

you update your FAQ?" or "Is not your walkthrough incomplete?" :) Ok, I'm sorry. I know that I should update this Walkthrough more frequently, but I do not have a lot of free time anymore. Thank you very much for your interest, I will try to update this FAQ more frequently. Keep sending me e-mails if you can help, or just if you want to ask me something.

+ Version 7.1a (06/28/2002)

- This is the last update until the release of the english version of Magical Vacation, since the game is getting harder and harder, and I can't read a lot of Kanji. Anyway...
- I decided to redo the work in the Walkthrough section, now it seems a little bit better.
- Thanks to Meowo, from Gamefaqs.com Message Boards, I have updated the Walkthrough. Thank you very much!
- Thanks to Mahojin Guru (Mahojinguru@cs.com), for both e-mails with a lot of precious info that I did not know. These improvements were added to the Walkthrough section.
- Erased some type mistakes (remember, I am brazilian so english isn't my first language).
- Just a little note, and not a new or improvement at all - Magical Vacation will soon be released in english. If you want to import, hold on a little bit more.

+ Version 7.0 (04/17/2002)

- It's been a quite long time since the last updtade, huh? Yeah, maybe not too much... But here is one more update. Well, I have three news - one bad and two great. Ok, first goes the bad one - I am still stucked in this game, so the Walkthrough section itself was not updated. Now, the great news...

- I've got another e-mail from Kurt Zillgitt with more translated names of the characters:

> From: "Kurt Zillgitt" <dragonscholarryu@hotmail.com>
> To: <thiagosimoes84@hotmail.com>
> Sent: Tuesday, April 16, 2002 12:38 AM
> Subject: Re: Magical Vacation

- >
- > Glad to have helped! Actually, I have a few more translations for you.
 - > "Garu" is the equivalent of "grr" so Grawl would be a good translation for that Spirit's name.
 - > "Kaberune" is Cabernet, a type of wine.
 - > "Kirushiu" is Kirsche, which is German for "cherry".
 - > "Pisutachio" is Pistachio, after the type of tree and nut.
 - > "Ganasshiu" is Ganache, after a rich cream used in some pastries.
 - > "Teiramisu" is Tiramisu, after the type of Italian cake.
 - > "Buru-beri" is Blueberry.
 - > "Remon" is Lemon.

As it seems, the names of some the characters are, someway, related with drinks and foods. Thank you very much! Now, I could also figure out that "Sesami" should be Sesame (East Indian annual erect herb; source of sesame seed or benniseed and sesame oil).

- Last but not least, Sike (e-mail unknown) translated the story of the game, posted it on GameFAQs Message Board, and graciously gave me permission to add his translation to this FAQ/Walkthrough (see section 2.1). Thank you very much!

+ Version 6.0 (04/10/2002)

- Added more to the walkthrough.
- Updated and added some info.

+ Version 5.0 (04/09/2002)

- Added more to the walkthrough.
- Erased some few type mistakes.

+ Version 4.0 (04/08/2002)

- Today is my birthday :) I am with eighteen now, but it does not means that this FAQ will not get an update! It's not a huge update, just a correction from an e-mail that I've got.
- > From: "Kurt Zillgitt" <dragonscholarryu@hotmail.com>
- > To: <thiagosimoes84@hotmail.com>
- > Sent: Friday, April 05, 2002 1:34 PM
- > Subject: Magical Vacation
- >
- > Howdy. I came across your FAQ and saw that you were asking for translation corrections where applicable. So...
- > "Tesura" is Tesla, after the famous electrical engineer Nikola Tesla.
- > "Niruva" is Nirva, after nirvana. The etymology for nirvana is Sanskrit nirvAna, or "act of extinguishing," coming from > nis (out) + > vAti (it blows). Makes sense for a Dark Elemental, being the counterpart of Light and all.
- > "Uisshu" is Wish.
- > It's not much, but I hope it helps you.
- Well, it helped a lot! Thank you very much!

+ Version 3.0 (04/05/2002)

- Thanks to a new dictionary, I've corrected almost all the wrong translations! ^_^
- Erased some type mistakes.
- Added more to the Walkthrough and updated some rather incomplete info on it.
- Added a new place to post this FAQ (<http://www.cheatcc.com>)

+ Version 2.0 (04/03/2002)

- I found the Kanjis that were missing, thanks to a new Japanese Word Processor that I've got. The Menu Translations are now complete. Just note that there should be some Kanjis mistranslated, so I would appreciate any help.
- Added more to the Walthrough.
- Added a Fairy Spirits List.

+ Version 1.0 (04/01/2002)

- First version of this FAQ/Walkthrough.

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2.0 - Notes
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- This document is best viewed in NJStar Japanese WP, font Courier New, resolution: 800x600, page zoom: 150%, font size: 7.
- Magical Vacation is a Japanese-only game. Nintendo announced an English version, but it is unlikely to be released. The japanese version is hard to find, unless you play it on emulators. Remember that using emulators may be illegal on your country.
- My knowledge of japanese is relatively small, to say the least, so any help would be appreciated.
- The Walkthrough is not complete yet, and I do not know when I will update this FAQ again.
- This game was developed by Brownie Brown, a company formed by ex-members of Squaresoft. The first thing you will notice is that the Character Designer is the same who developed "Seiken Densetsu 4: Legend of Mana" for Sony Playstation.

- During a battle, hold down the "A" button to skip the attack animations.

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2.1 - Story

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The game is set around a wizard school called Willow 'o Wisp which was built in the wizard kingdom 300 years previous to when the game takes place. The school has produced many powerful wizards who have improved the world in which everyone lives in. There are many worlds in the universe, and 4 planes 2 of which are unknown...

Every year the students travel to Valencia, a camp where they become better at magic and have a good time. There is a rumour about that some students disappear at this camp...

A strange creature called Eniguma appears and tries to kill them, he takes some of the students but no one knows where. The teacher called Mrs. Madeleine [the pink lady] decided that in order to help the students she would go with Eniguma deliberately. Perhaps Eniguma comes from another world/plane? What is he doing and why? There is a lot of mystery surrounding everything...

And so the adventure begins....

Note: Thanks to Sike from GameFAQs.com Message Boards for the translation of the story.

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3.0 - Menu Translations

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Main menu

This is the first menu you will see. You'll be presented to these options:

```
fjf...[fQ[fE - New Game
fRf`fefBfjf...[ - Continue
,Â,µ,µ,ñ - Correspond (I guess that this is likely a two player mode)
```

If you push 'Start' when you are actually playing the game, you will be presented to a menu that looks like this:

```
+---+
| 1 | Character Menu
+---+

+---+
| 2 | Item Menu
+---+

+---+
| 3 | Book Menu (I guess this is some kind of spell list...)
+---+

+---+
| 4 | Battle Position
+---+
```

+----+
| 5 | Friend List
+----+

+----+
| 6 | Save Menu
+----+

1) Character Menu

fXfe [f^fX - Status *
-h<i,»,¤,Ñ - Defense Tools Equipment **
-, -@,»,¤,Ñ - Magic Equipment
-, -@fEfxf< - Magic Level
fvf [ftfB [f< - Profile

* In the Status screen you will find some useful information about a specific character, such as his/her gender (◊«•Ê) - ('j - male [or] ◊- - female), if your character is a ◊lŠÔ (human beign), or a f"fH [fNfX (Voikusu) - (just do not ask me what the heck a Voikusu is!), his/her name and current level, the necessary experience points to level up, and his/her current values of -Í (strenght), Žç (defense), `¬ (agility), ◊. (spirit) and % of MP (Magic Points).

** When you are checking your MD, instead of -h<i,»,¤,Ñ (Defense Tools Equipment), you will have the option MDfp [fcfZfbfg (MD Parts Set). Also, in the blank spaces to the right of the name of the item you are currently equipping, you can equip up to three Fairy Spirits for each item (thanks to Mahojin Guru for this info). He said that you can summon these Spirits in battle, but I still don't know how :(

2) Item Menu

%ñ•œfAfCfef€ - Recovery Items
,»,¤,ÑfAfCfef€ - Equipment Items
MDfp [fc - MD Parts
,», ì`¼, ìfAfCfef€ - Other Items

3) Book Menu

◊, -ì, ç, ç, ñ - Fairy Spirits Catalog
f [f<fhf}fbfv - World Map *
, È, ñ, Å, àftf@fCf< - All files
◊-◊Ñ•\ - Report Card/Result Sheet

* In the subscreens of this option, you will be able to quickly return to any place that you have previously visited in the game.

4) Battle Position

- No text -

5) fAf~♦[fSfŠfXfg - Friend List

fAf~♦[fS,ª♦[♦l,à,ç,Û,¹,ñ - You do not have any Amigos*

*This is a temporary message, until you get an Amigo (Friend). ^_^ Thanks to Sean P. for the translation.

6) Save Menu

Save your game here. You will also be noticed the amount of ,¨,©,È (Money) you currently have, and the f^fCf€ (Time) elapsed since you started the game. Also, if I am not wrong, at the bottom of the screen, you will be noticed the Province (♦B) you are in.

Battle Menu

This is the menu you will see when you get into a battle. You will have these options:

- ,Û,Û,ª - Magic
- [Different name for each character] - *
- ,Ú,ª,¬,â - Defense
- ,É,°,é - Run Away
- fAfCfef€ - Item

* The icon of this option is a character kicking, so it may be something related with 'Kick'.

Shop Menu

This menu will be displayed when you are shopping.

- "f,ç,É,«,½ - Buy
- "¨,è,É,«,½ - Sell

Hmmm... I felt like if I had to write it down here. Eventually you will be asked yes or no, and many people do not know how it is written. Here it goes:

- ,Í,ç - Yes
- ,ç,ç,| - No

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3.1 - Fairy Spirits List

Fairy Spirits are some sort of strange creatures you will find on your journey. You can see a list of the existent Fairy Spirits in Book Menu / `☞,-i,¢,¿,ç,ñ` (Fairy Spirits Catalog). Above the name of the creatures will be displayed `[Kanji],î☞,-i` (Fairy Spirit of [something]). E.g., above the name of `fg☞[fXfg` (Toast) will be displayed `%î,î☞,-i` (Fairy Spirit of Fire), and so on. At the bottom of this same screen you will be noticed which other creatures the selected creature is stronger (`"¼^Ó`), and which other creatures the selected creature is weaker (`<êžè`). Bellow are listed the names and the elements of these creatures.

Number	Original Name	Translated Name	Elemental
01	<code>fg☞[fXfg</code>	Toast	<code>%î</code> (Fire)
02	<code>fGfA</code>	Air	<code>•-</code> (Wind)
03	<code>fu☞[</code>	Boo	<code>"Å</code> (Poison)
04	<code>fpfEf_☞[</code>	Powder	<code>"ü</code> (Beauty)
05	<code>fXf%fbfVf...</code>	Slash	<code>☞n</code> (Blade)
06	<code>fnf~f"fO</code>	Humming	<code>%¹</code> (Sound)
07	<code>ftfŠf"fO</code>	Flint	<code>☞î</code> (Stone)
08	<code>fofY</code>	Buzz	<code>'ž</code> (Insect)
09	<code>fXfefBfbfN</code>	Stick	<code>-Ø</code> (Wood)
10	<code>fKf<</code>	Growl	<code>☞b</code> (Beast)
11	<code>ftf☞☞[</code>	Flow	<code>☞...</code> (Water)
12	<code>fefXf%</code>	Tesla	<code>-<</code> (Thunder)
13	<code>fNf☞fbfN</code>	Clock	<code>ĒÅ</code> (Old)
14	<code>fjf<f"f@</code>	Nirva	<code>^Å</code> (Darkness)
15	<code>f<fNfX</code>	Lux	<code>Ēō</code> (Light)
16	<code>fEfBfbfVf...</code>	Wish	<code>^¤</code> (Love)

4.0 - Walkthrough (Incomplete)

After selecting `fjf...☞[fQ☞[f€` (New Game), from the main menu, select your character (as it seems, the story does not changes according to your choice), and your favorite creature.

You start your game in some kind of school. When you actually have control of your character, head down to the next screen. After the conversation, head upstairs and enter through the first door on the left. Get all the items in the chests. Equip your character in the Character Menu / `,»¤,ÑfAfCfef€` (Equipment Item). Exit this room and follow to the next door. Now you should be on a music room. After the conversation, talk to every character and they will join your group. Now, your party should have:

- You - Whatever the name you chose
- `fJfVfX` - Kashisu (Cassis)
- `fV☞[fhf<` - Shiidoru (Seed)
- `fIfŠ☞[fu` - Oriibu (Olive)
- `fAf%f"fVfA` - Aranshia

Now, exit this room, head downstairs and head to the left. Talk to the only character in this room. After the cutscene, she will join your group. Her name is `fJfxf<fl` (Kaberune/Cabernet). Follow two screens to the right, watch the conversation, and exit this room. Now, exit this building.

After the long cutscene, when you actually have control of your character, head up and make your way to the right. You will get your road blocked. Talk to fZfTf~ (Sesami/Sesame) to make him join your group. Remove the stone and head to the next screen. Make your way to the right, and enter the cave after the conversation. Explore the cave. When you are trying to open the only chest left closed, you will get into your first battle. Do not worry, it will be easy. After the battle, open the chest and make your way to the exit. Before exiting, talk to the man. Now, actually exit the cave.

After the conversation, head up and make your way to the path where the stone was. Get the coins on the ground, and now actually go to the next screen. Enter the cave. Head up and read the letter on the ground. Exit the cave and head two screens left, and one screen up. Watch the conversation and exit this screen. Head to the screen with the bonfire. Follow one screen down and talk to fLf<fVf... (Kirushiu/Kirsche), the guy who's being chased by the toad. Head to the right and get a toad. Kirsche will do the same, and monsters will attack the island. Head up and battle if you want to. Head up again. Now, head left and then, head up. After the conversation, head down and then head right. Watch the cutscene and make your way to the cave. Talk to Sesame and hop into the vortex.

When you have control of your character, head left and talk to the pot to have your HP fully restored, and talk to the jar to have your MP fully restored. Just remember that you will need fJfGf<fOf~-Î (Green Frog Gumi) to restore your MP. You will eventually find these things around, so always restore your HP and MP as many times as you can (unless, logically, they are already full). When you are trying to open the chest, a creature will appear. Talk to it and then open the chest. You will eventually find one of these creatures around, but do not bother about it now. Head to the right path and talk to fsfXf^f`fI (Pisutachio/Pistachio). You will be attacked, and Pistachio will run away! After the battle, talk to Pistachio again, and get ready to battle again. After the battle, he/it will join your group. Explore this area as you want. In the sort of tiny island, bellow the place where Pistachio joined, 'talk' with the stick on the ground. It's one of that FairySpirits. Anyway, when you are done, head to the left path. Head left, talk to fsfbfcff (Pittsua), the blue hat on the ground. This hat will give a map of the current place, in exchange for one of the Mushrooms in the inventory. Every time you get to a new area, and you see it, talk to 'him' to get the latest maps in the game (they are a lot helpful). Also, if you give them a fee, they will give you a cross mark on the map and let you teleport to the places you visited in the world before. So far, the first only costs about 1 and the rest will be 5 (thanks to Mahojin Guru for this info). Now, enter the tree. Get ready to the fist Dungeon.

Is not that girl Aranshia? Well, let's find out... This is a very easy and straight forward dungeon. Open all the chests and get as many toads as you can, because every time you catch one, you will get a fJfGf<fOf~-Î (Green Frog Gumi). Eventually, you will find Aranshia. But hold on a minute... that girl is not Aranshia! This is not even a girl! Get ready to the first Boss battle.

Kirsche and the real Aranshia will join your group. The Boss is f"f@f<fJf1fCf% (Varukaneira). This will be a hard battle if you did not built high levels. The Boss will not come alone. My strategy is: first destroy his partners and so destroy the Boss. Eventually, you will need to use some fJfGf<fOf~-Î (Green Frog Gumi) in order to recover HP. Do not bother if some of your partners fall in battle,

because it will not be easy. Eventually, you will destroy the Boss.

Do not exit the Dungeon yet! Locate the candle (I believe it is one screen up from where you are now, exactly in a small cave near a chest), and talk to it. Now, head one screen left the screen you are now, and when you get near to the door that leads to the room with the MP Restore Jar, head straight south and you'll find a secret treasure chest. Get the item inside and talk to the candle again. It's really the Fairy Spirit of Fire, that will join you. Now that you have Aranshia, head to the very beginning of the Dungeon. Locate the Skull, and defeat their party for the Fairy Spirit of Darkness joins you. Also, when Aranshia joins your group, she'll give to you a Monster Book that will record all the monsters you'll find throughout the game (thanks to Mahojin Guru for all the info on this paragraph). Now, actually head out of the Dungeon. Talk to the healing pot. It will give some kind of circle item that's really a fairy that can be equipped (in the Character Menu / -h<i>ï,»>,¤,Ñ - Defense Tools Equipment). Just see section 3.0 - Menu Translations of this FAQ if you have any trouble (thanks to Mahojin Guru for this info). Head down to enter a new town.

Head left to the first house you see, and head downstairs. Explore this area and make sure you caught the f~f~YfOf~%© (Yellow Earthworm Gumi). Also, get some fJfGf<fOf~-Î (Green Frog Gumi) just in case you need it later. Exit outside and explore the town as you want. Eventually, you will find fKfifbfVf.. (Ganasshiu/Ganache), and he'll join your group. Talk to the characters at the side of the very first house you explored in this town. Enter the house again and go downstairs. As it seems, Kirsche is in trouble. Before you help him, head left and open the chests again (it seems to be a little bug of the game, since you already got the contents of the chests :P). Now, head up to where Kirsche is. After the conversation Kirsche will join your group again. Head back outside and make your way to the right. Enter the house backwards the Shop, and talk to the old man and the young lady. Now, actually exit this town through the northern path.

Head back to the very beginning of the Cave Dungeon and talk to the Bonehead. You will have to fight against some ghosts, but do not worry because now Ganache is in your group. After the battle, keep building levels in other battles, if you want to and head back to the town you were before. In the path between the exit of the Dungeon and the Town, make sure to 'talk' with the musical note (that actually is a creature, or Fairy Spirit). When you actually reach the town, enter the Inn and rest.

After the conversation, when you actually have control of your character, talk to the people around the (apparently) dead man... oh, sorry - 'thing'. Make sure you spoke with f~f<ftfB◆[f† (Miruiyu - just a curiosity: the translated name is a french expression 'mille-feuille', that means 'One Thousand Leaves'; I don't know about USA, but here in Brazil we have a comfit that is called 'mil-folhas', which translation is the same...). Enter the house backwards the Shop again, and after the conversation follow Miruiyu all the way through a new area. After the conversation, press 'A' button in front of a stone/statue symbol.

Note: If you want to, before heading to the new area, talk to Miruiyu's grandfather (the old man in her house), and go to the pot place (the one house filled with healing pots that keep on talking), in this same town. Talk to the native there and get some weird book which shows animals or people that happen to help or meet in the game (thanks to Mahojin Guru for this info). Anyway, when you are done, press 'A' button in front of that stone/statue symbol...

Talk to Miruiyu and keep following her all the path she leads your group. Eventually, you will get into a Sub-Boss fight. This Battle will not be hard if you actually spent some time leveling up. Just keep attacking with Ganache and Kirsche, and healing with Pistachio, or any other member. After the battle, explore this place as you want. Eventually you will be asked if you want to `^âÖ,ÛlËÜ,Ü,Ås,` (Go to Historic Ruins), or just `fLfff"fZf<` (Cancel). If you chose 'Go to Historic Ruins' (the previous stage), you will watch more conversations. When you have control of your character, make your way to the Town, and enter the Inn. Talk with Miruyiu and `fefBf%f~fX` (Teiramisu/Tiramisu), and exit the Inn. You will find Ganusshiu, but he won't join your party again, yet. Head back to the entrance of the Historic Ruins. Just in the very entrance of Historic Ruins, search for a little heart lying on the ground in the southwest corner. It is one more of these Fairy Spirits. Anyway, touch that weird stone/statue symbol again, to actually reach the Historic Ruins. Now you can freely explore this area. I would recommend you doing so, because this area holds some really good equipments for your characters. Just be careful to do not get lost, as the Ruins are really some sort of labyrinth... When you are done touch the stone statue/symbol situated in the path to the left where you fought with the Sub-Boss. You will reach a new area.

After the conversation, talk to the three monsters. Enter the vehicle, but it will not move. Later, if you check the vehicle, you will be presented to several options that will not work, but recovering HP. Anyway, heading a little north, you will find a symbol that will indicate:

- k `fNfefB`°` (North - Village of Wakute)
- "i `fË[f~fbfc{"a` (South - Reimittsu Palace)
- "E `•¶'¹%·ò` (East - Java Sparrow Hot Spring)

First, head east and grab as many `fJfGf<fOf~Å` (Blue Frog Gumi) as you can. You will surely need them later. Also, near the hot spring entrance wall is another fairy that you can equip to any character (thanks to Mahojin Guru for this info). Now, head to Village of Wakute. Enter the house with the stairway outside, but through the door and not by the stairs, and talk to the man. After the conversation, head south to the Reimittsu Palace. Follow the path leading to the entrance of the Palace, and when you actually enter the Palace, open all the chests before the thief does! Now, you can explore this area as you want. The garden, actually, is a big labyrinth full of monsters! At the far west of the palace wall is another fairy that can be equipped, it looks like an electric golden jellyfish (thanks to Mahojin Guru for this info).

Nevertheless, make your way to get inside the palace (just keep going north). When you actually get inside the palace, head up and watch the conversation. After the conversation, head upstairs, and climb either the left or right stairs. After the conversation, `fyfVf..` (Peshiu) will join your group. Now, follow this guide exactly as it goes:

- Head left / up / left, recover your MP by speaking with the jar, and go to the next room.
- Head left / down / left / downstairs to the left / downstairs to the right, and head to the next room.
- Downstairs to the right / downstairs / right / downstairs to the right, and head to the next room.
- Downstairs to the right / downstairs / open the door / half-way to the right / up.

If you are in the right place, you should find `fuf<[fxfŠ[` (Buruiberii/Blueberry) lying on the ground. After the conversation, he will join your

with Pittsua. Now, head left to the next screen, recover your HP and MP, and head all the way back to the screen where the exit of the Reimittsu Palace is. In this screen, head left. Talk to Pittsua and head half-way left. So, head one screen down and you will find one more Fairy Spirit. Head one screen up and talk to the tiny blue bearded guy in that sort of island, and you will get your first MD, the MD-05. Collect the accessories for your MD inside the boxes, inside the pipes and into the can on the ground of this screen, then equip them on your MD in Character Menu / MDfP [f] [f] [f] [f] (MD Parts Set). Now, head back to the Rats' Market (where the mice sells the stolen things). After talking to the various mice here, go to the stall nearest the entrance that leads to the tower (the one with the red roof). Sell any one of your silver coins or gold coins to the stall (just in case you couldn't figure out: ",,è,É,«,½ [Sell] / ,»,ì¼,ìfAfCfef€ [Other Items] / then choose a fAf<fefB<â%Ý [Silver Coin] or a fKfjfbfN<à%Ý [Gold Coin] to sell to him), and you will get a %î,ìfV [f] [Fire Seal]. Many people do not know how to earn Gold Coins or Silver Coins. First, you have to find a Yellow Earthworm. Do not grab it, as you will receive a f~f~fYfOf~%© (Yellow Earthworm Gumi). Wait until the Earthworm makes a hole in the ground and hide itself inside. Now, press "A" in front of the hole and you will have to battle the Earthworm. After the battle, you'll get a Silver Coin or a Gold Coin. With the Fire Seal on your hands, go to the entrance of the tower and talk to the guard. Give the Fire Seal to him and he will give the •-,ìfV [f] [Wind Seal] to you. Now, you may finally enter the tower (thanks to Meowo from Gamefaqs.com message boards for this info).

**** Thanks to Danny Baumann/larrykoopaa and Hans Zhan for all the info ****
* about the events inside the Rats' Tower. Thanks to both guys very much! *

Note: Inside the Rats' Tower follow each step below EXACTLY as it says,
or else you will NEVER exit the Rats' Tower.

Enter the Tower and head to the center of this room. You'll see a spinning mouse standing in place. Talk to him, and give the Wind Seal to him. You'll get the "À,ìfV [f] [Poison Seal]. Now, defeat one of the two mice standing in front of the stairs leading to the next floor, right by your right and head upstairs.

*** SAVE YOUR GAME ***

On the second floor, talk to the mouse in far north of the floor, by the windows leading to the stairs to the third floor. Give the Poison Seal to him and he will give the "ü,ìfV [f] [Beauty Seal] to you. If it was not the "ü,ìfV [f] [Beauty Seal] that you've got, by any means DO NOT SAVE YOUR GAME!!!! Instead, reset your GameBoy Advance, load the previously saved file and look for another mouse on the second floor. Anyway, once you get the Beauty Seal, head to the third floor.

*** SAVE YOUR GAME ***

From the stairs, head down a little, and talk to the first mouse you see. Give the Beauty Seal to him, and he will give the ♠,ìfV [f] [Blade Seal] to you. Again, if it was not the ♠,ìfV [f] [Blade Seal] that you've got, reset your game and talk to another mouse in this floor until you get it. ALWAYS do it from now on if you did not get the Seal I tell you should get.

*** SAVE YOUR GAME ***

Now, go back to the second floor and talk to the mouse in the far southeast corner (he's all alone). Give the Blade Seal to him and you will get the %¹,ìfV [f] [Sound Seal].

*** SAVE YOUR GAME ***

The next mouse is on the same floor, by the stairs leading down to the first floor. Indeed, he is at the opposite side of the stairs. Give the Sound Seal to him and you'll get the ♠, ìfV [Stone Seal].

*** SAVE YOUR GAME ***

Now, go back up to the third floor. Go down from the stairs, passing the mouse that gave you the Blade Seal earlier. Get your new Seal from the next mouse you come across. Give the Stone Seal to him, and in exchange you will get the 'ž, ìfV [Insect Seal].

*** SAVE YOUR GAME ***

You have to be careful with the next one. He's on the same floor, only there's another one right by him. Go to the northwest corner of the room, and talk to one of the mice. Give the Insect Seal to him and he will give the -Ø, ìfV [Wood Seal] to you.

*** SAVE YOUR GAME ***

Your next mouse is very close. He's at the north part of the room, by the window. Talk to him, then give the Wood Seal to him and you will get the ♠b, ìfV [Beast Seal].

*** SAVE YOUR GAME ***

Now, head upstairs (the stairs leading to the fourth floor are in the far southwest in the third floor). Your next trade is near the center of the room, by a few tables. Beware that there is an enemy mouse near. Talk to the mouse and give the Beast Seal to him so you will get the ♠..., ìfV [Water Seal].

*** SAVE YOUR GAME ***

Now, go to the west part of the room. There is a mouse walking around the tables. Talk to the mouse and give the Beast Seal to him so you will get the -<, ìfV [Thunder Seal]. Also, you should see a skull on the ground. It is a dark spirit. Talk to it if you want to do battle with it and make it join you. When you're done, go to the fifth floor.

*** SAVE YOUR GAME ***

Talk to a mouse near the red carpet in the west of the room. Give the Thunder Seal to him so you will get the ĘĂ, ìfV [Old Seal].

*** SAVE YOUR GAME ***

The next trade is close on the same floor, in the southeast corner. Talk to the mouse near the chests and get the ^Ă, ìfV [Darkness Seal]. Now, head up to the sixth floor through the stairs in the southwest corner of the room.

*** SAVE YOUR GAME ***

There should be three mice guarding the door. You must talk to the one in the middle. The other two will take your Seals and you'll have to start all over again. When you talk to the one in the middle, he moves out of

your way. In this room you will see a few mice (talk to them if you want, don't worry about fights or losing your Seals anymore). Go to the north part of the room and talk to the elderly mouse. Then, talk to the brown robot character next to the elderly mouse. After a short conversation, he will ask for fJfGf<fOf~◆Â,P,OEÂ (10 Blue Frog Gumis). If you do not have enough, backtrack to the previous floor, grab the blue frog in the center of the room, exit this floor and come get the blue frog again. Repeat it until you have at least 10 Blue Frog Gumis. Anyway, once you have enough give them to the brown robot and he will leave the tower. You'll also be given the option to leave. Congratulations, you finished the Mouse Tower!

Note: In the final room, you will see two holes in the ground, one with a ladder. The hole with a ladder will take you to the entrance of the dungeon, and the hole below it will take you to the fourth floor.

Exit the tower. Outside, head east to the Rats' Market and exit through the south. Hmmm... seems like Sesame is in trouble. Head to the east to where Sesame was, and your characters will find the fEfH◆[f^◆[fs◆[fvf< (Water People). After a short conversation, you will have to choose between •¶'¹fPE´,Ü,Å◆s, (Going to the "Original" Java Sparrow) or fLfff"fZf< (Cancel). Choose to go to the "Original" Java Sparrow to continue your adventure. Enter your car and watch the cutscene. After the cutscene, the brown robot will join your group. His name is fJftfFfIfE (Kafueore/Cafe au Lait). Now, exit through the south and make your way to the entrance of the Reimitsu Palace. Enter the Palace and make your way to the exit to the northwest. Once you reach the exit, move to the next screen to the west. You should be exactly where you acquired your MD05. Now, you will see a big Dodo bird running away. Talk to the blue bearded dwarf that was previously blocking your way and he will let you pass. Make your way to all the west until you reach the next screen. Be sure to grab the two leaves on your way. In the next screen you will see a lot of Yellow Earthworms and Red Earthworms. Catch them all for some extra f~f~fYfOf~%© (Yellow Earthworm Gumis) and f~f~fYfOf~◆Ô (Red Earthworm Gumis). You can also battle them for some Silver Coins or Gold Coins. Anyway, head all the way to the west until you reach the next screen. You will be in the Dwarves Village. There is nothing do do here except getting a helmet inside the chest. Bactrack to the screen with the Earthworms and head to the south until you get to the next screen. In the next screen, move up through the elevation and head west. You will find fLfff"fffB (Kaandei/Candy), fJfxf<fl (Cabernet), fIfŠ◆[fu (Olive), and fV◆[fhf< (Seed). After the conversation they will all disappear, and fGfjfOf} (Eniguma/Enigma) will show himself. Then, fKfifbfVf... (Ganache) will appear and both Enigma and Ganache will also disappear. After this conversation, head back to the screen where the blue bearded dwarf was blocking your way (the same palace where you've got the MD05). Talk to the big grey Dodo bird and the fjfff€flf<fg,î'j (Man of Niamuneruto) will appear. During the conversation, he reveals his name: flfNf^◆[(Nekutoi/Nector). Now, head back to the screen where you found your partners and met Enigma. From the point where you found your mates, climb up the elevation to the south (almost hidden by the leaves in the middle south of the screen) and continue the way up to the north until you reach the next screen. A cutscene will appear where Sasame runs away from Enigma. After the cutscene, you'll be able to explore the Village. Talk to the Dwarves if you want and enter the shop. This shop only sells MD Parts, and the only useful item here is the %©◆F,¢fLf%f% (Yellow Kirara). Buy it if you have enough money (it is not very expensive, just 1000 bucks) and equip it on your MD. You can also talk to the dwarf in the left and pay him a cheap amout of money to sleep and regain your HP and MP. Anyway, when youare done, exit the Shop and head to the back of the building. Talk to Pittsua (the blue hat) and after the conversation head to the north exit. In the next screen, talk to the pot to recover HP and talk to the

yourself with the items you have, especially with the fJfGf<fOf~-î (Green Frog Gumis) I told you to stock. Now, move down the blue corridor and try opening the door directly in the middle of the end of both corridors. You will get into a conversation. Answer "Yes" and the Boss will attack again.

Again, this battle won't be hard if you were healed with the Green Frog Gumis. Attack with your most effective spells and this battle should end really soon. After the battle, enter the door and you'll discover it is in fact an elevator. In the new screen, grab the Golden Coins along the way and make your way to the door at the end of this one way path. In the next screen, climb up the large stairs and make your way to the south. Now, climb down the small set of stairs and open the chest. Backtrack and climb down the stairs to the north of where you just opened the chest. There are a lot of dwarves in this room. Talk to all the blue bearded dwarves. One of them will give you an item. Now, there is only one dwarf which is not blue bearded (indeed, he is white bearded). Talk to him, and answer "No", "Yes", "No", "No", "No", "No", "Yes", "No", "Yes", "Yes", "Yes", "Yes", "Yes", "No", "Yes" and finally "Yes". Then, the monster will break his jail and escape. Get ready to another Boss Battle.

This one may be a hard battle if you don't heal yourself every turn. It's not terribly hard, but this one is also not a piece of cake. Don't worry, eventually you will defeat the Boss. After the battle, you will be given three choices:

•¶'¹fPE',Ü,Ås, (Go to the "Original" Java Sparrow)
"f,îoEü,Ü,Ås, (Exit the Tower)
fLfff"fZf< (Cancel)

Choose •¶'¹fPE',Ü,Ås, (Go to the "Original" Java Sparrow). Now, move to your car and press "A" in front of it. Answer "Yes" twice and watch the cutscene. You'll be transported to a new place. During the conversation, answer "Yes" and you will have to choose someone else to join you and Cafe au Lait:

Kirsche	Blue-Berry
Peshiu	Lemon
Aranshia	Pistachio

Choose whoever you want. After the long conversation, when you have control under your character, move all the way to the right, move down, pass Enigma which is lying on the ground and talk to Pittsua, the blue hat. Now, move all the way to the southwestern exit. In the next screen, walk a little bit to the south and a new MD will join your group, the MD04. To the right of the MD, almost completely hidden by the leaves of the tree, there is a Fairy Spirit. Give it 5 coins and it will join you. Now, walk south until you reach the next screen. Now, head all the way to the south and head all the way to the right. In the upper part of the land, in the extreme right, talk to the shining spot and it will reveal itself as a Fairy Spirit. Give it what it wants and it will join you. Now, move to the left and talk to the half-snake/half-man ,È,¼,İ'Ž (Insect Puzzle) (?!). After the talk, he will give you an item. When you regain the control of your characters, head back left, then up and move to the next screen. After the cutscene, Cassis will join your group. Move all the way to the north and exit this screen. Now, make your way to the right, pass Enigma and keep going right until you reach the next screen. In this screen, catch some green frogs and talk to the pot and the jar to restore your HP and MP. Make your way to the right, talk to the dog and keep going right until you reach the next screen. Move north. There is a Fairy Spirit near the bridge (it looks like a small bottle half-filled with a violet liquid). Give it what it wants (if

you have what it wants) and it will join you. Try crossing the bridge and you'll get into a conversation. After the conversation, follow the dog and enter its hut (in the southeast). After one more conversation, talk to the dog and the wolf, then exit the hut. Backtrack to the end of the bridge and make your way to the right until you get to the next screen. You will see Seed and you'll get into a long conversation. After the conversation, talk to Seed once again and head to the hut at the far southwest. There is a dog blocking your way, but just talk to him and he will let you pass. Enter the hut and talk to the dog inside. After the conversation, exit the hut and talk to the dog blocking your way. After the conversation, talk to the dog again and he will let you pass. Head north, enter the Inn and talk to the wolf f?À,Î"i,Ö (Maisu). After the conversation you will sleep and regain your lost HP and MP. When you have control under your characters, exit the Inn and make your way to the hut at the southeast, where the dog was blocking your way. You will automatically go to Maisu and after the conversation, move a little bit left and talk to Seed. After the conversation, move left, to the docks and press "A" in front of the barrel-submarine. You'll be given three choices:

f}Tf%fefB`°,Ö - Go to the Ice Island
?À,Î"i,Ö - Go to the South Lake
fLfff"fZf< - Cancel

Choose the first option, and let's go to the Ice Island. As soon as you arrive, make your way to the left and head up until you see the entrance to a cave. Enter the cave. Inside, move left until you reach the next screen. Now, move left, then down to the next screen. In the next screen, move down and then right until you get to the next screen. Now, move all the way to the right until you get to the next screen. In the next screen, move all the way to the right, then up through the narrow passage until you reach the next screen. Now, move north and you will see Maisu lying on the ground. After the conversation, get ready to a Boss battle.

This one will be a hard battle. The best strategy is to concentrate your attacks on the Boss and use healing items with your MD04 to heal the other characters. If your MD04 dies (and it probably will), keep healing with another character and attacking the Boss with your most effective spells. Eventually, you will win this battle. After the battle, you'll get into a conversation. Another Boss will try to attack you, but Seed will appear and kill him for you! ^_^ Also, Seed will now join your group. When you have control of your characters, make your way back to the exit and get out of the cave. Outside the cave, talk to the pot and the jar to heal yourself and press "A" in front of the barrel-submarine. Now, you'll have three choices:

f}Tf%fefB`°,Ö - Maserati Village
?À,Î"i,Ö - Go to the South Lake
fLfff"fZf< - Cancel

Let's head back to the Village, for now. As soon as you arrive, go to the house where the dog is blocking your way. Talk to Maisu (outside) and he will thank you. The dog will give you an item. Now, talk to the dog again, and enter the house. Talk to the Poodle and the other dog inside will give you one more item. After the conversation, exit the house and exit the Village through the northwest exit. In the next screen, go to the hut directly under you and talk to the Poodle inside. After the conversation, exit the hut and head back to the Village. Rest in the Inn, if you want to, and get back to where your barrel-submarine is. Press "A" in front of it and choose ?À,Î"i,Ö (Go to the South Lake) to continue the adventure.

As soon as you arrive in the South Island, talk to the first girl you see and move to the next screen through the southwest exit. Automatically you will get into a conversation. After the conversation, when you have control under your characters, move a little bit down, then left to reach the next screen. You'll arrive in a new village.

```
#####
#Building 1#
#####
##  SHOP  ##
#####

#####
#####
#Building 2#           Entrance
#####
#####

#####
#####
#Building 3#           #####
#####           #Building 4#
#####           #####
#####           ### Inn ###
#####           #####

#####
#####
#Building 5#           East Exit
#####
#####

South Exit
```

The (crappy) map above explains the design of the village. The "Entrance" is the point you should be now. From this point, enter the "Building 2" and after the the conversation, walk up and talk to both girls inside the house. Now, exit the house and follow to the "Building 1". After the conversation, exit the house and exit through the "East Exit". Now, you should be in a new screen. In this screen, follow the one-way path until you reach the north exit and get to the next screen. Now, move a little bit up and you'll get into a conversation. Remember this point. Now, head back to the village and enter the "Building 2". Talk to the girl and head back to the point I told you to remember. From this point, head up and enter the cave. Now, head north and exit to the next screen through the northwest exit. Now, move a little bit left, then up and exit to the next screen. The path will split. Take the right path and follow north until you see some stairs leading down. Climb down the satirs and you'll be in the next screen. Now, head down a little and climb up the stairs on your left. Move left, then north and climb down the stairs you'll see. Go all the way to the right, then down, then left, open the chest for a MD Part and go down until you reach the next screen. Now, move down, talk to the green haired boy and climb down the stairs on your left. Follow the path until you come to several birds and you'll find Nector. Talk to him, and after the conversation get ready to a Boss battle.

This one is pretty easy. The Boss is all alone, so keep attacking and heal ocasionaly. I doubt you'll have big problems in this battle. Anyway, after the battle you'll get into a long conversation. After the conversation,

talk to the green haired girl once again and make your way back to the exit the cave. Now, head back to the village. Enter the "Building 2" and talk to the girl. Now, exit the village through the south exit. You'll be in some kind of desert. Sadly, Cafe au lait can't stand the heat, so you will have to talk to these violet creatures every five seconds or else you will have to come back to the village. Anyway, move to the center of the screen and head south to exit to the next screen. Now, head all the way to the west, then head up to proceed to the next screen. In this screen, walk all the way to the west, then north and enter the cave. Inside the cave, head north a little and you'll get into a conversation. After the conversation, head north, then west and talk to the dwarf lying on the ground. After the talk, climb down the stairs and you'll automatically talk to Maisu. Maisu will give you an item and you'll left the MD04 with him. It was not much of a help, anyway. After the talk, talk to the candle on the left. It's a Fairy Spirit. Give it what it wants and it will join you. Anyway, exit the cave. Now, head north and exit this screen through the north exit. After a short conversation, enter the Water Palace. There is not really a point in the Water Palace, except getting as many Fairy Spirits as you can. This place has so many Fairy Spirits to talk to that it would be nearly impossible to list all the places you will find them. Get as many Fairy Spirits as you can afford (they usually ask for some items to join you...) and exit the Water Palace. Now, head all the way back to the village, and exit the village through the East exit. From the point you are now, follow each step exactly as I say:

Take 6 steps to the right, 5 steps up, 2 steps to the right, 2 steps up, 12 steps to the right, 2 steps up, 7 steps to the right, 3 steps down, 3 steps to the right, 4 steps down, 3 steps to the left and 1 step down. You should be in front of a bird. Press "A" and three options will come:

◆w,¿,ã,ñ◆Ix - Chiun!
◆w,¶,ã,ç◆[◆x - Jiuii
fLfff"fZf< - Cancel

Choose ◆w,¶,ã,ç◆[◆x (Jiuii) to proceed down to the next screen. Now, head down and enter the brown swamp. Take the left path and proceed down to the next screen. In the next screen, head all the way down, following the left wall until you reach the next screen. Now, follow the one way path until you reach the northeast exit. Now, head a little bit north and get ready to a Boss fight.

Sesami will join you, and you WILL need the help -- you will fight THREE Bosses!!!! If you have any character under the level 20, go out and build some levels before the battle.

[To be continued...]

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5.0 - Credits
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Note that my knowledge of Japanese is not big, so any help with the translations would be MUCH appreciated. Surely, you will get all the credits by your work.

Thanks goes to:

- GOD, for All.
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I hope you enjoyed!

See you!

----- The End? -----
