

Miracle Girls (Import) FAQ/Walkthrough

by Damage_dealer

Updated to v1.00 on Aug 2, 2009

MIRACLE GIRLS

for Super Nintendo Entertainment System

FAQ/Walkthrough

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Version: 1.00

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01. INTRODUCTION	INT01
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Miracle Girls is a neat Japanese platformer, that was released in the year 1993. Although it's old, it's fun nonetheless. It kinda reminds of Super Mario World for the SNES console, but unfortunately this game is a lot shorter and doesn't have as much options as SM World had, but then again, it's like we are comparing an elephant to a fly. In this game, you meet two wonderful girls, Tomomi and Mikage, who are transported into a far and distant land by some sort of magic. They also have to save innocent people there, and return home safely. The plot is really weird, and I didn't understand much about it, but it's surely fun, too. Anyway, in the beginning you choose to play as Tomomi or Mikage and then you start your wonderful adventure through the terrains of the Magic Land!

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02. BASICS	BAS02
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The game has three modes: Story Mode, 1P vs. COM and 1P vs. 2P. I didn't try the latter two, so we'll be talking about the Story Mode here. The Story Mode contains 5 stages. The objective of the each stage is simple: get to the end, i.e. to your other girl friend, and defeat the boss afterwards. There are some

secrets in each stage, so be sure to check all the places to pick up extra items and stuff. Be careful, though, because the screen doesn't move left, it only moves right, meaning you won't be able to return if you missed something. On your journey, you will spot a fair amount of items and objects on your way. Here's a quick explanation of what they do:

GOLDEN HEART - does nothing, pretty much like coins in SM games (only that coins would give an extra life when you collect 100 of them, while these items don't).

GRAPES/STRAWBERRY/LEMON - extra life (one red heart is added). Keep in mind that you can't have more than 5 lives.

1-UP - 1 "continue" chance is added. They appear if you die, i.e. run out of lives.

B-BALL - gives an additional Candy Spray special attack, that defeats the enemies around you.

GUIDE BUBBLE - a bubble with a picture of your friend. It guides you through the colored platforms (Too bad it tells you what to do in Japanese T_T).

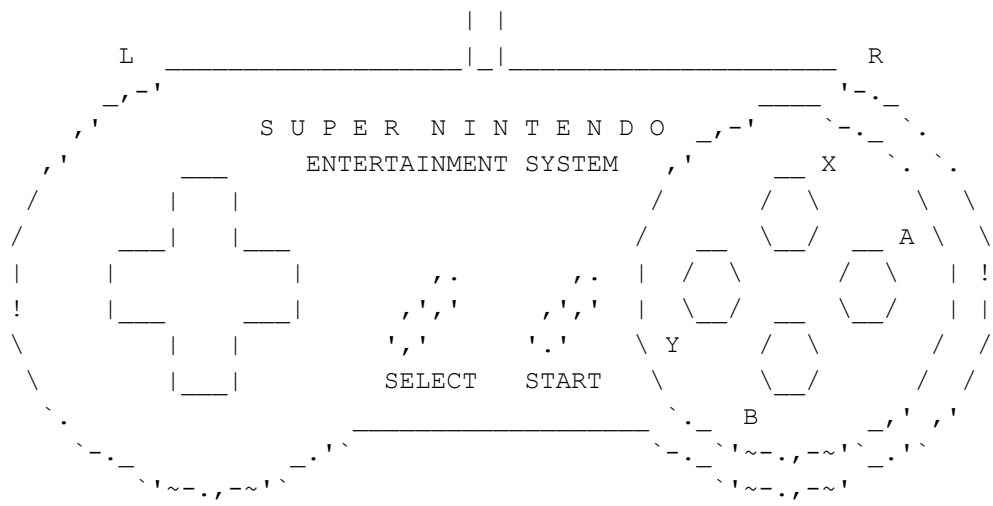
INVINCIBILITY STAR - you become invincible to your enemies for a short amount of time.

A few words about the enemies. You can't kill them with an ordinary candy throw, as it only stuns them for a short while, so be careful. Sometimes you can get to higher places, using stunned enemies as "stairs".

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03. CONTROLS CON03

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- D-Pad - Move your character
- A button - Jump
- B button - throw candy (stun enemies)
- Y button - special attack (after getting a B-ball)
- START - pause the game

The L and R shifts, the X and the SELECT buttons do not have any distinct use in this game.

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04. STORY MODE WALKTHROUGH WAL04

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| S T A G E 1. Flower Road |
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You'll encounter jumper bugs immediately after you start, then deal with white rabbits. You'll find your first Golden Heart here. Jump over the pink petal, and collect the grapes to get an extra life. Pick up the Guide Bubble. Jump on the white flower, then jump on the orange one, then on a white one again. Stun the flower pots and get another extra life. The place where two white balloons are leads to a hidden pink door with a mini-game inside.

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| Note: Mini-game |
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I didn't really get the jist of it, but it seems you can win a 3-UP if all the four pictures on the slot machine match. At least that's what I got ^_^!

When you encounter another white balloon, jump over it and over the pink petal to get to a pot and one more balloon. Stun the pot, jump on it, stun the white balloon and quickly get over to the pink petal. Collect four golden hearts. The other pink petal will take you down. You can take the lower path instead for an Invincibility Star, and run through the enemies to get one more extra life. The upper path further has a golden heart, a strawberry and a lemon. Either way, you'll find your friend in the end of the stage who will take you straight to the boss.

Boss: Bee Bandit

This boss is simple. You appear on a grid, where you have to play hide-&-seek with this fella, or shoot him to get more points. Two blobs of goo appear after a while, and they take away 1 point if they touch you or the boss. The main privilege of this boss is that if the battle ends in a draw, you will win too! So just run away from the boss until the timer drops to zero.

(Controls: A - shoot; B - block)

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| S T A G E 2. Clouds Island |
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New enemies here - ducks and pink pigs(?). The flying ducks circle in the air, amking it hard to stun them. Stun the pig in your way to get to a B-Ball. Get the bubble, jump in the wind. Stand on the orange flower, then jump in the wind again. The clouds disappear shortly after, so jump in the wind and on the white flower afterwards. Stun the white rabbit to use to for getting another extra life. The flying thingies appear. Jump on them to get a 1-Up. Follow the way through the clouds to get an Invincibility Star. After stunning more rabbits you'll meet your friend. There's also a hidden pink door here.

Boss: Swimmer Duck

Again, this boss is quite easy if you know what to do. You have to catch green clouds, and catch more of them than the duck before does the time ends. But the duck is cheating, of course - green and purple clouds count towards his score. Use waving for easier victory.

(Controls: A - jump; B - wave)

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| S T A G E 3. Sweet Hill |
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You'll be introduced to Orange Bombs in this level. Jump up in the air (using the hidden trampoline) to get a B-Ball. Grab another extra life along the way. Take the Guide Bubble, then jump on the orange flower. Getting those three golden hearts is a little risky. You may want to jump right before they appear on the screen, otherwise you'll just fall off the flower. Take the white one this time, then white one again (repeat the method that I described above to get 3 more golden hearts. Jump on the upper path to get 1-Up and some kind of a card (dunno what it does, though). Next up is series of slopes with weird cups running around. You can find an Invincibility Star and a lemon here. Just follow the way to the end.

Boss: Clown Mouse

You appear on a cake (WTF?), with 9 places where different colored bugs pop out. Hit the enemies quickly to beat the score of 70 points and you'll win. The green bug counts for 1 point, the grey one for 2 points, the purple one counts for two points plus it sends you swirling around the cake and killing the bugs that appear. Just mash the B button. The yellow bug is protected with a helm, but hitting it consistantly will bring you as much points as times you had hit it.

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| S T A G E 4. Toys Bridge |
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Flying kitties will appear, along with white rabbits. Use trampoline to get an extra life. There's also an Invincibility Star hidden a little further. After you get the Guide Bubble, use another trampoline to get a 1-Up. Next, jump on the orange platform. Jump tp avoid cannonballs. Take the white platform, white platform and the orange platform, grabbing two extra lives along the way. Use trampolines to get golden hearts. Beware of the yellow dices, that tend to get in your way. Take the lower path for a B-ball. There's another extra life just before the end of the stage.

Boss: Spring Toy

This is just like the first boss, only that in this battle four blobs of goo appear instead of two.

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| S T A G E 5. Magical Forest |
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The most annoying enemies reside here - sleeping ghosts that appear out of nowhere and shoot white balls at you. There are also larvas, but they're just nothing compared to the ghosts. Trampoline yourself up to get four golden hearts. Another hidden trampoline will take you to an Invincibility Star. Grab the Guide Bubble and prepare for a little challenge. You should take only orange platforms and stun the ghosts to ease your way through the platforms. Be sure to throw a candy right before the ghost appears, and on a certain altitude. If all is done right, you'll cross this part easily. A mix of larvas and ghost will follow. Another trampoline which leads to a B-ball and two golden hearts. Continue your path, while avoiding the ghosts and grabbing 3 extra lives on your way to the end.

Boss: Magician Owl

This boss contains three previous boss battles in order of appearance: Swimmer Duck, Clown Mouse (you have to get 80 points now) and Toy Spring. They all go in a row, but you should have enough continues to make it through. Once you're done, congrats on beating this short but fun game! Whooo!!!

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05. CREDITS/CONTACT INFO

CRE05
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Credits go to:

Nintendo - for making SNES

Takuyo - for publishing this game

SBallen - for putting my FAQ on GameFAQs

PUhler - for his review, that inspired me to write a FAQ for this little game

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Send any questions, corrections, suggestions or feedback to
damagedealer@ukr.net

If you've found a mistake, feel free to e-mail me at any time, though I don't plan on continuing the work on this guide in the future.

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