Mystical Ninja Starring Goemon Secrets/Glitches FAQ

by gundam_fire

Updated to v1.2 on May 11, 2002

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Mystical Ninja: Starring Goemon
Secrets/Glitches Guide
Last updated:05/11/02
System: Nintendo 64

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I.- Intro
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Ok, so I own Mystical Ninja for Nintendo 64, and I've finished it over and over again and one day, I got bored.

So bored, I decided to write this Guide on Glitches, not a guide to help you finish the game but a guide for those who have gotten bored of watching the Dancin'and Kitty Lilly scenes and need some new challenges.

I know the game is now really, realy old, but I don't see why Somebody like me shouldn't write a Glitches faq for it.

I'd also like to say that I think Mystical Ninja for N64 is one of the most Bugged games I've ever played. I mean really! The programmers have done a poor job in testing it for glitches because theirs a lot, I could have done a better job!

Furthermore, this Guide will give an in-depth look at all the Glitches I have found in the game and a look at all the Secrets I think are worthwhile posting in this guide.

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II.- The Secrets

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The Sound Mode Option

This will be available for you in the options menu at the start screen once you have reached the Wartime Kabuki robot: Kashiwagi, and it asks if you would like to save your point in the Adventure diary, not when you've finished the game as initially thought.

This is a neat addition to the game, you can choose to hear any tune/song from Mystical Ninja.

The Consecutive Boss Fighting Mode

Once you has successfully completed the game, and collected all 45 fortune dolls you will be given the Impact Boss Fighting Mode in the options menu.

This is basically just fighting all of the Impact bosses in a row to win a prize...

Secret Impact Picture

This is the prize you get when you finish the Consecutive Boss mode. Its just a lame picture of Impact and a few bosses from the game.

Watch Impacts Head Spin

During near the end of an Impact movie scene, when the background is made of yellow and orange ribbons, you will be able to move his head around with the control stick, but only for a brief moment of time.

Use rumble pack in Impact Stages

You can use the rumble pack when playing as Impact. It doesn't say this anywhere in the manual officially, but it does work.

Sasuke can attack with his hair

This isn't really a secret at all, I just thought it was weird. Hold [Z] and press (B) while using Sasuke.

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III.- The Glitches

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These Glitches will appear in alphabetical order of the region, then the town/area that they appear in.

All of these glitches I have found myself and have been proven to work by me. They are also in steps to make it easier for you to understand.

But before you go off to test these glitches, you must have first got up to receiving Sasukes Jet Pack magic power, otherwise a lot of these glitches wont be able to be completed properly.

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%%%%%CHUGOKU REGION%%%%%

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(none catalogued as of yet)

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%%%%%KANSAI REGION%%%%%

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(none catalogued as of yet)

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%%%%%KANTOU REGION%%%%%

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%Over the fence glitch%
Area: Musashi
Character required: Sasuke

1.When in Musashi, walk down to the large fence in the water.

2.Go to the right side of the fence where it connects to the stone wall.

3.Use Sasukes jet pack to slide off the wall and over the fence, and into an unmapped area.

Here you can swim far out to sea, or even walk around to the other side of the Musashi building structure, but be careful not to fall into space. This is one of my personal favorites!

%Walk in the air glitch%
Area: Oedo town Castle, broken bridge-outside

Character required: Any

1.Upon entering the area with star blocks, via the Oedo Castle main gate, and make you way to the sign.

2.You must then jump onto the fence behind the sign, and face away from the sign to make this work.

3.Carefully, jump backward over the sign and you should now be walking in the air above.

Be careful not to fall of the invisible walls and into the water, if you do you should change into Ebusimaru and use his dwarf magic to swim of the water to get placed back at the sign.

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%%%%%NORTHEAST REGION%%%%%

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%Falling through the step glitch%
Area: Festival village, before Drummers tower
Character required: Any

1.Simply enter the area where the Drummer tower is.

2.Jump into the sloped wall on the right-side of the stone steps, you will fall through.

This is probably the easiest glitch in the entire game, its very simple to perform.

%Stuck in Submarine glitch%
Area: Gourme Submarine, Japan Sea
Character required: Yae and Ebusimaru

1.As soon as you enter the Gourmet Sub, via the Japan Sea swim up and you will be in the long room with a fan at the far end.

2.Try and swim into the roof directly above the passage you just came in through, with any luck you will be above the nexus of rooms in a large black area.

3.To get out, swim straight up until you reach the surface of the invisible water (trust me) and change to Ebusimaru and use his dwarf magic power.

4.As Mini-Ebusimaru, swim over to and above the fan, making your way to the right side until you fall into space.

5.When you get re-sporned, you come back still as Mini-Ebusimaru and you are stuck in the fans current. The Music has also changed from tune No.34, into No.35.

I don't know if you can get out of this position or not, but if anybody Finds out how to do so please email me the facts.

%Walk above the ice glitch NO.1%
Area: Japan Sea+Mutsu Shoreline
Character required: Yae and Sasuke

1.Enter the Japan sea area, via the underwater passage at Mutsu shoreline by using Yae's mermaid magic power.

2.As soon as you enter the Japan Sea, turn directly to your far right and swim up and in towards the corner where the stone and ice walls meet.

3.You should now be at the surface and above the entire Sea of Japan, floating on invisible water.

4.From this point on you can either swim outside the walled area and into space, or you can swim above and onto a wall so that your standing.

5.Once your standing, use Sasukes jet pack magic power to jump up and with any luck, you should now be able to walk across the Japan sea freely. You can also change into any character from this point.

6.To get back in under the ice and into the water, you must try and walk of the walls edge, but DON'T FALL INTO SPACE. Once your back in the invisible water its just a matter of swimming back down into the sea.

One more thing! When your above the sea floating on the surface of the invisible water, swim above and out the way you came into the Japan sea to the Mutsu Shorline. If it worked the music will change into tune NO.34, which is the tune you would normally hear when you first enter the Gourmet Submarine.

BE WARNED! The music does not always change back to normal, not until you have switched the power to it's off position.

%Walk above the ice glitch NO.2%
Area: Japan Sea
Character required: Yae and Sasuke

This is Just another way to get above the Ice of the Japan Sea. Its a little trickier than the first way and I don't recommend it either but you should still try this way just for fun.

1.Make your way into the Japan Sea area, via the underwater passage at Mutsu Shoreline using Yae's mermaid magic power.

2.As you enter the Japan Sea swim past the first Green Seahorse and turn left and down past another Green Seahorse and stop when you get close to the first Spikey Ball enemy you see.

3.You should also see another Spiky Ball enemy past the first one, your job is to line up the first Spiky ball with the one behind it. Where they point to is almost exactly where you should swim into.

4.Swim up and into the wall area pointed out to you. You should now be outside the walled area in space. Just do the same as in the first ice glitch, but be more careful not to fall into space. Be patient getting to the surface too, for the camera in this glitch doesn't like to follow you that well at all.

If anybody knows any other ways to get above the Japan sea, I'm shore I could post them in this FAQ.

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%%%%%SHIKOKU REGION%%%%%

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%Falling through the Hill glitch%
Area: Outside Dogo Hot Springs, Iyo
Character required: Sasuke

1.Enter the area called Iyo, and walk up to the locked Hot Springs door.

2.Proceed to the right side of the front of this building, where the green hill meets the buildings right side.

3.Use Sasukes Jet Pack power to land on the green hill to the right.

4. Carefully walk forward a little and use Sasukes Jet Pack again to go higher. You should eventually fall through the hill and into space

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%Fall behind Hot Springs glitch%
Area: Outside Dogo Hot Springs, Iyo
Character required: Sasuke

1.Start by standing at the front entrance to the Dogo Hot Springs area.

2.Walk over towards the groups of trees and carefully jump onto the small fence behind, making shore you don't fall down.

3.Next you will need to face slightly to the right. Use Sasukes Jet Pack power to fall behind the larger brown fence and onto a small flat area.

4.You must now walk across the hillside towards Dogo Hot Springs and fall behind The Hot Springs entrance!

Another interesting thing to do while on the green hillside is to trek over towards the entrance to Iyo, and fall behind the door!

%Walk on Iyo Coffee Shop roof%
Area: Iyo, Outside Coffee shop
Character required: Ebusimaru and Sasuke

1.To get on the roof of Iyo's Coffee Shop, which is in the same area as the entrance to Dogo Hot Springs, you must first change into Ebusimaru and use his shrinking magic.

2.As Mini-Ebusimaru, walk behind the left side of the Coffe Shop, where the yellow bamboo rectangle is leaning against the wall.

3.Gradually, you can climb the green hill to the left until you reach a point where their is enough space to change back into your normal size.

4.While standing on the green hill, turn to face the Coffee Shop and change into Sasuke. Use his Jet Pack Magic to launch yourself onto the top of the roof!

Tragically, you can't stay on the roof for long until you slide off. But when you slide off, you may be able to direct yourself into one of the stone walls below and maybe into another glitch?

%Kompira Mountain glitch NO.1%
Area: Kompira Mountain, 4th block
Character required: Sasuke

1.Upon entering the forth block on Kompira Mountain, make your way to the left wall and use Sasukes Jet Pack magic to land on top of the roof.

%Kompira Mountain glitch NO.2%
Area: Kompira Mountain, Coffee Shop, 3rd block
Character required: Sasuke

1.Next to the Kompira Coffee shop you can use Sasukes Jet Pack power to land on the roof of the entrance to the 4th block.

2.If you keep using Sasukes Jet Pack power to get to the very top of the roof, you can jump onto the Coffee shop roof!

If you land on the Coffee shop roof successfully, you may end up being stuck in a lying down position.

%Kompira Mountain glitch NO.3%
Area: Kompira Mountain, 2nd block
Character required: Sasuke

1.Upon exiting the 3rd block on Kompira mountain, and entering to the 2nd block Jet Pack over the roof to the left and you will manage fall into space.

%The Vine bridge door glitch%

Area: Tosa, Vine bridge
Character required: Sasuke

1.To get to the Vine Bridge you must make your way to Folky poke village and then into the area named Tosa.

2.From Tosa, proceed up the hill and through the door onto the Vine bridge.

3.Go to the far side of the bridge and use Sasukes Jet Pack magic to jump onto the pillar support without the danger sign next to it.

4.You must then jump onto the hillside and stand as close as you can to the door, then use Sasukes Jet Pack power to launch you over and behind the door.

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%%%%%MISCELLANEOUS GLITCHES%%%%%

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IV.- Version History

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-<((Version 1.2))>- (05/11/02)

-Major overhaul on FAQ.
-Changed Layout totally.

-<((Version 1.1))>- (13/10/01)

-Added site name of a new host that displays my FAQ, www.neoseeker.com
-Changed a few things around in the credits.

-<((Version 1.0))>- (10/10/01)

-This is the first version of this FAQ! and it needs a bit more work to make it complete.
-I'm shore that I haven't found all of the bugs this game has to offer.

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V.- Credits

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%%%%%THANKS TO%%%%%

Potatocake............-For introducing me to the game

Triggahappy_Squiral....-For suggestions towards this FAQ

%%%%%ALSO THANKS TO%%%%%

Konami...........-For making one of the most intriguing games ever.

GameFaqs/CjayC....-Moron at gamefaqs who doesn't post my faqs correctly.

Neoseeker Admins..-Those Guys who have to put up with me ;).

VI.- Copyright Info

All references to Mystical Ninja and it's Characters are copyrighted by ｳKonami 1998. I have no affiliation with Konami in any way.

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Please feel free to send me any corrections to possible errors that I
may have made, suggestions or bugs you want posted in this FAQ to:

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