

# Pyokotan no Dai Meiro (Import) FAQ/Walkthrough

by Da Hui

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## Pyokotan no Dai Meiro

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This FAQ was made for the NES FAQ Completion Project. You could contribute to this yourself! Just check out Devin Morgan's web site about it:  
<http://faqs.retronintendo.com>

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### Table of Contents

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1. - Controls.....	PDM1
2. - Game Modes.....	PDM2
3. - Walkthrough.....	PDM3
4. - Passwords.....	PDM4
5. - Disclaimer.....	PDM5

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| 1. - C O N T R O L S | PDM1 |
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There are several different game modes in this game. The controls are obviously different so I will list them all here and then describe the game modes more in depth in the next section.

#### Map View:

D-Pad - Move  
A - No Use  
B - No Use  
Start - No Use  
Select - No Use

#### Lilly Pad Jump:

D-Pad - Move up or down on lilly pads  
A - Jump  
B - No Use  
Start - No Use  
Select - No Use

#### Candy Jars:

D-Pad - Flip switches  
A - No Use  
B - No Use  
Start - No Use  
Select - No Use

#### Apples:

D-Pad - Move  
A - No Use  
B - No Use

Start - No Use  
Select - No Use

Puzzle:

D-Pad - Move Cursor  
A - Select Block  
B - No Use  
Start - No Use  
Select - No Use

Simon:

D-Pad - Select Frogs  
A - No Use  
B - No Use  
Start - No Use  
Select - No Use

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2. - G A M E M O D E S

PDM2

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Let me start by trying to translate the main menu for you. I don't personally speak Japanese and have no idea how to translate it, but this will explain what each section will do for you.

At the main menu you will see three options, the first option is the story mode. I have no idea what the story is but by the looks of it, you have to stop an alien attack. After you select the first option, you will come up with two more options. The first choice is single player and the second choice is two player.

The second option on the main menu will be a password section. You will see a rabbit, frog, UFO, and alien. These will allow you to continue at another stage that you previously reached. Check the passwords section for the passwords to each stage.

The third and final option on the main menu is the mini game option. While scrolling through this screen you will see two boxes. The top box, you can navigate through by pressing up and down. The mini games go in the following order: Lilly Pad Jump, Candy Jars, Apples, Puzzle, and Simon. The bottom box that you can navigate through is controlled with the left and right buttons. The left most option is easy and they get progressively more difficult.

The story mode will have you walk around opening treasure chests and making it to the exit. After you finish a level, you will enter a bonus stage where you have to shoot down the spaceships. If one of the treasure chests contains an alien, you will enter one of the following mini games which for some reason, you don't even have to win:

Lilly Pad Jump:

On the bottom of the screen you will see to the left of the bunny head, how many tries you have. Press A to jump and up or down to move up or down. You can only change paths at the beginning of a set of lilly pads so choose wisely. Avoid all of the fish, frogs, and other obstacles as you make your way to the end. If you reach a sign with an X on it, you will stop there and have to start over so remember where the dead ends are so you can easily reach the exit of this mini game.

Candy Jars:

You will notice different color jars on the bottom of the screen. Different

color candy will drop from the top of the screen. You have to flip the switches with the left and right buttons to make the candy roll towards the proper jar. It starts to get difficult to keep track of everything on the harder stages. Be careful and be very aware during this stage, it can be very fun but also difficult.

Apples:

This mode is very simple. Each round only gets longer as you progress through the game instead of more difficult. The goal is to move under the apples that are falling. When they hit your umbrella, they will bounce into the collecting machine. Avoid the worms and snakes because they will briefly stun you which will cause you to miss an apple or two.

Puzzle:

This mode can be difficult. At the start you will see the clear path to take. Select the blocks that were part of the clear path. If you pick a wrong block you might get a monster or a bomb. If you get a monster nothing really happens. If you get a bomb, it can kill a monster. Every now and then you will get a carrot which will show you the clear path again.

Simon:

This is like that old game Simon with the different color combinations you have to press in the same order. This time you will hit the frogs with the D-Pad. At the right of the screen, you will see a fraction, that is how many tries you have to complete to finish this mini game.

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3. - W A L K T H R O U G H

PDM3

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Stage 1:

You start on the far left and will see a sort of cliff overlooking the beach. Collect all of the treasures if you wish, just collect them until you get the key. The key will always be in a different chest. To reach the exit, stay on the cliff and go all the way to the right and enter the lighthouse.

Stage 2:

You start on top of a mountain to the left. Climb down the mountain and make you way to the right. Climb to the top of this mountain and enter the cave at the top to enter the next stage.

Stage 3:

Go to the right and climb the second ladder you see. From there, start climbing the ladders and move to the left as you reach the spaceship in the top left corner of this stage to advance to the next stage.

Stage 4:

Walk across the bridge to the right. Climb down the cliff when there's nowhere else to go and then climb the last cliff to the far right to enter the spaceship. At the end of the bonus round you have to shoot what appears to be a couple of penguins floating across the sky. After they are down, you have to shoot the big alien in the head. Every now and then he will throw a spaceship at you which is easy to destroy or avoid. After you shoot him down, the game is over. That's right, that's it, this game is that short.

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4. - P A S S W O R D S

PDM4

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At the main menu there are three different options, the middle option is the

password screen. You will see the first is a rabbit, the second is a frog, the third is a UFO, and the fourth is an alien. Remember which is which for the passwords below:

Stage 2 - Spaceship, Frog, Alien, Rabbit

Stage 3 - Alien, Rabbit, Frog, Spaceship

Stage 4 - Alien, Alien, Spaceship, Frog

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5. - D I S C L A I M E R

PDM5

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