. When you get to the first one, a flying robot chicken attacks from the left. Kill or dodge it, then kill the small slug on the second platform and keep going. Some of the jumps are slightly tricky as your sprite will disappear when jumping at the top of the screen - so best keep that parasol open above your head!

When you see a large tree you'll know the jumping has an end for now. Go over there and kill the robot throwing rocks at you. Enter the cave behind it for some story text and prepare for a quite special boss fight.

: Boss :

You fight this boss in a sumo ring. However, the fight is done by playing Rock, Paper, Scissors... At the beginning, the enemy shuffles six cards. Each card can be either rock, paper or scissors. After the shuffling, you'll see his actions for a split second only, then they're turned. Now it's up to you to make your choices, by selecting one of the three symbols below.

Remember:

Rock (fist symbol) beats Scissors

Scissors (Victory symbol) beat Paper

Paper (flat open hand) beats Rock

Sumo-wise speaking: if you manage to push the boss out of the ring or end the fight in his half, you win. If the fight ends with both parties finishing on the starting line, it's a draw (and the fight is repeated). If you get pushed out of the ring or finish on your half, you lose (and have to restart in the middle of the level, where you had found the mouse). Point-wise, this was not always clear to me, as sometimes a mini-win would move the fighters less than other times. Anyway, whoever gets more points or reaches three points first, wins the fight. If you managed to see and remember some of the boss' moves displayed on the cards, play your actions such that you know you beat him. Otherwise, this fight is purely luck-based. As mentioned, if you lose, you'll have to restart in the middle of the level, where you had found the mouse. If it ends in a draw, the fight is repeated. (Though I did manage to win by having a score of 2-2...) And if you win, well, you win...

Congratulations, Level 2 CLEARED!

Defeating the boss nets you a bonus of zero points, I think (except of the remaining time bonus).

Level 3

????????

[_0530_]

You start at the top of a deep pit full of vines. Some of them even carry thorns, which hurt you, so carefully avoid them. Here you have to make good use of your parasol, both to free your way down by breaking blocks below you and to

float down slowly (thus more safely).

Jump right, on the part of the vines without thorns, then break them by jumping on the with your parasol below you. As soon as you fall through, open the parasol above your head and navigate a bit to the right, then all the way to the right when there's a fork. This takes you to a cave in the wall, where the shop is inside. When you come out again, jump slightly left on the patch of thorn-less vine. Break a part and immediately open the parasol above your head again, then float down on the right side of the screen to land at another cave entrance, which takes you to the hotel. Regain some health if you need it, then go out again.

Open the parasol above your head and jump-float over to the very left side. The cave entrance here takes you to a mini-game. I'm not really sure how it should work - simply select one of the three windows and get your price (a G coins gives 10 Gold, a parasol symbol gives 10 parasol energy... I've encountered one more thing like an open fortune cookie with two eyes, but I don't know what that does). It seems like you can repeat this as many times as you want, which seems pointless to me, but maybe my copy of the game was strange. If you know more, please tell me.

Out again, drop down to the vine without thorns, break it and float down towards the right side a bit. Break the next thorn-less vine and float down in the middle first. As soon as the vines disappear, hold left - you'll land at yet another entrance to the three-windows-minigame. (Ab)use it if you want, then hold the parasol above your head and jump over to the next cave entrance on the right side (you can land in the vines without thorns in between). In here you'll find the mouse you had already encountered on the previous level, acting as a restart point if you lose the next boss battle.

Jump to the middle of the screen, then float down between the vines - you'll have to do a little bit of zigzagging around the middle only. After landing, walk right and enter the house for a bit of text (from an elderly man).

The next part of the level is different, and partly underwater. Go right, then you can choose if you want to go diving or stay on dry ground. If you swim underwater (press the Jump button to not drown) there are two parasol symbols and two strawberry hats to collect. But take care of the fish enemy, as it's a bit tricky to see. At the end, jumping out of the water without getting hurt can be a bit tricky, what with the jumping umbrella. Best open your parasol above you when jumping out to immediately get rid of it. Go right to get to some invincible wisp (or flame-like) enemies circling around trees. Either time your progress such that you avoid them, or simply duck until you can walk safely, duck again when one comes near... etc.

After that, it's swimming time. Shoot the purple enemy, then jump out on the other side. At the next brown hill thing beware the large rock rolling towards you. Either simply duck, or jump up on the brown platform and jump again - or run back and jump to the part left of the small water opening. Then jump up to the right side, destroy the two blocks on the right to get down to the boy in the center for some text message. Destroy the block on your left to get down into the water, then walk right.

You start in the next section of this level, still with lots of water. Just a warning now: you'll encounter some nasty jumping fish enemies. Take good care to dodge them (duck or avoid) or kill them early. Go right, past two jumping fish, then out on a green platform. You can kill the seagull for 5G or just get past and dodge its droppings. Jump on the next green island, then you need to go into the water again. Getting out here on the high island can be a bit annoying - just keep trying and remember to hold the jump button long enough to reach up when you jump out of the water. Also beware the circling wisp above the island and get past it quickly. In the next water pool there's a purple enemy, so kill it. When you get close to the next high island, there's also a jumping fish. When on top of the next green island, you'll again have to deal with two of those fish enemies. After this comes a long stretch of water with a few enemies: purple, seagull, fish, purple, fish.

At the very right, jump out of the water to be taken to a test passage (from a

woman with a strange haircut). And it's boss time!

: Boss :

This boss fight is fought out as a game of memory-type 'build-the-face'. You have to reconstruct the correct Henbee face before the boss reconstructs his robot face. A face is made of three components: eyes, nose and mouth parts. For each part, there are six different options to choose from. The clue? You first need to find the right one(s) as the parts are drawn on the backside of some tiles. Like in a game of memory, you and the boss take turns to uncover a tile at a time and see what it is. So memorize well what both you and the boss uncover to try and quickly finish 'your' face.

If you lose, you have to restart where you had met the boy. If you win, good for you. :-)

If you really have a lot of trouble remembering stuff, try this: draw three boxes on a piece of paper, each sub-divided in six parts (like the memory pattern on the screen). Now make a X on each tile that doesn't help your Parasol face and an O for those that are yours. Thus you should be able to win in at least a few tries.

Congratulations, Level 3 CLEARED!

Defeating the boss nets you a bonus of zero points, I think (except of the remaining time bonus).

Level 4

[_0540_]

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Go right and pick up the seven parasols on the way, then enter the house for some text (from a sad boy). After that you'll automatically plant four beans, with grow into giant beanstalks... Choose one of them to go up.

Every time I played, each of the four scenarios gave you 1G and you lost a maximum of 1 HP. Though when that was the case, there was always a strawberry hat waiting at the top. Also - depending on which vine you take you'll have to do a longer or shorter way in the level part above... If you come up on the rightmost vine it's very short, while if you come up at the leftmost one, it's the longest.

So here's how it was in my game:

- bottom leftmost --> top leftmost
- bottom 2nd from left --> top 2nd from right
- bottom 2nd from right --> top rightmost
- bottom rightmost --> top 2nd from left

So when at the top in the cloud area, go right. Btw, beware that some of the single cloud blocks can disappear after a short while when you stand on them (but these are never blocks immediately above empty ground). And all cloud blocks can be destroyed (e.g. shoot them or jump into them with the parasol facing them) - and may hold some bonus (G, parasol symbols or the occasional strawberry hat). So whenever you're on a safe place with cloud blocks you won't need, make them go poof.

I start my further descriptions assuming you took the leftmost vine. If not, just skip to the corresponding vine... When jumping on the first cloud block platform to your right take care of the green enemy (has a large smile and a circular flashing hair cut) at the top of the screen riding a cloud back and forth and shooting lightning at you. These lightning shots go through cloud blocks, so either dodge them, duck often or protect yourself with a parasol if possible. Go on to the solid ground. The four-block cloud here in the middle

holds some goodies. After the next gap, there's another green lightning shooter ahead. Dodge or kill it (time a jump at him with your parasol open above your head) and proceed. Hold the parasol above your head and jump on over the next gap (there's only a single cloud block to step on). On the other side there are two windcloud-thing enemies blowing wobbling clouds at you already from quite far. So if you got hit by such a cloud once, don't worry too much - these are hard to get by unharmed (the parasol might have helped). One of the cloud blocks the lower of these enemies is standing on holds a strawberry hat, so get that. Ignore the enemy at the top and jump right once more. Here's vine number 2.

From vine number 2 go right and jump over the gap with your parasol open above your head, dodging the lightning shooter (it's the safest not to stop until he's out of the screen). Jump over the next gap via the four-block cloud, run past the next lightning shooter, then jump over the next gap. You'll see two windcloud blowing enemies, thereof one at the top of a cloud-block stairway. The safest way is to destroy the cloud-blocks in front of you and simply walk past underneath. The blocks forming the stairway also give quite a few extras, so destroy them all. Jump over the next small gap to reach vine number 3.

From vine number 3 go on right, jump over the gap with your parasol open above your head, dodging the lightning shooter (don't stop until he's out of the screen). Jump over the next gap via the four-block cloud, run past the next lightning shooter, then jump over the next gap, where two windcloud blowing enemies await. Don't worry if you got hit once, one of the next few blocks - which you can destroy safely from below - holds a strawberry hat. Keep going right, ignoring the third of these enemies and jump over the next gap (spring-jump or jump with the parasol above your head) to reach vine number 4.

From vine number 4 there's a possibly tricky jump ahead. Best hold the parasol above your head and go to sprinting mode, then run and sprint jump over the next gap. The sprinting is done in case the lightning shooter above you hits your parasol. Don't forget to stop sprinting once you're below the three windcloud blowing enemies, then safely kill the lower two of them and destroy the blocks where the lowest one was standing with your parasol for a strawberry hat and a parasol symbol.

Now make sure to have the parasol open above your head and carefully jump right, over the single blocks. Quickly stop when you reach the third one. A small cannonball will close your parasol, so quickly reopen it. Watch the pattern of those cannonballs. The first shot hits your parasol, the next two go further. Then it restarts with a short one that would hit you, one that would hit your parasol and again two longer shots. So after reopening the parasol quickly jump on to the right while the shots fly higher over you. On the other side jump on the well and kill the crow. If you need health, press down at the place where the crow was standing to go into a somewhat hidden hotel. On the right side there's a building with a large door. Enter it to get to the level's boss.

: Boss :

This boss is again a 'normal' fight. He's sitting a UFO and teleports around. Every time he appears he shoots a kind of beam straight downwards. On impact on the floor, it transforms into two stars that bounce to the left and to the right (and disappear at the border of the screen). These stars are easy to avoid by either jumping over them or by ducking under your parasol. To attack, wait until the UFO appears at a height you can reach, then shoot it with your rainbow. (Hitting it with the parasol is very risky!)

The boss appears only in 5 positions in the following order: top right, bottom center, top left, bottom right, bottom left... After you hit him 10 times, he's defeated and a chicken appears on the right side. Pick it up, which will also make you leave the house, then go right, down the vine and right again to finish the level.

Congratulations, Level 4 CLEARED!

Defeating the boss nets you a bonus of 1000 points.

Level 5

[_0550_]

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In the village... Go right and dodge the pink blobs of paint the paint buckets on the rooftops throw at you. If you want you can get rid of them (you can stand on the 'first floor stones' of the houses), but I found it wasn't worth the hassle. Soon a strangely dressed enemy wielding a knife will come at you. Either dodge it or shoot it - twice! At the church you can ring the bell (by jumping at it), which will make 9G fall down for you. Right after that, at the narrow house, you'll also encounter a black flying enemy (flying in a broad V-like pattern) dropping balls on you. Dodge these projectiles (ducking is the safest), too. Next is a fountain with a small pumpkin enemy. Beware, it can shoot two short-range balls at you if you let it. Shoot it, dodge the black balls, then shoot the knife-wielder. Get rid of the next pumpkins and enter the open door of the next house for some text (from a small girl).

Back out keep going right. There are four of the black flying things ahead, but you can safely kill them if you advance slowly on the 'first floor stones' of the house. There's another pumpkin at the next fountain, then a knife-wielder. Pass the next two smaller buildings (dodge the pink paint balls) to get to a large house. Don't try to enter the two doors, but prepare for a mini-boss fight.

A funnily dressed mecha-lady will come out of one door and walk in your direction: either to one border of the screen and back or from one door to the other, all while shooting brown short-range projectiles (similar to the pumpkins before). Meanwhile, in the upper row of 5 small windows, 2 windows will open, a face appears and throws what looks like a purple night pot downwards. You yourself can stand on three ledges placed at mid-height. From these you can shoot those pot-throwers rather easily. Best do so from one of the ledges on the side (wait and duck until one appears in a nearby window by checking what window gets opened), with the one on the right being the top choice, as the fight only starts when you initially get to the right part of the screen.

The mecha-lady herself takes 10 hits. The safest way to defeat her is to wait on the right edge of the rightmost ledge, then drop down behind her as soon as she turns to go back to the door and immediately shoot her one or two times. Go back up on the ledge to wait... rinse and repeat until she gives in (you get 1000 points and 10G).

After some short text, you continue in a forest with your health refilled. There are some things that are a bit nasty: quicksand areas slow you down (you can also die in there by drowning, but a bit of jumping gets you out), and well disguised enemies. Go right and stop just before the quicksand. Carefully step in it, then immediately jump back on the tree stump behind you, as there's a tall tree enemy attacking you now (he'll walk towards you and shoot some spiral projectiles horizontally). Either duck until he's over, jump over it if you're on the tree stump, or kill it. However, the last option is tricky, as he takes five shots with your rainbow. The best and safest way, though, is to open your parasol and jump from the tree stump on the lowest of the branches to your right to avoid him completely. After that, there's a bee nest dropping down and three bees fly towards you, so make sure to avoid them (jump over them, duck when on a branch). If you're on the branches, you can also easily jump over the antlion located in the middle of the quicksand.

Back on safe ground continue right, and immediately duck, as there's another tree enemy approaching. Just before you reach the next big tree stump, a black

bat attacks. Either shoot it with your rainbow or dodge it (ducking is the easiest, just wait long enough until it's gone). After that jump on the just mentioned stump and continue right over the quicksand just as you did last time, as all enemies appearing are exactly the same. Best float over to the lowest branch, dodge the bees, then jump on to the right to the second tree, pick up the parasol symbol and go down on solid ground. Dodge or shoot the black bat (you can also kill it by simply letting it fly down into your parasol if you keep that above your head). A few steps to the right is another bat, then there's a large tree stump house for you to enter. You'll meet the already known mouse character telling you something.

After that, you continue in an ever darker forest. But at least your health is filled up again. You'll immediately see a new enemy type: spiders. They go up and down on their thread but only take one shot, so the best way to get rid of them is to have your parasol open above you, then walk underneath them when they're up and wait for them to take themselves out. You will also have to watch out for those black bats - due to the black background, the only thing you can see of them is their eyes. So when you see some blinking eyes, best hold the parasol above your head and stand in a 45- angle to them when they come down. Alternatively, shoot them with your rainbow or dodge (duck) until they're gone.

So if you right, you'll meet a spider first, then another spider, followed by a bat. Then comes a spider, another bat, a spider, a bat, spider, bat, spider, bat. Next are a spider and a well hidden bat close to each other, so be careful. Best shoot the spider already from a bit away and proceed slowly with the parasol above your head. After that there's again a spider, a bat and a last spider, then you go into a cave.

There are some steep slopes here where you'll slide downwards. You can slowly walk up, but you can't stop, or you'll go down again. There will also be some stalactites falling down from the ceiling. Watch out for them and dodge them quickly (ducking is the safest, unless you're in water). First go right, shoot the slug on the small hill, then open your parasol and slide down into the water. Halfway in the water, a black bat comes down. Try to aim your jumping/water treading such that you kill it in-flight. Then, just before you reach the small island to your right, a stalactite falls down, so dodge that. Then shoot the slug on the island and (try to) jump on land - and immediately dodge or kill the bat coming at you. Between the two small islands, another stalactite will fall, so either advance slowly and go back a bit to dodge, or simply hold the parasol above your head. Kill the slug and get on the second small island, where you have to deal with another black bat.

Go right again, to find another stalactite, slug, black bat combo before/on the next small island. Deal with it like before, then just again for the fourth small island. Keep going right and jump on the slope of the steep hill. Jump up mid-way and shoot the slug, then go over the hill with the parasol open above your head, as there's another stalactite falling down just to the right. Leave the cave, then enter the candy house to get some text (from a red hooded girl). This also serves as the restart point in case you lose the upcoming boss fight. You continue in a brick wall cave. Get rid of the pumpkin running towards you, then go right. Kill the two next pumpkins, then jump up to the right (on the ledges with coins). Keep jumping upwards until you see some gray castle-like thing with a wooden door and a mecha-enemy in wizard robes. Get rid of that (e.g. by standing on the ledge just before getting up all the way and keeping your parasol open - he'll run into it twice), then enter the door for some text passage (from a green frog). Now prepare for the boss fight.

: Boss :

This is the exact same rock paper scissors fight against the same boss as in level 2, so here's the same description and strategy:

You fight this boss on a stone platform like in a sumo ring. The fight is done

by playing Rock, Paper, Scissors... At the beginning, the enemy shuffles six cards. Each card can be either rock, paper or scissors. After the shuffling, you'll see his actions for a split second only, then they're turned. Now it's up to you to make your choices, by selecting one of the three symbols below.

Remember:

Rock (fist symbol) beats Scissors

Scissors (Victory symbol) beat Paper

Paper (flat open hand) beats Rock

Sumo-wise speaking: if you manage to push the boss off the platform or end the fight in his half, you win. If the fight ends with both parties finishing on the starting line, it's a draw (and the fight is repeated). If you get pushed off the platform or finish on your half, you lose (and have to restart in the middle of the level, where you had found the mouse). Point-wise, this was not always clear to me, as sometimes a mini-win would move the fighters less than other times. Anyway, whoever gets more points or pushes the opponent off the platform, wins the fight. If you managed to see and remember some of the boss' moves displayed on the cards, play your actions such that you know you beat him. Otherwise, this fight is purely luck-based. If you lose, you're transformed into a frog for a few seconds and then have to restart in the middle of the level, where you had met the red hooded girl. If it ends in a draw, the fight is repeated. And if you win, well, you win...

Congratulations, Level 5 CLEARED!

Defeating the boss nets you a bonus of zero points, I think (except of the remaining time bonus).

Level 6

[_0560_]

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Get ready for a long swim with quite a lot of enemies. Even just before you get to the end of the bricks you walk on, a flying fish jumps at you. Jump over it, shoot it or dodge it otherwise, then hop into the water and swim right. The best strategy is to open the parasol above your head and keep pressing to the right, never stopping: the fish enemies will jump over you, the seagull dropping either miss you or hit the parasol and the pirate buoys are quickly shot at. Anyway, here's a quick list of the enemies to come: 3 (more) fish enemies, 4 fish enemies, 2 seagulls with a pirate buoy in between, 1 more seagull with a pirate buoy below, 1 harmless surfer in the background (doesn't harm you), 1 more surfer, again 2 seagulls with a pirate buoy in between, 3 fish enemies, 1 seagull.

At the end of the water, you can try to jump out (but don't try sinking down - you'll die), then you'll get sucked in by a whale and roll down its throat. When you have control again, go left. You'll meet a new type of enemy: ghosts. They blink in place, then they turn solid and walk around. You can't kill them when they're solid, but only when they're blinking. So either do that or dodge them (ducking works as usual). Pass the two ghosts, then jump over the orange pool of digestive acid and float down the hole to the left. Keep to the very left or very right such as to avoid falling in the next acid pool. Now go right and down. The exit to the right takes you to the hotel - use it if you need to. Continue to the left. For the next part you should make sure to always have the parasol open above your head. This will protect you from the drops falling from above. Whenever this happens, immediately reopen the parasol. But even with that, try to stand in between the spots where those drops fall. So jump over the pillar-like obstacles, then over the next five of those. Afterwards, you'll encounter a skull, which will develop into a skeleton and walk towards you.

Either shoot it or run back to the small platform to the right a bit below (where you came up) and keep your parasol open. Three hits will kill the skeleton. Now float down the hole to the left. If you want to find this level's shop, hold right when you see the second strawberry hat to get into a tunnel, kill the skeleton and exit to the right. Back out you have to deal with the skeleton again, then float all the way down, keeping along the left wall. At the bottom, kill the skeleton on the platform between the two acid pools from a bit away, then hop over to the right. Kill the next skeleton from a distance and jump over to the remainders of Pinocchio (or jump over directly, duck to dodge it, then run by). You'll get some short text from the wooden puppet.

: Boss :

There is no boss - the level simply ends when you meet Pinocchio.

Congratulations, Level 6 CLEARED!

Level 7

[_0570_]

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This level starts out in a volcanic area. Also prepare for some nasty enemy turtles. They come flying at you as a rotating, invincible, fire spewing shell. Most of them slowly come down and land on solid ground. Now they're in their complete form and you can attack and kill them. Best do so quickly, as they can also shoot horizontal fireballs.

Go right, jump over the spikes and the lava, then wait on the block just before the next spikes. A turtle shell comes flying and the turtle lands right of the spikes. Quickly get rid of it (don't stand there waiting for it to shoot at you), then continue over the spikes and the next lava pit. Another turtle will land at the top of the hill, so wait one or two stairs below until you can shoot it. After that small hill, the path splits. If you want to take the upper path, which is slightly less dangerous, you have to sprint-jump with the parasol above your head starting from one of the higher-up positions before the next spikes. Otherwise, simply jump over the spikes and walk the lower path. Upper path: keep the parasol above your head to jump more safely over the three next spike pits. Pick up the strawberry hat. Now either wait until the turtle on the lower platform walks away from you, then quickly drop down and shoot it from behind; or jump on its head holding the parasol below you. Now jump over on the small isolated platform and wait for the turtle shell to drop down to the lower path, then jump over to the right. If you absolutely wanted you could go down to the lower path, but I don't who'd want that? Another turtle will land at the top of the stairway, just before the next spikes. Shoot it, then jump over the spikes. Go right and jump over the small gap where the lower path comes back up. Kill the turtle that arrives, then go right.

Lower path: go right inside this underground path and stop just before the lava pit. Make sure you have the parasol open above your head, wait for the lava to fire up, then just when it has gone back down jump over it. Now jump over the gap (parasol must be open). Before you can jump over the next lava pit, a turtle enemy appear from the right. Shoot it from afar if you can, then duck to dodge its fireball, otherwise dodge first, then jump over the lava to kill it. Keep going right. At the area with two openings from above, another turtle will land, so get rid of it. A bit to the right comes a very tricky part with two invincible flying turtle shells. You need to time your ducking and running well - or just be quick to minimize damage (I found it impossible to get through

here unharmed without ducking.) Get on the first step and observe the pattern of the spining shell. Go right up, following the shell closely, then quickly duck when you're on the right edge of the highest step and let it fly back to the left, past you. Quickly go right a bit and drop on the next step before the second shell is there and immediately duck again. When it is going right, follow it closely (such that you don't get hit by the previous shell), then duck again when you're down one more step to let it go past to the left of you. Now run to the right. Jump up and kill the turtle that just landed on the upper right, then go right.

The two possible paths have recombined and you're inside a cave. Don't worry about the unreachable opening at the top, if you get unlucky later you'll get to know where that comes from.

Go right, past the wisps circling around platforms with parasol symbols. In case you want to get those symbols, stand on the small pillar nearby, then time your jump upwards such that you don't get hit by the wisp, then immediately duck (or jump away again) to dodge the wisp again. A bit to the right kill the caterpillar, then you reach a long duct going upwards, which you have to climb up using blocks that disappear very quickly after you step on them. First grab the two parasol symbols nearby. Now make sure you have the parasol open above your head to make the following jumps easier. Jump on the first block that appears. As soon as you step on it, a new one appears, but the one you stand on flickers, then it falls down. So quickly jump up on the next block that appears... and so on to get up. About one third of the way up there's an opening in the left wall. Go in and go up all the way to grab lots of parasol symbols, which gives you a nice stock of parasol points you can use to attack the soon to come boss. On the center platform near where you came in, there's a door that takes you to the hotel. Three center platforms higher, there's a door that takes you to the shop, and on the second highest center platform there's a door that takes you to a three-windows-minigame. (Ab)use it if you want, then go down all the way. When you go down, all parasol symbols above you will reappear - so you can stock up as much as you want, but don't forget that time is running!

Once you have enough (100 points should be enough), you have to get out through the same opening you came in and drop down to the bottom again. Anyway, whenever you should miss a jump, you can restart here at the bottom, as the blocks will restart to appear here again. Now it's time to go all the way up (that's 24 jumps in a row). At the top, go left, ignoring the crustacean enemies on the platforms. Kill the caterpillar and jump up on the left, then drop down the narrow opening along the left wall. Go right on the platform you land on and kill (three rainbow shots) or avoid (duck) the skeleton that appears, then keep going down in a zigzag pattern. You'll meet two more skeletons on the way.

When on the platform that has no skeleton (you only see one below you), make sure you keep along the left wall when dropping down. You have two single blocks to your right (they disappear quickly after you step on them!), then a skeleton on a solid platform, guarding an exit to the right. First, make sure you have the parasol open above your head. Now watch the skeleton to your right. Wait until it faces left and is in the center of the platform. Now start jumping on the first single block, then immediately to the second and on to the solid platform with the skelly. Quickly get rid of it, then go right and exit. In case you missed a jump or fall down otherwise, you get to a part with another skeleton, two strawberry hats and a parasol symbol. But you still can't go back up the way you came - you have to go down the narrow gap on the left, which takes you to the beginning of the cave, then go all the way around again. Only then can you attempt the jumps over the two vanishing blocks again.

: Mini-Boss :

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As soon as you come in, you're attacked by what looks like a brown moon with

small legs. All this miniboss can do is jump (slightly sideways), either low or high. But every time he lands the ground is shaken, which causes 3 stalactites to fall down from the ceiling. When they hit the ground, the boss will jump again - and so on.

The safest way to defeat the miniboss is to directly run in the middle of the screen at the beginning, then duck under your parasol. This gets you to a place where you can attack him quite often and you're safe from both the boss and the falling stalactites. Only act (aka attack with your rainbows) between stalactite drops. The best moment to hit is just when he lands nearby. Get one or two hits in, then duck again.

If you're confident, then position yourself between the stalactites' dropping places to dodge them and follow the boss around. This gives you a bit more time to attack; not that it's necessary, though. After 10 hits, the miniboss goes down.

Defeating the boss nets you a bonus of 1 G and a measly 100 points.

You'll get a short text scene, then you're automatically brought to the final boss fight!

: Boss : Final Boss

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This fight has two phases, with the first one being the more difficult one.

Phase 1: All you see in the beginning is some black bubbles hopping towards you from the right side. You can shoot them if you have enough parasol points - or you can simply dodge them (ducking, as always, works best). The boss slowly drives in inside a kind of tank with two arms. And these arms are alternately shooting the hopping bubbles at you. One thing important to know is that the tank itself can't hurt you, so don't be afraid to go as close to it as you can. Its weak point is the light flashing spot in the center (the 'belly').

First thing I suggest is to never jump mindlessly when trying to dodge the bubbles. Only ever walk around if you want and duck when a bubble is about to hit you. As mentioned already, best stand (and duck!) as close to the tank as you can, which is basically below his two arms. Now only the bubbles bouncing back from the left wall can touch you. However, to hit the weak spot of the tank, you do need to jump up a bit. Best observe the two arms (and the bubbles): don't jump when the arm on the right side shoots, as the bubble might hit you, but DO jump and attack when the arm on the left side is shooting. Of course, all while still avoiding the back-bouncing bubbles.

After about 20 hits, the tank will go boooooom - but you're not safe yet.

Phase 2: When the tank is broken, a blue metal skull will pop out and land in the middle of the screen. This skull will now also jump around (about mid-high jumps) and release bigger shots into the air. These shots fall apart into four small shots flying in all four diagonal directions.

I found the best strategy to place Henbee in ducking position in a spot where the skull lands. This will cause him to jump away and back on said spot for a long time. Now every time he jumps away you can stand up and fire rainbow shots at him without putting yourself in danger. When he jumps back, duck again till he's jumping away again... rinse and repeat. If really need be, you can adjust your position whenever he's jumped up - and in case it happens: keep ducking when a diagonal shot should come towards you.

After about 15 more hits, the skull goes flying and the bad guy falls back down, defeated.

Congratulations, FINAL Level CLEARED!

Defeating the boss nets you no points at all, but you can at least enjoy the

short ending. :-)

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+ Codes & Secrets + [ \_0600\_ ]  
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There aren't any real cheats I'd know of, but I can at least give you some passwords that let you start at the individual levels.

As this isn't a JIS-formatted guide, I'll give you the description in terms of 'rows' and 'columns', where e.g. the sixth symbol from the left in the third row would be named "r3c6".

(Maybe I'll transform this guide to the new GameFAQs formatting, then I could add images... one day...)

Here they are:

Level 2: r4c6 r2c2 r1c2 r3c10  
Level 3: r4c1 r1c2 r4c6 r2c2  
Level 4: r3c7 r4c3 r3c6 r3c9  
Level 5: r1c5 r3c2 r1c11 r2c5  
Level 6: r2c1 r3c3 r4c4 r4c9  
Level 7: r1c4 r2c3 r1c12 r1c1

(You should have 5 HP and a three bows long rainbow attack, but you always start with zero points.)

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.

-----+-----  
+ 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 65'335 points, but I never really cared.

\_\_\_\_\_

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

A: Hmm, the game is not a very easy one. What makes it hard is that you have to completely restart a level if you die. Anyway, the two hardest parts for myself were the clouds level (because you had to jump so much) and maybe the final boss.

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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.

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+ Version history + [ \_0800\_ ]  
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Version 1.0 - Beat and included all levels. All other important sections done (04/15/10) (basics, tips and questions). Basic formatting done. Guide has tags to make it searchable. This is the first official version accepted for posting.

Some things that are still missing:

- I'm not sure what the stuff in the shop does and how upgrading works.
- Translation of the whole Japanese text.
- I'm not sure what the three-windows-minigame e.g. in level 3 is supposed to be. I got goodies to no end as long as I wanted (and had time left).
- A nice ASCII header

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+ Legal Stuff / Contact + [ \_0900\_ ]  
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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 <Parasol Henbee> in the subject line, or else I'll shred and eat the e-mail without reading it. ;-)

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

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

...thereof especially to odino, who pointed me to the game and translated a few text snippets (hotel, shop and 'offering').

...to EPOCH 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 some info on Parasol Henbee.

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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