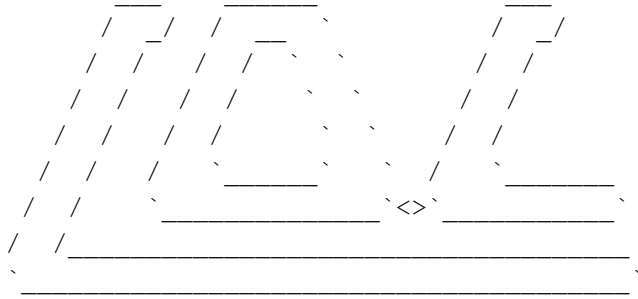


# Lack-Of-Love (Import) FAQ

by J. Lumb

Updated to v1.0 on Feb 6, 2001



LACK OF LOVE FAQ V1.0  
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## INTRO

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Earth has become over-populated. Natural resources are over-burdened and there is much civil unrest. We need to find a solution.

The L.O.L. project is our last hope. A robot named HALUMI will be constructed and sent into space to find a planet suitable for us. The planet can then be colonised and we can once again live in comfort.

[o/~ 1:OPENING THEME o/~]

Halumi finds a suitable planet and lands the rocket. Scores of robots and other machinery leave the aircraft and Halumi surveys the planet before work begins.

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## LEVEL 1

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[o/~ 2:BIRTH o/~]

You start at the bottom of some liquid in an egg.  
Move the stick about to break out of egg. Then you will swim to the surface and get out of the liquid onto a platform.

### 1: BIBIRIKARANOZOKI (blue, shelled creature)

These keep getting attacked by the red creatures on this map. You should be able to find such a fight in the centre of the map. You have to attack the red creature, maybe kill it, and then talk to the Bibirikaranozoki which will then give you the "gift".

### 2: AMEKIRAI (caterpillar-like, little green insect)

First eat some of the food around the trees on the left side of the map. The the Amekirai will start eating the food. If you hit the base of the trees, the head opens and the food will regrow. One of the Amekirai will stand by the base of a tree and start shaking. You just have to hit the tree again to show it how it opens up and you'll be given the "gift".

### 3: MUKADEKOWAI (two-legged green insect with long tail)

These poor creatures keep getting attacked by the bigger insect up in the top right part of the map. Just show them how to defend themselves. Kill the big insect and they'll give you the "gift".

Once you have all three "gifts" proceed to the crystals at the top and use

them to mature into the next phase. [o/~ 4:TRANSFORMATION o/~]

Now you'll see a pink dot next to 'shikkodotchi' (urinate) on the controls screen. This is a clue about your new skill.

Everything will look a lot smaller now, because you've grown.

If you make your way to the far right of the area, there are some plants you can climb up. Be careful however, now you've grown, some nasty centipede-like creatures will hatch from the nearby eggs and they are quite violent.

You can leave this map by climbing the plants, then urinating on the green plant in the middle of the blue ones. It will grow, allowing you to walk over it, to reach the exit.

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## LEVEL 2

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You start off on a ramp, if you walk to the left, you will see a blue creature (Kinoboriokoshi) get knocked off a tree and swept downstream by a creature that lives in the water.

1: BIBIRIOKANOZOKI (water-based, red fish-like creature)

Find the clearing at the top of the level in the middle near the water. Go to sleep and bibiriokanozoki will swim up to the shore and pop its head out of the water. Communicate while you are still sleeping and you'll receive the "gift".

2: KINOBORIOKOSHI (small blue insect with shell)

When daylight comes, these will get attacked by the Tebatabanana, and end up on their backs, struggling. Use the communicate button to turn them over and they'll thank you by giving you a "gift" and also, the ability to climb trees (shown as 'kinobori' in pink on the controls screen)

3: TEBATABANANA (yellow-green insect with two legs)

When night comes, the tebatabanana goes to sleep and is prone to attack. Wake it up by communicating with it three times and it'll give you the "gift".

To leave the level, go to the tree with three leaves still intact at the bottom left of the map, climb and press communicate at the top.

Bibiriokanozoki will jump out of the stream and knock the leaf off with you on it.

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## LEVEL 3

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You start off near a save position. You can completely miss this level out if you got enough "gifts" on the previous level. You only need two to mature to your next form.

1: A#BEKKU (blue bird-like creature with yellow beak)

There's two of these creatures on this level: one in a clearing in the top right corner of the map, the other on a leaf (which seems to move). There are some rocks that have springing plants at the bottom edge, allowing you to get on top of them. At night, the moving leaf is close to one of these, near the bottom right, and the A#bekku will be on it. Communicate with it and it will wake up and walk off the leaf, and jump off the rock. If you climb back down and communicate with it again, it will follow you. Now you

can lead it to its friend in the clearing- you'll have to keep talking to it or it will just stand still. When you get to its friend, wake it up and the two will start dancing and give you a "gift".

Now you should go and find the two crystals which will mature you into your next form, a dog like creature. [o/~ 4:TRANSFORMATION o/~]

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#### LEVEL 4

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It turns out now that you were on the back of a huge creature. After you fall off its back, it swims away leaving you on the shore of a new land.

To get between the various divisions of this level, you have to sleep on the rocks to get the Soinei to appear, then the large creatures blocking the way will take off to catch the Soinei, and you can pass by while they're in the air. But first you need to get this process underway by urinating on the big rock in the centre of the first area, and then sleep on the rock when day light comes.

You'll start off this level with a pink dot on the controls screen next to 'aruku' (walk). This is because you need to find a new skill.

1: NYOROMATOI (green chicken-like creature)

At night, there are some glowing blue dots in the water at the left, which will eventually reach the shore. You can attract these streams of dots by greeting them. When they glow, they are following you, and as long as you keep them close to you, they will keep following you. Find a Nyoromatoi and greet it to make it stand still, then sleep and communicate with it again and the glowing dots will be passed on to it, and it will give you a "gift".

2: SOINEI (little red creature)

Go back to the rock in the centre of the first area, where you started the event before during the night and sleep on it. A couple of Soinei will join you and stay with you until dawn. When one of them gets up, wake up yourself and it will give you a "gift".

3: ATSUMEYANMA (blue flying creature with yellow wings)

When you come into contact with one, it will take off and fly towards the right of the map. Touch every one that you see throughout your journey towards the end of the level, and when you get there, they will be in a big cluster in the middle at the top of the last area. Walk into the cluster and they'll take off and give you a "gift" on their way.

4: TASUKETE (two-legged insect with fin for body)

In the third 'division' of this level, you will see a Tasukete being attacked by three of the red creatures. Just fend them off, they will probably attack you instead, and then you'll receive the "gift". You'll also receive your new skill, 'hashiru' (run).

5: ROBBAFUUN (like Tasukete, but bigger, with a one big fin and four small)

When you get to the last area, you'll pass a stalk with horns on the top that makes a noise when you pass it. Head into the big field and there'll be several of these Robbafuun. Take them around the stalks, and when you visit the right stalk, the gameplay will stop for a second as the camera focuses on the horn going off. Repeat this a few times, finding the right order for the horns, and when you've got them all, the Robbafuun will split, leaving just one with you, and that one will give you a "gift".

The first thing you'll see on this level is a Kinomimachi being savaged by a larger beast (a Tasuketerion, which you'll meet later?). If you walk down through some growth, you'll find some more of the webs that this creature likes to trap its prey in, but you can't get to them yet because the route is blocked by some green dome-like plants.

When the sun comes up, these plants open up and stretch, letting you pass them. On the other side are several of the webs seen at the beginning of the level. As you walk into them, a cut scene will occur. A Tasuketerion approaches you as you are stuck in the web... what will become of you?

As for metamorphosis, it's your choice when you do it. If you cleared all the tasks on the previous stage, you can transform straight away, but you'll miss the chance to help two of the creatures out on this level. When the time is right, you'll find the five crystal shells near the centre of the map, above a save point. [o/~ 4:TRANSFORMATION o/~]

After transformation, you'll notice the following changes on the control screen:

- It now says "hikarimono" in the top left, which means glowing things.
- There is a pink dot under shikkodotchi.
- You have now mastered aruku (walking) and hashiru (running).

Also, the start of this map will be closed off (so you can't return to the previous area) and a vast expanse will be shown to the right of the original area on the map. Your form is now a fair bit larger and walks on its hind legs.

(before metamorphosis)

1: SAWARINIGE (two-legged blue creature)

Greet it and it will run away from you. Keep chasing it, and eventually it will stop and give you a "gift".

2: KINOMIMACHI (blue cat-type creature)

Look out for dark coloured, spiky fruit on the ground. You can hear these being dropped by the trees above if you listen for them. It sounds like a tin-whistle followed by a thud when it hits the ground. When you here one it's usually nearby. You can break these open by hitting them four or five times. Show a Kinomimachi how to break them open and eat from them, and then when its eating away at the inside of the fruit, greet it and it will reward you.

(before or after metamorphosis)

3: TENKO (little red bud insect)

At dawn, the Tenko will gather at the bottom of the transparent plant at the top end of the map (there is another one at the bottom left of the map) and form a line. Join the end of the line and when they set off walking, follow them, without passing the last one and without dropping too far behind. When you've completed the circuit, they'll reward you.

4: ABUDENEBUSOKU (cat-type creature with big blue ears)

You'll notice when it gets dark, the swarms of flies stop these creatures from going to sleep. Urinate nearby to lure the flies away and if the Abudenebusoku observes this, it'll give you a "gift".

(after metamorphosis)

5: HAYAKIHIKARI (blue bird with tail that lights up)

At first, you are restricted to a small part of the map, and around this area, you can see pairs of the plants that react to light. At night time, the Hayakihikari come out and race around the circuit formed by these plants. They start at the right hand side, where there is a line of dirt. They only have one race per night, and you have to beat them all while sticking to the correct route. When you complete the race in the lead, they will reward you with a "gift" and also give you a new skill, "chouchin" (lantern). As you can see, this gives your antenna a light so you can stretch the plants that react to light and get to the next area.

6: MIZUIRAZUNOHANA (walking, yellow caterpillar-type creature)

After you've gained the light, you can proceed to the rest of the map, where your only remaining objective is to help out the Mizuirazunohana. The last part of their name, "hana", means flower, and these creatures burrow into the ground lifting their tails up to blend with the flowers during the day. When day arrives... [o/~ 3:ARTIFICIAL PARADISE o/~]  
Now you have a certain amount of time left on this level, indicated by the panel in the top left of this field. To help out the Mizuirazunohana, you have to urinate on them. It doesn't have to be exact, but it has to be close, and it seems to only work for me at dawn, when the Hayakihikari return to wreak havoc. You may have to do it a couple of times, and then greet them to receive your reward. You have about 12 minutes, real time, from the cut scene to the end of the level.

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LEVEL 6

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After the drama is over, you'll emerge a little tattered. Get up and walk to the right and you'll meet a Tooboe.

1: TOOBOE (two-legged creature with tail feathers)

Just follow it up the cliff face, and you'll come to where it's standing. There'll be a brief scene where it communicates with a friend and from this you will gather that you have to do the same thing to get past the ravine. When the Tooboe has left, take its place and greet the Tooboe further up the cliff face. For this part, you just have to repeat whatever the other Tooboe does. That is, if it makes a noise, press greet. If it stays silent, just stay silent. Eventually it'll come down and give you a "gift" as well as booting you across to the other side of the ravine.

Walk a little further up the cliff and you'll see there's one of Halumi's bots in the way. But there's a strange creature underneath it, in the ravine. Jump into the ravine, about the creature and when you slide down, you'll wake it up and it'll push the bot out of the way as it makes its way up the ravine.

Call a Tooboe again for a boot across the ravine, make your way down and now you have to follow a thin, twisty path in between some small white creatures which will hit you if they touch you. If you get knocked off the path, you'll just end up next to the start of it and have to do it again, so be careful.

You'll need another kick from a Tooboe to get to the final area. There you'll find some strange creatures inspecting the bodies of dead Tooboe. Attack one and they'll all gang up on you. You'll be knocked out and they'll carry you off down the cliff to the next level.

First you'll need to break out of the "cell" you're in. You can kill all the creatures in there with you to make things easier - they're not that strong. Then you have to try to attack the guard on the other side of the gate. It'll open up the gate and come in the cell to see what's happening, so you can kill it and escape. There's plenty of the small creatures on this level and they'll all try to attack you, but they are a good source of food.

1: IROATEI (Big creature with four eyes and purple scales on its back)

At the top right of the map, there's a creature guarding the path. "Attack" it and it will lead you up the path, to the Iroatei. It is like the game, "Simon". First you have to get the ability to change the colour of your lantern.

Red:

There is a room right at the bottom of the map. When you enter it, you'll see some red marks on the floor. In here there is a plant which is activated by your barking. It will give you a red colour. The lantern can be made red with the "attack" button.

Yellow:

Find a creature holding a green implement at the top of the path on the far left. Make it move and follow it around, making it move everytime. It'll end up in the room below the cell where you started. When you make it move this time, it'll leave the implement behind and when you use it you'll get the yellow colour lantern operated with the "greet" button.

Green:

Go to the room at the top with the corpses. Eventually a couple of creatures will come and leave a new corpse there. Go to sleep on the corpse, and soon another two creatures will come along and carry the corpse off, along with you on top of it. As you leave this area, there is a plant that will give you the green light. The light can be activated with the urinate button.

Blue:

Go to the top room with the "boss". Use the attack button several times and it will eventually get that room full of creatures to attack you. Have patience! Run away from here and try and take them off one by one. They always seem to get the first hit in, so if you get surrounded by them, you'll be dead in no time. When you've picked them all off, go back to the room they were in, and you can now go down the path at the bottom of it, into a small room with the blue plant. Eat it to get the light, which can now be activated with the sleep button.

When you've got all the colours, return to Iroatei and play the game of "Simon" with it - just copy the sequence of colours using the A, B, X, Y buttons. You have to get a sequence of about 14, then it'll give you a "gift" and the guard will lead you back to where the "boss" is. It's left the space it was occupying before so now you can leave the area by the door in the top left.

2: TASUKETERION (Big fly/spider combination seen previously)

Just above the centre of this map, there is a larger platform with a Tasuketerion being chased by five of the creatures who captured you. Just kill them all, and the Tasuketerion will give you a "gift" and escape.

3: HARAHERIDORI (Pterodactyl-like creature)

First you have to get into the area where it's being kept on the right. Follow the same instructions for the green lantern in the previous part of this level. Once you're in this area, make your way to the fork, just outside the guard's room. Make a noise, using the greet button, and you will lure one of the creatures from the room. Keep luring it up to Haraheridori's cell (up and right), and when you get there, kill it. Then Haraheridori will get up and start eating the bug's carcass. After a while you'll be given a reward and the Haraheridori will leave the area.

Now return to where the "boss" used to be sat, and leave the level.

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## LEVEL 8

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Those with a keen eye will notice this area is the area featured in the intro, near the landing of Halumi's rocket ship.

If you have enough orbs, you can go straight to the left of the map, and use the crystals to enter your cocoon state if you wish, although you will not be able to help any of the four creatures in this part of the map if you choose to do so.

When you choose, cross over to the far left of the map, using the lily pads to traverse the water, and you can use the crystals and mature into your next form. [o/~ 4:TRANSFORMATION o/~]

(before metamorphosis)

1: KOSAGASHI (Two-legged, plump, brown creature with white markings)

If you walk to the left, through the forest, you will come to some water which you can cross on a lily pad. You can jump onto the land just underneath where you get on the lily pad, and you'll find a large Kosagashi. Keep walking down the map, and then right and you'll enter their den. There is a smaller Kosagashi here. Use the attack button and it will get up and walk outside to the big one. They'll dance together and all the babies will wake up. Then they'll give you a "gift".

2: FUKUSHUUPERIKAN (Pelican-like creature)

Go to the far left of the map to find a big Fukushuuperikan. Greet it, and it will pick you up in its beak and fly you across to another area. In this area, you can get to the creature that killed the other big Fukushuuperikan. Kill it and then return to the Fukushuuperikan and you will be given a "gift". Now you have to greet it again to be flown back to the main area.

3: IKEGAME (Flat creature with ten arms and a tail)

On the far side of the water, you'll find the Ikegame lying on its back. Use the attack command and it will flip over and make its way in the opposite direction. Keep barking at it to guide it into the water, via the lily pad you used to get here. When it dives into the water, it will reward you.

4: KOSOKOSOIWA (Big rock with lots of small legs)

This will be right next to you when you start the level, but it just looks like a rock. You'll notice if you leave the screen that it moves around a bit. You can trick it into moving by hiding. Just go to sleep in the small area to the bottom left, surrounded by plants. After a small time, it'll get up and walk off from this area. You can find it later, after you've crossed the water near the Kosagashi's location. There are a bunch of three rocks on the right hand side at the bottom of the trail. The top

one is the one that ran off, so bark at it and it will get up and give you a "gift".

(after metamorphosis)

5: KAMONOHANA (Two-legged, red and white creature with long nose)

Greet the Sempaitchi after completing tasks 7 and 8 in this area and it'll go to the cave at the top and talk to a Kamonohana. When it returns, go to the cave and you'll have a sumo match against four of the Kamonohana, in increasing sizes. Tap the attack button repeatedly to push the creature out of the ring. After the fourth victory, you'll be given a "gift".

6: KIRIN (Looks similar to a giraffe - "kirin" means giraffe in Japanese)

After completing the other parts of this section, greet the Sempaitchi again, and it will show you a route through the plants where it was sat. You will then emerge in the area on the right of the map.

[o/~ 7:UNITY o/~] You'll see a group of Sempaitchi gathering round a large egg, and several others scattered around the map. Further to the right is a big tree. Next to the tree is a cave. Stand at the entrance of the cave and bark. Repeat this, and after a couple of times, a creature will come out. Repeat again until a Kirin comes out. Then it will run off to another cave. Keep finding it in the caves (it will be visible from now on), and after you've found it a few times, it will run down to the bottom left of this area to its parents and when you get down there, you'll be given a "gift".

7: SEMPAITCHI (Looks similar to you)

The Sempaitchi will be blocking your way at the start of this area, so greet it and it will run off, but then a couple of creatures will roll up and follow it down the path. At the right of this large area is a strange looking plant. Walk up to it, greet it, and it will lead you down to the bottom of the map, where the Sempaitchi has been squashed by one of the creatures that rolled up. You'll get on its back and roll it out of the way, then the Sempaitchi will get up and reward you.

8: KAKUREGARASU (Bird-like creature, walking on two legs)

Greet the other Sempaitchi again, after you've rescued it, and it will talk to the big Kakuregarasu. The small Kakuregarasu will then gather round it, and when you go to see them, they will fly off into different areas of the map.

i: There are two paths at the bottom. Go to the one on the right and you'll see one of the Kakuregarasu crossing from side to side. Bark at it as it passes and it'll return to the tree.

ii: At the bottom of the far left area, there is another one hiding in the plants. If you approach it quickly, it will notice you and go to the other side of the rocks at the bottom, but if you sneak up to it and bark then it'll run back to the tree.

iii: At the top of the left area, there'll be one lying on its back in the grass, and all you can see is its stomach. Just walk up to it and bark and it'll return to the tree.

iv: Directly above the Kakuregarasu's tree, there is one on top of a small tree next to a tunnel. Go to sleep under the tree and it will get down from the tree. Then bark at it to make it return to the pack.

After you've returned all four to the centre, go back there and you'll be given a "gift" by the big Kakuregarasu.

9: MIMAWARIBATTO (Blue flying creature, bat-like)



In the leftmost part of this area, you'll find a Mimawaribatto circling round a rock. Follow it round, in its shadow, and after a while it will land and give you a "gift".

After you've rescued the Kirin, go to the area at the bottom, and Halumi will come into the area with another of the timer devices that you saw earlier. [o/~ 3:ARTIFICIAL PARADISE o/~] You'll have to wait around for about ten minutes until the timer runs out, and you may get low on energy. If so, go back to the main area and kill a couple of the anteater-like creatures for food. After the timer runs out... [o/~ 8:CRISIS o/~]

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## LEVEL 9

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[o/~ 3:ARTIFICIAL PARADISE o/~]

You appear in a ring with lots of the creatures you've met from the last area. If you need food, you can eat some of the dung that appears from time to time. After some time, a chime will sound, and the displays will spin round, announcing that it is test time. You can enter the room at the bottom now.

There are a number of tests to take. Going round the next room clockwise, you should start at D. If you fail any of these tests, you'll end up in a cell... [o/~ 9:EXPERIMENT o/~] Go to sleep and you'll get a chance to escape and try the tests again.

D: In here a baby will show you how you can push the blocks. Use the attack (bark) button, A, to push blocks you are stood next to. After you've cleared this room, the baby will show you how to pull blocks. You use the greet button, B, to pull blocks that are a square away from you. After this room, you just have to walk through a maze of blocks and you will have reached rank D.

C: Rank C is somewhat more difficult. You have to push and pull blocks to clear a way through each of the three levels, but you have to do it in a very strict time limit. You can't push or pull the black blocks in these maps either.

B: Rank B seems a lot easier than Rank C. The first level you have to find your way around a maze without any pushing or pulling, and the second and third levels are quite simple push/pull mazes.

A: You'll find Halumi in this room and then you'll be shown details of the LOL project. [o/~ 5:MISSION o/~] After this, there's more walking and you'll be given a choice between a LOL baby and one of the strange creatures you met before (alongside the Sempaitchi). Pick the baby and you'll reach rank A. Then Halumi will take you to the next area.

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## LEVEL 10

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You'll find yourself inside a room. After you greet the two creatures in this room, you'll go to bed and the lights will be turned out. Then you'll wake up again. If you've done everything up until now, you'll be able to go into metamorphosis immediately. Otherwise, you have the option of helping out the two creatures in this room. [o/~ 4:TRANSFORMATION o/~]

After transformation, you can leave the room. There is an elevator outside. You can go up, to see the bridge, where Halumi is, or down to visit the

previous area, but there's nothing you can do there now.

You should now leave the rocket by the door in the bottom left corner, on the middle floor.

1: AMEIRUKA (black and white, walking, fish-like creature)

First thing in the morning, the Ameiruka will go to the bathroom and stand in the shower. After being unable to do anything it will use the bath instead. So you have to turn the shower on when it is standing in the shower. After you've done this, it'll give you a "gift".

2: SATORIRISU (two-legged brown creature with pink feathers)

In the morning, after taking a shower, the Satoririsu will get up onto the red table. Walk up to it and greet it, then it will get off the table and give you a "gift". In the afternoon, it listens to the stereo...

[o/~ 6:DREAM o/~]

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## LEVEL 11

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You should make your way to the top-right area of the map, where the strange smoke is coming from. When you reach the next screen, keep walking to the top right of that area. Eventually you'll get to some sand. Exercise caution because there is a creature in here that will eat you. It has a periscope eye and if it gets too close, the rest of the creature will surface and you will have no chance of survival. Stick to the very top of the area and you shouldn't have too much trouble.

There is some food to be found on one of the mud patches in the sand which can help replenish the lost energy, but it doesn't tend to go a long way when you're this size... After the long, long walk, you'll reach a wire fence.

1: NOBORIZARU (monkey-like creature)

You'll see the Noborizaru is trapped in the wire fence. Use the attack button (A) and you'll roll towards it and free it from the fence. It will climb over and reward you with a "gift" as well as the ability to scale the fence yourself.

Climb to the top of the fence and you'll jump off the other side.

[o/~ 10:DECISION o/~]

Keep walking, and you'll finally come to a crystal shell where you can mature into your next form.

[o/~ 4:TRANSFORMATION o/~]

You'll also notice, the creature that has followed you from the fence has evolved. You now take a more primate form, and your energy has been completely restored, thankfully. There's also a save point here.

Walk further up the screen and you'll get the chance to try out your new-found strength against a few evil looking creatures. You should be able to dispense of them easily enough, and your energy also charges a lot quicker now. Pretty soon you'll find yourself outnumbered, though, so it's probably better to run through here. The creatures won't be able to catch you if you keep running.

You'll enter the next area, the weather will be treacherous, but keep walking north. There'll be constant cut scenes showing Halumi's progress with the

L.O.L. project. [o/~ 12:STORM o/~] Keep walking, with the other creature behind you, and eventually the weather will clear up and you'll be treated to the ending.

[o/~ 13:ENDING THEME o/~]

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## LINKS

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Creature hints (in Japanese) : <http://www.lack-of-love.com/pc/a2.htm>  
Game created by LOVEdeLIC : <http://www.lovedelic.co.jp/>  
Ryuichi Sakamoto : <http://www.sitesakamoto.com/>  
ASCII rocket comments page (Japanese only):  
[http://www.ascii.co.jp/et/software/consumer/sega/lol/dengon/index\\_loldengon.html](http://www.ascii.co.jp/et/software/consumer/sega/lol/dengon/index_loldengon.html)

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## ASIDE

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On February 4th and 5th, the Pure Love Alliance held a two day workshop for the New Eden Academy in Bridgeport, CT. The theme was "Prepare or Party?" and each presentation dealt with how to best prepare to confront the peer issues of drugs, drinking and sex that all young people ultimately face, and to prepare for their future.

On the second day Harumi Kawamura, another University of Bridgeport student gave a special lecture on feeling "lack of love." She directly confronted the students with a reason why we would do anything for love. "Ideally we are all supposed to experience child's love, brother, and sister love, conjugal love and parental love to the fullest." she said. "Yet in reality many of us feel lack of love or even alienation. This feeling of alienation drives us to seek love, which is strongly connected to the issue of purity."

source:

[http://www.tparents.org/Library/Unification/Publications/UNews/Unws9903/pla\\_New\\_Eden.htm](http://www.tparents.org/Library/Unification/Publications/UNews/Unws9903/pla_New_Eden.htm)

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## CREDITS

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This FAQ was written by Jonathan Lumb (and shall not be reproduced without consent). v0.1-v1.0 were written December 2000 - January 2001. If you have any questions, comments or contributions, please send them to [lol@thefirewall.org](mailto:lol@thefirewall.org). I can't guarantee I'll respond to everyone, but credit will be given where it is due.

Some translation of the clues on Lovedelic's website was provided by Nate Jensen and Maki Suzuishi. Extensive use of Todd Rudick's [www.rikai.com](http://www.rikai.com) was also used. Thanks guys.

L.O.L. LACK OF LOVE was:  
Produced by Ryuichi Sakamoto and Hiroshi Suzuki  
Directed by Kenichi Nishi  
Designed by Keita Eto and Yoshiro Komura  
Published by ASCII Corp / Lovedelic (c)2000.

The latest version of this FAQ will always be available at GameFAQs at <http://www.gamefaqs.com> (unless it decides to become re-affiliated with IGN). Also, the FAQ can be downloaded from <http://www.thefirewall.org/LOL/faq.txt>

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NOTES

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The [o/~ ... o/~] points throughout this guide refer to the soundtrack of the game which was released on Warner Music Japan, 8 November 2000. The catalogue number is WPC6-10086.

All names of creatures have been transposed more or less exactly from the katakana used in the game. In many instances, it is obvious that they resemble animal's names, but to retain consistency, I have left them in their original form.

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