Super Gussun Oyoyo (Import) Guide

by Sky Render   Updated to v1.00 on May 24, 2005

> **This walkthrough was originally written for Super Gussun Oyoyo (Import) on the SNES, but the walkthrough is still applicable to the SNES version of the game.**

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Iku da ma!  Yasu, ne?


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                   Super Gussun Oyoyo 1 and 2
                      Comprehensive Guide

                         Version 1.00
                         By Sky Render




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    NOTE: This walkthrough employs the QuickFind system!  To locate data about
    a particular part of the game, simply search for the QuickFind code listed
    in the table of contents, found in brackets at the end of each entry!


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    Table of Contents                            QuickFind Code
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```
 Versus Mode                                        [S2VERSUS]
 Puzzle Gussun Mode                                 [S2PUZZLE]
 Options Menu                                       [S2OPTIONS]

IV. Conclusion
 Special Thanks To                                  [CTHANKSTO]
 Afterword                                          [CAFTERWRD]


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I. Introduction
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Preface                                             [IPREFACE]
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 Back in 1995, Banpresto released a Super Famicom port of the Japanese
arcade game called Gussun Oyoyo (which was made 2 years before that).  A
year later, they released a brand new set of levels based off of the
original, as well.  These two games (Super Gussun Oyoyo and Super Gussun
Oyoyo 2) are barely even heard of outside of Japan, but both games are
great fun.  They do require a bit of knowledge of Japanese to play, though,
so that's why (in part) I wrote this guide.  It covers all the gameplay
aspects as well as translating the gameplay options for the player.



Legal Spiel                                         [ILEGAL]
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 Standard legal boilerplate.  This guide was written by me (Sky Render),
and as such, it's my property.  Reposting of this guide in any form without
my consent is forbidden.  Do not modify this guide or repost it in modified
form, ever.  I did not make the game that this guide pertains to, and as
such, all credit for this title is given to the company that made it
(Banpresto/IREM Corporation).

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Revision History                                    [IREVISION]
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Version 1.00 (24 May 2004)
* Initial revision
* All basic sections present
* Puzzle Gussun mode for SGO2 not outlined fully



Contact Information                                 [ICONTACT]
---==


 If you find an error or ommision in this double-guide, please send me an
e-mail with the subject About Your SGO Guide detailing the problem.  The
address to send it to is:

torquemada_gi@hotmail.com


 Please don't send complaints or criticisms.  I don't care if you don't
like my guide, to be honest.
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II. Super Gussun Oyoyo
=-=-=

 This was the first one released on the Super Famicom. The graphics are
more grainy, and the music more tinny, but there are some features in the
first Gussun Oyoyo that aren't in the second one.

Gameplay Overview   [S1GAMEPLY]
----==

 The gameplay in Super Gussun Oyoyo is pretty simple. Gussun and/or Oyoyo
need to be lead to the exit of each level. Sometimes there is more than
one exit, so you occasionally have a few ways of going about this. You
guide them to the exit using Tetris-like "blocks", which they can climb.
You can also destroy these blocks with bombs, if they get in the way. Be
careful that you don't let your blocks get piled too high, though, or you
may get a Block Checkmate, and lose the level!

 Since Gussun and Oyoyo are always moving, they can actually climb onto
whatever block you're currently working with, even before it's been placed!
This can make things easier, since you can move them very quickly from one
location to another by moving the block you're working with in a given
direction. You can even rotate blocks while they're on them, but be
careful if you do, as this will often drop them off said blocks, sometimes
to their doom!

 The basic controls are thus:

D-Pad - Left and right maneuver your block. Up speeds its descent, down
slows its descent. By combining left and/or right with down, you can all
but stop the descent of your current block.
A - Rotate current block clockwise or detonate the current bomb.
B - Rotate current block counter-clockwise or detonate the current bomb.
Start - Pause game, join game if you're not playing now.

 L, R, X, Y, and Select are not used at all.

 There are many dangers throughout the dungeon. These come in the form of
hazards and monsters. All of these kill with a single touch, so beware!
Most can be avoided by placing blocks over them or trapping them away from
harming the Gussun boys.

Hazards:
Spike Trap - These nasty traps will shoot spikes up at whatever walks over
them, monster or Gussun brother alike! Though you can set traps with them
for monsters, it's usually best to avoid them at all costs.

Water - As time progresses, water will begin to rise. You'll be warned of
this by a classic Jaws-style music chord. Gussun and Oyoyo can't swim, so
it's in your best interests to finish levels before the water gets too high
to do so!

Monsters:
Puni-kun and Boni-kun - Twin slimes. Puni-kun can't move, but Boni-kun
can, slowly.

Chibidevil-kun - A mini-demon. He walks around, and not much else.

Bombe-kun - A little jumping ball-thing. A bit tough to trap, but not a
huge threat.

Dokidoki-boom-kun - A walking bomb. When provoked, it will blow up, acting
like your own bombs do. You may have to use them occasionally to solve
certain levels.

Yoyo-kun - A walking green alien of sorts. Not a huge threat, but it does
crawl out of random blocks, which can be annoying.

Pero-kun - A big slug. These things are annoying, as they can crawl over
any surface, including blocks you're trying to lay!

Gacya-kun - A little dinosaur. Don't let his appearance fool you, he can
and will destroy anything you try to drop on his head.

Fireball-meramera-kun - A fireball monster. A bit unpredictable, it mostly
tracks Gussun and Oyoyo, though it will sometimes change direction
randomly.

Fuu-kun - A mini-reaper, who looks a bit sleepy. Anyway, he'll stalk the
Gussun boys relentlessly. Easy to trap, fortunately.

 Of course, you're not stuck with no options at all! You can also find
items lying about. You can hold up to two power-up items at a time, and
other items can be collected for instant effects.

Power-up Items:

Power Chalice - This will cause any enemy the Gussun boys touch to die
instantly for ten seconds, as soon as an enemy touches you.

Air Bubbles - These allow Gussun and Oyoyo to survive for ten seconds
when they slip underwater. Don't rely too extensively on these, as you
should be getting through these areas without getting Gussun and Oyoyo
submerged!

Instant Effect Items:
Mini-Gussun/Oyoyo - These little kids will trail after Gussun and Oyoyo.
Any of them that make it to the exit with them are added to Gussun or
Oyoyo's counter for them, and once you have 10, they'll turn into a new
Gussun or Oyoyo (in other words, a one-up).

Stopwatch - This will cause everything but Gussun or Oyoyo to simply freeze
in place for ten seconds. Sometimes very useful.

Water Crystal - This item will reduce the water level to zero again, and
give you another fifteen seconds before it starts rising again. Mostly a
last-ditch effort item.

Bonus Food - These items are scattered about randomly, and they provide a
small points bonus. Otherwise, they're not very useful at all.

Game Mode   [S1GAMEMD]
---==

This is the first option on the title screen. There's not a whole lot of
choices here. You can pick Tutorial, Easy, Average, or Pro. Tutorial will
instruct you on how to play, but it isn't much use if you don't know any
Japanese. Easy, Average, and Pro start you out at different stages, but
you'll still have to go through all of Average and Pro on Easy mode, and
all of Pro on Average mode, to win the game. You won't see the intro for
any modes but Easy, either.

 The intro is pretty simple. One day, Treasure Hunter Gussun (or Oyoyo,
or both, depending on how you're playing) was heading for the dungeon to
do some treasure hunting. But then... they fell down into the depths of
the dungeon! George warned Emily of what had happened, and she hoped that
they'd be alright, since the dungeon was so dangerous. And so begins
Gussun and Oyoyo's latest adventure!

 For details on how the game is played, see the Gameplay Overview section
above. Good luck!

Versus Mode   [S1VERSUS]
----==

 Press down on the D-pad at the title screen to reach the Versus option.
Versus mode is simple. You select a difficulty for each player (Dimwit,
Easy, Normal, Hard, or Intense), and then you're placed in the Versus
arena. Difficulty determines how many layers of blocks you have below you
when you start the match. The goal here is to keep either Gussun or Oyoyo
(depending on which player you are) from drowning. Place blocks and get
them to climb up onto them. At random intervals, a number of block layers
between one and four will get destroyed. Any time the block level drops,
your current tile is destroyed, so be wary. Whoever survives longest wins,
but if both players lose before the victory screen can come up, it'll be a
draw.

Options Menu   [S1OPTIONS]
----==

 Press up on the D-pad or down three times at the title screen to reach
Options. There are a few choices here:

Difficulty: Default is Normal, can be set to Easy or Hard. Difficulty
determines how fast Gussun and Oyoyo walk.

Pocket Change: Determines how many continues you have. Default is 300 Yen
(3 continues), but it can be set anywhere from None to 500 Yen.

Speakers: Default is Dual, but can also be set to Single.

Sound Test: Lets you listen to music and sound effects from the game.

Omake (Bonus): Lets you choose Gussun and Oyoyo's idol, either Emily or
George. Which you pick decides what intro and ending you'll get. Press
Start to get out of this menu.

EXIT: Takes you back to the title screen.

Level Editor   [S1EDITOR]
----==

Press either up or down on the D-pad twice at the title screen to access
this option. The level editor for Super Gussun Oyoyo is very simple, and
easy to get used to. The basic controls for it are thus:

D-pad - Move cursor/dungeon piece
A - Confirm/place dungeon piece
B - Cancel/return to menu
X - Cycle dungeon piece type/cycle number
Y - Cycle dungeon piece type/cycle number
L - Cycle dungeon piece class
R - Cycle dungeon piece class
Select - Toggle dungeon piece special properties
Start - Level test

  The main menu for the editor is:

Blocks Exits Players Monsters Items Water Block Dist. Clear B. File

  These menus will be explained below.

Blocks   [LEBLOCKS]
===--

  There are four options here: regular block, destroyable block, spike
hazard, and erase.

Regular Block - No options
Destroyable Block - No options
Spike Hazard - X, Y changes spike direction

  There are no limits to how many block-type objects you can place.

Exits   [LEEXITS]
===--

  There are two exit types, the difference being their size, and the exit
eraser. Both let you set the completion score with X and Y, and select a
different digit in the score with Select. The maximum number of exits is
four.

Players   [LEPLAYERS]
===--

  The three options are Gussun start, Oyoyo start, and player eraser. Both
starts have the same controls: pressing X or Y will increment the delay
before Gussun/Oyoyo starts moving. Select changes the direction they start
out moving. You may only place one of each player start.

Monsters   [LEMONSTRS]
===--

  This allows you to place enemies, and erase them. Pressing X or Y will
set the respawn time for each. L and R cycles between enemy options.
Select lets you choose if you want an enemy to respawn or not. Moving the
cursor to the top of the screen until the monster is flashing will cause
them to spawn in a random location. The maximum number of monsters is

three.

Items   [LEITEMS]
===--

 All items have the same controls. Press L and R to get more options for
food bonuses. X and Y set the spawn delay, but this has no effect if you
don't press Select to activate Delayed Appear mode. You must move the
cursor to the top of the screen for items to spawn properly when doing
this. The maximum number of items is five, with a maximum of two per item
type.

Water Level   [LEWATER]
===--

 You can set the water height with this. Select Free to set the height, or
select Set1 or Set2 for pre-designed modes (Set1 is a 9-time-unit delay
before the water rises, and Set2 is a 5-unit delay before it falls and a
9-unit delay before it rises, from mid-map level). In Free mode, press up
or down to raise or lower water levels. Note that you cannot raise water
above the player starting points. Press X or Y to increment the time
before the water changes heights. Press Select to toggle between the water
lowering then rising and the water just rising. Erase removes all changes
to the water and sets it to raise only with a 0-unit delay.

Block Distribution   [LEBLOCKD]
===--

 This lets you decide the distribution of blocks that the player will be
able to use. You MUST distribute all 100 points for the map to be
playable. The first option lets you set the amounts. You can set a ratio
of blocks in small numbers here, then pick the Average option to get a
proper distribution instantly. The eraser sets all block distributions
back to 0.

Clear Bonus   [LECLEAR]
===--

 This is where you set the base bonus for finishing the map. It goes down
every few seconds, and eventually it will hit 0 if the player takes more
than a minute to complete the map. Press X and Y to set values, and use
the D-pad to select different fields of the bonus.

File   [LEFILE]
===--

 Selecting File has a few choices. You can load a map, save the MEMO map
to a map slot, copy a map to another map slot, and switch map slots, as
well as clear maps with the eraser tool. If a map says NO, then it's not
playable; if it says OK, then it is.

Level Test   [LETEST]
===--

This comes up if you press Start in the main edit window. The first
option lets you play a single level, the second plays all playable levels
in sequence. A playable level requires a start for both players, an exit,
and all 100 points for block distribution set.

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III. Super Gussun Oyoyo 2
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  The mostly-superior sequel to Super Gussun Oyoyo, this game sports some
new features, and a new gameplay mode for puzzle enthusiasts.

Gameplay Overview   [S2GAMEPLY]
---==

  The gameplay in Super Gussun Oyoyo 2 is pretty simple. Gussun and/or
Oyoyo need to be lead to the exit of each level. Sometimes there is more
than one exit, so you occasionally have a few ways of going about this.
You guide them to the exit using Tetris-like "blocks", which they can
climb. You can also destroy these blocks with bombs, if they get in the
way. Be careful that you don't let your blocks get piled too high, though,
or you may get a Block Checkmate, and lose the level!

  Since Gussun and Oyoyo are always moving, they can actually climb onto
whatever block you're currently working with, even before it's been placed!
This can make things easier, since you can move them very quickly from one
location to another by moving the block you're working with in a given
direction. You can even rotate blocks while they're on them, but be
careful if you do, as this will often drop them off said blocks, sometimes
to their doom!

  The basic controls are thus:

D-Pad - Left and right maneuver your block. Up speeds its descent, down
slows its descent. By combining left and/or right with down, you can all
but stop the descent of your current block.
A - Rotate current block clockwise or detonate the current bomb.
B - Rotate current block counter-clockwise or detonate the current bomb.
Start - Pause game, join game if you're not playing now.

  L, R, X, Y, and Select are not used at all.

  There are many dangers throughout the island. These come in the form of
hazards and monsters. All of these kill with a single touch, so beware!
Most can be avoided by placing blocks over them or trapping them away from
harming the Gussun boys.

Hazards:
Spike Trap - These nasty traps will shoot spikes up at whatever walks over
them, monster or Gussun brother alike! Though you can set traps with them
for monsters, it's usually best to avoid them at all costs.

Water - As time progresses, water will begin to rise. You'll be warned of
this by a classic Jaws-style music chord. Gussun and Oyoyo can't swim, so
it's in your best interests to finish levels before the water gets too high
to do so!

Monsters:
Puni-kun and Boni-kun - Twin slimes. Puni-kun can't move, but Boni-kun can, slowly.

Chibidevil-kun - A mini-demon. He walks around, and not much else.

Bombe-kun - A little jumping ball-thing. A bit tough to trap, but not a huge threat.

Dokidoki-boom-kun - A walking bomb. When provoked, it will blow up, acting like your own bombs do. You may have to use them occasionally to solve certain levels.

Yoyo-kun - A walking green alien of sorts. Not a huge threat, but it does crawl out of random blocks, which can be annoying.

Pero-kun - A big slug. These things are annoying, as they can crawl over any surface, including blocks you're trying to lay!

Gacya-kun - A little dinosaur. Don't let his appearance fool you, he can and will destroy anything you try to drop on his head.

Fireball-meramera-kun - A fireball monster. A bit unpredictable, it mostly tracks Gussun and Oyoyo, though it will sometimes change direction randomly.

Fuu-kun - A mini-reaper, who looks a bit sleepy. Anyway, he'll stalk the Gussun boys relentlessly. Easy to trap, fortunately.

Metal Gussun - This rare terror does everything that Gussun and Oyoyo do. And you can't kill it without killing your character, too! Trap it away, if you ever have the misfortune of finding one.

 Of course, you're not stuck with no options at all! You can also find items lying about. You can hold up to two power-up items at a time, and other items can be collected for instant effects.

Power-up Items:

Power Chalice - This will cause any enemy the Gussun boys touch to die instantly for ten seconds, as soon as an enemy touches you.

Air Bubbles - These allow Gussun and Oyoyo to survive for ten seconds when they slip underwater. Don't rely too extensively on these, as you should be getting through these areas without getting Gussun and Oyoyo submerged!

Instant Effect Items:
Mini-Gussun/Oyoyo - These little kids will trail after Gussun and Oyoyo. Any of them that make it to the exit with them are added to Gussun or Oyoyo's counter for them, and once you have 10, they'll turn into a new Gussun or Oyoyo (in other words, a one-up).

Stopwatch - This will cause everything but Gussun or Oyoyo to simply freeze in place for ten seconds. Sometimes very useful.

Water Crystal - This item will reduce the water level to zero again, and give you another fifteen seconds before it starts rising again. Mostly a last-ditch effort item.

Bonus Food - These items are scattered about randomly, and they provide a
small points bonus. Otherwise, they're not very useful at all.

Game Mode   [S2GAMEMD]
----==

 This is the first option on the title screen. There's not a whole lot of
choices here. You can pick Resume, Easy, Average, or Hard. Resume takes
you to the last level you played, which can be handy if you're not too good
at this game. Easy, Average, and Hard start you out at different stages,
but you'll still have to go through all of Average and Hard on Easy mode,
and all of Hard on Average mode, to win the game. You won't see the intro
for any modes but Easy, either. Press B to return to the title screen.

 The intro is pretty simple. One day, Treasure Hunter Gussun (or Oyoyo,
or both, depending on how you're playing) was spending some quality time
on the South Country Islands. But then... The volcano erupted! George
warned Emily of what had happened, and she hoped that they'd be alright,
since the islands were so dangerous. And so begins Gussun and Oyoyo's
latest adventure! By the way, does this sound familiar? If so, it's
because the plot is almost identical to the first Gussun Oyoyo's.

 For details on how the game is played, see the Gameplay Overview section
above. Good luck!

Versus Mode   [S2VERSUS]
----==

 Press down on the D-pad at the title screen to reach the Versus option.
Unlike the first game, Versus has been greatly expanded upon in SGO2. The
options here are Start, Register, Erase, and Data. Start begins a two-
player bout, and will be covered in the next section. Register lets you
set up new players with their own unique stats pages. Erase lets you get
rid of player-made characters (Gussun and Oyoyo are always there, but you
can clear their data). Data lets you view how many wins, losses, and draws
any given character has had against any other given character, as well as
telling you their record consecutive wins and games played.   Press B to
return to the title screen.

 Versus matches start exactly the same way as the original, with the same
choices (Dimwit, Easy, Normal, Hard, and Intense), which have the same
effects. But the gameplay in Versus is FAR different now. Instead of
water rising, now you have to deal with flames! Your character can survive
for about ten seconds in the fire (as shown by his health bar on the side),
but don't push your luck. Items drop from the top as you place more
blocks. These have various effects. The items are thus:

Up Arrow - Raises your level by 2, with inpenetrable blocks (ie. bombs
won't break them).

Medkit - Restores 3 health.

X Block - Drops an unbreakable block on your opponent's side next time the
blocks drop a level.

Bomb Block - Drops a bomb randomly on your opponnent's side next time the
blocks drop a level.

As in the original, blocks will randomly drop a random amount between one
and five levels as time goes by. There's about a one-second interval
between each possible time the levels can drop, as indicated by the small
bar in the middle of the screen that lights up. Any time the block level
goes down, your current block is destroyed, so be wary.

  Have fun, and may the best player win!

Puzzle Gussun Mode   [S2PUZZLE]
----==

  To access Puzzle Gussun mode, press down or up on the D-pad twice. This
fiendish mode was invented specifically for Super Gussun Oyoyo 2. Your
basic goal in each puzzle map is to get your player to the exit. Just like
in Versus mode, you have the same options (Start, Register, Erase, Data).
Data shows your best times for the five puzzle areas instead of wins and
losses, though. Press B to return to the title screen.

  I will add an in-depth walkthrough of the areas here later, maybe.

Options Menu   [S2OPTIONS]
----==

  Press up on the D-pad or down three times at the title screen to reach
Options. There are a few choices here:

Idol: Lets you choose Gussun and Oyoyo's idol, either Emily or George.
Which you pick decides what intro and ending you'll get.

Difficulty: Default is Normal, can be set to Easy or Hard. Difficulty
determines how fast Gussun and Oyoyo walk.

Speakers: Default is Dual, but can also be set to Single.

Sound Test: Lets you listen to music and sound effects from the game.

  Press B to return to the title screen.

===

IV. Conclusion
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Special Thanks To   [CTHANKSTO]

  These are the people I'd like to extend my thanks to.

* Banpresto and IREM Corporation - They made the games, and if they hadn't,
this guide wouldn't exist. Arigatou gozaimasu!

* ChrisRPG - My good buddy and fellow RPGONE member, Chris inspired me to
look deeper into this game, and thanks to him, this guide got written.
Many thanks as always, Chris!

Afterword   [CAFTERWRD]

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  These two interesting games really caught my attention, and I hope they
 entertain others for years to come, as well.  Maybe this combined guide
 will help a few non-Japanese-speaking players enjoy the games without
 having to learn a new language.  I hope you enjoy Super Gussun Oyoyo!

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