

# Doraemon 2: Nobita to Hikari no Shinden FAQ/Walkthrough

by Laggo123

Updated on Jun 24, 2020

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Doraemon 2: Nobita and the Temple of Light Walkthrough by Laggo Morpha.

System: Nintendo 64.

Release Date: December 11, 1998.

Published by: EPOCH  
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1. Introduction [INT]  
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After releasing their first game, Doraemon: Nobita and the 3 Magical Stones, the game ended up flopping for being a Super Mario 64 clone, and not a good one by any means. The plot for that game was lacking, and the controls for it feel floaty. With this knowledge, the company decided to make a sequel to the game, titled Doraemon 2: Nobita and the Temple of Light, an action adventure game for the Nintendo 64.

This game is more or less an upgraded version than the previous game with updated graphics, character models, more voices from the original cast, and more new original characters for the game, and a lot of 3D animated cutscenes. It also has more features in it, such as an in-game clock, a day and night cycle, and depending on which day it is, the world around you changes a little, such trees growing bigger or every place in the game is always raining.

The game also has more usable gadgets that you can use on the field and in stages, which are referred to as dungeons, and a whole new set of collectible Secret Gadgets for you to find. Not only that, but it has a Zelda-esque feel when trying to find these ruins require you to talk and help the villagers of the game. However, since this was only released in Japan, there's gonna be a lot of language barriers during the making of this walkthrough, mostly on story and game objectives.

This walkthrough was made because no one had made an English walkthrough for this game, nor does anyone seem to know how to beat it, as it is very confusing to play, especially with the language barrier. Hopefully this walkthrough can help those who attempt to play this themselves. Also, keep in mind that this was written back when there was barely any content of this game was scarce at the time.

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## 2. Getting Started [TUTRL]

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### [TUTRL-1]: Story

One summer day, Noby's usual group of friends went out to travel and explore an ancient civilization with the use of the Time Machine. As they are going back home, Sue, Big G and Sneechee are discussing about the ancient world that they saw when Noby pulls out and shows off a shiny crystal that he found in the civilization to everyone.

Doraemon overhears this and scolds Noby for taking it, as it is a violation in the Time-Travelling rules. Before they could do anything, the crystal suddenly glows and flashes them out into a different world altogether. Noby and his friends were then thrown into the world of Crysteka, an ancient world hidden through time, with all of the heroes scattering around during the commotion.

During their journey, they will meet new friends and enemies as they explore the world and save the land from total darkness in order for them to return back to their world.

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### [TUTRL-2]: Characters

None of the main playable characters have any abilities or powers to separate from each other, they all play the same with the exception of the use of certain weapons. But that info is mostly pointless because it raises the power of the weapon by 1.5%. Not that worth it but I'll add them in for information purposes.

As a side note, I'll be referring to the main 5 characters by their names in the English dub, but I'll still include their original names here.

Playable Characters:

Doraemon: The main titular character of the show. He was sent back in time to Noby's timeline to save him from a disastrous future. Has a fear of mice as they chewed out his ears and causing him to become blue. He is Noby's best friend and caretaker, as he owns a lot of Magical Tools hidden in his 4th-Dimensional Secret Gadget Pocket, which he can use in various situations. His nickname in the localized English manga is "D", but I'll refer him as Doraemon. His signature weapon is the Air Cannon.

Nobita Nobi: The main boy of the show. He is very lazy, uncoordinate, weak, and very dependable on others. However, he has a pretty creative way of thinking as he tends to think out of the box, but unfortunately never uses this thought process in his academics. Along with that, he seems to be cursed with the worst case of daily bad luck and tends to get bullied alot, mostly by Big G and Sneech. He has a crush on Sue, and is overall a nice person at heart despite his flaws. His full name is retained in the English dub of the show, but given the nickname "Noby". His signature weapon is the Shockwave Gun.

Shizuka Minamoto: The main girl of the show and Noby's main love interest. Unlike Noby, she is pretty much his opposite, always studying and is very athletic too. She's great at playing the piano, but states that her favorite instrument to play is her violin, which sounds as worst as Big G's singing. Out of the group of friends, she plays as the group's consciousness, often usually breaking fights or arguments. She also has some personality traits of a Japanese girl, which confused a lot of the English-speaking kids, so they wrote her being a little tomboyish and was given the name "Sue Morris". Her signature weapon is the Atar Gun.

Takeshi "Gian" Gouda: The big burly kid of the group. He's both the school and neighborhood bully, often taking things, mostly toys and comics from other kids in the suburbs with the pretence of "borrowing" them. His usual catchphrase is "What's mine is mine, and what's yours is also mine!" and never returns the items back, unless said item is broken or damaged. He's considered very strong for his age, and sometimes he will host his own recitals and cooks alot, much to his friend's disliking for both of them. Despite this, in the inside he's just a kid with a big heart. His name is retained in the English version, and due to his body size, he was given the nickname "Gian" in the original version, and "Big G" in the English version. His signature weapon are the Champion Gloves.

Suneo Honekawa: The short, snobby, rich kid of the group. He's an egocentric, narcissistic 10-year old, and likes to flaunt all of the newer and more modern things to his friends, especially to Noby. His family is well off, and his monthly allowance is surprisingly a lot compared to the average allowance of any kid. He also likes to tease Noby by excluding him in some things, and tends to invite his friends over for a meal, only to be blackmailed once they finish eating. He's a very sly and cunning character, and is an expert con-man as well. Despite this, he is not exactly different from Big G, as he is one of his two punching bags, the other being Noby. Compared to Noby, Sneech is more of a coward at worst. It's implied that his English name, "Sneech," is a nickname, like like "Big G" and "Noby". His signature weapon are the Feint Bangs.

Original Game Characters:

**Kaoru Nagisawa:** A young college student who was blown into the world of Crysteka while exploring an ancient civilization. She is Prof. Gengoro's assistant.

**Prof. Gengoro Yukemuri:** An archaeology professor from a university who was sent to Crysteka along with Kaoru. He has a very sharp insight of ancient civilizations.

**Mina:** The only daughter of one of the world's leading treasure hunters of the 22nd century, who was transported into Crysteka. She was originally a gentle girl, but became selfish when she wanted fame and to be recognized by everyone.

**Pyun:** A treasure hunter and Mina's father's subordinate. He, too, was transported into Crysteka with Mina. Because of his status, he gets pushed around as a punching bag for Mina. Despite this, he still cares for Mina and will protect her at all costs.

**Carrara:** Carrara is a small form Gurmy had created so that he can help our heroes and interact outside of Temple of Light, as he cannot leave the temple itself. He has the ability to use telepathy, teleportation and healing powers. Everything Carrara sees or hears is transmitted to Gurmy.

**Gurmy:** He is the guardian of Crysteka's Temple of Light. He is the one guiding Noby and his friends through Carrara.

**Aberk Villagers:** Villagers who are of an aquatic race, living near Emerald Lake. Their village has a lake in the middle as their source of water, with a tower in the middle. The elder is Cleo, who helps Noby and co. by letting them stay at their house. Other villagers include Lotto, the child of the village, Ciel the local young woman of the village, Mahm, the old man, and Ein, the young man of the village.

**Brani Villagers:** Villagers that reside near the mountain side, living near Ruby Canyon. These villagers have a goat-like appearance and seem to rely on the wind, as they have two windmills near the top of the mountain side, and a kite to indicate the wind direction. Gasshu is the village elder of Brani Village, who also lets Noby and co. stay at his house. Other inhabitants of the village include Fretta, the local man of the village. Ellet, a woman who has an affinity for flowers. Tessie, a good yet shy kid who only talks to Ellet. Lastly, Huckle, the man who works with wind-related jobs.

**Bogana Villagers:** Villagers that live atop of a rocky mountain near Lily Rock. They seem to have an ape-like appearance. Not much is known about this race. Berth is the elder of this village, and is the one who was forced to tell the treasure hunters where the last crystal was located. Meg, Ben and Zares are a few local adults of the village, who were also involved in Mina's plans. Mug is the kid of the village who ran away from them, and had fainted near the entrance to Amber Cave.

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[TUTRL-3]: Getting Started

I. Controls:

Control Pad:	Does Nothing.
C-Buttons:	Controls the camera.
Analog Stick:	Controls your movement, a full tilt makes you run, a half tilt makes you walk, and a slight tilt makes you tiptoe.
Start:	Opens the menu.
A Button:	Confirms, Jump, Interact.
B Button:	Cancels, Talk to NPC's, Attacks (when in a dungeon).
L-Trigger:	Enables and Disables the HUD.
R-Trigger:	Enables First Person View.
Z-Trigger:	Does Nothing.

II. Menus:

Pause Menu

Status:	Checks character status, changes depending on the current situation and/or day.
Items:	<p>Basic items menu. In the field, certain items you'll find are key items that are required to progress through the story.</p> <p>In the dungeons, the items menu will change to the dungeons item menu, and will only carry items you get from dungeons.</p> <p>Pressing the A button on any item will give you two options: Use and Info, both of which are self-explanatory.</p>
Weapons:	Basic weapons menu. Lets you change weapons anytime. This menu can only be accessed in the dungeons once you get your first weapon in the game.

Secret Gadgets Collection: This is a menu for all of the Secret Gadgets you've found in the game. There are a total of 67 gadgets in this game.

Options: In-Game settings.

HUD

Compass: A basic compass. Kinda useless.

Day Indicator: Basically tells you the in-game day of the in-game week. Below is a list of all 7 days.

Light Day: Crystal shards will appear in several areas in the game. This causes everyone's moods in the status screen to lighten up.

Flame Day: Nothing.

Water Day: The day will rain in the field all day long.

Tree Day: Every bit of fauna will flourish such as the Mushroom Trees in Sapphire Falls.

Windy Day: Strong winds will blow all day, this causes the tornados in Ruby Canyon to slow down slightly.

Rocky Day: Nothing.

Dark Day: Causes everyone's moods to sour in the status screen.

Clock: Around the Day Indicator is a clock, indicated by a small circle. This tells you the time of the day.

The night time will require you to sleep at night as when night falls, the temperature drops drastically, making it too cold to traverse. Your health will slowly deplete if you stay outside for too long.

Also, certain points in the game will require you to sleep to progress.

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### 3. WALKTHROUGH [WLK]

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[WLK-1]: Getting the Gang Back Together!

#### Cutscene #1:

Noby and his friends are returning from their time travelling trip from an ancient civilization with Doraemon, as they are conversing, Noby pulls out a crystal that he found in that civilization. Doraemon, being angry, tells Noby that they need to go back and return it, and he shouldn't have brought it with him in the first place.

However, before they could have the chance to do that, the crystal starts glowing brightly and starts taking them to a different realm...

In another place, two well-known archaeologists are investigating an ancient ruins. Gengoro Yukemuri and his assistant, Kaoru Nagisawa find an odd room, which seems to be empty, until they step on a huge marking on the floor.

The marking on the floor starts to glow, and the two archeologists seem to have found a new place to explore...

In the distant future, two treasure hunters from the 22nd century have found a crystal in an abandoned ruins. The two plan on stealing it, but it seems that the crystal had other plans instead...

#### ---Crystal Forest---

#### Cutscene #2:

As Noby crash lands onto the ground, he finds himself to be in a forest. Not wanting to overstay his welcome, he gets up and goes to search for his missing friends...

Now with that out of the way, move around towards the two big rocks and you'll be stopped by a scene. This isn't too big, as this causes both the compass and watch appear on the top right of the screen. Move to the rocks again and a panorama scene will occur.

Note #1: This scene will occur anytime you walk into a certain spot in a new area of the game (except for the dungeons). It's the game's way of letting you have an idea of what the area is like and only a few of them can be avoided, if you wish to get through this game quickly.

Now, head to the right and a cutscene will trigger: You have just found Sneech! Once the two meet, Noby asks if he has seen any of their friends around, and Sneech will say that he saw Big G not too far where they are. Head up towards the path and you'll find Big G just standing around.

Note #2: Anytime you find a new playable character, the game will send you to a screen to choose a character you want to play as. Unfortunately, you can't control this feature, and even if you could, all the characters pretty much play the same. However, going inside any dungeon will activate the character selection screen regardless. Also, certain cutscenes will ask you to choose a certain character.

As the three are now discussing on how they are gonna get out of the forest, they all decide to go back to the huge rocks. Go back, and Big G suggests that the three of them are gonna push one of them so that they can go through, despite Sneech and Noby's protests.

#### Cutscene #3:

As Big G, Sneech and Noby attempt to push the huge boulder, they find themselves (unsurprisingly) unable to move it out. While Big G is having a tantrum over it, something hard falls on Noby's head. That something just so happens to be the [#12 Shrink Ray]!

Walk over to the [#12 Shrink Ray] and open the menu and pick the "Items" menu. Press A on the [#12 Shrink Ray] and press the first option. Doing so will cause a cutscene to trigger. If the cutscene doesn't trigger, walk closer to the boulder and try again.

Now with the boulder out of the way, you are now free to roam around the forest. Don't forget to pick up the [#24 Camping Capsule] on the way out too!

Note #3: As stated earlier, night time is a very dangerous time to roam around, as the temperature will become too cold to traverse. With that in mind, your health will slowly deplete if you don't sleep the night away. If you're too far away from a town, and you don't have much health left, the [#24 Camping Capsule] will provide you an instant rest at any place and time outside. However, you won't be given the choice to save the game when doing so. Also, if you leave and re-enter the area which has a [#24 Camping Capsule], it will respawn in the same spot, allowing you to farm a lot it. Not really sure why you'd wanna do this, though.

Follow the path that has the crystal shards, and you'll be met with yet another cutscene. This time, Sneech will hear something humming in the distance and will run towards it, Noby and Big G following close behind. As the three find their way through, you'll see that it's the very same crystal Noby had brought with him!

Once the scene is over, go back and head down the opposite path. Take a guess on what happens next: Yep, another cutscene... Anyway, a creature will suddenly appear in front of them and it'll run away from them. Once that scene is over, follow to where it went.

You'll see an open clearing, but the three somehow lost the whereabouts of the strange creature. However, they do find a huge crystal that's tucked inside a huge space in a wall. Your character will move towards it and both Sneech and Noby will say that they can rest here and take a break. In other words, you can rest here for the night and save your progress.

Note #4: When going near a bed or this forest crystal, three options will appear in order:

Don't sleep	=	Exits out of the menu.
Sleep	=	The game will progress to the next day.
Save	=	Saves your progress.



Once that's done, head left of the crystal and go into the path.  
Congratulations, you just exited the forest!

Secret Gadgets:

[#12 Shrink Ray]	=	Obtained through a cutscene.
[#24 Camping Capsule]	=	In front of the huge boulders near the beginning.
[#45 Hydraulic Gun]	=	Behind the stone wall near the beginning area, obtain all three Dungeon Crystals to open the path.
[#55 Silencing Headphones]	=	Behind the stone wall near the beginning area, near the [#45 Hydraulic Gun].

---Silveron Plains---

Cutscene #4:

As Noby, Big G and Sneech run out of the forest, the three encounter Sue, who runs over to them, relieved that they found her, to which they also see a young woman with her. Sue introduces her new friend, Kaoru Nagisawa, to them.

After the scene is over, the game will ask you to choose a character again. Choose whoever and continue on. Follow the path and you'll see a paint can: That's the [#49 Invisible Paint]. Grab it and continue to follow the path until you see an entrance to a village.

One thing to note is that you'll come across a big hole in the ground near a small hill. The hole in the ground is supposedly where the [#39 Time Machine] crashed, but it either disappeared, or it was buried underneath the ground somehow. On the small hill, there's a spot that triggers the panoramic scene, located at the very top of the hill.

Cutscene #5:

Noby and co. encounter two very odd-looking aquatic creatures speaking to them in a foreign language. As you would expect, none of them understand the language, but Kaoru notices that the creatures are inviting them to their village. With an adult on their side, the gang decide to follow them.

Secret Gadgets:

[#49 Invisible Paint]	=	Found on the path that leads to Aberk Village, not that hard to miss.
[#23 Instant Wardrobe Camera]	=	Sitting next to a chasm near the entrance to Crystal Forest.
[#64 Super Fishing Rod]	=	In the center of a bed of flowers, near the chasm.

[#24 Camping Capsule] = Found near the entrance of the  
Aberk Village.

---Aberk Village---

Head into the village and you'll trigger an unavoidable panoramic scene where the camera spins around the village. I wouldn't be surprised if you're getting sick of the sudden cutscenes every five seconds at this point. Anyway, head to the left and enter the first house you see. Walk around and talk to the aquatic villager: This is the Aberk's Elder, Cleo. The gang won't be able to understand what he's saying, but Sue will mention that it'll be easier if they had Doraemon's [#25 Translation Gummy] with them. Kaoru, however, seems to have found (or heard) something falling on top of the house you're in right now.

Walk out and you'll see something on top of the roof. Jump on the vases and head towards it: It's the [#25 Translation Gummy]! Now head back into the house, and speak with Cleo again. After some conversing, he'll tell you that you're in the world of Crysteka, an ancient civilization hidden in time. He'll also give you a map of Crysteka to help navigate. He goes on to add that he found a blue creature that fell in a lake near the village. The gang will realize who it is and Kaoru will leave the gang for the time being. Head out and run over to the second house you see and follow the path next to it.

Secret Gadgets:

[#25 Translation Gummy] = Located on top of Cleo's house.  
[#67 Time Telephone] = Located at the bottom of the  
Aberk Village's lake.  
[#18 Adapting Ray] = Under the bridge, near the  
entrance to Emerald Lake.

---Emerald Lake---

Once you're at the lake, take a right and walk over the bridge, where you'll see one of the villagers, Ein, standing there, right next to Doraemon! The gang, relieved to finally find Doraemon, only to be devastated to see that their Blue Robotic Cat from the Future is currently unconscious and seems to be broken. As the gang is upset to find Doraemon in this state, Ein tells the group that he had found a smaller version of the Blue Cat laying around. Realizing what it was, Noby is glad to see that she had found one of Doraemon's [#31 Mini Doraemon]!

With that, open the "Items" menu and use the [#31 Mini Doraemon] on Doraemon. This triggers a cutscene where Doraemon will wake up after being fixed. Once the scene is over, pick whoever you want to play as and head back to Aberk Village.

---Aberk Village---

Head back to the Cleo's house and speak to Kaoru. Doraemon and Kaoru will introduce themselves and Doraemon will mention that the [#39 Time Machine] crashed landed in Silveron Plains and he's unable to find it/fix it, making them unable to go back home. Kaoru intervenes the situation and tells them that they need to focus on what's going on: Such as getting something to eat. Cleo has

told her that there are some trees in EmeraldLake that drops some tasty fruits. So with Kaoru joining the team again, head on out back to Emerald Lake.

---Emerald Lake---

From the entrance, this time take a left and turn your camera around: You'll see a Secret Gadget that's leaning against the wall. That's the [#50 Ultra Stopwatch], take it and continue down the path. I should also point out that there's a tree standing a top of a cliff in this lake, I recommend that you head over there as there's a panoramic scene there, and that in some point, you'll have to go back near this spot. Keep moving and you'll see a few small islands you can jump over, do so to get to the other side. If you go into first person view, you'll see a dock and an item next to it.

Head on over to the dock and grab the item: This is the [#37 Boat Origami], this will be important for later. If you look around, you'll see a few trees nearby with some orange colored fruit. Head over to it to pick some of it and head back to Aberk Village. However, on the way back, you'll see the same creature you saw back in Crystal Forest: This is Carrara, a magical creature who happens to be the messenger from the Temple of Light. He tells the gang that there is a hidden ruins around here in Emerald Lake, and says that they need to find a crystal that's hidden inside the dungeon. He also says that a dark energy is coming to destroy the Temple of Light, so the gang better be quick on getting the crystals!

Note #5: There's a hidden [Blue Gem] here, that's near the entrance to Helion Ruins, but unfortunately, it's hidden in the water. It's hidden in a cave in near the walls, with a patch of underwater grass as a hint to where it is.

After the scene is over, head back to the entrance to Aberk Village and you'll be stopped by two familiar faces...

Cutscene #6:

As the group head back to Aberk Village, they are stopped by two treasure hunters from the 22nd Century: Mina, and her father's subordinate, Pyun. The two are determined to not let them pass unless they give them what they want.

What these two want is the crystal that Noby is holding. However, they're not willing to give it them as they need the crystal to save this land. So with that, Mina and Pyun have now blocked their path unless they hand over the crystal. This is where you should now open the menu and go into the "Items" menu again. Select the [#50 Ultra Stopwatch] and you'll be able to pass by the two and sneak back to Aberk Village.

Secret Gadgets:

[#31 Mini-Doraemon]	=	Obtained through a cutscene.
[#50 Ultra Stopwatch]	=	Located near the entrance to Aberk Village.
[#37 Boat Origami]	=	Located near a dock.
[#15 Timekerchief]	=	Located near a tree, on top of a cliff. Can only be obtained during an event at Brani

		Village.
[#35 Cheetah Lotion]	=	Located under the dock.
[#52 Floral Spray]	=	Located under the big island in between the cliff and the dock.
[#24 Camping Capsule]	=	On an island at the right side of Emerald Lake, near the bridge.

---Aberk Village---

After escaping the goons, you'll be sent back to Cleo's House again. At this point, you should sleep and save your game. Once that's done, head back outside and you'll see two people, Ein and Lotto, outside of the house. Talk to them, and they'll mention that they saw Mina and Pyun stealing a [Red Gem] while passing through the village, and just headed for Silveron Plains. Being the heroes that you are, head back down to Silveron Plains.

---Silveron Plains---

A scene will show that Mina and Pyun are hanging out at the top of the small hill. The two can be found discussing about the gem that they stole, and it's your job to steal it back. Head up towards the two until you're just close enough to them. Then open your "Items" menu and use the [#49 Invisible Paint]. Grab the [Red Gem] and... uh-oh!

So it seems that the group has been caught taking the [Red Gem] from them, and from there, a wild goose chase ensues. Honestly, depending on which character you picked, this scene will always be funny to watch. One example is watching Sue run from Mina and Pyun with her eyes closed.

---Aberk Village---

Head back to Cleo's house and you'll see that he's standing outside for some reason. He'll say that someone inside is waiting for Kaoru, and with that in mind, head right on in. Once you're inside, you'll meet Kaoru's professor, Professor Gengoro Yukemuri!

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WLK-2: Visiting the Ancient Ruins!

---Emerald Lake---

After the two archaeologists have been reunited, Prof. Gengoro will then join the party in search of the hidden ruins in Emerald Lake, so head on over to the lake. Once you're there, take a right through the bridge and walk up to the Stone Slab near some trees. Prof. Gengoro will notice that there's a switch on the slab for some reason. If you've been exploring this area for a bit, you'll

know where the other two are. If not, cross over the bridge and head over to the left most area to the entrance of Sapphire Falls (which at this point in time is closed off by a stone wall). Touch the stone slab there, then head back towards the cliff, and you'll see the slab right next to it.

Once you touch all three of the Stone Slabs, a fourth one will appear on the lone island, in between the cliff and the dock. Head over to it as you have 30 seconds to touch it. If you somehow failed to reach the fourth slab, you have to touch the first three slabs again. Once all four of them have been activated, the Hidden Helion Temple of Emerald Lake will soon rise up from the water. Hop on over to the dock and use the [#37 Boat Origami] to reach the Helion Ruins. Once there, head to the entrance and enter the temple, and don't forget to save your progress!

### ---Helion Ruins---

Helion Ruins B1:

Now that you're in here, this is where the game begins to get interesting. Carrara is waiting for you at the corner of the room near the entrance. Talk to him, and he'll say that in order for you to enter the Temple of Light, you need to obtain three of Crysteka's Crystals from its dungeons. With that, he will disappear. Now head down onto the only path in the room and you'll find a fountain. This fountain will heal you if you're damaged, and can be found in a few places in this dungeon. Make the best of this as much as you can.

Head to the door on the left side of the fountain and continue along the hallway. The hallway will lead you to a room with two things: A weird, spherical enemy with big eyes, and one of Doraemon's Secret Gadgets: The [#02 Shockwave Pistol]! Grab the gadget and open the menu, and you'll see that the third empty option in the menu will pop up. This is the "Weapons Item" menu. Open that menu and select the only weapon you have...

Kill the enemy if you wish, and head back out to the room with the fountain. If you look at the door in front of the fountain, you'll notice that it's locked, so obviously you need a key for it. Head to the door opposite to where you just came from and enter. In here, you'll find a bridge, two spherical enemies and a [Green Key]. Grab the key and head back to the fountain room.

Now, head to the door in front of the fountain, and it'll be unlocked. Follow the hallway and you'll enter a huge room with some stairs and an oddly placed wall next to it. If you go around the wall, you'll find a button. With your weapon on hand, shoot at the button and the door to the next room will open. You'll have 20 seconds to run to the door before it closes.

From the fork in the path, take the left path as the right one has nothing but a few crystal shards if the day you entered this dungeon was Sunny Day. You'll find yourself in a room full of water and a platform to jump on. Head to the door on the other side and you'll find yourself unable to cross to the next area. Big G will point out that there's a button they can press to raise the platforms, but Sneech will say that it's too far to touch it. So of course, use your weapon to hit the button and raise the platforms.

On one of the platforms is a [Blue Bottle]. This is a healing item and it heals a little bit of your health back. Continue on and you'll find yourself a trap floor. If you try to run on it, the floor will fall down. However, if you noticed a lone platform around, you'll see the [#07 Mad Watch]. This gadget will allow you to stop time for a brief period. If you haven't walked on either one

of the floors, use it to get across. If both floors have fallen, well you better start performing a well-timed jump across the floor, unless you want to wait for it to respawn.

Once you're there, you'll see a set of stairs, opposite to that is a framed painting of a "Star". Make a mental note of this as it'll become important later. Head down the stairs to enter the next area.

#### Helion Ruins B2:

Follow the hallway and take a left. This will lead you to two important things: A cracked wall, and a [Blue Bottle]. For now, you can't open the wall because you need a specific gadget for this, so head back to the stairs and take the opposite path. Make your way around until you see a room with a bunch of crates. There are two hallways here, take the one on the right. Enter the door, and you'll see a bridge in which the floors will fall down if you don't keep running. Enter through that door again and grab the [Blue Key] in the center room. Backtrack to the crate room again and head to the door in the hallway, next to the crate room.

Once you head through that door, you'll see a fork in the road. Head to the left hallway and you'll find a locked door with a blue lock. Before you enter, turn to the right and you'll find a healing fountain, as well as the [#08 Repel Seal], which makes most enemies disappear for a brief moment in time. Heal there if you must. and head through the locked door.

Note #6: The hallway to the right on the other hand contains the [#01 Air Cannon], another weapon you can obtain. However, it's inaccessible as the platform it's found on is too high. The only way through is past the stone block that's blocking the way. This block can be pushed, but you will need a new gadget to push it. Also, the hallway next to where you got the [Blue Key] also has a stone block that can be pushed, but that hallway leads to a room with a single [#07 Mad Watch]. Not really worth getting if you ask me.

Make your way through and you'll find yourself another set of stairs and the second painting in Helion Ruins. This time, the painting is a "Sun", and interacting with it will make Prof. Gengoro point out it's a similar painting, but of the "Sun". Head down the stairs to the next area.

#### Helion Ruins B3:

##### Cutscene #7:

Well, well, well, who do we have here? It's the treasure hunters Mina and Pyun! Somehow, they saw the group enter the ruins without getting seen and somehow got in the lead. Mina isn't happy about them getting this dungeon's crystal before she does, so she makes Pyun activate a trap in the room by pushing one of the stone formations off, before making a mad dash to the other side!

After that door is closed, be prepared, as two Stone Warriors will pop out and attack you! They aren't... too intimidating, if I'm gonna be honest. All you have to do is shoot at one of them until their shield is destroyed, and shrink down in defeat. If you want a more faster way of doing it, an [#21 Upgrade Gas] can be found on top of the left pillar, next to the stairs. This

boosts the attack power of the current weapon you're using.

Once you've defeated both the Stone Warriors, inspect the painting you see on the right wall. This time, the painting is of the Moon. Prof. Gengoro will start to question the meaning behind the three paintings they've found so far. Have you started seeing the pattern here?

Head to the next area, and you'll find the third (and last) healing fountain. Heal yourself and head through the huge double doors.

#### Helion Ruins Boss Room:

Now what's with all that commotion? It seems that Mina and Pyun have changed their minds about getting Helion's Crystal and ran out of the room. Head into the room they ran out from and... Of course, it was a dungeon trap.

With that, run around the room and don't get hit by any projectiles. If you noticed, there are three buttons on the floor with each one having a symbol on them. Kaoru will point out that the symbols on the buttons look like the paintings they saw around the temple, and Prof. Gengoro suggests that they should press the buttons in the order they found them in. Remember the pattern?

If you haven't been paying attention at all, or missed one of them. The answer is: Star, Sun and Moon. Jump on all of the buttons in the corresponding order, and a bridge will stretch out in front of the Star Button. Run across it and grab the crystal... or not!

It seems the Helion's Crystal has its own security system. Run the opposite direction the raised floor is spinning to avoid its flamethrower attack. Once it stops moving, shoot the shield! Then rinse and repeat. After enough damage, the shield will go down, and you can safely grab Helion's Crystal.

#### Secret Gadgets:

[#02 Shockwave Pistol]	=	In the room left of the first fountain room.
[#30 Fable Shoes]	=	Underneath the first patch of water in B1.
[#32 Underwater Buggy]	=	Underneath the second patch of water in B1.
[#07 Mad Watch]	=	On a platform near the trap floors / Behind the first stone block in B2.
[#65 Memory Hammer]	=	Behind the cracked wall in B2.
[#66 Come Come Mark]	=	Ontop of a platform behind the second stone block in B2.
[#01 Air Cannon]	=	Ontop of a platform near the second stone block in B2.
[#08 Repel Seal]	=	Near the second healing fountain.
[#21 Upgrade Gas]	=	On top of a short pillar in the first room of B3.

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WLK-3: Windy Days at Brani Village!

---Aberk Village---

After finally obtaining the first dungeon crystal they need, the gang head back to Aberk Village to rest. Kaoru and Prof. Gengoro will suggest that you should head out and explore what's past Emerald Lake and see if there any hints to the whereabouts of the second dungeon. As there isn't really anything else you can do, rest up on the bed and save your progress.

Now before I continue, it is very important that the day on the top right has the symbol of a tree, for Tree Day. If it's not, repeatedly rest on the bed until the day is Tree Day. Same thing applies if the day happens to be Tree Day, but night time is just around the corner.

---Emerald Lake---

Not much has really changed around here, but you will have to return here at some point. Just keep heading towards the leftmost stone slab in the lake, and you'll see that the stone wall blocking the entrance to Sapphire Falls is now gone. Enter into the new area.

---Sapphire Falls---

In this new area, there's not much look around or explore, yet there are a lot of collectable secret gadgets here that you can't seem to reach. Because for some reason, all of the characters (except Noby) forgot how to swim somehow. Either that, or the water's too cold to swim in. Anyway, head across the wooden bridge and keep going until you see some giant mushrooms and... A broken ladder?

It seems that Mina and Pyun have broken off the ladder so that they can't progress past the waterfall. Knowing beforehand that the group are helpless due to Doraemon losing most of his useful secret gadgets, they then make a run for it while taking the last laugh. A little too soon don't you think?

If the day is Tree Day, the mushrooms next to the walls will be bigger and can be jumped on, allowing you to jump all the way up to the top. If the day isn't Tree day, then the mushrooms near the wall will be at their normal size, and you won't be able to make it. If you got here to the mushrooms without knowing that, or you skipped that important part in this walkthrough... Either make sure you have enough [#24 Camping Capsules] or you might just have to backtrack all the way back to Aberk Village to sleep until it's Tree Day.

Once on top, you'll find yourself a [#17 Jack's Magic Bean] gadget. If you noticed the large patch of soil next to the mushrooms, head back down and use [#17 Jack's Magic Bean] on the soil to make it grow. Now you won't have to rely on Tree Day and its massive mushrooms! Jump back up and you'll see that the kids have found a mountain villager, who seems to be a bipedal goat-like creature. This is one of Brani's villagers, Fretta.

Talk to him, and the kids will ask him where the second dungeon is. He says he knows where it is, but he will only tell in exchange for a favor. When



asked what he wants, he'll say that he lost a pendant in the river, underneath the waterfall, and he wants you to get it. He'll also give you something that he found, which will help you breath underwater for a short time. That something happens to be one of Doraemon's Gadgets, the [#54 Air Candy].

Use the candy and jump down into the water, grab the pendant, and you'll be transported out of the water. Talk to him and he wants you to return it to back to its real owner, in Brani Village. So walk past him and head into the entrance behind the waterfall.

Note #7: There's a small pond here that contains a [Green Gem] in the middle. However, it's inaccessible for the time being because it's at the other side of the river.

#### Secret Gadgets:

[#17 Jack's Magic Bean]	=	Ontop of the waterfall, near the mushrooms.
[#54 Air Candy]	=	Obtained through a small scene.
[#56 Heli-Camera]	=	Underneath the waterfall.
[#51 Seasons in a Can]	=	In the hillside, near the small pond.

#### ---Brani Village---

Welcome what was the most confusing part of the game for me, and most players in Japan. The first time I got here, I didn't know what to do to progress, and I only managed to figure this out the second time I got here, after looking for a Japanese Let's Play of the game.

I just want to note that this part of the game isn't too hard, but it is confusing and probably a little too cryptic for some, especially for those who can't read Japanese.

Before I explain the details, first, let's go scale up this village, shall we? Oh, and there's a panoramic scene at the gate of this village, missed seeing these things yet? 'Cause I sure haven't.

Okay, so first of all, head up the stairs until you see yellow house next to a green one. Enter the yellow house, as this is your save point. Talk to Gashu, the elder, about a lost pendant, and return it to him. He'll also add onto the fact that the second dungeon is called Dionyth Ruins, and it is located in Ruby Canyon, which the entrance to it is next to the neighboring green house. He also warns them that the canyon is known for its strong winds.

Ignoring the last part, attempt to head out and run towards to Ruby Canyon.

#### Secret Gadgets:

[#41 Anywhere Bow and Arrow]	=	Located at the right side of the mountain, under the blue house at the bottom.
[#11 Voice Solidifier]	=	Located inside a little cave in in the wall near a wooden platform.
[#53 Sunlight Seeds]	=	Located near the entrance to Ruby Canyon, hidden behind the

trees.

[#29 Cordless Phones]	=	Obtained during Noby's mission to get the [#15 Timekerchief].
[#38 Skyhorse]	=	Located at the very top of Brani Village.
[#34 Scud Shoes]	=	Inside the green house next to the entrance to Ruby Canyon, available after you fix the village's kite.
[#10 Pass Loop]	=	Inside the yellow house next to entrance to Ruby Canyon, available after you beat Dionyth Ruins.

---Ruby Canyon---

Attempt to get through the path and you'll be stopped by some whirlwinds. Sue will mention that the winds here seem to be too strong for them to traverse, and Noby will add on that they'll get blown back the moment they get near those tornados.

If you entered Ruby Canyon on any other day, there will be two pairs of tornados blocking your path near the entrance of the canyon. However, if the day you entered is Windy Day, the tornados in this area will slow down by a bit, but will increase in size. Also, when I say they got slower, I mean they got slightly slower. If only there was a way to boost your speed...

With that out of the way, head back to Brani Village.

---Brani Village---

Talk to these NPC's in this order:

1. Find and talk to Fretta, who should be hanging around near the entrance to Ruby Canyon or at the lower levels of the village. He will tell you that Ruby Canyon is impossible to traverse due to hostile winds, but someone else in this village knows how to get to the ruins.

2. Talk to Tessie, who usually hangs around near the lower levels in the village, and lives in a house with the blue roof. The gang will ask him if he knows how to get across, but of course, he won't say anything, because he'll only talk to Ellet.

3. Lastly, talk to Ellet, who's always inside the house with the yellow roof. She states that Tessie is a nice kid, and wants to ask you something. However, she'll say she wants to ask you tomorrow.

Once all of this is done, go to sleep and go back to Ellet's house.

Entering Ellet's house on the next day, you'll be greeted with a text box, head to the bed of this house and talk to Ellet. She says she's feeling very sick and she needs a certain herb that can cure her. This herb happens to be in Sapphire Falls, and Tessie has gone off to there to get the herb, alone. Feeling very worried, she asks you to go and get him, so off you go.

---Sapphire Falls---

Head down past the waterfall and the beanstalk, and you should see Tessie in front of a locked door. As it turns out, he wanted to bring the herb to Brani Ellet to heal her, but he couldn't go in because of two things: One, he was too scared, and two, he forgot to bring the keys to the door.

After the whole ordeal, you'll automatically be sent back to Brani Village.

---Brani Village---

As Tessie is upset that he couldn't get the herb, he asks for you to help him get it. So head out of the house to find Gasshu and talk to him about opening the door at Sapphire Falls. He'll give you the keys so head back out to Sapphire Falls... Again.

---Sapphire Falls---

Head back down the waterfall we go, and run back to where you found the kid, and this time, the door will slowly open. Head inside and you'll be met with a huge maze. Make your way to the center of the maze to grab the herb, then make your way back out. Now navigating this place isn't too hard, but what will disorient you a little bit is the impatiently moving camera. The damn thing won't sit still if you move, and it's best that you turn the camera when you're not moving, or just move the camera back some more.

Once you found the herb, head back to Brani Village, and give it to Ellet.

---Brani Village---

Head back to Ellet's house and give her the herb. Tessie will tell you that in order for them to go through Ruby Canyon, they have to go through it at a certain day to make the tornados slow down, which is indicated by a huge kite. Unfortunately, that kite is all tattered up.

Go to sleep using the [#24 Camping Capsule] or at Gasshu's house. Save your game and head back to Ruby Canyon. When you're at Ruby Canyon, you'll see two more familiar faces: It's Prof. Gengoro and Kaoru! It seems that they've attempted to explore the canyon, but were unable to get past the strong tornados. No one is fast enough to go through these windy canyons.

So head back to Brani Village, and head up the stairs until you see a kite that's laying down, next to the second windmill of the village. A villager named Huckle will be waiting for you there. He will mention that someone had broken their kite, and because of this, they can't tell if there's strong winds coming or not.

Noby will ask if Doraemon has the [#15 Timekerchief], but Doraemon doesn't have it as it is lost. Kaoru and Prof. Gengoro, however, saw some sort of cloth while they were walking that landed somewhere in Emerald Lake. Noby

decides to volunteer to retrieve it alone, and Doraemon will provide him the [#29 Cordless Phones], which will enable them to contact one another from afar.

With the only character you can choose for now, head down the mountain village and go through Sapphire Falls.

---Emerald Lake---

Now head towards the tree on top of the cliff, and you'll find the [#15 Timekerchief]. Remember that panoramic scene from this area? It's behind the tree. Go back to Sapphire Falls.

---Sapphire Falls---

Cutscene #8:

It seems that Mina and Pyun aren't satisfied that Noby and his friends managed to progress this far, and are close to getting to getting the crystal at Dionyth Ruins, so Mina has hatched a little idea to have Pyun get rid of Noby instead.

Before Pyun gets the chance to shoot him however, a familiar creature bumps against Pyun so hard, that he missed his target! Instead he shoots the log bridge and it soon collapses into the river as Mina and Pyun make a run for it. Noby lives another day...

After nearly surviving death, better make a phone call to the others at Brani Village to come help, with the use of the [#29 Cordless Phones]! With that, choose a character and head down the mountain. Head down to where the bridge was at Sapphire Falls and the gang will try to figure out how to get Noby across. After some bickering, Sue suggests that they use a gadget that can solidify their voice, but Doraemon says that it was lost somewhere. Did you search around Brani Village for it?

Use the [#11 Voice Solidifier], and Big G will use his voice to make a bridge. Walk across it and talk to Noby. Once he's joined the team, pick a character and head back to Brani Village.

---Brani Village---

Make your way up the village and head to the broken kite near the windmill. Use the [#15 Timekerchief] to fix it back to its newer state. Talk to Huckle and he'll tell you that they can now tell when the winds will slow down. If you've been playing this game enough, I think you'll know what day it is. With that info, head back down to the entrance to Ruby Canyon, but don't enter the canyon! Instead, head inside the green house next to the entrance.

In here, you'll find the [#34 Scud Shoes] which will make you run even faster than before! With this, passing by the first tornado in Ruby Canyon will be a breeze (pun intended). I should also mention, if the day on the top right isn't Windy Day, sleep in the yellow house until it's Windy Day. If it is Windy Day, sprint towards to Ruby Canyon.

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WLK-4: Exploring the Dionyth Ruins!

---Ruby Canyon---

Head to where the first tornado you see, and time your sprint accordingly. If you time it right, you'll just barely make it to the other side. With two tornadoes blocking the left path, head to the right path and you'll come across an unavoidable panoramic scene. Unlike the previous ones, this one is very important as the camera will show you that Ruby Canyon is a giant maze and is the second maze you'll encounter in this game, and certainly not the last...

Unlike the first one where you had to get the herb, this one is more bigger and a little camera friendly. If you looked around and saw a big overpass, use that as a mark. This place can be a lot more confusing to navigate. Take the right path and then look around the area bit. Most of the paths you see are dead ends, but one of them has a switch. head to the left path and then take the right path.

Follow the path and you'll find a somewhat golden floor. This is the first golden button of the maze, so press it. A little scene will show that an obelisk will rise up that's near the path to the entrance of Brani Village. Now head back to the over pass and press the R-Trigger. You'll see that all the tornados near the path to the entrance have disappeared. Head towards that path and you'll find yourself some more buttons to press.

Press the first button you see in the path and that will open the path next to it. Head down that path and you'll find another button. Press it and the pathway that leads to Dionyth Ruins will open. Now head back out and go past the overpass. This time, go down the left path. Along the way, you'll find a path that leads you to a secret gadget, but it's blocked by a tornado. Ignore it, as you can just grab it later. You'll find yourself another fork in the road. Taking the left path will lead you to a collectible gadget, the [#48 Stretching Hand].

Take the path to the right and follow the only path you can take. You'll soon find the dungeon you've been looking for, so head to the entrance and save your progress.

Secret Gadgets:

- |                                 |   |   |
|---------------------------------|---|---|
| [#48 Stretching Hand]           | = | Located near the dungeon area, next to the only huge boulder of the maze. |
| [#13 Wild Beast Taming Pellets] | = | From the overpass, go left, right, and then right.                        |
| [#61 A-Maze-ing Ball]           | = | From the fork near the boulder, take a left and follow the path.          |

Dionyth Ruins B1:

Entering the dungeon, if you look to the left, you'll see Carrara. Talking to him and he'll mention that this dungeon is "full of puzzles", so you'll have to think your way through the dungeon. Once he disappears, take note of the button on the floor near the entrance. Jump on it twice, and jump up to the right pillar. You'll then obtain the [#47 Super Gloves]! These gloves allow you to punch enemies, but not strong enough to punch the walls. Make sure the button you pressed on isn't down and follow down the path in the entrance. From here, you'll meet the two familiar goons: Mina and Pyun.

From the very top platform, it seems that they somehow messed up the puzzles so that you can't solve it. So time to prove them wrong!

Note #8: If the button is down, the platform on the left will lower, but the platform on the right will rise up. If the button is up, the platform on the left will rise, but the one on the right will lower.

Go near the block and Kaoru will mention that it looks easily pushed, but you need some extra strength to push it. Using the [#47 Super Gloves], push the block towards the right pillar. Jump on the block and follow down the hallway. Enter the door and follow down the hallway, into a room. Kill the laser shooting robot with your [#02 Shockwave Pistol] or [#47 Super Gloves] if you're feeling brave. So grab the [Green key] and head back out to the pillar room.

Head back to the entrance and press the button down. Go back to the pillar room and push the block to the left pillar. Doraemon will note that there's a button on the wall next to the hallway at the left pillar, but it's too high up to reach. So head down the hallway and open the door with the [Green Key]. In the room, you'll find the [#05 Feint Bang]. This gadget is self-explanatory, because you just throw them. There's another gadget behind a cracked wall here, but of course you can't grab it.

Head back out to the pillar room, and throw a [#05 Feint Bang] at the button on the wall. This causes the pillar at the middle room to lower. There's a smaller platform next to the pillar so jump on it and head into the hallway. Head through the door and you'll find yourself in another pathway. Follow along and you'll find a gap in the floor, and a few rickety platforms. Jump across and continue along. From here, there are two platforms for you to jump across and a small pit below. There's a [#58 Premonition Watch] down there too.

If you fell down there on accident, there's a rock platform down there for you to climb out. Once you're across, you'll find a bunch of platforms, but this time with a bottomless pit. Jump on the first platform and look to the left wall. Throw a [#05 Feint Bang] to make a platform out of it. Jump your way and throw another at the right wall. Jump towards to the other side and make across the falling platforms, and you'll find a set of stairs. There's also a [Green Bottle] near here, so grab it and head down.

Dionyth Ruins B2:

Make your way across, and you'll find yourself a bridge and a cutscene. It seems that Mina and Pyun haven't been careful and pulled an Indiana Jones along the way. Run across the bridge, as the the boards on it will fall (of course). Follow around the path and make your way through it, and avoid the boulders. At the top, there's a [Green Bottle] at the left wall, and carefully

make your way to the right wall.

You'll see a hole in the wall, so just head in.

#### Dionyth Ruins B3:

Carefully jump your way through the water. You'll find a [#07 Mad Watch] along the way. Jump around, and follow the right wall. Enter the little nook and follow the path, and you'll find another new weapon, the [#44 Shock Gun]. Grab it, and jump on the platform, and head into the left wall. There's another collectable gadget here, the [#60 Treasure Detector]. Head back out and jump across the platforms, and kill a few robots. Keep going and you'll find a waterfall. Jump past it and enter the entrance.

#### Dionyth Ruins Boss Room:

Welp, the door behind you just closed, and your new enemy is approaching... Move forward, and you'll see that enemy is the first enemy you saw back at Helion Ruins!... Except he's bigger and a little disturbing.

No strategy is involved here, just equip the [#02 Shockwave Gun] and hold the B button. You'll barely get hit here if you just keep standing there and constantly shooting.

Once that's over, the Boss in this room will surrender and will let you ride on him to get across. Do so and grab the Dionyth's Crystal.

#### Secret Gadgets:

[#47 Super Gloves]	=	Located on the pillars near the entrance of the ruins, B1.
[#05 Feint Bang]	=	Located in a room to the left of the pillar room, B1.
[#46 Tickling Gloves]	=	Located next to the [#05 Feint Bang], behind a cracked wall.
[#58 Premonition Watch]	=	Inside a small pit, B1.
[#40 Gravity Belt]	=	Under the platform where the [#07 Mad Watch] is, B3.
[#07 Mad Watch]	=	In the corner of of a platform.
[#44 Shock Gun]	=	Hidden behind a wall, to the right wall.
[#60 Treasure Detector]	=	Located inside a room at the left wall.

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#### WLK-5: Trouble Atop of Bogana Village!

---Brani Village---

You'll get sent back into the yellow house in Brani Village, but this

time, the [#10 Pass Loop] will be in the house. Sleep and save your game here. Head down the village and head to the left are of the village, passing the gate of the village. Head inside the Amber Cave.

---Amber Cave---

When you first enter the cave, you'll find that a huge boulder is in your way. Use the [#10 Pass Loop] on the boulder and you'll be on the other side. Walk a bit and you'll see another panoramic scene. This is your third (and last) maze of the game. This one is a little more confusing, as at some point, you'll end up going in a circle because some paths will just lead you back where you were.

Because of this here's how you're going to go through this maze: Left, right, left, then right. You'll see a small [Yellow Gem] in here, take it as it will be important later. I should also mention that a lot of boulders have fallen into most of the paths. So head down the only path available...

Cutscene #9:

As the group approach the entrance to Bogana Village, they'll encounter a fallen villager. It seems that one of the villagers have fainted near the entrance. The gang approach them, making sure that they're okay. The villager slowly gets up and the group is relieved to see them okay.

Talk to the villager, he seems to be a kid, named Mug, who ran off from the village, as the people in the village seemed to have disappeared somewhere. So head to Bogana Village to investigate what happened.

Secret Gadgets:

[#16 Deep Sea Cream]	=	From the boulder at the entrance, go left, then the bottom left.
[#57 Spy Set]	=	From the entrance to Bogana Village, take the path on the left and keep following around the path.

---Bogana Village---

Follow the path, and you'll see the empty village. Walk a little more and you'll automatically walk to the only red-ish white house. This is your fourth save point. Head out and the two archaeologists will stay behind to rest up a bit. Walk to the center of the village, and you'll find the [#22 Time TV]. Approach this gadget to figure out what happened here.

Note #9: There's an avoidable panoramic scene under the arch near the entrance to Bogana Village.

It seems that Mina and Pyun have forced the villagers to tell them where the Hephys Ruins is by using the [#59 Truth Spray]. Pyun seems to have a conscious by mumbling that he's not happy what Mina is doing. Grab the [#22 Time



TV], and look around. You'll see a [Magenta Gem] on some running water. Grab it and head down to the entrance to Lily Rock.

Secret Gadget:

[#22 Time TV]	=	Located at the center of Bogana Village.
[#36 Solid Ground Liquifier]	=	Located inside a makeshift mineshaft, next to the center of the village.

---Lily Rock---

Walk a bit and you'll find an unavoidable panoramic scene. Once that's over, jump over to the first few islands, and you'll be greeted to a villager, Zares, who needs help with crossing to the other side. Next to you is the [#20 Cloud-Hardening Spray], grab it and then use the spray on the transparent clouds. Talk to him and he'll give you an item he found lying around, that item happens to be the [#03 Moving Mic].

Along the way, you'll also find some more villagers, Meg and Ben, and some more [#20 Cloud-Hardening Spray] to use on the transparent clouds. Make your way to the last villager, Berth, who's in front of Hephys Ruins. Talk to him, and he'll say that two people had just entered Hephys Ruins, head back to Bogana Village to tell the others!

Secret Gadgets:

[#19 Universal Controller]	=	Found at the top of a hill, near the entrance to Bogana Village.
[#59 Truth Spray]	=	Located behind the hill, near the [#19 Universal Controller].
[#20 Cloud-Hardening Spray]	=	Found on the first and second island.
[#03 Moving Mic]	=	Obtained after talking to Zares at the second island.
[#42 Moses' Stick]	=	Located behind Hephys Ruins.

---Bogana Village---

Head back to the red house and talk to Prof. Gengoro and Kaoru. The two will soon join your party in search of the last crystal they need. Now head back out to Liliru Mountain to investigate the dungeon.

---Lily Rock---

Hop your way back to the entrance of Hephys Ruins, and a cutscene should occur. Prof. Gengoro notices a sentence written out on the door that reads something about "a moving voice that can open the entrance to this dungeon." Big G will unfortunately mistake this as a singing voice, and will try to sing the door open... To which, if you're familiar with the series, works as much as it sounds.

So of course, use the [#03 Moving Mic] to open the door. Head in and

save your game.

### ---Hephys Ruins---

#### Hephys Ruins B1:

Looking to the left, you'll see Carrara. This time, he'll tell you that the crystal in this dungeon is being heavily protect by its guardian, and the dungeon itself will prove to be impossible to traverse if you're not careful. So with that, enter the first room in this dungeon.

If you notice, you'll see the [#09 Anywhere Door]! Now you'll be able to go to anywhere on the Map of Crysteka. With that, enter the hallway, and take the first door on the right. If you notice, a movable block is blocking the door, so push out of the way. Also in the room, you'll see some strange colored blocks. Jump on the block you just pushed and jump onto the top of the three blocks. You'll see another movable block up there, so move that one out of the middle block.

Jump down, and push the huge block in the middle. In here, you'll find a new weapon, which is the [#43 Atar Gun]! This gun will home in on enemies when you shoot, but unfortunately this weapon isn't that strong. To the right of you is a [Red Bottle] and the [#26 "What If" Phone Booth]. Head out and you'll encounter two ground golems, kill or ignore them and go into the door you just unblocked.

In hear is a small room that contains the [#63 Invisible Bodyguard]. This gadget is pretty nifty as it protects you from any nearby enemies without being seen. Interesting fact to note is that it only appears in the dark, hence the name of this gadget. Anyway, head back out of the hallway and continue on, head this time take the door on the left.

From here, you'll meet two other varients of the Stone Tablet enemies. Unlike the ones back at Helion Ruins (which were blue), these ones are much stronger. The green one is a Stone Knight, which you need to destroy its shield first before destroying it, and a Stone Mage, which will shoot projectiles at you. Kill the two Stone Tablets, grab the [Green Key] in the room and, while hard to tell, there's a [#27 Lost & Found Fishing Pond] on top of a rock platform on the right side of this room.

Head out and use the [Green Key] at the head of the hallway. This room will have a fixed camera near the door, so make your way through this short course without falling. Once you get to the other side, you'll have control of the camera again, and move the camera bit and you'll see a small platform. Jump on it and it will rise up, revealing a path that leads you to the [#04 Champion Gloves]! These boxing gloves are strong enough to crack a hole in the wall.

Go back down and enter the door to the next room. You'll meet up with Mina and Pyun again, but this time, they really want to stop you from progressing through, and they have a new friend on their side...

Now this is a mini-boss that's a little challenging. Equip your [#43 Atar Gun] and time your shots just enough before it shoots a beam at you! You also need to get out of the way, as it will head to where you were just standing, and it also fires its own homing rockets. Rinse and repeat this strategy and you'll defeat them in no time. Will they be okay in there once that thing breaks down?

Enter the red door once you're done.

#### Hephys Ruins B2:

Once you're down here, carefully tilt your control stick slightly to tiptoe past the sleeping Stone Enemies. Once you're across, you'll find a new collectable gadget up here, the [#28 Echo Mountain] and a [Blue Bottle].

Make your way across the area carefully without waking up the Stone Enemies. If they do wake up, do either one of these two things: Attack or make a run for the door.

Once you're through the door, you'll find some moving platforms, and a lever on the other side. Make your way to the lever, and don't jump onto the middle hallway, there's a trap you have to disable. Press the A button on the lever, and the trap will fall down into a hole. Run down the hallway and grab the [Green Key], push the lever again, and open up the locked door.

In this next room, it's basically the same thing, but now you have to be more careful, because more of these traps can appear anywhere, so make your way through until you find a cracked wall. Equip your [#04 Champion Gloves] to break them open. Grab the [Blue Key] and push the lever in this room. This will cause a trap near the lock door to be destroyed. Head to the locked door, and if you look to the right, you'll find the [#06 Hopter]. Enter the door and head down the hallway.

#### Hephys Ruins B3:

This area is a little short to navigate through, but certainly not the easiest. Jump on the moving platforms, and avoid the floating Sphere enemies you see. Once you're at the top, if you look to your right, you'll find an [#14 Air Tube]! These things will allow you to breathe underwater. Kinda not useful at this point in the game now, if you think about it...

Enter the glowing pedestal and progress through the dungeon.

#### Hephys Ruins Boss Room:

In this room, it seems that getting Hephys' Crystal looks easy, but don't judge the book by its cover. If you try to grab it, the crystal will disappear, but a giant figure will make itself visible behind you...

Now this guy has three forms of attacks. One is running around which, if you're not careful, cause him to trample around you, and his second attack is scattering himself around. The third is lining up and wrapping around you like a snake. The best weapon to use for when it's running is either the [#02 Shockwave Pistol] or the [#43 Atar Gun]. When it scatters, either the [#43 Atar Gun] or the [#05 Feint Bang]. The snake attack is an easy kill if you use the [#05 Feint Bang]

Once he's defeated, he will explode, and Hephys' Crystal is now yours.

#### Secret Gadgets:

[#09 Anywhere Door]	=	Near the entrance of Hephys Ruins, B1.
[#43 Atar Gun]	=	Located in the room on the right

		in the first hallway, behind 3 huge blocks, B1.
[#26 "What If" Phone Booth]	=	Located at the opposite side in the same room as the [#43 Atar Gun], B1.
[#63 Invisible Bodyguard]	=	Inside a small room, located in the room on the right in the first hallway, B1.
[#27 Lost & Found Fishing Pond]	=	Located in the room on the left in the first hallway, on top of a rock platform, B1.
[#04 Champion Gloves]	=	Located near the miniboss room with Mina and Pyun, B1.
[#28 Echo Mountain]	=	Located in the first room in B2, requires a lift to reach it.
[#06 Hopter]	=	Near the locked door that leads to Hephys Ruins B3.
[#14 Air Tube]	=	Near the glowing pedestal, on top of a pillar, B3.

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WLK-6: Save the Temple of Light!

---Crystal Forest---

After exiting Hephys Ruins, Carrara will meet you at the entrance, and transport you back to Crystal Forest. It seems that he opened up a new path in the forest so you can now head back to this place at any time.

Now, before we enter this last area of the game, why not do some exploring? There's a lot of hidden collectible Secret Gadgets that you haven't collected yet, and if you're a perfectionist, you should go around Crysteka and collect them. There are also two more Colored Gems to collect before the last area, and it really helps during the last boss fight. Don't worry about walking, because now you have the [#09 Anywhere Door] to take you around the map! So take your time, sleep and save your progress.

If you're not interested in collecting all the collectibles and want to just finish this game, you can skip that part. So set all three crystals on each of the three pedestals to open the portal to the Temple of Light... Only to be stopped with Mina and Pyun entering the portal first out of nowhere.

After that little scene, follow the two to the last area: The Temple of Light!

---Temple of Light..?---

Something doesn't feel right here... Upon investigating further, it seems that they have found a huge obelisk that is going to take over the Temple of Light! Choose your character and weapon of choice, for this is the last boss

of the game.

The gang will hear a humming noise coming from obelisk, and to the right of it happens to be Mina and Pyun.

Cutscene #10:

Mina is now very upset and grumpy at the fact that, since they're now at the Temple of Light, there should be some treasure or at least some rare items they can loot. She is of course angry because she got here for nothing. Pyun will start thinking if getting here was even worth it in the first place, which riles up Mina even more.

The strange obelisk then emits a laser in Mina's direction, only for Pyun to get in the way and taking the hit for her, as his body limply falls onto the ground in front of her...

This is the climax of the game, and judging from that laser beam, that doesn't look too good. But wait! Remember the gems that you've been collecting? It seems as though that the [Yellow and Red Gems] are creating a platform for you to jump on! These will help you destroy this obelisk once and for all!

While you're attacking, the [Green Gem] will halve the obelisk's defense and attacks. while both the [Blue and Magenta Gem] serves as your healer when all of your health has depleted.

The first phase of the fight will have you to destroy all of the 12 Laser Shooters, 3 on each side. This is the easiest phase of the battle, and be careful while jumping on the platforms.

The second phase has you destroy the first 2 parts of the obelisk: The one at the top and the one in the middle. The moving platforms will also move closer to the obelisk, for better aim.

The third phase will make the platforms disappear, and instead a circle of orbs will surround the bottom part of the obelisk. Use your ranged weapons to destroy the last part and the boss fight will soon be over.

Cutscene #11:

After destroying the obelisk, the gang notices that Mina is telling Pyun to get up... To no avail. Mina slowly realizes that Pyun had risked his own life to save Mina from the oncoming laser beam attack, and starts mourning at her loss.

Mina slowly breaks down and starts apologizing to him, starting to realize that her terrible actions had caused a death of a person she once knew, a person in which her dad had assigned to protect her daughter no matter what happens... And here she is, taking everything she had for granted, which costed her the life of the person she considered as a friend...

As Mina is mourning, Carrara slowly approaches the two and shines a beam at Pyun's lifeless body, then walks away, leaving the two. Suddenly, Pyun starts to awaken, and starts asking Mina what happened to him, much to Mina's shock.

Once the two reunite, a flash of light causes everyone, including Mina and Pyun, to be transported to somewhere unknown...

---Temple of Light---

Cutscene #12:

The overwhelming silence in the room causes everyone to look around in question to where they are, until a voice breaks the silence. The gang then see a figure hidden in a body of light, who soon introduces himself as Gurmy, the Guardian of Light.

Sue asks him where they are, and Gurmy answers that they are in the Temple of Light, the legendary temple of Crysteka. Gurmy will ask for Noby to return the Crystal of Light back to the temple, as it is one of the reasons why the land of Crysteka has started going out of order, with Mina and Pyun feeling guilty for trying to steal it.

Noby, with the Crystal of Light in hand, walks over to the pedestal, and sets it on its resting place. It slowly rises up, causing the energy to return to the temple. Before Gurmy disappears, he decides to return the favor for helping him restore the land of Crysteka: By fixing and returning Doraemon's [#39 Time Machine]! With this, everyone can now go home.

Noby is finally happy that they can finally go home, after restoring a land that they won't be able to return to again. Sneech and Big G will jokingly make fun of Noby for causing this whole situation occur, while Sue praises him for saving the Temple of Light. Doraemon tells the others to hold on tight, as they'll be blasting off back to their timeline.

Secret Gadgets:

[#39 Time Machine]	=	Obtained through a cutscene.
[#62 Mood Maker Orchestra]	=	Obtained after the "end" sequence.
[#33 Spare Pocket]	=	Obtained after beating the game.

---END OF WALKTHROUGH---

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4. Secret Gadget Collection [SGC]  
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[SGC-1]: Normal Key Items

Below is a list of key items that are always in the items menu.

Clock and Compass: Lets you tell the time, the day of the week and which direction you're heading.

Crystal of Light: A crystal Noby had secretly pocketed from an ancient civilization. The crystal itself loses a little bit of power the further it is away from the Temple of Light, so it's your job to return

it. It loses that little bit of power when night time falls.

Red Gem:	A gem cherished by Aberk Village. Given to Noby and co. as a gift for taking it back from the bandits. Causes platforms to appear during the final boss.
Yellow Gem:	A gem that can be found in Amber Cave. This causes upgrades the platforms created by the Red Gem.
Green Gem:	A gem that is submerged in a small pond of Sapphire Falls. It halves the power and defense of the obelisk's attacks.
Blue Gem:	A gem that can be found in an underwater cave near Helion Ruins. It replenishes your health bar fully during the final boss. It can only be used once.
Magenta Gem:	A gem that is located in Bogana Village. Upgrades the Blue Gem's ability to be used infinitely.
Orange Fruit:	An orange fruit that can be found in a small patch of trees in Emerald Lake. This item is useless and has no effect, but is somehow required to progress through the story(?).
Map:	It's a map given to you by Cleo. It basically tracks where you are on the map.
Anywhere Door:	A gadget that allows you to teleport anywhere on the map, including dungeons.
Camping Capsule:	A gadget that allows you to sleep anywhere you want. It doesn't save your game, however.
Medicine Bottles:	It's an item that replenishes your health. Its effectiveness depends on the cap: Blue for 1 heart, green for 2, and red for 3.

#### [SGC-2]: Every Collectable Gadget

Below is a list of Secret Gadgets you can collect in the game. All of Doraemon's Secret Gadgets had scattered across the land of Crysteka during the commotion in time space. Noby and co. will come across every one of them during their journey and will have to use them to progress. There are 67 Secret Gadgets available in the game, with the 5 remaining slots being empty spaces. You don't have to collect everything, as these gadgets fall into 5 categories:

- Gadgets used to progress through the story.
- Gadgets that have practical uses.
- Gadgets that can be used as weapons.
- Gadgets that are only available and used in dungeon stages.
- Gadgets that serve as collectibles.

All Secret Gadget locations have been listed in the walkthrough for each area.

List of Gadgets:

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- #01 Air Cannon: An arm cannon that allows the user to fire compressed air at their target.
  - #02 Shockwave Gun: A gun with harmless bullets that causes the target to swell up like a balloon.
  - #03 Moving Mic: Say anything through the mic and whatever you say will move a person's heart.
  - #04 Champion Gloves: A pair of boxing gloves which strengthens your punches like a boxer.
  - #05 Feint Bang: Harmless grenades that can scare its targets with flashing lights and noises.
  - #06 Hopter: A small, attachable device that allows the user to fly into the skies.
  - #07 Mad Watch: A small stopwatch that can stop, start, speed up and slow down time.
  - #08 Cleanse Seal: A seal that wards off any evil or danger to the user.
  - #09 Anywhere Door: A door that leads to anywhere the user desires within 10 million light years.
  - #10 Pass Loop: A loop that lets the user to pass through any solid or translucent objects.
  - #11 Voice Solidifier: A drink that solidifies your voice when you scream or yell.
  - #12 Shrink Ray: Self-explanatory, shrinks down its target to a very small size.
  - #13 Wild Beast Taming Pellets: Pellets that tames even the wildest of animals, even prehistoric animals.
  - #14 Air Tube: A pair of small, nostril-sized tubes that allows the user to breath underwater.
  - #15 Timekerchief: A big cloth that can reverse or advance time, depending on which side was used.
  - #16 Deep Sea Cream: A body cream that allows the user to adapt to the change of underwater pressure.
  - #17 Jack's Magic Bean: A magic bean that can grow or shrink on command once it has been planted.
  - #18 Adapting Ray: Allows the user to adapt to change in pressure, such as underwater or outer space.



- #19 Universal Controller: Allows the user to control any animate or inanimate objects, or have an easier control on any transportation device.
- #20 Cloud Hardening Spray: A spray that hardens any cloud, allowing the user to walk on it like solid ground.
- #21 Upgrade Gas: A spray that upgrades any machine's power and a person's ability.
- #22 Time TV: Allows the user to watch any past or future event from any time period.
- #23 Instant Wardrobe Camera: A camera that changes a person's clothes instantly based on an image of any clothing.
- #24 Camping Capsule: A pocket-sized tent which can grow when planted on the ground, has many camping needs within the tent.
- #25 Translation Gummy: A gummy that allows the user to speak through any language barriers.
- #26 "What If" Phone Booth: A phone booth that will allow the user to experience whatever the user wishes to change on the world.
- #27 Lost & Found Fishing Pond: Allows the user to find any item they lost easily, comes with the Super Fishing Rod.
- #28 Echo Mountain: Allows the user to mute and record any sound or noise and play it at a later time.
- #29 Cordless Phones: Can-shaped phones that allow the users to call one another wirelessly.
- #30 Fable Shoes: A pair of "one size fits all" shoes that allows the user to enter a storybook.
- #31 Mini Doraemon: A mini version of Doraemon. Functions and acts like Doraemon, but speaks in "minidora" language. Possesses every gadget Doraemon has, but much smaller.
- #32 Underwater Buggy: A buggy that allows the user to drive smoothly on the deep sea floor.
- #33 Spare Pocket: Self-explanatory, it's Doraemon's spare 4th-Dimensional Secret Gadget Pocket.
- #34 Scud Shoes: A pair of shoes that lets the user walk 10 times faster, and prevents the user from floating off by making the user's body heavier.
- #35 Cheetah Lotion: A lotion that allows the user to move as fast as a cheetah.
- #36 Solid Ground Liquifier: A spray can that allows the user to liquify solid ground, making anything sink through the ground.

#37 Boat Origami:	A strong boat created by a big and strong origami paper.
#38 Skyhorse:	A live bamboo stilt that resembles and acts like a horse. It can be tamed with carrots and allows the user to move faster on its body.
#39 Time Machine:	Self-explanatory, it's a machine that allows the user to time travel through the passage of time.
#40 Gravity Belt:	A belt that allows the user to change their gravitational pull at will.
#41 Anywhere Bow and Arrow:	A bow and arrow that lets the user to go anywhere, depending where the target is.
#42 Moses' Stick:	A stick that splits any body of water, its width can be adjusted.
#43 Atar Gun:	A gun that can home in on its target, no matter where they are.
#44 Shock Gun:	A gun that can fire a strong, electrical beam at its target.
#45 Hydraulic Gun:	A gun that can fire compressed water at its target, but it only works underwater.
#46 Tickling Gloves:	A pair of gloves that allow the user to tickle anyone from a distance.
#47 Super Gloves:	A pair of gloves that allow anything the user touches to become light as a feather.
#48 Stretching Hand:	A hand that can stretch very far away, allowing the user to grab anything from a distance.
#49 Invisible Paint:	A type of paint that turns anything invisible.
#50 Ultra Stopwatch:	A stopwatch that can stop and start time for a long period.
#51 Seasons in a Can:	Each of the 4 cans contain a season inside. Opening anyone of them will change the season in a room or area.
#52 Floral Spray:	A spray can that will cause any fauna to flourish and bloom on any soil or dirt.
#53 Sunlight Seeds:	Seeds that can spread around on any surface and light up as bright as the sun.
#54 Air Candy:	A candy that allows the user to breath underwater temporarily.
#55 Silencing Headphones:	Self-explanatory, it's a pair of headphones that silences any outside noise.

- #56 Heli-Camera: A camera with a propeller on top of it and it comes with a controller.
- #57 Spy Set: A spy set with a floating ear and eye, as well as the control machine.
- #58 Premonition Watch: A watch with a buzzer that can notify and warn the user of any premonition.
- #59 Truth Spray: A spray can that causes its target to only tell the truth.
- #60 Treasure Detector: A detector that can sense if there's anything buried underground.
- #61 A-Maze-ing Ball: A ball that helps the user to solve an area with a complex maze. It is 100% accurate.
- #62 Mood Maker Orchestra: A small robot orchestra that can change the user's mood through music.
- #63 Invisible Bodyguard: An invisible bodyguard that can only be seen in the dark. Protects anyone at all costs.
- #64 Super Fishing Rod: A fishing rod that can grab anything with the end of the line being a hand.
- #65 Memory Hammer: A hammer that allows the user to watch and remember any memory. It's useful for those that can't remember very much.
- #66 Come Come Mark: A mark that attracts its target to the direction of the mark.
- #67 Time Telephone: A telephone that allows the user to call anyone through time.

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5. Conclusion [CON]  
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---Author Thoughts---

So this is the end of the walkthrough, and I'll be wrapping up everything for this game. This game is a sequel for the first game on the Nintendo 64 and honestly, it wasn't really any better. The first game tried to copy what Super Mario 64 did, and ended up flopping with its floaty controls, weak story, and the fact that the main antagonist that seems to serve a role as Bowser. This game didn't perform too well, because it seems like they tried to do what TLoZ: OoT did. There are three objects you have to find, dungeons you have to explore, a day and night cycle, and has different races that reside near the mountains and rivers.

The game's story, from what I've researched, rushed, and it shows. The game itself looks and feels unfinished, as if this game is a beta version of what's supposed to be the full game. From what I can see, it seems like they

tried to combine Super Mario and Zelda mechanics together, and somehow did a half-decent job at it. However, the controls ended up holding it back. The platforming in the game is atrocious, and once you start jumping, you can just barely steer where you're going. It should be noted that you can easily slip off the edge of a platform on accident.

There isn't much on variety of weapons you can choose in dungeon stages. Two weapons shoot, two weapons charge, two weapons are close range, and only one weapon is a bomb that lobs a good distance away. In fact, you can beat this game with just three weapons: The Shockwave Gun, Feint Bangs and Super Gloves. You don't even need to get the other ones.

Unlike the weapons in this game, the character selection is pointless. None of these characters play any differently. You can just beat the game by just playing as the same character, with the exception of an event in Brani Village. Plus, you can only change characters when either the game feels like it, or when you're entering a dungeon. The only thing that changes when playing as any of them are the weapons. Each character boosts a certain weapon by 1.5 and let me tell you, this changes nothing, you can barely tell if it's stronger or not, because most of the times in these dungeons, there are barely any enemies around. When there are enemies, they just look generic and uninspired. One of them, that appears in all 3 dungeons, is literally just a white sphere with eyes and mouth.

The sound and music design is just kinda.. there, I guess? I mean, it's okay, but not something to write home about. The main cast from the 1979 adaptation of the anime do play their roles well. Although, the dialog within the cutscenes is kinda barebones if you ask me. They all talk when you choose a character, jump, try to travers in night time, take damage, fall into a pit, and when you get a game over. Also, this game's original characters don't have much speaking roles, either. The two side antagonists have more dialog compared to the archeologists. Another thing that bothers me is how characters will speak in cutscenes, but their mouths don't move at all.

Also, when I say this game is unfinished, there's an unused music track in the game that was once associated with a scrapped dungeon. That dungeon was for the Temple of Light. During the scene where Noby and co. are transported to the Temple of Light, there would've been a dungeon for them to go through first before the final boss. But somehow, they managed to scrap almost all of the data for it. Almost, because the music track is still in the game's files and is associated with a bugged out dungeon you can enter through a glitch involving the Anywhere Door.

I kinda forgot how to do this glitch correctly, but if you hover on the use option on the Anywhere Door, then press A and B at the same time while tilting the control stick as the screen transitions, then press A, it'll send you to this bugged out dungeon with this music playing in the background. It has a regal theme to it and seems to be just as short as the other dungeon music in the game and loops. Sadly, performing this glitch softlocks you in this dungeon because there's no way to exit.

Well, I don't want to keep on going, or else we'd be here all day. But let's wrap this up and say that hopefully those of you who are reading this found this walkthrough helpful, as when I had to look everywhere to try to clear this game from top to bottom. I don't mind if you share this walkthrough on any site, just as long as I'm credited. I'll see you all later, peace.

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