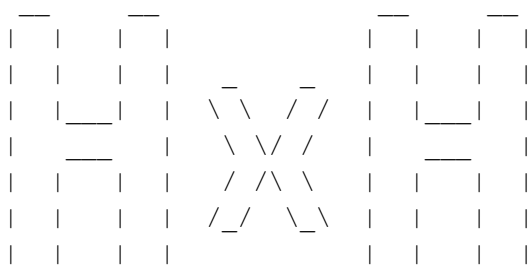


Hunter X Hunter: Minna Tomodachi Daisakusen (Import) FAQ/Walkthrough

by DarkSunDS

Updated to v1.2e on Jan 25, 2008



[Minna Tomodachi Daisakusen!!]

Hunter X Hunter - Minna Tomodachi Daisakusen!! FAQ/Walkthrough

Game Boy Advance

DarkSunDS

Version 1.2e (2008-01-25)

=INTRODUCTION=

This guide is Copyright (c) 2007 DarkSunDS. Publishing this walkthrough is only authorized for these websites:

-<http://www.gamefaqs.com>

-<http://www.cheathappens.com>

-<https://www.neoseeker.com>

-<http://www.supercheats.com>

You are not allowed to copy, even partially, this walkthrough without my permission. Asking is much simpler than taking the risk to get into trouble because of illegal stuff.

=VERSION HISTORY=

[BEGINNING] 0.05 - Started the walkthrough, added walkthrough for the first area.

[UPDATE] 0.1 - Added some areas, and corrected some errors.

[UPDATE] 0.15 - Finished Kurapica's quest, and started Gon and Killua's one. Corrected some errors.

[UPDATE] 0.2 - Corrected some errors again, finished Gon and Killua's quest. I will restart my game to fix some other errors.

[WEBSITES] 0.2a - Added Super Cheats and Neoseeker as authorized websites.

[REVIEW] 0.2b - Fixed some errors.

[REVIEW] 0.25 - Reviewed half of the walkthrough to fix the errors.

[UPDATE] 0.5 - Fixed the errors in the second half of the walkthrough, and completed Leorio's, Irumi's, and Mizuki's quests. Started the Genei Ryodan multi-quest.

[UPDATE] 0.7 - Fixed some errors, completed Ubogi's and Shizuku's quests.

[UPDATE] 1.0 - Completed the remaining quests, started the "After" section.

[UPDATE] 1.2 - Added the fishing minigame and the Game Basics sub-section, completed the After section.

[WEBSITES] 1.2a - Added Cheat Happens as an authorized website.

[REVIEW] 1.2b - Corrected some minor errors.

[REVIEW & WEBSITES] 1.2c - Corrected some minor errors, and stopped updating on every website except GameFAQs.

[UPDATE] 1.2d - I added a question in the Q&A section.

[REVIEW & UPDATE] 1.2e - Corrected some stupid errors I just recently noticed.

I also added, removed a few things and typed a small paragraph in the "Just

Have Fun!" section of the "After" chapter.

Note: When I add letters at the end of the version, that means the updates are so small that I don't even need to publish an update of the walkthrough.

=WHAT I'M LOOKING FOR=

- I need some help to help me understand the dialogues and menus.
- I need some help to correct the errors that I may have in the walkthrough, and to find things that I may have missed.
- I need questions for the Q&A section.

=SPECIAL THANKS=

- To GameFAQs, and all the other websites who host my walkthrough.
- To all of you, who are reading this walkthrough. Without you, what would be the point in making this walkthrough?

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=1.BASICS=

1-1.Controls

The controls are very simple in this game.

D-Pad: Move, select an option.

A Button: Confirm your choice, calls the menu.

B Button: Cancel a choice, go back in the menu.

L Shoulder: Calls the menu.

R Shoulder: Calls the Tools menu.

B Button + D-Pad: Dash.

Start: Nothing.

Select: Nothing.

That's it! Very simple, you can master the controls in five minutes easily.

1-2.Game Basics

Hunter X Hunter: Minna Tomodachi Daisakusen!! is not a normal RPG. It's a Harvest Moon-like game, featuring Hunter X Hunter characters. By the way, the voices you hear in the game are the same as the ones in the Anime. In this game, you have to start making quests for other people, to gain accessories and tools. You also have to "live" your life in this world, make money, buy items, decorate your house, build up your Hunter stats, make CDs with characters' voices, etc. You may also have to play minigames, like hunting, fishing or arm wrestling.

=2.QUESTIONS AND ANSWERS=

Q: How can I get the [insert Nen Type] Nen Type?

A: It depends on your birth date, but it doesn't seem do change anything in the gameplay anyways, so you don't need to change it.

=3.WALKTHROUGH=

[The Beginning]

3-1.Creating Your Character

Some people may be confused by this Japanese mess, so here I am!

The first bar is your name. You have to put your name in Hiragana or (by pressing R) Katakana here. If you want to translate your real name into the

game (like me), go on this website:

http://www.christian-t.com/japanese_dictionary/

Click on the first letter of your first name, then click on your name. Take any of the two names. If you can't find your name here, just make a search on Google, or make any random name.

The second bar is your gender. Default is female.

The third bar is your birth date (Month/Day).

After entering your info, press A on the button at the bottom. Your Nen type will be determined, and the game will start!

3-2.Your House

This is where you start. Before doing anything, talk to the guy south of here who blocks the way out. He will give you a broom... and move away. If you want, you can clean the trash on the ground in this area. You can also dig up the little cross thingies on the ground. Some of them will cause your character to dig up a part of a picture. You can dig up the other parts around the first one. There are three pictures in this area. You can also dig anywhere on the ground, and when you come back in this area, some of the holes will have water inside of them. If you come back later in this area, you may see some flowers and you can pick them if you want. Anyways, you can now move on to the south.

3-3.Ruins East

There are some places where you can dig pictures in this area, too. There are a total of 5 pictures. You can also clean the trash that's on the ground, like in the first area. Now speak to the guy who is near the northern set of stairs. There are some stairs south of this area, so climb them up and go left to the Ruins Entrance. There is a tree that you can find on the way, with a cuckoo on it. You can record it.

3-4.Ruins Entrance

Dig up the pictures here. Note that one of the pictures here is bigger than the other ones you saw before. When you're done, go up and meet Kurapica.

[Quest #1: Kurapica]

Kurapica will introduce himself, and he will ask you to follow him in the ruins.

3-5.Ruins

When the conversation is over, you will be in the ruins. Just go up a little, and talk to Kurapica again. He will tell you to follow him again. Just follow Kurapica, and follow the path until you find him again. It's easy, and you will soon get to Kurapica's goal: a wall covered with carvings. Kurapica looks like he just found something really important, but we don't know anything yet. Kurapica will ask you something, so select the top answer, and you will both leave the cave. Kurapica will meet two people, and the old man will get angry at him. Kurapica then asks you to meet him at the train station.

You are now back at the Ruins East. Just get down the stairs and climb the northern set of stairs to get to...

3-6.Town - Main Part

Just stay in this area, and before meeting Kurapica again, go clean the trash that is around the place. There is someone who will buy your flowers (if you got some) near the set of stairs on the eastern part of the area. When you can choose from three answers, choose the second one, then always select the top answer. He will pay you for your flowers, and you can also buy some by selecting the top answer first, though it's probably not worth the price right now. Anyways, when you're done in the town, go north until you get to a different area.

3-7.Town - Train Station

Clean all the trash here, too. When you're ready, go speak to Kurapica, who is in the north-western corner of the area. Kurapica will ask you if you're ready, so select the top answer. You will both enter the train station, and you will end up in...

3-8.The Island

Kurapica is now the one following you. First dig up all the pictures and clean up the trash that is all around. Move north and do the same thing. From this area, go east and do the same thing again. It may be boring, but it is necessary. When you're done, climb up the stairs north of the entrance, and go west. Repeat the process here, then head north and clean up the cans while digging up the pictures, then go back in the previous area. Now head west, and do the same thing again. After you've done that, head north and dig up the only picture that is there. Go back in the previous area, and climb several sets of stairs to go west. Dig up the pictures there again (there is no trash here), then come back in the previous area. Go in your status menu. You should have two numbers. Correct me if I'm wrong, but you should have exactly 90 and 62. If not, then make sure you've cleaned enough trash and dug up enough pictures, because some of them are easy ot miss. Anyways, head south past the trails, and you should be near a lake. Dig up all the pictures here, and come back up. Now go through the south-eastern exit, and you will be back in the second area.

Go in the north-eastern house, and talk to the woman behind the counter. She will give you a map. Get out of the house, and Kurapica will open the map and shake his chain over it. You can move the chain and if it shakes, that means you have to go there, so point the chain at the lake, and wait a little. Now we have to go back to the lake. Head through the south-western exit, then go south again past the trails. You will be at the lake again, but this time, Kurapica and you will meet an old man, who will reveal something to Kurapica, about a pyramid, so head back up, south-east, then go up again to reach the "pyramid". There is a picture that you need to find here. When you hear a crow, dig and you should find a part of the picture. When you're done with the hole picture, press A while standing in the middle and you will jump down, and inside a cave.

3-9.Pyramid Ruins

First go down the stairs, then follow the path to another room. Go north and there should be a door. Enter it. There will be an earthquake, and you will have to play a minigame.

[Evade!]

Level: 1

Difficulty: 4/5

How to play: You are controlling Kurapica, and you have to evade the boulders that are falling. If you get hit too many times, you lose the game.

Strategy: Keep an eye on the top of the screen, so you can avoid the rocks fast enough. It's hard to win, but if you're good at that, and have good reflexes, you may succeed.

When you are over, Kurapica will say something (I need some help to understand) and a little dragon will enter the room. Kurapica will say something else, and you will see the credits. You can now choose Kurapica to "sing" the songs you make in the music menu!

[Between Two Quests]

3-10.Your House (2)

At the end of the credits, you will be back in your house. Someone is still blocking the way out, and it's the same guy as before. Before talking to him, you could go north and pick the flower(s) that is(are) there to sell them. After you talk to the guy blocking the path, you will receive a mop. Use this one to clean walls. Go south.

3-11.Ruins East (2)

Walk around a little, and you will hear a sound and the picture of a letter will pop up, so go in your mail inventory, move your cursor around and you will find Kurapica's letter. Open it for a hilarious dialogue, and you will get a bow and arrows at the end of the letter. You probably saw these odd creatures hidden behind the trees. They are animals. If you shoot one, you will start another minigame.

[Shoot!]

Level: N/A

Difficulty: 2/5

How to Play: Find the right power to shoot the animal. If you hit a rock or a tree, you lose an arrow. You can also change the angle by pressing up or down. Strategy: Just practice a little until you're better at it.

If you win, oddly enough, a bag will follow you around. It is the animal you have captured. Anyways, head up the southern stairs to go in the Ruins Entrance. If you have captured one or more animals, speak to the guy near the southern path. He will buy it or them if you select the top answer. Now go south, to a new area.

Note: Every time you see an animal, from now on, try to capture it. It gives easy money and you will need to gain some money for later.

3-12.Ruins South

Just dig up the pictures there, then come back to the Ruins East, and head into the Town.

3-13.Town - Main Part (2)

Just head east, and sell your flowers if you have some. If you have about 100 or 200J, you can go in the music shop (right of the flower shop) and buy anything from the MAN. If you do, you'll receive a recorder which will allow you to record the sound effects in the game.

3-14.Town - Harbor

First of all, clean up all the trash. The first time I came here, there was no one important. Head down the stairs in the harbor and talk to Gon and Killua. They have a quest for you.

[Quest #2: Gon and Killua]

Gon will greet you, as if you already met him, then you will be introduced to

Killua. You will also meet the captain of a ship. After a conversation, they want you to join them, so head up the stairs, and right to a ship. Talk to the captain who is in front of the ship, and he will ask you if you are ready. When you want to go, choose the top answer.

3-15.Ship

Now Gon and Killua are following you. First go left and up the stairs, and you will be outside. You are going to play Janken against Gon. The first answer will make Gon win, the second one will make Killua win, and the last one will make you win. When you're done, come back inside the ship and down the stairs. The only place you can go now is the rightmost door, so go inside. You will be asked something, so choose the last answer, and you will be back on the Island.

3-16.The Island (2)

When you're on the island, the screen will show a shop in the upper-left corner. Enter it. Talk to the woman who's there. When you get out, another house will be shown. Enter it. Talk to the hairstyler, head out, and Gon and Killua will say something again. Now, go on the far right of the town, to a house surrounded by some trees. You will meet an old woman and another cutscene, then head west and out of the town, then go up the western flights of stairs, and head west again. There will be another dialogue. Now you have to go in every area in the island. While you're there, clean all the walls on the island for some stat boosts. When you're done, go in the town again.

Gon and Killua look unsatisfied. But after the dialogue, some text will scroll, like the one in Kurapica's quest. After that, go west to another area for another cutscene. Choose the second answer, then head back east, then north to the pyramid again. Go around until you hear the crow, and dig the hole again. Jump inside to the Cave again.

3-17.Pyramid Ruins (2)

Go down the stairs, and there will be another cutscene. Follow the path to the next area. Walk forward, and there will be an earthquake.

[Evade!]

Level: 2

Difficulty: 4.5/5

How to play: You are controlling your character, and you have to evade the boulders that are falling. If you get hit too many times, you lose the game.

Strategy: Keep an eye on the top of the screen, so you can avoid the rocks fast enough. It's hard to win, but if you're good at that, and have good reflexes, you may succeed.

When you're done, if you go in any room BUT the purple door, you will play another minigame.

[Hit!]

Level: 1

Difficulty: 1/5

How to Play: You are controlling Gon, and you have to use the D-Pad to face the bats that are coming. If you do it correctly, Gon will hit the bats and you will win easily.

Strategy: It's easy, just a little long, so relax and face the bats when they appear on the screen.

Go through the purple door again, and Gon will break the wall blocking the path that was here when you were with Kurapica. The little dragon will come out

again, and there will be the credits, but you can skip them this time. There will be a last cutscene with Gon and Killua, then you're back at your home.

You can now make Killua or Gon sing your CDs in the music menu!

[Between Two Quests]

3-18.Your House (3)

Again, go pick your flowers and talk to the guy who's blocking the path to the south, but this time, you won't get anything. Go south and east to the Town. Remember that you can sell your animals. If you captured them all, even though they appear randomly, you can get about 3000J!

3-19.Town - Main Part (3)

Walk around until you get Gon's and Killua's letters, if you didn't get them already. Open both of them. You will get Gon's fishing rod, and Killua's skateboard as an accessory. Sell your flowers if you want. Now go back to the town entrance, head down the stairs, and head west to meet Leorio. He has a quest for you.

Note: Now that you have enough money, you can buy some CDs and instruments to make music! You can also make funny speeches with Killua, Gon or Kurapica!

[Quest #3: Leorio]

Leorio will first bring you somewhere and when he's finished talking, you will both walk to an old woman, the same as the one in Gon and Killua's quest. After a dialogue, Leorio will ask you to meet him at the train station, so head north to this area.

3-20.Town - Train Station (2)

Talk to Leorio, who is north of the entrance. Choose the top answer. He will tell you to get train tickets, so go north and up the stairs, and talk to the man who is in front of the train station. He will ask you if you want train tickets, bus tickets, or nothing. Choose the top answer. Leorio and you will both enter the station, and go back to the Island.

3-21.The Island (3)

Before starting the walkthrough for this area, I want to tell you that you can now fish with Gon's fishing rod, but only on this island. When you find some water, use the fishing rod and...

[Fish!]

Level: N/A

Difficulty: 2.5/5

How to Play: There are two parts in this minigame. In part 1, you must watch the thing floating on the water. When it goes down too much, press A while the little bar on the top of the thing is halfway inside the water. If you do it correctly, you will start the second part. Now you have to bring the fish to you, so press and hold A until the bar is full, then let the button go, because if A is held for too much time, you will lose. So you must keep the bar almost full, and the fish will move towards you. If you just keep the bar ALMOST full, it'll still work, so when you get the fish, you win.

Strategy: At the beginning, it may seem hard, but if you try a few times, it'll be easier.

Now, let's move on with the walkthrough.

Leorio will say something, then he will see Kurapica. Now you must follow him.

It's really easy, so follow Kurapica until you reach the lake. He will talk to an old man, and Leorio doesn't want to be noticed, so spy on Kurapica from the south way. After some more talking, you must go at the pyramid again, so head north, then east, then north again to reach it. Again, when you hear the crow, dig up the hole picture and enter the Pyramid Ruins.

3-22.Pyramid Ruins (3)

Head down the stairs, follow the path to a bigger room, and you can go through the purple door again. This time, there will be no minigame, but the little dragon will still show up. Then it's credits time, and you will be back at your house.

You can now make Leorio sing your CDs!

[Between Two Quests]

3-23.Your House (4)

Well, that was the shortest quest ever! Anyways, pick your flowers, sell the animals, and get rich! The guy is still blocking the path, so talk to him and he will move away, but you won't get anything. And if you go south of the Ruins Entrance, you can see the animals you've captured so far (but you can't shoot them)! Now head into the Town.

3-24.Town - Main Part (4)

You can sell your flowers, and open your letter from Leorio. You will get an accessory. When you're ready for a new quest, go to the Train Station.

3-25.Town - Train Station (3)

First talk to the man who's in front of the train station, and he will ask you something. Choose the first answer, then head to the woman who's in front of the bus, and she will ask you something. Choose the top answer again, then you will travel to the Zoldyck mansion.

[Multi-Quest #1: The Zoldycks]

3-26.Zoldyck Mansion - Outside

First of all, dig up the three pictures there, then speak several times to the man in the kiosk on the right. There will be a minigame.

[Win!]

Level: 1

Difficulty: 1.5/5

How to Play: Look at the notes that appear on the right side of the screen, and play them fast by pushing the correct buttons.

Strategy: Before pressing any button, take your time to watch the notes and the buttons you need to press. When you're ready, you can press the buttons. It's easy.

When you're done, he will let you enter the mansion.

3-27.Zoldyck Mansion - Inside

You will meet the Zoldycks. There will be some talking, then you will have to choose who you want to quest with. Choose Irumi (the first one).

[Quest #4A: Irumi]

After some talking, Hisoka calls Irumi, and then you will both end in the island again.

3-28.The Island (4)

It's even easier than Leorio's quest. Head up the stairs north of here and go west, then north in the next area. Go north, and Irumi will figure out something. Now just go back south, then east, and south-west, then head up to the pyramid. Listen to the crow and dig up the hole picture again, and fall down to the Pyramid Ruins.

3-29.Pyramid Ruins (4)

Head down the stairs again, but this time, Irumi will notice something, and a minigame will start.

[Hit!]

Level: 2

Difficulty: 1.5/5

How to Play: You are controlling your character this time, and you have to use the D-Pad to face the spiders that are coming. If you do it correctly, you will hit the spiders and you will win easily.

Strategy: It's easy, just a little long, so relax and face the spiders when they appear on the screen.

When you're done, go through the path to the next room. Again, enter the purple door. This time the dragon is here already. Irumi will say something, and after the credits, there will be another cutscene at the Zoldyck Mansion, then you'll be back at your house.

[Between Two Quests]

3-30.Your House (5)

Again, pick your flowers and talk to the man who blocks the path. Go sell your animals, and head into the town.

3-31.Town - Main Part (5)

Again, sell your flowers, and if you want to check it out, a museum just opened near the clothes kiosk. You should have at least 5000J by now, so you should spend your money buying clothes and getting a new haircut. Here's a screenshot of how I was after my shopping:

<http://i143.photobucket.com/albums/r140/darksunrz/hxh2.jpg>

And if you want to send a letter to someone you've quested with, just write one on your mail menu, then head in the post office at the harbor and talk to the mailman to send it.

When you're done with everything, do exactly the same thing as in Irumi's quest to get to the Zoldyck mansion.

[Multi-Quest #1: The Zoldycks]

3-32.Zoldyck Mansion - Outside (2)

Again, talk to the man in the kiosk three times, and you will play a minigame like the other time.

[Win!]

Level: 2

Difficulty: 2/5

How to Play: Look at the notes that appear on the right side of the screen, and play them fast by pushing the correct buttons.

Strategy: Before pressing any button, take your time to watch the notes and the buttons you need to press. When you're ready, you can press the buttons. It's easy. The only difference is that there are more musical notes than last time.

When you're done, again, you will be allowed to enter the Zoldyck Mansion.

3-33.Zoldyck Mansion - Inside (2)

This time, you have no choice but to go with Miruki.

[Quest #4B: Miruki]

After some talking you will be back on the Island.

3-34.The Island (5)

You will arrive in a hotel and Miruki will get a room for you. He will get a call from Hisoka. When he asks something, select the top answer. When Miruki asks you something else, select the bottom answer and explore the room. I'm not sure of what to do here, so if you know it, please tell me. Anyways, you can enter the northern room and choose the top answer to go to sleep.

When you wake up, it's morning again, and you're out of the hotel. Just go at the same place as in Irumi's quest, and there will be a small cutscene. When Miruki is finished talking, go south to the previous area. You and Miruki will see a man who's near a house. Miruki will talk to him, and you can then head to the pyramid again, to dig out the hole picture and get in the Pyramid Ruins.

3-35.Pyramid Ruins (5)

This time, it's the little blue dragon who will go to you. You will head down the stairs automatically, then you can go through the path to reach the bigger room. The dragon will appear again, but he has been following you. The credits will show up, then you're done with the Zoldyck Mansion!

[Between Two Quests]

3-36.Your House (6)

Again, pick your flowers and speak to the man who's blocking the way out. Head south, and go sell your animals. Head into the Town again.

3-37.Town - Main Part (6)

Go sell your flowers again, then go buy some new stuff if you want to. If you go in the building near the Train Station, you can play the music wrestling game anytime by selecting the top answer when talking to the man. When you're done, we will start the Genei Ryodan's quest.

[Multi-Quest #2: Genei Ryodan]

First of all, look for Hisoka around the town, because he should be at some random place in the town. Talk to him, then select the top answer.

3-38.Genei Ryodan Hideout

You will meet Kuroro and the members of the Genei Ryodan. Now you can choose who to quest with again. The members you can quest with are, from left to right: Ubogi, Shizuku, Sharnock and Machi. I will go from left to right, so

choose Ubogi.

[Quest #5A: Ubogi]

After some talking, you will get on the Island with Ubogi.

3-39.The Island (6)

On the northern part of the town, talk to everyone. Go to the south end of the town, and do the same thing. Finally, head back up and Ubogi will say something, then he will get away. Head down again, speak to everyone, head back up, speak to some people, enter some buildings, then head back down to see Ubogi. Talk to him, and there will be a cutscene where he will almost hit an old man. He finally gets what he wants (some information), then you can go on the mountain by heading east, north-west, then north.

Climb up the stairs for another cutscene involving the clone of Ubogi (?) and when it's over, you can head to the pyramid, but this time, you won't need to dig up a picture, because Ubogi will break the ground to let you enter the Pyramid Ruins.

3-40.Pyramid Ruins (6)

Just head down the stairs, go through the doorway, and enter the purple door. As you can see, nothing happens, so just move through the multiple rooms, and you will eventually find the dragon. After the credits, you will be back at Your House.

You can now make Hisoka sing your CDs (but he sucks at that)!

[Between Two Quests]

3-41.Your House (7)

You shouldn't need to pick your flowers, with all the money you should have by now, so just talk to the guy who blocks the path, and head south. After walking a little, you will receive three letters from Hisoka, containing three odd accessories.

[Multi-Quest #2: Genei Ryodan]

Search for Hisoka again, and select the top answer when talking to him.

3-42.Genei Ryodan Hideout (2)

This time, you have to choose from Shizuku, Sharnock and Machi. Go with Shizuku.

[Quest #5B: Shizuku]

3-43.The Island (7)

After some talking, head north, and Shizuku will go somewhere. Talk to some people, enter some buildings, and when you're ready, go see her at the bottom of the area. Go north and up the stairs in the same area, and Shizuku will talk to a woman. She seems to be looking for information, like Ubogi. Anyways, she uses, I think, Deme-chan (her vacuum cleaner) to suck everything from other people's houses. Two men try to stop her. Then an old man tells her what she wants (at least I think)... So head to the mountain, and there will be a cutscene. After Hisoka's call, go back to the pyramid, listen to the crow, and dig the hole picture, jump inside, and you will be back to...

3-44.Pyramid Ruins (7)

Head down the stairs, go through the path as always, and there will be a minigame.

[Hit!]

Level: 3

Difficulty: 2/5

How to Play: You are controlling your character this time, and you have to use the D-Pad to face the bats that are coming. If you do it correctly, you will hit the bats and you will win easily.

Strategy: It's easy, just a little long, so relax and face the bats when they appear on the screen. The bats here are faster than in Level 1.

Go through the purple door, then there will be the dragon and the credits.

[Between Two Quests]

3-45.Your House (8)

As always, just speak to the guy blocking the way out. If you bought some floor tiles, you can put them in your house or around it. Head into the town.

3-46.Town - Main Part (8)

By the way, you can press A on the plaque-thing to go through the sewers. You can access an island with some junk to clean up. Next stop is a mansion where you can sell your animals for much more money than in the Ruins Entrance, but the animals you sell will be put in glass cases. Anyways, you can buy new things again, and when you receive Shizuku's letter, open it for some tools. They allow you to repair many things, so repair the city and your house. When you're done, look for Hisoka again, and talk to him, selecting the first answer.

[Multi-Quest #2: Genei Ryodan]

3-47.Genei Ryodan Hideout (3)

This time, there's only Sharnock and Machi left. Select Sharnock. After some more talking, you're back on the Island.

[Quest #5C: Sharnock]

3-48.The Island (8)

Talk to some people and go north of here, then Sharnock will leave. Do the same thing as in Shizuku's and Ubogi's quests. When you're back with Sharnock, he will manipulate someone to obtain some information. Go to the mountain (following the guy). Don't forget to repair everything that Shizuku has broken in the town. Again, Sharnock will notice the pyramid thanks to Hisoka's call. So go there, and dig up the hole to get to...

3-49.Pyramid Ruins (8)

Head down the stairs and walk a little for another minigame.

[Hit!]

Level: 3

Difficulty: 2/5

How to Play: You are controlling your character this time, and you have to use the D-Pad to face the bats that are coming. If you do it correctly, you will hit the bats and you will win easily.

Strategy: It's easy, just a little long, so relax and face the bats when they

appear on the screen. The bats here are faster than in Level 1. Then go south and through the purple door to find the dragon.

[Between Two Quests]

3-50.Your House (9)

I didn't see that before, but you can press A near the thing on the upper-left corner of your house for CD #11, then you can use it to play your CDs. Again, talk to the guy who blocks the path, then head into the town.

3-51.Town - Main Part (9)

Sell your animals/flowers, buy new clothes if you want to, and open Sharnock's letter for an accessory. By the way, you may receive random letters from people you've already met. These letters contain no item, but it's still good. Anyways, when you're ready, talk to Hisoka for your last quest with the Genei Ryodan. And if you want to see a picture of my outfit, here you go:

<http://i143.photobucket.com/albums/r140/darksunrz/hxh-1.jpg>

[Multi-Quest #2: Genei Ryodan]

3-52.Genei Ryodan Hideout (4)

You have to choose Machi for this quest, so you will go on the Island together.

[Quest #5D: Machi]

3-53.The Island (9)

This time, just head north, and to the hotel in the north-west corner. Machi will go in, and you will have to speak to some people and go in some buildings again. When you're done, go meet Machi at the hotel and she will get a call from Hisoka, like everyone else. Go meet Hisoka at the green field where you were with Gon and Killua (on the far west). When you go back east, Machi will see Gon and Killua. She will throw a Nen string on them, and you will have to follow the string to get to the pyramid, dig up the hole, and enter the Ruins.

3-54.Pyramid Ruins (9)

Go down the stairs, through the path, and enter the purple door. No minigame this time. You will destroy the wall, and the dragon will show up before the credits. You will then be back at your house... or not.

You can now make Kuroro sing in your CDs!

[Final Quest: Shadow Beasts]

You will be in a dark room, with four other people. The TV screen will show a man's face, who will give you orders. You will then be back on the Island.

3-55.The Island (10)

After some more talking, the Shadow Beasts all leave and you're free to explore the Island.

First go to the green field to find Machi. If you want her to join the Shadow Beasts, select the top answer. If you want someone else to join, choose the bottom one. Go back in the field. Next will be Shizuku. Continue the selection. The order the characters appear is: Machi, Shizuku, Ubogi, Sharnock. This is it for this area. If you want someone else to join, continue reading.

Next is the lake. Go there to find Kurapica. Once again, if you want someone

else to join, continue reading.

Next area is the mountain. By the way, you should have received three letters by now: Two from Kuroro and one from Machi. They contain a sponge (use it to clean some furniture), and two accessories. Anyways, the mountain area has some characters, which are Irumi and Miruki respectively.

Next area is the one south and east from the mountain area. You can find Leorio here.

Next and last area, containing Gon and Killua, is the most southern one, where you can see the train station.

When you're done, choose one character who will join the Shadow Beasts. After that, you will see no other character so just walk around a lot, clean some things, and you will get a call from the Shadow Beasts, so go to the pyramid and you will see an odd cutscene involving the character you chose, the Shadow Beasts and the dragon.

THE END

There are still a lot of things to do in the game, so you can continue reading!

[After]

Now that the game is completed, what can we do? Here's a list of interesting objectives that you can try to achieve:

- Get all the accessories in the game
- Build up all your stats to 100%
- Get rich
- Just have fun

I will now help you to complete this objectives.

-Get all the accessories in the game:

Requirements: Complete the game, have all special accessories (given by the characters in the game).

How to Complete: Just fish and hunt, get more money, until you have... I think about 100,000J would be enough. Next go in the town and buy everything, then go on the Island by talking to the guy who's in front of the train station. Go in the Island town, and buy everything there. That's all!

-Build up all your stats to 100%:

Requirements: Complete the game, have all tools (given by the guy blocking the path near your house, some characters in the game, and another person).

How to Complete: Just go everywhere in the game, and dig up the pictures, clean up the trash, clean up the walls, repair everything, clean up everything, and if you can find everything that needs repairs or cleaning, you will have all your stats but one at 100%. Note that some areas had pictures, like the Zoldyck mansion, and you can only go there twice, during the Zoldycks Multi-Quest. Now, about the last stat: There's a tool that allows you to do something on the odd hammer-like things with little dots around it. It builds houses, but I don't know how to get this tool. Please email me if you do.

-Get rich:

Requirements: Complete the game, have the bow and arrows, and the fishing rod (given by Kurapica and Gon respectively).

How to Complete: Go on the Island, and go in the area with three houses and a backyard. Head into the center house and into the backyard, then go fish north of here. When you caught 8 fish, you can sell them to the guy who is in the house. Only sell a pack of 8 fish, because it gives you the most money.

Continue catching and selling, and you will soon get a lot of money. You can also go in various areas, looking for animals to hunt. When you have a lot of animals, go in the mansion through the sewers in the mainland town to sell your animals. That man gives you more money than the other guy near the Ruins.

-Just have fun:

Requirements: None.

How to Complete: Why would you need a guide to have fun!? I don't know, something that I really loved to do in this game was creating music with the very few Japanese words I know, which were baka (stupid) and my siblings' Japanese names... Then I tried messing with the CDs and sound effects, it was very fun!

--END OF DOCUMENT--

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