

INSTRUCTION BOOKLET

GOEMON'S GREAT ADVENTURE

TM



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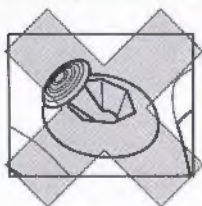


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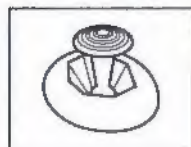
CONTROL STICK FUNCTION

The Nintendo 64 Controller contains a Control Stick which uses an analog system to read the angles and direction of its movement. This allows subtle control that is not possible using the conventional + Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from it's neutral position on the controller.



If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.



To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press START while holding the L and R Buttons.

The Control Stick is a precision instrument, make sure not to spill liquids or place any foreign objects into it.

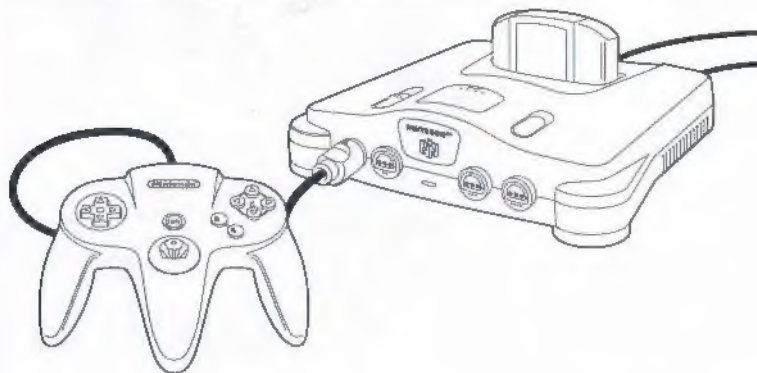


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Refer to the instruction manual supplied with the NINTENDO 64 for details on using the Control Stick on the Controller.

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GUIDE TO YOUR ADVENTURE

This is how you play the game, and the basic rules.

- This game is compatible with the Rumble Pak (sold separately). Playing with the Rumble Pak installed will create appropriate vibrations during the game, resulting in a more realistic gaming experience.
- This game is an action game in which the player clears a sequence of stages while fighting opponents and collecting "Entry Passes".
- This game is for a one or two player(s) in simultaneous play. The player(s) originally start with the "Goemon" or "Ebisumaru" characters, but as the story progresses, "Sasuke" and "Yae" will also join the cast and be available for playing.
- Each player has different attack methods and special skills. Change players according to circumstances as the game progresses. Player change may be executed at "Teahouses" in the town stages. In the road and castle stages, use the Teahouse Teleporter to warp to the "Teahouse in Another Dimension" and change players. (See pg. 16 for road and castle stage controls). (See pg. 17-18 for individual characters' special attacks).
- "Piggybacks" can be achieved by cooperating with the other player in 2P gaming. (See pg. 19 for Piggybacking.)
- This game is divided into 5 separate areas, which in turn are comprised of several stages each. All stages within an area are connected via an "Area Map". (See pg. 11 for areas.)
- Daytime and night exist on some of the stages. Expect many tough-to-beat ghosts to appear during the night.
- Players survive according to strength. The Strength Gauge goes down after falling prey to opponents' attacks and traps. When the gauge runs out, that player is lost; the game is over once you lose all players.
- Make entries to the Journal (save) at the town stages' "Inn". The Strength Gauge can be replenished by staying at the inn or finding recovery items. (See pg.13 for the journal).

- The Armor Gauge can be replenished using the "Golden Fortune Doll" item. The Strength Gauge meter is evenly spaced, but the Armor Gauge is increased by finding items such as "Raincoat" and "Armor".
- Defeating an opponent will net you coins and items. Coins are needed to make purchases at stores and to use a subweapon. Items have a variety of effects, including strength recovery and boosting the number of players remaining. (See pg.26 for items).
- The town stage has stores and residences, and allows you to shop, recover strength and collect information. To talk to people, approach a person and hit the A or B button. Cancel with the B button. (See pg. 24 for stores).
- You will occasionally receive requests from someone in trouble somewhere within the town stage. This request is called a "Mission". Solving this person's problem will net you one "Entry Pass". An "Entry Pass" is necessary in order to pass a Gate Stage. Each Area has a gate that requires a varying number of entry passes. Entry Passes can be obtained by either clearing road stages or accomplishing a "mission" in the town stage.



ABOUT THE CONTROLLER PAK

- Use the Controller Pak (sold separately) to save and load data.
- Game data is saved in the Controller Pak docked to the 1P controller.
- Seven pages' worth of "space" is needed in the game note within the Controller Pak in order to save data.
- Unless the Controller Pak is in use, pressing the Reset button or turning off the game unit will result in the game data being lost.

Creating a Journal

When playing this game for the first time:

1. If the Controller Pak is installed, select "Start" in the Title screen. Select the player number, and the Journal Selection screen will be displayed.
2. Select the Journal you want to use in the Journal Selection screen, and enter with the A button. The opening demo begins and the game will start.



When a Journal has already been created:

Select the Journal previously used in the Journal Selection screen to

continue the game from the point where it was saved the last time.

Copy Journal

1. Select [Copy Journal] and enter with the A button.
Select a journal to copy and enter with the A button.
 2. Select a location to copy to. Press the A button to copy.
- When a journal already exists in the location to copy to, the older journal will be overwritten at the time of the copying.

Erase Journal

1. Select [Erase Journal] and enter with the A button.
2. Select a journal to erase and enter with the A button to delete data and return to the original state.

Erasing Data in the Controller Pak

1. With the Controller Pak docked to the 1P controller, press the START button and switch the power on at the same time.
The "Controller Pak Menu" is displayed.
2. Select data to erase and enter with the A button.
Confirm with the Z button to erase.
 - Once erased, data cannot be recovered. Please make thorough checks before erasing data.

Controller Pak Warning Messages

"A Controller Pak is not connected. Data cannot be saved.

-Continue without saving.

-Re-insert Controller Pak."

- Dock the Controller Pak to 1P controller and select "Re-insert Controller Pak" in order to save.

"There are not enough empty pages. Please erase some data. 1 free note (and 7 pages) required."

- Please delete unneeded pages in the Controller Pak menu until there are more than 7 available pages.

"There is a problem with the Controller Pak. Please reconnect the Controller Pak"

- This message appears when the Controller Pak is not correctly connected, or is possibly damaged in some way.
- Connect the Controller Pak correctly, or install another Controller Pak and restart the N64.

"Controller Pak is damaged.

-Re-insert Controller Pak

-Repair (data may be lost).

Continue without saving."

- This message appears when the Controller Pak is damaged. When the damage cannot be repaired after selecting "Repair (Data may be lost)", please substitute another Controller Pak.

ABOUT THE RUMBLE PAK

- This game is compatible with the Rumble Pak (sold separately). Playing with the Rumble Pak installed will cause the controller to vibrate during the game, resulting in a more realistic gaming experience.
- When starting a game using the Controller Pak, start the game with the Controller Pak docked to the 1P controller, then switch to the Rumble Pak according to on-screen instructions.
- When saving or loading data, switch from the Rumble Pak to the Controller Pak according to on-screen instructions.
- Please read the accompanying instruction manual for the Rumble Pak thoroughly for a correct and effective use of the device.
- Please be careful when handling batteries.



STARTING THE GAME

1. Insert the game pak into the N64 properly, and turn on the power after checking the controller connections and the Controller Pak installation.
 - Please do not handle the Control Stick at this point.
 - When playing with two people, connect a controller each to Controller sockets 1 and 2 before turning the power on.
2. The Title screen will appear. Select a menu item, and enter with the A button (START).
 - START: Proceed to the Player Number Selection Screen.
 - SOUND: Select either "Stereo" or "Mono".
3. Select either 1P or 2P, and enter with the A button (START).
4. Select the Journal you want to use in the Journal Selection screen, and enter with the A button. Select a previously saved journal to continue the game from the point where it was last saved.
5. The Rumble Pak Installation Message will appear. When using the Rumble Pak, insert the Rumble Pak into the controller according to on-screen instructions.
6. Select a player and enter with the A button. Only "Goemon" or "Ebisumaru" are initially available, but as the story progresses, "Sasuke" and "Yae" will also join the cast and be available for selection. The game will start after the opening demo.



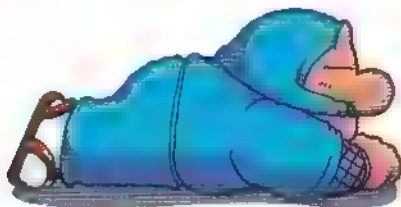
About the Areas

- This game is divided into 5 separate areas, which in turn are comprised of several stages each. There are five types of stages, and the number of stages varies from area to area. All stages within an area are connected via an "Area Map".

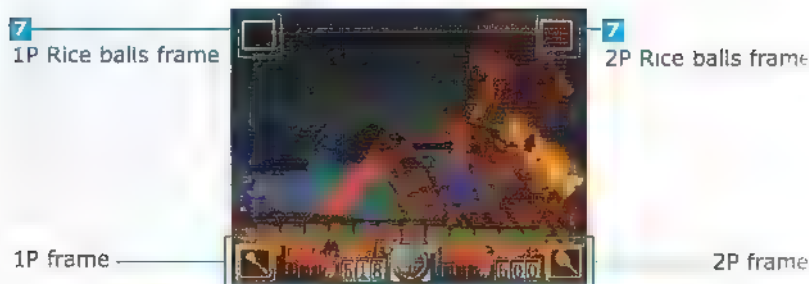


The stage types are as follows:

- **Road stage**
An action stage that requires you to plow through ghost-infested roads.
 - **Town stage**
Collect information, shop, and take on "Missions".
 - **Gate stage**
Public officials are watching. You need a set number of entry passes to get through.
 - **Castle stage**
Dodge traps and tricks throughout the castle and take on a boss in this stage.
 - **Huge robot stage**
Operate Impact and fight a giant clockwork robot
- The player is initially restricted to entering only certain stages. The perimeter of action widens as the player clears stages, allowing you to proceed to the next stage. Using the Area Map to Move Select the direction of movement with the Control Stick, and move using the B button; enter a stage with the A button.



Viewing the Game Screen



- 1 **Weapon**
The weapon currently in use
- 2 **Strength Gauge**
The player's strength.
- 3 **Armor Gauge**
Sustaining damage lowers the armor gauge. Once the armor gauge is at zero, the strength gauge begins to decrease.
When the strength gauge runs out, the player is out of the game
- 4 **Player Number (Max. 99)**
The number of remaining players.
When the current player goes out of the game and this number is 0, the game is over.
- 5 **Assets (Max 999 Ryou)**
The amount of money currently owned.
- 6 **Timer**
Displays the current night/day status.
- 7 **Rice balls frame**
Stocks rice balls. When the strength gauge runs out, a rice ball drops down and replenishes some of the player's strength.

Pause Screen

Pause with the START. In addition, selecting "Exit Stage" in an already-cleared stage will return you to the "Area Map".

Keeping a Journal

The journal is very important when quitting or continuing games.

How to keep a journal

To save the game at the current point, enter an inn in the town stage, talk to the clerk, select "Journal" and enter with the A button.

- A message will appear when there is no Controller Pak docked to the 1P controller. Please install a Controller Pak in the 1P controller according to on-screen instructions.



Game Over

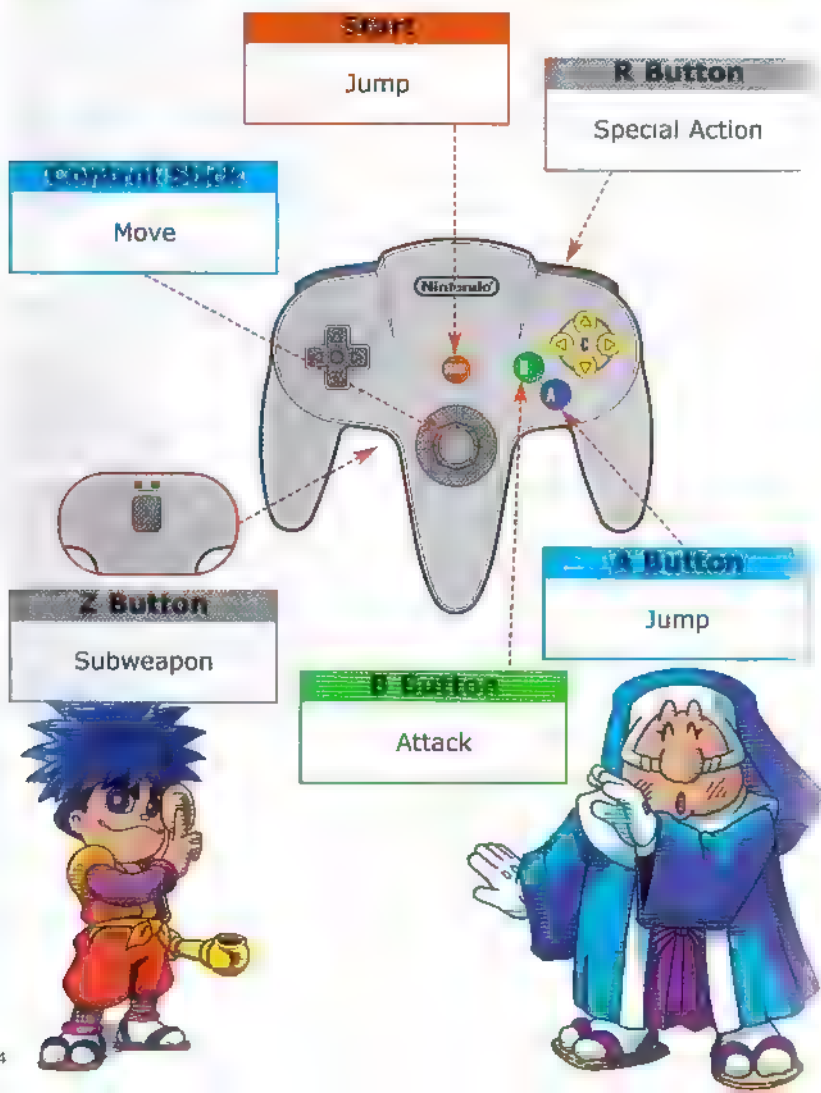
The game is over when you have lost all your players, and the Title screen will appear once again.

If a "journal" has been saved on the Controller Pak at a town stage inn, you can resume play from the saved point.



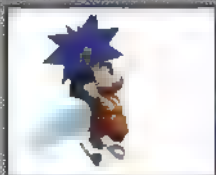
BASIC PLAYER CONTROLS

Road/Castle Stage Controls

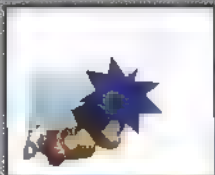



*The instructions assume a right-moving player.

Jump

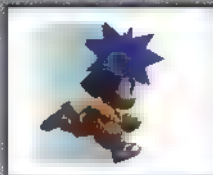


Prone



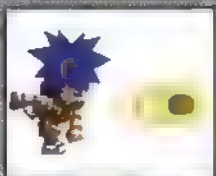
 to crawl

Move



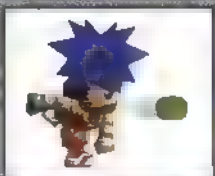
Push in farther to
speed up

Coin of Flames



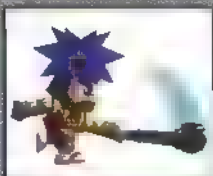
 hold

Coin Attack

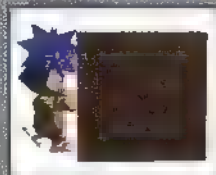




 

Attack

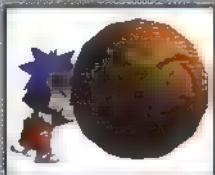


Pull

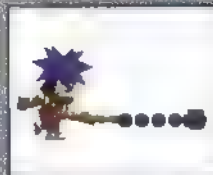


 + 

Push



Chain Pipe

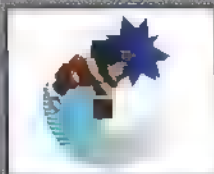


 R

See p. 30 for details.

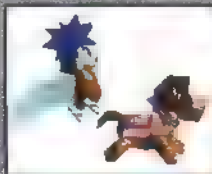
*The instructions assume a right-moving player

Superspin



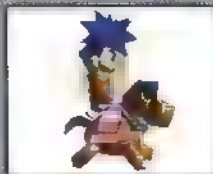
Grab onto a pole and
at the right
time


Ride



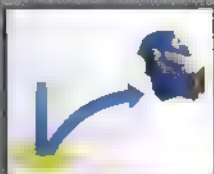
 towards the ride


Get Down



 + 

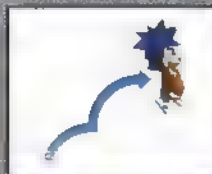
Hip Attack





During the jump

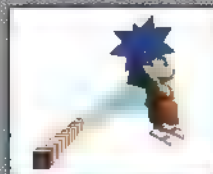
Double Jump







During the jump

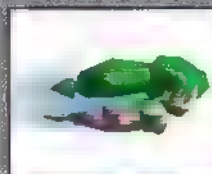
Superspin Jump



 + 

During the Superspin

Super Swim








During the Mermaid
Magic Power

Hair Attack



 or  + 



- "Piggyback" is an option when two people are playing. Subweapons power up during a "Piggyback".
- When a player jumps onto the other player's back when the latter is in prone position, a "piggyback" results. The player on top attacks, and the bottom one moves.
- The top player can press the A button to jump off and end the piggyback.



Subweapon Attack During Piggyback

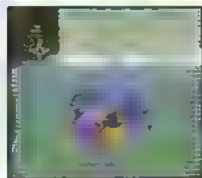
GOEMON/WAVE COIN

Throw the powerful coin



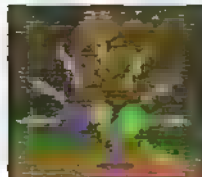
EBISUMARU/GESYUNIN STARS

Shuriken attack the enemy



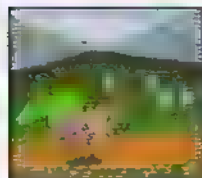
SASUKE/HASSOU KUNAI

Throw the Kunai to eight directions



YAE/BAZOOKA BOMBS

If you hit the enemy, it will damage other enemies near to it.



Town Stage Controls

*The instructions assume a right-moving player.

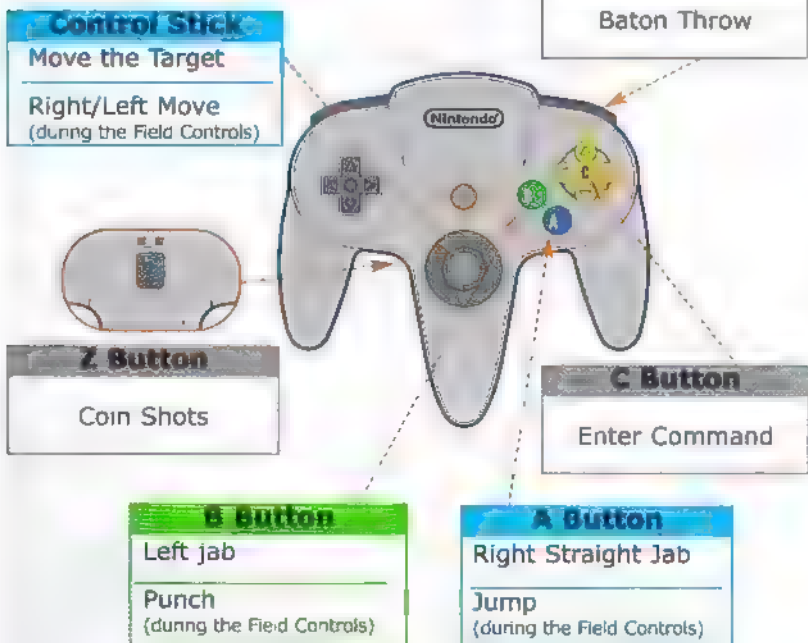


ABOUT THE HUGE ROBOT STAGE



- Maneuver two Impacts in this stage. Miss Impact is visible through the cockpit. Toss a baton to her using the R button to switch to her point of view.
- In 2-Person play, Player 1 mans the cockpit-controlled "Goemon Impact" and Player 2 the field-controlled "Miss Impact" at startup.
- "Cockpit-control" and "field-control" are exchanged between the two when Player 1 passes a baton to Player 2.
- Use the cockpit-controlled "G Kick" and the field-controlled "Punch" attacks alternately to create a "Repeat Cooperative Attack"
- The player is out of the game when Oil (Impact's strength) is reduced to zero.
- The "Blast Gauge" collects power whenever Impact makes any kind of an attack. When the gauge is full, the Blast Beam can be fired.

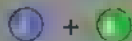
The Huge Robot Controls



Cockpit controls



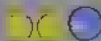
Guard



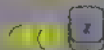
Baton Pass



G Kick



Repeated Punch



Delicious Attack

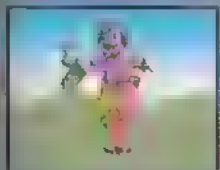


Blast Beam



Field controls

Jump



Punch



Coin Shots



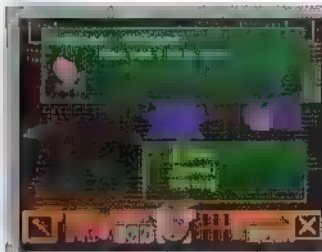
INTRODUCTION TO THE STORES

- The town stage has a variety of stores in which to shop, collect information, switch players and perform other act ons



General Store

Rice balls, Surprise Packs, Armors and other items are on sale here. You may only purchase one of each item.



Inn

Replenish your strength by staying in either the first class or the second class room. You can also save games here.



Restaurant

Eating will allow you to recover your strength on the spot. The amount of recovery varies from food to food.



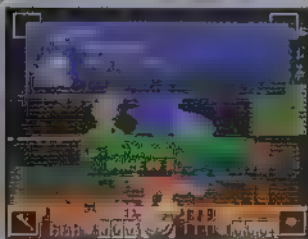
Fortune Teller

Obtain information about "Entry Passes".



Residence/Police Box

Obtain information on a variety of subjects



Teahouse/Teahouse in another dimension

Switch players.

INTRODUCTION TO THE ITEMS



Coins/Ryou

Use in stores to shop with.
Also used as weapons.



Silver Fortune Doll

Boosts Weapons Level by 1.



Golden Fortune Doll

Boosts the Weapons Level, Strength Gauge, and Armor Gauge to full power.



Raincoat

Repels enemy attack once.



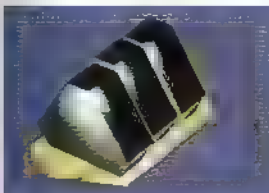
Silver Armor

Repels enemy attack twice.



Gold Armor

Repels enemy attack three times.



Rice Balls

When the player is out of the game, a rice ball from a stock drops down and replenishes 1 point of the player's strength.



Plum rice balls

When the player is out of the game, a rice ball from a stock drops down and replenishes 2 points of the player's strength.



Fish rice balls

When the player is out of the game, a rice ball from a stock drops down and replenishes 3 points of the player's strength.



Dumpling

The strength gauge increases by 1 point on the spot.



Surprise Packs

Player number increases by one.



Pot

Break to acquire coins.



Entry Pass

Required in order to pass through gate stages.



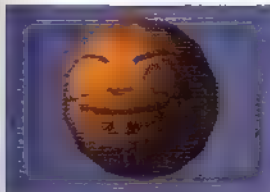
Star Block

Can be broken using Goemon's Chain Pipe.



Mr. Elly Fant

Owning one will let you resume playing from the point of his pickup even when your player is forced out of the game.



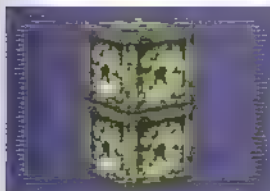
Impact Rock

You can push 'em,
but can't pull 'em.



Impact Block

You can push and pull these.



Cracked Block

Can be broken using
Sasuke's bomb.



Goal Raccoon

Shows ups in the last part of the
Road stage. Break to acquire an
entry pass.



Teahouse Teleporter

Stand on it and hit with the Control
Stick to warp to the "Teahouse in
another dimension" and
switch players.

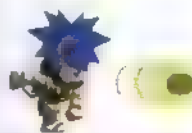
INTRODUCTION TO THE CHARACTERS

GOEMON

The protagonist of this game, he battles the bad guys using a pipe handed down from one generation in his family to the next. Bred-in-the-bone Edo kid whose only fault is that he's quick to put his fist where your mouth is. He's heading out on a journey again, this time to recover the machine Wiseman invented from the hands of Bismaru. You're looking at the great and only Goemon, kids!



Flame Coin



Press down the Z button to collect energy, then release to hurl flame coins. Spends 3 Ryou of coins.

Coin



Attack by throwing coins. Spends 1 Ryou of coin.

Pipe



Pick up a Fortune Doll for a Three-Level power-up



Double Jump



Jump during a jump to achieve a Double jump.

Chain Pipe



The chain extends to attack distant opponents. In addition, it can break specific blocks.

EBISUMARU

A self-proclaimed "Ninja of Justice", he walks to the beat of his own drum. Has settled down in Edo somewhere along the way, and shares a place with Goemon. Can snarf down 200 plates of dumplings from the tea-house "Akindo", his favorite Has reset the record...



Poison Mist



Press down the Z button to collect energy, then release to attack with the poison mist. Spends 3 Ryou of coins

Shuriken



Attack by throwing shuriken. Spends 1 Ryou of coin

Spoon



Pick up a Fortune Doll for a Three-Level power-up

Hip Attack



Enter ↓ with the Control Stick during a jump to Hip Attack.

Solid Megaphone



Unleashes his deadly operatic voice. This attack can also be used as a stepping block.



SASUKE

A "Clockwork Ninja" created by the Wiseman of Iga. A hardcore personality and incapable of doubting what people say. Comes with an utterly meaningless function that can be triggered by an internal switch which toggles between villain mode and altruist mode. Favorite things are, believe it or not, baths and tea.



Fire Cracker Bomb

 hold



Press down the Z button to collect energy, then release to hurl a potent bomb. Spends 5 Ryou of coins.

Bomb





Attack by throwing a bomb. Spends 2 Ryou of coins.

Dagger





Pick up a Fortune Doll to for a Three-Level power-up.



Sasuke Dive





Hit the R button on water to transform into aquatic Sasuke and dive in.

YAE

A member of the "Secret Special Investigations Ninjas", an organization that offers absolutely confidential investigation of and solution to high-profile mysteries. A big-sister figure to Goemon and the gang. Has a surprisingly girlish side to her as well, including a recent penchant for making sweet bean donuts...



Lockon Bazooka



Press down the Z button to automatically lock onto an opponent, then release to fire. Spends 5 Ryou of coins.

Yae Bazooka



Attack with a bazooka. Spends 2 Ryou of coins.

Katana



Pick up a Fortune Doll to for a Three-Level power-up.



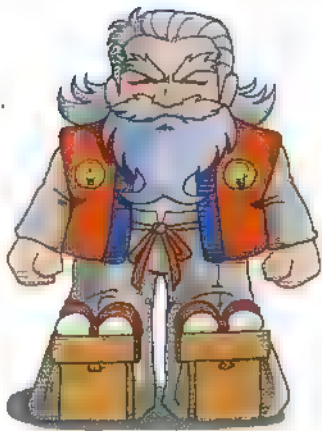
Mermaid Magic Power



Hit the R button in water to transform into mermaid Yae and dive underwater. In mermaid form, Yae attacks with the Dash Attack using the A button and the Yae Bazooka using the B button.

WISEMAN

A self-proclaimed "Clockwork Inventor Extraordinaire".
None too wise when it comes to pretty girls.



KUROBEI

Normally a pet to Princess Yuki, actually a highly-trained ninja cat.

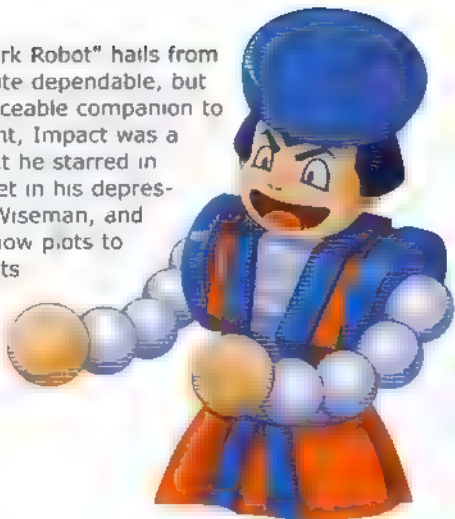
MISS IMPACT

A new model of Impact recently created by the Wiseman, but virtually indistinguishable from Goemon Impact in terms of capabilities. Apparently created to resemble Omitsu, but Omitsu herself seems loath to recognize the fact.



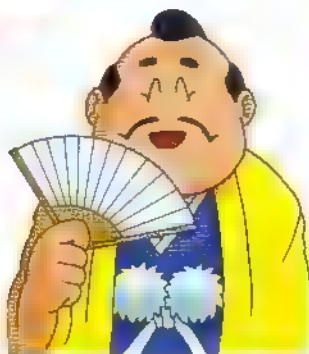
IMPACT

In many ways, the "Giant Clockwork Robot" hails from unhappy origins. Doesn't seem quite dependable, but all the same, a reliable and irreplaceable companion to Goemon and the gang. At one point, Impact was a film star hopeful, but a vehicle that he starred in bombed badly; who should he meet in his depression but Miss Impact, created by Wiseman, and it's love at first sight for him. He now plots to ask her out the next chance he gets.



OMITSU

The belle of Ragtag Town of Oedo, where Goemon and friends reside. Works as a waitress, not to mention its cover girl, at "Mitsuya".



LORD/PRINCESS YUKI

Some people are just born to end up in the wrong place at the wrong time. The luckless two are back...

DOCHUKI

A Boss of the Underworld summoned by Bismaru through a machine.
Had been searching for an opportunity for revenge ever since he was imprisoned deep in the the Underworld following an inter-ghost war.
He now plots to take over not just the Underworld but earth itself, but is also busy dodging the love-struck Bismaru.



OBISUMARU

Ebisumaru's eternal rival.
Stands peerless when it comes to dirty tricks, and a self-proclaimed God's gift to women.



SUZAKU

A friend or an enemy?
A mystery girl who brings information to Goemon and his gang for reasons unknown.



BISMARU

Possibly a descendant of Ebisumaru. A weirdo who came from the future and got stuck in Edo. Apparently believes herself to be a beauty, and always has an eye on a good-looking guy.



CLAY DOLL ARMY

A cavalry of souls embedded in mud dolls, created by Bismaru. A failed concept that collapses at the slightest shock.



KABUKI 64

It was supposed to be dead - but Kabuki returns from the abyss of the Underworld! Thirsts for revenge against the hated Goemon and pals.



[illegible]

NOTES

This image shows a single page of white paper with horizontal blue lines, typical of notebook paper. The lines are evenly spaced and run across the width of the page. There is no handwriting or other markings on the paper.

NOTES

[illegible]

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