



**A Companion Guide to the unofficial,
fanmade English translation**



Introduction

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Actions



BAZAR dé GOZARRE's PUZZLE GAME



Bazar dé Gozarre's Puzzle Game is a PC Engine CD game released in 1996. Made by Game Freak, more widely known for their work on the Pokémon series, but arguably shine brighter in their solo outings such as Pulseman or Drill Dozer, the concept is fairly simple: guide the eponymous Bazar through a series of stages, preparing what actions the monkey will execute when he comes upon Action Points. Once Bazaru steps on one of these points, an action is played out, and the next one in the queue will be played out when he touches yet another Action Point, and so on.

The objective is always the same: reach a Stage's Goal and collect money along the way, with the ultimate objective being gathering enough money for Bazar to furnish his home with enough items and provide him with a comfortable life. However, while this seems simple, once Bazar's actions have been chosen and he's told to go, players have no control over him: the monkey will play out all the actions in the sequence provided. Players are left to simply watch Bazar either succeed at finishing a level or fail, often in humorous ways.

There are a total of 8 "worlds", each with 10 stages. Along these, Bazar can, among other things, run, jump, skip, roll and even dance to avoid or neutralize enemies, reach different places or deal with specific obstacles. Each action has its use, though some of them may not be immediately noticeable, and some of these may provide different results depending on when – and how – they're used in a stage.

The majority of the stages in Bazar de Gozarre's can be finished in various ways, thanks to Game Freak's brilliant design. As such, this guide, included with our English fan translation of the PC Engine CD game, does not aim to be the ultimate solution to the game. Merely, it's a set of solutions found during the course of our playing and play-testing, and they generally provide a speedy or simple take on every stage's puzzles. Some are annotated and include some alternate solutions as well. Also included are brief explanations about Bazar's actions, and some of their secondary uses, when applicable.

We advise everyone to first play Bazar dé Gozarre's at their own pace to discover this wonderful game on their own, and only use this guide if they ever get stuck, or if they want some additional info on his actions, as it contains obvious spoilers.

Finally, we hope everyone enjoys the work that went into translating the game and making this guide!





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Bazaru de Gozaru
no Game de Gozaru

Publisher: NEC Home
Electronics, Ltd.

Developer: Game Freak,
Inc.

Released: Jul 26, 1996

Platform: PC Engine CD

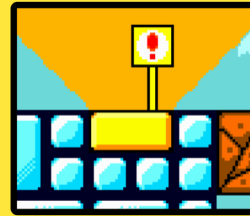
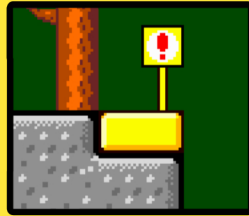
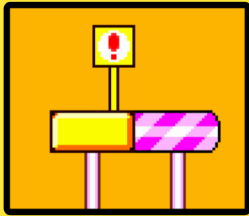




1) Actions

• Actions and Action Points

Bazar dé Gozarre's sits somewhere Lemmings and Wonder Project J, though unlike DMA Design's classic, you only supervise the actions of one character; and while it lacks Almanic Corporation's simulation elements, Bazar gets "rewarded" every so often with a new Action, usually at the start of a new main Stage. A stage may have a money bag that's only possible to get by using an Action Bazar will only receive several stages later; the Moon Walk Action, for instance, is only available once players reach Stage 8, at which point they can comfortably leave the Stage and replay past stages to see where this Action might help them retrieve a money bag that was previously unreachable. On the other hand, some stages may simply require players to replay them right away to get a money bag, as no extra Actions are necessary.



*Action Points in Bazar dé Gozarre's are always signaled by yellow platforms and a warning sign.
Some enemies will display exclamation marks as well...*

Action Points will always trigger the next Action in Bazar's queue once he touches them. While these are largely signaled by yellow platforms on the ground, certain elements in some stages will act as Action Points, forcing Bazar to trigger his next Action when touching them. Keep an eye out for these!

Finally, every Action will reduce Bazar's stamina, displayed as bananas on the top right of the screen. Some Actions are more "expensive" than others, which may work against you; it's quite possible in later stages to find yourself getting near the Goal, only to watch in horror as Bazar collapses due to weakness. Fortunately, many levels have bananas scattered about, which Bazar will consume on touch, and the Dance Action will provide a fresh batch as well.





1) Actions

• Action-like movements

On some levels, there will be elements – environmental objects or even enemies – that will "force" Bazar to react with movements that would otherwise only be possible through specific Actions.



Small Dogs: small white dogs will bark at Bazar if he approaches them, forcing him to run in the opposite direction. The effect is similar to using a Run Action. Large Dogs will also force Bazar to run, but this is an immediate level failure.



Small Rocks: rare, but these will cause Bazar to trip over himself and roll forward a short distance. The effect is the same as using a Roll Action.



Large Springs: when landing on these, Bazar will be flung upwards as if he had used a Jump Action, although the jump effect of a spring propels him higher. In some cases, Springs must be placed in specific spots before Bazar can use them.



Mine Carts: specific to Stage 5, the Desert, Bazar will automatically get on these when touching them; their effect is akin to, but much faster than a Run Action. Of note, Bazar will mow down any enemies on his path when riding a Mine Cart.



Frogs: found on Stage 6, the Carnival, Frogs will act like Action Points, forcing Bazar to activate a queued Action. But they have a caveat: when touched, Frogs will hop forward a very short distance, which inevitably means Bazar will trigger another queued Action very quickly. This happens for as long as a Frog is in Bazar's path. Due to their scarce number, they're more of a novelty than a nuisance, but still require some thought on how best to use or avoid them.



Birds: few of these are met during the game, and they're confined to Stage 4, the Cemetery. Like other enemies, Birds can quickly destroy Bazar's household dreams. They act like Frogs, in that they will trigger whatever Bazar's next queued action is, provided he lands on their backs. When doing so, they're also defeated.



1) Actions

1.1) Run



When touching an Action Point, Bazar will immediately start zipping towards his left or his right until he hits an obstacle, or touches another Action Point. Running itself can also be activated if a small dog barks at Bazar, at which point the monkey will run away scared. This does not trigger an Action, but forces Bazar to run in the opposite direction of the small dog. Further, there are a few times when Bazar can make use of his running momentum so that, if he falls off a platform while running and touches an enemy, he can bounce as if he had just used a Jump Action.



1.2) Jump



When touching an Action Point, Bazar will immediately jump left or right. This can be helpful to jump over some obstacles or ravines, or to fling Bazar onto higher platforms. Much like Run, it also has its own momentum: jumping on top of an enemy will fling Bazar higher, and it's possible to land and bounce on several enemies in a row. Further, Bazar will jump higher when landing on top of Large Springs, which in itself doesn't require the Jump Action.



1.3) Sit



When touching an Action Point, Bazar will stop still and sit down. On its own, it's useful to "skip" an Action Point's use of a queued up Action; for instance, a player may want Bazar to Run and then Jump, but doing so in this order over three Actions Points in a row might not provide the desired Action sequence. In these cases, Sit provides brief respite in a sequence. However, Sit can also be used to "slide" if Bazar is running.

1.4) Roll



When touching an Action Point, Bazar will roll on the ground. This is often used to pass through narrow passageways but on its own, it doesn't last long, so it can leave the poor monkey stranded there. However, it can take into account the forward momentum of Run.



1) Actions

1.5) Spin



When touching an Action Point, Bazar will spin on the spot, leaving him slightly dizzy for a couple of seconds. This is Bazar's only direct attack method, as it can be used to neutralize enemies. It can also destroy certain walls and, as expected, he'll spin forward a longer distance when running.

1.6) Push



When touching an Action Point, Bazar will push any movable obstacle ahead of him. On some Stages, Bazar will come upon obstacles which can be pushed; although these mostly boil down to Large Springs, he can also push boulders on some levels.

1.7) Tip Toe



When touching an Action Point, Bazar will tip toe until the next Action Point (if any). A stealthy approach to problem-solving, as it allows Bazar to bypass some larger, meaner dogs sleeping along his path. But Tip Toe also considerably reduces Bazar's speed, which might be useful to walk over some fragile blocks...

1.8) Dance



When touching an Action Point, Bazar will dance on the spot, rewarding him with bananas – ideal to recover some stamina. A very context sensitive Action as, depending on how he's "programmed" to react on a level, Dance might not always be relevant. Nonetheless, it can be useful for new players or those wanting to study a Stage's Action sequence more calmly. Dance also has the effect of planting Bazar on the spot, which can be useful to "skip" an Action Point and preserve the next queued Action.

1.9) Nap



When touching an Action Point, Bazar will stop and take a quick nap. Naps are somewhat of a companion Action to Dance; while dancing provides Bazar with a way to replenish stamina, napping will "skip" activating a queued Action while conserving energy. Heavily depends on playing style.



1) Actions

1.10) Blind



When touching an Action Point, Bazar will cover his eyes and keep walking. Blind prevents Bazar from seeing things that would otherwise scare him and press onward. Its most noticeable use is on main Stage 4, Cemetery, to avoid being spooked by Ghosts. However, an effect that might not be immediately noticeable is that Blind also prevents Bazar from "noticing" Action Points – making it so he does not activate the next queued Action when walking over one of them.

1.11) Hopak Dance



When touching an Action Point, Bazar will start performing the Hopak dance, also known as the Cossack dance. When touching an Action Point, he'll be propelled forward while doing a series of kicks. The Hopak Dance has some uses, chief among them being able to move through narrow passages. It lasts longer than Roll, and can be combined with Run and Jump's momentum. A note on the Hopak Dance Action is that Bazar will kick a money bag if he touches one while performing it, potentially placing the money out of his reach.

1.12) Skip



When touching an Action Point, Bazar will skip over terrain, hoping in short distances. Some terrain is specifically designed to be skipped over, something Bazar will do automatically provided he uses this Action, until he comes upon an obstacle that forces some other movement, or another Action Point.

1.13) Hand Stand



When touching an Action Point, Bazar will stop and perform a Hand Stand, which momentarily stops him in his tracks. But because he stops over an Action Point and lifts his legs, this means that his next queued up Action will be immediately played out once this Action is over. This Action nullifies any momentum Bazar may have due to Actions like Running – even on ice...

1.14) Moon Walk



The ultimate move! When touching an Action Point, Bazar will move with his back turned, but maintain his direction. There is an important side-effect: falling off a platform while this is active will make Bazar reverse his direction upon landing. Investigate some of the earlier Stages when receiving this move...



Stage Solutions



BAZAR dé GOZARRE's PUZZLE GAME



STAGE 1 TRAILS



Stage 1-1



Stage 1-2



Stage 1-3



Stage 1-4



Stage 1-5

Replay



Stage 1-6



Stage 1-7



Stage 1-8



Stage 1-9

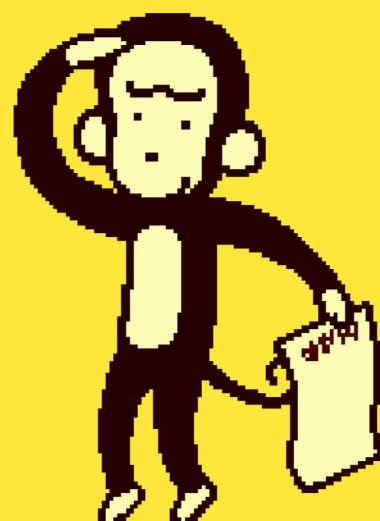


Stage 1-10



Spin is recommended to learn the basics of Bazar's only direct attack, but since there's no money bag in the first Stage, one can also use the Jump Action.

Like the first stage, this is meant to showcase one of Bazar's abilities, Tip Toe. You can use Jump to avoid the dog, but will miss the money bag that way.





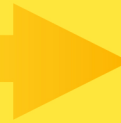
BAZAR dé GOZARRE's PUZZLE GAME



STAGE 2 BEACH



Stage 2-1



It's also possible to Spin on the 2nd Action Point, but it takes longer to finish the level and is unnecessary.

Stage 2-2



Stage 2-3



Stage 2-4



Stage 2-5



Stage 2-6



A simple Push + Jump will destroy the crabs in the trees, but doing so misses one of the money bags.

Stage 2-7



Spin and Run (Right) will also work, but it's possible to finish the level and overpower the Dog with one simple move.

Stage 2-8

Replay



Stage 2-9



Stage 2-10





STAGE 3 ARCTIC



Stage 3-1



Stage 3-2



Stage 3-3



Stage 3-4



Stage 3-5

Replay



Stage 3-6



It's possible to jump over the breakable block and use an extra Walk (Left) order, but coming in from the right won't net you the money.

Stage 3-7

Replay



Stage 3-8



Stage 3-9



Stage 3-10

Replay





STAGE 4 CEMETERY



Stage 4-1



Stage 4-1 introduces Ghosts, and it wants to show Bazar's new Action, Blind. It works, but taking a Nap will also let Bazar dodge the Ghost.

Stage 4-2



Stage 4-3



Stage 4-4



Stage 4-5



Using the same directions but with Run Actions instead also lets Bazar complete the level. That's Run (Left), Run (Right), and Run (Left).

Stage 4-6



Stage 4-7



Stage 4-8



Stage 4-9



Stage 4-10





STAGE 5 DESERT



Stage 5-1



Stage 5-2



Stage 5-3



Stage 5-4



Stage 5-5



Stage 5-6



Stage 5-7



Stage 5-8



Stage 5-9



Stage 5-10





STAGE 6 CARNIVAL



Stage 6-1



Stage 6-2



Stage 6-3



Stage 6-4



Stage 6-5

Replay



Stage 6-6



Stage 6-7



Stage 6-8



Stage 6-9



Stage 6-10



BAZAR dé GOZARRE's PUZZLE GAME



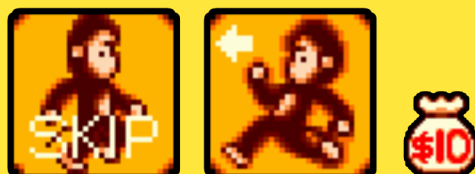
STAGE 7 CITY



Stage 7-1



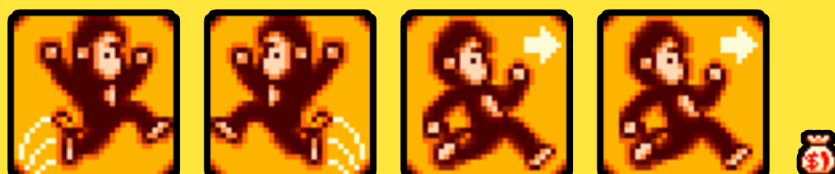
Stage 7-2



Stage 7-3



Stage 7-4



Stage 7-5



Stage 7-6



Stage 7-7



Stage 7-8



Stage 7-9



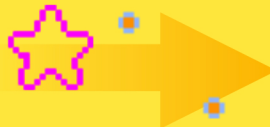
Stage 7-10



STAGE 8 SPACE



Stage 8-1



Finally, the ultimate move! Be sure to investigate some of the earlier levels with this new ability!

Stage 8-2



Stage 8-3



Stage 8-4



Stage 8-5

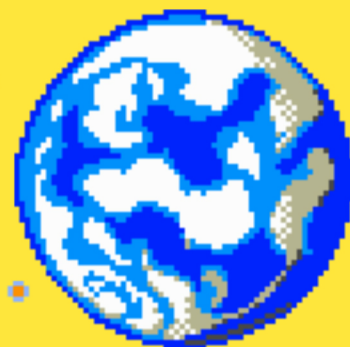


Don't panic when Bazar gets to the screen's edge!

Stage 8-6



Stage 8-7



Stage 8-8



Stage 8-9



Stage 8-10



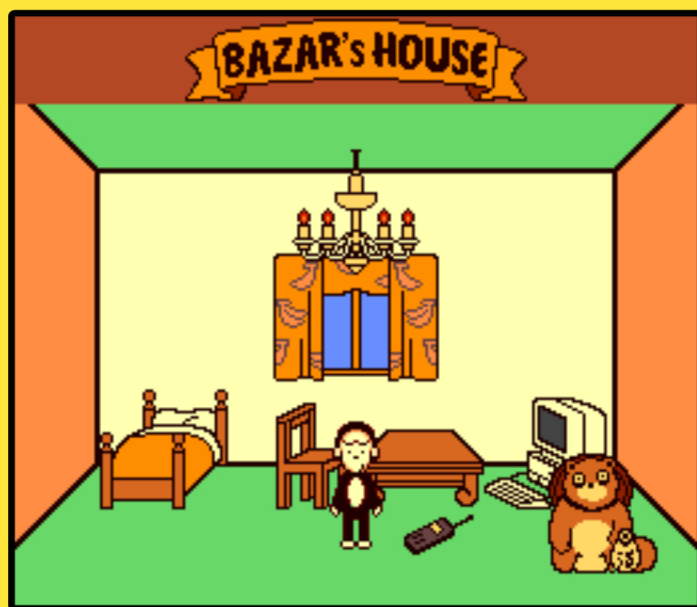


Ending

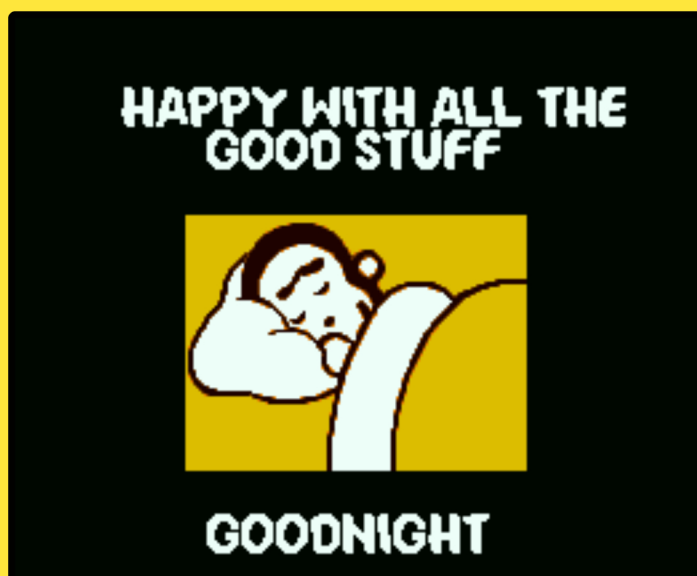
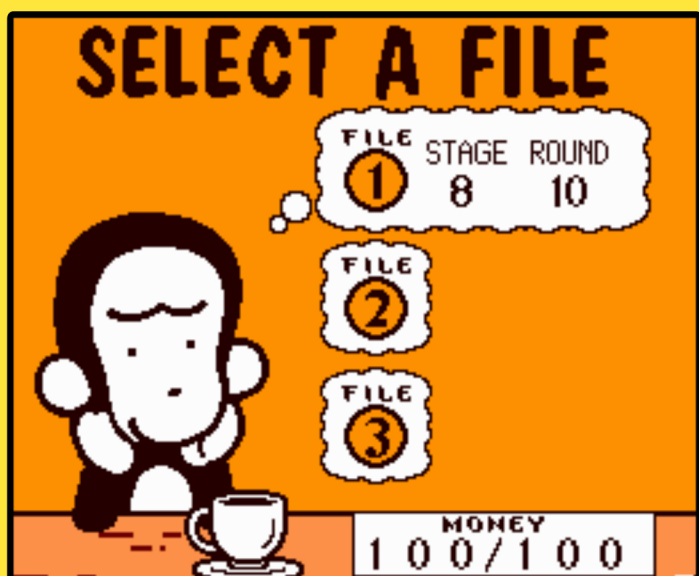


3) Ending

Bazar's ultimate goal is to collect enough money so he can afford a comfortable life, which means furnishing his home with enough items. As players finish a Stage, a new Shop will then open up, with a set of items for sale. For instance, one Shop may offer a variety of curtains, while another may have various beds. Fundamentally, it does not matter the value of the items you buy, provided you buy one of each "set", from every Shop. However, Bazar will be pleased with the more expensive stuff, which will present an additional ending screen.



It's recommended to only begin the process of furnishing Bazar's home once every money bag has been found if **you want to buy the more expensive items**. As every Stage is completed, the game saves this information, along with money acquired, on a save file; when loading a previous game, a counter on the lower right of the screen will show you how much money Bazar has found along his journey. Note that this value represents the total amount of bags found so far on all the Stages, **not** the total amount of money itself.





Final Words



4) Final Words

Once again, we hope everyone enjoys our English translation of Bazar dé Gozarre's Puzzle Game for the PC Engine CD, as well as this guide for the game.

The English patch can be found at Romhacking.net.

To find more about the technical aspects of the translation, please visit [Dave Shadoff's Github page](#).

If you enjoyed our work on the translation and guide, please show your appreciation on the game's translation thread on [the PC Engine Software Bible Forum](#).

Viva NEC!





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