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### Stage 3-1

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Now, choose one of the six characters (Doraemon, Nobita, Suneo, Gian, and Shizuka, Dorami). Now, move the pointer on Doraemon, and press the X button. Go thru the red door into the next area. In this area, jump into the floating blue ball to warp to Stage 3-2.

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### Stage 3-2

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Now, choose one of the six characters (Doraemon, Nobita, Suneo, Gian, and Shizuka, Dorami). Now, move the pointer on Doraemon, and press the X button. Go thru the red door into the next area. There is a yellow bell which is hidden. Jump into the floating blue ball to warp to the next area. In this area, there is a scene, and group goes back to March Town.

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### March Town

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Now, go to Dr. Doll's house. In Dr. Doll's house, go up the stairs to 2F. On 2F, speak to the rabbit who will mention something about the six blueprints that are located in six of caves in Toysland. There is no sequence in getting the six blueprints. After that, leave the town. Now, go west, and then east to Cave 8.

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### Stage 8-1

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Now, choose one of the six characters (Doraemon, Nobita, Suneo, Gian, and Shizuka, Dorami). Now, move the pointer on Doraemon, and press the X button. Jump into the floating blue ball to warp to Stage 8-2.

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### Stage 8-2

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Now, choose one of the six characters (Doraemon, Nobita, Suneo, Gian, and Shizuka, Dorami). Now, move the pointer on Doraemon, and press the X button. Jump into the floating blue ball to warp to the next area. In this area, fight Ball-and-Cup Man. After defeating Ball-and-Cup Man, Doraemon gets blueprint 5, and warps out of the Cave 8. Now, go north, and go to Cave 6.

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### Stage 6-1

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Now, choose one of the six characters (Doraemon, Nobita, Suneo, Gian, and Shizuka, Dorami). Now, move the pointer on Doraemon, and press the X button. Jump into the floating blue ball to warp to Stage 6-2.

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### Stage 6-2

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Now, choose one of the six characters (Doraemon, Nobita, Suneo, Gian, and Shizuka, Dorami). Now, move the pointer on Doraemon, and press the X button. Jump into the floating blue ball to warp to the next area. In this area, fight Old Toy. After defeating Old Toy, Doraemon gets blueprint 3, and warps out of the Cave 6. Now, go northeast of Cave 6 to Cave 9.

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### Stage 9-1

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Now, choose one of the six characters (Doraemon, Nobita, Suneo, Gian, and Shizuka, Dorami). Now, move the pointer on Doraemon, and press the X button. Jump into the floating blue ball to warp to Stage 9-1.

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### Stage 9-2

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Now, choose one of the six characters (Doraemon, Nobita, Suneo, Gian, and Shizuka, Dorami). Now, move the pointer on Doraemon, and press the X button. Jump into the floating blue ball to warp to the next area. In this area, fight Choro Q. After defeating Choro Q, Doraemon gets blueprint 6, and warps out of the Cave 9. Now, press the B button to make Doraemon use the takecopter (bamboo helicopter). After that, fly southeast of Cave 9 to Cave 4. Now, press the B button to land nearby Cave 4.

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#### Stage 4-1

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Now, choose one of the six characters (Doraemon, Nobita, Suneo, Gian, and Shizuka, Dorami). Now, move the pointer on Doraemon, and press the X button. Jump onto the clear bubble to float upward. Jump into the floating blue ball to warp to Stage 4-2.

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#### Stage 4-2

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Now, choose one of the six characters (Doraemon, Nobita, Suneo, Gian, and Shizuka, Dorami). Now, move the pointer on Doraemon, and press the X button. Jump into the floating blue ball to warp to the next area. In this area, fight Gangster Stick Gorilla. After defeating Gangster Stick Gorilla, Doraemon gets blueprint 1, and warps out of the Cave 4. Now, press the B button to make Doraemon use the takecopter. After that, fly northwest of March Town to Cave 7. Now, press the B button to land nearby Cave 7 which is on a small island.

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#### Stage 7-1

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Now, choose one of the six characters (Doraemon, Nobita, Suneo, Gian, and Shizuka, Dorami). Now, move the pointer on Doraemon, and press the X button. Jump into the floating blue ball to warp to Stage 7-2.

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#### Stage 7-2

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Now, choose one of the six characters (Doraemon, Nobita, Suneo, Gian, and Shizuka, Dorami). Now, move the pointer on Doraemon, and press the X button. Jump into the floating blue ball to warp to the next area. In this area, fight Robot. After defeating Robot, Doraemon gets blueprint 4, and warps out of the Cave 7. Now, press the B button to make Doraemon use the takecopter. After that, fly west of Cave 6 to Cave 5. Now, press the B button to land nearby Cave 5.

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#### Stage 5-1

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Now, choose one of the six characters (Doraemon, Nobita, Suneo, Gian, and Shizuka, Dorami). Now, move the pointer on Doraemon, and press the X button. Jump into the floating blue ball to warp to Stage 5-2.

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#### Stage 5-2

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Now, choose one of the six characters (Doraemon, Nobita, Suneo, Gian, and Shizuka, Dorami). Now, move the pointer on Doraemon, and press the X button. Swim upward thru the tunnel. Jump onto the clear bubble to float upward. Jump into the floating blue ball to warp to the next area. In this area, fight Crocodilian. In battle, use the shockwave pistol to shoot at Crocodilian. After defeating Crocodilian, Doraemon gets blueprint 2, and warps out of the Cave 5. Now, press the B button to make Doraemon use the takecopter. After that, fly back to March Town. Now, press the B button to land nearby March Town.

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March Town

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Now, go to Dr. Doll's house. In Dr. Doll's house, go up the stairs to 2F. On 2F, speak to the rabbit who will mention something about a volcano. After that, leave the town. Now, press the B button to make Doraemon use the takecopter. After that, fly west to where the five volcanos are at. Now, fly over the top area of the volcano that's at the bottom, and press the B button to land inside of the crater of that volcano. There is a scene.

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Stage 10-1

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Now, fight Mr. Ninja Man. After defeating Mr. Ninja Man, there is a scene.

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Stage 11-1

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Now, choose one of the six characters (Doraemon, Nobita, Suneo, Gian, and Shizuka, Dorami). Now, move the pointer on Doraemon, and press the X button. This stage is somewhat dark so pick up the flashlight that you found on the ground. Go thru side doors to warp to other areas. Jump into the floating blue ball to warp to Stage 11-2.

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Stage 11-2

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Now, choose one of the six characters (Doraemon, Nobita, Suneo, Gian, and Shizuka, Dorami). Now, move the pointer on Doraemon, and press the X button. Go thru side doors to warp to other areas. Jump into the floating blue ball to warp to another area of the volcano. In this area, go north to Bingo Town.

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Bingo Town

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Now, speak to the turtle who is nearby. After that, leave thru the north gate, and go southeast to the Christmas Tree. There is a scene.

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Stage 12-1

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Now, choose one of the six characters (Doraemon, Nobita, Suneo, Gian, and Shizuka, Dorami). Now, move the pointer on Doraemon, and press the X button. To get to the right or left side just walk thru the tree. Jump into the floating blue ball which is inside of the top area of the tree to warp to Stage 5-2.

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Stage 12-2

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Now, choose one of the six characters (Doraemon, Nobita, Suneo, Gian, and Shizuka, Dorami). Now, move the pointer on Doraemon, and press the X button. To get to the right or left side just walk thru the tree. Jump into the floating blue ball which is inside of the top area of the tree to warp to the next area. In this area, fight Santa Claus. After defeating Santa Claus, Doraemon gets the star of Shirofon, and warps out of the Christmas Tree. Now, go back to Bingo Town.

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Bingo Town

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Now, speak to the turtle who is nearby. There is a scene. At the front of Kittora's Castle, Doraemon will use the star of Shirofon to destroy the barrier, and then the group will go inside the castle.

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Stage 13-1

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Now, choose one of the six characters (Doraemon, Nobita, Suneo, Gian, and

Shizuka, Dorami). Now, move the pointer on Doraemon, and press the X button. Go thru the red doors to teleport to another area. Jump into the floating blue ball to warp to Stage 13-2.

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Stage 13-2  
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Now, choose one of the six characters (Doraemon, Nobita, Suneo, Gian, and Shizuka, Dorami). Now, move the pointer on Doraemon, and press the X button. Go thru the red doors to teleport to another area. Jump into the floating blue ball to warp to Stage 13-2.

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Stage 13-2  
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Now, choose one of the six characters (Doraemon, Nobita, Suneo, Gian, and Shizuka, Dorami). After that, move the pointer on Doraemon, and press the X button. Jump into the floating blue ball to warp to the next area. In this area, there is a scene. Now, Dorami has to fight Kittora. After defeating Kittora, Nobita has to fight Kittora. After defeating Kittora, Shizuka has to fight Kittora. After defeating Kittora, Suneo has to fight Kittora. After defeating Kittora, Gian has to fight Kittora. After defeating Kittora, Doraemon has to fight Kittora. After defeating Kittora, there is a scene.

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THE END  
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Version 1.0

By Ritchie (hidall@hotmail.com)

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