



During the game, press Select to open the menu:

The first line is the amount of money you have.

The second line is your health.

The third line is for the items you have.

In the bottom, you have several options:

The first one from the left is to exit the menu.

The second one is to get the password.

The third one has the languages/dialects you have learned.

The fourth one is to select your attack weapon.

-Withdraw Your Money from the Bank-

At the title screen, go left to a guy sitting on a desk. He's your boss and he is going to give you some money, but don't talk to him yet until you divorce your wife (she takes more than half of your money). So, from your boss' office, go right until you leave the building and are on the street.

Go right until the end of the screen and press Up to enter the last yellow building. This is a bank. Go to the rightmost teller and press Up to talk to her. Select the first option to withdraw your money.

-Learn How to Play the Guitar-

Leave the bank, go to the left past your office (the gray old building you came out from) and enter the Green building with red windows on the left (it has the words BG on a sign).

Approach the desk and select the 3rd option, then the 4th option and finally the top option. Congratulations, you just spent 45,000 Yen learning how to play the Samisen (Japanese guitar).

-Get Drunk-

Leave the BG building, go right to the arc thing before the bank and press Up to go to the next area. In the next area, go right and enter the 3rd house (it should be right between two purple houses). This is the Karaoke. Sit in the empty chair and have a drink by selecting the top option. Keep drinking by selecting the top option until you pass out.

-Divorce your Wife-

You'll appear in your house once you wake up and your wife and kids will attack you! Jump over your wife and go right, select the last option and then the first option. You will now be divorced. She took most of your money, if you had any.

-Quit your Job-

Leave your house, go all the way to the right of the screen, past the thin orange building and press Up on the empty space to go back to the starting area. Now go right and enter your office (the gray old building).

Go left to enter your boss' office, talk to him to receive some money. Leave the room and go back in, talk to him and choose the first option to get even more money. You have now quit your job. Leave your boss' office and on the

next room, crouch under the plant to get more money.

#### -Learn how to Handglide and a New Language-

Leave your ex-office and enter the building on the left (the one with the words BG on the sign). Go up to the desk, select the second option, then the second option again and finally the top option. You now learned how to hand glide.

Leave the room and enter again, this time choose the first option, then the fourth option and finally the first option. You have now learned a new language.

#### -Buy a Plane Ticket-

Leave the building, go left to the arc structure and press Up to enter another area. In the next area, enter the 4th building (orange colored). This is a travel agency. Go up to the desk, select the 3rd option and then the top one. You have now bought a ticket.

#### -Win a Guitar-

Leave the travel agency and enter the blue door building on the left. This is the Pachinko parlor. You now have to use the Famicom's 2nd controller microphone. Since you probably don't have one, just press on the second controller Down + A to activate manual speech. So, before you sit down on one of the Pachinko machines, press Down + A to activate manual speech. Once you sit down, select the first option and play the game to lose all your balls (don't play to win). Once you have like 10 balls left, start pressing the A button on the second controller to start shouting. Remember you are replacing with the A button the action of actually shouting on the Famicom's microphone. Keep pressing the A button on the 2nd controller and you will be attacked by a bunch of enemies.

Defeat at least one enemy and after a few seconds a message will appear and someone will give you 5,000 balls to leave. Defeat the rest of the enemies, go to the desk at the end of the room and trade 4,000 balls for the Samisen (Japanese guitar).

#### -Get a Treasure Map-

Leave the Pachinko parlor and go all the way to the left, you will appear on the starting area. Go right and enter the next arc structure to go to the next area. Enter the Karaoke again (house between two purple buildings). Sit in the bar, select the first option, then again the 1st option, then the second option, then finally the 1st option. Stand in front of the microphone to start the Karaoke sequence (remember to first press A+Down on the second controller to enable manual speech).

You'll see 5 choices, select the first option and then the second option. Once the song starts, start pressing the A button on the second controller in tandem with the music (you don't have to be precise). When the song ends, if you did it correctly, you will see a message with a "1" in the dialogue. You are being asked to do another song. If you didn't get that message, then you are being asked to quit. Select the first option, leave the bar and come back in and repeat the process.

So, agree to sing another song by selecting the top option and choosing the same song again. If you did it right, you'll be asked to sing another song again. Choose the same song. By the third time, if you did it right, you'll be asked a question, choose the bottom option to start up a fight.

Beat up the guys that walk in (and even the woman hostess walking around), after a while an old man will appear and give you a map.

\*\* StrategyWiki says to first beat up the hostess (if you didn't do it

before signing Karaoke) and then beat up the dudes that walk in by punching them while you're crouching. I punched them normally and the old man still appeared. So if one way doesn't work, try the other way.\*\*

#### -Reveal The Map-

When you get the map, you'll see 6 options. The 3rd one is to soak it in water and the 5th one is to expose it to sunlight. Don't choose any other option or you'll lose the map (repeat the Karaoke sequence to get it back). If you choose to soak it in water, you need to let the game sit (without touching the controller) for about 5 minutes but not more than 10. After 5 minutes, press the A button on the 2nd controller and the map will appear. If you choose to expose it to sunlight, you need to let the game sit (without touching the controller) for an hour. The map will automatically appear after an hour. If you lose the map, repeat the Karaoke sequence. After the map is revealed, you'll be back at the bar. Now defeat the old man that gave you the map.

#### -Fly To The Pacific-

Leave the Karaoke parlor, go left to go back to the starting area, then head all the way to the right past the Bank and press Up on the empty space to go to a new area. Go all the way to the right and enter the building, head right and you'll board the plane. If the plane explodes mid-flight, then you must have missed a step in the walkthrough.

#### -Safari-

You'll now be in the south pacific. Walk right and enter the bank, talk to the teller and select the first option to change your money. Leave the bank, go right and enter the hotel. Select the last option to stay in a room and fully regain your health to 127 HP (you're going to need it!!). Leave the hotel, go right and enter Miyage. Select the first option and first option again to purchase jewelry. Leave, go right and enter the Equipment store. Select 2nd option to buy a canteen and 3rd option to buy a gun. Equip the gun if you wish.

#### -The Hang Glider-

Leave the Equipment store, go to the right and enter the Resort Center. Select the 5th option, go right (inside the same building) to start the Hang Glider sequence.

This is really difficult. You must fly in the handglider avoiding birds and UFOs. You can only go left, right or down. To go up, you need to use a gust of wind. Keep flying until you reach the 4th island. The first 2 islands have just one mountain each, the 3rd one has two mountains. After the 3rd island, you should be being attacked by both birds and UFOs. Continue until you see the 4th island (which has just one mountain). Now, this is the tricky part. You should see two low gusts of wind just as you start to see the 4th island. To land, you need to drop down between the 2nd gust (which should be higher and to the right) and the land (foot of the mountain). Do not touch the island or you'll get a game over. So, just as it seems you are going to crash into the mountain, the screen changes to a message and you'll now be on the island. If by some chance you missed the 4th island, you'll arrive at a 5th island and you'll get a game over.

#### -The Hermit-

Go right and enter the last hut. There should be a melting pot inside. Do not enter any other hut or you'll be stuck. You'll be asked a question, answer

anything and you'll be thrown into the pot. Once in the pot, select the second option and you'll be saved. Leave the hut and go right to the jungle. Keep going right, you'll pass a hut, then a hill and then another hut. Right of that hut, you'll see a hill with a hut on top. To get up there you need to press down and jump (while walking) to make a high jump. The hermit will ask you something, choose the 4th option and then select the 5th option. Now go left, past the jungle and enter the hut with the melting pot. It should be the first hut you see as you come out of the jungle. The person inside will ask you something, select the 2nd option and then the 3rd option.

#### -The Treasure Cave-

Leave the hut, go right past the jungle, then past a hut and stop at the first hill you see. Now, you see that the top of the hill has a line of big rocks and two smaller ones on the right and left? Perform a high jump (duck and Jump) to the left small rock. Once you get up there, keep pressing down to crouch on the middle or right part of the small right rock. If done right, you should drop down on a hidden cave.

#### -Find The Treasure-

This cave has a lot of enemies. You can use the Select trick to get rid of them. Just press Select whenever you are overwhelmed with enemies and they should disappear. This also works on any part of the game. To proceed in this cave you need to duck on very specific parts in order to move on to the next floor. I'll try my best to explain where.

#### First room:

Go left until a big rock gets in your way, jump over it and continue left. The next thing that gets in your way is another long flat rock in the floor, what looks to be a circular rock in the air and a thin platform on top. Go up to the platform, drop down on your left and go right to the flat rock on the floor that you just jumped over. Start ducking near the right part of the flat rock (right between the last two protuberances), if done right, you'll drop to the next floor.

#### Second Room:

After you drop down, go to the right, jump over a rock on the floor. Keep going right and jump over another rock/thin platform combo. Keep going right and just before the room ends, you should see three circular rocks (with 3 stalactites on the ceiling). Duck between the first and second circular rock. If done right, you'll drop into the third room.

#### Third Room:

Go all the way left to the end of the room. When you're there, you should see a circular rock with a thin platform just to the right of it. Duck under the platform to enter the final room.

#### Fourth Room:

Just go all the way left to find the treasure and beat the game!  
If you didn't beat up the old man when you got the treasure map, he will appear here and you'll get a game over.

In the ending, if you wait 5 minutes, Takeshi will tell you not to take this game so seriously.

Thanks to StrategyWiki for their walkthrough:  
[http://strategywiki.org/wiki/Takeshi\\_no\\_Chousenjou/Walkthrough](http://strategywiki.org/wiki/Takeshi_no_Chousenjou/Walkthrough)

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