

# Incredible Crisis Taneo Walkthrough

by BoredGamer

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TANEO FAQ/WALKTHROUGH (FOR THE GAME "INCREDIBLE CRISIS")

For play on Sony PlayStation

Presented by Joseph Shaffer (Joe the Destroyer)

Version: 1.11

Last Updated: 11/12/10

Phase: TECHNICALLY COMPLETE

THE FOLLOWING SITES HAVE BEEN GIVEN HOSTING PRIVILEGES:

GameFAQs ([www.gamefaqs.com](http://www.gamefaqs.com))

NeoSeeker ([www.neoseeker.com](http://www.neoseeker.com))

PlayStation Cheat.net ([www.psxcodez.com](http://www.psxcodez.com))

IGN ([www.ign.com](http://www.ign.com))

HonestGamers ([www.honestgamers.com](http://www.honestgamers.com))

If you are e-mailing me about feedback, questions, or anything having to do with any FAQ, please send it to [thechowrocker@yahoo.com](mailto:thechowrocker@yahoo.com). IMPORTANT: If you are going to send me an e-mail regarding any FAQ or review I've written, please include the game's name in the subject, OTHERWISE IT WILL BE DELETED.

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## UPDATE HISTORY

1/8/02- Finally got around to creating the FAQ and even have a VCR to record some of the necessary information.

1/13/02- Section 1 complete. Added questions to FAQ. Legal Bit is up. Walkthrough covers Taneo's section of the game.

1/14/02- Added some ambulance questions thanks to Sailor Bacon. This FAQ is declared "technically complete." Time to move on to Etsuko's Walkthrough.

1/20/01- Changed the ASCII art.

11/12/02- FAQ-wide update...

8/27/03- Yet another FAQ-wide update. See above for details.

11/12/10

-12:05 AM Update

Fixed some spelling and grammatical errors, but didn't do a huge overhaul to the FAQ.

Reference Credit goes to:

Instruction book for some of Taneo's descriptions

Sailor Bacon/SB Allen for the ambulance list

Contents According to Joe

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Section 1: Profile: Taneo Tanamatsuri

Section 2: Walkthrough  
2A: Chapter 1: Goodbye Imperial Development Company  
2B: Chapter 2: Taneo- 5 Seconds Before Explosion  
2C: Chapter 3: Up in Smoke in Tokyo Bay  
Section 3: FAQ  
Section 4: Legal Bit  
Section 5: Thank You and Goodbye

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/ SECTION 1: PROFILE: Taneo Tanamatsuri \  
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Character Name: Taneo Tanamatsuri

Age: 47

Blood Type: O

Occupation: Works for Imperial Development Company

Background: Taneo is a rather unlucky and somewhat introverted person. He's easily excited and doesn't like to be. He'd rather just sit at his desk and work while also performing other not-so-exciting tasks with ease and without so much stress. He works at Imperial Development Company, where he has the hots for a new woman working there (party to his borderline-infidelous acts at the end of chapter 2).

Mini-games:

Chapter 1-  
Dance Fever Taneo  
Bowling Inferno  
Elevator of Doom!  
Nerd on a Wire

Chapter 2-  
Paramedics: The A Team  
Let's Go by Stretcher!  
Love, Fireworks, and Ferris Wheel

Chapter 3-  
Independence Bay  
Titanic Away

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/ SECTION 2: WALKTHROUGH \  
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2A: Taneo's Walkthrough

-CHAPTER 1- GOODBYE IMPERIAL DEVELOPMENT COMPANY-

Sitting at a desk in one of Imperial Development Company's tall buildings is Taneo, a particularly unlucky individual who seems a bit reluctant to work today. In this chapter, we guide him safely through this building-o-doom and try to maintain his stress level such that he does not snap. You start the

game out with four continues. Let's hope you don't have to use them too often.

This chapter is comprised of four mini-games. Most of them involve patience. This is also the longest chapter in the game, being that it is the only one that actually has four mini-games (the rest have two to three).

#### -GAME 1: TANEQ DANCE FEVER

Description: It's time for Taneo's workspace to exhibit their physical activity and health code. To do so, they have set up a portion of time in the day to dance. Taneo does not want to look like an idiot at this showing because the cute, new girl at Imperial is the dance instructor and Taneo hopes to impress her (even though he's married, tee hee!).

Objective: If you've ever played games like Um-Jammer Lammy, you should be quite familiar with this mini-game. There is a bar at the top of the screen and different buttons running from right to left across the bar. As they come to the bar, you must push the button presented. If you miss one, Taneo will make a strange noise and stumble, thereby increasing his stress. If his stress increases to full, he will snap and you will have to use a continue or quit.

A sample of what this screen would look like would be something like this... (except replace the words with their rightful icons)

--up---down---left---left---square---circle---...

Later on, the order becomes even closer together, thus making the game a lot faster (this is where patience really plays a roll).

-up-down-left-right-triangle-triangle-circle...

#### Tips and Notes

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-The buttons are randomized. In other words, you don't have to push the same buttons in one game as you would another.

-Do not use one of your continues on this mini-game if you get a game over. It may take longer, but quit if you do. Either way, you will have to start over on the same game, but if you quit and start over, you won't lose any continues.

-Timing and attentiveness play important roles in this game. Do not pay attention to what Taneo or anyone else in the game is doing. Pay attention to the order of buttons as they scroll across the screen instead. Right as they about to come to the middle, push the button. I've noticed that if I wait until it hits the middle exactly, the icon would have already passed and I would miss. Also be aware of whether or not you're using a standard definition or high definition television, as the timing on either one could be a tad different.

-If you're not used to playing games like this, keep practicing.

-Twice at the very end, the game will ask you to quickly and continually push X to fill in the silhouette of the dancer. If done right, this can greatly decrease stress.

-As you get more and more of the buttons right in a row, Taneo's stress will begin to deplete. Yes, this is a good thing.

## -GAME 2: BOWLING INFERNO

Description: Back to work for Taneo. They are now putting the finishing touches on the statue at the top of the tower. All seems well until the huge stone globe being added to the top of the tower falls off and crashes through the window into Taneo's work space. It seems as though the globe has a mind of its own and now Taneo must escape the crazed mass.

Obeject: You must escape the globe as it's rolling at you. Taneo will run on his own, but he will accelerate positively as you push the X button. At the bottom of the screen are power drinks. Each time you push X, a drink is used that increases Taneo's speed temporarily. There are also obstacles that appear as you run along the hall. To avoid these, push up or down (depending on what they are). If the globe gets too close to Taneo, it will crush him and you will have to use a continue. This is divided into three short segments.

### Tips and Notes

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-Do not frantically push X. This will cause your supply of drinks to run out too quickly. If Taneo's drinks run out, you have to wait for them to replenish. In that time, the globe could gain on you and you'd have to frantically use them again. Your chances of completing this are very slim if you just keep mashing the X button repeatedly.

-At the bottom of the screen is a meter with the relative position of the globe, Taneo, and the goal of the segment. In between the globe and Taneo is a colored patch. When you are at a safe distance, the patch will be blue. However, at a dangerous distance, it will become red. This is when you want to start pushing X to get away from the globe. Try pushing X just before or right as it goes red, but don't push it too frantically. What I find helps is to push until I've used about three of the five drinks, then let the drinks replenish a bit (this does not mean full). If you have to go beyond three, even to all five, do so, but be very careful.

-Again, I emphasize this: when the globe is close to you (red patch) and it comes time to push X to use drinks, do not frantically do it here. Nurse your drinks and use them wisely. It shouldn't take too long for them to replenish.

-Towards the end of the second segment are two ladders. This means push down. As they are coming at you, do so and hope that Taneo doesn't run into them. If he does, he will fall back a little bit, giving the globe a slight edge on you.

-The third segment has three obstacles at relatively equidistant locations. The first is the small barricade at the very beginning (push up), the second is a ladder in the middle (push down), and the last is another barricade at the end (push up). Remember while dodging to push X at appropriate times to avoid the globe. Once you pass the third barricade, you've completed the mini-game.

## -GAME 3: ELEVATOR OF DOOM!

Description: Taneo seems to have alluded the globe and made it to the elevator. As he is on his way down, he feels a powerful force strike the elevator.

D'oh! The globe seems to have busted a hole in the top of the elevator and caused it to shoot downward from the impact of the crash. Taneo now must pound on the brake to get the elevator to stop.

Objective: You must continually press the X button, which will cause Taneo to push the break. Each time you push X, a meter on the left will fill up, but recede. There will also be different objects falling from the hole in the ceiling of the elevator. As they come down, they will hit Taneo in the head unless you push one of the left or right on the D-pad to dodge them. If they do hit him, he will be temporarily stopped and the meter to the left will be allowed to empty yet again. If you let the elevator reach the bottom, you lose.

#### Tips and Notes

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-I suppose it would be a good idea to mention you have to actually stop the elevator twice because it will start back up again after you stop it the first time.

-Speed counts here. So does paying attention. Do not concern yourself too much with the brake meter or the timer. Be more concerned with the objects coming through the ceiling.

-Do not jump over the instant you see an object appear. Objects mainly hit the ceiling first, bounce up, then fall through the hole. This serves as a warning indicator so you are ready to dodge. Just keep pushing X until you finally see the object fall through the hole. That is your cue to push over and dodge the object. Do not jump the gun, as that can cost you some valuable meter filling.

-This game is pausable. If you find that your thumb is getting all too tired, pause the game and let it rest a bit.

#### -GAME 4: NERD ON A WIRE

Description: Taneo has escaped the globe yet again, but the blast has thrown him into a compromised position on a pole on the outside of Imperial's building.

Object: You must try to get Taneo off the pole before it falls. To do this, you must hold X and watch the meter fill up. When you release X, the meter will stop. You want it to stop on the green area. If it stops on the green, Taneo will move forward carefully. However, if it stops on the blue, he will jump forward and stumble and need to rebalance his weight so that he stays on the pole. Do so by using the left and right D-pad buttons. Hitting red will cause him to almost fall and make no progress.

#### Tips and Notes

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-Do not hold the button for too long. If you do, you will overshoot the green part of the line. If you do not release the button at all, it will automatically act as you landed on a red.

-Timing is yet another key here, and timing in this game mainly comes through playing it a few times. I've also noticed it helps to get acquainted with the rhythm of the sounds in the game. In other words, pay attention to what sounds play around the time you release. This may not help for all people, but

for anyone auditorially oriented, this can be a key. It's like there's a rhythm to this game.

-Keep an eye on the meter when balancing Taneo. You want the luminating strip that keeps running back and forth to stop in the middle of the screen. To do so, push a direction to get it close to the center. As the strip is coming to the center, try to slow it down by pushing the other direction, but not too hard or too long. Make sure you do this before you hit the center, as that can help at times.

With that said, this chapter is complete.

#### -CHAPTER 2: TANEO- 5 SECONDS BEFORE EXPLOSION-

In this chapter, we follow Taneo as he tries to escape danger and possibly make his way home. He will start out in an ambulance which picked him up after taking a nasty bump on the head in the previous chapter.

#### -GAME 1: PARAMEDICS: THE A TEAM

Description: Taneo is in an ambulance. To see whether or not Taneo truly needs their help, some paramedics will ask him various questions to see if he is still in the proper frame of mind. If he is, then they will release him.

Object: You must answer ten questions correctly of the ones they give you. They are all yes or no questions. Press X to indicate yes and Circle to indicate no. If you miss 2 questions in a row, you will be shocked. The shock will increase your stress level. If your stress fully builds up before you can answer ten questions correctly, you will lose.

#### Tips and Notes

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There aren't too many I can give you. Hopefully, you saved after completing the last chapter as doing so can allow you to start over here. That way, if you lose, you won't have to waste a continue, but rather reload your game from the memory card. Also, don't jump the gun. Give the question a little thought (if need be) before deciding (be sure to pause before thinking; you've only got a few seconds before they zap you and pausing will keep that from happening). Having a calculator can be helpful here, too.

There is a question that asks if California is the western-most state of the US. Bear in mind, they mean all of the US, not just the 48 contiguous states.

If you don't know (it's understandable on a few questions), then guess.

#### Questions and Their Answers

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Remember, it's X for yes and Circle for no. I may not have all the questions right away, but I'm going to try to add as many as I can over time.

Q: Is 47326 an even number?

A: Yes

Q: Did Nightengale take an active role during the Crimean War?

A: Yes

Q: Is  $1+1/1=2$ ?

A: Yes

Q: Is 45683 an odd number?

A: Yes

Q: Is soccer played by 15 people per team?

A: No

Q: Is basketball, a sport (duh), played by 5 people per team?

A: Yes

Q: Is California the western-most state in the United States?

A: No

Q: Is soccer played by 11 people per team?

A: Yes

Q: Is  $1+1=1$ ?

A: No

Q: Is the currency of Japan Lila?

A: No

Q: Is  $534 \times 10 = 5340$ ?

A: Yes

Q: Is  $21131 \times 9458 = 199856998$ ?

A: Yes

Q: Is 447784 an odd number?

A: No

Q: Taro is heavier than Hanako; Pierre is heavier than Taro. Hanako is the oldest and Pierre was born before Taro. Is Pierre the heaviest?

A: Yes

Q: Taro is heavier than Hanako; Pierre is heavier than Taro. Hanako is the oldest and Pierre was born before Taro. Is Taro heavier than Pierre?

A: No

Q: Is the currency of Japan Yen?

A: Yes

Q: Is the French flag the oldest national flag in the world?

A: No

-This section is courtesy of Sailor Bacon. Thank you very much!-

Is Maine the northernmost state in the US? NO

Is basketball, a sport, played by 6 people per team? NO

Is the Danish flag the oldest national flag in the world? YES

Is 1 kilogram equal to 1000000 milligrams? YES

Is 1 kilometer equal to 1000000 millimeters? YES

Is 1 kilogram equal to 1000 grams? YES

Is 1 kilometer equal to 100000 liters? NO

Is 1 centimeter equal to 10 milliliters? NO

Is the height of Tokyo Tower 353 centimeters? NO

HAHOHOHOHOHOHIHOHUHOHO... Were there 12 HO's? YES

Is 100 minutes past 11:15 12:55? YES

Is 100 minutes past 11:15 12:45? NO

Is  $1+1+1+1+1+1+1+1+2+3 = 12$ ? NO

Possibly more questions to come. I think any more would be somewhat redundant, but if I see any worth noting, you will see them here.

-GAME 2: LET'S GO BY STRETCHER!

Description: Taneo has been approved by the paramedics that he is okay and is now released! Of course, they also didn't bother to stop the ambulance before letting him out. So now, Taneo is fastened to the stretcher with nowhere to go.

Objective: Survive the level, basically. Avoid obstacles that come at you. Hitting barricades causes Taneo to go out of control and hitting vehicles will cause him to fly in the air. If Taneo's stress builds up too high, it's game over and you'll be forced to use a continue.

Tips and Notes

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-At times it can be helpful to just switch between two different lanes.

-There are five "lanes" that you can choose from while moving. The center lane is the one you start on.

-Pay close attention to what's coming at you and what could be beyond that. If there's an easier way to avoid a couple of different hazards, take that path.

-Keep an eye on cars. No matter where you are, they will swerve. If a car is right in front of you when it first appears, then stay still because cars usually tend to swerve out of the lane they started in and never return to it.

-Unlike cars, trucks and motorcycles do not swerve.

-GAME 3: LOVE, FIREWORKS, AND FERRIS WHEEL

Description: Taneo has successfully gotten off the stretcher and has bumped into the new girl from work. She leads him to a ferris wheel, where Taneo will give her a back massage. Yet another chance for Taneo to try to impress the newbie.

Objective: The woman will tell you where the spot she wants massaged is located. You must push the directional button and get it onto the spot, then massage it by rapidly pushing X. Doing so will fill up a meter, then she will switch to a new spot that needs massaging. If you fill the meter full, the game will be completed. Bear in mind that the meter will slowly decrease when



you're not massaging her.

#### Tips and Notes

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-First off, push X to find out which direction she wants to go. Pay attention to the descriptions...

All the way [insert direction]- Very far off

Further [insert direction]- Far

A little [insert direction]- Fairly close

A little bit [insert direction]- Close

A tiny bit [insert direction]- Very close

-Push X every now and then to see how close you are. Keep in mind that she may ask you to move several different directions in each spot.

-If you go too far a certain way, she'll say, "You dirty old man!" That will also cause you to start from the initial location you started from.

-When you hear her moan, keep pushing X as fast as you can. After a while, it will switch to a new spot.

Thus concludes chapter 2.

#### -CHAPTER 3: UP IN SMOKE AT TOKYO BAY-

Taneo has unfortunately landed in Tokyo Bay. From here, the only objective is to head home, but...

This is a fairly short chapter. Only two mini-games long. In fact, all chapters from here on will not exceed 2 mini-games.

#### -GAME 1: INDEPENDENCE BAY

Description: ...Ririka has warned her father not to let the fighter jets and ships harm the giant UFO in the sky. Luckily, Taneo has landed near a cannon. So, he plans to use that to destroy the missiles that they fire.

Objective: You must keep the fighter planes and ships from attacking the UFO by aiming and firing at the missiles they shoot (they have little, red boxes around them). You've also got to destroy any incoming missiles. If you're stress level builds up too high, as usual, it's game over.

#### Tips and Notes

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-Continually pushing X can help here as it has no repercussions. By doing so, you are more likely to hit a missile than by just pushing it once. So, when aiming for a missile, fire a bunch of times and make sure you hit it. When it explodes, be sure to take out any others you see. There's no need to frantically push, just push at a moderate pace.

-Keep the camera just such that you can see if the ships are shooting any missiles at you and the UFO at the same time.

-Oncoming missiles should be a higher priority than those heading toward the UFO. Blast those first.

## -GAME 2: TITANIC AWAY

Description: Taneo needs to get back to the shore. He is currently on a small boat with a rather... interesting captain. Taneo decides it's a good idea to get curious and pulls a huge cork out of the floor of the boat, letting the water leak through the hole it was plugging.

Objective: You must get the boat to shore without sinking. To do this, you must fill a bucket full of water by pushing X really fast, then casting it over the edge by pushing Triangle. This does not mean the boat has to be totally empty of water, but you do want it relatively close at most times. Items will at times fall out of the screen, so you must push the left or right directional buttons to open an umbrella and keep them from hitting Taneo's head. If they do, he'll be thrown off and the water will refill while he's not working. Keep in mind that the boat is constantly filling up.

### Tips and Notes

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-Every now and then, the other guy in the boat will be shot into the air. Try to have an empty pail before he hits you. There is no way to avoid him.

-Judge carefully on the items that pop out of the hole. Ones that jump out low, immediately use the umbrella. Ones that pop out high (as in out of the screen), dump out the water you have and then use the umbrella.

-Notice that the water seems to appear in layers on the pail. The pails gets no fuller than five layers.

-I've noticed that it helps if you empty right after the fourth layer instead of going all the way for the fifth. The reason being is that you can start dumping more water out quicker if you empty it this early. Getting a fifth layer seems to take a bit too much time and the fourth layer doesn't take much time at all.

### ----- / SECTION 3: FAQ \

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Q: How do I unlock the different mini-games to play outside of the actual game?

A: You must complete a chapter in each scenario.

Q: Are there any hidden mini-games?

A: None that I know of, but I'll keep you posted.

Q: How come some mini-games do not allow me to pause?

A: Because some of them would be made easier if you just kept pausing. That way, you would be able to anticipate something as it happens. Some games draw their difficulty from being fast.

Q: Do you know any cheat codes for this game?

A: I know none. Why not go to GameSages or Game Winners and look them up yourself?

Q: Are there any hidden characters in this game?

A: Nope, just the four family members presented.

Q: Can I send questions for the ambulance mini-game?

A: Only if they don't already appear on this FAQ.

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/ SECTION 4: LEGAL BIT \  
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/ SECTION 5: THANK YOU AND GOOD BYE \  
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Thank you to...

GameFAQs

NeoSeeker and their staff

HonestGamers ([www.honestgamers.com](http://www.honestgamers.com))

Everyone at PlayStation Cheat.net

Titus for brining Incredible Crisis to The States. If there's a sequel ever, I hope to see that as well...

Sailor Bacon for the ambulance list

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