

Splatterhouse: Wanpaku Graffiti (Import) FAQ/Walkthrough

by Seraph 0

Updated on Jan 7, 2005

Game: Splatterhouse: Super Deformed
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Genre: Action
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Date: December 17, 2004

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1. Introduction

I love the Splatterhouse series, and I was quite surprised when I found this Japanese, {but English translated}, game. For those you don't know, Splatterhouse is basically a beat'em up, {Double Dragon}, with a horror twist. And for those who don't know what Super Deformed or SD is, it's basically taking characters, monsters, and so forth, and transforming them into small bodied, large headed versions of themselves. A small, but cool feature in this game is that there is an RPG experience system. Also, this game also goes by the name Splatterhouse: Wanpaku Graffiti, which supposedly means "Naughty Graffiti, graffiti being the SD. I am not sure if this fits into the original trilogy, so the story I printed revolves around the original trilogy, an may not be the actual story. Also, here is a cool site where I got some information from: <http://www.classicgaming.com/splatterhouse/index.html>.

2. Story

Rick, {you}, was once a parapsychologist, but has recently died. Jennifer, your former girlfriend who is also a parapsychologist, mourns over your grave during a stormy night. Suddenly, your tombstone is struck by lightning and your coffin explodes open in front of Jennifer. To her surprise, you arise with the Terror Mask on. The Terror Mask is said to give the wearer supernatural powers, {and how he got it is beyond me}. Jennifer begins jumping for joy, but it is short lived. Another bolt of lightning strikes the adjacent grave and the coffin explodes open. The Pumpkin King arises, laughing evilly. It swoops down and carries Jennifer away. Rick jumps out of this grave with an axe, {again, how he got it is beyond me}, and runs off to rescue Jennifer.

3. Controls/Tips

D-Pad - Move Rick
Start - Pause
Select - /
B Button - Attack
A Button - Jump

- Press Up on the D-Pad to enter doors.
- The upper left corner is your experience system. You have to reach the amount on the right side to gain an extra Life Point.
- The max amount of Life Points you can have is sixteen.

4. Items/Weapons

Here is the list of items that will help you on your quest. There is only three items/weapons. Some items are in boxes and garbage cans, {which require you to jump on them}, while some come from enemies.

Candy - Your basic round treat, with an orange striped wrapping and twists on the sides. Restores one Life Point.

Crystal Ball - These crystal orbs can be found at the end of the two secret levels. They are used to get two extra scenes at the end of the game. Refer to the "8. Secrets" section to find the entrances to the secret levels.

Hamburger - Like any burger, a paddy with a bun on the top and bottom, {and possibly more}. Restores four Life Points.

Shotgun - This rarely found firearm is an awesome weapon. The only problem is that you do not see the bullet spray. The radius and range is fairly large though. You could kill things just above your head and all the way at the end of the screen. Shooting enemies will of course cause them to explode. You have a max of ten bullets and if you pick up more Shotguns, you just refill the max.

5. Enemies

Here is the list of enemies in the game. They are listed alphabetically. Most

enemies will drop Candy.

Bat - These orange mammals have three patterns of attack. One pattern continually flies in a diamond shape pattern. These are the easiest to kill. Just jump and attack when you feel ready. The second is a swooping pattern, where it flies back and forth in high grounds until it spots you. Then it swoops down quickly in a zigzag like pattern very quickly. It will continually fly down and chase you until you kill it or it flies all the way off the screen. You will have to attack it when it swoops down. The last type of Bat you meet in the last level. These Bats slowly chases you. Then when it gets close enough, it latches onto you and flies up. Then it flies to a near by pit a drops you in. Obviously you have to be careful when attacking. So just jump attack when you feel the time is right.

Boreworm - These blue worms start out by poking its head out of the water. Then when you get close enough, they fly out of the water in an arc, trying to bite you. If you don't hit it and lands in the water, it will continue to pursue you until killed. Once hit, they explode and may melt into the ground. Boreworms occasionally have Candy.

Chainsaw - These possessed blue power tools move in a X pattern. They move from the top of either side of the screen, then move at a downward angle to the opposite side of the screen. Then they move up to the top of the screen and begin the cycle again. Since you know where it is going to move, plan your attack accordingly.

Chops - A purple shark spoofing the "Jaws" films. You will see its dorsal fin swimming right or left in the background first. Then when it reaches the end of the screen, it pops out of the water with its mouth open in the foreground. It will then moves to the opposite side of the screen. You can not kill it, so you have avoid it. Just wait for the dorsal fin to reach the end of the screen, then quickly jump to the to opposite direction that Chops is moving.

Diptera Clone - These are poor cloned versions of the original boss. Like the original, they are large purple flies with a human face. Unlike the original though is the tactics it uses. It does not unleash small flies after you, but instead use their bodies to attack. There are to different patterns that they use. One is like the Bats diamond patter, where it continues to move in a diamond shape cycle. Te other swoops down, then pauses in the air and then repeats. One hit will cut them in half and cause their bodies to melt into the floor.

Cockroach - These little pink and red insects, start off by scuttling towards you. Then they open up their wings and fly up, slowly increasing elevation. Other then that, hitting them once will cause them to blow apart.

Flesh Hound - These undead dogs are severally dehydrated and are pink in color. The star with a pounce, then begin to walk a short distance and then repeats. Once hit, their bodies explode in flame, while the head flies back and begins to move towards you. The head moves in a wave-like pattern. Hit the head and it explodes into nothingness.

Gravestone - These crosses break off from the base of the grave and fly up at an angle. They do not move to far from the grave, but they fly up at a steep angle. Then they fly up and down trying to impale you.

You can easily avoid or run under them, but you can easily kill them for experience. One hit and the shatter.

Hand - This disembodied hands are purple and almost as large as you. There are two types of hands. One type moves back and forth in a small area. They are an is kill, but the best way to attack is to watch the area it moves and attack it where to reverses direction. The other type of Hand is a stationary one. However, this one has a projectile attack. It holds a dinner plate in its fingers, then jumps up and tosses it in an arc. The best way to attack is to wait for it to throw the plate, dodge the plate and attack. One hit to either type will cause it to explode.

Hangman - These enemies start out has corpses, hanging by a noose. When you get to close, the body will fall down and begin to move towards you. The head will also attack by spitting orange orbs at one of four angles below it, every three seconds or so. You can not kill the head, but you can destroy the bodies. One hit and the bodies will explode. Then move quickly, before the head gets a shot at you.

Kasa - These Japanese umbrella has a leg for a handle and a large eye on the shade. It will hop four times and then jump really high. It will then land and repeat the process. Try to get on the opposite side of Kasa when it lands. Then attack when it lands. You can also just run up to it when it lands and attack. Either way, one hit will cause it to explode.

Misfit - This strange, large mouthed, blue ghost starts out face down in the water. Then it will fly up and spit three drops of water. The three drops of water move down in an arc. The best way to attack is to wait for it to spit water and quickly jump towards it. One strike and it will explode.

Mouse - These small, pink mice hop towards you at a normal rate. It is best to wait for them to come to you to kill them. Once hit, they smack against the background and melt away.

Pendulum - These large, wall mounted clocks have a eye on the tip of the pendulum. They are stationary and attack with the clock hands. They either fire one and a down/left angle and down/right angle, or fire one straight down. They can not be destroyed, so just avoid their projectiles.

Pumpkin Zealot - These little, large pumpkin headed humanoids are obviously followers of the Pumpkin King. They usually appear as large pumpkins and when you get too close, they grow eyes, appendages, etc. There are two types of Pumpkin Zealots. Some open their mouths and then jump really high. When they land, they continue the cycle until destroyed or off the screen. Others are stationary, and spit a small pumpkin head every few seconds in an arc. Once hit, their heads explode and their bodies melt into the ground. You will also encounter a Pumpkin Zealot who will spit a pumpkin head vertically, after it sprouts. Then it will begin the jumping cycle and when it lands, will spit again.

Prick - These creatures appear as yellow, spiked orbs. They either move across the screen, or move back and forth in a small area. You can not destroy them, so just avoid them.

Plunger - This possessed plunger is purple and has goggle eyes. It will first summon Scrubs to attack you, while it floats in the air. Then when

you defeat the Scrubs, it will hop about and chase you. It hops high enough that you can run under it. Other than that, hit it once and it will burst into flames.

Scrubs - These green creatures look like the Scrubbing Bubbles. The stupid thing is that you only see them once and then get killed automatically. They will move out of the toilet and towards you, but the last toilet they cross will launch them across the room and they splat across the floor. If you need experience though, there are quite a few of them to kill. Just stay in front of the first toilet and attack from there. Hitting them causes them to fly into the background and splat against the wall.

Shriek - These are paintings of "The Scream", which come to life and attack you. They hop about with their slender bodies, spewing letters that spell "EEK" and "AAAH". The letters ricochet in angles, so you should be able to predict where they go and hit them. As for the Shrieks, attack them either when they come out of the paintings, or after they spew out their projectiles. Once hit, they get knocked back, fade away and scream one last projectile before disappearing.

Skull - These flying, humanoid skulls fly around while chasing you. They move in two patterns. Either in a zigzag like pattern, or they move back and forth in an angle. Other than that though, they are just as easy as a Bat. Either wait for them to get close or jump attack.

Spider - These blue, giant spiders have three different attack patterns. The first you will encounter is an arc spitter. This Spider moves in a zigzag pattern quite erratically. As they do, they will pause occasionally and spit an orange orb in an arc. It is best to avoid this type, but the best way I found to kill them is to jump over the orange sphere and quickly attack them. The next Spider you will encounter is the easiest to attack. This Spider moves slowly back and forth. Either run up to attack or just wait for them to come to you. The last Spider you will encounter is a stationary one. It jumps out of the background and lands on its back. Then it fires an orange sphere on the left and right side of itself. Then jumps back into the background and repeats. The best way to attack these types is to either attack it when it is about to land on its back or wait for it to jump back into the background. One hit to either type will cause it to explode.

Will-O-Wisp - These spirits look like red and orange fireballs. They will fly and chase you until you either kill them or they fly off the screen. Once hit, they burst into flames.

Wind-Up Geisha - These robotic maids, carry a tray with a tea cup full of green liquid. This enemy is very clumsy. Moving back and forth, she trips and launches the tea cup in an arc. The best way to attack is to wait for her to move back, trip and then run at her. One hit will cause her to explode.

Zombie - The first enemy in the game, (what is a horror game without a Zombie), and the one of the easiest. These undead horrors are in a state of decomposition. Their bodies are literally sludge and can be easily sliced apart. They can either walk slow or moderate speeds and come in green and blue colors. They move in one direction until it either hits a wall or edge. Once hit, the body explodes while the legs melt into the ground. They occasionally drop Candy.

6. Bosses/Midbosses

Here is the list of bosses/midbosses straight from the walkthrough. Also, you get ten experience points for killing bosses. Note that HP may also mean the amount of enemies you have to kill.

Discola

Stage I - The Graveyard

Midboss

HP - 25-30

This disco dancing vampire comes out of the middle of the stage and summons four Zombies to dance. Obviously a parody of Michael Jackson and his song Thriller. They dance back and forth for about twenty seconds, before the four Zombies disappear and Discola begins to attack. He dances back and forth throwing three orange orbs up in the air and they descend in a cone fashion, (one straight down, and one on each side down in a 45* arc). While Discola does this, he also summons a Zombie on each side of the screen to attack you. You do not attack Discola, but you have to evade his attacks and take out the twenty five to thirty Zombies he sends after you. To dodge his attack, watch his movement and how the attack descends, because he only stops to attack at the left, middle and right side of the stage. Either try to get on the left side or right side of the middle orb, or move in the opposite direction of Discola. Just make sure that you know where the Zombies pop up. Once the twenty five to thirty Zombies are gone, he returns to the middle of the stage, signs peace and descends into the stage.

Haunted Bookcase

Stage I - The Graveyard

Midboss

HP - 18-20

This bookcase sets loose a set of two blue books to attack you. The first set will continue to ricochet of the walls in angle patterns. The next set will chase you in a zigzag pattern. Then the pattern repeats. You will see the books in the bookcase appear, before they attack and they move from left to right, then backwards. So it is best to wait near the bookcase to attack. Just make sure to move back when they start to move appear in the opposite direction. Other than that, one strike will cause them to explode.

Regan

Stage I - The Graveyard

Boss

HP - 10

Obviously spoofing Linda Blair in "The Exorcist". You will have to wait for a few shakes and a few flashes of thunder and lightning, before the battle really begins. She will spin her head and her head will pop off. Her body will become blue and her head will become blue and demonic. While her head chases you, she will control the chairs and send them to attack. They attack the same way the Gravestones do; they fly up at an steep angle and fly right down, but they do not stay in one place. The chairs can be broken, but not destroyed. They will reform after about three seconds and if both are destroyed about the same time, they will reform at the same time. Also, if you destroy the chairs and then attack Regan, the chairs will quickly reform. Other than that, try to break the chairs first then hit Regan's head ten times. The head, body and chairs will then burst into flames.

Poltergeist

Stage II - Cesspool of Bile

Midboss

HP - 8-10

The room will attack you with headless, featherless chickens and butcher knives. The chickens will continually jump after you, while the knives spin in the air and then come straight at you. The chickens are not important, but they take two hits to burst into flames. The knives on the other hand are the ones you have to take care off. Take care of the first two chickens, and keep your eye on the knives. When the knives stop spinning, run to other side of the room and be ready to run back. When the knives hit the floor, you only have a second or two to attack. Then repeat eight to ten times and then the knives and chickens will burst into flames. Note that you only need to hit either of the knives ten times total, not ten times each. Also note, that the chickens will occasionally drop Candy. Last note, you may want to leave the Hamburger on the stove until you hit the knives seven times.

Kaiser Mouse

Stage II - Cesspool of Bile

Boss

HP - 1, 1

The pipe on the right side of the screen will explode and strong winds will begin to blow you to the left side of the screen. Then the green king of mice will appear. It will start to spit green Mice from out of its mouth and the Mice act like the pink Mice. It spits one Mouse, then it jumps in the air and when it lands, it repeats itself. The good news is you only have to hit Kaiser Mouse once. The bad news is getting close enough to hit it and if you get hit by the on coming Mice, you get pushed all the way back. You have to push against the wind and hit the on coming Mice, until you are close enough to strike. Also, do not jump because you will only be pushed back. When you finally do hit it, it will be cut in half through the torso. Then it will be engulfed in flames and it will shrink into a small Mouse. Finish it off with another hit.

Face Spiders

Stage III - Devil Town

Midboss

HP - 45-50

You will enter a room with a woman on a altar, surrounded by large containers. Her chest will begin to rise and fall and soon explode with orange Spiders flying out. Obviously spoofing the "Alien" films and their Face Huggers. The Spiders will either jump in arcs and land on the floor, or the Spiders will fly right to the ceiling. On the ceiling, the Spiders will move like the blue spitting Spiders, and try to land on your head. The floor Spiders will move the same way as well. Basically, try to move back and forth under the woman and watch the Spiders. If a Spider pauses on the top of the screen, move away from it and wait for the kill. When you see a Spider fly in an arc, be ready to close in on it and strike. After about forty-five to fifty Spiders, the woman will get up, yawn and walk away.

Pagan

Stage III - Devil Town

Midboss

HP - 10-12, 16

Soon as you reach the alter, a pagan cleric will appear over the altar. He will begin to chant and wave his arms, to summon bat-like creatures from the symbol

on the floor. These shadow bats change color as they fly around. They fly from the symbol upwards, then they fly back and forth in a wave pattern. They will occasionally attack by swooping down and trying to sting you with its tail. You can not attack Pagan just yet, so just worry about his minions first. Attack the bats when it either comes out of the symbol, or wait for it to lower itself. Also, they occasionally drop Candy. After about ten to twelve of these creatures, Pagan will turn into a ram, {which I guess is universally the symbol for pagan worship}. The color changing ram will jump back and forth, while charging you. There are a couple of strategies to dealing with him. One is to strike it once, {which will knock it back}, run up to it and strike it again until it is in the corner. Now just keep striking it until it is dead. Another is to stand still in a corner and wait for him to come to you. Then strike it, which in turn will knock him back and then he will jump toward you again. Then just keep the cycle going until it dies. The only problem is that it may jump over you and into the corner. Either way, after sixteen hits, it will levitate in the center of the symbol and explode.

Diptera

Stage III - Devil Town

Boss

HP - 3-4

You walk into a room where a scientist is about to conduct an experiment of teleportation, but goes horribly wrong. A fly enters the teleporting pod with him and he turns into a giant fly with a human face. Obviously spoofing "The Fly" films. The purple hybrid will fly out of the left pod and begin his assault. He flies back and forth, firing flies at you. The first will chase you, the second will be launched straight at you, and then it repeats once more. Then it swoops down to attack you directly. This is the only time to attack. So you have to dodge or attack the flies it shoots, then attack it as it swoops down. It is best to move around when you do. After three to four hits, you will cut it in half.

Utensil Phantom, The

Stage IV - Diamond Lake

Boss

HP - 6

The strange noise was the ghost sharpening his eating utensils. It attacks in two forms. The first form fires a spread shot of orange spheres that moves downward. The spheres are easily avoided, so just make sure you see how they move. The second form is slightly more dangerous and is the form you have to attack. This form tries to stab you with its fork by moving straight down. The ghost will then continue to repeat the two forms. Both forms randomly appear across the screen, so you will have to keep your eyes open. Other than that, attack the fork form when it is about to hit the ground.

Lycanthrope

Stage V - Diamond Camp

Boss

HP - 8

The young boy will begin to walk towards you. Then the clouds in the background part and reveal the moon. The child will then become a large werewolf. There is so many werewolf movies, I really can not tell if this is based on a particular movie or based generally. Lycanthrope moves by hopping around the room in small to large jumps. If you hit him, he gets knocked back. When he lands, he surrounds himself with a shield and fires two orange spheres in a spread shot pattern. The orbs will ricochet off the wall in angles, so you should be able to predict the path. The best way to attack is to attack him while he jumps in the

air. Then when he uses his shield and fires his orbs, he will then jump again and you just keep the momentum up while dodging his projectiles. After you hit him eight times, the boy returns to normal and the Lycanthrope spirit, {the wolf head}, flies off.

Pumpkin King

Stage VII - Hell House

Final Boss

HP - 16

The screen will go black and then begin to flash. The Pumpkin King will phase into the center of the screen and laugh evilly. Quickly move into the center of the room, before it unleashes its attack. The Pumpkin King unleashes six small pumpkin heads that bounce out of the screen. The best way to avoid them is to stand right under the Pumpkin King. Then it will move to the end of the screen and then reverse direction, in a wave pattern. It will occasionally unleash more pumpkin heads and to detect it, watch for it to spin. You can only hit him when it descends. When you do hit it, it will shatter and reform. Then it will ricochet off the wall in angles. You will not be able to hit him in this state so just watch its movements and move accordingly. After about three to five seconds, it will disappear and reappear on the screen and continue its regular pattern. After sixteen hits, the Pumpkin King will appear in the center of the screen and begin to dissipate. It will shatter into many pumpkin heads, before finally disappearing.

7. Passwords

Here is the list of passwords for each level. The passwords are not generated, so you start with zero experience and only eight Life Points. The second password is the one with the Crystal Orb.

Stage II - Cesspool of Bile
Password: 1055

Stage III - Devil Town
Password: 3739

Stage IV - Diamond Lake
Password: 8245
Password: 0705

Stage V - Diamond Camp
Password: 4722
Password: 2509

Stage VI - Hell House Hill
Password: 7397
Password: 4090

Stage VII - Hell House
Password: 8671
Password: 1099

8. Secrets

Here is a couple of secrets I got off of West Mansion: The Splatterhouse

Homepage, {<http://www.classicgaming.com/splatterhouse/index.html>}. There is another secret on the website, but it did not work for me.

Restore Life

During gameplay, press the Start Button to pause the game. Now hold the A and B Button on the second controller. Now unpauses the game and your Life Points will be restored. This might not work the first time and it is best to do it quickly. This trick only works three times.

Secret Ending

There are two secret levels in this game and at the end of the of each level is a Crystal Ball. These Crystal Balls will give you two extra scenes at the end of the game. Here are the entrances:

1. At the end of Stage III - Devil Town. After you defeat Diptera, instead of going to the right side of the screen, enter the left pod and you will enter Secret Stage I - Trouble in Japan.
2. In Stage VII - Hell House. When you see Pagan, do not attack him. Follow him all the way to the end and enter the door. You will enter Secret Stage II - Sands of Evil.

Test Mode

Press and hold the A and B Button, and Down on the second controller. Then reset the game and you will enter the test mode. Here you can view all of the characters and most of their animations. You can also listen to the sound fx and music. Another little trick is a strange one. Go to character 25, {the Japanese Princess}, and click on her thirty two times. Press once more and she will begin to remove her robe. Press once more, and she will be sitting with a bath towel around her and look embarrassed. Click on her another thirty four times and for the thirty fourth time, she will look more embarrassed.

----- 9. Walkthrough -----

There are two endings to this game. To get the best ending, you must find the secret levels and get the a Crystal Ball from each.

Stage I - The Graveyard, SI

"This will be your grave. Ha Ha Ha...."

Enemies - Zombie

- Flesh Hound
- Gravestone
- Will-O-Wisp

Begin moving right and you will encounter your first enemy, the Zombie. Dispatch him and continue forward. After three more Zombies, you will see a couple of spiked pits to jump over. Be careful of the second one, it's larger and can be under estimated. After those to pts, you will see another pit area, but with a Zombie before the second pit. Either wait for it to move right or attack it just before you land on the platform. Once you pass the pits, you will encounter a Flesh Hound. Make sure to watch out for its head when you attack it. Afterwards, you will see another two pits with a Zombie in the middle. Soon after the pits, watch out for Gravestones in the background. Once

you pass them and a rock, two Flesh Hounds will attack. Continue forward and after another two Gravestones, another two pits to jump over and a Zombie in the middle. Continue past the pits and after four more Zombies, you will see a stage with the midboss coming out of the middle.

Discola

HP - 25-30

This disco dancing vampire comes out of the middle of the stage and summons four Zombies to dance. Obviously a parody of Michael Jackson and his song Thriller. They dance back and forth for about twenty seconds, before the four Zombies disappear and Discola begins to attack. He dances back and forth throwing three orange orbs up in the air and they descend in a cone fashion, {one straight down, and one on each side down in a 45* arc}. While Discola does this, he also summons a Zombie on each side of the screen to attack you. You do not attack Discola, but you have to evade his attacks and take out the twenty five to thirty Zombies he sends after you. To dodge his attack, watch his movement and how the attack descends, because he only stops to attack at the left, middle and right side of the stage. Either try to get on the left side or right side of the middle orb, or move in the opposite direction of Discola. Just make sure that you know where the Zombies pop up. Once the twenty five to thirty Zombies are gone, he returns to the middle of the stage, signs peace and descends into the stage.

Continue right and when you see a Zombie, watch your back for another Zombie. After another two Zombies, you will start to see a house and two Will-O-Wisps. Take them out and enter the house. Begin moving forward and you will encounter a Hand. Take it out and grab the Hamburger from the box. Wait for the spikes to descend back into the floor, then continue on. After the second set of spikes, another Hand. Continue over the last set of spikes, and another Hand and box. Grab the Hamburger from the box and enter the door to face another midboss.

Haunted Bookcase

HP - 18-20

This bookcase sets loose a set of two blue books to attack you. The first set will continue to ricochet off the walls in angle patterns. The next set will chase you in a zigzag pattern. Then the pattern repeats. You will see the books in the bookcase appear, before they attack and they move from left to right, then backwards. So it is best to wait near the bookcase to attack. Just make sure to move back when they start to move appear in the opposite direction. Other than that, one strike will cause them to explode.

Enter the door and face the boss.

Regan

HP - 10

Obviously spoofing Linda Blair in "The Exorcist". You will have to wait for a few shakes and a few flashes of thunder and lightning, before the battle really begins. She will spin her head and her head will pop off. Her body will become blue and her head will become blue and demonic. While her head chases you, she will control the chairs and send them to attack. They attack the same way the Gravestones do; they fly up at an steep angle and fly right down, but they do not stay in one place. The chairs can be broken, but not destroyed. They will reform after about three seconds and if both are destroyed about the same time, they will reform at the same time. Also, if you destroy the chairs and then attack Regan, the chairs will quickly reform. Other than that, try to break the chairs first then hit Regan's head ten times. The head, body and chairs will then burst into flames.

Stage II - Cesspool of Bile, SII

"Be garbage of cesspool. Ha Ha Ha...."

Enemies - Hand
Spider
Mouse
Boreworm
Prick

Begin moving forward and a Hand will pop up. Kill it and break the box for a Hamburger. Continue past two sets of spikes in the floor, and you will encounter a plate throwing Hand on a shelf. Take it out, and continue past another set of spikes and Hand and enter the door. You will encounter Spiders in this area. Either you continue past the orb spitting Spiders, or carefully take them out for experience. Continue up the platforms and make sure to attack before you land near the Spiders. Enter the door on the right and you will face the midboss(es).

Poltergeist
HP - 8-10

The room will attack you with headless, featherless chickens and butcher knives. The chickens will continually jump after you, while the knives spin in the air and then come straight at you. The chickens are not important, but they take two hits to burst into flames. The knives on the other hand are the ones you have to take care off. Take care of the first two chickens, and keep your eye on the knives. When the knives stop spinning, run to other side of the room and be ready to run back. When the knives hit the floor, you only have a second or two to attack. Then repeat eight to ten times and then the knives and chickens will burst into flames. Note that you only need to hit either of the knives ten times total, not ten times each. Also note, that the chickens will occasionally drop Candy. Last note, you may want to leave the Hamburger on the stove until you hit the knives seven times.

The room will shake a few times, then the floor will split. You will fall through a few floors and land in the sewer. Enter the next door to enter the sewers. Begin moving forward and two Mice will attack. When you enter the water, be careful of the Boreworm in the edge of the platform. Continue forward and be careful of Boreworms from behind. After a while, you will encounter a Prick. Make sure to jump over these, because you can not kill them. Continue past another Boreworm and soon you will reach another platform. There is some Mice on the platform, so make sure to attack when you jump. Continue forward and watch for the two Boreworms at the edge of the platform. Continue forward and you will see another platform. There are five Mice on this one. Continue forward and when you reach the next small platform, be careful of a Boreworm from behind. Continue forward and after a few more Boreworms and Pricks, you will get on a large platform and met the boss.

Kaiser Mouse
HP - 1, 1

The pipe on the right side of the screen will explode and strong winds will begin to blow you to the left side of the screen. Then the green king of mice will appear. It will start to spit green Mice from out of its mouth and the Mice act like the pink Mice. It spits one Mouse, then it jumps in the air and when it lands, it repeats itself. The good news is you only have to hit Kaiser Mouse once. The bad news is getting close enough to hit it and if you get hit by the on coming Mice, you get pushed all the way back. You have to push

against the wind and hit the on coming Mice, until you are close enough to strike. Also, do not jump because you will only be pushed back. When you finally do hit it, it will be cut in half through the torso. Then it will be engulfed in flames and it will shrink into a small Mouse. Finish it off with another hit.

Continue to the right and climb the steps and into the next stage.

Stage III - Devil Town, SIII

"Welcome to Devil Town."

Enemies - Pumpkin Zealot
Cockroach
Spider
Chainsaw
Zombie

You will pop out of the manhole and land on a garbage can. Remember you may get items by jumping on the cans, {even a Shotgun}. Begin moving forward and after you grab the Hamburger, you will encounter the Pumpkin King's followers, Pumpkin Zealots. Attack when they land, and continue on. After the second Pumpkin Zealot, you will see another type of Pumpkin Zealot. It will fire small pumpkin heads out of its mouth and in an arc. Kill it and continue on. Watch for some Pumpkin Zealots from the roof tops. After two another spitting Pumpkin Zealot, you will encounter some Cockroaches. Take care of them and continue on. After a few more Pumpkin Zealots, you will reach a house with three Pumpkin Zealots on it. After dispatching of them, enter the door. Don't bother going down, there are spitting Spiders down there. Just continue jumping right and after the second spider, fall straight down from the top of the platform. You should land near the door. When you enter the door, you will be in a room with Chainsaws. One will be cutting through the floor, so you can not get to it. The other two are the ones you have to attack. When you take one out, another one takes its place. Kill seven Chainsaws and enter door. You will face the midboss.

Face Spiders
HP - 45-50

You will enter a room with a woman on a altar, surrounded by large containers. Her chest will begin to rise and fall and soon explode with orange Spiders flying out. Obviously spoofing the "Alien" films and their Face Huggers. The Spiders will either jump in arcs and land on the floor, or the Spiders will fly right to the ceiling. On the ceiling, the Spiders will move like the blue spitting Spiders, and try to land on your head. The floor Spiders will move the same way as well. Basically, try to move back and forth under the woman and watch the Spiders. If a Spider pauses on the top of the screen, move away from it and wait for the kill. When you see a Spider fly in an arc, be ready to close in on it and strike. After about forty-five to fifty Spiders, the woman will get up, yawn and walk away.

You will end up back on the street. Begin moving forward and after three Pumpkin Zealots, another three will appear. Watch for the one of the ground, because it will spit a pumpkin head straight across. Continue forward and you will see some arc spitting Pumpkin Zealots some Cockroaches. After you pass them and a large house, another vertical spitting Pumpkin Zealot and an arc spitter. Continue on and after a Cockroach and a few Pumpkin Zealots, you will hear a bell and see a church. Enter the church and you will see that someone has desecrated it. Continue forward and after eleven Zombies, you will reach the unholy altar and face another midboss.

Pagan

HP - 10-12, 16

Soon as you reach the alter, a pagan cleric will appear over the altar. He will begin to chant and wave his arms, to summon bat-like creatures from the symbol on the floor. These shadow bats change color as they fly around. They fly from the symbol upwards, then they fly back and forth in a wave pattern. They will occasionally attack by swooping down and trying to sting you with its tail. You can not attack Pagan just yet, so just worry about his minions first. Attack the bats when it either comes out of the symbol, or wait for it to lower itself. Also, they occasionally drop Candy. After about ten to twelve of these creatures, Pagan will turn into a ram, {which I guess is universally the symbol for pagan worship}. The color changing ram will jump back and forth, while charging you. There are a couple of strategies to dealing with him. One is to strike it once, {which will knock it back}, run up to it and strike it again until it is in the corner. Now just keep striking it until it is dead. Another is to stand still in a corner and wait for him to come to you. Then strike it, which in turn will knock him back and then he will jump toward you again. Then just keep the cycle going until it dies. The only problem is that it may jump over you and into the corner. Either way, after sixteen hits, it will levitate in the center of the symbol and explode.

You are back on the street again. Continue forward and after three Pumpkin Zealots, and another on the roof, the next will be a vertical spitter. Continue forward and you will encounter another vertical spitter Pumpkin Zealot, and one arc spitter. Continue forward and after a few more Pumpkin Zealots, you will reach the end with a vertical spitter and jumping Pumpkin Zealot. Afterwards, enter the house and you will finally face the boss.

Diptera

HP - 3-4

You walk into a room where a scientist is about to conduct an experiment of teleportation, but goes horribly wrong. A fly enters the teleporting pod with him and he turns into a giant fly with a human face. Obviously spoofing "The Fly" films. The purple hybrid will fly out of the left pod and begin his assault. He flies back and forth, firing flies at you. The first will chase you, the second will be launched straight at you, and then it repeats once more. Then it swoops down to attack you directly. This is the only time to attack. So you have to dodge or attack the flies it shoots, then attack it as it swoops down. It is best to move around when you do. After three to four hits, you will cut it in half.

To get the best ending, enter the left Pod and you will enter the first secret level. If not, just go to the right of the screen.

Secret Stage I - Trouble in Japan, SSI

Enemies - Kasa

Wind-Up Geisha

Begin moving forward and soon you will see three doors. Enter the middle door and watch out for a Kasa above your head. Quickly take out the two Kasa and continue right. When you reach the end, climb the stone steps and watch for another Kasa. Continue left and at the end of the palace, you will see bricks that are out of place. Climb them up to the roof and continue right. After a Kasa or two, you will see another two red steps. Climb to the next roof and continue up. You will see another few red steps. Climb up and take out a Kasa, before you enter the door. Watch out for the Wind-Up Geisha and continue

forward. You will see sharpen bamboo falling from the ceiling, so watch yourself. Continue forward and after another two sets of bamboo and Wind-Up Geishas, you will reach a set of large doors and automatically enter. You will meet the Japanese Princesses. She will do a dance for you, while you have a drink, {I presume Saki}. After about thirty-five seconds, she will stop dancing. She will then say, "Welcome to Japan! I will give you a Crystal Ball. Good luck to you!", and give you the Crystal. Press the A Button and you will continue on your main quest. A strange trick you can do while she dances is that when you press the A Button, you fart. Do this for the whole dance and she will say, "Gee! How rude you are! Go home with Crystal Ball!", and give the Crystal Ball to you. Press the A Button to return to the main quest.

Stage IV - Diamond Lake, SIV

"Ghost comes here with a ray"

Enemies - Zombie
Prick
Bat
Misfit
Skeleton

Crystal Lake, Diamond Lake, get it! Anyway, begin moving forward and a Zombie will pop up. Kill it and grab the Burger. Continue through the water and be careful of Pricks. Continue jumping platforms and after a few more Pricks and a Zombie, you will encounter a Bat. Take it out and continue on. After a few more Zombies, you will see two Bats surrounding a Shotgun. Kill the highest Bat first, because it will air bomb you. Grab the Shotgun and take care of the other Bat and Zombie. Continue forward and after a Prick passes under you, you will see a Misfit in the water. Take care of it when it jumps up and continue forward. After two Pricks, you will see more platforms and a Misfit. Afterwards, you will see a strange thing in the background, which I presume is someone's legs sticking out of the water. Take care of the Misfit near them and continue forward. After two more Misfits, you will see two Pricks on land and a Bat in the air. Wait for the Bat to attack and kill it, before you continue past the Pricks and into the house. In the house, a Bat will attack you right away. Take care of it and jump over the first spiked pit. Jump over the next and be careful not to jump on the spikes. Soon as you land, three Bats will come straight at you. Kill them, grab the Hamburger and jump over the last pit to the exit. Begin moving right and you will see your first Skeleton. Make sure to kill it, before you continue on. You will also notice that Pricks are now on the platforms you jump on, so watch yourself. After two more Skeletons, you will enter a deeper part of the lake where you will see some Chops. Remember, you can not kill them, you can only jump over them. You will first see their dorsal fin in the background. When they reach the end, they will pop up to the foreground and attack in the opposite direction. Make sure you watch the direction of the Chops, so you know which direction to jump. Here is the list of where the Chops come from and go to:

1. One from the left, comes after you from the right.
2. One from the left, comes after you from the right.
3. One from the right, comes after you from the left.
4. Two from the left, comes after you from the right.
5. One from the left, comes after you from the right.
6. One from the right, comes after you from the left.
7. One from the left and right, comes in both directions.
8. Two from the right, comes after you from the left.

When you reach land, continue right and the sky will go black. You will start to hear a strange noise and soon the will not be able to move anymore. You will

soon see a flash of lightning and thunder, and see a dark form in the background. After the second flash, it will attack.

Utensil Phantom, The

HP - 6

The strange noise was the ghost sharpening his eating utensils. It attacks in two forms. The first forms fires a spread shot of orange spheres that moves downward. The spheres are easily avoided, so just make sure you see they how they move. The second form is slightly more dangerous and is the form you have to attack. This form tries to stab you with its fork by moving straight down. The ghost will then continue to repeat the two forms. Both forms randomly appear across the screen, so you will have to keep you eyes open. Other then that, attack the fork form when it is about to hit the ground.

Stage V - Diamond Camp, SV

"This is Diamond Camp, ghost's house"

Enemies - Bat

Hangman

Spider

Hand

Prick

Shriek

Begin moving forward and keep your eyes out for the Bats in the top of the trees. You will reach a tree that you can cut down. Continue forward and two Bats will swoop down near the Hamburger. Jump over the spiked stomps and soon you will see Hangmen. Make sure you have enough room to dodge the orange orb they fire. After the Hangmen, you will find some spiked stomps to jump over and some new types of Spiders to attack. These spiders jump on their backs and fire an orange orb on both sides of its body in an arc. After you pass them, another couple of Bats will swoop down and another in a diamond pattern. You will have to carefully jump on the large tree and kill the Bat. Jump over the pit of spikes and you will encounter two more Hangmen. Afterwards, only two more Spiders and you are a few steps away to a house. Jump over the spiked floor and quickly take out the Hand. Continue over another set of spikes and you will reach a pit. If you want a Hamburger, carefully move to the left side of the box beside the pit. You will fall into a sewer, which is quickly filling up with water and is filled with Pricks. Not only that, but the spikes on the ceiling are falling too. Quickly get to the right side and enter the door. You will enter a room with four Shrieks. Make sure to draw them out, before you jump over the pits. Continue through the door and you will have to jump over some spiked pits. A Bat will swoop down after the first pit as well as the third pit, so watch your self. You will see a Hangman over a pit and the body will walk back and forth in the pit. Carefully move beside the pit and take out the body. Then wait for the head to shot and jump over the pit. After another Hangman and a Spider, you will reach two more pits. In between the two pits is a Bat moving in a diamond pattern. After the two pits, is a swooping Bat and another two Hangmen. Soon you will reach another tree to cut down. After the first tree, do not cut the next one. Jump on the tree, kill the Bat, then jump over the pit and enter the house. This room has a few spiked pits and falling buckets. Just quickly jump over the pits and get through the door. If you do get hit with a bucket, your head will covered with the bucket and your body will become gray. It will not harm you in anyway, {other then the impact}, and it will disappear when the level is done. Other then that, you will face the boss in the next room.

Lycanthrope

The young boy will begin to walk towards you. Then the clouds in the background part and reveal the moon. The child will then become a large werewolf. There is so many werewolf movies, I really can not tell if this is based on a particular movie or based generally. Lycanthrope moves by hopping around the room in small to large jumps. If you hit him, he gets knocked back. When he lands, he surrounds himself with a shield and fires two orange spheres in a spread shot pattern. The orbs will ricochet of the wall in angles, so you should be able to predict the path. The best way to attack is to attack him while he jumps in the air. Then when he uses his shield and fires his orbs, he will then jump again and you just keep the momentum up while dodging his projectiles. After you hit him eight times, the boy returns to normal and the Lycanthrope spirit, {the wolf head}, flies off.

Stage VI - Hell House Hill, SVI

"Hell House on the hill. You can get there or..."

Enemies - Pumpkin Zealot
Will-O-Wisp
Bat

This level is not really based on anything, but the name is based on the film "The House on Haunted Hill". Begin moving forward and after a Hamburger, you will see two Pumpkin Zealots. The one on the far right is a vertical spitter. If you are quick enough, you can grab the Shotgun, run to the right and jump onto higher ground. Quickly shoot them and continue up the hill. Continue forward and you will encounter another two Pumpkin Zealots. The front one is a vertical spitter. Quickly dispose of them and continue right. Down the hill you will see a Bat moving in a Diamond pattern, and another two Pumpkin Zealots. The top one is a vertical spitter. Continue right and you will encounter some old friends, the Will-O-Wisps. Gun them down, refill your ammo with another Shotgun and continue across the bridge. This next few parts can be tricky because the enemies will try to push you off the bridge and your Shotgun may knock you off the bridge. If you do get knocked off the bridge, you will start at the bottom of the hill. Also, make sure you do not stay in one place on the bridge because it will collapse under you. The first bridge has two sets of swooping Bats. After the bridge, grab the Hamburger and get ready to take out another two Pumpkin Zealots. Both are vertical spitters. Grab the Hamburger and you will have to cross three bridges. The total number of swooping Bats is nine, so be careful. When you reach the end, do not fall in the boiling liquid and take out the two Pumpkin Zealots. The far right one is a arc spitter. Grab the Hamburger and continue up the hill. Soon you will encounter another two Pumpkin Zealots and the first one is a vertical spitter. After those two are more boiling pits, three swooping bats, and another two Pumpkin Zealots. The first one is a vertical spitter and the last one is a arc spitter. Continue up the hill and forward. The screen will go black and soon you will see Hell House. Get to the door and you will automatically be taken into the last stage.

Stage VII - Hell House, SVII

"Hell House. A crowd of monsters. The story will be completed soon."

Enemies - Hand
Chainsaw
Diptera Clone

Begin moving forward and take out the two Hands. Continue forward and you will have to jump over three sets of spikes, and also dodge a plate throwing Hand.

When you reach the end, a Hand will try to stop you from entering the pit. Kill the Hand if you want and enter the pit, but do not touch the D-Pad when you do or press the D-Pad left. You will reach a room with a Pagan walking to the right. If you want the last Crystal Ball, do not attack him and follow him. You will reach a door and Pagan will disappear. Enter the door to the last secret level. If you attack him or get in his way, he will take you to a large demon head and throw you in its mouth. The head will chomp down on you and appear to kill you, but you will wake up in a casket. Enter the door and it is another Chainsaw room, only this time there is two Chainsaws in the floor. After you kill eight of them, enter the next door. You will walk in a room with Diptera Clones, weaker and easier to kill. As you jump over the fire pits, take them out and after the third pit, enter the door. This room is where you would enter if you went through the secret stage, so go to Stage VII - Hell House, Continued.

Secret Stage II - Sands of Evil

Enemies - Bat
Horus

Begin moving forward and enter the pyramid. Just to let you know, it is best not to get the items in this stage because the floor of the pyramid has many trap doors. If you fall in one of the trap doors you will start at the entrance again. So it is best to avoid the items and stick to the high ground. As soon as the screen appears, three swooping Bats will attack. Continue forward by jumping onto the platforms and after another two Bats, enter the next door you see. Another three swooping Bats will attack, to be alert. Continue on the high ground and on the third platform, a swooping Bat will attack and a Horus. Remember, you can not kill Horus so just run forward and enter the next door. Another three swooping Bats will attack from high up. Take them out if you can and continue up the platforms. Continue right and another Horus and swooping Bat will attack. Kill the Bat and stun Horus. Then quickly jump over the Candy and enter the last door. You will automatically continue forward and stop upon a pit. Then the Egyptian Princess will pray and dance, {I think}, for you for about twenty-five to thirty seconds. Then she will say, "Welcome to Egypt! I will give you Crystal Ball. Good luck to you!", and then give you the Crystal Ball. Press the A Button and you will return to the main quest.

Stage VII - Hell House, Continued

Enemies - Hand
Chainsaw
Diptera Clone
Pendulum
Plunger
Scrub
Skull
Shriek

You will enter with a lot of pits and the Pendulums. I will list the Pendulum in order, so it is easier to know how to avoid them:

1. Angle shooter, then down shooter
2. Angle shooter, then down shooter
3. Angle shooter, then down shooter
4. Two angle shooters, then a down shooter

Just pause at the edge of the pits and watch where the projectiles, so you can move accordingly. When you reach the end, enter the door. You will enter a room with eight swooping Bats, {as you move forward}. Continue to the end and if you

want to fight more enemies or you need experience, enter the first door. You will enter the bathroom, where the living Plunger is doing what it was made for. The Plunger will cause the toilet to spew water out and then Scrubs will pop out and attack. Like I said, if you need experience, stand in front of the first toilet and attack from there. If not, let the Scrubs get killed automatically by the toilet seat. After twenty or so Scrubs, the Plunger will begin hopping towards. Take it out and leave the bathroom. Enter the next door and three Skulls will attack you. Take them out and jump over the fire pit. You will be attack by another two Skulls. The trophy buck on the wall will laugh at you if you get hurt, {this is spoofing "Evil Dead 2"}, so kill it. Continue over the last pit and enter the door. Five Bats will attack you. Two of them are swoopers, while the other two will pick you up and toss you into the pit. Take them out and quickly jump over the pits until the end. Hopefully you make it past two or three Bats. Enter the door and you will Shrieks on the wall. Quickly take the five Shrieks out and enter the next door. This is the last room before the boss and the programmers give you a break. Continue forward, grab a soda from the soda machine by pressing Up, {refills six Life Points}, and enter the last door. If you need more Life Points, move to the left of the screen until the soda machine is gone. Then return and the soda machine will have another soda for you. Continue doing this until satisfied.

Pumpkin King
HP - 16

The screen will go black and then begin to flash. The Pumpkin King will phase into the center of the screen and laugh evilly. Quickly move into the center of the room, before it unleashes its attack. The Pumpkin King unleashes six small pumpkin heads that bounce out of the screen. The best way to avoid them is to stand right under the Pumpkin King. Then it will move to the end of the screen and then reverse direction, in a wave pattern. It will occasionally unleash more pumpkin heads and to detect it, watch for it to spin. You can only hit him when it descends. When you do hit it, it will shatter and reform. Then it will ricotta off the wall in angles. You will not be able to hit him in this state so just watch its movements and move accordingly. After about three to five seconds, it will disappear and reappear on the screen and continue its regular pattern. After sixteen hits, the Pumpkin King will appear in the center of the screen and begin to dissipate. It will shatter into many pumpkin heads, before finally disappearing.

Ending

Jennifer appears on the screen crying and soon Rick appears. Jennifer gets up and both run to each other. Jennifer begins to jump for joy and then they both hug passionately. The screen lights up and the director yells "Cut!". You appear in front of the director, who is relaxing with a smoke. He then gets up and walks in front of Rick. The director says, "That was some fine damn acting! This'll will be a great movie! Nice job!". The director then walks off, and Rick removes the Terror Mask and moves off screen as well. The Terror Mask they comes to life, flies in the center of the room and begins to laugh evilly. It then causes the room to shake violently and tosses the movie light and directors chair around.

Best Ending

Jennifer appears on the screen crying and soon Rick appears. Jennifer gets up and both run to each other. Jennifer begins to jump for joy and then they both hug passionately. The screen lights up and the director yells "Cut!". You appear in front of the director, who is relaxing with a smoke. He then gets up and walks in front of Rick. The director says, "That was some fine damn acting! This'll will be a great movie! Nice job!". The director then walks off, and

Rick removes the Terror Mask and moves off screen as well. The Terror Mask they comes to life, flies in the center of the room and begins to laugh evilly. It then causes the room to shake violently and tosses the movie light and directors chair around.

Crystal Ball

Rick and Jennifer are seen on grassy hills.

"The two are happy..."

Crystal Ball

During a storm, Rick and Jennifer are seen running to West Mansion.

"Until tragedy strikes".

10. Review

Graphics = 3.5
Sound/Music = 3.5
Gameplay = 3.5
Overall = 3.5

Although not without its flaws, this is a simplistic but fun game. Graphically, the game is likeable. The graphics are big and colorful, making it very cartoony. There is nothing really wrong with the graphics or animation, but they are just not the best graphics I have seen. Sound/Music is good. It has a good amount of horror soundtrack, and the Sound FX is not bad at all. Again though, it could be better and it would have been nice to have a different boss theme song for each boss. Gameplay wise, this game is simple yet fun. I liked the fact that they had a experience system. The only thing that would have made it better is more items and power-ups. The controls are easy to get used to as well. Overall, this game was a very enjoyable and I recommend it to any one to play at least once.

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