

Chocobo Kwikst



Instruction Manual

Introduction

If you never played or even tried the original Moai-Kun, which would be very possible being a game that never left Japan, you will probably be quite lost with the mechanics and goals of this game, as it does not explain a single thing and does not pull any punches, plus you can't check the manual because after all, it's in Japanese.

This is where this small PDF will come in handy! Here you will learn all the specifics of the gameplay to challenge both my version with this hack, plus the original Moai-Kun if you want to...Oh, and by the way, this is why I avoid giving unique names to my hacks. I can't *not* think of "punny" names. This is an exception!

The story so far...

On a remote island in the middle of nowhere, a herd of wild Chocobos lived. Far away from trouble, they had quiet and relaxed lives. Hunky-dory, as they say...

That is, until one day, the herd was raided by a big bunch of miscreant monsters coming from an abandoned old castle. They took away all the Eggs and Gysahl Greens and then scattered them throughout the island, taking some to their own castle as they laughed.

Left in shock and saddened, most of the Chocobos were too afraid to do anything, but one plucky bird among them stepped forward. It's time for some rescue and payback!



Controls



Directional Pad
Used to move around.



A Button
Used to Jump.



B Button
Used to Attack.



Start
Accept options in the Title Screen.
Pause the game.



Select
Change selected option in the Title Screen.
Give Up and try current Stage from scratch.

Lives, Continuing and The Password Screen

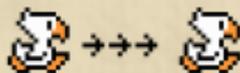


Every time you successfully complete a Stage, you are granted a Life. You can build up a good amount of Lives by playing from the beginning, and they will come in handy once the difficulty of the game starts ramping up.

In case you lose all your Lives, the game gives you a choice of continuing from a specific Check Point, or to get a Password to continue from one of said Check Points. Continues are infinite.

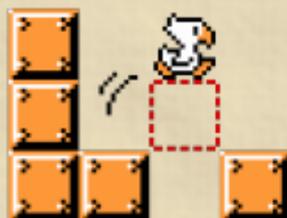
These Check Points are every four Stages. So, if you lose all your Lives on Stage 4, you will go back to Level 1 by continuing, and the Password will be given to continue from Stage 1, but if it happened at Stage 5, 6 or 7 you could continue or get a Password from Stage 5.

Basic Actions



Moving

What could be more basic than this? Simply use the D-Pad to control the Chocobo. Look where you step on!



Jumping

It's a Puzzle-Platformer, after all! Press A to hop. From a "gameplay" point of view, Chocobo's jump is both one "block" high and wide. It's rather tight, so beware!



Attack

With a press of the B Button Chocobo will peck anything in front of it with it's mighty beak! It can break several types of enviromental elements, and it's also its main way to attack foes! You can Attack while jumping, too.



Crouching

Have you ever heard of a sittng duck? Well, a sitting Chocobo isn't much better, but it will be vital on your quest, because it is necessary to use Bombs. Press down to Crouch.

Giving Up

Maybe you didn't see this one coming, huh? Press Select in the middle of a Stage to Give Up. Giving Up wastes one Life so you start the Stage from scratch. Contrary to what you may think, you're going to need this, because you can screw up and put yourself in an unwinnable situation. You should pay attention before acting, but you will use this to save time on the long run.



Stage Goal



The goal for every stage is the same: Collect all the Eggs or Gysahl Greens and reach the Door!

Sounds easy, and while early on your quest will be tame, late on it'll be anything but. Stages can take different approaches. Some will have a quick platforming challenge, others will be more about careful calculated moves, and of course, most will have puzzles or obstacles to overcome by dealing with the mechanics and logic of the game.

The biggest threat about all of this, is that if you fail or screw up, very often you will need to restart the Stage. So always make a plan before you get going, those Lives you get by beating Stages are better saved up for the later parts of the game.

Collectable Items

Gysahl Greens and Chocobo Eggs



These are the reason why you doing this, after all!



You need to collect all of them in a Stage in order to make the Door open up, letting you progress to the next Stage. Each one has a different number of them you need to get.

A small chime will play when you get all of them.



Bombs

Bombs are equally important, because without them you won't get very far. To set a Bomb, just Crouch and Press the B Button, Chocobo will put it right where it stands, and in a few seconds it will explode, breaking certain types of blocks below it and behind it if its an Arrow Block in the same space as the Bomb. Don't waste them!



It also hurts enemies if they're near enough!

Stage Objects

Breakable Blocks



This is a basic block. Besides being able to be used as normal ground to walk on, it can be broken by either Chocobo's Attack or by using a Bomb over it. It is not affected by gravity.

Stone Block



Similar to the above. Can be used as a platform, and it can be broken by the same methods, but unlike it, this one is affected by gravity.

Boulder



These tough boulders cannot be broken. If you walk against it you will move it one block away, and if pecked it will slide until it touches a wall or it falls if there's a hole, so it's affected by gravity. Used in many ways to make paths.

Spikes



As you may imagine, these are highly dangerous, and you must avoid them at all costs.

Floating Platforms



These top-looking things are exactly what their suggests, a basic platform floating in the air. You should be warned though, that they will fall down a couple of seconds after you land on them, so to traverse through these you should be quick on your feet, or you will go down with them.

Ice Blocks



These blocks will make you slip the very moment you step on them in the same direction you're looking at. You can jump while sliding on them, and they can be broken by both methods, and they aren't affected by gravity.

Unbreakable Blocks



These can be seen as usual floor. Impossible to break, unfaced by gravity, they stay there, doing nothing.

Stage Objects

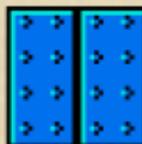
Spring

It's simple to imagine for what they are used, wouldn't you say?

Walking into a Spring won't make you bounce, you need to jump to it, or while you're on it. Once you jump, though, you'll constantly bounce until you land elsewhere.

There are two types of jump you can do, depending on if you press the A Button when putting pressure on the Spring (the red line) or not (the blue line). Each cover a different vertical and horizontal space.

Bear in mind that if you fall from very high, Chocobo will hit the ground and get stunned momentarily!



The Door

This big metallic Door connects the different Stages, and can only be opened once you collect all the Eggs or Gysahl Greens on the Stage you're currently on. Because it is on the background, you can pass in front of it.

Remember that you need to reach the Door to finish a Stage, so don't make yourself unable to reach it by breaking stuff!



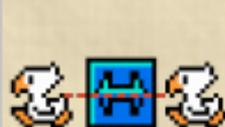
Buried Crystals

These magical objects don't do anything by themselves, but if pecked by Chocobo, they will unleash a powerful earthquake that will stunn every monster on screen for a while.

They don't appear often, but take advantage of them whenever they are present!

The Arrow Block

The Arrow Block is a very unique object, one that has the largest number of properties, and as such, it needs to be in proper detail. Here we go through the different ways it can be interacted with. You will need to deal with them very often, so pay attention!



The most basic and obvious property of the Arrow Block is that Chocobo will pass through it, both vertically and horizontally, so it won't impede your pass nor can it be used as a platform by Chocobo.



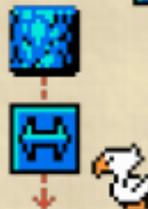
Arrow Blocks can be destroyed and are affected by gravity! This will be crucial on your quest, and it has many different uses. They can be broken by both methods.



Monsters are affected by Arrow Blocks! In fact, if any gets in contact with one of them, it will be instantly defeated, and respawn some time later.



Even if Chocobo can go through them, Arrow Blocks can and will act as solid to other Stage Objects and other Arrow Blocks! Often times you will need these to move around Boulders, or use them to support other objects on them!



Because gravity works on them, you can cause a cascade effect if there are several Objects one over another. But be careful, don't break more than the necessary ones!



If you played Moai-Kun before and don't remember these, it is understandable, as it was a completely unused feature in the final game. Here though, are quite common!

A few more details

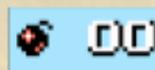


One thing that might not be obvious when starting out is that the left and right sides of a Stage are connected, and if you walk to the left you'll end up appearing on the right.

Many Stages will need crafty use of this, so it is important to always remember, but some Stages will in fact have Arrow Blocks indicating warping around is possible.

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On the top-right side of the screen, you can find the Timer. Yeah, Stages have a Time Limit, and believe me, while it gives you lots of time, that clock also moves very fast, so it's advised to not waste time. You can Pause the game and then make a plan to avoid that!



Besides the Timer lies the Bomb counter. Obviously, it points out the number of Bombs at your disposal.

Usually you won't find many more Bombs than the necessary, so don't waste them pointlessly!



We've seen that several Stage Objects are affected by gravity, but one thing not mentioned before is that some Object may fall at different speeds.

Just to give you one example, Floating Platforms are heavier than most Objects, thus they will fall faster than let's say, a Boulder.

The Baddies

These are the despicable characters that took your stuff! The better you know their behavior, the better prepared you will be to deal with them, so let's examine them for a bit!



Puddings and Spiders

These two are probably the most basic of all. They creep around the platform they're on slowly, walking from left to right and back.

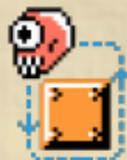


They don't throw themselves out of the platforms, and dispatching them is as simple as pecking them when close.



Sword Rats and Bombs

You can think of these two as a harder version of the above. They move much faster, and instead of changing direction when reaching an edge, they'll drop and continue running.



Death Eyes

The way these monsters may look at you might be unsettling, but Death Eyes are not that terrifying themselves.

You can find some of them standing on a single place, making harder for Chocobo to reach a platform, or they can crawl around floors, walls and ceilings. Don't take it them out of your sight or they'll surprise you!



Goblins and Tonberries

Carrying weapons and being able to throw them, these are a bit more dangerous than the previous monsters. They walk left and right, attacking with what seems to be a certain timing.

The Baddies

These are the despicable characters that took your stuff! The better you know their behavior, the better prepared you will be to deal with them, so let's examine them for a bit!



Kum Kums

You may laugh at their silly name, but you'll also start running away when they start raining magic at you!

Kum Kums shoot three projectiles at different directions with each attack, and they love to sit in annoying places. Nasty monsters.



Treants

Very similar to the above. These possessed trees can spit flames as they back and forth, and slowly at that.

They're more rare than Kum Kums.



Evil Statues

Resembling a Chocobo, these statues spit large flames that spell death.

A single touch will take you out, fortunately they're a rare sight, and with proper timing you can get by them. Still, careful!



Malboros

Here they are, the biggest and baddest of them all. They're very tall, so you can't jump over them, and worst of all, they burp horrible, lethal gases often.

On the bright side, you can take them out by pecking them in the back.