

# Mischief Makers FAQ/Walkthrough

by SayainPrince

Updated to v2.0 on Feb 25, 2006

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## 2. FAQ History

Current Version - 2.0

2.0 - Complete Reformat. All tables and all diagrams were redone, as was the Table of Contents. The version system, also had the "v" taken out of it. (IE. v1.2, upgraded to 2.0.)

1.2 - Added my new (G-Mail) e-mail account. Booya!

1.1 - Added permission for IGN to use.

1.0 - All missions done. All yellow gem information. Everything.  
Booya!

0.6 - Up to 4-11. Also, fixed a spot, where one line went over the 79 character limit.

0.5 - Up to 4-1 done

0.2 - I worked on more information; up to 3-1.

0.1 - The guide is started. Very little actual information: controls, and the walkthrough for levels 1-1 and 1-2, and some other random odds n' ends.

## 3. Introduction

**\*\*DO NOT READ ONWARD IF YOU DO NOT WANT ANY SPOILERS\*\***

In 1997, Treasure released a game, that wasn't very popular, but was an extremely great experience to those who were able to find a copy. That game was Mischief Makers. Six years later, I'm still playing it. So, I decided to write a guide for it, to help anyone else who is also playing it.

Now, I don't consider myself a master at Mischief Makers, I didn't get all S ranks. However, I did get all As (or better) and all the yellow gems, so, I think I'm worthy of writing a decent FAQ for this game. So, here I go my second shot at FAQ writing.

Also, note, in this game, there are quite a few noteworthy things that are optional, but still might be worth a look. They could be items, an alternate path, or just in interesting bit of information. These, as well as any side notes, will go into boxes like the following:

The Information that is optional goes in a box like this.

## 4. Controls

### Marina Controls

Button	Effect
C-Right	Dash Right
C-Left	Dash Left
C-Up (In Air)	Boost Upward
C-Down (Ground)	Roll Forward
C-Down (In Air)	Boost Downward
C-Down (Holding Object)	Shake Object
D-Pad Down (Ground)	Duck Down
D-Pad Down Twice (In Air)	Boost Downward
D-Pad Down Twice (Ground)	Roll Forward
D-Pad Down (With Clanpot)	View the Contents
D-Pad Down (Holding Object)	Shake Object
D-Pad Right	Move Right
D-Pad Right Twice	Dash Right
D-Pad Left	Move Left
D-Pad Left Twice	Dash Left
D-Pad Up Twice (In Air)	Boost Upward
A	Jump
A + D-Pad Down	Slide Forward
B	Grab (In direction of D-Pad)
B + D-Pad (holding Object)	Throw Object
L	Proceed In Message Text
L + D-Pad Down (W/Clanpot)	Shift Item Being Viewed
R	Proceed In Message Text
R + D-Pad Down (W/Clanpot)	Shift Item Being Viewed
Z	Skip Movies
Start	Pause The Game

### Teran Controls

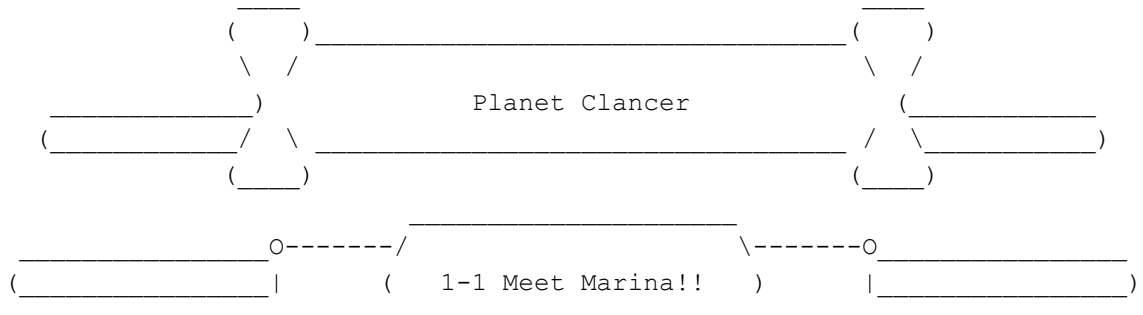
Button	Effect
D-Pad Right	Move Right
D-Pad Right Twice	Run Right
D-Pad Left	Move Left
D-Pad Left Twice	Run Left
D-Pad Up (Near Ceiling)	Grab and hang to ceiling
D-Pad Down	Guard/Block
D-Pad Down (Hanging)	Drop Down
A	Jump
A Twice	Double Jump
A Three Times	Triple Jump
B	Punch
B + D-Pad Up	Upward Kick

Blockman Controls	
Button	Effect
C-Right (Standing)	Move Right
C-Right (Crouching)	Stretch Arms Left And Right
C-Left (Standing)	Move Left
C-Left (Crouching)	Stretch Arms Left And Right
C-Down (Standing)	Duck Down
C-Down (Crouching)	Stretch Arms Left And Right
C-Up (Standing)	Puch Arms Upward
C-Up (Crouching)	Stand Up
D-Pad Right Twice (Stand)	Move Right
D-Pad Right Twice (Crouch)	Stretch Arms Left And Right
D-Pad Left Twice (Stand)	Move Left
D-Pad Left Twice (Crouch)	Stretch Arms Left And Right
D-Pad Down Twice (Stand )	Duck Down
D-Pad Down Twice (Crouch)	Stretch Arms Left And Right
D-Pad Up Twice (Standing)	Puch Arms Upward
D-Pad Up Twice (Crouching)	Stand Up
A	Dismount
B	Dismount
Start	Pause The Game

Level Select Controls	
Button	Effect
B	View Records
A	Select Level
L	Previous Page (If Possible)
R	Next Page (If Possible)
Start	Select Level

\_\_\_\_\_  
 \ \_\_\_\_\_ /  
 (                      5. Walkthrough                      )  
 / \_\_\_\_\_ \  
 \_\_\_\_\_  
 =====

Now we get to the good part - The part that makes up the meat of this guide - The walkthrough! This part covers how to beat all 52 levels, and how to get the yellow gem in each one.



O-----\\_\_\_\_\_ /-----O

o-+-+--+--+--+--+--+--+--+o  
|Beating The Level |  
o-+-+--+--+--+--+--+--+--+o

This level is really easy, you probably won't even need this guide but...yeah, I'm writing it. When you begin, move forward, and climb over the first pile of blocks. Continue onward, jumping over the fire on the ground.

Move through the first house, and jump onto the block platforms that are covering several crystals. Pass over the top, and move over the large red collection of blocks. Now keep going forward, until you enter a house with an old clancer inside it .

Talk to him, and listen to his speech, until he gives you a clanbomb. Take the clan bomb and blow up the pile of red blocks you saw. Grab the star that is now accessible, to be transported to a platform near a second star. Grab that one to complete the level.

```

/
( To the right of the old Clancer's, there's a pile of blocks. From the )
( top of his house, you can boost onto it, where there is a claball full )
( of health-restoring blue gems. )
\

```

o-+-+--+--+--+--+--+--+--+o  
|Getting The Yellow Gem|  
o-+-+--+--+--+--+--+--+--+o

Under the first house, there's a gold statue. Pick up the clancer near it, and throw him at the statue. The statue will break, revealing a yellow gem.

```

_____O=====/\=====O_____
( _____| ( 1-2 Meet Calina!! ) |_____ )
_____O=====\/=====O_____

```

o-+-+--+--+--+--+--+--+--+o  
|Beating The Level |  
o-+-+--+--+--+--+--+--+--+o

As you begin, walk through the first house, and boost over the second one. Jump up onto the green blocks, and walk until you see large amounts of fire. Do a boost, and a dash to cross them.

Walk over the house, and drop down. There's a little sparkle showing you where you can "dig". Grab it, to get some red gems, then go over the two trees ahead, and grab the star in the house.

```

/
( There is a green claball, on top of the green blocks to the right of )
( the house you start at. You can ride it and pick up a few gems if you )
( like. Although, it doesn't lead anywhere. )
\

```

In the next screen, go right until you see a cross made out of red blocks. Boost to a platform on either side of it, and jump onto the cross itself. From here jump to the platform on the top, left-hand side of the screen. Grab the exit star to finish.

```
 /
( The top platform, on the left hand side, has one clancer in it. However )
( shaking him will cause him to drop more then 20 reg gems! )
 \
```

```
o-+-+-+o
|Getting The Yellow Gem|
o-+-+-+o
```

In the first screen, on the green blocks, right before you reach the fire, there's a platform made up of purple blocks above, at the end of the green ones. Boost up, and to the right to reach it, where the yellow gem is.

```
 O===== /
( | ( 1-3 Clanball Land ) | )
 O===== \
```

```
o-+-+-+o
|Beating The Level |
o-+-+-+o
```

Walk through the first house, and get on top of the hill after it. You can now go forward, or head to an optional area.

```
 /
( If you shake the white clanball to your right, you'll open up a warp )
( gate. If you grab it, you'll be transported to an area, with lots of )
( gems and clan balls around. By using the clan springs, you can leave )
( area, and walk over the "ceiling" to the previous area you were in, and )
( fall back down at the beggining of the level. )
 \
```

To go forward, grab the green clanball above the hill, and begin jumping from clanball to clan ball. There's a white one at the top, that opens a warp gate. Grabbing the warpgate brings you to the next screen.

Grab the first orange clanball, and jump off it, and boost over the wall to the left of it. Keep going left, jumping over the second wall too. You'll come to a track with clanballs moving around it.

The white clanball creates a second white clanball, and the orange one drops a bomb (which is used in getting the yeellow gem for this level). Wait for the white one to come around, and shake it.

Continue riding it, until your to the left of a stationary white clanball, in a ring. Jump to it, and shake it; Creating another white clanball. Go back to the 2 walls you jumped over earlier, the white clanball is right towards the left of the left-most one. Boost up and shake it.

Now, go back to the beggining of the area, and grab the orange clanball. Jump from clanball to clanball, until you reach the top.



Well, it's dinner time, and the 3 Clancer Kids aren't home yet. The idea is to find each one, and bring them back (throw them into ) the house. Go right from when you start, and you'll see the first one standing on two brown blocks. Jump up there, and he'll jump to another stack. and another, if you approach. Grab him in the middle of one of his jumps, and bring him back. Try to not fall in the fire, as well... Hehe.

```
 /
( There is a green clanball that you can ride. It goes on a path that )
( leads to some gems, but thats about it. )
 \
```

Now, go back to where you caught Clancer #1. See an orange clanball? Shake it! Now, keep goign right, until you see a green clanball spring. This is what appeared by shaking the orange clanball. Boost up on the spring, and grab the one that is wiating at the height of your jump. Pull it back all the way, and you'll land on a platform of blue and green blocks. Jump from there onto the one made of orange and grey. Clancer #2 is here, jumping over the spike balls, grab him in the air, and bring him back, and pop him into the house.

```
 /
( On the second clan spring, you can get the green gem by pulling only )
( once, and not boosting to the left at all. )
 \
```

Past the first spring you used to reach the second clancer, are two spike balls. Jump over both, and keep going right. You'll see the third clancer. Try to chase him and grab him, ad he runs, and jumps from platform to platform - If he gets to the top, he'll jump to the bottom and keep going. You should be able to catch him with your dash. When your done, bring him back to the house too.

```
 /
( If he jumps, and you turn around, and attempt to make him run into you )
( he usually just stops - making your plan fail - however, it seems that )
( sometimes, he gets really confused, and runs back and forth, and even )
( jumps into walls - even after you go past him. I'm not positive how to )
( cause this glitch, but it's pretty interesting.... )
 \
```

```
o-+-+-+o
|Getting The Yellow Gem|
o-+-+-+o
```

After you return all three Clancer Kids to the house, the mother will mention something about her husband being missing as well. This is your hint that there's something else to do in the level.

Head back to the first spring coil, and shake it to the right. It will go at an angle, to the right. Pull it back as much as possible, and push off of it, boosting up and right the top, just as you are about to fall - you should land on a blue block. Jump up to the green blocks, and go right. Theres a cylinder-shaped block, with a sparkle; You can pull a clanbomb from it. Grab the clanball, and boost back off this roof, quickly, and head to where you chased the third clancer. Dash up the



paths, until you reach the red bombable blocks. The father clancer is behind them. Give him a shake-shake and he'll drop the yellow gem. Note: You don't get anything for bringing him back to the house.

```
_____O=====/\_____ \=====O_____
( _____| ( 1-6 Blockman Rises ) | _____ )
_____O=====\/_____ /=====O_____
```

```
o-+-+-+o
|Beating The Level |
o-+-+-+o
```

This level is pretty straightforward, but here we go. When you begin Teran will transform into a bouncing clanball; Grab onto it, and he'll transform into Blockman. Just keep puahing right, until you reach three spike balls in the air; Don't worry about bombable blocks, or clancers, Blockman can crush them.

```
/
( Alternating the C-button, and the D-Pad button makes blockman move )
( faster, then by pressing either of the buttons seperately. (Found out )
( by reading F'mitga's guide) )
\
```

Attack the spikeballs, by punching upwards, and keep going forward. Your next obsatcle, will come form a set of three piles of red blocks, with clancers throwing grenades on them. Without getting in distance of them, duck down, and kick the pile, then keep going forward. After a series of red blocks, the exit star is just ahead.

```
o-+-+-+o
|Getting The Yellow Gem|
o-+-+-+o
```

When you reach the area with three red bombable blocks, each with a clancer throwing grenades, respectively, go past the first two, but then get off Blockman. Shake the third one, and he'll drop the yellow gem.

```
_____O=====/\_____ \=====O_____
( _____| ( 1-7 Wormin' Up!! ) | _____ )
_____O=====\/_____ /=====O_____
```

```
o-+-+-+o
|Beating The Level |
o-+-+-+o
```

Time for your first boss fight - well, not really, he's more of a mini-boss. Oh well. When you begin, grab Celes ( The clancer behind you.) Throw her at the worm, and do it again, when she bounces off. If you can't get Celes for some reason, don't worry, you can also hurt the worm by simply throwing him into the grounds (or the walls).

```
/
( It may seem easier to grab the worm, and just throw him, but it's )
```

( actually a longer process, which does less damage to him. )  
\  
/

The worm might try to spit some fire at you, as well as roll back and forth. He has very little strategy though, he looks like he got something stuck in his pants...well, if he wore any... Just remember - if you attack him fast, he won't have a chance to attack you.

When you finally cause him to blow, the exit star will appear over the flowers in the middle of the area.

/\  
( Celes holds 10 blue gems, that you can take if you'd like some health. )  
\  
/

o-+-+--+--+--+--+--+--+--+o  
|Getting The Yellow Gem|  
o-+-+--+--+--+--+--+--+--+o

Simply grab the worm, and give him a shake or two, and He'll drop the yellow gem!

\_\_\_\_\_O=====/  
( \_\_\_\_\_| ( 1-8 Crisis: Nepton ) | \_\_\_\_\_ )  
O=====\  
\_\_\_\_\_O=====

o-+-+--+--+--+--+--+--+--+o  
|Beating The Level |  
o-+-+--+--+--+--+--+--+--+o

You, Teran, and some other large clancer are facing off, against a gang of clancers, at the old gem bank from level one. Teran and the big guy will actually, fight, but it may be better to use them as weapons to throw! If you line up a shot, the big guy can kill all four at once. If he hits eran, he'll stop though, so between the waves of clancers, that come, throw Teran off the platform, so he doesn;t get in the way.

If the big guy is hit for some reason, and he doesn't go through all four enemies, thats fine, they are just normal clancers, and can be defeated by any other method you have - this way is just the easiest. After you take care of five waves, and the exit star will appear in the center of the gem bank.

o-+-+--+--+--+--+--+--+--+o  
|Getting The Yellow Gem|  
o-+-+--+--+--+--+--+--+--+o

If, when you defeat the last wave, neither Teran, or the large clancer are crying, the yellow gem will rise out of the gem bank (along with the red, blue, and green ones.)

\_\_\_\_\_O=====/  
( \_\_\_\_\_| ( 1-9 Western World ) | \_\_\_\_\_ )  
O=====\  
\_\_\_\_\_O=====

o-+-+--+--+--+--+--+--+--+o

|Beating The Level |

o-+-+--+--+--+--+--+--+o

When you begin, move right, until you see an enemy with a gun on its back. Toss the enemy against the ground, and ick up its gone; You may also want to shake it, and turn it into 3-way shots. ( You can also just grab the gun from off his back.)

Keep going forward - which should be fairly easy, especially with the gun, and shoot through all the brown blocks. After that, hop over the two small gaps, that have fire in them. Keep going, until you reach a large clancer with a gun, guarding a stack of red bombable blocks. When you defeat him, he explodes, causing the blocks to be destroyed.

```

/
( AS you fight him, his minions will come to attack you. Each one, holds )
( a large supply of green crystals. If you shake them all dry, you can )
( easily fill all three bars of health. )
\

```

After that, walk until you see a cylinder shaped block, with a sparkle in it. Grab a clanbomb from here, and toss it at the bombable wall in front of you. Afterwards, grab another clanbomb, and dask forward. The exit star is ahead, behind some bombable blocks, so blow them up with the clanbomb, and grab it.

o-+-+--+--+--+--+--+--+o

|Getting The Yellow Gem|

o-+-+--+--+--+--+--+--+o

Play normally, until you reach the area, where the clanbomb is located. Blow up the wall of bombable blocks to the right, and grab another clanbomb, afterward. Jump along the white blocks in the air, being careful not to let marina, or the bomb get hit by spikeballs. You'll reach a paltfrom, with two columns of bombable blocks. Blow up the first with your bomb, then go back to get another clanbomb. Bring this one back, to destroy the second column. The yellow gem is right beyond where the second wall was.

```

O===== /
( | ( 1-10 Volcano!! ) | )
O===== \

```

o-+-+--+--+--+--+--+--+o

|Beating The Level |

o-+-+--+--+--+--+--+--+o

This level is pretty straight forward. Keep goig right, until you find some bombable blocks. When you see them, jump to the blue-white block platform - watch out, rocks fall on thsi platform - and boost over the bombable blocks.

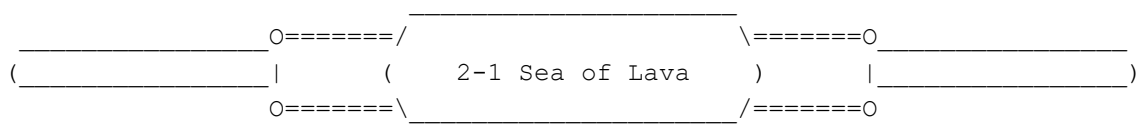
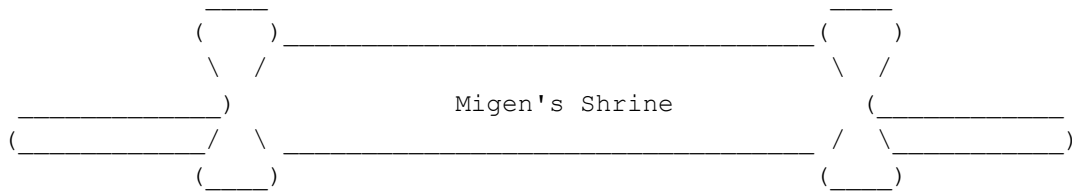
Again, head right, watchinh out for spike balls, which are moving around the platforms ahead. Move under the platforms, until the final one, which you'll have to jump over. Just after that, is a doorway, which is the replacement of an exit star, for this level.

o-+-+--+--+--+--+--+--+o

|Getting The Yellow Gem|

o-+-+--+--+--+--+--+--+o

From where you start, head forward until you are next to a purple block on the ground. Jump on it, then to the first purple and white block platform. Jump to the platform to the right, then ontop the second purple and white platform; Watch out, rocks fall onto this one. there are a series of platforms on the left, from here. Jump from one to the next, until you reach the final, where the yellow gem is.



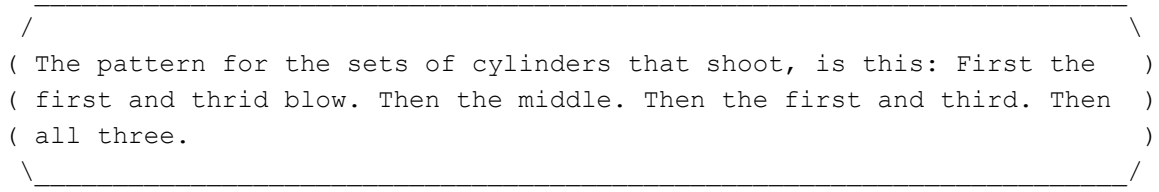
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o-+-+-+-----+o
|Beating The Level |
o-+-+-+-----+o
  
```

Jump over the fire in front of you, and to the bottom (or top, it doesn't matter) of the next platform. Cross it, and jump over the fire on the other side. Continue forward, until you see a green clanball.

Shake it, and head back to the second platform you were on. There is now a warp gate in the formerly empty ring. Grab it, to be transported ahead in the level. Keep going forward from here, but be careful of the fire coming in from the background to foreground, and vice-verca.

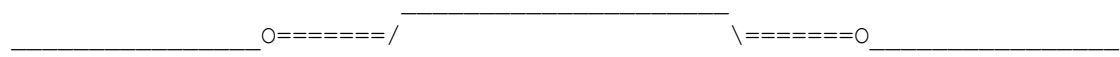
Rotate the first two clanballs, then just jump to the platform, skipping the next clanball. Jump carefully over the red platforms, and jump off of the orange clanball to get to the upperlayer. On the left is the exit star, but be careful of the fire being shot from the red cylinders.



```

o-+-+-+-----+o
|Getting The Yellow Gem|
o-+-+-+-----+o
  
```

Near the end of the level, where you are jumping from piles of red blocks, underneath the layer of tan blocks above (the tan blocks also have some cylinder-red blocks, shooting out blasts), at the last jump, there is a yellow gem just above the lava. You can grab it, nd boost back onto the platform, but don't worry, even if you fall, you'll keep the yellow gem.



( \_\_\_\_\_ | ( 2-2 Vertigo!! ) | \_\_\_\_\_ )  
O===== \ \_\_\_\_\_ / =====O

o-+-+-+o  
|Beating The Level |  
o-+-+-+o

In front of you, as you begin the level, is a cylinder block with a clanbomb in it. Pull out out, and dash to the wall on the right of you; Be quick, the bomb has only a one second timer on it! Jump on the white clanball, and jump to the left, over the wall of blocks, and onto the green clanball.

Shake it, and the stage will rotate. This causes any red blocks that were destroyed to come back. So, jump onto the refromed red blocks, and then onto the white blocks.

/ \_\_\_\_\_ \  
( Don't shake the green clanballs until all the red blocks are exploed, )  
( or the explosion will simply start over again. )  
\ \_\_\_\_\_ /

Jump onto the blue platform, and then onto the second one. Jump up, and grab another clanbomb, from the platform above you. Throw it at the first wall of red blocks, and then get another one. Immediately throw it, or bring it to the second red wall - again, it has only one second on its timer.

Shake the green clanball on the other side, to make both sets of blocks reappear. Jump onto the first, then onto the second, and finally up to another blue platform. There is another bomb and set of red blocks here. Use the bomb on them, and pull another green clanball.

Go left, up to the blue platform, and then go right, to a second and third blue platform. (You don't need to press this green clanball, unless you mess up ahead.) Jump up on the red blocks, and grab a bomb, that's at the base of them. Bomb them, and quickly, dash left, and jump on the blue blocks, until the explosion reaches the red blocks in front of the exit star. Grab the exit star after it's clear.

o-+-+-+o  
|Getting The Yellow Gem|  
o-+-+-+o

When you reach the point, where the final clanbomb, before the exit star is located, grab it, and drop it immediately. Run left, up the bombable blocks, and jump on the paltform of blue blocks, as fast as you can.

As soon as the blocks blocking the warpstar are removed, jump to that platform, and then, up onto tan blocks. Wait until the red blocks in front blow, then immediately, begin jumping up the ones to the right of you, before they all blow. When you reach the top, jump up, and keep boosting upward so you don't fall. Soon, a platform will lower; Land on it, and it will bring you up to the yellow gem.

\_\_\_\_\_ O===== / \_\_\_\_\_ \ =====O \_\_\_\_\_  
( \_\_\_\_\_ | ( 2-3 Sink or Float! ) | \_\_\_\_\_ )  
O===== \ \_\_\_\_\_ / =====O

o-+-+-+o  
|Beating The Level |  
o-+-+-+o

This is another level, that's pretty straight forward. Keep jumping from platform to platform ahead, making sure not to fall in the fire, and not getting hit by any enemy clancers - or the Ninja Stars they throw.

When you reach a platform near a moving orange clanball, grab it, and use it to reach the next platform. Next, is a pink clan ball, moving over some spike balls. Ride it safely over the spiek balls to the platform with the exit star.

```
_____  
/                                     \  
( If you get inpatient, you can dash over both parts, but it's wise to   )  
( at least use the pink one.                                             )  
\  
_____
```

o-+-+-+o  
|Getting The Yellow Gem|  
o-+-+-+o

When you reach the exit star, there's an arrow. Boost upward, and to the right. The next platformer is kind of far, so...yeah. On that platform, you'll have to do another long jump. As it bobs up and down in the lava, make sure to jump at its highest point. On the next platform, is the yellow gem, and a second exit star.

```
_____  
/                                     \  
( If you touch the side of the platform with the yellow gem, but you     )  
( can't boost onto the platform, if you keep boosting up and right fast  )  
( enough, you can sometimes get stuck on the side, and jump up.         )  
\  
_____
```

```
_____  
O=====/  
( _____ | ( 2-4 Hot Rush ) | _____ )  
O=====\  
_____
```

o-+-+-+o  
|Beating The Level |  
o-+-+-+o

In this level, you'll start on a platform of red blocks - That are already exploding! Go right, jumping over any piles of red blocks in the way, until you see a platform of green blocks. Make sure to go under it, and head forward, grabbing the warp star when you reach it.

```
_____  
/                                     \  
( If you wait over the blocks with red gems under it, when the blocks     )  
( blow, you can get them and still have time to continue without falling. )  
( If you want the second set, after the warp gate, backtrack to them,     )  
( and grab them fast; Then turn back quickly.                             )  
\  
_____
```

When you reappear, there's a wall of explodable blocks in front of you. You can't pass by them, so wait until they blow, and then go on. A



charging across the floor of the platform you fight on, or attempting to pick you up. Also, if you shake it, it will emit small bees that attack you.

As it charges across the area, or as it is doing it's sting, it will have a target on it - at these times, you can pick it up and throw it. It will also have a target, as it tries to get up, after hitting the ground with a sting attack - this target is on it's stinger.

```
_____  
/                                     \  
( Throwing it both on the gorund, and in the lava hurts it, however the )  
( lava is much more effective, taking only three hits, to bring the bee )  
( down! )  
\_____
```

```
o-+-+-+o  
|Getting The Yellow Gem|  
o-+-+-+o
```

Grab and shake the bee, then let go, and grab the bees it creates, so you don't get hurt. Do this two more times, and then on the fourth shake, a yellow gem (and two more bees) will come out.

```
_____  
O=====/  
( _____ | ( 2-7 Tightrope Ride ) | _____ )  
O=====\  
/=====O_____
```

```
o-+-+-+o  
|Beating The Level |  
o-+-+-+o
```

Above you, at the start, is a green clanball on a path. Grab it, and shake it to the right, to get it going. At the end of the path (or at whatever place you decided to jump off at) jump to the verticle moving, blue clanball.

To the right of that, is a pink clanball, and a clancer, on a small blue circle, moving around. Jump to the pink clanball, and when you get a chance, boost to the white clanball, on the next path, to the right.

```
_____  
/                                     \  
( You can grab the clancer, and hang too, but you can't boost off of him.)  
\_____
```

Shake it downward, and it will start moving. Don't worry about the spike ball, you won't hit it. Jump to the next clanball - the orange one - and shake downward to start it; Time carefully, so you don't hit the spike ball. When it stops, shake it left, and when it stops again, shake it right. Jump to the next platform, just as it goes to the fire.

```
_____  
/                                     \  
( At the begging, shake it upward to move to a green gem. )  
\_____
```

On the platform, there's a clancer throwing ninja stars at you. Just toss him away, and grab one of the clanballs, on the plus-sign shaped formation. You can rotate, and change the length of the bars, to avoid the



upcoming spike balls. Basically, align marina with any gems you see, and you won't get hit. At the end, jump to the platform.

```
 /
( You can actually jump over the top of each set of spike balls, and )
( it's possible to make it all the way to the end, by jumping over the )
( second set, and boosting onward! )
 \
```

There are two clancers with ninja stars here. Grab one, and throw it at the other; Or use a ninja star, to take out both. Jump to the orange blocks, and then to the purple ones, and you can reach the warp star.

When you reappear, jump to the purple blocks, and onto one of the clanballs, as they descend from the wires. You have to boost from one to another above it, fast enough, so that you move upward. After a few jumps, on the left side, is the exit star.

```
o-+-+--+--+--+--+--+--+--+to
|Getting The Yellow Gem|
o-+-+--+--+--+--+--+--+--+to
```

When you are jumping from clanball to clanball, to reach the exit star, keep going up after you reach it. A little higher, on the left, is a platform with a yellow gem on it.

```

O===== /
( | ( 2-8 Freefall!! ) | )
O===== \
```

```
o-+-+--+--+--+--+--+--+--+to
|Beating The Level |
o-+-+--+--+--+--+--+--+--+to
```

You start out on a platform of brown blocks. You can pick these up, so do so, and fall down, thorough the platform. Move towards the center of the screen, to avoid hitting spikeballs, as you fall. When you reach a fork in the path, choose either side, and keep falling. When the two paths merge again, keep falling, and grab the warp star, that's in the air, as you fall past it.

When you reappear, move to the right side of the area, and grab the warp star as you fall. When you reappear again, move to the left, and grab the next star as you pass it, as well. In the next reappearance, just fall to the bottom green blocks, being careful not to hit spike balls, and grab the star; You'll be trasnported just left of the exit star, near a collection of blue gems.

```
 /
( All the way at the bottom, is a green gem. If you go to the bottom, )
( ride the platform up to a warp gate, which brings you back to the top. )
 \
```

```
o-+-+--+--+--+--+--+--+--+to
|Getting The Yellow Gem|
o-+-+--+--+--+--+--+--+--+to
```

From when you first begin falling, go straight down the middle, and take

a right, on the next fork. Look for a break in the chain of spike balls and pass through it. Immediately go left, back to the blue blocks, the yellow gem is against them.

```
_____  
/                                     \  
( If you miss it, but don't fall down all the way, you can make your way )  
( back up to it, by jumping from the ledges on the wall, at the expense )  
( of some health - you'll be hit by spike balls on every ledge.         )  
\  
_____
```

```
_____  
O=====/  
( _____ | ( 2-9 Magma Rafts ) | _____ )  
O=====\  
_____
```

```
o-+-+--+--+--+--+--+--+--+to  
|Beating The Level |  
o-+-+--+--+--+--+--+--+--+to
```

At the beggining of this level, just right of where you begin, is a black platform. Jump onto it, and it will begin to move. After a few seconds of riding, a clancer will jmpup onto a platform above you. Jump up, and throw him off, and continue riding the platform he had; Jump over the spikeball when you reach it.

```
_____  
/                                     \  
( You can actually jump over the blocks at the top of the screen, to     )  
( save time, if you jump and boost high enough, at the right time.       )  
\  
_____
```

At the end of its path, there's another black platform. Jump to it before you reach the lava. Again, above you, a clancer will jump onto a moving platform. Jump to it, and get rid of him. Keep riding the platform, until you see a clanball on a spring above you; Jump to it.

Wait a until you pass over, a set of blocks, holding a clancer, with a flower on his head. At this point, pull back, and boost forward! You should land on a set of white blocks with a Ms. hint - or possibly, on a platform ahead. Regaurdless, move right, jumping over the spinning platforms if you have to, and land on the rainbow colored platform.

It will begin sinking while you stand on it, so jump and boost when possible, so it can have time to rise again. Ahead, numerous blobs will fall on it, and make it sink faster - catch them, and thro them off. After that, clancers will begin jumping on it. At this part, just stay boosting above it - there's alot of clancers, and they'll kill themselves by sinking into the fire. After the last ones, there's an arrow made of gems leading to the exit star. Boost and grab it.

```
o-+-+--+--+--+--+--+--+--+to  
|Getting The Yellow Gem|  
o-+-+--+--+--+--+--+--+--+to
```

Below the path that the clanball on a spring is on, is a platform, where a clancer with a flower on its is standing. If you shake him, he'll drop the yellow gem.

```
_____  
O=====/  
_____
```

( \_\_\_\_\_ | ( 2-10 Seasick Climb ) | \_\_\_\_\_ )  
O===== \ \_\_\_\_\_ / =====O

o-+-+-+o  
|Beating The Level |  
o-+-+-+o

/ \_\_\_\_\_ \  
( Everything in this level turns back and forth, but gravity is not )  
( affected. This makes this level seem a bit strange at first, but you )  
( get used to it. )  
\ \_\_\_\_\_ /

o-+-+-+o  
|Getting The Yellow Gem|  
o-+-+-+o

When you reach the exit star, keep going up. Grab the plus-sign shaped clanball formation, and go rotate it to the top. Also, make the bar as long as possible. From the top, jump left to the green clanball. Wait for the first platform to extend to the foreground, and jump on it, then to the blue clanball. Jump to the next platform, and then up to the pink clanball; Shake it so spike balls don't drop on you.

From the pink clanball, push off to the right, and land on the blue platform. Boost upward, and to the left, to the wall of blocks. There is a gap in it. Go through the gap, and fall down to the yellow gem (you'll have to go back up through the level to reach the exit star again.)

\_\_\_\_\_ O===== / \_\_\_\_\_ \ =====O \_\_\_\_\_  
( \_\_\_\_\_ | ( 2-11 Migen Brawl!! ) | \_\_\_\_\_ )  
O===== \ \_\_\_\_\_ / =====O

o-+-+-+o  
|Beating The Level |  
o-+-+-+o

At the beggining of the duel, the large Migen will punch downward at you. You can grab upwrdr, and catch his fist. Once you have his fist, you can throw it at the large Migen, but the smaller one will heal him before you can defeat him, so it's not worth the effort. Instead, throw his fist at the smaller one.

He'll spit fire after you hit the small Migen; you can grab it to get a blue gem. When you catch his next fist, toss it at the smaller Migen a second time; Now the small Migen will throw an energy blast, and the larger one will spit more fire. Catch both, and send the final punch at the small Migen.

/ \_\_\_\_\_ \  
( You can hit the large Migen twice, with the smaller one still around, )  
( without having him healed. He is healed on the third punch. )  
\ \_\_\_\_\_ /

Now, with the small Migen gone, the large one will do a fire breathe attack. Just jump and boost, to the side of it until it's done. Now you're ready to take the guy down! He will mix up throwing punches, and

fire - And note, punches come from the side now, as well. You can't catch these punches, but you should still block them.

When he gets a baffled look on his face, you can catch his next punch, and throw it up at his face. Continue this pattern until you beat him. (He will begin going faster, however.) Also, be aware for his fake punches, where he won't actually punch at all - Just attempt to fake you out.

```
 /
( When you catch his fist, you can throw it down against the paltform, )
( to casue 5 blue gems to appear. You can only do this a 6 times before )
( it stops working, though. )
 \
```

```
o-+-+-+o
|Getting The Yellow Gem|
o-+-+-+o
```

If you can beat both Migens, without taking any damage, you'll be awarded with a yellow gem.

```
      ( ) _____ ( )
      \ /                \ /
      ( )                ( )
( _____ / \ _____ / \ _____ )
      ( )                ( )
```

```
_____O===== / _____ \=====O_____
( _____ | ( 3-1 Clanpot Shake ) | _____ )
      O===== \ _____ /=====O
```

```
o-+-+-+o
|Beating The Level |
o-+-+-+o
```

Grab the clanpot at the beggining of the level, and place it under the blue clanball in front of you. Shake the clanball, and two grenades will fall into the pot. Take the pot and head up the hill. At the top, are two clancers on skis. Catch the grenades they throw in the pot, and jump over them. (If you miss a grenade, go to the bottom of the hill, and come back, and two more clancers will be waiting.)

```
 /
( At the beggining, there are other clanballs that drop items as well )
( (Flowers and blue gems) you can put these in the pot to mix as well. )
( Check the "Clanpot Recipes" section for more information. )
 \
```

Shake the pot, and the four grenades will be mixed into a clanbomb. Head up the next hill, where there is a large barrier of red blocks; Pull out the clanbomb you mixed, and blow them apart!

Pick up the clanpot again, and head forward. Jump over the clancer on skis hen you see him to dodge his grenades - Or catch it, if you prefer. Keep oing, until you reach a set of spikeballs. Here, you should remember

that ou can push the clanpot into them, and make them dissapear without losing any health. So, push the clanpot into the bottom spike ball on each set, and walk under them, up the hill.

Now ,you no longer need the clanpot. Go under the blocks ahead, and you'll see a warp star near the edge of the platform. Grab it, to be transported above the blocks. There is a "Jump Clancer" - the creature that is attached to a spring - up there. Grab onto it, and jump off the right side of the platform.

```
 /
( There is a green and a blue gem on the platform that you can reach by )
( jumping with the Jump Clancer. )
 \
```

The Jump Clancer can bounce of of spike balls without taking damage. So, jump along the spike balls to reach the next platform. The exit stat is on it.

```
o-+-+-+o
|Getting The Yellow Gem|
o-+-+-+o
```

Put the clanpot under the orange clanball at the beggining of the level, and shake the clanballm until six blue gems fall into the pot. When you pass the explodable red blocks ahead, there is anoth orange clanball. Shake six blue gems from it, into the pot as well. Mix the six blue gems togehter, for both sets, so that you create two green gems. Mix the green ones togehter, to create a yellow gem.

```
 O===== /
( | ( 3-2 Clance War ) | )
 O===== \
```

```
o-+-+-+o
|Beating The Level |
o-+-+-+o
```

At the start, there are a few flying enemies, and some explosives on the ground, as well as a clanball. The clanball is mpty, so boost over the explosives - If you go fast, you won't take damage. Go under the blue platform, but watch out for a ninja star that will go past you. Watch out for the enemies in the air that are riding in pods, and go under the second blue platform as well.

There are some more flying enemies ahead, but they aren't difficult to deal with; Grab them, and throw them as you would a nomral clancer. A little farther ahead, is a blue ramp, with spike balls coming from its peek. Jump over them, and continue. There's a larger hill with spike balls following it; Pass it the same way.

There are some red gems to the left from where you jump off of the hill, and another ramp to the right. Past that, is another hill, you have to jump to reach.

```
 /
( You can go below the hill to reach an orange clanball, which holds a )
( boomerang, turn around and jump up to continue onward. )
 \
```



The missile you are on, will pass a few missiles coming up from the bottom of the screen. Just don't let them hit the clanbomb, as it will explode. Just past them, is a wall of red blocks. Blow them up, and on the platform behind it, is the exit star.

```
o-+-+--+--+--+--+--+--+--+--+--+--+o
|Getting The Yellow Gem|
o-+-+--+--+--+--+--+--+--+--+--+--+o
```

When you reach the exit star, there's an arrow pointing up right. Keep riding the missile in that direction, and soon, you'll reach the yellow gem.

```
_____O=====/\_____ \=====O_____
( _____| ( 3-4 Clanball Lift! ) | _____ )
_____O=====\/_____ /=====O_____
```

```
o-+-+--+--+--+--+--+--+--+--+--+--+o
|Beating The Level |
o-+-+--+--+--+--+--+--+--+--+--+--+o
```

From where you star, there is a green clanball in front of you. You can ride it to get some gems, but it isn't necessary. Continue on, to the blue clanball. Ride it, mociing up and down to avoid the spikeballs, and jump off. Jump on to the next clanball, which is pink, and push it all the way to the right. Ride it until you get near the second green spike ball, and from there, boost off, to the orange platforms.

Jump and boost up to the orange clanball, and move between "lines" to avoid any shots that the enemies in the pods fire. From the end, boost off of the top line, to the next platform, and fall, where the arrow points.

```
/_____ \
( It's also possible to get ovr the platform, by jumping and landing on )
( the pods, and boosting up - Without the clanball. )
\_____ /
```

There are a set of four clanballs ahead. Boost from one to the next, to cross the large gap, and boost from the last one (it's a blue one) over the next column of blocks ( also, as a side note, there is a gold statue inside the blue clanball.) Grab onto one of the swinging clancers that crossnig the next gap, and jump and boost to get across. There is a green gem and an exit star on the next platform.

```
o-+-+--+--+--+--+--+--+--+--+--+--+o
|Getting The Yellow Gem|
o-+-+--+--+--+--+--+--+--+--+--+--+o
```

The yellow gem is palced above the swinging clancers, in the center of the line they move across. Jump and boost to the top swinging clancer, and boost to the gem from there.

```
_____O=====/\_____ \=====O_____
( _____| ( 3-5 Go Marzen 64 ) | _____ )
_____O=====\/_____ /=====O_____
```

```
o-+-+--+--+--+--+--+--+--+--+--+--+o
|Beating The Level |
```

o-+-+-+o

At the beggining, walk a few steps forward a few steps, and four clancers with jetpacks will begin hovering around. They toss grenades, and mines, which will explode, so the are quickly becomes dangerous. Go through the path with orange and black blocks above and below it. On the other side, there are two more enemies with jet packs - avoid, or grab and throw them and keep going, passing over the red bombable blocks. Keep going forward, until you reach an area with more orange and black blocks. It's easieest to jump to the top, and throw the clancer with ninja stars at the flying clancer, and keep going.

```
 /
( On the bottom part, there is clancer with ninja stars, and a robot )
( a gun. Throw one, into the other, and grab the clanpot, which you can )
( shake, to mix a clanbomb. This can be used to blow up the red blocks )
( you passed, to get the gems beneath them. )
 \
```

A little ahead, are more platforms with clancers jumping around - One on top of the platforms, has ninja stars, but you can just go under the platforms. Also, wtach out for the clancer riding a pod. Keep going right and pass through the house with a swinging clancer. Dash over the mines on the other side, moving fast, so you don't get caught in the explosions, and grab the warp star.

In the next area, you star out with a green clanball on a spring infront of you. Grab it, and pull back; When you let go, you'll be launched to a platform ahead. Jump from orange block, to orange block, until you reach a line with a pink clanball moving along. Grab onto the clanball.

```
 /
( You can get a green gem, and some red gems, by jumping to the orange )
( blocks around the one you are on. )
 \
```

o-+-+-+o

|Getting The Yellow Gem|

o-+-+-+o

In the second area of the stage, after the three orange clanballs, there is a pink moving one, after the next pltfm. Jump off of it, to the blocks below. There is a white clanball. Shake it, and immediately jump to the right, above the red blocks; A clanbomb will fall from the sky, and you have to catch it before it hits the blocks and blows up.

When you catch it, bring it to the left side of the orange and black blocks, where you'll see the red block path continued. Bomb the top red blocks, and jump in, and grab the clanpot before it blows; Jump out, and shake it. Three green clancers with missiles will form one large one that you can ride! Ride it above the orange clanballs seen earlier, and you'll find alot of red gems, and a yellow one among them.

```
 /
( You can also continue riding the clancer to the warp gate, to the next )
( area, if you want. )
 \
```

When the pink clanball reaches th end of its path, jump off, to the next



platform. You'll then have to jump across four orange clanballs to cross the next gap. From the platform you land on, wait for the next pink clanball to come by, and grab onto it. Jump off, at the end of its path. You'll land on a block near a hill. Move down the hill, and follow the linear path of blocks, until you reach the end; Jump down, without moving far to the side, and you'll land on a platform with a warp star.

In the next area there is a clancer, riding a large robot. He will walk around, as clancers - and sometimes bombs - pop into the area. Grab them, and throw them at the robot. When the robot explodes, the clancer on his back will fall off - Slam him against the ground a few times, and the exit star will appear.

```
_____O=====/\_____
( _____| ( 3-6 Chilly Dog!! ) | _____ )
_____O=====\/_____
```

```
o-+-+-+-----+o
|Beating The Level |
o-+-+-+-----+o
```

Now, it's time for a fight with some kind of Icy Weener dog. Heh. He'll try to run at you, and jump at you, and if you attempt to grab him by any area besides his head, he'll also kick you backward, although, this doesn't cost you any health.

Grab his head, and throw him into the ground to hurt him. Be careful though, as soon as he get's up, he may jump, so be ready. Even if he doesn't jump, however, he will attack, and possibly do a flip to try to hit you. When you give him enough of a beating, the exit star will show.

```
_____/\
( After you throw him against the ground, while he bounces, you can grab )
( his head, and throw him again, to save alot of time! Although, if you )
( miss his head, he'll kick you, just as if he was standing. )
\_____/\
```

```
o-+-+-+-----+o
|Getting The Yellow Gem|
o-+-+-+-----+o
```

Grab his head, and shake him a few times, until he drops some blue gems. Do this again, to collect some more. Repeat this once or twice more, and he'll drop a yellow gem instead.

```
_____O=====/\_____
( _____| ( 3-7 Snowstorm Maze ) | _____ )
_____O=====\/_____
```

```
o-+-+-+-----+o
|Beating The Level |
o-+-+-+-----+o
```

```
_____/\
( The areas in this level have a second warp star to restart the area in )
( case you mess up. )
\_____/\
```

You start in front of a statue, that isn't actually used for anything. So

head up the hill, until you see a tryke. Grab onto it, and bring it back over the hill. Turn around, and dash up the hill with it, so that it goes into the green alcove. Now head back, and go right, up the second hill. Grab onto the jump clancer, and jump into the open "box" next to the other jump clancer. The warp star will form above it, so jump up, and grab it.

In the second area, you'll start with a white clanball in front of you. Shake it, and a clanpot will fall out. Grab it, and move to the second clanball. Put the clanpot under it, and shake it so that a clanbomb falls into the pot (The clanball actually holds three bombs, but you only need one.) Move up to the top of the hill, and toss the clanpot over the wall of blocks. Now, jump up the clanballs (which you can shake some gems from), to get over it. There are some red blocks covering a warp star, so pull a clanbomb from the pot, and blow them up. Grab the warpstar.

The final area starts you off near another clanball that contains a clanpot. Shake it out. Now, do you see all the clancers running up and down that hill? There are ten of them. Put them all into the pot, and take it to the top of the hill, and all the way to the right side of the area. You'll pass some clanballs you can shake some gems out of, if you want. At the right edge of the screen, there is a small platform of blocks in the center of a place surroned with some blocks (It's hard to explain, but you'll know what I'm talking about when you see it.) Place the pot on it, and pull all 10 clancers out, throwing them to the right. They won't leave the area, and once all 10 are in it, the exit star will appear.

```
o-+-+--+--+--+--+--+--+--+o
|Getting The Yellow Gem|
o-+-+--+--+--+--+--+--+--+o
```

In the first area, grab on to the jump clancer. Now, see the star on the green platform (the one that's there to begin with, and restarts the area if you grab it)? Jump to that platform with the jump clancer. There is a blue spike ball just to the left. Jump to it with the jump clancer, and bounce to the left. Land on a green spike ball - which requires some height - and off again, to a third, purple spikeball. Boucne to the left once more, and you can grab the yellow gem in the air, before you fall.

```

_____O=====/\_____ \=====O_____
( _____| ( 3-8 LUNAR!! ) | _____)
_____O=====\/_____ /=====O_____
```

```
o-+-+--+--+--+--+--+--+--+o
|Beating The Level |
o-+-+--+--+--+--+--+--+--+o
```

Now, it's time to face off against Lunar! He has an array of moves; He can slide, or jump, leaving grenades behind, fire a machine gun, punch, and fire an energy blast. You can't block the machine gun, so just keep your distance with that, however, everything else can be countered.

If you catch a blast with good timing, you can throw it back, and if he doesn't block it, he'll take damage. The same oes with grenades, but make sure to throw them from a distance, so you don't get hurt yourself.

If he punches, jump over him, and grab him from the back. Sometimes, you can throw him against the ground, to do some damage. Actually, you can grab him when he finishes any of his attacks, however, he sometimes won't take damage. Keep up the fight, and when you defeat him, you'll finish

the level.

o-+-+--+--+--+--+--+--+--+o  
|Getting The Yellow Gem|  
o-+-+--+--+--+--+--+--+--+o

Wait for Lunar to shoot an energy blast from his gun, and catch it with B to cause a yellow gem to fall. Note: This doesn't appear to work, if you are moving the D-Pad in any direction; So press B, and only B.

\_\_\_\_\_O=====/  
( \_\_\_\_\_| ( 3-9 The Day Before ) | \_\_\_\_\_ )  
O=====\  
\_\_\_\_\_O=====

o-+-+--+--+--+--+--+--+--+o  
|Beating The Level |  
o-+-+--+--+--+--+--+--+--+o

In the begging, there's a house in front of you. Go over, or through it, and jump over the next two little platforms. Pass by the Ms. Hint, until you see two large brown blocks. Grab and throw the first one, at the second one, to open the way forward.

Pass over the next green house, and over the small brown one. After that, is another green one. Jump on top of the green one, and from there, jump over the blue one. Jump down, onto the other side, where there are two more blocks - Throw the first into the second, and continue onward again.

/ \_\_\_\_\_ \  
( By talking to the clancers in the houses, they will run back to the )  
( manage that was in the begginging of the level. Just something to know, )  
( although, it's not useful. )  
\  
/

There are two practice tracks. Run through the bottom one. On the other side, there's a warp star. You'll see a short cinema, and finish the level.

/ \_\_\_\_\_ \  
( If you talk to the clancer on the ground, near the tracks, you can )  
( race the clancer on the top track. You get a red gem if you beat him. )  
\  
/

o-+-+--+--+--+--+--+--+--+o  
|Getting The Yellow Gem|  
o-+-+--+--+--+--+--+--+--+o

At the rightmost part of the area, there are two clancers, prcticing jump rope - Using a rope of purple spike balls! Jump in the middle, and jump over the spike with them. After you jump for bit, the rope will explode, and a yellow gem will appear.

\_\_\_\_\_O=====/  
( \_\_\_\_\_| ( 3-10 The Day Of ) | \_\_\_\_\_ )  
O=====\  
\_\_\_\_\_O=====

o-+-+--+--+--+--+--+--+--+o  
|Beating The Level |  
o-+-+--+--+--+--+--+--+--+o

This level, has a menu in it, which allows you to choose an event. By

winning an event, you gain points, and if, after you play all the events, you have more points than the other team, you beat the level. So, I think the best way to describe this level, is to break it down into events.

```
 /
( After you beat it for the first time, if you replay the level, you )
( can only participate in one event, each time you play it. )
 \
```

====

100M

====

This event is a hundred meter dash. You can go fastest by using the D-Pad, so don't use the C-Pad. The number in the bottom right corner, shows how far left, you have to go. Also, if you try to start, before the word "Go!" is called, you get a penalty - Three penalties, and you are disqualified from the event.

====

200M

====

This event is virtually the same as the 100m dash, except that it's twice as long.

====

400M

====

This is the third and final dash event; It's twice as long as the 200M, and four times as long as the 100M. Your fingers may get a little tired in this one, hehe.

====

Jump

====

In this event, you and a clancer from the other team, are in a jumping contest. You both get two tries to jump as far as you can, and the longest of your jumps is your score. If your score is higher than his, you win. The best way to do this, is to do a slide jump, from the start, and boost to the right until you hit the ground, at the peak of your jump. You can easily reach over 500 in distance - maybe even the high 600s - And he won't be able to touch that score - He generally gets in the 300s or so.

====

Ball

====

In this one, there is one clanpot, that you can pick up and move. People will be throwing red balls, and white balls (there are way more red balls.) Try to catch the white ones in the pot, but avoid the red ones. Also, look out for the grenades some of the clancers throw, they will cause you to drop the clanpot, and knock you down. If you catch more white balls than red balls, you win.

```
 /
( No, you can't pick up balls out of the pot... )
 \
```

=====

Hurdle

=====

This event is similar to the dash event, except now, there are blocks on the track, and you are only facing one opponent - And it is a lot easier to win here, as he doesn't seem to be so skilled at jumping over the hurdles. Also, know, that the C-Buttons work well here, unlike in the dash events.

When it says "Go!" boost to the right. There are four blocks on the ground, jump on the first, boost over the second, to the third, boost over the fourth, to a block on the next ledge, made of yellow and blue blocks. Jump to the top of it, and boost across it.

Next, is a group of blocks both in the air, and on the ground. Go through the middle, between the red and tan blocks. Next, are two pyramid shaped structures. After them, is just 30M of straight path - It's best to switch to the D-Pad for this part.

=====

Mathfun

=====

What's more fun in a festival than math? Nothing! Wait..actually, there is a lot of things... Oh well, regardless, this is thrown in. In this event, you race a clancer to finish math problems. (Addition, Subtraction, Multiplication, and Division, nothing too complicated.) You enter your answers by grabbing the number balls - The ball marked with an arrow clears your answer so you can retype it. This event is very easy, as the opponent takes a long time before he tries to enter his answer.

```
 /
( You probably won't need to, but if you pause, you'll have more time to )
( think... Or get out that calculator, for the lazy people? Hehe. )
 \
```

```
o-+-+-+o
|Getting The Yellow Gem|
o-+-+-+o
```

Beat the 100m dash, in under 11 seconds; This goal is very, very hard to do. Remember, use only the D-pad, not the C-buttons, and begin mashing them just as the word "Go" appears. If you mashed it fast enough, you'll be rewarded with another yellow gem.

```
 O===== /
( | ( 3-11 Cat-astrophe!! ) | )
 O===== \
```

```
o-+-+-+o
|Beating The Level |
o-+-+-+o
```

This is a fun little level. You can play dodgeball with a cat. Pick up the balls, or blob enemies, and toss it across the border-line of the arena, and try to hit the cat - dodge the balls it throws as well, because if you're hit, you'll lose some health. After you hit the cat enough times, it will begin crying; Talk to it and the exit start will appear.

```
 /
( Crossing the line in the middle will cause people to boo at you, but )
( you can still shake the cat, and throw it to the ground to win beat )
( this level. This lowers the time you get (if you're going for ranks) )
 \
```

( and causes the cat's message after the match to be different. )  
 \\_\_\_\_\_ /

o-+-+-+o  
|Getting The Yellow Gem|  
o-+-+-+o

If you can win the match without getting hit, and without crossing the line in the center of the area, or grabbing the cat - In other words, don't cheat - you'll be awarded with a yellow gem.

\_\_\_\_\_O===== / \_\_\_\_\_ \=====O \_\_\_\_\_  
( \_\_\_\_\_ | ( 3-12 CERBERUS a ) | \_\_\_\_\_ )  
O===== \ \_\_\_\_\_ /=====O

o-+-+-+o  
|Beating The Level |  
o-+-+-+o

Lunar is back again, but this time, he has CERBURS alpha with him! What is CERBURUS alpha? Well, It starts out looking like a motor cycle, but it can evidently change into a raptor-like creature. Well, there are four phases of this fight, so let's get started.

=====  
Phase 1  
=====

As you start, you'll be riding the cat that you defeated in the last level (cool, huh?), and Lunar will be riding the CERBURS alpha, firing missiles at the start. The first step, is to jump on one of them, so that you'll be free to move around the arena. Also, try to catch another missile afterword, and shake it - Shaking one makes it bigger! - and toss it at Lunar - not CERBERUS, but Lunar.

Afterword, he will do one of several attacks. He will either shoot more missiles, launch a large blast, toss a shockwave at the ground, or shoot numerous green energy balls. To dodge the large blast, push against the ground, and hold down; Stay in the air to avoid the shockwaves. If he uses the green blasts, however, try to block them with B, and you'll get blue gems out of them.

/ \_\_\_\_\_ \  
( Sometimes, Lunar will throw a low orange blast, and a large blast at )  
( the same time. The best way to avoid it, is to go to the bottom of the )  
( screen, and hold down, but try to keep as much distance between you )  
( and Lunar. Although, you can also block the shockwave. )  
 \\_\_\_\_\_ /

Continue to dodge or block his attacks, until he gives you another opportunity to grab a missile. Shake it, and toss it back like you did at the beginning - and remember to get a new missile to ride, if you lose the original one. After a few direct hits, and Lunar will enter phase two.

=====  
Phase 2  
=====

After you give him a beating on the first phase, Lunar and CERBURS will jump over you. Stay low, so you don't get hit, and go as far left as you

can, to avoid his first attack. A crosshair will form, and lock on to an area shortly - Regardless of whether you targeted or not. Lunar will fire a machine gun at the target.

```
( It's possible to grab the machine gun fire, although it makes it )
( harder to safely grab a missile. )
```

Also watch out for his laser. If CERBERUS's tail turns back, he's going to use the laser. Move to the bottom of the screen, and as left as you can, and you'll safely dodge it.

After you avoid the machine gun fire, grab one of the missiles that he's throwing back at you, and shake it up. Launch it at Lunar (again, not CERBERUS) - and after a few hits, he'll go into his third phase.

=====  
Phase 3  
=====

In phase 3, Lunar will get off CERBERUS, and CERBERUS will shoot a few blasts at you, before it moves into the background. Simply boost right, to avoid them. Now, it's just you and Lunar.

Lunar will be sliding on the ground, behind you. Approach him, and he'll do one of three things. He'll either flip backward - In which case you approach him again. He'll start flipping, but not kick; When this happens, boost back fast, or he'll slash you. Or, he'll do a real flip and kick - This is what you want. Jump over his kick, and he'll get a "!" over his head.

When Lunar has a "!" over his head, you can grab him, and throw him into the ground, causing him damage. Do this three times, and Lunar will climb back onto the CERBERUS alpha, for the final phase of this fight.

=====  
Phase 4  
=====

At the beginning of the fight, Lunar tosses his gun out. Grab it, and get ready to fight. And remember, you can shake the gun, to cause it to fire a large blast, which is very effective.

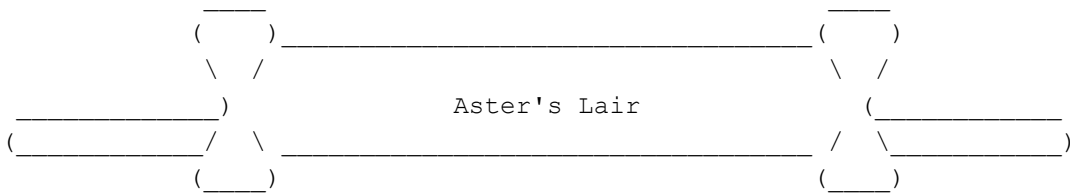
Lunar and CERBERUS have a few moves. They can roll back and forth - Jump over them when they do this, possibly even getting in a few shots while in the air. They can also backflip - Go over or under them when they do this, and move to the opposite edge of the screen. Also, CERBERUS can do a headbutt - just stay away from it's head. Lastly, they can do a spin in the air - Just don't approach, and you'll be fine.

Whenever you are dodging, and can get in a hit, do so. When they stop rolling, and are running normally, attack Lunar with a charged gun. If he is able to hit you though, you may drop the gun. Make sure to pick it back up, because you can't hurt him without it. Soon, this fight will be over.

```
o-+-+--+--+--+--+--+--+--+o
|Getting The Yellow Gem|
o-+-+--+--+--+--+--+--+--+o
```

Simple! Beat him without getting hit! What? Not simple? Yeah... I

know... Lots of people have trouble with this one, just practice if you don't get it on the first try.



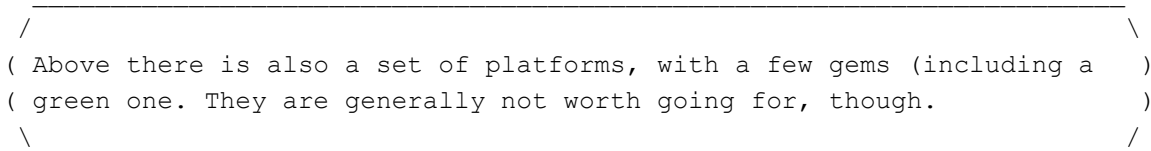
```

o-+-+-+-----+o
|Beating The Level |
o-+-+-+-----+o
  
```

In this level, a large bouldr will be rolling down after you, so you have to go relatively quick. Don't touch it, or you'll have to restart, and also, don't let it get in front of you - If it beats you to the bottom, it will block the exit star.

To start with, boost down the ramp in front of you. You're on a series of ramps, so keep going down them, until you reach a warp star. You'll be transported to an area of purple blocks. Jump through this area, until you reach the large brown blocks - Smash them out of the way, by throwing them into each other.

Keep going, down the one possible path, until you reach a fork, with red gems on one side, and the other without any. The one without is faster, but if you have a good lead on the boulder, you can go in either.



Both paths will merge, a little farther ahead, and you'll enter a part of the stage, made of green and white blocks. Drop of of either side of the first platform, and you'll be at another fork in the path - Again, one with red gems, and one without them. Again, both work, but the one with gems takes slightly longer.

When both paths come together again, there's a warp star. It is used for getting the yelloe gem, which you can see the yelloe gem section for, but for beating the level, skip it. There are some red gems leading to the right, where there's another warp star. Don't use it, it brings you back to the beggining of the level (It's used if the rock blocks the exit.) Instead, go to the left, down the ramp, and the exit star will be waiting for you.

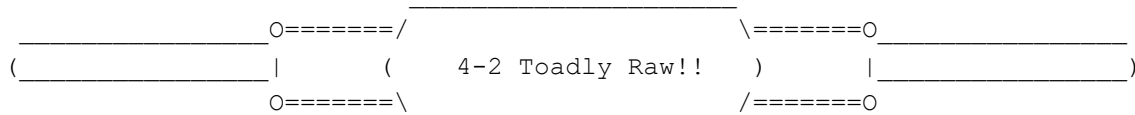
```

o-+-+-+-----+o
|Getting The Yellow Gem|
o-+-+-+-----+o
  
```

As you head towards the bottom of the area, at oone point, you'll pass a set of red blocks. There's a warp star next to them, so grab it, and



you'll be transported inside the alcove of red blocks. There's a yellow gem in there, and there are three cylinder blocks. Grab a clanbomb from the one on the left, to blow up the blocks, and get back out.



o-+-+-+o  
|Beating The Level |  
o-+-+-+o

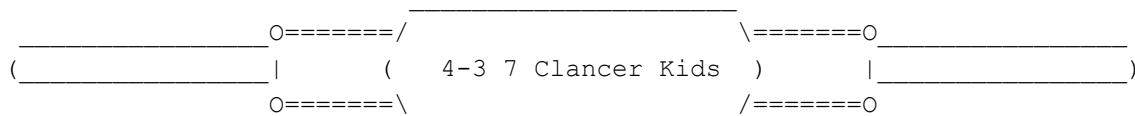
In this level, you take on a giant frog. He's really not that hard, especially, once you know how to deal with him. First off, he likes to jump away from you - If you get too close, he will jump away. When he's far enough away (which isn't too far, actually.) he'll throw his tongue at you. Grab his tongue - The closer to his mouth the better. If you fail to grab it, and he hits you with it, he'll either push you back, or at times pull you into his mouth; Both hurt you.

Once you have caught hold of his tongue, you can either shake it, hitting the frog into the ground, or throw it back at him, to hurt him. If you're close to his head, you can get in as many as 10 or 12 slams, so do that.

Soon, he'll either explode, or do a new attack; A summon. This will result in the background changing. A clancer on a cloud will come by, and fire energy blasts at you. If you are hit, you'll be electrocuted, but if you can catch it, and you keep pressing B, it will "charge up" in your hands. Throw it at the frog, and he should be defeated.

o-+-+-+o  
|Getting The Yellow Gem|  
o-+-+-+o

If the frog calls upon the cloud, wait for the cloud to fire an energy ball at you. Grab it, and keep hitting the B-button, so that you catch it, and it's nice and big. If you hit the frog with it, and it's the final blow, he'll drop a gold gem.



o-+-+-+o  
|Beating The Level |  
o-+-+-+o

Remember that couple from Planet Clancer? The ones that lost their three boys? Well, they're back again, now with 7 kids! Wow, what do they do in their spare time...Hehe. Well, anyway, you're supposed to find them. There's a catch though - They've been turned into monsters! When you defeat them, they transform back, and head home by themselves (After you talk to them.) Each one can become one of three monsters. Here's how you can defeat each one:

Spikeball - If they become a spikeball, they move back and forth, with bombs rotating around them. Grab a bomb, and hit them with it, to do some damage. But, after every hit, a bomb is replaced with a spike - So watch out! When there is no more bombs left, they will transform back

into a clancer.

Clanball - This is a clanball with lasers on its sides. Avoid the lasers, by either going between them, or staying on the sides. When the laser hits the ground, rocks will fly up, and you can grab them. Throw the rocks at the clanball, until it transforms back.

Clanpot - The final form they can become, is a clanpot. It moves left and right, spewing out flaming rocks. If you grab one, it will become a normal rock, that you can pick up, and throw. Throw them at the clanpot to cause damage. It will begin to speed up as you give it damage, but soon, it will trnasform back into a clancer again.

```
 /
( Sometimes, a gems will fall, while on fire. Grab it, to get the gem. )
 \
```

Now, here's how to get to all of the Clancers. It also tells what form each one takes:

Clancer #1 - Spikeball

=====

From the start, dash forward, until you're at two blue blocks. There is an orange clanball; Jump over it, and over the blue blocks on the other side. You'll enter a room with the first clancer in it.

Clancer #2 - Clanball

=====

After finishing the first clancer off, go back to the orange clanball you jumped over earlier, and ride it downward (or just jump). Take a left at the bottom to reach the second clancer.

Clancer #3 - Clanpot

=====

After the second fight is over, keep going to the right, without taking either of the clanballs up, and jump over the black blocks when you reach them. Clancer #3 is in this room.

Clancer #4 - Clanpot

=====

Grab the orange clanball nearest to where you fought clancer #3 (It's just left of the black blocks.) Ride it to the top, and jump left over the blocks. Keep going left, and jump over the next set of purple blocks, to get to the room with the fourth clancer.

Clancer #5 - Spikeball

=====

After beating the fourth one, go back to the orange clanball you rode up, and jump over it, to the right-hand side. Grab the warp star to be transported to a new section of the cave. Keep going left, until you reach two white blocks; Jump over them, to enter the room with clancer #5 in it.

Clancer #6 - Clanpot

=====

Head back to the right, after beating clancer #5, until you see an orange clanball. Ride it to the top, and jump left, over the green blocks. You'll be in the room with clancer #6.

Clancer #7 - Clanball

=====

Go back to the orange clanball, that you rode up, and jump over it, to the platform on the right side. Keep dashing to the right, until you reach a second orange clanball - Jump over that too, and you'll reach the last clancer.

After you rescue all of the clancers, you'll be returned to the start of the level. After some messages, and short cutscenes, you'll finish the level.

o-+-+--+--+--+--+--+--+--+to  
|Getting The Yellow Gem|  
o-+-+--+--+--+--+--+--+--+to

After beating clancer #4, shake him before you talk to him. He'll drop a yellow gem.

```

_____O=====/\_____ \=====O_____
(_____|          ( 4-4 Rescue! Act 1 )          |_____)
          O=====\/_____ /=====O_____

```

o-+-+--+--+--+--+--+--+--+to  
|Beating The Level |  
o-+-+--+--+--+--+--+--+--+to

This is the first level you get to play as Teran in. And his move set is completely different from Marina, so it's advised that you check the control section and read his move list if you haven't. Now, onto the level.

In the first room, you can talk to other clancers, but to get to the main level, walk to the right of the room, and grab the warpstar. In the area you are at next, run forward, paying no attention to the blobs, and run up the hill of blocks. At the top, there's a clancer throwing ninja stars; Give him a punch or two, to bring him to tears; Another to completely kill him. Keep going, ot the edge of the platform.

```

/_____\
( From above, a clancer will shoot a gun at you; However, going up there )
( is a waste, as there is no gems, or other such items. However, below )
( is a clancer with bombs, and a bunch of red blocks. You can lure him )
( to the red blocks, and have him blow them up, giving you access to the )
( gems - Although, he sometimes kills himself in the process... )
\_____\

```

Across the gap, is a set of four brown blocks, with a clan cer with a gun on the other side. Punch through the blocks, and knock him out, and then continue forward, until you reach a gap; Jump over it, and continue up the hill on the other side. You'll pass some spikeballs (which are blocking some gems, you can get, if you like), before reaching the top of the hill.

Continue down the other side, until you see a tryke. Jump ontop of it, to ride it. Ride it to the right, and drop off of the first green ramp. When you land, after riding over two little ramps, jump with the tryke, off of the large one, onto the next ramp, which is in the air. Jump to the orange blocks, and to the next green ramp, and ride down it. Put the tryke in the green box-type area, and the exit star will form above. Jump up and grab it.

```
o-+-+--+--+--+--+--+--+--+o
|Getting The Yellow Gem|
o-+-+--+--+--+--+--+--+--+o
```

After passing the part where a chain of spikeballs is swinging, turn around. Jump to the platform above the spikeballs, and cross it to the left. There is a clancer robot enemy, and a warp star. Use the warpstar to be brought underneath a platform, ahead, with 6 blue gems, and another star. Grab it, to be brought to another platform.

Now, there is a warp gate - But wait. Before you grab it, you should notice a sparkle on the other side of the wall, moving between two spots. When you grab the warp star, you'll be transported to where it currently is. This holds true for the stars ahead as well.

Grab the first one at any time, because you'll go through either way. Keep going, to the second star. Grab it, as the spark is on top, and Jump across the platform, to the next star; Grab it when it's on the bottom, and grab the star you appear next to. Immediately, before you even reappear, hold right. You'll appear right over a gap, but holding right will cause you to land safely.

You'll be on an "M" made of blocks. Jump to the next platforms (which actually spell out "M-A-R-I-N-A") until you are over the yellow gem. Wait until the spark is over the gem, and grab the warpstar, to get the gem.

```
 /-----\
( If you mess up, restart the level, as these warpstars only work once. )
 \-----/

O===== /-----\ =====O
(-----| ( 4-5 Rescue! Act 2 ) |-----)
O===== \-----/ =====O
```

```
o-+-+--+--+--+--+--+--+--+o
|Beating The Level |
o-+-+--+--+--+--+--+--+--+o
```

This is the second, and final level you get to play as Teran in. And guess what? It's a boss! Hooray! Err...ok, back to the level... You'll be facing Calina, that clancer, that has been impersonating Marina. And actually, she's not a tough boss.

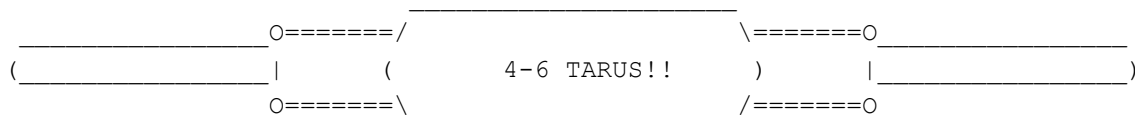
Her basic attack strategy, is to hover in the air, moving back and forth, while throwing bombs down at you. One thing though - the platform you're standing on, is made of blocks, that can explode. So, let to many bombs blow, and the platform is gone - Although, you should have her done way before this becomes a problem. ( And on a side note, you can block most damage from bombs, and destroy them by punching them.)

To defeat Calina, first, get her out of the air, with an upward kick, and keep punching her, until she is either defeated, or hops back into the air. If she makes it into the air, simply bring her down again, with another kick, and continue the pattern, until she's gone.

```
o-+-+--+--+--+--+--+--+--+o
|Getting The Yellow Gem|
o-+-+--+--+--+--+--+--+--+o
```

Near the right side of the screen, three blocks from the wall, and three

blocks down, is a block holding the yellow gem. Wait for Calina to throw bombs, and just block or avoid them, until the block with the gem breaks. Just jump down and grab it when that happens.



```

o-+-+-+-----+o
|Beating The Level |
o-+-+-+-----+o
  
```

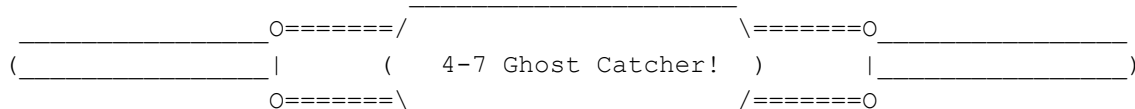
Now, it's time to go head to head with Taurus. He has a few tricks, but you'll be able to take hm down, once you know how to counter them. So, here we go. Taurus has the ability to jump up in the air, and stomp down on you. Often, this will result in rocks, and boulders falling from the ceiling (if his jump is going to cause this, he'll seem to stay up in the air a bit longer.) You can catch these boulders, and throw them back at him.

Tarus also has two special punches, one which he'll wind up for, and one which he just pulls back and punches. A target is on his fist when he does either, so you can grab him - Throw him into the wall, to do even more damage then by throwing a rock. Soon he should go down; In fact, if you throw him against the wall, with one of each kind of punch, he'll go down right there; After just two punches!

```

o-+-+-+-----+o
|Getting The Yellow Gem|
o-+-+-+-----+o
  
```

Simply catch one of Tarus's punches, while he's relatively close to the wall, and hurl him into it; He'll drop the yellow gem.



```

o-+-+-+-----+o
|Beating The Level |
o-+-+-+-----+o
  
```

At the beggining of this level, there's a blue clanpot near you. This pot can't store, or mix items; It has a special use. It's used to capture ghosts, of which, there are 13. When you collect all 13, you'll finish this level. So, here's how to get each one of them:

Ghost #1  
=====

When you start, pick up the pot, and go right, past the first cloud. Just past the cloud, is the first ghost.

Ghost #2  
=====

Drop the pot on the cloud, and clear the brown brocks in front of you, to make a path. Go through it, without the pot, and go past the ghost - Don't worry, it's better to get this one later - and grab a clanbomb from the cylinder near it. Run back to the cloud, and ride up to the top. Jump to the right side, and blow up the thrid statue, and a ghost will rise up.

Ghost #3

=====

Take the pot, and jump over the cloud, to the left side now. There are some flowers on the ground, and by picking the one 2nd from the left, a ghost will rise up.

Ghost #4

=====

Ride the cloud - or jump - back down, and take the pot back to where you got the clanbomb. Pick up the ghost you passed earlier.

Ghost #5

=====

Go all the way to the right, past the cloud, lift the gold statue. A ghost will rise.

Ghost #6

=====

Drop the pot, on the cloud nearest you, and grab another bomb. Ride up to the top, and jump to the left. There will be 2 bronze statues; Jump over them, and bomb they grey one, for the sixth ghost to appear.

Ghost #7

=====

Throw the ghost pot at the bronze statues, and a ghost will rise from one of them.

Ghost #8

=====

Now, take the pot to the platform on the right side of the cloud. Shake the green clanball, and a boomerang will fall. Pick it up, and toss it, into the spikeballs that are near, and when all four are "invisible" a ghost will form.

Ghost #9

=====

Keep going to the right, jumping over the next cloud. In the next room, is a ghost throwing fireballs. Try to catch him, without getting hit.

Ghost #10

=====

Jump down from where the cloud is, with the pot, and when you reach the bottom, move slightly to the right, just past the green blocks. Jump up, and throw the pot upwards. If you hear the "pop" sound, you got the ghost, if not, try again.

Ghost #11

=====

Go to the right, and you'll see two ghosts throwing fireballs. One of them is eleven...

Ghost #12

=====

...And the second is twelve.

Ghost #13

=====

Grab the pot, and go to the left now. You'll see a set of blocks between the ghost and you. Jump to the top part, with the small opening,

and stand up close to it. From here, you can throw the pot through, and it will catch the ghost in it automatically.

After you catch all 13 ghosts, you'll be transported back to the start, where an exit portal will be waiting.

```
o-+-+--+--+--+--+--+--+--+o
|Getting The Yellow Gem|
o-+-+--+--+--+--+--+--+--+o
```

Grab a clanbomb, and bring it to where you collect ghosts #11 and #12. There are three grey statues there. Toss the clanball into them, and when they explode, they leave behind a yellow gem.

```
_____O=====/\_____ \=====O_____
( _____| ( 4-8 Aster's Tryke! ) | _____ )
O=====\/_____ /=====O
```

```
o-+-+--+--+--+--+--+--+--+o
|Beating The Level |
o-+-+--+--+--+--+--+--+--+o
```

As soon as you start, some type of water begins chasing you. So, grab onto the tryke, and begin boosting to the right quickly. Keep going, hopping over the small gaps as you reach them, until you reach a set of blue gems. At this point turn around for a second, and go to the left, until you land on the bottom again - Then continue boosting to the right.

In the next part, boosting fast sends you over the next platform, while boosting a bit slower sends you under it, however, both lead to the same place. Although, the bottom route has red gems on it. After you pass that part, keep boosting fast, as you'll need the speed to not fall on the gaps ahead.

When you reach a green and white block platform, with a wall blocking you, turn around, and boost left, to the next green-white platform, and to the one after that; Then, again turn, and boost right, until you fall, against some green blocks. You'll land on a platform that will fall, so move to the right quickly. Just ahead is the final platform, with King Aster on. You'll finish the level by getting here.

```
/_____ \
( If you lose the tryke, but make it to King Aster, you'll have to )
( restart the level. )
\_____ /
```

```
o-+-+--+--+--+--+--+--+--+o
|Getting The Yellow Gem|
o-+-+--+--+--+--+--+--+--+o
```

The yellow gem is right in front of the final platform (The one with King Aster on it.) Don't go too fast as you land, and you can get it before talking to Aster.

```
_____O=====/\_____ \=====O_____
( _____| ( 4-9 Moley Cow!! ) | _____ )
O=====\/_____ /=====O
```

```
o-+-+-+o
|Beating The Level |
o-+-+-+o
```

This guy is an extremely pitiful boss. He starts out asleep - Yes, asleep - and you have the chance to attack him. And what's more, once you have him, you don't even have to give him another chance to attack.

Assuming he DOES get a chance to attack, he'll either scatch at you - which often results in him tripping himself... (Seriously, is this guy a joke?) He can also burrow into the ground, and throw rocks at you, when his head comes up - Grab it, to pull him out, flip him, and hurt him.

Once you grab him, he's at your mercy. Throw him against the ground, or the walls (you can't see them, but they are there, and they do hurt him). And when he bounces back, do it again, and soon he'll be gone - Be careful though, jsut before he explodes, he does one final attack, which is him running across the arena, scratching. After that, you win.

```
 /_____ \
( He won't flash when thrown against the wall, but it does hurt him. )
 \_____ /
```

```
o-+-+-+o
|Getting The Yellow Gem|
o-+-+-+o
```

Throw him against the ground, and jump on his stomache. He may not give you anything, or he may give you a blue gem, it seems random. Eventually, however, he'll give you the yellow gem that you need.

```

_____O===== / _____ \ =====O_____
( _____ | ( 4-10 Aster's Maze ) | _____ )
_____O===== \ _____ / =====O_____
```

```
o-+-+-+o
|Beating The Level |
o-+-+-+o
```

(Thanks to Tropicon for all refrences used for the ASCII in this section)

To begin, this level is a maze - And it's a tricky one at that. You'll use warp gates to navigate around. Warp gates are either green or red; There are two sections of the maze. The following is a map of where all the warps are. The number-letter combos (suhk as G8, and R3) represent the color, and warp number. More on that after the maps.

Green-Half  
=====

(Note: The Walls marked with | are blocks. On one side of each, marked with \*, is a star leading to the opposite side of that wall.)

```
.----- .-----
|  START      |           |
|  G1        *|           G2  |
'-----' .-----'
           |           |
           |           |
           |           |
```







damage. Two of these, will cause him to transfer to his second phase.

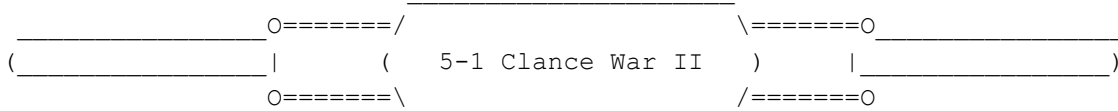
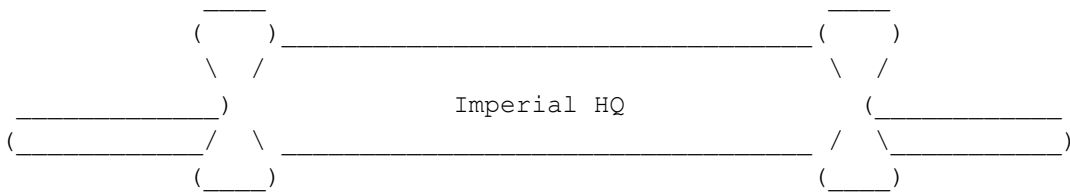
## Phase 2

=====

His second form can be tricky, but once you know what to do, it's real easy to defeat him. The SASQUATCH transforms into a humanoid robot, and all it can do is kick you. Grab the foot, and shake it to the right. The tank will slip, as soon as this happens, pull upward, to bring it in the air, and before it lands, pull it down, to slam it into Tarus. Several of these, will finish off the both of them.

```
o-+-+-+o
|Getting The Yellow Gem|
o-+-+-+o
```

Beat Tarus and SASQUATCH b, in both phases, without taking any damage. This one really isn't that hard, after you know his pattern of attack.



```
o-+-+-+o
|Beating The Level |
o-+-+-+o
```

This level really doesn't have much for me to write about. There aren't even any jumps, it's just a large area, divided into four sections, with ALOT of enemies. There's also a large robot waiting for you, at the end of each one. You should be able to figure this one out on your own, but I'll still give a brief rundown on each section.

Right in the beginning of the first section, is an enemy with a rifle. Steal the rifle, and shake it up, so it shoots in three directions. Dash forward - The gun will take care of the clancers - until you reach a red robot. Shoot it, or shake/throw a little, to destroy it, and move on.

At the start of the second section, is a missile launcher. It will be more helpful if you grab it, and dash forward, through the enemies, without shaking it up. It's best to grab a rifle instead, when you pass it, a little ahead, but both work. A little farther forward, is another robot - A blue one this time.

There is no gun at the beginning of level three, so make due, by avoiding, or throwing the clancers. A little ahead though, there is a rifle. Blast through the enemies, until you see a yellow robot. Take that one down too.

In the last section, there are no guns at all, so you have to do things the old-fashioned way. At the end, is a green robot. When you defeat it, a warp star will appear.

o-+-+--+--+--+--+--+--+--+--+--+--+o  
|Getting The Yellow Gem|  
o-+-+--+--+--+--+--+--+--+--+--+--+o

In the fourth section of the level, don't grab any guns. Walk carefully, so that you don't kill clancers before you see them. Watch out for the first black clancer in this section; Shake him when you find him, and he'll drop the yellow gem.

```
_____O=====/\_____ \=====O_____
( _____| ( 5-2 Counterattack ) | _____ )
_____O=====\_____ /=====O_____
```

o-+-+--+--+--+--+--+--+--+--+--+--+o  
|Beating The Level |  
o-+-+--+--+--+--+--+--+--+--+--+--+o

Marina is riding an ostrich? What the? Oh well. The same armored clancer you fought at the end of "Go Marzen 64" is back again. This time, he actually attacks though. He'll be dispensing small orange things, on propellers. These will hover over you, and fall on you. You should grab them, and toss them back at him to damage him.

He also has a beam, which, if timed correctly, can be grabbed. As soon as it stops firing, if you had grabbed it, throw it at him, because it will get smaller fast, if you don't. This is a good source of doing damage to him. A few of these, along with some of the bomb type items, will bring him down.

```
_____/_____\
( By holding the A-Button, the ostrich will hover. You can dodge the )
( beam this way, if you prefer. )
_____\_____/
```

o-+-+--+--+--+--+--+--+--+--+--+--+o  
|Getting The Yellow Gem|  
o-+-+--+--+--+--+--+--+--+--+--+--+o

Wait for him to fire the beam, and grab it. A yellow gem will fall, but you won't get it. To actually get it, before it goes away, let go of the beam, and jump forward, over the front, and into the middle of the beam. You'll get hurt, but you'll pick up the yellow gem.

```
_____O=====/\_____ \=====O_____
( _____| ( 5-3 Bee's the one! ) | _____ )
_____O=====\_____ /=====O_____
```

o-+-+--+--+--+--+--+--+--+--+--+--+o  
|Beating The Level |  
o-+-+--+--+--+--+--+--+--+--+--+--+o

Remember back in the "Flambee" level, you fought against a giant bee? Well, now, Marina is gonna ride it through a level. I don't know why either.

For most of the level, you jsut fly forward - it autoscrolls, so you really don't have much of a choice. Missiles and clancers on jet packs will be flying at you. The missiles aren't a problem, but the clancers can be. Grab a missile, or a clancer, and throw it at any clancers that come at you.



The inside part can be a little tricky. Instead of writing the steps out, I think a list of what to do, would be much easier to follow. So, here are the steps you must follow to get to the next area:

- + Grab the warp star near the entrance.
- + Shake the pink clanball.
- + Grab the new star that appears.
- + Shake the blue and green clanballs.
- + Grab the star above you.
- + Grab the star above you (different star).
- + Shake the blue clanball, and grab the statue it drops.
- + Put the statue, on top of the red blocks, under the empty ring.
- + Grab the star next to the blue clanball.
- + Grab the star above you.
- + Shake the orange clanball.
- + Grab warpstar above you.
- + Grab the clanball, and blast the column of red blocks on the right.
- + Grab the star above the green and blue clanballs.
- + Shake the orange clanball.
- + Grab the star above you.
- + Grab the clanbomb, and bomb the red blocks all the way on the right.

```
 / _____ \
( If you mess up, grab the star next to the first set of red blocks to )
( restart the area. )
 \ _____ /
```

Now, you can go through the door - It's actually simpler than it looks, although. it can be confusing at first. In the next area, just run to the door on the right, avoiding the shots the guns fire at you.

In the next room, there's an enemies that throws spikeballs at you - And is drssed like a pirate. Dodge the spikeballs, and move in on him, until he swings from the ceiling. At this time, grab on to him, and shake him, in the middle of his swing. Do this two more times, and he'll explode, opening the door on the right. In the next room, the exit star is in plain sight, after dashing forward a bit.

```
o-+-+-+o
|Getting The Yellow Gem|
o-+-+-+o
```

In the second area, after you clear the way to the door, turn back, and bomb the red blocks by the door you first entered at. Grab the warp star that's uncovered, to appear near a green clanball. Pull it, and grab the warp star near you. Go to the orange clanball, that appeared when you pulled the green one, to make a pink one appear next to the green one. Go back to it, and shake the pink one. The yellow gem will fall out.

```
 _____ O===== / _____ \ =====O _____
( _____ | ( 5-6 PHOENIX g ) | _____ )
          O===== \ _____ / =====O
```

```
o-+-+-+o
|Beating The Level |
o-+-+-+o
```

Merco is back - After only two levels too. Like Lunar and Tarus, he has a machine as well. The Phoenix Gamma. This fight takes place in the air, where you can freekly move in all directions, and it's made up by three

phases.

### Phase 1

=====

As the fight begins, Merco get's off the PHOENIX g, which is in the form of a drill. He'll do a spin attack at you, but when he stops, he's vulnerable. Grab his shield, and shake it to the side to take it. Now, he'll try to do slashes, and sword thrusts - Back off when he does this, but when you get a chance, steal his sword as well. Now it's time to do some damage. As you fight him, be careful for the drill. It can extend with a green energy beam, and this will hurt you, if you touch it.

He'll begin charging, and ramming the sides of the stage. Grab either the lance or the shield (the lance works much btter, and does much more damage) and throw it at him, just as he bounces back, after hitting the sides. Two lance stabs, or several shield-hits, and it's phase 2.

```
 /
( You don't actually need to steal his shield to hurt him, but it makes )
( things much easier, if you do. )
 \
```

### Phase 2

=====

Now, the PHOENIX g takes the form of a bird, and Merco sits on top of it. At the beggining of this phase, it will peck you; Dodge the peck, and grab the bird's head. Pull the head back, as much as you can, and then let go, and the head will push back, and do damage.

The bird will now launch lasers, if you're within distance - although, to be able to hurt him again, you have to have him use the lasers until he stops. so, get close to him, and wait for him to launch them (from his wings) then boost to the bottom of the screen. Continue this, until he pecks you again; Grab the head, and pull it back again, but this time Merco will throw an energy wave at you, so pull it fast.

After some more lasers, he will begin to peck you again. Although, this time, Merco will fire energy waves even before you grab it. Pull it back this time, and he'll enter his final phase.

```
 /
( It's possible to grab his head while he shoots lasers, but it's hard. )
 \
```

### Phase 3

=====

He's still a brid, but now he's in the background, while you're in the foreground. He starts by shooting machine gun fire at you. Dodge it, and he'll fire some missles. Just catch one, and throw it back, and this fight is over. If you miss all the missiles though, watch out for a white blast of energy, and wait until he shoots more.

```
o-+-+--+--+--+--+--+--+--+to
|Getting The Yellow Gem|
o-+-+--+--+--+--+--+--+--+to
```

Beat the level without getting hit; This is one of the harder bosses to do this for; Only being surpassed by CERBERUS a. Keep in there though, and you'll get it.

\_\_\_\_\_O=====/\\_\_\_\_\_ \=====O\_\_\_\_\_  
( \_\_\_\_\_ | ( 5-7 Inner Struggle ) | \_\_\_\_\_ )  
O=====\/\_\_\_\_\_ /=====O\_\_\_\_\_

o-+-+-+o  
|Beating The Level |  
o-+-+-+o

Now, it's time to face Leo, who is taking the form of some kind of Monolith. He actually, just stays there, in the air, not moving or attacking. However, fireballs form in the air around him, and will head after you, although they aren't hard to dodge, most of the time.

You'll notice that word bubbles are coming up from the ground. Grab one, and shake it, to cause it to go from bad to good. For example, by shaking the word "Rage" you get "Peace". Throw the newly formed word at Leo, and it will hurt him. After about seven hits, the Monolith will be destroyed.

o-+-+-+o  
|Getting The Yellow Gem|  
o-+-+-+o

Wait for a bubble with the word "Dire" in it, and shake it. It will become the word "Lucky". Throw it, and a yellow gem will fall out.

\_\_\_\_\_O=====/\\_\_\_\_\_ \=====O\_\_\_\_\_  
( \_\_\_\_\_ | ( 5-8 Final Battle ) | \_\_\_\_\_ )  
O=====\/\_\_\_\_\_ /=====O\_\_\_\_\_

o-+-+-+o  
|Beating The Level |  
o-+-+-+o

Lunar, Tarus, and Merco, and their machines, combine, into a giant robot. The fight starts, with the robot being formed, and coming in from the background. It has a few different attacks, and the method of hitting him is unorthodox. First, let's go over the attacks he has.

He can stand in front of you, boosting left or right, to keep this position, and try to stomp on you, with either of his feet. When he does this, you can do one of two things: Shake him, banging him against the ground, or toss him into the background. Shaking him gives you gems, but to win, throw him into the background.

If he tries to stomp you again, throw him back again, do this until he either shoots his fist at you, or shoots you with a laser - Or shoots his gun. If he uses his laser, from the background, move around the screen, and try to avoid it, because it can do a large amount of damage on you. If he shoots his gun, you can either dodge it, or block the shots.

If he shoots his fist, and you catch it, you'll enter a new view, where you are aiming a him with a crosshair. You'll throw the fist where the crosshair is, so try to hit him with it. Hit him a few times, and he'll go down.

o-+-+-+o  
|Getting The Yellow Gem|



o-+-+--+--+--+--+--+--+--+o

This is another level, where you get the yellow gem by not getting hit as you fight. Despiote that he's the last boss, this fight doesn't even compate to Phoenix g or Cerberus a though.

```

_____O=====/\_____
(_____|      (      5-9 Ending      )      |_____)
_____O=====\/_____

```

o-+-+--+--+--+--+--+--+--+o

|Beating The Level |

o-+-+--+--+--+--+--+--+--+o

Well, beating this level isn't a problem...You just watch stuff. Heh. Well good luck...I think.

o-+-+--+--+--+--+--+--+--+o

|Getting The Yellow Gem|

o-+-+--+--+--+--+--+--+--+o

Yes, this level, actually does have a yellow gem in it; The 53rd yellow gem. It's more of a secret than a normal gem though, so as seen in the secrets section:

"Achieve an overall rating of A (or I guess you could also go for S ...) and recieve the original 52 yellow gems, from each level. Replay the ending level, and wait until Teran goes to hit Marina. A target will appear over him, and you'll be able to grab him. This will slightly change the ending, and you'll get a 53rd yellow gem soon."

```

_____O=====/\_____
(_____|      (      5-10 Credits      )      |_____)
_____O=====\/_____

```

These are the credits, there is no goal or yellow gem in here.

```

_____/\_____
(_____|      6.Objects + Pickups      |_____)
\      =====      \      =====      /
\_____/\_____
=====

```

The following, is a table of all the items, objects, or pickups you can get in the game. There's also a description of effects, or any special information available about the particular item.

Object	Effect
Automatic Rifle	Shoots out bullets fast. By shaking, shots go in 3 ways.
Ball	Used to attack (In Level 3-11) and part of an event (In 3-10)
Block	Can be picked up and thrown.

Blue Gem	Restores a small amount of health.
Boomerang	Can be thrown to attack several enemies at once. Also returns in the direction it was thrown in.
Clanbomb	Blows up bombable blocks.
Clanpot	Stores and mixes items when shaken.
Dodgeball Kitty	You can ride it in the CERBURUS a Fight.
Energy Ball	Many enemies shoot energy balls that can be caught and thrown back.
Flower	Can be thrown; Does no damage.
Ghost Pot	Stores ghosts (In level 4-7)
Giant Missile CLancer	You can ride it around!
Gold Statue	Can be thrown, or destroyed. They sometimes contain items.
Green Gem	Restores a large amount of health.
Grenade	Can be thrown to attack any enemies. It can NOT destroy bombable blocks. Explodes.
Gun Arm	Throw to attack; Found on some enemy's arm.
Hat	Can be thrown; Does no damage; Found on some enemies' heads.
Lance and Shield	Throw to attack; Seen in fights with Merco.
Machine Gun	Shoots rapidly. Shake to fire a power shot. Seen only in the fight with CERBERUS a.
Mine	Can be thrown to attack enemy. Won't destroy bombable blocks.
Missile	Throw to attack; Shake to enlarge; Also explodes.
Missile-Launcher	Shoots missiles. By shaking, missiles, get weaker, but become heat-seeking.

Ninja-Star	Can be thrown to attack.
Number Bubble	Used to enter answers in the Mathfun festival event.
Propeller Bomb	The will hover over you on a propeller then drop. You can catch and throw them though.
Red Gem	Adds to red gem collection. Used for buying continues.
Rocks and Boulders	Throw to attack; Seen in fights with Taurus.
Rocks with Faces	Throw to attack; Seen in the fights of level 4-3.
Tank Body	Throw to attack; Found on some enemies body.
Tryke	Grab, and dash to ride.
Word Bubbles	Grab and shake to change from bad to good, then throw to attack. (Found in level 5-7)
Yellow Gem	Restores health and adds to yellow gem collection. Used to view the ending sequence.

( ===== 7. Clanpot Recipes ===== )

=====

In this game, it's possible to pick up an object called the clanpot. This item can be used to store objects. However, when you shake it, if you have enough of a certain object, they will mixc and form new objects! Below, is a table of the possible outcomes.

Ingredients	Outcome
6 Blue Gems	1 Green Gem
2 Green Gems	1 Yellow Gem
Mines + Grenades(4 In All)	1 Clanbomb
2 Flowers	1 Ninja-Star
3 Ninja-Stars	1 Boomerang
3 Green Missile Clancers	Giant Missile Clancer(To Ride!)

( ===== 8. FAQ ===== )

=====

=====  
Now, it's time to answer some questions you might have about this game (some for those who might have never even played it.)

Q. Is this game 2D?

A. Yes, and no. This game plays in classic 2D platformer style, but has 3D rendered graphics.

Q. How many levels are there?

A. Not counting the credits or ending, there are 52.

Q. Are there any codes for this game?

A. There is a sound test code (found in the secrets section) and several other secrets; No more codes, however.

Q. How the hell do I beat the dash levels of "The Day of" level?!

A. Use the D-Pad. You will not do it with the C-Buttons. If you're already using the D-Pad, there's nothing else you can do, you'll just have to practice.

Q. How many pages of levels are there?

A. 5. Planet Clancer, Migen's Shrine, Mt. Snow, Aster's Lair, and Imperial HQ.

Q. What's up with the level ranks?

A. You are scored for how fast you beat a level, the possible ranks are D,C,B,A, and S - D being the worst, and S being the best.

Q. Are there really any secret levels?

A. Sorry, no.

Q. How many Yellow Gems are there?

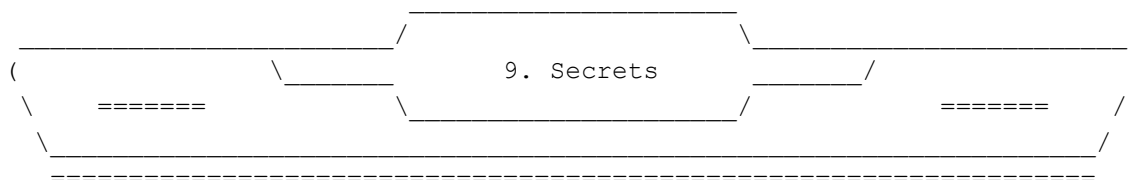
A. Ther are 53 of them.

Q. Hey, you missed [Information Here]!

A. If you'd like to e-mail me, and tell me what I missed, I'll be happy to add it and give you credit.

Q. Santa tried to stab me! Help!

A. That has nothing to do with Mischief Makers...



Sound Test:

At the title screen, hold L, A, C-Left, and C-Right all at the same time, and without letting go, press start. Instead of going to the screen where you select a save file, you'll enter a sound test screen.

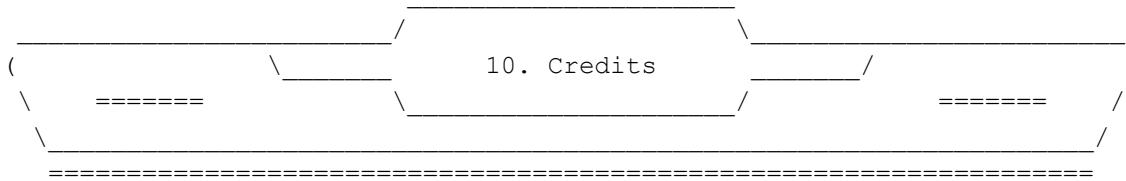
53rd Yellow Gem:

Achieve an overall rating of A (or I guess you could also go for S...) and recieve the original 52 yellow gems, from each level. Replay the ending level, and wait until Teran goes to hit Marina. A target will

appear over him, and you'll be able to grab him. This will slightly change the ending, and you'll get a 53rd yellow gem soon.

Alternate Human Marina:

When you get 52 or 53 yellow gems, you can see the human form of Marina. How she appears, depends on the age you input at the beginning of the game. If you want an older Marina, choose 16 or above. If you want a younger one, choose 15 or below.



- This guide was created by SayainPrince (Me)
  
- Sound Test mode code found on GameFAQs (contributed by KasketDarkfyre)
  
- F'mitga from Gamefaqs for his S Rank guide. Mainly, because I used his guide to help pick up some of my S ranks, and partly, because I took a very small amount of information on short cuts, in some of the levels, that I did not know of before. (Everything is, however, in my own words.)
  
- Galen Puronen (Tropicon) for his Aster's maze map (which was a gif). It was used as reference for my ASCII. Note: He provided no contact information, so it was used as a reference without asking. If you're Galen, and you have a problem, please e-mail me.
  
- Cedoda from gamefaqs, for his walkthrough which I used to help find several gems I had forgotten how to get.