

Titanic Mystery: Ao no Senritsu FAQ/Walkthrough

by LastBossKiller

Updated to v1.0 on Nov 16, 2015

Titanic Mystery (Famicom Disk System) Guide by E. Phelps, ver. 1.0 AKA LastBossKiller

Game Data: Developer: Gakken

Publisher: Gakken

Releases: Japan - 1987

Disclaimer

This document may not be reproduced under any circumstances except for personal, private use. It may not be placed on any web site or otherwise distributed publicly without advance written permission by the author. Use of this guide on any other web site or as a part of any public display is strictly prohibited, and a violation of copyright.

Copyright 2015 E. Phelps

Introduction

Titanic Mystery is a pretty cool adventure game for the Famicom Disk System. You are a scuba diver investigating the underwater wreckage from the Titanic. Your main goal is to discover the cause behind the sinking of the Titanic, but you can also explore to find relics and treasure along the way.

The game has a great atmosphere for its theme, with ghostly apparitions appearing periodically, and an excellent ending in which the real reason for the sinking of the Titanic is revealed (and it might shock you!!!).

According to some blurbs on the internet, this game came with a manga. I've tried searching Japanese sites to see what the manga is all about, but didn't have any luck. In any case, the story is easy to understand without it.

This game is only in Japanese, but hopefully this guide will help you get through the game without much (or hopefully even with no) Japanese experience. There is not a lot of text, but in an adventure game, understanding all the little clues can be crucial.

This FAQ is dedicated to odino who encouraged me to do it, and has been a constant source of inspiration and encouragement all through my FAQ writing career, and helped me and many other people get through a lot of NES (and other) games!

Donation Note: If you want to encourage me to continue writing these FAQs for old games, you can click on the "Donate" button at the top of this page to send money via PayPal. Even a small amount will make me feel good.

Famicom Disk System

If you're not familiar with the FDS, then you need to know that games were produced on floppy disks that had a side A and side B. You had to eject the disk and flip it to the other side occasionally. The game will prompt you to flip the disk with the following text:

"PLEASE SET B SIDE"

To do so using the emulator FCEUX, select the option "NES", located in the FCEUX toolbar. From there, select the following options: 1.) "Eject/Insert Disk". The emulator says 'Disk 0 Side A Ejected'. 2.) "Switch Disk Side". The emulator says 'Disk 0 Side B Selected'. 3.) "Eject/Insert Disk". The emulator says 'Disk 0 Side B Inserted'.

Special note: Sometimes this game doesn't recognize when you flip sides. In that case, you will have to eject it and re-insert it, perhaps even multiple times, until the game finally registers the flip.

Also note FDS games have loading screens. In this game, you will see the following text while the game is loading:

"NOW LOADING"

Getting Started

Select START to start a new game, or select CONTINUE if you are continuing a saved game.

When you start a new game, you will need to enter your name using the Japanese "alphabet", then select オワリ ("End") when you are finished.

Next, you will need to choose which character you will play as. The options are:



Momoko (ももこ)

Table of Contents

1. Disclaimer
2. Introduction
3. Famicom Disk System
4. Getting Started
5. How To Play
 1. Overview
 2. Investors
 3. The Press
 4. Saving the Game
 5. Diving
6. Maps
 1. A-Deck Map
 2. B-Deck Map
 3. C-Deck Map
 4. D-Deck Map
 5. E-Deck Map
7. Walkthrough
 1. A-Deck
 2. B-Deck
 3. E-Deck
 4. D-Deck
 5. Endgame
8. Items
9. Endings
 1. Bad Ending 1
 2. Bad Ending 2
 3. Bad Ending 3
 4. Good Ending
10. Conclusion



Marlene (まりーん)



Reika (れいか)

It literally makes no difference which character you choose. The game will be exactly the same in all ways. In fact, your character will even look exactly the same. They should have at least changed the character graphic for each character, but no!

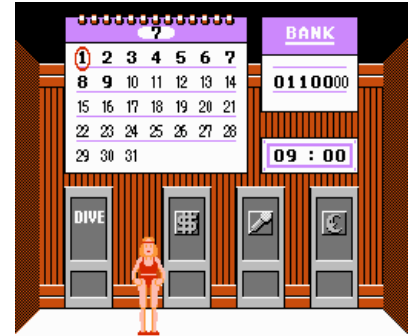
How To Play

Overview

The main goal of the game is to discover the reason why the Titanic sank. This will require searching the ship wreckage for items and using items to advance beyond doors or other obstacles until you reach a location at which the secret will be revealed.

In addition to searching the wreckage, you have a few locations on the surface that you will want to understand. When on the surface, you will see a set of doors that you can enter, pictured on the right.

The door farthest to the left, labeled "DIVE", will take you to the underwater wreckage. The door with the money symbol (\$) will take you to a room where you can call the investors in your project. The door with the microphone will take you to a screen where you can talk to the press. Finally, the door with the moon will take you to your bedroom where you can save your game. Each of these doors will be explained in more detail below.



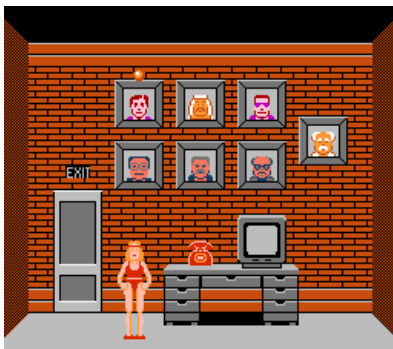
On this surface screen, you can also see a calendar, the amount of money you have in the bank, and what time it is.

You can only work until 5:00 pm. If you return to the surface after that time, your character will automatically walk to her bedroom and sleep for the night.

The calendar is important because you have a time limit in the game. The time limit is supposedly set by how much money you have. The more money you have, the longer you can keep your project running. To get more money, you need to please your investors. Unfortunately, I don't quite understand that aspect of the game. During my playthrough, I did very well at pleasing the investors, getting them to pledge a lot of money and making them happy by bringing a lot of treasures to the surface, but that money never was deposited into my bank account. It seems that I exhausted all possible options for trying to get that money, but I suppose there must be a way. It doesn't matter though, because the time limit even without any money is easily enough to beat the game. You will have approximately one week to win. The game ends on the seventh day if you never earn any money. I believe that time limit can be extended by earning money because I read some blurb on a Japanese website that led me to believe so, but of course they didn't explain anything more.

Investors

When on the surface, enter the door labeled "\$" to enter a room where you can call your investors on the phone.



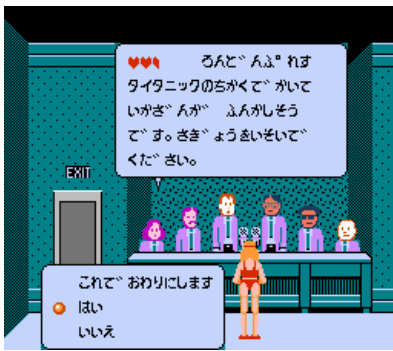
To call them, walk to the middle of the desk. Press "B" to move the red dot around that is above the pictures to change who you want to talk to. Press "A" to call them. The investor will tell you how much money they pledge to your cause, but only after you have brought an item to the surface. The amount of money they pledge is proportional to how well liked you are by the public. You can increase your public image by interacting with the press (explained in the following section).

Aside from money, you can also get items in this room. If you come to the surface carrying specific items and visit this room, the scientist-looking guy on the right side of the screen will offer to trade you the item for something else, which is necessary for completing the game in some circumstances.

The Press

On the surface, enter the room with the microphone on the door to speak with the press.

Walk to the center of the podium to begin an interview. You can only do one per day. You will be asked a series of questions by the reporters. Each reporter is from a different city, corresponding to the cities that your investors live in. Each reporter will have a number of hearts in the upper-left corner of their dialogue box which indicates how well liked you are in that city. For each question they ask, you can answer from a fairly long list of responses. Depending on your response, the number of hearts for a reporter might increase or decrease. The amount of money the investors pledge is directly proportional to how many hearts these reporters are displaying. This aspect of the game is not really necessary to understand since, as I mentioned before, you have plenty of time to beat the game even without getting money from your investors, which makes your image with the press meaningless.



The press room has a very important role aside from that explained above. Certain items that you find in the Titanic wreckage can be given to the reporters. The reporters will ask for the item during the interview, and you can give it by selecting はい ("yes"). This will increase the amount of hearts the reporter displays by a lot. But even more importantly, it is possible (and necessary) to give an item to the reporters in exchange for a different item. Of course, this will be explained in the walkthrough at the necessary time.

Saving the Game

On the surface, enter the door with the moon symbol on it to save your game. The first time you enter the room, you will have to walk to the bed to initiate the save, but for subsequent saves, you will just have to enter the door and the saving process will begin.

Saving the game progresses time forward by one day, so save your game only when absolutely necessary. If you are trying to beat the game in only seven days because you are like me and don't know how to get money from the investors, then you won't be able to save very often.

Diving

Enter the door labeled "DIVE" to enter the wreckage of the Titanic. You will always begin your dive in the same location. You have a limited amount of oxygen, represented by the red colored area of the oxygen tank icon in the lower-right part of the screen. It decreases very slowly, but if it reaches zero, you will get a game over. Your oxygen is automatically refilled when you return to the surface.

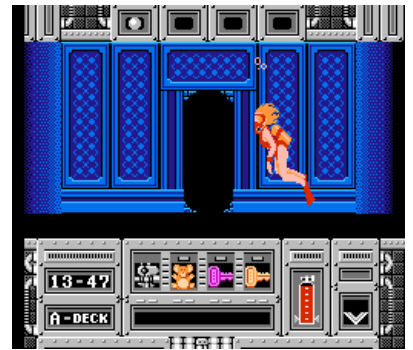
Elevation: The Titanic wreckage is five floors deep. Floors are called "decks". You start your dive at the A-Deck, and you can swim downward to change elevations to the lower decks, which are B through E. You can only change elevations at certain parts of the map, such as the location where you start your dive. These locations are colored aqua in my maps displayed farther down in this FAQ. The deck you are at is shown in the lower-left corner of the screen. You can return to the surface by swimming up to the top of the screen on the A-Deck when you are at these locations at which you are allowed to change elevation. The time of day is shown above the deck name, in units of hours-minutes.

Movement: On the lower-right side of the screen is shown an arrow which represents the direction the camera is facing (North, South, East, or West). To rotate the camera facing, move your character to the side of the screen corresponding to the way you want the camera to rotate. This is a very slow process. But you can rotate the camera instantaneously by holding the direction you want to rotate and pressing "B".

You can move forward to enter doors by pressing "B".

Interacting with Objects: Press "A" to extend your hand. It will stay extended for a short time. While it's extended, you can grab objects by moving so that your hand contacts the object. In this way, you can pick up items, open doors, or interact with other objects. If you are holding an object, you can press "A" to drop it. If you want to use an object, hold it over the location you want to use it, then press "A". Objects usually disappear when used at the appropriate location.

Inventory: You can store up to three items in your inventory, which is represented by the black squares at the center of the window at the bottom of the screen. To place an item in your inventory, first pick it up with "A", then press "Select" to make a red light appear above the inventory slots and press left and right to select a slot. Then press "A" to place the item in the slot. You can remove items from your inventory by pressing "Select", selecting the item, and pressing "A".

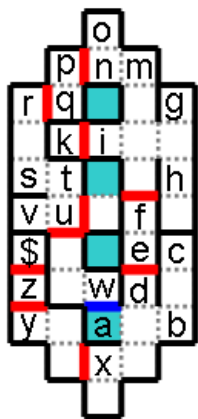


Maps

These maps contain all the info you need to beat the game, so don't look if you're trying to tackle this game with as few hints as possible. For a streamlined path to quickly beat the game, see the walkthrough below.

The aqua colored squares are locations where you can change decks by swimming upwards or downwards. The red lines represent doors that require an action to open.

A-Deck Map



- a - Start here when you begin your dive.
- b - Find Piece of Metal (きんぞくへん).
- c - Find Safe (てさげきんこ).
- d - Grasp door handle to open door.
- e - Find Wine Bottle (わいんぼとる).
- f - Grasp door handle and it breaks off. Use Safe to bash open door and get Sapphire Ring (さふあいのゆびわ).
- g - Find Wrench (れんち).
- h - Find Stuffed Bear (くまのぬいぐるみ). Also, use Switchblade on one of the bears to find the Emerald Ring (えめらるどのゆびわ).
- i - Use Wrench to open door.
- k - Find Gold Coins (きんか).
- m - Speak with a ghost to open the room doors.
- n - Use Saw to open door.
- o - Find Saw (いとこの).
- p - Find Fork (ふおーく).
- q - Use Fork to open door.
- r - Find Trumpet (とらんべつと).

s - Find Switchblade (とびだしなふ).

t - Find Gold Key (きんいろのかぎ).

u - Use Saw to open door to the South. Find Jewel Box hidden under bed when facing East. Use Gold Key to open Jewel Box and receive Ruby Ring (るびーのゆびわ), and the door to the East opens as a result.

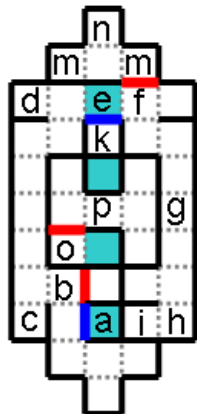
v - Find Necklace (ねくくれす).

w - When you enter this square, an earthquake causes a path to open (colored blue on this map) to the South and another path opens allowing you to enter the B-

- Deck.
- x - Use Electric Cutter to open door.
 - y - Grasp door handle to open door.
 - z - Use Ruby Ring, Sapphire Ring, and Emerald Ring (in that order) to open door and receive a yellow colored Key (かぎ).
 - \$ - Use yellow colored Key on lock on the wall to receive Tristan's Diamond (とりすたんのだいや).

B-Deck Map

a - An opening to the West appears after visiting location "w" on the A-Deck.



- b - Use Electric Cutter to open door.
- c - Find Float Bladder. Grasp it to activate it and you will be pushed out of the room and the door will permanently be closed.
- d - Find Cornet (こるねっと).
- e - Enter this tile while holding the Dead Battery and an earthquake will cause an opening to the South to open. Location "h" will also be closed off due to this quake. A second quake may occur here with no further effect.
- f - Use Electric Cutter to open door.
- g - Find Wine Bottle (わいんぼとる).
- h - Find Dead Battery (からの でんち). Also, find a Float Bladder that does not work. Use the New Battery to activate the bladder.
- i - Find Gold Coins (きんか).
- k - Find Marconi Transmitter (まるこーに そうしんき).
- m - Find Float Bladder. Grasp to activate. The door blocking access to location "h" will reopen after activating these two. Activate all four on this deck to trigger a bad ending.
- n - Find Coin (こいん) and purple colored Key (かぎ).
- o - Use Key 39 to open door.

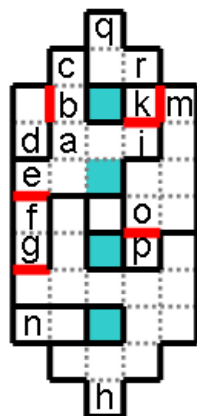
p - Find a toy model of the Titanic. After de-activating the device on D-Deck location "t", grasp the model to be warped to "q".

q - Warp here from "p".

r - Enter this room to automatically warp to "p".

s - Alien chrysalis. Grasp the alien to examine it, then use the Stuffed Bear on it to beat the game.

C-Deck Map



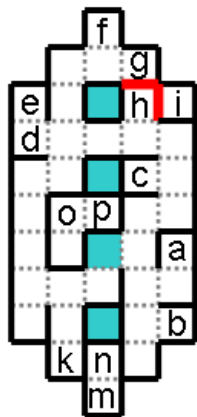
- a - Turn on light switch.
- b - Use Radioactivity Cleaner on object on East wall to activate the cleaner. Also, use Radioactivity Cleaner on object below West door to open the door.
- c - Find Knife (ないふ).
- d - Buddha Statue in the room. Use Knife on it to get Gold Fragment (きんの かけら).
- e - Find Gold Coins (きんか). Use Key 48 to open door lock.
- f - Upon entering, the door is locked and can only be opened by using the Radioactivity Cleaner on the purple object below the door. If you don't have an activated Radioactivity Cleaner, you're stuck and have to reset the game.
- g - Use Radioactivity Cleaner on purple object to open door.
- h - Push button on wall to warp to "q".
- i - Find Gold Coins (きんか). Use Radioactivity Cleaner on purple object to open door.
- k - Use Radioactivity Cleaner on purple object to open door.
- m - Upon entering room, you are warped to "n".
- n - Upon entering room, you are warped to "m".
- o - Grasp plate on door to open it. It says "Captain's room" on it.
- p - Grasp clock on West wall and text says, "something is behind this." Grab again to get Key 12 (かぎ 12). On East wall, find Captain's Photo

(せんちょうの しゃしん).

q - Push button on wall to warp to "h".

r - Grab safe to get Ship Log (こうかいにつし).

D-Deck Map



- a - Find Bible (ばいぶる).
- b - Find Colt Pistol (こるとけんじゅう) and Remy Martin (れみーまるたん).
- c - Find Jewelry Box (ほうせきばこ).
- d - A ghost blocks your exit to the East after entering this room. Use the Rosary to remove it.
- e - Find Rosary (ろざりお).
- f - Push button on wall to warp to "m".
- g - Find Pamela's Necklace (ばめらの ねっくれす). The ghost of Pamela Evans is on the South door. If you grasp her boobs, the game says えっち, meaning "pervert". Grasp her face to hear her ask for her husband. Use Evans Photo (えばんすの しゃしん) on her to get Engagement Ring (えんげーじりんぐ) and have her disappear.
- h - Ghost of Mike Evans blocks the East door. Use Engagement Ring to pass.
- i - Find Evans Diary (えばんすのにつき) and Power Shield (ばわーしーど). Note: although you will have the Power Shield, it does not appear in your inventory.
- k - Find Pearl Necklace (しんじゅのねっくれす).
- m - Push button on wall to warp to "r".
- n - Push button on wall to warp to "o".
- o - Push button on wall to warp to "n".

p - If you don't have the Power Shield, a force pushes you back to location "o". If you do have the Power Shield, you can enter. Then push button on wall to warp to "q".

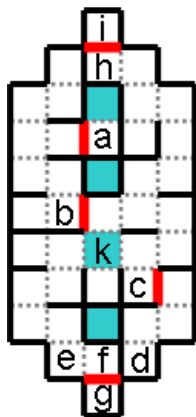
q - Warp to here from "p".

r - Grasp North door to get Key 39 (かぎ 39).

s - Warp to "p" upon entering the room.

t - There's a glowing mechanism in the room. If you have the Stuffed Bear, it asks you to set it here. Use the Stuffed Bear to disable the device.

E-Deck Map



- a - Use Electric Cutter to open door.
- b - Use Electric Cutter to open door. Afterward, the Electric Cutter will be broken.
- c - Find Scoop (すこつぷ). Also in room is a lump of Coal Tar (こーるたーる). Use the Scoop on the Coal Tar to open the door to the East.
- d - Find Key 48 (かぎ 48).
- e - Find Small Key (ちいさな かぎ). Also in room is an Attache Case (あたっしゅけーす) and the Captain's Remains (せんちょうのいこつ). Use the Small Key on the Attache Case to get the Radioactivity Cleaner (ほうしゃのうくりーなー). The Captain's Remains appears to have no relevance to the game.
- f - Grasp the door handle to open the door.
- g - Find Ship Blueprint (ふねのせっけいず).
- h - Grasp the door handle to open the door.
- i - Find Gold Nugget (きんかい).
- k - Upon entering this tile, you will spin and when you stop you will be facing a random direction. Just look at the on-screen compass to determine what way you are now facing.

Walkthrough

A-Deck

1. Go to location "c" and get the Safe (てさげきんこ).
2. Go to location "d" and grasp the door handle to open the door.
3. Go to location "f" and grasp the door handle, which breaks off. Use the Safe on the door to bash it open and get the Sapphire Ring (さふあいあのゆびわ). You don't need the ring, so feel free to drop it.
4. Go to location "h" and get the Stuffed Bear (くまのぬいぐるみ), which is the one on the left. Oddly, it speaks to you and asks to come with.
5. Go to location "m". The doors will be locked. Speak to a ghost on the South door to get the doors to open again. It says something along the lines of, "On the first day, the Titanic was destroyed. On the second day, I died."
6. Go to location "o" and get the Saw (いとこのこ).
7. Use the Saw on the West door at location "n". Keep the Saw.
8. Get the Fork (ふおーく) at location "p".
9. Use the Fork on the West door at location "q" to open it.
10. Go to location "u" and use the Saw on the South door to open it, after which the Saw breaks.
11. Go to location "w". An earthquake will create an opening to the South and an entrance to the B-Deck.
12. Return to location "a" and go down to the B-Deck.

B-Deck

1. Go to location "h" and get the Dead Battery (からのでんち).
2. Go to location "e" and an earthquake will create an opening to the South.
3. Get the Marconi Transmitter (まるこーにそうしんき) at location "k". Feel free to drop the Dead Battery since you don't need it.
4. Return to the surface via location "e" or location "a". Enter the investors room and use the telephone to automatically trade the Marconi Transmitter for the Electric Cutter (でんどうかっただー).

E-Deck

1. Return to location "e" on the B-Deck and go down to the E-Deck.
2. At location "a", use the Electric Cutter to open the door to the West. This item can be annoying to get to work. Try placing it close to the edge of the door, like you are trying to pry it open.
3. Go to location "b" and use the Electric Cutter to open the door to the East, after which the cutter will be broken.
4. Go to location "k" and go up to the D-Deck.

D-Deck

1. Get Pamela's Necklace (ばめらのねっくれす) at location "g". Grasp the ghost woman's face (she is Pamela Evans) on the South door to hear her plea about wanting to see her husband (don't grab her boobs or the game will call you a pervert! Or do... yay ghost boobs?).
2. Return to the surface and enter the press room. During the interview, keep selecting はい ("yes") and you will eventually trade Pamela's Necklace for the Evans Photo (えばんすのしゃしん).
3. Return to the D-Deck and go to location "g" again. Use the Evans Photo on the ghost to receive the Engagement Ring (えんげーじりんぐ).
4. Go to location "h" and grasp the ghost on the East door to hear his plea. He is Mike Evans who misses his wife. Use the Engagement Ring on him to open the door.
5. Get the Power Shield (ばわーしーると) at location "i". It does not appear in your inventory although you will be carrying it.
6. Push the button at location "f" to warp to "m".
7. Push the button at location "n" to warp to "o".
8. Push the button at location "p" to warp to "q".
9. Go to location "r" and grasp the North door to obtain Key 39 (かぎ 39).
10. Go to location "t" and use the Stuffed Bear on the glowing device to disable it (as the bear asks you to do).

Endgame

1. Go to the B-Deck via the water column below location "p" of the D-Deck (the same water column as location "k" of the E-Deck).

- Use Key 39 at location "o" to open the North door.
- Grasp the Titanic model at location "p" to be warped to location "q". The Stuffed Bear remarks that its real body is nearby and that the bear body is a temporary host.
- Go to location "s" to find an alien chrysalis. Grasp it to examine it (it will change color if you examine the correct segment of its body). Then use the Stuffed Bear on it to beat the game. Go to the "Endings" section of this FAQ for a description.

Items

Item	Location Found	Use
Bible (ばいぶる)	D-Deck: a	Give to investors. \$12,000 value
Captain's Photo (せんちょうのしゃしん)	C-Deck: p	Give to reporters
Coin (こいん)	B-Deck: n	Give to investors. \$11,000 value
Colt Pistol (こるとけんじゅう)	D-Deck: b	Give to investors. \$45,000 value
Cornet (こるねっと)	B-Deck: d	Give to reporters
Dead Battery (からの でんち)	B-Deck: h	Give to investors to get the New Battery
Electric Cutter (でんどうかッター)	Investor room	Use to open metal doors
Emerald Ring (えめらるどのゆびわ)	A-Deck: h	One of three rings needed to open the door at A-Deck location "z"
Engagement Ring (えんげーじりんぐ)	D-Deck: g	Give to the ghost
Evans Diary (えばんすのにつき)	D-Deck: i	Give to reporters
Evans Photo (えばんすのしゃしん)	Press room	Use it on the ghost at D-Deck location "h" to open a door
Fork(ふおーく)	A-Deck: p	Use it to open a door at A-Deck location "q"
Gold Coins (きんか)	A-k, B-i, C-e, C-i	Give to investors. \$10,000, \$15,000, \$15,500, or \$18,500 value
Gold Fragment (きんのかけら)	C-Deck: d	Give to investors. \$42,000 value
Gold Key (きんいろのかぎ)	A-Deck: t	Use to open a hidden chest under a bed at A-Deck location "u"
Gold Nugget (きんかい)	E-Deck: i	Give to investors. \$128,500 value
Jewelry Box (ほうせきばこ)	D-Deck: c	Give to investors. \$1,000 value
Key (かぎ) (Purple)	B-Deck: n	No use?
Key (かぎ) (Yellow)	A-Deck: z	Use on the lock at A-Deck location "\$"
Key 12 (かぎ 12)	C-Deck: p	No use?
Key 39 (かぎ 39)	D-Deck: r	Use to open a door at B-Deck location "o"
Key 48 (かぎ 48)	E-Deck: d	Use to open a door at C-Deck location "e"
Knife (ないふ)	C-Deck: c	Use on the Buddha statue at C-Deck location "d"
Marconi Transmitter (まるこーに そうしんき)	B-Deck: k	Give to investors to receive the Electric Cutter
Necklace (ねっくれす)	A-Deck: v	Give to investors. \$350,000 value
New Battery (あたらしいでんち)	Investor room	Use to activate the Float Bladder at B-Deck location "h"
Pamela's Necklace (ぱめらのねっくれす)	D-Deck: g	Give to reporters to get Evans Photo
Pearl Necklace (しんじゆのねっくれす)	D-Deck: k	Give to investors. \$35,000 value
Piece of Metal (きんぞくへん)	A-Deck: b	Give to investors. They say it is radioactive and you receive nothing
Power Shield (ばわーしーど)	D-Deck: i	Needed to enter D-Deck location "p"
Radioactivity Cleaner (ほうしゃのうくりーなー)	E-Deck: e	Needed to open several doors on the C-Deck. Must be activated first at C-Deck location "b"
Remy Martin (れみーまるたん)	D-Deck: b	Give to investors. \$50,000 value
Rosary (ろざりお)	D-Deck: e	Needed to remove the ghost at D-Deck location "d"
Ruby Ring (るびーのゆびわ)	A-Deck:u	One of three rings needed to open the door at A-Deck location "z"
Safe (てさげきんこ)	A-Deck: c	Use to open the door at A-Deck location "f"
Sapphire Ring (さふあいあのゆびわ)	A-Deck: f	One of three rings needed to open the door at A-Deck location "z"
Saw (いとこの)	A-Deck: o	Use to open doors at A-Deck locations "n" and "u"
Scoop (すこっぷ)	E-Deck: c	Use to open a door at E-Deck location "c"
Ship Blueprint (ふねのせっけいず)	E-Deck: g	Give to reporters
Ship Log (こうかいにし)	C-Deck: r	Give to reporters
Small Key (ちいさな かぎ)	E-Deck: e	Use to open Attache Case at E-Deck location "e"
Stuffed Bear (くまのぬいぐるみ)	A-Deck: h	Use on the Alien Chrysalis at B-Deck location "s"
Switchblade (とびだしなないふ)	A-Deck: s	Use on the purple stuffed bear at A-Deck location "h"
Tristan's Diamond (とりすたんのだいや)	A-Deck: \$	Give to reporters
Trumpet (とらんべっと)	A-Deck: r	Give to reporters

Wine Bottle (わいんぼとる)	A-Deck:e, B-Deck: g	Give to investors. \$18,000 or \$5000 value
Wrench (れんち)	A-Deck: g	Use to open door at A-Deck location "I"

Endings

Bad Ending 1

Trigger: Let too much time pass without having any money.



Translation: The Titanic Will Not Rise to the Surface.

The project has been cancelled due to the bankruptcy of the company. The sponsors of the project are calling for the arrest of the company president who is now under investigation for suspected fraud.

Bad Ending 2

Trigger: Activate all four float bladders on the B-Deck. You will need to get the New Battery to activate one of them, and two others will require the Electric Cutter to access.



Translation: An Ominous Mushroom Cloud!

Yesterday in the Northern Pacific Ocean, there was an explosion. A mushroom cloud is believed to be the result of a nuclear explosion. The Titanic excavation project was in the vicinity, and a connection to the Titanic is now under investigation.

Bad Ending 3



Translation: Death of a Female Diver at the Titanic.

It is believed that an accident caused her to run out of oxygen. The company has announced that they are unsure whether they will continue the project to raise the Titanic.

Good Ending

After using the Stuffed Bear on the alien chrysalis, it says:

"Thank you. I am now going to induce an eruption of an underwater volcano. With the volcano's strength, this boat will rise, and from that my ship..."

The alien disappears and the screen shakes.

"The Titanic has begun to surface."

A graphic of the Titanic rising to the surface is shown and an alien ship emerging from it into the sky.



Yay! Funny bad English phrases. No good NES game could be complete without it.

Conclusion

There you have it. Titanic Mystery completed. That's a pretty cool game, right? Not without its flaws, but certainly worth a playthrough for an NES fan. If you have anything to contribute to this FAQ or suggestions, please email me at [lastbosskiller\[at\]gmail\[dot\]com](mailto:lastbosskiller[at]gmail[dot]com).

Thanks to the NES FAQ Completion Project regulars, the writers at GameFAQs, and the hoards of NES fans out there for the inspiration to write these FAQs and fun times!

A special thanks to odino who encouraged me to give this game a try, and who has given so much to the NES gaming community!

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