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INSTRUCTION BOOKLET

Goemon's  
Great Adventure

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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).

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- \* 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.

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#### 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 of 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 check 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.

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**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.

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(Square picture with numbers starting from the bottom left, going clockwise)

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 Ryou0)  
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

Z Button	Subweapon
B Button	Attack
A Button	Jump
R Button	Special Action
Start	Jump (Typo, it pauses the game)
Control Stick	Move

\*The instructions assume a right-moving player.

Jump	A Button
Prone	Down, Left/Right to crawl
Move	Left/Right, push in farther to speed up
Coins of Flames	Z Button hold
Coin Attack	Z Button
Attack	B Button
Pull	Hold B Button + Left
Push	Right
Chain Pipe	R Button (See p. 30 for details)

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\*The instructions assume a right-moving player.

Superspin	Grab onto a pole and Left/Right at the right time
Ride	A Button towards the ride
Get Down	Up + A Button
Hip Attack	Down during the jump (Ebisumaru only)
Double Jump	A Button during the jump (Goemon only)
Superspin Jump	Any direction + A Button during the Superspin
Super Swim	A Button during the Mermaid Magic Power (Yae only)
Hair Attack	Up or Down + B Button (Sasuke only)

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- \* "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.

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Town Stage Controls

\*The instructions assume a right-moving player.

Move/Select Menu Item	All Directions, push in further to speed up
Jump/Talk/Enter Menu Item	A Button
Talk/Cancel Menu Item	B Button

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## 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

Z Button	Coin Shots
B Button	Left jab - Punch (during the Field Controls)
A Button	Right Straight Jab - Jump (during the Field Controls)
C Button	Enter Command
R Button	Baton Throw
Control Stick	Move the Target - Right/Left Move (during the Field Controls)

## Cockpit controls

Right Straight Jab	A Button
Left Jab	B Button
Coin Shots	Z Button

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Guard	A Button + B Button
Baton Pass	R Button
G Kick	C-Down,C-Down,A Button
Repeated Punch	C-Down,C-Down,Z Button
Delicious Attack	B Button, B Button, B Button, A Button
Blast Bean	C-Up,C-Down,C-Up,A Button

## Field controls

Jump	Z Button
Punch	B Button
Coin Shots	A Button

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INTRODUCTION TO THE STORES

- \* The town stage has a variety of stores in which to shop, collect information, switch players and perform other actions.

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.

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Fortune Teller

Obtain information about "Entry Passes".

Residence/Police Box

Obtain information on a variety of subjects.

Teahouse/Teahouse in another dimension

Switch players.

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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.

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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.

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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 up in the last part of the  
Road stage. Bred 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  
Z Button Hold

Press down the Z but-  
Fortune  
ton to collect energy,  
Three-Level  
then release to hurl  
flame coins. Spends 3  
Ryou of coins.

extends to  
distant oppo-

Coin  
Z Button

Attack by throwing  
coins. Spends 1  
Ryou of coin.

Double Jump  
A Button + A Button

Jump during a jump  
to achieve a Double

Pipe  
B Button

Pick up a  
Doll for a  
power-up.

Chain Pipe  
R Button

The chain  
attack

addition, it  
specific

jump.

nents. In  
can break  
blocks.

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#### EBISUMARU

A self-proclaimed "Ninja of Justice", he walks to the beat of his own drum. He 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  
Z Button hold

Shuriken  
Z Button

Spoon  
B Button

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

Attack by throwing shuriken. Spends 1 Ryou of coin

Pick up a Doll for a power-up.

Megaphone

Hip Attack

Solid

A Button + Down

R Button

deadly  
voice. This  
also be  
stepping

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

Unleashes his operatic attack can used as a block.

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#### 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  
Z Button hold

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

Bomb  
Z Button

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

Dagger  
B Button

Pick up a Doll to for a Level power-

Sasuke Dive  
R Button

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

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YAE

A member of the "Secret Special Investigations Ninjas", an organization that offers absolutely confidential investigation 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  
Z Button hold

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

Yae Bazooka  
Z Button

Attack with a bazooka. Spends 2 Ryou of coins.

Katana  
B Button

Pick up a Doll to for a Level power-

Mermaid Magic Power  
R Button

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.

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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 indistin-  
guishable from Goemon Impact in terms  
of capabilities. Apparently created to  
resemble Omitsu, but Omitsu herself  
seems loath to recognize the fact.

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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 depres-  
sion 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...

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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  
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.

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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 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.

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