

Mother 3 (Import) FAQ/Walkthrough

by mbrocket

Updated on Aug 11, 2014

A fan translation of the game can be found at starmen.net:

<http://mother3.fobby.net/>

Enemy info and defenses can also be found at starmen.net:

http://walkthrough.starmen.net/mother3/enemylist_chapter.php

The damage and success rates of many PSI attacks, special abilities, and bombs depend on enemy defenses according to the following approximate formulas:

actual damage = (base damage) X (enemy defense) / 100
actual success rate = (base success rate) X (enemy defense) / 100

Starmen.net has identified 15 types of defenses that affect damage and success rates.

A complete video walkthrough can be found here:

<https://www.youtube.com/playlist?list=PL65AB69022FCD8242>

How to Use This Guide

Each subsection is divided into the following parts:

- Outline
- Items
- Stores
- Gift boxes
- Enemies
- Walkthrough

Check the *Outline* if you're stuck and don't know what to do next.

Items describes important items found or used in that area.

Stores lists what items are sold by each vendor in the area.

Gift Boxes lists items found in gift boxes or items that can be obtained for free.

Check *Enemies* for information on each enemy's attacks and strategies on how to defeat them.

Read the *Walkthrough* for full details on how to get through the game.

Game Basics

Controls

D-Pad: move your characters on the field; cycle through menu options

A: talk to people or examine objects on the field; select menu options

B: dash (hold and release); advance dialogue; select "no" when asked a question; cancel or go back to a previous menu selection

L: talk to people or examine objects on the field; select an action in battle; scroll through party members in menus outside of battle

R: view a map of the area (if obtained); scroll through party members in menus

Start: open the main menu on the field

Select: show how much HP/PP your party has on the field; toggle menu descriptions (press this button in your inventory screen during battle to see what each item looks like)

Table of Contents

1. How to Use This Guide
2. Game Basics
 1. Controls
 2. Saving and Loading
 3. Naming Characters
 4. Main Menu
 5. Battle System
 6. Money and Shopping
 7. Item Storage
 8. Hot Springs
3. General Information
 1. Party Members
 2. Status Effects
 3. PSI Information
4. Set Up
5. Prologue
 1. Grandpa's House
6. Chapter 1: The Night of the Funeral
 1. Fire!
 2. Search and Rescue
 3. To Alec's House
 4. Up the Mountain
7. Chapter 2: Thief Adventures
 1. To Osohe Castle
 2. Osohe Castle
 3. Osohe Castle: Part 2
8. Chapter 3: The Suspicious Peddler
 1. Going to Town
 2. Happiness in a Box
 3. Osohe Chase
9. Chapter 4: Titiboo Theater
 1. On the Tracks
 2. Part-Time Work
 3. Club Titiboo
10. Chapter 5: Thunder Tower
 1. Egg Hunt
 2. Pork Bean Highway
 3. Thunder Tower
11. Chapter 6: Sunflower Plateau
 1. Intermission
12. Chapter 7: The 7 Needles
 1. Needle Race
 2. Chimera Lab
 3. Shirogune Mountain
 4. Gomafu Volcano
 5. Seabed
 6. Tanehineri Island
 7. Orishimo Mountain
13. Chapter 8: Everything and Anything
 1. New Pork City
 2. Empire Porky Building
 3. The Final Cave
 4. The Ending
14. Appendices and Indexes
 1. Secrets
 2. Thomas's Bazaar
 3. The Sound Player
 4. Gift Box Index
 5. Item List
15. Contact Info

Saving and Loading

Saving is done by talking to the little frogs found in various places throughout the game:

```
"*Boing*
Would you like to save?"
>Yes    >No
```

Choose "Yes" and select a file to save. If a previous save is already written on a file, the game asks if you want to overwrite. Select "yes" to do so.

To load a game, select *load* at the title screen and select your file. The following menu pops up:

- Start Game
- Erase Data
- Copy Data
- Message Speed
- Window Color

Select *Start Game* to load.

Erase Data erases a file. *Copy Data* copies one file into the other; if there is a save on the other file, you'll be asked for confirmation twice.

When you select *Message Speed*, the following menu appears:

- Fast
- Normal
- Slow

The *Window Color* menu appears as follows:

- Plain
- Mint
- Strawberry
- Banana
- Nuts
- Grape
- Melon

Naming Characters

When you start a *New Game* or whenever you meet a new party member, you're prompted to name your characters. The options at the bottom of the naming screen are as follows:

Don't Care	Hiragana	Katakana	ABC	Back	End
------------	----------	----------	-----	------	-----

If you can't read Japanese and want to use Latin letters, select the *ABC* option. The *Don't Care* option fills in the default name, *back* erases a letter, and *end* confirms. Hiragana and Katakana refer to the two Japanese alphabets.

Main Menu

Press **Start** outside of battle and 4 or 5 icons appears at the top of the screen. This is the main menu, and the icons are as follows:

Goods	Equip	PSI	Status	Sleep
-------	-------	-----	--------	-------

The PSI icon appears later in the game, as does a counter showing how much money (DP) your party has.

Goods

(Icon looks like a bag)

Select this icon to view your party's inventory. Each party member can carry up to 16 items, including equipped weapons and armor. To switch between each person's inventory, press **R** or **L**. Select the key icon to view any important or "key" items in possession. These items can't be sold or thrown away and don't cost inventory space.

When you select an item with **A**, three options appear:

- Use
- Give
- Throw Away

Select *Give* to transfer an item to another party member's inventory and select *Throw away* to discard an item (not all items can be thrown away). Discarded items can't be retrieved.

Equip

(Icon looks like a bat or a club)

Select this icon to enter the equipment screen. Here you can equip weapons and armor to boost your party members' **stats**.

Char. name	<i>Weapon</i>
Level	
Max HP	<i>Body armor</i>
Max PP	
Offense	<i>Headgear</i>
Defense	
IQ	<i>Other armor</i>
Speed	

Use the **D-Pad** to select either *weapon* or a type of armor, and press **A** to view which items the character can equip. An item must be in the character's inventory to be equipped. Use the **D-Pad** to view each item and how it affects the character's stats; select the bottom option to remove the currently equipped item without replacement.

PSI

(Icon resembles crosshairs)

This icon appears when you have a party member who can use PSI. Select this icon to view party members' PSI abilities or to use recovery PSI moves to heal your party. The two PSI moves you can use from this screen are **Lifeup** (recovers HP) and **Healing** (cures status effects), with Lifeup always at the top of the list.

Status

(Icon is a silhouette of a person)

Select this icon to view your party members' stats, experience points, and equipped items:

Char. name	
Level	Current HP
Max HP	Current PP
Max PP	<i>Equipped weapon</i>
Offense	<i>Body armor</i>
Defense	<i>Headgear</i>
IQ	<i>Other armor</i>
Speed	Special ability

Offense determines how much damage is inflicted by a character's physical attacks. The higher the value, the more damage is inflicted.

Defense determines how much damage a character receives from physical attacks.

IQ acts as both Offense and Defense for PSI attacks. Characters with higher IQ inflict more damage with their PSI attacks and receive less damage from attacks made on them. The effect of IQ is small, however, and is barely noticeable.

Speed determines the order of turns in battle, with faster characters generally making their moves before slower characters.

Sleep

(Icon is two Z's)

Puts your Game Boy Advance into sleep mode.

Battle System

The battle system in Mother 3 is pretty much a standard turn-based battle system with a few twists. Battles begin when you make contact with an enemy. If you meet each other face to face, the screen turns blue and battle begins normally. If you touch an enemy from behind, the screen turns green and you get 1 free round to attack the enemy or run away. If an enemy touches you from behind, the screen turns red and the enemy gets a free attack. If you lose a battle, you lose half of the money the party was carrying.

Some enemies wander aimlessly and are easy to approach from behind or avoid. When you approach an enemy from behind, your attacks inflict extra damage in the first round.

If you're far stronger than an enemy, dashing into it will instantly knock out the enemy, but no experience points are earned.

There are five icons at the top of the battle screen:

Bash	Goods	PSI/Special Abilities	Guard	Run Away
------	-------	-----------------------	-------	----------

Bash

(Icon is a musical note)

This is each party member's standard attack. With this attack, you can take advantage of the "Sound Battle" system and execute combos by rhythmically tapping **A** in time with the background music. Each time you press **A**, your character makes an additional attack, and with good timing you can get a maximum of 16 hits. This is a powerful technique that can double or triple the amount of damage you inflict.

There are a couple of ways to help you learn the rhythm of each song. Putting an enemy to **sleep** (with **PSI** or a **special ability**) will let you explicitly hear the rhythm of the current song. You can also practice fighting any enemy you've encountered with an item called the **Battle Memory**.

Some songs have irregular rhythms, though most of them don't appear until the middle part of the game. These songs can have parts where the rhythm speeds up or slows down, have parts where beats are skipped, or have rhythms that are just plain weird.

Goods

(Icon looks like a bag)

Select this icon to have a character use an item from his or her inventory. Press **Select** while in the inventory screen to see what each item looks like along with a short description.

PSI/Special Abilities

(Icon resembles crosshairs)

Select this icon to have a character use a PSI ability or a special move. See **Party Members** for a list and explanation of each character's special abilities and a translation of the special abilities menu.

Guard

(Icon is a red cross)

Select this option if you want a party member to spend a round guarding. This reduces damage inflicted by physical attacks by half and slows the descent of the HP counter. The damage reduction doesn't work on some enemy attacks and any PSI attack.

Run Away

(Icon is an arrow pointing down)

Select this option to escape a fight. You're not guaranteed to succeed in running away from a battle unless you approach an enemy from behind, and you can't run away at all from boss battles and other important fights.

Dropped Item

Some enemies sometimes drop an item when defeated. If any party member has space in his or her inventory, the dropped item is picked up automatically. If everyone's inventory is full, the game asks if you want to throw something away:

```
"Will you throw something away?  
>Throw away    >Don't throw away
```

Throw away:

1. Choose a party member's inventory
2. Select an item to discard (press **B** twice to cancel and go to **Don't throw away**)
3. Select "yes" to confirm (selecting "no" is the same as selecting **Don't throw away**)

Don't throw away:

```
"Then, will you leave the item behind?  
>Yes    >No
```

Yes: End the battle

No: Return to the first question

Money and Shopping

Money becomes available at the beginning of Chapter 4 in the form of "DP." DP is earned by defeating enemies and withdrawn by talking to the little frogs that save your game:

```
"*Boing*  
Do you need something?  
>Yes    >No  
  
Would you like to save or would you like a DP transaction?  
>Save    >DP Transaction"
```

Select "Yes" and then "DP Transaction" to open the DP withdraw/deposit window. This works exactly like an ATM. The top number is the amount of DP in your deposit, the middle number is the amount you want to transfer, and the bottom number is the amount the party is carrying. The top two tabs indicate whether you are depositing or withdrawing: the left tab is for deposits, and the right tab is for withdrawals. Use the **D-Pad** to set the amount of DP you want to transfer.

DP is used for buying and selling items. When you talk to a salesperson, the shopping screen appears. The three options on the left are:

- Buy
- Sell
- Quit

To make a purchase, select *Buy* and choose which party member you want to buy goods for. A list of items on sale and their prices appear on the right. If something is grayed out, it means either you can't afford the item, or the selected party member's inventory is full. Scroll through the list with the **D-Pad** and press **A** twice to buy. Press **L** or **R** to select different party members, or press **B** to return to a previous menu.

When selecting weapons or armor, the top of the screen indicates which party member can equip the item with an **OK** sign. An **Up** or **Down** indicates whether that item will increase or decrease the character's stats relative to current equipment. When you buy the item, you have the option of equipping the item on the selected party member right away. If you do so, you are then given the option to sell the previously equipped item. In most cases it's best to sell, though you might want to keep some equipment that are available in limited quantities.

Selling works in a similar way to buying, except you choose which item you want to sell from your inventory, and grayed out items are those that can't be sold. Press **B** or select *Quit* to stop shopping.

Item Storage

Starting in Chapter 4, a man wearing a beanie next to a blue cart appears at various places. This man stores your items for free.

When you talk to him, the item storage screen appears. The three options on the left are:

- Store
- Withdraw
- Quit

To store an item, select *Store* and choose a party member's inventory. Scroll through your items with the **D-Pad** and press **A** to store. Press **L** or **R** to choose a different party member, or press **B** to return to a previous menu.

Withdrawing items works in a similar way, except you see which items are currently in storage and you select which item to take out. Press **B** or select *Quit* to exit.

Hot Springs

Hot Springs are found at various places throughout the game and completely recover your party. Enter a hot spring and stay in there for about 7 seconds. The party recovers all HP/PP and is cured of most status effects. Sleeping on sofas or on some beds or entering an Instant Revitalizing Device ("Amazing Capsule" in Japanese) has the same effect.

General Information

Party Members

Lucas

リュカ (Ruka)

"The younger twin brother
He's a nice boy"

Max HP: high

Max PP: high

Offense: high

Defense: medium

IQ: high

Speed: low

The first character you control in the game is the main character. Lucas is the son of Flint and Hinawa and is a bit of a momma's boy. His special ability is PSI, which he learns a little later in the game.

Lucas's high Offense makes him a good physical attacker, and pulling off high combos with him can often inflict more damage than PSI attacks. In terms of PSI, he is more of a defensive character, since he has only two directly offensive PSI moves and everything else targets the party. His **Lifeup** is almost essential later in the game, and his shielding and stat boosting moves can greatly help the party survive. For these reasons, have Lucas focus mostly on defense in boss battles, and rely on his standard attack when he isn't protecting the party. His PSI attacks (**PK Love** and **PK Flash**) are usually useful only when facing a group of normal enemies or in emergencies.

Lucas's PSI abilities appear in the following order when you select the PSI icon (looks like crosshairs) in the main menu outside of battle:

Lifeup <i>alpha</i> (5 PP)	Lifeup <i>beta</i> (9 PP)
Lifeup <i>gamma</i> (16 PP)	Lifeup <i>omega</i> (28 PP)
Refresh (20 PP)	Healing <i>alpha</i> (4 PP)
Healing <i>beta</i> (8 PP)	Healing <i>gamma</i> (18 PP)
Healing <i>omega</i> (30 PP)	PK Love <i>alpha</i> (10 PP)
PK Love <i>beta</i> (20 PP)	PK Love <i>gamma</i> (35 PP)
PK Love <i>omega</i> (50 PP)	PK Flash (12 PP)
Shield <i>alpha</i> (6 PP)	Shield <i>omega</i> (18 PP)
Counter <i>alpha</i> (12 PP)	Counter <i>omega</i> (28 PP)
Psycho-Shield <i>alpha</i> (8 PP)	Psycho-Shield <i>omega</i> (20 PP)
Psycho-Counter <i>alpha</i> (18 PP)	Psycho-Counter <i>omega</i> (34 PP)

Offense Up <i>alpha</i> (6 PP)	Offense Up <i>omega</i> (18 PP)
Defense Up <i>alpha</i> (6 PP)	Defense Up <i>omega</i> (18 PP)

- **Bold** denotes abilities that can be used outside of battle

In battle, PSI abilities are organized into 3 categories:

- Offense
- Recover
- Assist

Select a category, then select a PSI ability from the list that appears on the right. Lucas's PSI moves are listed in this order:

Offense
PK Love <i>alpha</i> (10 PP)
PK Love <i>beta</i> (20 PP)
PK Love <i>gamma</i> (35 PP)
PK Love <i>omega</i> (50 PP)
PK Flash (12 PP)
Recover
Lifeup <i>alpha</i> (5 PP)
Lifeup <i>beta</i> (9 PP)
Lifeup <i>gamma</i> (16 PP)
Lifeup <i>omega</i> (28 PP)
Refresh (20 PP)
Healing <i>alpha</i> (4 PP)
Healing <i>beta</i> (8 PP)
Healing <i>gamma</i> (18 PP)
Healing <i>omega</i> (30 PP)
Assist
Shield <i>alpha</i> (6 PP)
Shield <i>omega</i> (18 PP)
Counter <i>alpha</i> (12 PP)
Counter <i>omega</i> (28 PP)
Psycho-Shield <i>alpha</i> (8 PP)
Psycho-Shield <i>omega</i> (20 PP)
Psycho-Counter <i>alpha</i> (18 PP)
Psycho-Counter <i>omega</i> (34 PP)
Offense Up <i>alpha</i> (6 PP)
Offense Up <i>omega</i> (18 PP)
Defense Up <i>alpha</i> (6 PP)
Defense Up <i>omega</i> (18 PP)

Flint

フリント (Furinto)

"A strong, kind, and dependable father"

Max HP: very high
Offense: high
Defense: high
IQ: medium
Speed: low

Flint is Lucas and Claus's father and Hinawa's husband.

Flint can't use PSI and must rely on food to stay alive; when you're far from a place to rest, restore lost HP after battles with your weakest food items first and save your best food items for recovery during fights.

In battle, Flint's special attacks appear in this order:

Swing	Power Smash
Charge Up	Stand Firm

Swing

Attacks all enemies on screen. Swing has the same offensive power as Flint's standard attack, but you can't combo with it. This move is mostly useful against groups of 2 or 3 weak enemies.

Power Smash

Power Smash hits roughly 30% of the time, but it always gets a SMAAAASH!! hit that usually inflicts 100~200+ HP of damage. This move can be useful against enemies that take more than 4 or 5 rounds to defeat with standard attacks.

Charge Up

Increases Flint's Offense by about 20%. Charge Up stops working once Flint's Offense is 20% above his base value, but you can use the move as often as you need to offset the effects of Offense lowering attacks.

Most battles don't last long enough for Charge Up to shorten the fight, but it can help in a boss battle or against normal enemies if you can't combo.

Stand Firm

Increases Flint's Defense by about 20%. Stand Firm works in the same way as Charge Up, except it affects Defense. You shouldn't need to use this move if Flint is properly equipped.

Boney

ボニー (Bonii)

"A brave and intelligent dog"

Max HP: low

Offense: low

Defense: medium

IQ: medium

Speed: very high

Boney is Lucas's unusually intelligent and dependable dog. He isn't a very strong fighter, but his high Speed usually lets him attack first in battle. Take advantage of this by giving Boney your food and using them when you need to recover someone as quickly as possible. (Although, very rarely Boney gets greedy and eats a food item himself when you tell him to use it on someone else.) Give him offensive items, such as Bombs, Rockets, and Saltwater Guns, to offset his mediocre Offense and lack of special attacks.

Boney's special ability is *sniff*. Use this ability to determine an enemy's type (e.g. Mechanical, Chimera, etc.) and their vulnerabilities.

Duster

ダスター (Dasutaa)

"A little eccentric but a nice guy
He is surprisingly skilled"

Max HP: high

Offense: high

Defense: medium

IQ: medium

Speed: high

Duster is called a "thief," but he doesn't actually steal anything. His main job is to sneak into a castle and recover an artifact at one point in the game. He can utilize a variety of items as his special abilities.

Duster has good Speed and good Offense but can't use PSI. Give him some of your best food because he often attacks early in battle and has a decent amount of HP, making him a dependable healer.

Duster has a number of special abilities. Once in a while at the beginning of battle, Duster gets in a swift kick at the enemy before anything else happens. This early attack has the same offensive power as Duster's standard attack, but you can't combo with it. This early attack occurs roughly 10% of the time.

Also, if an enemy approaches you from behind, Duster can sometimes either get in a swift kick like in normal battles or make the enemy turn around and give you a free round instead. The swift kick occurs about 20% of the time and the free round occurs about 10% of the time.

In battle, Duster's special abilities appear in this order:

Wall Staples	Siren Beetle
Hypnotic Pendulum	Smoke Bomb
Scary Mask	Tickle Feather

Wall Staples

Immobilizes a target for 2 or 3 rounds. Wall Staples have a base success rate of 100%, but the actual success rate depends on an enemy's Wall Staple defense (see starmen.net's walkthrough for enemy defenses). The success rate against most enemies is about 75% or lower, and most bosses are immune.

Wall Staples are usually worse than the Siren Beetle because the Siren Beetle has a success rate of roughly 75% that isn't affected by enemy defenses, and enemies turned around have roughly 20% less Defense. Wall Staples are best used against **sleeping** enemies or against enemies turned around.

Siren Beetle

Makes an enemy turn around and do nothing for 1 or 2 turns. Enemies with their back turned have roughly 20% less Defense. Using the Siren Beetle on a **sleeping** enemy wakes it up.

The Siren Beetle has a success rate of about 75% that is unaffected by enemy defenses, but it doesn't work on enemies you can't approach from behind.

Hypnotic Pendulum

Makes an enemy fall **asleep**.

The Hypnotic Pendulum has a base success rate of about 90%, though the actual success rate depends on an enemy's sleep defense (see starmen.net's walkthrough for enemy defenses). Note that Kumatora's **Hypnosis** PSI ability has a base success rate of 100%. This difference usually isn't significant, and you're better off using the Hypnotic Pendulum in most cases.

Smoke Bomb

Makes an enemy start **uncontrollably crying**, reducing the accuracy of its physical attacks by about 50%. Use the Smoke Bomb only in long battles because it's not very useful in fights that last just 2 or 3 rounds.

The Smoke Bomb has a base success rate of about 90%, though the actual success rate depends on an enemy's cry defense (see starmen.net's walkthrough for enemy defenses).

Scary Mask

Decreases an enemy's Offense by about 20% the first time, 8% the second and third times, and 0% thereafter.

The Scary Mask has a success rate of about 70%. While the Scary Mask doesn't require PP, Kumatora's **Offense Down** does the same thing with a near 100% success rate.

Tickle Feather

Decreases an enemy's Defense by about 20% the first time, 8% the second and third times, and 0% thereafter.

Like the Scary Mask, the success rate of the Tickle Feather is about 70%, while Kumatora's **Defense Down** has a near 100% success rate.

Kumatora

クマトラ

"A strong and clever
tomboyish girl"

Max HP: low

Max PP: high

Offense: low

Defense: medium

IQ: high

Speed: medium

The name "Kumatora" literally means "Bear-Tiger," and it's an appropriate name for her. Kumatora is an extremely tomboyish girl who has a fierce personality, but she is kind enough to her friends and allies. She is introduced as the "princess" of Osohe Castle, but there is more to this girl than the game initially reveals.

Her specialty is offensive PSI, and she isn't much of a physical attacker. Equip her with your best armor to offset her low HP, and don't be afraid to use her PSI attacks often even against normal enemies.

Kumatora's PSI abilities appear in the following order when you select the PSI icon (looks like crosshairs) in the main menu outside of battle:

Lifeup <i>alpha</i> (5 PP)	Lifeup <i>beta</i> (9 PP)
Healing <i>alpha</i> (4 PP)	PSI Magnet <i>alpha</i> (0 PP)
PSI Magnet <i>omega</i> (0 PP)	PK Starstorm (48 PP)
PK Fire <i>alpha</i> (6 PP)	PK Fire <i>beta</i> (12 PP)
PK Fire <i>gamma</i> (20 PP)	PK Fire <i>omega</i> (40 PP)
PK Freeze <i>alpha</i> (5 PP)	PK Freeze <i>beta</i> (10 PP)
PK Freeze <i>gamma</i> (18 PP)	PK Freeze <i>omega</i> (28 PP)
PK Thunder <i>alpha</i> (7 PP)	PK Thunder <i>beta</i> (15 PP)
PK Thunder <i>gamma</i> (21 PP)	PK Thunder <i>omega</i> (32 PP)
PK Ground (43 PP)	Hypnosis <i>alpha</i> (6 PP)
Hypnosis <i>omega</i> (18 PP)	Paralysis <i>alpha</i> (8 PP)

Paralysis <i>omega</i> (24 PP)	Brainshock <i>alpha</i> (7 PP)
Brainshock <i>omega</i> (22 PP)	Offense Down <i>alpha</i> (7 PP)
Offense Down <i>omega</i> (20 PP)	Defense Down <i>alpha</i> (7 PP)
Defense Down <i>omega</i> (20 PP)	

- **Bold** denotes abilities that can be used outside of battle

In battle, PSI abilities are organized into 3 categories:

- Offense
- Recover
- Assist

Select a category, then select a PSI move from the list that appears on the right. Kumatora's PSI moves are listed in this order:

Offense
PK Starstorm (48 PP)
PK Fire <i>alpha</i> (6 PP)
PK Fire <i>beta</i> (12 PP)
PK Fire <i>gamma</i> (20 PP)
PK Fire <i>omega</i> (40 PP)
PK Freeze <i>alpha</i> (5 PP)
PK Freeze <i>beta</i> (10 PP)
PK Freeze <i>gamma</i> (18 PP)
PK Freeze <i>omega</i> (28 PP)
PK Thunder <i>alpha</i> (7 PP)
PK Thunder <i>beta</i> (15 PP)
PK Thunder <i>gamma</i> (21 PP)
PK Thunder <i>omega</i> (32 PP)
PK Ground (43 PP)
Recover
Lifeup <i>alpha</i> (5 PP)
Lifeup <i>beta</i> (9 PP)
Healing <i>alpha</i> (4 PP)
PSI Magnet <i>alpha</i> (0 PP)
PSI Magnet <i>omega</i> (0 PP)
Assist
Hypnosis <i>alpha</i> (6 PP)
Hypnosis <i>omega</i> (18 PP)
Paralysis <i>alpha</i> (8 PP)
Paralysis <i>omega</i> (24 PP)
Brainshock <i>alpha</i> (7 PP)
Brainshock <i>omega</i> (22 PP)
Offense Down <i>alpha</i> (7 PP)
Offense Down <i>omega</i> (20 PP)
Defense Down <i>alpha</i> (7 PP)
Defense Down <i>omega</i> (20 PP)

Salsa

サルサ (Sarusa)

"A monkey that can endure anything
for the love of his girlfriend"

Max HP: low

Offense: very low

Defense: medium

IQ: medium

Speed: very high

The name "Salsa" is a pun on the Japanese word for monkey, "saru," and the Japanese spelling of salsa, "sarusa." With an adorable demeanor and an amusing name, Salsa is one of the most likable monkeys you'll find in any video game.

You control Salsa only temporarily, so don't spend too much time leveling him up. Salsa's stats are pretty low all around except for his Speed. His main strengths are his special abilities:

Apologize	Crowd Pleaser
Dance	Monkey Mimic

Apologize

Immobilizes an enemy for a few rounds.

Crowd Pleaser

Immobilizes an enemy for a few rounds. Crowd Pleaser tends to have a higher success rate than Apologize. Given Salsa's abysmally low Offense, it's often better to use Crowd Pleaser than attack even if you can combo.

Dance

Increases a random party member's Offense, Defense, or Speed or decreases an enemy's stats. It can also cause an enemy to turn around or become solidified. Use Dance when Salsa doesn't have anything better to do.

Monkey Mimic

Salsa waits for the enemy to attack him, at which point Salsa uses the same attack against the enemy. The mimicked attack has the same offensive power as the enemy's attack regardless of Salsa's Offense. Monkey Mimic is useful when fighting a group of enemies because Salsa attacks multiple times if hit more than once. This move doesn't mimic status affecting attacks.

Status Effects

Most status effects can be cured by the PSI move **Healing** or items. Some items cure only specific status effects, while items like the **Secret Herb** and the **Cup of Lifenooodles** can heal any ailment except burning and solidification. Hot Springs cure most status effects as well.

It's usually best to heal status effects after a battle is over. Exceptions are getting **fleas** and suffering **memory loss** during a boss fight because fleas prevent combos and both prevent the use of PSI. Cure the affected character as soon as possible in those situations.

Burning

Effect: suffer about 4% of max HP worth of damage each round

Symbol: none

Cures:

- Wait 1 or 2 turns
- End the battle

Burning is occasionally caused by **PK Fire** and other fire-based attacks.

Crying

Effect: reduces the accuracy of physical attacks by about 50%

Symbol: a tear

Cures:

- **Healing**
- Use **Eye Drops**
- End the battle

Use Healing or Eye Drops if Lucas starts crying during a boss fight and you can combo with him.

In most other cases, it's better to ignore crying or start using offensive PSI. A party member can't miss an attack during the middle of a combo.

Feeling Strange

Effects:

- Perform a random action on a random target
- Reverses movement control outside of battle

Symbol: a squiggly black blob

Cures:

- **Healing**
- Use a **Paper Fan**
- Move a few steps outside of battle

If a party member feels strange, it's sometimes better to just ignore it. The worst that can happen is if the affected character attacks your own party or uses one of your good items, but these are usually things you can deal with.

Fleas

Effects:

- Prevents combos
- Sometimes causes special abilities to fail

Symbol: a black dot with a bouncing line behind it

Cures:

- **Healing**
- Use **Flea Powder**

Fleas are most disruptive during boss fights when PSI and combos are especially important. Always heal any infested PSI users during long battles. For normal fights, heal after the battle is over. Fleas remain on the field until cured.

Memory Loss

Effect: prevents the use of PSI or special abilities

Symbol: a question mark

Cures:

- **Healing**
- Use a **Recollection Bell**
- Wait a few turns
- End the battle

Heal if a PSI user suffers memory loss in a boss battle.

Nausea

Effect: prevents eating

Symbol: a gray cloud

Cures:

- **Healing**
- Use a **Fresh Mint**

Nausea is a problem only in Chapter 2; use a Fresh Mint or enter a hot spring (or equivalent) to cure it. You can trade **Rotten Eclairs** for more Fresh Mints with the ghost merchant on the first floor of Osohe Castle. Nausea persists outside of battle until cured.

Numb/Paralysis

Effect: randomly waste about 50% of turns

Symbol: two zigzag lines

Cures:

- **Healing**
- Use an **Anti-Paralysis**
- Wait 5 turns
- End the battle

Use Healing if an important party member is paralyzed in a major battle. Unlike in EarthBound/Mother 2, paralysis can disrupt PSI use.

Poison

Effects:

- Suffer about 5% of max HP worth of damage each turn
- 2 HP of damage for every 8 steps taken outside of battle

Symbol: a skull

Cures:

- **Healing**
- Use an **Antidote**

It's usually best to cure poison after a battle is over, unless you're in a long fight.

Sleep

Effect: prevents any action for a few rounds

Symbol: two Z's

Cures:

- **Healing**
- Use an **Alarm Cicada**
- End the battle
- Get attacked (roughly 40% chance of waking up per attack)

Put an enemy to sleep to explicitly hear the rhythm of the battle music and make it easier to execute combos. If one of your party members falls asleep, it's usually best to just wait until they wake up or end the battle.

Solidify

Effect: prevents any action for 2 or 3 rounds

Symbol: none

Cures:

- Wait a few turns
- End the battle

This status effect can't be healed by PSI or items but it doesn't last long.

PSI Information

PSI refers to the psionic abilities that a couple party members and some enemies can use. Each PSI move consumes a certain amount of PP and can't be used if the character doesn't have enough PP to cover the cost. PP can be replenished by either entering a hot spring or using PP recovery food items.

PSI moves are learned when a character reaches a certain level. When a character reaches a high enough level, he or she falls under a **fever** (indicated by white spots above the head) and is unable to run. The fever subsides after walking a number of steps, at which point a new PSI move is learned.

OFFENSE

PK Love

(The name of this attack is whatever you entered as your *favorite thing* at the beginning of the game.)

PK Love is Lucas's special PSI attack. Each version of PK Love is learned after certain scripted events. It inflicts significant damage to all enemies on screen, but it consumes a lot of PP.

Use PK Love only when you're having trouble against multiple enemies. Otherwise, use Lucas's standard attack instead; getting high combos can usually inflict more damage to a single target than PK Love can, especially if you use **Offense Up** and **Defense Down**. In terms of PSI, Lucas is more of a defensive character, and it's usually better to have him focus on recovering and boosting stats rather than using PK Love in difficult fights.

alpha

PP Cost: 10

Damage: 120~160 HP

beta

PP Cost: 20

Damage: 220~260 HP

gamma

PP Cost: 35

Damage: 430~500 HP

omega

PP Cost: 50

Damage: 800~860 HP

PK Flash

PK フラッシュ

PP Cost: 12

Status Effects:

- **Crying** (60% base chance)
- **Paralysis** (15% base chance)
- **Feeling Strange** (10% base chance)
- Instant defeat (10% chance)
- No Effect (5% minimum chance)

PK Flash randomly causes uncontrollable crying, feeling strange, paralysis, or instant defeat to all enemies on screen. Lucas learns this move when you reach a certain point in the game. There is only one version of this attack.

The actual probability of each status effect occurring depends on the targets' defenses according to the approximate formula:

$$\text{actual chance} = (\text{base chance}) \times (\text{defense value})/100$$

For example, using PK Flash on an enemy with 60 cry defense causes uncontrollable crying about $60\% \times 60/100 = 36\%$ of the time. (See starmen.net's walkthrough for enemy defenses.) As far as I can tell, no defense value affects the instant KO rate, but I don't think it works on bosses.

The 5% "no effect" chance is the inherent failure rate of PK Flash. Any increase in an enemy's resistance to crying, paralysis, or feeling strange increases PK Flash's failure rate.

PK Flash is best used against a group of enemies that rely on physical attacks. Unfortunately, its random nature makes this attack mostly unreliable, and better alternatives are usually available.

PK Starstorm

PK スターストーム

PP Cost: 48

Damage: 650~750 HP

PK Starstorm inflicts heavy damage to all enemies on screen. Kumatora automatically learns this move when you reach a certain point in the game.

This move is handy in short areas where PP conservation isn't an issue. In boss fights, PK Starstorm isn't cost-effective enough for regular use, but you might want to use it once or twice to end a fight a little more quickly.

PK Fire

PK ファイヤー

PK Fire inflicts mediocre damage to all enemies on screen. Some enemies are vulnerable to fire and receive extra damage, while others are resistant or immune. PK Fire has a base chance of roughly 8% of leaving its target **burning**.

Use PK Fire to weaken a group of Organic or Organic Chimera type enemies, as those types tend to be vulnerable to this move. Avoid using PK Fire against neutral targets because this move has a low cost-effectiveness.

alpha

PP Cost: 6

Level Learned: 10 (Kumatora)

Base Damage: 60~90 HP

beta

PP Cost: 12

Level Learned: 22 (Kumatora)

Base Damage: 110~150 HP

gamma

PP Cost: 20

Level Learned: 43 (Kumatora)

Base Damage: 190~250 HP

omega

PP Cost: 40

Level Learned: 53 (Kumatora)

Base Damage: 270~350 HP

PK Freeze

PK フリーズ

PK Freeze deals significant damage to a single enemy. Some enemies are vulnerable to it and receive extra damage, while others are resistant or immune. This move has a base chance of roughly 8% of **solidifying** its target.

The relatively high cost-effectiveness of PK Freeze can make it a good alternative to Kumatora's standard attack. Consider using PK Freeze when Kumatora's *bash* is ineffective, especially when facing Bug and Human type enemies that tend to be weak against this move.

alpha

PP Cost: 5

Level Learned: 10 (Kumatora)

Base Damage: 120~150 HP

beta

PP Cost: 10

Level Learned: 28 (Kumatora)

Base Damage: 210~260 HP

gamma

PP Cost: 18

Level Learned: 38 (Kumatora)

Base Damage: 320~390 HP

omega

PP Cost: 28
Level Learned: 51 (Kumatora)
Base Damage: 430~520 HP

PK Thunder

PK サンダー

Depending on what version of PK Thunder you use, this move summons 1 to 4 lightning bolts that either strike a random enemy or hit nothing at all. Each bolt has a base chance of about 12% of **paralyzing** its target and is unaffected by **Psycho-Shields**. Some enemies are vulnerable to it and receive extra damage, while others are resistant or immune.

The probability that each bolt strikes something seems to depend on the size and type of the enemy. Human-sized enemies are struck roughly 70% of the time, while small and large enemies are hit 60% and 80% of the time respectively. Mechanical enemies and mechanical chimeras have an extra 10% chance of being hit.

PK Thunder is useful because most of the strongest enemies in the game (including bosses) are large and/or mechanical. Consider using **PK Freeze** or **PK Fire** against all other types because PK Thunder can be unreliable against non-mechanical targets.

alpha

PP Cost: 7
Level Learned: 12 (Kumatora)
Effect: summons 1 bolt
Base Damage: 110~150 HP

beta

PP Cost: 15
Level Learned: 32 (Kumatora)
Effect: summons 2 bolts
Base Damage: 110~150 HP per bolt

gamma

PP Cost: 21
Level Learned: 49 (Kumatora)
Effect: summons 3 bolts
Base Damage: 170~230 HP per bolt

omega

PP Cost: 32
Level Learned: 57 (Kumatora)
Effect: summons 4 bolts
Base Damage: 170~230 HP per bolt

PK Ground

PK グラウンド

PP Cost: 43
Level Learned: 60 (Kumatora)
Effect: triggers an earthquake that causes 5 randomly targeted hits; doesn't work on airborne enemies
Damage:

- 2.5% of max HP per hit (large enemies)
- 7.5% (human-sized enemies)
- 12.5% (small enemies)

Status Effect: **trip** (10% chance per hit)

PK Ground causes 5 randomly targeted hits that inflict damage proportional to each target's max HP. These hits never miss unless you're fighting an airborne enemy or certain specially protected enemies (thanks to: **MegaFanDubber**), so all 5 hits damage a single target if you're facing only one enemy. Each hit has a roughly 10% chance of tripping and immobilizing a target; as far as I can tell, this probability is unaffected by any defense value. This move also ignores **Psycho-Shields**.

The damage inflicted by PK Ground seems to depend on the enemy's size. Human-sized enemies receive roughly 7.5% of max HP worth of damage, while enemies the size of a typical bug or rodent receive about 12.5%. Large enemies, which include most bosses, receive about 2.5%.

Despite the lower damage against large targets, PK Ground is the best boss killer in the game. Kumatora likely won't learn this move until the last one or two bosses, but don't bother spending too much time leveling up to learn this move. PK Thunder is usually sufficient.

RECOVER

Lifeup

ライフアップ

Lifeup recovers HP and keeps you alive. This move can be used both during and outside of battle.

Lucas can learn all versions of Lifeup, while Kumatora can learn only Lifeup *alpha* and *beta*. Since Kumatora specializes more in offensive PSI, you should usually have Lucas focus on recovery, while Kumatora uses Lifeup only in emergencies or when Lucas's combos inflict more damage than Kumatora's PSI.

The biggest problem with Lifeup is Lucas and Kumatora's low Speed. Because Lucas and Kumatora often go after enemies, you might not have enough time to prevent someone mortally wounded from falling to 0 HP. To compensate, give Duster and Boney your best food items and have them recover anyone heavily injured.

In later parts of the game, take advantage of the rolling HP counter and recover only when someone's HP falls to about 120 to 150 or lower. Have a mortally wounded party member *guard* to slow the descent of their HP.

alpha

PP Cost: 5

Level Learned:

Lucas should be able to use this as soon as he learns PSI
12 (Kumatora)

Recovery: 60~70 HP

beta

PP Cost: 9

Level Learned:

18 (Lucas)
31 (Kumatora)

Recovery: 120~150 HP

gamma

PP Cost: 16

Level Learned: 43 (Lucas)

Recovery: max HP

omega

PP Cost: 28

Level Learned: 50 (Lucas)

Recovery: 240~260 HP to all allies

Lifeup *omega* is useful for recovering from attacks that damage the entire party, but its slow speed makes it unreliable for saving someone mortally wounded.

Healing

ヒーリング

Healing cures any ailment other than solidification or burning. This move can be used both during and outside of battle.

You should usually use Healing after a fight is over. If you use Healing as soon as someone gets a status effect in the middle of battle, an enemy might cause the same status effect again, and you'll have wasted one of your turns. An exception is getting **fleas** or suffering **memory loss** during boss fights because fleas prevent combos and both prevent the use of PSI.

alpha

PP Cost: 4

Level Learned:

Lucas should be able to use this as soon as he learns PSI
14 (Kumatora)

Effect: removes 1 status effect from 1 person

beta

PP Cost: 8

Level Learned: 25 (Lucas)

Effect: removes all status effects from 1 person

gamma

PP Cost: 18

Level Learned: 39 (Lucas)

Effect: removes all status effects from 1 person or revives someone at 0 HP to full HP

omega

PP Cost: 30
Level Learned: 56 (Lucas)
Effect: removes all status effects from the entire party and revives anyone at 0 HP to full HP

Refresh

リフレッシュ

PP Cost: 20
Level Learned: 58 (Lucas)
Effect: the entire party recovers 10% of their max HP each turn for 5 turns

Refresh can save a party member's life because of the rolling HP counter. Use Refresh early in a tough battle or before a strong attack from an enemy.

PSI Magnet

サイマグネット

PSI Magnet allows Kumatora to transfer PP from enemies to herself. It's usually not necessary to use this move because there are ample hot springs and Instant Revitalizing Devices in the game. It's best used when facing a group of PSI using enemies or when Kumatora has nothing better to do.

PSI Magnet occasionally fails to work. I don't know what its chance of failure is, but it's usually nothing to worry about.

alpha

PP Cost: 0
Level Learned: 28 (Kumatora)
Effect: steals 2~8 PP from a single target

omega

PP Cost: 0
Level Learned: 45 (Kumatora)
Effect: steals 2~8 PP from all enemies

ASSIST

Shield

シールド

Shield reduces damage from physical attacks by 50%. It can withstand up to a maximum of 3 hits before it disappears, though you can replenish any damaged shields by using this move again. Also, unlike in EarthBound, a SMAAAASH! hit doesn't eliminate a shield in 1 hit. Using any other type of shield, such as **Counter** or **Psycho-Shield**, replaces this shield. Shielded enemies can't be hit with combos.

Using this move with **Defense Up** or **Offense Down** can turn a difficult fight into an easy one. Be warned that some enemies can remove shields, and shields don't protect against all attacks (e.g. "fire a beam").

alpha

PP Cost: 6
Level Learned: 22 (Lucas)
Effect: protects one target

omega

PP Cost: 18
Level Learned: 35 (Lucas)
Effect: protects all allies

Counter

カウンター

Counter is identical to **Shield**, except it also reflects any inflicted damage back to the enemy. It can be useful in a few boss fights.

alpha

PP Cost: 12
Level Learned: 27 (Lucas)
Effect: protects one target

omega

PP Cost: 28
Level Learned: 51 (Lucas)
Effect: protects all allies

Psycho-Shield

サイコシールド

Psycho-Shield reduces damage from PSI attacks by 50%. It can withstand up to a maximum of 3 hits before it disappears, though you can replenish damaged shields by using this move again. Psycho-Shields don't protect against Recover and Assist type attacks, such as PSI Magnet and Hypnosis, nor does it affect **PK Thunder** and **PK Ground**.

Psycho-Shield *alpha* probably won't get much use, but the *omega* version is helpful in defending against attacks that target the entire party, such as **PK Fire** and **PK Starstorm**.

alpha

PP Cost: 8
Level Learned: 28 (Lucas)
Effect: protects one target

omega

PP Cost: 20
Level Learned: 45 (Lucas)
Effect: protects all allies

Psycho-Counter

サイコカウンター

Psycho-Counter is identical to **Psycho-Shield**, except it reflects any inflicted damage back to the enemy. It's pretty costly, and Psycho-Shield is usually sufficient.

alpha

PP Cost: 18
Level Learned: 33 (Lucas)
Effect: protects one target

omega

PP Cost: 34
Level Learned: 53 (Lucas)
Effect: protects all allies

Offense Up

オフエアップ

Offense Up increases someone's Offense by about 20% the first time, 8% the second and third times, and 0% thereafter. If you use Offense Up 3 times on a single character, the move works again only after the character's Offense is somehow reduced.

Use Offense Up with **Defense Down** to shorten long boss fights. This move doesn't make much of a difference in battles that last just a few rounds.

alpha

PP Cost: 6
Level Learned: 14 (Lucas)
Effect: increases one target's Offense

omega

PP Cost: 18
Level Learned: 36 (Lucas)
Effect: increases all allies' Offense

Defense Up

ディフェアアップ

Defense Up increases someone's Defense by about 20% the first time, 8% the first and second times, and 0% thereafter. If you use Defense Up 3 times on a single character, the move works again only after the character's Defense is somehow reduced.

Use Defense Up if you're having trouble surviving a boss fight. Using this move with **Offense Down** or **Shield** can turn a hard fight into an easy one.

alpha

PP Cost: 6
Level Learned: 17 (Lucas)
Effect: increases one target's Defense

omega

PP Cost: 18
Level Learned: 30 (Lucas)
Effect: increases all allies' Defense

Hypnosis

さいみんじゅつ

Hypnosis puts an enemy to **sleep** if successful.

While Duster's **Hypnotic Pendulum** does the same thing as Hypnosis *alpha*, the Hypnotic Pendulum has a base success rate of about 90% while Hypnosis has a base success rate of nearly 100%. This difference isn't significant in most cases, and you're usually better off using the Hypnotic Pendulum since it doesn't cost PP.

alpha

PP Cost: 6
Level Learned: 21 (Kumatora)
Effect: might put one target to sleep
Average Success Rate: roughly 40 to 80% (usually 0% for stronger enemies)

omega

PP Cost: 18
Level Learned: 36 (Kumatora)
Effect: might put all enemies on screen to sleep
Average Success Rate: roughly 40 to 80% (usually 0% for stronger enemies)

Paralysis

パラライシス

Paralysis **paralyzes** an enemy if successful.

Paralysis is best used in longer fights. In short battles, a paralyzed enemy has a greater chance of getting lucky and avoiding wasted turns.

alpha

PP Cost: 8
Level Learned: 17 (Kumatora)
Effect: might paralyze one target
Base Success Rate: nearly 100%
Average Success Rate: roughly 40 to 80% (usually 0% for stronger enemies)

omega

PP Cost: 24
Level Learned: 29 (Kumatora)
Effect: might paralyze all enemies on screen
Base Success Rate: nearly 100%
Average Success Rate: roughly 40 to 80% (usually 0% for stronger enemies)

Brainshock

ブレインショック

Brainshock makes enemies **feel strange**. Enemies feeling strange are more likely to use their standard attack rather than stronger special abilities.

Feeling strange is too unpredictable to be of reliable help in a fight. There are usually better alternatives available.

alpha

PP Cost: 7
Level Learned: 25 (Kumatora)
Effect: might make one target feel strange
Base Success Rate: nearly 100%
Average Success Rate: roughly 40 to 80% (usually 0% for stronger enemies)

omega

PP Cost: 22
Level Learned: 47 (Kumatora)
Effect: might make all enemies on screen feel strange
Base Success Rate: nearly 100%
Average Success Rate: roughly 40 to 80% (usually 0% for stronger enemies)

Offense Down

オフエダウン

Offense Down reduces an enemy's Offense by about 20% the first time, about 10% the second and third times, and 0% thereafter. If you use Offense Down 3 times on a single enemy, the move works again only after the enemy's Offense is somehow increased.

Using Offense Down along with **Defense Up** or **Shield** can greatly reduce the amount of damage the party suffers. Use this move if you're having trouble surviving a boss fight.

This attack seems to have a success rate of 100%--I've never seen it fail except in special cases.

alpha

PP Cost: 7

Effect: targets a single enemy

Success Rate: nearly 100%

omega

PP Cost: 20

Level Learned: 37 (Kumatora)

Effect: targets all enemies on screen

Success Rate: nearly 100%

Defense Down

ディフェダウン

Defense Down reduces an enemy's Defense by about 20% the first time, about 10% the second and third times, and 0% thereafter. If you use Defense Down 3 times on a single enemy, the move works again only after the character's Defense is somehow increased.

Using Defense Down along with **Offense Up** can greatly increase the amount of damage you inflict. Use this move to shorten long boss fights.

This attack seems to have a success rate of 100%--I've never seen it fail except in special cases.

alpha

PP Cost: 7

Level Learned: 19 (Kumatora)

Effect: targets a single enemy

Success Rate: nearly 100%

omega

PP Cost: 20

Level Learned: 40 (Kumatora)

Effect: targets all enemies on screen

Success Rate: nearly 100%

Set Up

Welcome to the world of Mother 3!

Amid a peaceful and beautiful scenery
stands a simple little mountain house.

It is the home of the young protagonist's grandfather.
The young twins have come to visit their grandfather with their mother,
and by the end of the day, they will return home to Tazmily Village
where their father waits.

The fun-filled times of energetic playing with the Dragos, the big and good-
natured animals, and eating their mother's home-cooked meals around the dining
table have passed quickly.

Now, all they have to do is pass through the familiar forest and go home.
There are no traces of any ominous signs.
A pigeon flies into the evening sky, carrying a letter that says, "We'll be
home soon."

Where in the world is this place, what time period is it,
is it a tragedy or a comedy...
All that remains a mystery, and the story begins.

-From the Mother 3 manual

When you select *New Game* from the title screen, you're prompted to name the main character and his family. If you want to use Latin letters, select the *ABC* option at the bottom. Select the bottom-right option to confirm the name. The default names for each character are as follows:

First boy: Lucas

Second boy: Claus

Father: Flint

Mother: Hinawa

Dog: Boney

I use the default names in the guide.

Next, you're asked to enter your favorite food and favorite thing. Your favorite food doesn't have much of an impact on the game, but your favorite thing becomes the name of Lucas's special PSI attack. The default for each are:

Favorite food: fluffy omelets

Favorite thing: Love

Finally, you're asked to set the text speed and window color. Set text speed to *fast* to take most advantage of the rolling HP counter:

	>Text speed	
	>Window color	
	>End	
>Fast	>Plain	
>Medium	>Mint	
>Slow	>Strawberry	
	>Banana	
	>Nuts	
	>Grape	
	>Melon	

Select *End* to see an overview of everything you've entered. Select "yes" (the left option) to confirm and start the game. Select "no" to start over from the beginning.

Prologue

"Nowhere Islands"

"Tazmily Village"

"Past Sunshine Forest"

"Hinawa's father, Alec's house"

Grandpa's House

The game begins with Lucas sleeping in bed and his brother Claus banging on the door trying to wake him up.

```
"Lucaaaaaas!  
How long are you gonna sleep?  
Get up and let's play!  
Hurry up and get out of bed!  
The Drago brought her baby with her!  
It's reeeeaally cute!!  
Hurry up and come!"
```

Get out of bed and go down the stairs. Hinawa, Lucas's mom, stops him as he tries to leave the house:

```
Hinawa:  
"Are you planning to play outside with your pajamas on?  
Go change your clothes.  
>Yes >No"
```

If you answer "no," Hinawa doesn't let Lucas out of the house:

```
"Then stay inside the house with your pajamas on forever."
```

In a video game, "forever" means literally forever, so answer "yes."

Once changed, return downstairs and leave the house. From this open area, there is one exit to the east and another to the south. You have to go east because the game doesn't let you go south: there is a trail of ants blocking the path south, and stepping on them is just too cruel to allow.

Standing next to the eastern path is a frog. Talk to it to save:

```
A story is a string of memories.

A memory and a memory are remembered and become memories.

If you don't record your memories, they will be forgotten.

That's why
you should tell the frogs the memories you've collected...

People call that saving.

Now.
*Boing*
Would you like to save?
>Yes    >No"
```

Select "yes" to save. These frogs are found all over the place, and you'll have ample opportunities to save.

Go to the next area:

```
[ Claus runs into a Drago ]

Claus:
"*Huff Puff*"
Whew, I'm tired.
I've been play fighting with the Dragos.
Let's play Lucas.
  >Yes    >No

Yes:
| Try to "tackle" the Drago.

No:
| C'mon, don't say that and try to do a 'tackle.'
| The Dragos are waiting."

Alec:
"Claus!
Lucas doesn't know how to 'tackle' yet."
```

Alec approaches and explains how to tackle. Tackling is done by dashing into objects and creatures. Press and hold **B** for about half a second and let go to start dashing. Run into the Drago Claus was playing with to tackle it. Talk to Claus and he explains that Dragos enjoy being tackled--the harder the tackle, the happier they feel.

All of a sudden, a belligerent little mole cricket appears out of nowhere and starts picking a fight with Lucas and Claus. He saw them play fighting with the Drago and wanted to join. The first battle then begins.

The mole cricket is an easy opponent, and the fight serves as an introduction to the battle system. The four icons at the top are:

Bash	Goods	Guard	Run Away
------	-------	-------	----------

Select *bash* for both characters to attack. This is a good time to practice the "Sound Battle" system. Listen to the rhythm of the background music and tap **A** in time with the song. With good timing, you can get up to 16 hits in one turn.

When you win the fight, Hinawa comes and calls everyone to dinner. Alec then briefly breaks the fourth wall and explains how to save your game before running off to join the rest of the family.

During the meal, Hinawa tells the kids to get ready to go home when they've finished eating. They need to travel through the woods and should leave before it gets dark.

Hinawa then walks outside, and the game shows you her letter to Lucas's father, Flint.

```
Dear Flint,

Just as you said,
the kids have been tirelessly
running around the mountains and fields
since we arrived.

As usual,
```

Claus was rambunctious
and getting into danger,
while Lucas was still
a bit coddled.
But it looks like they
both want to play some more.
Dad hadn't seen his grandkids in
a while and seems sad to let them go,
but we decided to come home by this evening.

It's been a long time since I
breathed this clean, refreshing mountain air.
I wish I could've gotten you away
from the smell of sheep you're always
covered in and let you breathe in this air.

The next time we visit,
let's ask one of our neighbors to look after
the sheep for us and all come up here as a family.
Claus, Lucas, and I were always thinking of you.
As soon as we get home this evening,
I'll roll up my sleeves and make you
some delicious fluffy omelets.

Yours truly,
Hinawa

Chapter 1: The Night of the Funeral

Fire!

Jump to **Enemies** or the full **Walkthrough**

Recommended Level: 7

<i>Equipment</i>	<i>Flint</i>
Weapon	*Stick
Body	(nothing)
Head	Ordinary Hat
Other	(nothing)
* = new	

Outline

1. Obtain the Stick from inside the dog house (optional)
2. Talk to **Mapson** in the village square to obtain a map of the area
3. Enter your name at the [[Sunshine Forest]]
4. Enter the **forest** and obtain [[Lighter's Lumber]]
5. Defeat the **Fireflies**
6. Dash through the door into Lighter's house
7. Defeat the **Flying Mouse**
8. Rescue the boy Fuel and return to the village

Items

Stick

ぼうっきれ (*Boukkire*)

Use: weapon for Flint; Offense +2

Obtained: check Boney's dog house

Appearance: a light brown stick

Get the Stick from Boney's dog house and equip it before heading to the forest.

Nut

ナッツ (*Nattsu*)

Use: recovers 5 HP; can also be turned into **Nut Cookies** or **Nut Bread**

Obtained: found on the ground at the "Crossroad," the field north of the village square

Appearance: a small, oblong nut

A little later in the chapter, you'll be able to give Nuts to a baker and have her turn them into Nut Cookies or Nut Bread. The baker's house is on the west side of the village square. She can take 1 Nut to make a Nut Cookie or 3 Nuts to make Nut Bread.

Lighter's Lumber

ライタのカクザイ (*Raita no Kakuzai*)

Use: weapon for Flint; Offense +6 and Speed -3

Obtained: next to Lighter in the forest

Appearance: a thick plank of wood

Lighter's Lumber can be found on the ground next to Lighter in the burning part of the forest. Pick it up after talking to Lighter. This weapon slightly decreases Flint's Speed, but the boost in Offense is worth the trade-off. Discard the Stick if it was previously equipped.

Peculiar Cheese

クセのあるチーズ (*Kuse no Aru Chiizu*)

Use: recovers 60 HP for Flint

Obtained: Flying Mouse

Appearance: a round chunk of cheese with a triangular piece cut out

The Flying Mouse sometimes drops the Peculiar Cheese. The Cheese recovers either 60 HP or 20 HP depending on who eats it. Flint recovers 60 HP.

Gift Boxes

The "Crossroad" refers to the field north of the village square.

Tazmily Village

Item	Description	Location
Nut Bread (x2)	Recovers 30 HP	Northeast of Flint's house
		Northwest corner of the Crossroad
Edible Mushroom	Recovers 20 HP	Southeast corner of the Crossroad
Antidote	Cures poison	In the Inn (Yado)

Sunshine Forest

Item	Description	Location
Nut Cookie (x3)	Recovers 15 HP	Talk to Mike (the old man wearing a rainbow colored hat in Sunshine forest) 3 times
Nut Bread	Recovers 30 HP	Right of Lighter in the burning part of the forest
Aries Bracelet	Armor (<i>Other</i>); Defense +3	Outside Isaac's house near the hot spring

Enemies

Mr. Batty

こうもりさん (*Koumorisan*)

Type: Organic

Vulnerable: Fire, feeling strange

HP: 56

Attacks

Standard attack

Damage: 8~10 HP

Become affectionate

Effect: **solidify** a single target

Size up the situation

Effect: makes itself feel strange

Strategy

You should be able to defeat Mr. Batty in 1 or 2 rounds with decent combos. Without combos, you might need about 3 rounds to win.

This enemy sometimes drops **Nut Bread**.

Flint: standard attack

Yammonster

さつまいもンスター (*Satsumai Monsuta*)

Type: Organic

Vulnerable: Fire, crying

HP: 33

Appearance: a potato plant with one eye

Attacks

Standard attack

Damage: 4~6 HP

Strategy

The Yammonster is always stationary outside of battle and can be easily approached from behind.

You should be able to defeat the Yammonster in 1 or 2 rounds with decent combos or about 3 rounds without combos. This enemy occasionally drops **Nut Bread**.

Flint: standard attack

Firefly

ひつけむし (*Hitsuksu Mushi*)

Type: Bug

Vulnerable: Freeze, feeling strange

Resistant: Fire

HP: 53

Recommended Level: 7

Attacks

Engulf itself in flames and charge forward

Damage: 10~12 HP

Breathe fire

Damage: 3~5 HP

Fly around Flint

Effect: none

Strategy

Use Flint's **Swing** to damage all Fireflies at once (the special attacks icon is the third from the left; Swing is the first option). You should be able to win in 2 rounds.

The Firefly occasionally drops **Nut Bread**.

Flint: Swing

Flying Mouse

トビマウス (*Tobimausu*)

Type: Organic Chimera

Vulnerable: Fire, sleep

HP: 110

Recommended Level: 8

Attacks

Biting attack

Damage: 14~17 HP

Continuous attack

Effect: the Flying Mouse hits twice

Damage: 7~8 HP per hit

Stand its hair on end

Effect: none

Strategy

You should be able to defeat this enemy in 2 or 3 rounds with combos. To execute combos, time your button presses between each guitar strum of the music.

If you can't combo, use Flint's **Power Smash** instead. Standard attacks without combos take about 4 or 5 rounds to defeat the Flying Mouse, but Power Smash can defeat the Flying Mouse in one hit. Power Smash has an accuracy of roughly 30%, so you have an 83% chance of defeating this enemy within 5 rounds by using this attack each turn.

This enemy might drop a **Peculiar Cheese** when defeated. The amount of HP the Cheese recovers depends on the person. Flint recovers 60 HP when he eats the Cheese.

Flint:

- Standard attack
 - Power Smash, if you can't combo
-

Walkthrough

Flint's House

After the introductory scene, Thomas runs to Flint's house while blaring a siren:

```
"Flint, Flint, Fliiiiint!!  
It's a fire, it's a fire, a fire a fire!  
Sunshine Forest is burniiiiing!"
```

When you gain control of Flint, approach the door. (Or you can check the bed to rest if you want; the burning forest can wait.)

```
"It's going to get really bad if you don't hurry Flint!!  
The forest the forest the forest the forest!  
The forest is burniiiiing!  
  
For crying out loud, why does he lock his door in a safe village  
like this! Fliiiiint!"  
  
[ Thomas breaks the doorknob ]  
  
"Ah! The doorknob...  
Of all the times to break!"  
  
[ Flint opens the door ]  
  
"Oops, the doorknob!  
I mean, Flint!  
This is no time to be dense!  
There's a huge fire at Sunshine Forest!  
  
Don't reckless Nice Guys like you take action in times like this!  
C'moon Flint. Pleeese!  
>Yes >No  
  
No:  
| In that case,  
| I'm Dragging you with me!  
  
[ "Thomas joins you!" ]  
  
I'll follow behind you.  
What?  
I like following people around!"
```

Thomas follows Flint but doesn't participate in battle.

About Flint

Flint is Lucas and Claus's father and Hinawa's husband. He has high Offense, Defense, and HP, making him a strong physical fighter with good survivability.

Flint has several special moves he can use during battles (select the crosshair icon to use special abilities). These moves are:

Swing	Power Smash
Charge Up	Stand Firm

Swing: Attacks all enemies on screen. Swing has the same offensive power as Flint's standard attack, but you can't combo with it.

Power Smash: Power Smash hits roughly 30% of the time, but it always gets a SMAAAASH!! hit that usually inflicts 100~200+ HP of damage. This move can be useful against enemies that take more than 4 or 5 rounds to beat with standard attacks.

Charge Up: Increases Offense by about 20%. Charge Up stops working once Flint's Offense is 20% above his base value, but you can use the move as often as you need to offset the effects of enemy stat decreasing attacks.

Stand Firm: Increases Defense by about 20%. Stand Firm works in the same way as Charge Up, except it affects Defense.

Examine Boney's dog house to find the **Stick**, Flint's first weapon.

Next, check the northeast part of the area to find a gift box containing **Nut Bread**, a food item that recovers 30 HP. Food is Flint's only means of recovery in battle, but you'll be able to find more than enough to stay alive. Use your best food items to recover during fights and use weaker food items after fights.

Go north into the village square.

The Village Square

There are three passages leading from the village square, but you can go only north for now. Talk to the man sitting on a bench and wearing a hat and sunglasses. His name is Mapson, and he gives you a map of the area (press **R** to view). He also expresses concern for a man named "Lighter" and his home in the forest and circles the location of his house on your map.

Exit north.

Crossroad

This next area is called the "Crossroad." There are gift boxes located in the southeast corner and the northwest corner containing an **Edible Mushroom** (recovers 20 HP) and Nut Bread respectively.

You might also find a few **Nuts** on the ground. They recover 5 HP when eaten but can be turned into **Nut Cookies** (recovers 15 HP) or Nut Bread a little later in the game. If you want more Nuts or can't find any, just exit and reenter the area.

The very tall man ringing the bell tower is named "Leder." Talk to him:

```
Thomas:  
"Hey, Leder!  
Can you see the fire from up there?!"  
I said, hey!  
...he never says a thing."
```

Go west to move on.

Sunshine Forest

Before heading into the forest, Flint is stopped by a man named Yonel. Yonel believes Flint should take a moment to pray at the shrine, even in a hurried time like this. When he asks if what he's saying is wrong, answer "no;" if you answer "yes," Yonel just repeats himself.

Enter the shrine and examine the altar. A voice asks you to enter your name (the player's name, not Flint's). If you don't know Japanese, select the *ABC* option. Answer "yes" when prompted the first time to confirm; answer "no" to reenter your name. Leave the shrine and go into the forest.

The first person you see in the forest is Mike. Talk to Mike 3 times to receive 3 "kind of dirty and not very good" Nut Cookies. Nut Cookies are mostly useful for recovering HP after fights.

You should see your first enemy, a **Mr. Batty**, a little bit into the forest. This is a good enemy to practice the "Sound Battle" system against because its battle music has a simple rhythm that shouldn't be hard to figure out. It's also pretty weak and easy to defeat. Stay in this area and fight the Mr. Batties if you want more practice or if you want to level up. There is a hot spring to the west you can recover in.

There is a gift box next to the house here containing an **Aries Bracelet**. Equip it as *Other*. Go north to proceed.

Sunshine Forest: Burning Part

The forest is burning all over the place in this area, and Flint takes minor damage if he walks over any flames. There are also **Yammonsters** buried in the ground, but they're easy to approach from behind since they're stationary. You should be able to defeat this enemy in about 1 or 2 rounds with combos or 3 rounds without.

There is a gift box containing Nut Bread to the north along the right edge of the area. Lighter is lying on the ground to the left of this gift box.

Rescuing Lighter and Fuel

Eat some food if Flint's HP is lower than 70 before approaching Lighter. Lighter was trying to fend off a bunch of fire breathing flies, but there were too many and he became injured. His son, "Fuel," is trapped in their home farther north. Thomas tells Flint to go rescue the boy while he stays behind to look after Lighter.

Examine the large piece of wood to obtain **Lighter's Lumber**, a weapon for Flint. It slightly decreases Flint's Speed, but the increase in Offense is worth the trade-off. Equip it and discard the Stick.

Before you can proceed into the next area, Flint is attacked by three **Fireflies**. Use Flint's **Swing** to damage all 3 Fireflies at once. You should be able to win in 2 rounds. You might also get Nut Bread for winning.

Eat some food if Flint's HP is below 80 to prepare for another fight. Dash through the door to Lighter's house to break in.

When you try to go upstairs, you're attacked by a **Flying Mouse**. You should be able to win in 2 to 3 rounds with combos. To execute combos, press **A** between each guitar strum of the music.

If you can't combo, try using Flint's **Power Smash**. You have a roughly 83% chance of getting at least one hit within 5 rounds if you use the move each turn. One hit from Power Smash usually defeats the Flying Mouse.

The mouse might drop a **Peculiar Cheese** when defeated. The Cheese recovers 60 HP for Flint, but the amount it recovers depends on the person who eats it.

Go upstairs and dash through a chunk of wood to get to Fuel. Talk to him and head back to the village.

Lighter is lying on a bench next to the shrine. He thanks Flint for rescuing his son. When it starts raining, the group goes to the Inn where they treat their wounds.

Search and Rescue

Jump to [[Enemies]] or the full [[Walkthrough]]

Recommended Level: 8

Equipment	Flint	Boney
Weapon	* Lighter's Lumber	(nothing)
Body	(nothing)	White Collar
Head	Ordinary Hat	(nothing)
Other	* Aries Bracelet	(nothing)
* = new		

Outline

1. Return to Flint's House
2. Have Boney join you
3. Obtain the **Thunder Bomb** behind Wes's House in the eastern part of the village (optional)
4. Go as far north through the **forest** as you can
5. Talk to **Bronson**, the man wearing suspenders
6. Talk to Yonel, the man wearing a hat
7. Talk to Wes, the old man
8. Climb to the top of the cliff and obtain the Piece of Clothing
9. Defeat the **boss**
10. Watch the pig men's ship fly away
11. Return south and go through the passage that was blocked by the fallen trees
12. Talk to both kids and move north
13. Talk to Bronson

Items

Thunder Bomb

イカヅチだま (*Ikazuchidama*)

Use: inflicts electrical damage to all enemies on screen; occasionally causes **paralysis**

Base Damage: 85~95 HP (Lightning Defense)

Obtained: check behind Wes's house in east Tazmily

Appearance: a round bomb with a lightning icon on it

To find Wes's house, go east from the village square, cross the bridge, and move north up the ridge. There is a gift box hidden behind the left side of the house containing a Thunder Bomb. This gift box refills every time you enter the Crossroad, the area north of the village square. Give about 1 or 2 to Boney in preparation for a boss battle.

Beef Jerky

ほしにく (*Hoshiniku*)

Use: recovers 60 HP

Locations:

- In Sunshine forest
 - In a cave up the damaged cliffs
 - On the riverbank in the forest
-

Always make room for Beef Jerky in your inventory. It's the best food item you can get at this point in the game. Don't be too stingy with it, though, because you'll be able to find a good number of these later on. Eat Beef Jerky when you need to recover in the middle of battle.

Gift Boxes

Tazmily Village

Item	Description	Location
Antidote	Cures poison	Rightmost room of the Inn (Yado)
Peculiar Cheese	Recovers 60 HP for Flint, 20 HP for Boney	Eastern edge of the village
Thunder Bomb	85~90 HP of damage (Lightning Defense) to all enemies on screen	Behind Wes's house on the eastern edge of the village; this gift box refills every time you enter the Crossroad
Nut Bread	Recovers 30 HP	Next to the tent on the west side of the village
Edible Mushroom	Recovers 20 HP	On the beach, on the west side of the village
Nut	Recovers 5 HP; give 5 to Caroline in the village square to make Nut Bread or 1 to make a Nut Cookie	On the ground in the Crossroad or Sunshine Forest

Sunshine Forest

Item	Description	Location
Antidote	Cures poison	In Isaac's house near the hot spring (unlimited amount)
		Second burnt area, to the south
Beef Jerky (x3)	Recovers 60 HP	Second burnt area, to the north
		In the cave up the damaged cliffs
		On the riverbank
Mini-Mini Charm	Armor (<i>Body</i>); Defense +2	Second burnt area, to the north
Nut Bread	Recovers 30 HP	In the cave up the damaged cliffs

Enemies

Baked Yammonster

やきいモンスター (*Yakiimonsuta*)

Type: Organic

Vulnerable: Fire, crying

HP: 154

Appearance: a potato with a scary face

Attacks

Standard attack

Damage: 10~15 HP

Charge forward

Damage: 25~40 HP

Make a scary face

Effect: decreases Offense by about 20%

Let out a burst of steam

Effect: none

Strategy

You should be able to defeat the Baked Yammonster in 2 rounds with combos and 3 rounds without. This enemy is always stationary and takes about a second to emerge from the ground, so it should be easy to approach from behind if you know where they are. The Baked Yammonster often drops a **Baked Yam**.

Flint: standard attack

Boney: standard attack

Mighty Bitey Snake

かむときはかむへビ (*Kamu Toki wa Kamu Hebi*)

Type: Organic
Vulnerable: Freeze, crying
HP: 74

Attacks

Biting Attack

Damage: 10~18 HP

Take a bite using its poisonous fangs

Damage: 8~10 HP

Effect: **poisons** its target

Coil attack

Effect: **solidify** a target for 2 or 3 rounds

Strategy

You should be able to defeat the Snake in 1 round with combos or 2 rounds without. The Snake wanders aimlessly outside of battle and can be approached from behind.

Use an **Antidote** after fights to cure poison; if you use an Antidote during a fight, the Mighty Bitey Snake might poison someone again, and you would've wasted a turn and an item. You can grab as many Antidotes as you want in Isaac's house near the hot spring.

The Mighty Bitey Snake sometimes drops an Antidote when defeated.

Flint: standard attack

Boney: standard attack

Mischievous Mole

やんちゃなモグラ (*Yancha na Mogura*)

Type: Organic
Vulnerable: Fire, crying
HP: 103

Attacks

Scratch with its claws

Damage: 10~20 HP

Throw a stone

Damage: 8~15 HP

Tickle

Effect: reduces Defense by about 20%

Fall down

Effect: none

Become homesick

Effect: none

Strategy

You should be able to defeat the Mischievous Mole in 1 round with standard attacks. This enemy sometimes drops **Nut Bread**.

Flint: standard attack

Duster: standard attack

Boney: standard attack

Reconstructed Caribou

かいぞうカリブー (*Kaizou Karibuu*)

Type: Mechanical Chimera
Vulnerable: Thunder, paralysis

Recommended Level: 10

Attacks

Antler attack

Damage: 20~30 HP

Thrash around

Damage: 30~65 HP to the entire party

Let out a burst of steam

Effect: none

Strategy

Have Duster use his **Wall Staples** technique in the first round (select the third icon from the left to use special abilities); if it works, the Caribou briefly turns blue and is unable to attack for 2 or 3 rounds. Use the technique again when the Caribou frees itself. Keep using Wall Staples until it's successful. Unless you get unlucky, the Caribou should attack only once or twice during the fight.

You should be able to win in about 4 or 5 rounds with combos or 7 to 8 rounds without. If you have **Thunder Bombs** use them to inflict about 110 HP of damage.

Have Boney use **Beef Jerky** or **Nut Bread** if someone's HP falls below 60; if you have any **Peculiar Cheeses**, use them to recover 60 HP for Flint or Duster (don't use it on Boney).

Flint: standard attack

Duster:

- Wall Staple
- Standard attack, while the Caribou is immobilized

Boney:

- Standard attack
 - Beef Jerky or Nut Bread, if someone's HP falls below 60
 - Peculiar Cheese, if Flint or Duster's HP falls below 60
 - Thunder Bomb
-

Walkthrough

Missing in the Woods

Enter the rightmost room of the Inn to find an **Antidote**, an item that cures **poison** (it looks like a small blue bottle). You can examine the bed here to rest and recover whenever you want to.

When you exit the Inn, Isaac approaches Flint and asks if he has seen Hinawa and his kids. It doesn't matter whether you answer "yes" or "no." Isaac says he saw Hinawa in the woods and is afraid something happened to them:

```
"I was in the mountains picking mushrooms when I saw Hinawa. A little
later, I was resting next to the riverbank when I heard a loud howl
from far away...it sounded like a Drago's howl. Then I thought...I
heard...a scream.

...Flint. Hinawa is back home, right?"
```

Return to Flint's house. The carrier pigeon sent by Hinawa is sleeping in front of the door. Approach it and Flint will read the letter (in which Hinawa says she and the kids will be home by the end of the day).

Isaac and Fuel come to check on Flint and find that Hinawa and the boys aren't home yet. Worried that the three are stuck in the rain, they leave to form a search party.

When you exit the house, Boney asks to go with you. Answer "yes" because you'll need him to progress later in the game. He has high Speed and decent Offense, but he has low HP and requires more care than Flint to keep alive. Give him some food because his high Speed makes him a good healer in battle, and you'll want Flint attacking instead of recovering as much as possible.

There are a few gift boxes you can open around the village. To the east are a **Peculiar Cheese** and a **Thunder Bomb**, an item that inflicts about 90 HP of electrical damage to all enemies on screen. The Thunder Bomb is hidden behind Wes's house, which is on a ridge next to the river. This gift box refills whenever you enter the Crossroad, the area north of the village square. Give 1 or 2 to Boney to prepare for a boss battle.

To the west, you can find **Nut Bread** next to a tent and an **Edible Mushroom** on the beach.

Search Party

Go north toward the forest. On the way, you meet Yonel who has organized different groups and sent them into the forest to search for Hinawa and the kids.

Enter Isaac's house near the hot spring. Check the box sitting on the table multiple times to take as many Antidotes as you want. Carry about 1 or 2 of these, and use them after fights if somebody gets poisoned.

The forest is now filled with stronger enemies. The **Baked Yammonsters** and the **Mighty Bitey Snakes** can be defeated in 1 round with combos or 2 rounds without. Both enemies can be approached from behind since the Baked Yammonster is always stationary and takes a couple seconds to emerge from the ground, and the Snake just wanders aimlessly. The Baked Yammonster often drops a **Baked Yam** (recovers 40 HP).

To reach your destination, head towards Lighter's house but turn left on the way. This passage was previously blocked by large flames.

In this new area, go south to find a gift box containing an Antidote; to the north are two more gift boxes that hold **Beef Jerky** (recovers 60 HP) and a **Mini-Mini Charm**, a piece of armor that can be equipped on someone's *body*. Move north into the next area.

Dead End

Go directly north and talk to Bronson, the man wearing suspenders and standing in front of some fallen trees. The trees are blocking the way forward, and the group decides to find another way around. Isaac, Lighter, and Fuel then come to help. Lighter (being the macho guy that he is) has recovered from his injuries and begins working on getting the trees out of the way.

Go to the west and toward the cliffs. Talk to Yonel, the man wearing the hat. He recognizes the scratches and footprints on the cliffs belong to a Drago, but he wonders what could've driven the normally tame Drago to cause such damage.

Go south a bit and Boney will spot something: higher up on the cliff is a red piece of clothing stuck on a tree.

Talk to Wes, the old man that just joined the group. He realizes Flint wants to climb the cliff and examine the cloth. He believes his son can help and tells Boney to go call him from his house.

You're then prompted to give Wes's son a name; his default name is "Duster." Wes lets Boney smell one of Duster's stinky socks and sends him off.

After some doing, Boney brings Duster to the cliffs. Wes tells him what to do:

```
Wes:
"Duster...
It's finally time to put the thieving skills you've been practicing
since you were a child to use. Now, let me see you successfully apply
your Wall Staples technique!"

Duster:
"I've had a lot of practice, but this is the first time I try it for
real...I hope it goes well..."
```

Duster looks for a suitable place on the cliff and starts building a ladder to the top. Climb the ladder and talk to him. He tells Flint that he has a slightly bad leg, but he wants to go with you.

Approach the torn piece of clothing and examine it. You can also enter the cave and find Nut Bread and Beef Jerky. There are a few `[[Mischievous Mole| Mischievous Moles]]` in the cave, but you should be able to defeat them with little trouble.

Machines

Before moving on, save the game and recover the party with your weakest food items. Give Duster and Boney at least 1 or 2 Beef Jerkys, Peculiar Cheeses, or Nut Breads. If you have trouble getting combos, give Boney your Thunder Bombs.

Go north to spot a few masked men doing something suspicious. Before long, you engage the **Reconstructed Caribou**.

Have Duster use his **Wall Staples** technique in the first round; if successful, the Caribou briefly turns blue and is immobilized for 2 or 3 rounds (select the third icon from the left to use special techniques). There is a roughly 10% chance that the technique will fail, so use it again if it does. Use Wall Staples again whenever the Caribou frees itself.

With combos, you should win in 4 to 5 rounds. Have Boney use food whenever someone's HP falls below 60. If you have Peculiar Cheeses, use them to recover 60 HP for Flint or Duster (don't use them on Boney).

If you can't combo, use any Thunder Bombs you have to inflict about 110 HP of damage. Duster should still try to immobilize the Caribou with his Wall Staple. You can use Flint's **Charge Up** to increase his Offense, but it'll likely shorten the battle by one round at most. You should be able to win in about 7 to 8 rounds.

After the battle, you can pick up the notebook the masked men left behind and read what it says:

```
"All the animals here are lame.
We have to make them cooler.
The themes are:
-stronger!
-badder!
-more violent!
Take this thing and that thing and put them together to make a
completely new thing. If we were to name it, it'd be called the
Charming Chimera Plan. Let's work hard at reconstruction."
```

The Pig Mark Notebook is considered a Key Item and doesn't cost inventory space.

Duster and Boney will be parting from Flint, so transfer any items you want from their inventory. Move north into the next area, watch the scene, and return to where the fallen trees are.

Riverside

Yonel informs you that Lucas and Claus were found and offers to watch over Boney while Flint goes to see them. Go through the passage that was previously blocked by the fallen tress to reach the campsite where the boys are resting. There is a gift box in the northeast that contains Beef Jerky; take it before doing anything else.

Approach the people surrounding the kids and they'll move out of the way.

When you regain control of Flint, talk to both of the kids. They're still in shock from the ordeal and mention something about their mother. Try to move farther north and Bronson will come running to the campsite with some important news. Talk to him.

```
Bronson:
"Flint...
How can I say this...
Anyway, calm down and listen to me.
I have good news and bad news. What do you want to hear...
No, wait...
Let me tell you the good news first.

I found a really large Drago Fang.
It'll make a great weapon.
I thought you should use it.

...

The bad news is...
...
The bad news is...

...

...where I found the Drago Fang.
It was...
In your...

It was pierced through your wife's heart..."

[ Flint falls to the ground ]

"Flint...
Get a hold of yourself...
I'm sure Claus and Lucas are safe because Hinawa saved them with her
life."
```

To Alec's House

Jump to [\[\[Enemies\]\]](#) or the full [\[\[Walkthrough\]\]](#)

Recommended Level: 10

<i>Equipment</i>	Flint
Weapon	Lighter's Lumber
Body	* [[Flea Charm]]
Head	* Manly Bandana
Other	Aries Bracelet
* = new	

Outline

1. Check the desk
2. Check the prison door twice
3. Eat the apple and examine the door again
4. Go to the graveyard north of the village square, and talk to Alec by Hinawa's grave
5. Go north through the [\[\[To Alec's House\]\]](#) to Alec's house

Items

Better Stick

ましなぼう (*Mashi na Bou*)

Use: weapon for Flint; Offense +20

Obtained: Thomas's Bazaar
Appearance: a thin, light-brown staff

The Better Stick is a weapon for Flint that occasionally appears at Thomas's Bazaar in the village square. It's the best weapon Flint can get in this chapter, and it's free because Thomas just gives away whatever he has in stock. Unfortunately, the items Thomas has are random, and the odds the Better Stick will appear are pretty low. Thomas's stock is randomly determined the first time you enter his shop. If Thomas doesn't have what you want, reload the game and wait a few seconds before entering Thomas's store again. Once you enter his shop, the items he has in stock change only after you trigger a storyline event, such as a cut-scene, a boss fight, or a required NPC interaction (Thanks to: **tnktnk**).

Drago Fang

ドラゴのキバ (*Dorago no Kiba*)

Use: use when fighting a Drago
Obtained: talk to Bronson
Appearance: a white fang attached to a hilt

Receive the Drago Fang by either going to Bronson's house next to Thomas's Bazaar or by attempting to enter the forest without it. This item is the only thing that can break a Drago's hard skin. Use it when you enter a fight with a Drago to make the Drago susceptible to damage.

Flea Charm

ノミのおまもり (*Nomi no Omamori*)

Use: armor (*Body*); Defense +5
Obtained: Thomas's Bazaar
Appearance: a small, pentagonal charm

Check Thomas's Bazaar for the Flea Charm before heading into the mountains. Discard the Mini-Mini Charm if it was equipped before.

Running Bomb

はしりだま (*Hashiridama*)

Use: inflicts damage to all enemies on screen
Base Damage: 100~120 HP
Obtained: Thomas's Bazaar
Appearance: a purple ball with black lines coming out of it

Check **Thomas's Bazaar** for the Running Bomb before heading into the mountains. Use it when you're in a dangerous situation or against bosses.

Thunder Bomb

イカヅチだま (*Ikazuchidama*)

Use: inflicts electrical damage to all enemies on screen; occasionally causes **paralysis**
Base Damage: 85~95 HP (Lightning Defense)
Obtained:

- Talk to Wes
- Check behind Wes's house

Appearance: a round bomb with a lightning icon on it

Go to Wes's home on the eastern edge of the village and talk to him to receive the Thunder Bomb. Use it when you're in a dangerous situation or against bosses vulnerable to Thunder.

You can find another Thunder Bomb by checking behind the left side of Wes's house. This gift box refills every time you enter the Crossroad.

Manly Bandana

おとこぎのバンダナ (*Otokogi no Bandana*)

Use: armor (*Head*); Offense +2, Defense +1
Obtained: talk to Lighter after talking to Alec at Hinawa's grave
Appearance: a gray and white striped bandana

You can find Lighter on the west coast of Tazmily. He is on the end of a thin peninsula.

The Manly Bandana is not as good as the **Ordinary Hat** in increasing Defense, but the trade-off is worth the higher Offense.

Nut Cookie/Nut Bread

このみクッキー / このみパン (*Konomi Kukii/Konomi Pan*)

Use: recovers 15 HP and 30 HP respectively
Obtained: trade 1 or 3 **Nuts** with Caroline at her home in the village square

If you have any Nuts, give them to Caroline on the west side of the village square for Nut Cookies or Nut Bread.

Gift Boxes

Tazmily Village

Item	Description	Location
Thunder Bomb	85~95 HP of damage (Lightning Defense) to all enemies on screen	Behind Wes's house on the eastern edge of the village; this gift box refills every time you enter the Crossroad, the area north of the town square

Sunshine Forest

Item	Description	Location
Beef Jerky	Recovers 60 HP	On the riverbank
Aquarius Bracelet	Armor (<i>Other</i>); Defense +5	In the area past the riverbank

Enemies

Praying Mantis

カマキリ (*Kamakiri*)

Type: Bug

Vulnerable: Freeze, sleep

HP: 34

Attacks

Swing its claws

Damage: 1~2 HP

Brandish its claws

Effect: none

Strategy

The Praying Mantis should be no sweat. Defeat it last if it appears in a group. The Praying Mantis sometimes drops a **Nut**.

Flint: standard attack

Greedy Mouse

よくばりマウス (*Yokubari Mausu*)

Type: Organic

Vulnerable: Fire, sleep

HP: 86

Attacks

Biting attack

Damage: 5~10 HP

Eat

Effect: the Greedy Mouse recovers about 10 HP

Hide his food behind him

Effect: none

Strategy

You should be able to defeat the Greedy Mouse in 1 round with a roughly 12-hit combo or 2 to 3 rounds without combos. Defeat it before any **Praying Mantises**.

The Greedy Mouse sometimes drops a **Peculiar Cheese** or **Nut Bread** when defeated.

Flint: standard attack

Baked Yammonster

やまいモンスター (*Yakiimonsu*)

Type: Organic

Vulnerable: Fire, crying

HP: 154

Appearance: a potato plant with a scary face

Attacks

Standard attack

Damage: 6~8 HP

Charge forward

Damage: 10~20 HP

Make a scary face

Effect: decreases Offense by about 20%

Let out a burst of steam

Effect: none

Strategy

You should be able to defeat the Baked Yammonster in 2 rounds with combos or 3 rounds without. This enemy is always stationary and takes about a second to emerge from the ground, so it should be easy to approach from behind if you know where they are. The Baked Yammonster often drops a **Baked Yam**.

Flint: standard attack

Mighty Bitey Snake

かむときはかむへび (*Kamu Toki wa Kamu Hebi*)

Type: Organic

Vulnerable: Freeze, crying

HP: 74

Attacks

Biting Attack

Damage: 7~9 HP

Take a bite using its poisonous fangs

Damage: 5~6 HP

Effect: **poisons** its target

Coil attack

Effect: **solidify** a target

Strategy

You should be able to defeat the Snake in one round with a 3 to 5-hit combo or two rounds without. Defeat it last if it appears in a group; if you don't have any **Antidotes**, defeat it first. Try to approach this enemy from behind.

Use an Antidote after fights to cure poison; if you use an Antidote during a fight, the Mighty Bitey Snake might poison someone again, and you would've wasted a turn and an item. You can grab as many Antidotes as you want in Isaac's house near the hot spring.

The Mighty Bitey Snake sometimes drops an Antidote.

Flint: standard attack

Flying Mouse

トビマウス (*Tobimausu*)

Type: Organic Chimera

Vulnerable: Fire, sleep

HP: 110

Attacks

Biting attack

Damage: 7~9 HP

Continuous attack

Effect: the Flying Mouse hits twice

Damage: 3~4 HP per hit

Stand its hair on end

Effect: none

Strategy

You should be able to defeat the Flying Mouse in 2 or 3 rounds with combos or about 4 to 5 rounds without.

To execute combos, time your button presses between each guitar strum of the music.

This enemy sometimes drops a **Peculiar Cheese** when defeated.

Flint: standard attack

Beanling

マメチコ (*Mamechiko*)

Type: Mysterious Creature

Vulnerable: Freeze, crying

HP: 138

Attacks

PK Fire *alpha*

Damage: 25~40 HP

Effect: might leave its targets **burning**

Hop up and down

Effect: none

Run away

Effect: ends the fight

Comments: The Beanling disappears from the field when it runs away.

Strategy

The Beanling is a rare enemy that rewards 538 experience points. It appears in the first burnt part of the forest; check the northern half of the area.

Have at least 100 HP or so before trying to catch the Beanling. It likes to use PK Fire, and the more time you spend recovering, the more likely the Beanling will run away and disappear.

Outside of battle, the Beanling looks like a small, hopping speck. It moves as fast as Flint can dash and always tries to run away. When the Beanling runs into an obstacle and can no longer flee from Flint, it burrows into the ground. It reemerges a few seconds later at a nearby spot. This is the only time you can catch it because it takes a couple seconds to dig out of the ground.

You should be able to defeat the Beanling in 2 or 3 rounds with combos or about 4 to 5 rounds without.

Flint: standard attack

Soot Dumpling

ススダンゴ (*Susudango*)

Type: Mysterious Creature

Vulnerable: crying

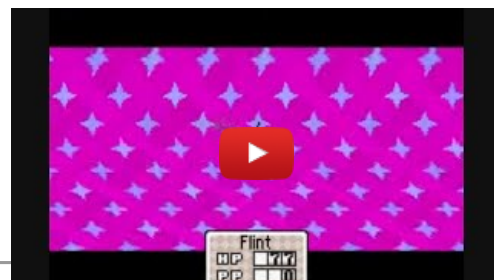
HP: 36

Appearance: a round, gray creature with a smiling face

Attacks

Standard attack

Damage: 1 HP



Scatter some soot

Effect: makes a party member start **crying**

Fly away on the wind

Effect: ends the battle

Comments: The Soot Dumpling will likely fly away by the third round. You need to attack with decent combos or throw an **Ancient Banana** from **Thomas's Bazaar** (Thanks to: **tnktnk**) to defeat this enemy before it disappears.

Strategy

The Soot Dumpling is a rare enemy that rewards 1000 experience points. It occasionally appears in front of Lighter's collapsed house. It simply rolls back and forth and can be easily approached from behind, but it disappears if you run towards it.

The Soot Dumpling has very low Offense but incredibly high Defense. As such, you'll inflict only 1 (maybe 2) HP of damage per hit to each other. To defeat this enemy before it's blown away, attack with combos or throw an **Ancient Banana** from **Thomas's Bazaar** (Thanks to: **tnktnk**). A SMAAAASH!! hit inflicts only about 1 HP of damage also, so don't try to use Power Smash; bombs have no effect either.

Flint:

- Standard attack (with high combos)
 - Ancient Banana
-

Walking Bushie

あるくしげみちゃん (*Aruku Shigemichan*)

Type: Organic

Vulnerable: Fire, sleep

HP: 108

Attacks**Lifeup *alpha***

Effect: recovers about 60 HP for Flint

Comments: The Walking Bushie uses Lifeup *alpha* until Flint's HP is maxed out.

Become affectionate

Effect: **solidifies** one target for 2 or 3 rounds

Blow some wind

Effect: makes Flint feel refreshed (i.e. none)

Say goodbye and walk away

Effect: ends the fight

Strategy

This is the nicest enemy you'll find in almost any game. The Walking Bushie recovers Flint's HP for free and never attacks. It can be found below the cliffs and by the riverbank in the forest.

You get only 8 exp. points for defeating the Walking Bushie; you don't deserve to be rewarded for being a jerk, after all.

Flint:

- *Guard*
 - *Run away*
-

Spud Bug

こいもむし (*Koimo Mushi*)

Type: Bug

Vulnerable: Freeze, crying

HP: 80

Appearance: a fat caterpillar

Attacks**Standard attack**

Damage: 4 HP

Call for help

Effect: another Spud Bug might join the fight

Strategy

You should be able to defeat the Spud Bug in one turn with a 2 or 3-hit combo. Use Flint's **Swing** if you're facing 3 or more Spud Bugs or if you can't combo.

Flint:

- Standard attack
 - Swing, if facing three or more
-

Agitated Boar

コーファンイノシシ (*Koufun Inoshishi*)

Type: Organic

Vulnerable: Fire, crying

HP: 134

Attacks**Charge forward**

Damage: 25~30 HP

Kick the ground

Effect: none

Strategy

You should be able to defeat the Agitated Boar in 2 to 3 rounds with combos or 4 to 5 rounds without. This enemy can inflict pretty high damage, so recover with food or a **Walking Bushie** before engaging.

The Agitated Boar can move only in a straight line when it charges outside of battle. To approach this enemy from behind, lure the Boar into charging towards an obstacle, such as a cliff or a tree, then run around the Boar before it hits Flint.

The Agitated Boar sometimes drops **Beef Jerky**.

Flint: standard attack

Mischievous Mole

やんちゃなモグラ (*Yancha na Mogura*)

Type: Organic

Vulnerable: Fire, crying

HP: 103

Attacks**Scratch with its claws**

Damage: 7~8 HP

Throw a stone

Damage: 5~6 HP

Tickle

Effect: reduces Defense by about 20%

Fall down

Effect: none

Become homesick

Effect: none

Strategy

You should be able to defeat the Mischievous Mole in one round with an 8 to 10-hit combo or two to three rounds without combos. This enemy sometimes drops **Nut Bread**.

Flint: standard attack

Crag Lizard

いわトカゲ (*Iwa Tokage*)

Type: Organic

Vulnerable: Freeze, sleep

HP: 124

Appearance: a creature made out of rock

Attacks

Biting attack

Damage: 7~15 HP

Tear into you

Damage: 14~25 HP

Edge closer

Effect: none

Strategy

The Crag Lizard has pretty high Defense, and you'll probably need to attack with good combos to inflict decent damage. Getting combos shouldn't be difficult, since the rhythm of the battle music is simple. You should be able to win in about 3 to 4 rounds with combos.

If you can't combo and are at a low level (lvl. 10~11), avoid fighting this enemy altogether. If you enter battle, you can try using **Power Smash**, which can defeat the Crag Lizard in 1 hit.

This enemy sometimes drops **Beef Jerky**.

Flint:

- (first turn) **Charge Up**, if at a low level
 - Standard attack
 - Power Smash, if unable to combo
 - Beef Jerky, as needed
-

Walkthrough

A Brief Period of Mourning

Flint wakes up in the village jail with Bronson watching over him.

```
"We've never put anyone in Tazmily's jail before. You're our honorary
first prisoner."
```

He informs Flint that Ollie and Abbot have both recovered from Flint's beating. He offers his condolences and tells Flint to get some rest.

Go up to the desk and examine it. ("It looks like it hasn't been used in a while.") Next check the prison door twice. Claus then enters and gives Flint an apple.

```
"Dad, I'm going to leave this apple here, okay.
The core is hard and it might be tough to eat but...
The core is...
The core is hard and it might be tough to eat, but you have to eat
it, okay!

I'm going to get stronger.
...so strong I can easily beat a Drago!

Dad...
I..."
```

Examine the apple and answer "yes" when prompted. Flint bites into the apple and finds a file inside. Examine the door and answer "yes" to break the lock with the file.

Duster is waiting for Flint outside the jail. He offers his sympathies and tells Flint that Lucas has been at Hinawa's grave all day, crying his little heart out.

Enter the village square and talk to Mapson near where you enter. He circles the location of the graveyard on your map.

Enter the baker's house next to Mapson and talk to the woman by the counter for **Nut Bread**. After this, you can give her 1 **Nut** to make a **Nut Cookie** or 3 Nuts to make Nut Bread.

Go north into the Crossroad and go north again into the graveyard. Hinawa's grave is to the northeast. Many of the villagers are there paying their respects. The grave is decorated with sunflowers, Hinawa's favorite.

Lucas's grandfather Alec has come to the village to mourn. Talk to him, and he'll ask Flint if Claus didn't come with him; Claus left saying he wanted to meet Flint but hasn't returned after that. Alec asks Lucas if he knows where Claus went. Lucas denies knowing anything, but he lets slip that Claus took Flint's knife and went into the mountains to kill the Drago that attacked Hinawa. Alec scolds Lucas for letting Claus go, and Lucas runs off.

Alec believes the Drago that killed Hinawa is no ordinary Drago and knows that Claus has no chance against the beast. He tells Flint to get himself properly equipped and come to Alec's house in the mountains.

Preparations

Return to the village square and enter **Thomas's Bazaar**. Thomas should have three items available on the counter; all of them are free, and you can take whatever you want by simply examining an item.

Next, enter the house to the left of Thomas's Bazaar. This is Bronson's house, and he gives you the Drago Fang he found in Hinawa's chest. (Alternatively, you can try entering the forest without the Drago Fang, and Bronson will meet Flint on the way.) The Drago Fang is needed to break a Drago's hard skin.

You can find Lighter on the west coast of Tazmily. Go to the end of the thin peninsula and talk to him to receive the **Manly Bandana**. Equip this on Flint's head to increase Offense by 2 and Defense by 1. Discard the Ordinary Hat.

You may also want to go to Wes's house on the eastern edge of the village (his house is across the bridge and up the ridge). Check behind the left side of his house to find a **Thunder Bomb**. This gift box refills every time you enter the Crossroad. You can get another Thunder Bomb by entering the house and talking to Wes. Carry at least 1 or 2 Thunder Bombs if you can't combo in preparation for a boss fight.

The Mighty Bitey Snake still lurks in the forest, so you should also carry 1 or 2 **Antidotes**. You can grab as many as you want in Isaac's house near the hot spring.

To Alec's House

Your destination is Alec's house far north in the mountains. Talk to Mapson in the village square, and he'll circle its location on your map.

There are a few new enemies in the forest, but most of them should pose no problems for you. Use Flint's **Swing** if you can't combo and end up facing a group of enemies. Recover HP outside of battle using weak food items such as Nut Cookies, **Edible Mushrooms**, and Nut Bread; save **Beef Jerky** and **Peculiar Cheeses** for recovery during fights.

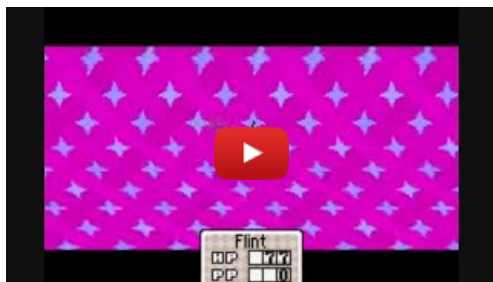
Another way to recover is by engaging the [\[\[Walking Bushies\]\]](#) found below the cliffs and by the riverbank. Press **A** to enter battle with this "enemy." It uses **Lifeup alpha** on Flint until his HP is maxed out.

--The Beanling and Soot Dumpling--

The **Beanling** and **Soot Dumpling** are two rare enemies that reward 538 and 1000 exp. points respectively. The Beanling can be hard to catch because it moves as fast as Flint can dash and always runs away. The Beanling also likes to use **PK Fire**, so make sure Flint has about 100 HP before trying to catch it.

The Beanling appears in the first burnt part of the forest; check the northern half of the area. To catch it, chase it into an obstacle and make it burrow into the ground. Wait a bit until the Beanling reemerges from a nearby spot, and catch it as it appears.

The Soot Dumpling occasionally appears in front of Lighter's house. It simply rolls back and forth and can be easily approached from behind, but it disappears if you run towards it. This enemy has very low Offense but high Defense, so you'll likely inflict only 1 HP of damage per hit to each other. It has 36 HP and disappears after a few rounds, so you must combo or throw an **Ancient Banana** from **Thomas's Bazaar** to defeat it (Thanks to: [tnktnk](#)); Bombs have no effect, and Power Smash inflicts only 2 HP of damage at most.



To get to Alec's house you have to go to the riverbank in the forest again and move farther north from there.

Agitated Boars and **Crag Lizards** lurk near the river bank. The Agitated Boars can move only in a straight line when they charge; to approach them from behind, lure the Boar into charging towards an obstacle, such as a tree or cliff, and run around them just before they hit. The Agitated Boar can be defeated in 2 to 3 rounds with combos or 4 to 5 rounds without.

The Crag Lizards have high Defense and should be attacked with combos. If you can't combo and are at a low level (lvl. 10~11), avoid the Crag Lizard altogether. You likely won't inflict much damage without **Charge Up**, and even then it'll take about 4 or 5 rounds to win.

North of the riverbank is a gift box containing an **Aquarius Bracelet**. Equip it on Flint and discard the Aries

Bracelet.

Once you cross the bridge, head toward the right exit; you won't be able to go to the left for a while. As the sign says:

"Ausakeki Mountain Pass.
I know how you feel, but stay away."

Plus, there is a trail of ants crossing the path, and you don't want to step on them.

Up the Mountain

Jump to [\[\[Enemies\]\]](#) or the full [\[\[Walkthrough\]\]](#)

Recommended Level: 11

Equipment	Flint
------------------	--------------

Weapon	Lighter's Lumber
Body	Flea Charm
Head	Manly Bandana
Other	*Aquarius Bracelet
* = new	

Outline

1. Talk to Alec in his house
2. Return south to the riverbank in the forest and cross the river
3. Enter the Magypsy's house and talk to Ionia
4. Pass through the **dark cave**
5. Go north to **Drago Plateau**
6. Defeat the **boss**

Items

Fresh Milk

しぼりたてミルク (*Shiboritate Miruku*)

Use: recovers 80 HP; turns into **Yogurt** (recovers 80 HP) after roughly 10 to 15 min.

Obtained: talk to the cow by the Magypsies' house

Appearance: a white bottle with a blue stripe

The Fresh Milk turns into Rotten Milk after about a minute but turns into Yogurt after about 10 or 15 minutes.

Gift Boxes

Dark Cave

Item	Description	Location
Beef Jerky	Recovers 60 HP	At the bottom of the hole
Running Bomb	100~120 HP of damage (Bomb Defense) to all enemies on screen	At a dead-end before the first vine

Mountain Top

Item	Description	Location
Beef Jerky (x4)	Recovers 60 HP	In the cave where the Pig men are resting
		On the riverbank (x2)
		In the final area past the riverbank
Sprinting Bomb	140~160 HP of damage (Bomb Defense) to all enemies on screen	On the east side of the river
Fresh Lumber	Weapon; Offense +16, Speed -4	On the west side of the river
Nut Bread	Recovers 30 HP	In the final area past the riverbank

Enemies

Mr. Batty

こうもりさん (*Koumorisan*)

Mr. Batties can be found in the dark cave north of the Magypsy's house. Use Flint's **Swing** when facing a group.

Crag Lizard

いわトカゲ (*Iwa Tokage*)

Type: Organic

Vulnerable: Freeze, sleep

HP: 124

Appearance: a creature made of stone

Attacks

Biting attack

Damage: 7~15 HP

Tear into you

Damage: 14~25 HP

Edge closer

Effect: none

Strategy

The Crag Lizard has pretty high Defense, and you'll probably need to attack with good combos to inflict decent damage. Getting combos shouldn't be difficult, since the rhythm of the battle music is simple. You should be able to win in about 3 or 4 rounds with combos.

If you can't combo and are at a low level (lvl. 10~11), avoid fighting this enemy altogether. If you enter battle, you can try using **Power Smash**, which can defeat the Crag Lizard in 1 hit.

This enemy sometimes drops **Beef Jerky**.

Flint:

- Standard attack
 - Power Smash, if unable to combo
 - Beef Jerky, as needed
-

Mischievous Mole

やんちゃなモグラ (*Yancha na Mogura*)

Mischievous Moles are found in the dark cave. You should be able to win in 1 or 2 rounds with combos or 2 to 3 rounds without.

Titany

タイタニー (*Taitanii*)

Type: Bug

Vulnerable: Freeze, paralysis

HP: 119

Appearance: resembles a lobster

Attacks

Swing its pincers

Damage: 10~15 HP

Hypnosis *alpha*

Effect: puts a single target to **sleep**

Comments: Alec can smack Flint to wake him up.

Brandish its pincers

Effect: none

Strategy

You should be able to defeat the Titany in about 2 or 3 rounds with combos. To combo against this enemy, time your button presses between each guitar strum of the music.

Without combos, it might take as long as 5 or 6 rounds if Flint is around level 12 and isn't equipped with the **Fresh Lumber** or better; try using **Power Smash** instead.

This enemy sometimes drops a **Running Bomb**.

Flint:

- Standard attack
 - Power Smash, if at a low level and unable to combo
-

Balding Eagle

ハゲターカー (*Hagetaakaa*)

Type: Organic

Vulnerable: Fire, sleep

HP: 80

Attacks

Scratch with its sharp talons

Damage: 15~25 HP

Peck with its beak

Damage: 10~15 HP

Perch on top of a tree and rest its wings

Effect: recovers about 40 HP

Has a big grin on its face

Effect: none

Strategy

You should be able to defeat the Balding Eagle with a 4 to 7-hit combo or in 2 rounds without combos.

This enemy sometimes drops **Beef Jerky**.

Flint: standard attack

Tree

き (*Ki*)

Type: Organic

Vulnerable: Fire, sleep

HP: 160

Attacks**Standard attack**

Damage: 6~10 HP

Vacuum attack

Effect: reduces Flint's Offense and Defense by about 20%

Call for help

Effect: a **Balding Eagle** might join the fight

Plant its roots into the ground

Effect: none

Burst into flames (death action)

Damage: 150~200 HP

Comments: If you defeat this enemy last and end the battle quickly, Flint should suffer only about 15 HP of damage.

Strategy

You should be able to defeat the Tree in 2 to 3 rounds with combos or 3 to 4 rounds without. Always defeat this enemy last.

This enemy sometimes drops **Nut Bread**.

Flint: standard attack

Mecha-Drago

メカドラゴ (*Meka Dorago*)

Type: Mechanical Chimera

Vulnerable: Thunder

HP: ~720

Recommended Level: 12

Attacks**Biting attack**

Damage: 10~15 HP

Stomp with its huge foot

Damage: 20~25 HP

Breathe fire

Damage: 35~45 HP

Effect: might leave its targets **burning**

Let out a roar

Effect: decreases Offense by about 20%

Comments: If the Mecha-Drago decreases Flint's Offense to 80% less than his base, use **Charge Up** twice to buff his Offense or use bombs if near the end of the fight.

Final blow (death action)

Damage: about 280 HP

Comments: Flint should suffer only about 30 HP of damage from this attack.

Strategy

Use the **Drago Fang** in the first round to penetrate the Drago's skin. The Drago Fang looks like a white fang attached to a hilt. (Press **Select** in the inventory screen to see what each item looks like.)

If you can combo, use Flint's **Charge Up** ability in the second round to increase his Offense by about 20%. With a buffed Offense, Flint should be able to inflict over 110 HP of damage with a 16-hit combo. If the Mecha-Drago decreases Flint's Offense, use Charge Up again or use bombs if near the end of the fight.

If you can't combo, use up any Bombs in your inventory after using the Drago Fang. Thereafter, use Flint's Charge Up (twice if the Mecha-Drago decreased Flint's Offense) and attack with **Power Smash**. Power Smash has an accuracy of roughly 30%, but with a buffed Offense it can inflict about 250 to 300 HP of damage.

Keep Flint's HP above 45 or so with food and you should have no trouble surviving. This is the last battle of the chapter, so don't worry about conserving any items for later. Mash **A** as fast as possible at the end of the fight to minimize damage from the Mecha-Drago's final attack.

Flint (w/ combos):

- (first turn) Drago Fang
 - (second turn) Charge Up
 - Standard attack
 - Bombs, if Offense is decreased near the end of the fight
 - **Beef Jerky**, **Peculiar Cheese**, or **Yogurt**, when HP falls to 45 or below
-

Flint (w/o combos):

- (first turn) Drago Fang
 - (second round+) bombs
 - Charge Up
 - Power Smash
 - Beef Jerky, Cheese, or Yogurt, when HP falls to 45 or below
-

Walkthrough

Alec's House

Enter Alec's house and talk to him.

```
"Oh, you're here!
It's gotten mighty troublesome getting through the forest, hasn't
it...
What're those hard to describe flying mice with bug-like wings on
their backs.
I think I got bitten somewhere by those things.
It's gotten better but...
No, no, no!
Forget about that!
I've managed to trace Claus's steps!

According to the frogs, the boy seems to be around my friend's place.
Let's get going!"
```

Alec follows Flint for the rest of the chapter. He occasionally attacks in battle but spends most rounds doing nothing. He can also slap Flint to wake him up if he falls asleep and can restore about 25 HP when Flint is low on health.

Exit the house and head back towards the riverbank in the forest. On the way, Alec explains a few things.

```
"...Flint.
You probably thought, 'What the heck?' when I said, 'According to the
```

frogs,' earlier.
The frogs are my friend's helpers. My friend can freely convey his feelings to frogs and lizards and whatnot.
See, there's a lizard right there! All we have to do is follow the direction they point us in."

There are several lizards on the way south, and they lead you back to the riverbank. Alec continues his explanations:

"...Flint.
You're probably wondering, 'What kind of guy is his friend?'
My friend, no, my friends are 'Magypsies' who have lived in isolation from long ago."

"...Flint.
You seem to be walking slower because you're wondering about the 'Magypsies.'
The Magypsies have lived for a long time protecting something in this world and possess strange powers.
They're neither human nor beast, man nor woman.
I have no idea how old they are either.
I suppose my explanation doesn't help much, does it?
Anyway, they're weird.
All of them are weird.
Every one of them is weird.
That's what they're like.
But they're good-natured."

When you reach the riverbank, approach the river and examine the frog on the right. A line of frogs forms in the water and allows you to jump across.

Magypsy's House

There are a cow and a hot spring in the next area. Talk to the cow and answer "yes" to receive **Fresh Milk**, a food item that recovers 80 HP. Fresh Milk turns into **Rotten Milk** (recovers 10 HP) after about a minute and **Yogurt** (recovers 80 HP) after about 10 to 15 minutes. The cow lets you carry only one jar of Fresh Milk at a time.

There is a lake in the area with a house standing in the middle of it. Cross the rock path and enter the house.

There are six Magypsies having a party inside: Phrygia is on the bed, Mixolydia is to the left of the table, and Doria is on the right. Aeolia is sitting on the chair in the middle, with Lydia on the left and Ionia on the right. They look like cross dressers and talk like stereotypical gay men.

Talk to Ionia; he knows Alec and introduces everyone. He also mentions the seventh Magypsy, Locria, who isn't at the party. Alec asks if they've seen Claus. Claus did come here, saying he wanted to get revenge on his mother's killer, and Aeolia taught him how to use PSI. Claus then left for the Dragos' territory in the mountains. Alec gets mad at the Magypsies for not stopping Claus, but there is nothing they can do except go after him.

The Dark Cave

Exit the Magypsy's house and enter the cave to the north. The cave is dark, but you can see your immediate surroundings. You can see the entire screen as well if you look closely; increase the brightness of your display if you can. Alec gives you directions to the exit.

Go north and then turn west. At the first fork, Alec tells you to go west. If you turn north, you'll find a gift box containing a **Peculiar Cheese**. It's guarded by three Mr. Batties, but you should be able to take them out easily with Flint's **Swing**.

Turn north at the next fork. To the west is a [[Crag Lizard]] and a dead end.

When Alec talks to you again, there should be a hole nearby. Fall through the hole for a shortcut.

At the bottom of the hole is a gift box containing **Beef Jerky** to the east. It's guarded by a Crag Lizard, which you should be able to defeat in 3 or 4 rounds if you attack with combos. If you're at a low level and can't combo, avoid fighting it.

Head south and then east to find another fork. Go south. If you go east, you'll travel a long way and eventually return to the hole you previously fell through.

At the next fork, there is an unguarded gift box containing a **Running Bomb** to the east. Go west to proceed.

Alec soon stops you, and you hear a strange sound.

"Was that you?
It was me, it was me, hee hee hee."

At the next fork, Alec stops you again. Unfortunately, he forgot which way to go and is not sure whether to go north or west. Go west to move on. To the north is an empty dead-end.

After climbing a vine, turn north at the next fork. To the east is a Crag Lizard and a dead end.

Go north and then west to find a second vine. Climb it and then go northwest to reach another vine.

At the top, go west to reach one final vine and the exit.

Drago Plateau

Head north into another cave. Climb the ladder to reach a gift box containing Beef Jerky and an Instant Revitalizing Device ("Amazing Capsule" in Japanese). Examine the device to recover all your HP. Exit the cave to the southeast.

The **Titany** and **Balding Eagle** can be found outside. The Balding Eagle can be defeated with a 4 to 7-hit combo or in 2 rounds without combos. The Titany, on the other hand, might take about 2 to 3 rounds with combos or as many as 5 to 6 rounds without combos if you're at a low level. Fortunately, the Titany has pretty low Offense, so it doesn't cause much damage. Remember to time your button presses between each guitar strum of the Titany's battle music to combo, just like the Flying Mouse. If you can't combo, try using **Power Smash**.

Go east and cross the bridge to reach a gift box containing a [[Sprinting Bomb]]. This item can inflict about 150 HP of damage to all enemies on screen, but it should be saved for an upcoming boss. If your inventory is full, use or discard any food items.

Head north along the cliffs to the west to find another gift box containing **Fresh Lumber**. Equip it on Flint and discard your previous weapon.

The other two gift boxes in this area contain Beef Jerky. Proceed north.

Some of the trees in the next area can move and attack Flint. You should be able to defeat the **Tree** in 2 to 3 rounds with combos or 3 to 4 without. Always defeat the Tree last because it bursts into flames when defeated to inflict about 150~200 HP of damage.

Flint and Alec find a baby Drago playing with one of Claus's shoes. You can pick up the Child's Shoe, but it's not required. The Shoe doesn't cost inventory space.

The two gift boxes in this area contain **Nut Bread** and Beef Jerky. When you reach the second gift box, use the Nut Bread or any weak food item to recover Flint's HP to near max.

The Summit

Move north to find Claus's other shoe. Alec calls for Claus but is met by a **Mecha-Drago** instead.

When the battle starts, use the **Drago Fang** to penetrate the Drago's hard skin. The Drago Fang looks like a white fang attached to a hilt. (Press **Select** while in the inventory screen to see what each item looks like.)

If you can combo, use Flint's **Charge Up** in the second round. (Use it twice if the Mecha-Drago decreased Flint's Offense.) Flint can inflict over 110 HP of damage with a 16-hit combo and a buffed Offense. If the Mecha-Drago decreases Flint's Offense near the end of the fight, use up any bombs in your inventory before using standard attacks again.

If you can't combo, use up any bombs after using the Drago Fang. Use Charge Up (twice, if needed) and use Power Smash in every round. Power Smash has a roughly 30% chance of hitting but can inflict 250~300 HP of damage with a buffed Offense.

Use Beef Jerky, **Peculiar Cheese**, or Yogurt to recover if HP falls to 45 or below. At the very least, keep Flint's HP above 35 because the Drago uses a final attack at the end of the fight that inflicts about 280 HP of damage.

When the Mecha-Drago finally collapses, Alec tells Flint to stay his hand--there's no need to force the baby Drago to feel the same anguish Lucas and Claus have to endure.

A chapter summary appears after the scene.

The people of Tazmily Village may have never experienced sadness...
until today.

Whether it was sunny or cloudy,
everyone greeted each other with a warm smile.
The inhabitants of the forest all got along.
The strong helped the weak,
and they shared whatever was scarce.

But,
now it seems the people of Tazmily were experiencing all the sadness in the
world. Everything was turning bad and getting worse...

When? Where?
What? Why?
Did everything start to change.
The animals were being transformed like demented play things and were starting
to attack people.
Like in Flint's family, the mutual bond holding people together was being
severed.

Who is the suspicious group of Pig mask wearing men?

What are those strange flying objects wandering the once beautiful sky?

And where is the still missing Claus...

The mysteries deepen,
and the story begins

...on a tragic note.

"*Boing*

Would you like me to save what has happened up to this point?

>Yes >No"

Chapter 2: Thief Adventures

To Osohe Castle

Jump to [[Enemies]] or the full [[Walkthrough]]

Recommended Level: 9

Equipment	Duster
Weapon	Ordinary Shoes
Body	Mini-Mini Charm
Head	(nothing)
Other	Aries Bracelet

Outline

1. Enter the basement and open all the gift boxes
2. Go to the graveyard and defeat the **zombies**
3. Examine the drawbridge to Osohe Castle
4. Enter the gravedigger's house
5. Push the empty book case aside and go through the secret passage

Gift Boxes

Tazmily Village

Item	Description	Location
Thunder Bomb	85~95 HP of damage (Lightning Defense) to all enemies on screen	Behind Duster's house; this gift box refills each time you enter the Crossroad, the area north of the village square
Beef Jerky	Recovers 60 HP	In the gravedigger's house
Peculiar Cheese	Recovers 60 HP for Duster	
Running Bomb	100~120 HP of damage (Bomb Defense) to all enemies on screen	Secret passage under the gravedigger's house
Nut Bread	Recovers 30 HP	

Enemies

Zombie Man/Zombie Lady

ゾンビマン / ゾンビレディー (Zonbi Man/Zonbi Redii)

HP: 95/87

Attacks

Biting attack

Damage: 6~7 HP

Be absentminded

Effect: none

Be wobbly

Effect: none

Strategy

You should be able to defeat a zombie in 2 turns (1 turn with an 11~12 hit combo). These zombies seem to be vulnerable to **sleep**, so use Duster's **Hypnotic Pendulum** if you want help hearing the music's rhythm.

Use a **Thunder Bomb** to end the battle quickly. You can get as many Thunder Bombs as you want from behind Duster's house. Simply enter the Crossroad to refill the gift box.

Duster:

- Standard attack
 - Hypnotic Pendulum
 - Thunder Bomb
-

Zombie Dog

いぬゾンビ (*Inu Zonbi*)

HP: 115

Attacks

Biting attack

Damage: 10~12 HP

Utter a low growl

Effect: none

Chase its own tail

Effect: none

Strategy

It should take about 2 or 3 turns to defeat the Zombie Dog.

The rhythm of this enemy's battle music is different from that of other songs. Instead of timing your button presses with the tempo of the song, you have to follow the bass line. I find it slightly harder than most songs, but you should be able to get about 2~5 hits consistently.

The Zombie Dog sometimes drops **Nut Bread**.

Duster: standard attack

Mobile Grave

あるくはかいし (*Aruku Hakaishi*)

Type: Ghost

Vulnerable: Thunder, crying

HP: 156

Attacks

Fall on top of you

Damage: 35~45 HP

Fall down

Effect: none

Edge closer

Effect: none

Strategy

The Mobile Grave has high Offense and Defense, so be sure to attack with good combos or a **Thunder Bomb**. Even with 16-hit combos, it might take about 5 or 6 turns to defeat this enemy. It's better to avoid this thing altogether, though defeating it is worth 60 exp. points.

The Mobile Grave's battle music steadily increases its tempo from very slow to very fast. To execute combos, time you button presses with each quarter beat instead of each drum beat in the music (the drums sometimes sound on each eighth beat). This is actually one of the easier songs to combos with, so you should get the hang of it quickly.

Duster:

- Standard attack (with high combos)
 - Thunder Bomb
-

Detached Leech

はなれなヒル (*Hanare na Hiru*)

Type: Bug

Vulnerable: Freeze, crying

HP: 61

Attacks

Biting attack

Damage: 4~6 HP

Blood sucking attack

Damage: 10~11 HP

Strategy

You should be able to defeat the Detached Leech in one round with a 1 or 2-hit combo. This enemy sometimes drops an **Edible Mushroom**.

Duster: standard attack

Spineless Lobster

まっかんち (*Makkanchi*)

Type: Organic

Vulnerable: Freeze, sleep

HP: 80

Attacks

Swing its pincers

Damage: 13~14 HP

Offense Up *alpha*

Effect: increases a single target's Offense by about 20%

Brandish its pincers

Effect: none

Strategy

You should be able to defeat the Spineless Lobster in about 3 rounds or so. This enemy is easy to approach from behind because it tries to run away a couple seconds after it sees Duster.

The rhythm of this enemy's battle music can be a little tricky, but you should be able to get about 5 or more hits consistently. Use Duster's **Hypnotic Pendulum** to put this enemy to sleep to help you combo.

Duster:

- Standard attack
 - Hypnotic Pendulum
-

Walkthrough

A Mysterious Assignment

The chapter begins with a flashback of when Flint escaped from jail, except this time you hear Flint thank Duster. When Duster returns home, Wes assigns him a task:

```
"Duster.  
...not my son but my pupil, Duster.  
  
Listen!  
The time has come...  
No, it's not as if I was waiting for this moment.  
  
If possible...I wish it had not arrived.  
It's just, you and I should have been preparing for it.  
The time for you to attempt the things I have taught has finally  
arrived.  
  
We still haven't seen the enemy.  
But our way of life will change starting now.
```

Are you ready for it!
 >Yes >No (if you answer "no," Wes says a few extra things)

| Duster...
 | It might've been better if we were born in a different time.
 | I pushed you in your training when you were young, and the limp in
 | your left leg--and the fact that you don't fit in with the other
 | villagers--are all my fault...
 | At least, that's what I think.
 | If you want to resent your father then by all means resent me. If
 | that makes you feel better then resent me all you want.
 | But...you cannot choose your answer.

| Duster, listen carefully!
 | This is not a test. It is a command.

Duster. I'm going to give you your task.

Sneak into Osohe Castle.
 There, I want you to find a 'Certain Important Thing' and bring it
 here.
 That 'Certain Important Thing' is...
 No...
 I shouldn't have to tell you.
 A thief should be able to see the value of what he is stealing
 himself.
 Still, do you want me to tell you a little about it?
 >Yes >No (If you answer "yes," Wes says a few extra things)

| It looks very, very important.
 | How do I say this...it's shiny? Something like that.

| I'm not telling you anymore.

I have some things prepared for you in the basement.
 They are a thief's Seven World Wonde...I mean, a thief's Seven Tools.
 Wait, were there seven?
 Well, whatever.
 Take them with you.
 They'll come in handy when you face the enemy."

Enter the basement and open all the gift boxes. These items serve as Duster's special attacks in battle:

Wall Staples	Siren Beetle
Hypnotic Pendulum	Smoke Bomb
Scary Mask	Tickle Feather

- **Wall Staples** can immobilize a target for 2 or 3 rounds. It has a success rate of about 75% or lower against most enemies, but it doesn't work against most bosses. Wall Staples are usually best used against sleeping enemies or enemies turned around.
- The **Siren Beetle** makes an enemy turn around and waste 1 or 2 turns. An enemy with its back turned has about 20% less Defense. This item has a 75% success rate, but it doesn't work on enemies that can't be approached from behind. Using the Siren Beetle on a sleeping enemy wakes it up.
- The **Hypnotic Pendulum** can make an enemy fall **asleep**. This is useful for hearing a battle theme's rhythm.
- The **Smoke Bomb** can make an enemy start **uncontrollably crying**.
- The **Scary Mask** and **Tickle Feather** decrease an enemy's Offense and Defense respectively by about 20% the first time and 8% the second and third times they are used. Both items have a success rate of about 70%.

Duster also has a couple of abilities that are randomly used at the beginning of battle. When you encounter an enemy face-to-face, Duster has a slight chance of getting in a swift kick before the fight starts. Also, if an enemy approaches Duster from behind, Duster can occasionally get in a swift blow before the fight starts or make the enemy turn around and give you a free round instead.

Tazmily Village

Exit the house and check behind it on the left. There is a hidden gift box containing a **Thunder Bomb**. This gift box refills each time you enter the Crossroad, the area north of the village square.

Go south and cross the bridge to the west. Talk to Mapson on the bridge and he'll circle the location of Osohe Castle on your map (press **R** to view).

Enter the village square and attempt to head north. On the way, Duster bumps into a strange man and a monkey. The man apologizes, and they continue on their way.

Move north again to find Butch. Butch shows Duster a large sack and says it contains Money. He sold his livestock to a traveler and got the sack of Money in return, even though nobody in Tazmily uses Money. Duster doesn't know what Money is and Butch isn't sure either, but Butch thinks Money will be important in the future and decided to trust the traveler on the deal. He hides the sack in the well and makes Duster promise to keep this a secret.

The Graveyard

Move north through the Crossroad and into the graveyard. Once there, Duster is attacked by a group of 4 **zombies**. Individually, these zombies aren't very strong, but a group of them can inflict significant damage. Use Duster's Hypnotic Pendulum if you want to put a Zombie to sleep and focus on defeating the other Zombies. If you attack with good timing and get a 11~12 hit combo, you can defeat a Zombie in one turn. Thunder Bombs are effective as well.

Go north into the next area. Approach the edge of the moat and examine the drawbridge. As you try to return south, an ant stops you and explains how to execute combos using the "Sound Battle System." Return to the graveyard.

There are now **Zombie Dogs** and **Mobile Graves** lurking in the graveyard. The Zombie Dogs aren't too hard, but the Mobile Graves can inflict a large amount of damage if you don't attack with high combos or use a Thunder Bomb. Even with 16-hit combos, it may take about 5 or 6 turns to defeat them. Avoid this enemy (unless you want to level up) and enter the gravedigger's house.

Go into the basement and open the two gift boxes there. They contain [[Beef Jerky]] and **Peculiar Cheese**, both of which recover 60 HP. Push the empty book case from either side to reveal a hidden passage and enter it.

The underground passage is a straightforward area where some [[Detached Leech|leeches]] and **lobsters** lurk. The leeches can be quickly defeated with a 2-hit combo, but the lobsters have pretty high Defense. Use the Hypnotic Pendulum to put them to sleep. They can also be easily approached from behind because they try to run away a couple seconds after they see Duster.

There is a gift box here that contains a **Running Bomb**; save it for a boss battle. There is also a gift box holding **Nut Bread** as well.

Osohe Castle

Jump to [[Enemies]] or the full [[Walkthrough]]

Recommended Level: 10

<i>Equipment</i>	Duster
Weapon	Ordinary Shoes
Body	Mini-Mini Charm
Head	(nothing)
Other	Aries Bracelet

Outline

1. Examine the castle wall and climb to the top
2. Enter the castle and dash into the statue from the front
3. Obtain a [[Rotten Eclair]] and buy a [[Rope Snake (Key Item)]]
4. Go to the ghosts' party room on 2F and build a ladder to the third floor
5. Cross the gap using the Rope Snake
6. Go to the fourth floor and pick up the Pendant
7. Defeat the **boss**
8. Take the Noble Spittoon and return home

Items

Battle Memory (Key Item)

たたかいのきおく (*Tatakai no Kioku*)

Use: view all enemies you've encountered and practice fighting them

Obtained: gift box, 1F of Osohe Castle; from the main hall, go north and enter the second-to-the-left door

Appearance: a yellow book

With the Battle Memory, you can practice fighting any enemy you've encountered without fear of retaliation. This is the best way to practice combos because you can fight for as long as you want and put enemies to sleep at your leisure. The Battle Memory doesn't take up inventory space and remains with you between chapters. To practice fighting an enemy, open the inventory screen and select the Key Icon. Look for an item that looks like a yellow book and press **A**. Select the enemy you want to fight and press **Start** to enter battle. To stop fighting, select the *Exit* icon at the top of the screen.

Rotten Eclair

くさったエクレア (*Kusatta Ekurea*)

Use:

- Trade with a Ghost Merchant on the first floor for other items
- Trade with a ghost on the third floor for **Beef Jerky**

Obtained:

- **Stinky Ghosts**
- Talk to one of the partying ghosts on the second floor

There is a Ghost Merchant on the first floor of Osohe Castle who trades Rotten Eclairs for other items. You can trade 1 Rotten Eclair for a [[Fresh Mint]] or a [[Rope Snake (Key Item)]] and 2 Rotten Eclairs for Beef Jerky. There is also a ghost on the third floor who gives you Beef Jerky for each Rotten Eclair you have.

Rotten Eclairs can be found by fighting Stinky Ghosts. There is also a ghost on the second floor who gives you as many Rotten Eclairs as you want for free.

Rope Snake (Key Item)

ヒモヘビ (*Himo Hebi*)

Use: can be used to cross small gaps

Obtained: trade one Rotten Eclair with the Ghost Merchant

Appearance: a red snake

There are small gaps that impede your path at a few places in the castle. The Rope Snake is needed to cross these gaps. The Rope Snake is regarded as a Key Item and doesn't cost inventory space.

Fresh Mint

すっきりミント (*Sukkiri Minto*)

Use: cures **nausea**

Obtained:

- Gift box on 1F of Osohe Castle, next to a sign
- Gift box on 1F of Osohe Castle, above the hot spring
- Ghost Merchant

Appearance: three yellow flowers

You can get Fresh Mints while making your way to the first floor of Osohe Castle or by giving 1 Rotten Eclair to the Ghost Merchant. Use it after battles if Duster is feeling nauseous (indicated by a gray cloud).

Gift Boxes

Item	Description	Location
Rotten Milk (x2)	Turns into Yogurt (recovers 80 HP) in 10~15 min.	3F, near where Duster enters the castle
		1F kitchen
[[Fresh Mint]] (x2)	Cures nausea	On the stairs between 1F and 2F
		1F, above the hot spring
[[Battle Memory (Key Item)]]	Practice fighting any enemy you've encountered	1F; from the main hall, go north and enter the second-to-the-left door
Beef Jerky	Recovers 60 HP	1F kitchen
Chick Bandana	Armor (<i>Head</i>); Defense +5	2F; from the hall decorated with knight statues, enter the first door
Osohe Sketch	Map of the castle (press R to view)	2F kitchen
Sprinting Bomb	140~160 HP of damage (Bomb Defense) to all enemies on screen	The Strawberry Slime in the 2F kitchen
Aquarius Bracelet	Armor (<i>Other</i>); Defense +5	3F, south from the gap
Durable Shoes	Weapon for Duster; Offense +12	3F, in the room with the Ghost Knight

Enemies

Stinky Ghost

くっさ〜いオバケ (*Kussaaai Obake*)

Type: Ghost

Vulnerable: Fire, crying

HP: 125

Attacks

Standard attack

Damage: 10~13 HP

Blow its stinky breath at you

Effect: causes **nausea** (can't eat)

Call for help

Effect: another Stinky Ghost might join the fight

Strategy

You should be able to defeat the Stinky Ghost in about 2 rounds. **Wall Staples** almost always work against this enemy.

The Stinky Ghost sometimes drops a [[Rotten Eclair]]; trade them with the Ghost Merchant on the first floor for other items.

Duster:

- Standard attack
 - Wall Staples
-

Arachnid!

スパイダー! (*Supaidaa!*)

Type: Bug

Vulnerable: Freeze, sleep

HP: 60

Appearance: a spider with a striped abdomen

Attacks

Biting attack

Damage: 5~6 HP

Shoot silk from its abdomen

Effect: immobilizes a single target for 2 or 3 turns

An Arachnid! falls from the ceiling

Effect: another Arachnid! joins the fight

Strategy

You should be able to defeat the Arachnid! in 1 round with combos or 2 rounds without.

This enemy sometimes drops [[Fresh Mint]] (cures **nausea**).

Duster: standard attack

Big Bro

アニアニ (*Ani Ani*)

Type: mysterious creature

Vulnerable: crying

HP: 67

Appearance: a round creature with lanky arms and legs

Attacks

PK Fire *alpha*

Comments: This enemy tries to use PSI but is unsuccessful.

PK Freeze *beta*

Lifeup *beta*

Tremble in fear

Effect: none

Bumble in fear

Effect: none

Strategy

You should be able to defeat the Big Bro in 1 or 2 turns.

Duster: standard attack

Barrel Man

タルマン (*Taru Man*)

Type: mysterious creature
Vulnerable: Fire, crying
HP: 100

Attacks

Standard attack
Damage: 8~10 HP

Release a sweet fragrance
Effect: makes Duster fall **asleep**

Strategy

You should be able to defeat the Barrel Man in 1 or 2 turns. This enemy sometimes drops **Nut Bread**.

Duster: standard attack

Artsy Ghost

げいじゅつなオバケ (*Geijutsu na Obake*)

Type: Ghost
Vulnerable: Fire, crying
HP: 187
Appearance: a ghost painting

Attacks

Standard attack
Damage: 10~12 HP

PK Freeze *alpha*
Damage: 29~31 HP
Effect: might **solidify** its target for 2 or 3 rounds

Critique itself
Effect: makes Duster unable to understand what it's talking about (i.e. no effect)

Strategy

Use **Wall Staples** to immobilize the Artsy Ghost. You should be able to defeat this enemy in about 3 or 4 turns with combos. Despite how fast this enemy's battle music sounds, its rhythm is actually pretty slow.

The Artsy Ghost sometimes drops a **Peculiar Cheese**.

Duster:

- (first turn) Wall Staples
 - Standard attack
-

Ghost Armor

オバケカッチュウ (*Obake Kacchuu*)

Type: Ghost
Vulnerable: Thunder, sleep
Resistant: Fire
HP: ~100

Attacks

Throw a punch
Damage: 8~10 HP

Tackle attack
Damage: 18~20 HP

Flash a pose

Effect: none

Strategy

Use the **Hypnotic Pendulum** and the **Scary Mask** to render the Ghost Armor virtually harmless. It should take about 4 or 5 turns to defeat this enemy with combos.

The Ghost Armor sometimes drops **Beef Jerky**.

Duster:

- Hypnotic Pendulum
 - Scary Mask, if asleep
 - **Tickle Feather**, if asleep
 - Standard attack
-

Violent Roach

あれ (*Are*)

Type: Bug

Vulnerable: Freeze, **sleep**

HP: 88

Attacks**Standard attack**

Damage: 11~13 HP

Leap forward and spread its wings

Effect: immobilizes a single target for 2 or 3 rounds

Knit its brow

Effect: none

Strategy

You should be able to defeat the Violent Roach with a 7~8 hit combo.

Duster: standard attack

Strawberry Slime

イチゴスライム (*Ichigo Suraimu*)

Type: mysterious creature

Vulnerable: Freeze, **crying**

HP: 182

Appearance: a spilled bottle of jam

Attacks**Standard attack**

Damage: 8~10 HP

Spew out its digestive fluids

Damage: 18~24 HP

Release a sweet fragrance

Effect: puts Duster to **sleep**

Strategy

Use the **Hypnotic Pendulum** to put the Strawberry Slime to sleep, and use the **Tickle Feather** at least once before attacking. The Smoke Bomb and the Scary Mask can reduce the effectiveness of this enemy's standard attack, but nothing can be done about its stronger fluid attack.

Use a food item when Duster's HP falls to 40 or below. You get a **Sprinting Bomb** and 146 exp. points for defeating this enemy.

Duster:

- Hypnotic Pendulum

- Tickle Feather, at least once
 - Standard attack
 - **Beef Jerky**, **Peculiar Cheese**, or **Yogurt** if HP falls to 40 or below
-

Carpet Monster

カーペットモンスター (*Kaapetto Monsutaa*)

Type: Organic

Vulnerable: Fire, **crying**

HP: ~160

Appearance: a creature with sharp teeth hiding under a rug

Attacks

Biting attack

Damage: 10~15 HP

Offense Up *alpha*

Effect: increases its Offense by about 20%

Pull the carpet out from under your feet

Effect: trips and immobilizes Duster for 2 or 3 turns

Utter a low growl

Effect: none

Strategy

Use **Wall Staples** to immobilize the Carpet Monster. It should take about 2 or 3 rounds to defeat this enemy with combos. Don't let Duster's HP get too low because this enemy can immobilize Duster for several rounds if it pulls the carpet under his feet.

The rhythm of this enemy's battle music is different from that of other songs. Instead of timing your button presses with the tempo of the song, you have to follow the bass line. I find it slightly harder than most songs, but you should be able to get about 2~5 hits consistently.

This enemy sometimes drops **Nut Bread**.

Duster:

- (first turn) Wall Staples
 - Standard attack
-

Ghost Knight

オバケナイト (*Obake Naito*)

Type: Ghost

Vulnerable: Thunder, **sleep**

HP: 200

Attacks

Stab with its sword

Damage: 29~31 HP

Swing its sword

Damage: 39~44 HP

Offense Up *alpha*

Effect: increases the Ghost Knight's Offense by about 20%

Defense Up *alpha*

Effect: increases the Ghost Knight's Defense by about 20%

Show off

Effect: none

Strategy

Two **Thunder Bombs** should defeat the Ghost Knight. If you don't have Thunder Bombs and you can combo, use the **Siren Beetle** and attack only when the Ghost Knight's back is turned. This prevents the Ghost Knight from attacking and reduces its Defense by about 20%. If you can't combo or if you want to play more defensively, put the Ghost Knight to **sleep** and **decrease** its Offense 3 times.

This enemy sometimes drops **Yogurt**.

Duster:

- Siren Beetle, if you can combo
 - **Hypnotic Pendulum**, if you can't combo
 - **Scary Mask**, while asleep
 - **Tickle Feather**, while asleep
 - Thunder Bomb
 - Standard attack
-

Ghost Sword

オバケソード (*Obake Soodo*)

Type: Ghost

Vulnerable: Thunder, sleep

Resistant: Fire

Attacks

Stab attack

Damage: 18~22 HP

Continuous attack

Effect: the Ghost Sword hits twice

Damage: 6~8 HP per hit

Has a big grin on its face

Effect: none

Strategy

You should be able to defeat the Ghost Sword in about 2 or 3 rounds. Use the **Hypnotic Pendulum** if you want to put this enemy to sleep, and then **reduce** its Offense.

Duster:

- Standard attack
 - Hypnotic Pendulum
 - Scary Mask
-

Ghost Shield

オバケシールド (*Obake Shiirudo*)

Type: Ghost

Vulnerable: Thunder, sleep

Resistant: Fire

Attacks

Charge forward

Damage: 15~17 HP

Has a big grin on its face

Effect: none

Strategy

You should be able to defeat the Ghost Shield in about 3 or 4 rounds. Use the **Hypnotic Pendulum** if you want to put this enemy to sleep and decrease its stats.

The Ghost Shield sometimes drops **Rotten Milk**.

Duster:

- Standard attack

- Hypnotic Pendulum
- Tickle Feather
- Scary Mask

Rockin' Ghost

オバケもくば (*Obake Mokuba*)

Type: Ghost

Vulnerable: Fire, crying

HP: 152

Appearance: a white ghost riding a toy horse

Attacks

Charge forward

Damage: 26~30 HP

Jab with its spear

Damage: 16~18 HP

Start a fight

Effect: attack another Rockin' Ghost

Comments: This attack is used only if you're facing 2 Rockin' Ghosts.

Flash an eerie smile

Effect: none

Strategy

You should be able to defeat the Rockin' Ghost in 2 or 3 rounds with combos. This enemy sometimes drops **Beef Jerky**.

Duster: standard attack

Pseudoor

トビラモドキ (*Tobiramodoki*)

Type: Ghost

Vulnerable: Fire, crying

HP: 215

Appearance: a ghost disguised as a door

Attacks

Standard attack

Damage: 9~13 HP

Blow its stinky breath at you

Effect: makes Duster feel **nauseous**

Shut its doors

Effect: reduces damage the Pseudoor receives by half

Comments: The Pseudoor doesn't attack while its doors are closed.

Flash an eerie smile

Effect: none

Strategy

It should take 2 or 3 turns to defeat the Pseudoor with combos. If you can't combo, **reduce** the Pseudoor's Defense at least once. Avoid fighting this enemy because it can make Duster feel nauseous and cause trouble if you're out of [\[\[Fresh Mint\]\]](#). This enemy appears in a hallway on the 4th floor, and only the last door is real.

Duster: standard attack

Mr. Passion

パッションさん (*Passhonsan*)

Type: Ghost

Vulnerable: Fire, crying

HP: ~630

Appearance: a ghost conductor

Recommended Level: 11

Attacks

Wildly swing his baton around

Damage: 27~31 HP

Chuck a chair at you

Damage: 29~31 HP

Fling candles at you

Effect: Mr. Passion hits twice

Damage: 8~11 HP per hit

Attack with a barrage of flying furniture

Effect: Mr. Passion hits 3 times

Damage: 15~20 HP per hit

Fling a mouse towards you

Damage: 1~2 HP

Get fired up

Effect: increases his Offense by about 20%

Lose his mind in the music

Effect: none

Strategy

Before fighting Mr. Passion, be sure Duster has at least one **Beef Jerky**, **Peculiar Cheese**, or **Yogurt** in case Duster takes a lot of damage early in the fight. You can obtain Beef Jerky by giving a [[Rotten Eclair]] to a ghost on the third floor.

Use a **Smoke Bomb** in the first round to reduce the accuracy of Mr. Passion's attacks. Afterwards, use the **Scary Mask** to decrease his Offense 2 or 3 times to make this fight much easier. Use the Scary Mask again whenever Mr. Passion increases his Offense. Use the **Tickle Feather** 1 or 2 times to end this battle sooner.

Duster:

- (first turn) Smoke Bomb
 - (subsequent turns) Scary Mask
 - Tickle Feather
 - Standard attack
-

Walkthrough

Castle Courtyard

Once inside Osohe Castle's courtyard, go directly north from where you emerge and examine the vertical band on the wall.

Head west along the roof and attempt to enter the castle. An ant interrupts you and lectures you again on executing combos in battle. Enter the castle after the ant finishes talking.

The castle is filled with ghosts, spiders, and other creepy things. The **ghosts** can burp at Duster and make him feel **nauseous**, preventing him from eating. **Wall Staples** almost always work against them. The **spiders** are pretty weak and can be defeated in 1 or 2 rounds, but they can immobilize Duster with silk.

The first door you see leads to a gift box containing **Rotten Milk**. Dash into the statue holding the giant ball to move on.

Warning: If you dash into the statue from the right, the ball drops on Duster and ends the game.

Don't open the gift box at the bottom of the hole. If you do, a ghost pops out and burps in Duster's face, making him nauseous.

Enter the next room and open the gift box to find [[Fresh Mint]], an item that cures nausea. Don't use the Fresh Mint now because there is a hot spring coming up soon.

Osohe Castle: First Floor

Go down to the first floor to enter the main hall. Go west to find a hot spring, a Save Frog, and a gift box containing Fresh Mint. You can also examine the exit to the south to unlock the main door into the castle.

Go north through the main hall to find three doors in the next room. The middle door leads to a Ghost Merchant who trades you items for [[Rotten Eclair]]. You can trade 1 Rotten Eclair for the [[Rope Snake (Key Item) | Rope Snake]] or a Fresh Mint and 2 Rotten Eclairs for **Beef Jerky**. (There is a ghost on the third floor who trades Beef Jerky for only 1 Rotten Eclair.) Rotten Eclairs can be obtained by fighting Stinky Ghosts. You can also get as many as you want for free from a ghost on the second floor (see below). Be sure to trade a Rotten Eclair for the Rope Snake, an item you'll need soon.

The door on the left leads to a gift box containing the [[Battle Memory (Key Item)]], an item that lets you fight any enemy you've encountered. This item is handy for practicing combos, since enemies don't attack and you can fight for as long as you want. To practice fighting an enemy, open the inventory screen and select the Key icon. Look for an item that looks like a yellow book and press **A**. Select the enemy you want to fight and press **Start** to enter battle. To stop fighting, select the *Exit* icon at the top of the screen.

The door on the right leads to the basement. There are two gift boxes here that contain Rotten Milk and Beef Jerky, but the way is a dead end.

Enter the doorway on the left and go up the stairs to the second floor.

Second Floor

Enter the first door you see to find a **Chick Bandana** (Defense +5). The painting in this room attacks when you turn your back to it. The **Artsy Ghost** can inflict about 30 HP of damage with PK Freeze, but **Wall Staples** always work against it. You can check the fireplace to fall to the hot spring.

Three of the **Ghost Armors** in the hallway come to life and attack as you try to move through. If you're caught in a fight, put the Ghost Armor to sleep with the **Hypnotic Pendulum** and use the **Scary Mask** to reduce its Offense. It might take about 4 or 5 rounds to defeat this enemy with combos.

Several ghosts are holding a party in the next room. These ghosts are friendly and can be talked to. Speak to the ghost eating on the right side of the table to receive as many Rotten Eclairs as you want. Answer "yes" if you don't have any Rotten Eclairs and answer "no" if you do to receive one.

To the south is the kitchen. Open the gift box tied with a blue ribbon to get a map of the castle (press **R** to view).

The moving jar on the table is a **Strawberry Slime**, a pretty tough enemy that awards 146 exp. points and a **Sprinting Bomb** when defeated. If you want to fight it, make sure Duster's HP is at least 40 and examine the jar. Use the Hypnotic Pendulum to put the Strawberry Slime to sleep, and use the [[Tickle Feather]] at least once before attacking. Eat Beef Jerky, **Peculiar Cheese**, or **Yogurt** if Duster's HP falls to 40 or below.

Return to the party room and look for a dark, vertical band on the north wall. Examine it to build a ladder to the third floor.

Third Floor

Talk to the ghost to trade a Rotten Eclair for Beef Jerky. You can receive as many Beef Jerkies as you want from this ghost.

Go through the door to the south. When you reach two gift boxes, open the one on the right to get an **Aquarius Bracelet** (Defense +5). The other gift box is hiding a ghost that burps in Duster's face to make him nauseous.

Return to where the ladder was and approach the edge of the gap. Press **A** to swing across with the Rope Snake.

There is a **Carpet Monster** lurking under the rug here, but you can immobilize it with Wall Staples. Before talking to the ghost in front of the door, go into the room to the left and save.

Return to the previous room and talk to the ghost. It tells you there is a very strong monster behind the door.

Ghost Knight

Enter the room and open the gift box to get a pair of **Durable Shoes** (Offense +12). Equip it and discard Duster's previous weapon.

You can fight the Ghost Armor and the ghost weapons in this room if you want, but they don't award anything other than 180 exp. points and possibly a Yogurt (recovers 80 HP). You can fight the **Ghost Knight** by approaching the Ghost Armor in the middle, or you can fight each enemy separately by approaching the **sword** or **shield** first. The armaments aren't too hard and can be put to sleep easily.

Defeating the stronger Ghost Knight earns you 23 more exp. points than if you fought each enemy separately. Two **Thunder Bombs** should defeat it. Alternatively, use the **Siren Beetle** and attack with combos when the Knight's back is turned. If you can't combo or if you want to play more defensively, put the Ghost Knight to sleep and decrease its Offense 3 times to reduce the damage Duster receives by about 60%.

Fourth Floor

Before proceeding, make sure you have at least one Beef Jerky, Cheese, or Yogurt for an upcoming boss battle. If you don't have any, get some Rotten Eclairs from the ghost in the dining room and trade them for Beef Jerkies with the ghost on the third floor.

Move up to the fourth floor and check the shining object on the ground. It's a pendant that the mysterious person dropped. You can't do anything with it now, but it doesn't cost inventory space.

There are a couple of **Rockin' Ghosts** lurking in the next hallway. They have relatively high Offense, but you can make them cry with a **Smoke Bomb**. Try to engage them one at a time.

In the next room, there are some **Barrel Men** and **Pseudoors**. All the doors in this room are fake except for the one at the very end. These doors can make Duster feel nauseous, so avoid fighting them. The Barrel Men should be easy.

Mr. Passion

Enter the next room to find the ghost conductor **Mr. Passion**. Talk to him and answer "no" to refuse to listen to his music.

Use the Smoke Bomb in the first round to reduce the accuracy of this boss's attacks. Afterwards, use the Scary Mask to decrease Mr. Passion's Offense 2 or 3 times to make this fight much easier. Use the Scary Mask again whenever Mr. Passion increases his Offense. Use the Tickle Feather 1 or 2 times to end this fight sooner.

After the boss is defeated, you can examine the couch in this room to recover Duster's HP. Enter the next room and examine the Noble Spittoon to take it.

Returning Home

Return to the previous room and examine the fireplace to fall to the first floor.

Go outside and talk to the gravedigger to receive the key to the drawbridge. Examine the drawbridge to lower it.

Stop by **Thomas's Bazaar** before heading to Duster's house. Hopefully, he'll have a **Flea Charm** and a **Running Bomb** in stock. If not, come back after talking to Wes.

You can also talk to one of the women gossiping by the well to receive a [[Nut Cookie]].

Osohe Castle: Part 2

Jump to [[Enemies]] or the full [[Walkthrough]]

Recommended Level: 12

Equipment	Duster
Weapon	*Durable Shoes
Body	Mini-Mini Charm
Head	*Chick Bandana
Other	*Aquarius Bracelet
* = new	

Outline

1. Talk to Wes in Duster's house
2. Go to Osohe Castle and defeat the **Clayman**
3. Return to the room where you found the spittoon
4. Go to the ninth floor and defeat the **boss**

Items

Flea Charm

ノミのおまもり (*Nomi no Omamori*)

Use: armor (*Body*); Defense +5

Obtained:

- **Thomas's Bazaar**
- Gift box in the Castle, on the stairs between 5F and 6F

Appearance: a small, pentagonal charm

Thomas's Bazaar in the village square often has the Flea Charm in stock. Check the store before returning to Osohe Castle. If the Flea Charm isn't there, go back to the store after watching a cut-scene or fighting a boss. There is also a gift box in Osohe Castle containing this item.

Gift Boxes

Osohe Castle

Item	Description	Location
[[Flea Charm]]	Armor (<i>Body</i>); Defense +5	Stairs between 5F and 6F
Magic Gelatin	Recovers 20 PP	7F
Sprinting Bomb	140~160 HP of damage (Bomb Defense) to all enemies on screen	8F, in the broom room
Beef Jerky	Recovers 60 HP	
Magic Tart	Recovers 30 PP	9F, in front of the double doors

Enemies

Clayman

ネンドじん (*Nendojin*)

Type: Mysterious Creature

Vulnerable: Fire, **sleep**, **crying**

HP: ~880

Appearance: a gray creature with an antenna on its head

Attacks

Throw a punch

Damage: 20~27 HP

Tackle attack

Damage: 35~40 HP

Fall on top of you

Damage: 55~60 HP

Comments: The Clayman has reduced Defense and is unable to attack for 2 rounds after it uses this attack.

Be absentminded

Effect: none

Strategy

Use a **Smoke Bomb** to reduce the accuracy of the Clayman's attacks, and reduce its Offense 2 or 3 times with the **Scary Mask**. Attack with high combos and you should be able to win in about 6 or 7 rounds. You can use the **Tickle Feather** if you want, but it likely won't shorten the fight by more than a round.

If you can't combo, the best strategy is probably the same as above, though you might want to use the Tickle Feather 1 or 2 times. Don't bother using a Thunder Bomb; it inflicts only about 45 HP of damage.

Duster:

- (first turn) Smoke Bomb
 - Scary Mask (2 or 3 successful times)
 - Tickle Feather (1 or 2 successful times)
 - Standard attack
 - **Beef Jerky**, **Yogurt**, or **Peculiar Cheese** if HP falls to 50 or below
-

Pigmask

ブタマスク (*Buta Masuku*)

Type: Human

Vulnerable: Freeze, sleep

Appearance: a gun-toting soldier wearing a mask

HP: 160

Attacks

Fire a beam

Damage: 17~18 HP

Let out a strong kick

Damage: 10~13 HP

Say something nasty

Effect: decreases a single target's Offense by about 20%

Lose his temper

Effect: increases his Offense by about 20%

Apologize

Effect: none

Strategy

You should be able to defeat the Pigmask in about 1 or 2 rounds with combos. If you can't combo, you might want to put this enemy to sleep. The Pigmask sometimes drops a **Bag of Pork Chips** (recovers 50 HP).

Duster:

- Standard attack
- **Hypnotic Pendulum**

Recon Mech

ていさつメカ (*Teisatsu Meka*)

Type: Mechanical

Vulnerable: Thunder, feeling strange

HP: 90

Appearance: a round, floating robot

Attacks

Fire a beam

Damage: 11~13 HP

Sound an alarm

Effect: a **Pigmask** might join the fight

Strategy

You should be able to defeat the Recon Mech in 1 or 2 rounds. A single **Thunder Bomb** usually destroys this enemy.

Duster: standard attack

Lingering Spirit

みれんタラタラ (*Miren Taratara*)

Type: Ghost

Vulnerable: Freeze, feeling strange, sleep

Resistant: Fire, Thunder

HP: 65

Appearance: a floating flame

Attacks

Standard attack

Damage: 3~5 HP

PK Fire *alpha*

Damage: 15~20 HP to all

Effect: might leave its targets **burning**

Reveal the tragedies of life to you

Effect: makes a single target start **crying**

Flicker

Effect: none

Strategy

The Lingering Spirit has very high Defense, so use Kumatora's **PK Freeze *alpha*** (5 PP). Duster should use the **Hypnotic Pendulum** to prevent this enemy from attacking.

The Lingering Spirit sometimes drops **Magic Gelatin** (recovers 20 PP).

Duster: Hypnotic Pendulum

Kumatora: PK Freeze *alpha* (5 PP)

Osohe Cape

オソヘマント (*Osohe Manto*)

Type: Ghost

Vulnerable: Fire, sleep

HP: 189

Attacks

Standard attack

Damage: 15~21 HP

PK Freeze *alpha*

Damage: 35~40 HP

Effect: might **solidify** its target for 2 or 3 rounds

PSI Magnet *alpha*

Effect: steals 2 to 8 PP from a single target

Shield *alpha*

Effect: reduces damage received from physical attacks by 50%; prevents combos

Strategy

Use **Wall Staples** in the first round and you should be able to win in about 2 or 3 rounds. If you can't combo, use **PK Fire *alpha*** (6 PP).

This enemy's battle music steadily increases its tempo from very slow to very fast. This is actually one of the easier songs to combo with, so you should get the hang of it quickly.

The Osohe Cape sometimes drops a **Peculiar Cheese** (recovers 60 HP for Duster; only 20 HP for Kumatora).

Duster:

- (first turn) Wall Staple
 - Standard attack
-

Kumatora:

- Standard attack
 - PK Fire *alpha* (6 PP), if you can't combo
-

Oh-So-Snake

オソヘビ (*Osohebi*)

Type: Organic

Vulnerable: Thunder

HP: ~1235

Appearance: a sea serpent

Recommended Level: 14

Attacks

Biting attack

Damage: 20~30 HP

Whip its tail around

Damage: 15~22 HP to all

Plunge into the water and cause a tsunami

Damage: 50~55 HP to all

Comments: The Oh-So-Snake doesn't attack for 1 or 2 rounds after it uses this attack. While submerged, it receives half damage from physical attacks but slightly more damage from electricity. Reducing the Oh-So-Snake's Offense or making it cry doesn't affect the tsunami.

Coil attack

Effect: immobilizes a single target for 3 or 4 rounds

Blow bubbles in the water

Effect: none

Comments: The Oh-So-Snake spends 1 or 2 turns doing nothing after attacking with a tsunami.

Strategy

The Oh-So-Snake generates a tsunami after it suffers a certain amount of damage. Eat some food to raise everyone's HP above 55 or so in the 4th or 5th round to prepare. If you have a **Peculiar Cheese**, try to use it only on Duster because it recovers just 20 HP for Kumatora.

How you attack depends on whether or not Kumatora is over level 12 and has learned **PK Thunder** and **Lifeup**. If you can't combo, you'll probably want Kumatora to have PK Thunder.

With PK Thunder: Give all your bombs and food to Duster before the fight. Have Duster use his standard attack in the early parts of the fight, and throw **Sprinting Bombs** once the Oh-So-Snake starts attacking with tsunamis. Use **Thunder Bombs** only while the Snake is submerged.

Kumatora should use PK Thunder *alpha* (7 PP) in each round.

If you recovered the party before this battle, you should have no trouble surviving. Use up your food before using Lifeup *alpha* (5 PP) as much as possible.

Without PK Thunder: Before the fight, give all **Sprinting** and **Running Bombs** to Kumatora, and give **Thunder Bombs** to Duster. Split your food between Duster and Kumatora.

Use the **Smoke Bomb** until it works while Kumatora uses **PK Freeze alpha** (5 PP). When the Snake submerges, have Duster and Kumatora eat something, and start throwing bombs. Duster can inflict more damage with combos while the Snake is above water, so have him use bombs only while the Snake is submerged.

Duster (w/ PK Thunder):

- Standard attack
- Thunder Bomb, while the Snake is underwater
- Sprinting Bomb, once the Snake starts causing tsunamis
- **Beef Jerky** or **Yogurt**, if anyone's HP falls to 60 or below

Kumatora (w/ PK Thunder):

- PK Thunder *alpha* (7 PP)
- Lifeup *alpha* (5 PP)

Duster (w/o PK Thunder):

- Smoke Bomb, until it works
- Standard attack, with combos
- Thunder Bombs, while the Snake is underwater

Kumatora (w/o PK Thunder):

- PK Freeze *alpha* (5 PP)
- Sprinting and Running Bombs, once the Snake starts generating tsunamis
- Cheese, if Duster's HP falls to 60 or below
- Beef Jerky or Yogurt, if HP falls to 60 or below

Walkthrough

Reporting to Wes

Once back home, talk to Wes to show him the spittoon Duster found in Osohe.

```
"Ahh, you're back earlier than I expected.  
  
Show me what you've got."  
  
[ Duster brings out the pot ]  
  
"This is...?!"  
  
This sheen...  
This feel...  
It's exquisite and finely made and, in a way, shiny!  
Looks pretty good, huh?  
This is indeed Osohe Castle's legendary, noble spittoon that has been  
passed down from generation to generation...  
  
Good find!  
I knew you could do it.  
  
Duster.  
You are...  
  
...AN EVEN BIGGER IDIOT THAN I THOUGHT!!!"  
  
[ Wes breaks the pot ]  
  
"YOU FOOL YOU FOOL YOU FOOL!!  
  
You don't know what to steal, and you call yourself a thief?!  
  
Anything else?! You fool!  
You didn't bring any real winners, did you?!"
```

Are you trying to amuse me by acting dumb?
You fool."

[Duster shows Wes the Pendant]

"...?!
Let me see that!

...th, this is...
...not what I wanted...but, perhaps..."

[Flashback to the person who dropped the Pendant]

"Duster.
I think that...
The person who owns that pendant...
Is the Princess of Osohe Castle.

Duster.
Your first task was a failure.
But this is no time for me to call you a fool all day.
I'll go with you.
We're going to Osohe Castle.
We're going to the room where you found that spittoon!"

[Wes joins you]

Unlike other NPCs who have joined you before, Wes is actually a pretty helpful character. He can **immobilize** an enemy by throwing one of Duster's stinky socks, use a Thunder Bomb, or inflict about 110 HP of damage with one of his special thief skills. His attacks are random, however, and he still wastes some of his turns.

Return to Osohe

Check behind Duster's house to find a **Thunder Bomb**. This gift box refills each time you enter the Crossroad, the area north of the village square.

Go to the village square and enter **Thomas's Bazaar**. Get the [[Flea Charm]], equip it on Duster, and discard what was previously equipped. If the Flea Charm isn't in stock, check back after triggering a cut-scene or fighting a boss. It can also be found in a gift box in Osohe Castle.

Go north to Osohe Castle. Enter the castle and a couple of soldiers will have a Clayman attack you.

The **Clayman** is vulnerable to crying, so use the **Smoke Bomb** until it works. Use the **Scary Mask** to reduce its Offense 2 or 3 times after that, and attack with combos to win in about 6 or 7 rounds. If you can't combo, use the **Tickle Feather** at least once before attacking. Don't bother with Thunder Bombs because they inflict only about 45 HP of damage.

Your destination is the room where you found the spittoon. On the way, you might encounter **Pigmasks** and **Recon Mechs**, but you should be able to defeat them in a couple rounds with combos; put the Pigmasks to **sleep** or use a Thunder Bomb against the Mechs if you get into trouble. You can rest on the sofa in the Mr. Passion room to recover.

Secret Door

When you reach your destination, examine the face on the wall. Wes opens it for you.

"The treasure is up ahead.

It looks like someone's already opened this door...
Must've been a short time ago.
The only person that could've opened this secret door is the Princess.

...Duster.
This is a little embarrassing, so look the other way."

[Wes starts dancing]

"Don't look!
It's not like I'm sticking my butt out or anything."

[Wes finishes his dance]

"I'm sure I taught you this dance when you were young.

I've told you a million times to dance when you don't know what else to do..."

I suspect the Princess is farther inside.
Those pig men are probably still back in the hall.
Let's go, and stay alert! You fool!"

Approach the edge of the balcony in the next room and examine the area below.

[You can see something that looks like a needle struck deeply into the ground in the courtyard.]

Wes:

"I believe that object has been in Osohe from a long time ago. I once asked the king of Osohe what it was, and the usually friendly king looked at me sternly and said, 'Forget about it,' ...I think.

I have a feeling I stopped thinking about it after that.

That's not the 'Certain Important Thing' I was talking about."

The Princess

As Duster and Wes enter the next room, they're stopped by an exploding projectile.

Girl:

"...!
Grandpa Wes?!
Is that you, gramps?!"

Wes:

"Ah, Princess!
So it is you, your highness!
My, how long has it been!
Your highness's gramps...
has not been thinking of you only once in a while.
No, no, no!
I said the wrong thing in my overwhelming joy.
Your highness's gramps has forgotten you only a little!
No, no, no...
Duster! You fool!
Get it together!"

Girl:

"Forget it.
I got my leg caught in this stupid trap.

There's no way I was going to let myself die in a place like this,
so I was just thinking of cutting my leg off."

Wes:

"Ho, ho, ho.
Reckless as always.
There is no need to cut your leg.
A trap like this is a match for my thieving skills!
No, no, no!
I shall take care of it; one, two, hup!"

[Wes frees the girl.]

"Princess...
You are now safe..."

[The girl's pendant shines.]

Girl:

"Hey, my pendant.
You stole it from me.

Jeez, can't let my guard down for a second.

Is this your son, gramps?"

[The girl goes up to Duster.]

"Hmm.

Your breath kinda sinks.
Your name's Duster, huh.
My name is..."

You're prompted to give the girl a name. Her default name is "Kumatora" (lit. Bear-Tiger).

Kumatora:

"...Kumatora.
Nice to meet ya!"

[Kumatora moves to the front.]

"...?"

What're you doing.

Let's go!"

Wes:

"To where, Princess?"

Kumatora:

"Isn't it obvious.

Didn't you guys come to the castle for That, too?"

Wes:

"...but,
your leg..."

Kumatora:

"A little spit'll heal this right up!

C'mon!

Hey!

Gramp's son!

Be my escort!"

[Kumatora joins you.]

Kumatora is a tomboyish girl who specializes in offensive PSI. She can learn **PK Fire**, **PK Freeze**, and **PK Thunder**, as well as **Lifeup** and **Healing** for recovery. To use Lifeup and Healing outside of battle, press **Start** and select the third icon. Once she learns them at level 12 and 14, Lifeup appears at the top of the list and Healing right below it.

In battle, select the third icon from the left to use Kumatora's PSI moves. Her abilities are organized as follows:

Offense	PK Fire
	PK Freeze
	PK Thunder
Recovery	Lifeup
	Healing
	PSI Magnet
Assist	Hypnosis
	Paralysis
	Brainshock
	Offense Down
	Defense Down

At certain levels, Kumatora falls under a fever. While feverish, white spots appear above her head and she isn't able to dash. After walking some steps, the fever subsides and Kumatora learns a new PSI ability. All of this is explained by a "Wind of Gossip" that interrupts you when Kumatora first gets a fever.

New Enemies

The enemies here are the **Lingering Spirit** (a floating flame) and the [[Osohe Cape]] (a tattered cape). The Lingering Spirit has high Defense, but one hit from PK Freeze *alpha* (5 PP) defeats it. Duster should use the [[Hypnotic Pendulum]] to put it to sleep.

Use **Wall Staples** against the Osohe Cape. It's vulnerable to sleep as well, but use the Hypnotic Pendulum only if you have trouble getting combos. Use PK Fire *alpha* (6 PP) if you can't combo.

Note: You'll have an easier time against an upcoming boss if you level up Kumatora to level 12 and learn PK Thunder and Lifeup. Definitely do this if you can't combo. Return to the sofa on the 4th floor of the castle to recover as needed while fighting the enemies here.

Secret Rooms of Osohe

The way ahead is straightforward. Whenever you reach a gap, press **A** to jump across with the Rope Snake.

The first gift box here contains a Flea Charm. Equip it on Duster if you didn't get one from Thomas's Bazaar. Don't give it to Kumatora because she is already equipped with the **pendant** Duster found.

The next gift box contains **Magic Gelatin**, a food item that recovers 20 PP. Save it for an upcoming boss battle.

On the 8th floor is a room with three brooms sweeping the ground. If you touch a broom, the party is taken to the trash can next to the balcony, but that broom disappears. The brooms follow a preset path, so study their movements before proceeding. The two gift boxes in this room contain a **Sprinting Bomb** and **Beef Jerky**.

On the 9th and final floor is a gift box containing **Magic Tart** (recovers 30 PP).

Before entering the double doors, use weak food items to recover HP, and use a Magic Gelatin or a Magic Tart to recover PP.

If Kumatora hasn't learned PK Thunder, give her all of your Sprinting and **Running bombs** and give Duster all of your Thunder Bombs; split your food between them. If Kumatora can use PK Thunder, give Duster all of your items.

Duster's group finally finds what they're looking for through the double doors.

Wes:

"Here, here."

[Wes approaches the egg.]

"I hid it over here.

Duster.

This is that 'Certain Important Thing' I ordered you to get.

It's apparently called the 'Egg of Light,' or the 'Hummingbird's Egg.'

Even I don't know what exactly this Egg is.

The Hummingbird's Egg is a secret within a secret, a collection of secrets...or so it seems."

Kumatora:

"This collection of secrets is what we need right now."

[Kumatora moves toward the egg.]

"If we let this thing fall into the wrong hands, it'll pour out its secrets and...become a big problem."

Wes:

"Whether this Egg holds something hopeful or something terrible... is also unknown.

"But this Hummingbird's Egg is our secret."

Kumatora:

"Hummingbird...

It's pretty ridiculous a little Hummingbird Egg holds all the world's secrets."

Wes:

"It is indeed ridiculous, but what's more ridiculous is this fool here.

Duster.

You weren't able to take a whiff of the secrets hidden and concentrated like condensed milk in this Egg. That alone makes you a fool! A failed thief!"

Kumatora:

"You shouldn't call your own son a fool like that. Besides, if he really is a fool, he wouldn't know it.

Anyway, we can't let this egg fall into the bad guys' hands."

[Banging on the door]

"Speak of the devil!"

[A Clayman rams the door.]

"Gramps! Duster!

Let's hurry and get out of here!"

[Kumatora grabs the egg.]

Wes:

"Princess! Hold, hold!

I know the Egg appears to be just sitting there, but...

I have set a Trap on the Egg!"

Kumatora:

"Hm?

...a Trap?"

[The party falls through a pit.]

Wes:
"Priiiiiinceeeeeesss!!!"

Kumatora:
"My bad."

[The party falls into a pool of water.]

Wes:
"Princess!
Are you safe?!"

[Kumatora emerges.]

Kumatora:
"I'm okay, but...
...what the?"

Wes:
"What is wrong?
If it's about that fool, then do not concern yourself.
I have been training him for situations like this."

Kumatora:
"No, not Duster; the Egg is missing!"

Wes:
"Say what?!
Not the fool, but the Egg is missing!"

[Duster and the Egg emerge.]

"Ahh, the Egg!
And with Duster.
Okay, okay, good job!
I've called you a fool 11 times so far, but I take them all back!
You ain't no fool no more.
All's well that ends well."

[A shadow circles under the Egg.]

Kumatora:
"I don't think it's the end just yet."

Oh-So-Snake

The **Oh-So-Snake** plunges into the water and causes a tsunami after sustaining some damage. The tsunami inflicts about 50 to 55 HP of damage, so keep everyone's HP above 55 after a few rounds have passed. The Snake remains partially submerged for 1 or 2 rounds after the tsunami, during which it receives half damage from physical attacks but extra damage from Thunder. Use any **Thunder Bombs** you have during this time.

If Kumatora can use **PK Thunder alpha** (7 PP), have her use it as much as possible. Duster should attack with combos and save any **Sprinting Bombs** until the Snake starts attacking with tsunamis.

If Kumatora hasn't learned PK Thunder, use the **Smoke Bomb** on the Oh-So-Snake until it works while Kumatora attacks with **PK Freeze alpha** (5 PP). With high combos, the Oh-So-Snake should use its special tsunami attack in the 4th or 5th round, so use food on anyone with less than 55 HP then. Have Kumatora start throwing all her bombs. Duster can inflict more damage with combos while the Snake is above water, so have him use Thunder Bombs only when the Snake is submerged.

More Trouble

When the Snake is defeated, the water drains out of the pit and washes the party out with it. Kumatora and Wes end up on the riverbank in the village and are rescued by Lighter and his son, Fuel. Unfortunately, Duster and the Egg are missing, and Kumatora and Wes go look for him.

Go to the village square to find Butch raising a commotion.

Butch:
"Hey!"

Old man Wes!
Where the heck is Duster?!

Duster was the only one I told about the bag of Money I hid in the well and now it's gone!
That means Duster took it, right?!
That's my Money!

Lisa:
"Like we said before,
why do you have something like that."

What in the world is Money!"

Brenda:

"Something strange is going on here."

Butch:

"Shut up, shut up, shut uuup!

Aren't Wes and Duster supposed to be thieves?!

Since there's nothing to take in the village you guys weren't doing any stealing, but when you see something as good as Money you probably steal it don't you?!"

Kumatora:

"Wanna make something of it, you little punk!"

Butch:

"Who're you supposed to be...

A friend of these thieves?

Violence is wrooong!

Violence, violence!"

Flint:

"...

Old man Wes.

Butch, everyone, why don't we just calm down.

Without Duster here, we won't figure out anything with all this arguing.

The villagers and I all trust you. Let's just wait for Duster to return for now."

Wes:

"That fool...

Hurry up and come home..."

The same suspicious group that deformed the animals in the forest have begun to transform the village and its people. There seems to be something bigger hidden behind the actions of the suspicious traveler who gave Butch the money.

But, it wasn't as if the people were wringing their hands and doing nothing.

Flint, with his family torn apart.

Wes and his son Duster, the good thieves.

Kumatora, the princess who suddenly appeared.

Fate is trying to bring together those who do good.

As for that timid Lucas...where is he now?

End of Chapter 2

"*Boing*

Would you like me to save what has happened up to this point?

>Yes >No"

Chapter 3: The Suspicious Peddler

Going to Town

Jump to [\[\[Enemies \]\]](#) or the full [\[\[Walkthrough \]\]](#)

Outline

1. Go to the **round building** and defeat the **Cactus Wolf**
2. Ride the Pork Bean to the western end of the Underground Highway
3. Defeat the three **slimes** and climb the ladder
4. Go to the Inn and talk to the innkeeper
5. Follow Fassad outside in the middle of the night, then return to your room

Items

Flea Charm

ノミのおまもり (*Nomi no Omamori*)

Use: armor (*Body*); Defense +5

Obtained: defeat the **Great Antlion** that has a Save Frog trapped

Appearance: a small, pentagonal charm

Near the middle of the desert is a Save Frog trapped in an Antlion vortex. Defeat the Antlion to receive this item; use the **Bug Spray** (found in a gift box) to win easily.

Gift Boxes

Death Desert

Item	Description	Location
Beef Jerky (x2)	Recovers 60 HP	Northwest of the oasis
		Southern edge of the desert
Nut Bread	Recovers 30 HP	South of the oasis
Running Bomb (x2)	100~120 HP of damage (Bomb Defense) to all enemies on screen	Southwest of the oasis
		Next to a pile of bones in the southern area of the desert
Bug Spray	Inflicts about 300 HP of damage to a single Bug type enemy	East of the Running Bomb in the southern area of the desert
[[Flea Charm]]	Armor (<i>Body</i>); Defense +5	Defeat the Great Antlion that has a Save Frog trapped near the middle of the desert
Aquarius Bracelet	Armor (<i>Other</i>); Defense +5	Northwest of the round, white building

Underground Highway

Item	Description	Location
Underground Map	Map of the Underground Highway; press R to view	At the bottom of the elevator
Bug Spray (x2)	Inflicts about 300 HP of damage to a single Bug type enemy	At the bottom of the elevator
		In the last room before Tazmily Village
Beef Jerky	Recovers 60 HP	Next to an Instant Revitalizing Device
Ancient Banana	Trips an enemy to inflict 50 HP of damage	
Nut Bread	Recovers 30 HP	In the tank hangar
Chick Bandana	Armor (<i>Head</i>); Defense +5	
Running Bomb	100~120 HP of damage (Bomb Defense) to all enemies on screen	In the last room before Tazmily Village
Mosquito Charm	Armor (<i>Body</i>); Defense +7	Defeat the Goey Goos

Enemies

Dung Beetle

フンコロガシ (*Fun Korogashi*)

Type: Bug

Vulnerable: Freeze, sleep

HP: 43

Attacks

Standard attack

Damage: 3~5 HP

Diligently roll its dung

Effect: none

Strategy

Fassad can defeat the Dung Beetle in 1 hit, so you can just *guard* or use **Crowd Pleaser** to prevent the Dung Beetle from attacking.

This enemy sometimes drops **Dung**. Give it to the dung beetle next to the oasis to earn 5 or 10 experience points.

Salsa: Crowd Pleaser

Sand Lizard

すなトカゲ (*Suna Tokage*)

Type: Organic

Vulnerable: Freeze, sleep

HP: 76

Attacks

Standard attack

Damage: 7~8 HP

Stare at you

Effect: none

Strategy

Use **Crowd Pleaser** to prevent this enemy from attacking. Fassad should take care of the rest.

This enemy sometimes drops **Nut Bread**.

Salsa:

- Crowd Pleaser
 - Standard attack
-

Sara-Sara-Sahara

サラサラサハラ (*Sara Sara Sahara*)

Type: Mysterious Creature

Vulnerable: Fire, sleep

HP: 88

Appearance: a flying saucer with a face

Attacks

Standard attack

Damage: 7~11 HP

Shoot a baffling beam

Effect: makes Salsa **feel strange**

Comments: If Salsa starts to feel strange, Fassad uses the shock collar to revert Salsa to normal.

Be swept around by the wind

Effect: none

Clank its jaws together

Effect: none

Strategy

Fassad should defeat this enemy in about 2 hits. Just *guard* to minimize damage.

Salsa:

- *Guard*
 - Standard attack
-

Great Antlion

オオアリジゴク (*Oo Ari Jigoku*)

Type: Bug

Vulnerable: Freeze, sleep

HP: 121

Attacks

Attack with its pincers

Damage: 19~21 HP

Throw sand in your face

Effect: makes Salsa start **crying**

Suck you in

Effect: immobilizes Salsa for 2 or 3 turns

Taunt you

Effect: none

Strategy

If you're at a low level, it might be best to avoid this enemy. A couple of Antlions can be found in an open area in the southern half of the desert. They're stationary on the field, but they might catch you by surprise if you dash instead of walk.

If you have the **Bug Spray** (looks like a rainbow colored spray can), use it to defeat the Ant Lion in 1 hit. Otherwise, use **Crowd Pleaser** until it works and use **Apologize** afterwards. Using both together should immobilize the Ant Lion for most rounds.

Fassad should defeat this enemy in about 3 rounds.

Salsa:

- Crowd Pleaser
 - Apologize, after Crowd Pleaser has worked
 - *Guard*
-

Cactus Wolf

サボテンウルフ (*Saboten Urufu*)

Type: Organic Chimera

Vulnerable: Fire, crying

HP: 468

Recommended Level: 3

Attacks**Cactus headbutt**

Damage: 18~22 HP

Biting attack

Damage: 9~11 HP

Utter a low growl

Effect: none

Strategy

Use up any **Running Bombs** you have and *guard* when you run out. Use **Beef Jerky** or **Nut Bread** when Salsa's HP falls to 12 or below. Fassad should take care of the Cactus Wolf before you run out of food.

If you're low on food and bombs, fight **Sand Lizards** and collect the Nut Breads they drop.

The Cactus Wolf drops Beef Jerky when defeated.

Salsa:

- *Guard*
 - Nut Bread or Beef Jerky, if HP falls to 12 or below
-

Violent Roach

あれ (*Are*)

Type: Bug

Vulnerable: Freeze, sleep

HP: 88

Attacks

Standard attack

Damage: 15~21 HP

Leap forward and spread its wings

Effect: immobilizes a single target for 2 or 3 rounds

Knit its brow

Effect: none

Strategy

Guard while Fassad takes care of the Violent Roach. You should win in about 2 rounds.

Salsa: *guard*

HUGE Pillbug

(*Dodeka! Dangomushi*)

Type: Bug

Vulnerable: Freeze, sleep

HP: ~70 HP

Attacks

Standard attack

Damage: 6~8 HP

Roll towards you

Damage: 9~11 HP

Roll up into a ball

Effect: increases its Defense by about 20%

Size up the situation

Effect: makes itself **feel strange**

Strategy

You should be able to defeat the HUGE Pillbug in 1 or 2 rounds. This enemy sometimes drops **Nut Bread**.

Salsa: standard attack

Gooley Goo

ネバネパール (*Neba Nebaaru*)

Type: Mysterious Creature

Vulnerable: Freeze

HP: 92

Appearance: a gray slime with 3 eyes

Attacks

Standard attack

Damage: 5~8 HP

Spew out its digestive fluids

Damage: 11~14 HP

Split into two

Effect: another Gooley Goo might join the fight

Edge closer

Effect: none

Strategy

Use a **Running Bomb** in the first round. If you're good with combos, use standard attacks thereafter; otherwise, use **Monkey Mimic**. Recover with food if Salsa's HP falls to about 20 or below.

The Goopy Goo drops a **Mosquito Charm** (equip on *Body*; Defense +7) when defeated.

Salsa:

- (first turn) Running Bomb
- Standard attacks, if you're good at combos
- Monkey Mimic
- **Beef Jerky**, if HP falls to 20 or below

Walkthrough

Monkey Hostages

The chapter begins with a male and female monkey being held hostage by the Pigmask army and a man named "Fassad" ("Yokuba" in Japanese).

```
Fassad:
"Alright, Monkey!
Do your job, or this...Girl Monkey is dead.
Do what you're supposed to do and you can happily reunite,
understand?!
You...
and this...
Girl Monkey can both lose your lives, got it?!

[ Fassad shocks the monkey ]

"How's that? You like it?
That Lovely collar on your neck is no ordinary collar.
It's a high performance device that can administer your 'Punishment,'
even if you escape to the ends of the desert.

By the way, Monkey,
you don't have a name, do you.
You're going to need a name from now on.
We should give you a cute name, shouldn't we.
Nuheheheheh!"
```

You're prompted to give the monkey a name. His default name is "Sarusa," which is a pun in Japanese for "monkey" (saru) and "salsa." I refer to him as "Salsa" in the guide.

```
"Alright, Stupid Monkey!
Salsa!
I'm going to tell you only once, so listen up!
If you want a nice trip with me, just remember two things.

You and I are buddies.
...don't try to run away from me.
Always show me affection. Understand?
  >Yes      >No   (If you answer "no," Fassad shocks Salsa and
                repeats himself)

Good, good.
The second thing is don't disobey my commands.
If I tell you to dance, then dance!
If I tell you to laugh, then laugh!
It's that simple.
Understand!
  >Yes      >No

As long as you don't disobey me, we'll both be happy.
Nuheheheheh.

What the...?
What's with that defiant look in your eyes...?
Dance!"
```

Press **left** on the **D-Pad**.

```
"Nuhahaha.
What a funny little Monkey dance!
It's embarrassing to watch!
Try dancing something else."
```

Press right.

```
"Good, good.  
Now laugh!"
```

Press down.

```
"Do a somersault!"
```

Press up.

```
"Good, good.  
Well done.  
We should look like a bona-fide bright and happy performing duo to  
everyone."  
  
[ Everyone else leaves on the ship ]  
  
"...  
Hey, Stupid Monkey!  
Only cry when I tell you to!  
Don't cry on your own!  
I'll Punish you!"  
  
[ Fassad shocks Salsa ]  
  
"Hey!  
How long are you going to lie there!  
There's a round, white building to the west of here.  
That's where we're going!"
```

Salsa is a pretty weak character whose main strengths are his special abilities:

Apologize	Crowd Pleaser
Dance	Monkey Mimic

Both **Apologize** and **Crowd Pleaser** immobilize an enemy for a few rounds, but Crowd Pleaser tends to have a higher success rate.

Dance causes a random effect, such as increasing your *Offense*, *Defense*, or *Speed*, doing the opposite to the enemy, or immobilizing an enemy.

With **Monkey Mimic**, Salsa waits until the enemy attacks him and immediately uses the same attack against the enemy. Salsa attacks multiple times if hit more than once, but Monkey Mimic doesn't work on status affecting moves.

With Salsa relegated more to an assisting role, Fassad ends up being the main attacker. His standard attacks can inflict about 60 HP of damage, and he occasionally throws a bomb that inflicts about 200 HP of damage.

Death Desert

Go to the next area to find an oasis. Check the oasis whenever you want to recover Salsa's HP, even if the water smells like dung.

Before moving on, you might want to level up Salsa a bit. The enemies here are mostly weak, and Fassad should be able to defeat them in 1 or 2 hits. Use Crowd Pleaser to avoid taking damage while Fassad attacks.

The **Dung Beetles** sometimes drop a ball of **Dung**. Give the Dung to the dung beetle next to the oasis to receive 5 or 10 experience points for each ball of Dung you give.

There are gift boxes containing **Beef Jerky** northwest of the oasis, a [\[\[Running Bomb\]\]](#) to the southwest, and **Nut Bread** to the south. Save these items for an upcoming mini-boss.

Go south from the oasis into the next area. Near the entrance is a gift box containing a Luxury Banana. This item recovers 120 HP, but Fassad takes it from you and eats it when you open the gift box.

Two new enemies can be found in this area. The **Sara-Sara-Sahara** is a flying saucer that Fassad should defeat in about 2 rounds; use *guard* to minimize damage. The **Great Antlion** is a stronger enemy, but it's stationary on the field and can be easily avoided if you walk. Use both Crowd Pleaser and Apologize to try to pin down the Antlion; *guard* if you don't want to risk those moves failing.

Head west along the southern edge of the desert to find Beef Jerky. Stick close to the rock wall to avoid Antlions.

There are three exits to the north you can take. To the northwest is a small area where you can find some Dung. Exit and reenter this area until you have as much Dung as you want.

There are two other exits to the north. The exit on the right leads to a Save Frog trapped by an Antlion. Open the gift box on the way to this Antlion to obtain **Bug Spray**, and use the Bug Spray to defeat the Antlion in 1 hit (the spray looks like a rainbow colored can). The Save Frog gives you a [\[\[Flea Charm\]\]](#) (equip on *body*; Defense +5) for rescuing it.

The exit on the left leads to your destination and a mini-boss. Open the gift box on the way to find a Running Bomb.

Cactus Wolf

Before approaching the white building, go north to find an **Aquarius Bracelet** (equip as *other*; Defense +5). Eat Nut Bread if you have any. If you're low on food and bombs, fight Sand Lizards and collect the Nut Breads they drop before engaging the sleeping **wolf**.

Use up any Running Bombs you have (it looks like a small purple ball) and *guard* after that. Use Beef Jerky or Nut Bread when Salsa's HP falls to 12 or below. Fassad should defeat the Cactus Wolf before you run out of food.

Underground Highway

There is a gift box in the next area that contains another **Bug Spray** and an area map. There are some **Violent Roaches** in the hallway but you should be able to defeat them in 1 or 2 rounds. Keep walking south and into the next area.

Fassad stops you and explains you're going to a primitive village called Tazmily. It's some distance away, but the "Pork Bean" vehicle in front of you will make the trip faster. Answer "yes" when Fassad asks if you were listening.

Open the two gift boxes here to find Beef Jerky and an **Ancient Banana** (trips a single enemy to inflict about 50 HP of damage). You can also examine the Instant Revitalizing Device to recover your HP.

Descend the ladder and Fassad explains how to use the Pork Bean. To board the vehicle, stand next to it, press **A**, and answer "yes." Use the **D-Pad** to move the vehicle, and press **B** to stop. Press **B** while stopped to disembark.

While on the Pork Bean, you can run over any enemy in the way and not have to fight. The **Pill Bugs** in the tunnel are nothing special.

When you get to the tank hangar, turn south and open the two gift boxes to get a **Chick Bandana** (Defense +5) and Nut Bread.

Reenter the Pork Bean and go west. Open the gift boxes to obtain Bug Spray and a Running Bomb. Be near max HP and examine the **slimes** that are blocking the ladder to fight them.

Use a Running Bomb in the first turn, and use standard attacks thereafter if you're good at combos. Otherwise, use Monkey Mimic. Eat Beef Jerky when Salsa's HP falls to 20 or below. You get a **Mosquito Charm** for winning the battle; equip it and discard the Flea Charm if it was equipped before.

Tazmily Village

Climb the ladder to emerge in the graveyard. Fassad tells you to go to the Inn (Yado). Be careful as you leave the graveyard because some zombies emerge from the ground. They're not hard and can be defeated with standard attacks.

You can meet and talk to Butch when you get to the village square. Fassad asks how Butch likes the bag of Money Fassad gave him earlier. Butch was just counting how much was in the bag, and Fassad warns him to protect the Money from any thieves.

Keep walking south and Fassad will bump into Duster. You'll see a repeat of the scene from Chapter 2, where Fassad apologizes and continues on his way. Duster and Butch have the same conversation over the bag of Money and Butch hides the bag in the well, while Fassad eavesdrops out of sight from both of them.

Enter the Inn and talk to the innkeeper. Fassad asks how much it costs to stay, but the inn doesn't ask for any money. Fassad gives them a bag of money anyway, and Betsy figures they can use it as a doorstop. Enter the middle room and Salsa will go to sleep.

In the middle of the night, Fassad wakes up and goes outside. Follow him and you'll overhear a conversation between him and the Pigmasks in Osohe.

```
"...good.
You've reached Osohe Castle.
Wait until daybreak then go in.
Everything is fine here.

What...?
You spotted somebody in front of the castle?
You only saw him, huh?
Then forget about him.
It's probably just some drunk who's lost, anyway.

He walks with a limp?
I think I saw that guy too.
He has brown hair, acts gloomy, has slightly bad breath, and looks
like a bum, right?
Don't worry about him.

...yeah, I'll let you take care of it.
Don't screw it up."
```

Fassad then steals Butch's bag of Money out of the well. Go back to your room and Salsa will rush back to sleep. You can also run toward Fassad and get caught if you want to.

Happiness in a Box

Jump to [[Enemies]] or the full [[Walkthrough]]

Recommended Level: 8

Equipment	Salsa
Weapon	(nothing)
Body	*Mosquito Charm

Head	*Chick Bandana
Other	*Aquarius Bracelet
* = new	

Outline

1. Leave the Inn
2. Talk to each person who has their hand raised, then talk to Fassad
3. Go to the graveyard and take each **Happiness Box** to those who raised their hands
4. Return to Fassad
5. Go to Osohe Castle

Items

Thunder Bomb

イカヅチだま (*Ikazuchidama*)

Use: inflicts electrical damage to all enemies on screen; occasionally causes **paralysis**

Base Damage: 85~95 HP (Lightning Defense)

Obtained: behind Duster's house in east Tazmily

Appearance: a round bomb with a lightning icon on it

As in previous chapters, you can get as many Thunder Bombs as you want from behind Duster's house. Just enter the Crossroad to refill the hidden gift box. Take about 2 or 3 in preparation for a boss battle.

Gift Boxes

Tazmily Village

Item	Description	Location
Nut Bread (x4)	Recovers 30 HP	Dance for the blonde innkeeper
		Dance for Caroline, the baker in the village square
		In the cave east of the Crossroad (x2)
Nut Cookie	Recovers 15 HP	Dance for Mike in Thomas's Bazaar
Thunder Bomb	85~95 HP of damage (Lightning Defense) to all enemies on screen	Behind Duster's house; this gift box refills each time you enter the Crossroad
Rotten Milk	Turns into Yogurt (recovers 80 HP) after 10 or 15 min.	In the cave east of the Crossroad
Nut (x7)	recovers 5 HP; can be made into Nut Bread or Nut Cookies by Caroline	

Enemies

Praying Mantis

カマキリ (*Kamakiri*)

Type: Bug

Vulnerable: Freeze, sleep

HP: 34

Attacks

Swing its claws

Damage: 1~3 HP

Brandish its claws

Effect: none

Strategy

You should be able to defeat the Praying Mantis with a 2-hit combo.

This enemy sometimes drops a **Nut**.

Salsa: standard attack

Greedy Mouse

よくばりマウス (*Yokubari Mausu*)

Type: Organic

Vulnerable: Fire, sleep

HP: 86

Attacks

Biting attack

Damage: 15~20 HP

Eat some food from his stash

Effect: the Greedy Mouse recovers about 10 HP

Hide his food behind him

Effect: none

Strategy

Salsa has terrible Offense, and it'll probably take you a while to defeat the Greedy Mouse. Use **Crowd Pleaser** to help you run away. If you want to fight, use Crowd Pleaser then **Dance** to try to boost Salsa's Offense, decrease the Greedy Mouse's Defense, or make the Greedy Mouse turn around.

Salsa:

- Crowd Pleaser
- Run away
- Dance, while the Greedy Mouse is immobilized
- Standard attack, if Salsa's Offense is buffed, the Greedy Mouse is turned around, or if it's Defense is lowered

Walkthrough

A Big Speech

Fassad gives Salsa a rude awakening the next morning. He reminds Salsa to properly do his job in entertaining the village. If he succeeds, Fassad promises to reunite Salsa with his girlfriend; otherwise, Salsa will get more Punishment.

Go outside and Fassad will start speaking to the people.

```
"Ladies and gentlemen!  
Honest residents of Tazmily!  
Thank you all for your hard work everyday!"
```

Press down on the D-Pad.

```
"I've come here today to tell you the wonderful news about Happiness!"
```

Press left.

```
"...blue skies.  
White clouds.  
Bountiful harvests.  
Healthy livestock.  
Loving families and kind neighbors...  
There are many wonderful things in this village!  
  
But there is something missing.  
A small, creeping uncertainty in the everyday peace.  
  
Are things really fine as they are now...?!  
Weren't you and I meant for a more enjoyable life?!  
  
It's not unusual for such questions to bubble up once in a while.  
  
Mysterious creatures never seen before are prowling outside the  
village, and giant objects that look like balloons are flying in the  
air!  
  
Why?!  
What is this world coming to?!  
  
Furthermore!  
Furthermore! Ladies and gentlemen.  
According to rumors on the wind, there is talk of Lightning strikes  
that will soon occur in this village everyday and consume the forest  
and fields with fire!"
```


[A woman shrugs and tilts her head]

"Ah, you were laughing, weren't you ma'am?!
You were probably thinking that such a thing can't possibly happen?!
But I firmly believe what I'm saying will come true.

It's in times like this we want Happiness the most.
We want to live our lives with smiles and laughter.
That is the right way for people to live!

Now!
It's time for a surprise!"

Press up.

"Happiness can be easily attained."

Press right.

"See my adorable monkey happily dancing...
Why, Salsa here went ahead and already found Happiness."

Press down.

"How did little Salsa here find this thing called Happiness?
Anyone who's curious and interested, I ask that you please raise
your hands up high.
Who wants Happiness!!"

[Four people raise their hands]

"Okay, little Salsa!
Ask each hopeful person who wants happiness for their name.
Please keep your hands raised, everyone."

Talk to each person who has their hand raised. Their names are Biff, Abby, Isaac, and Abbot. They tell Salsa their names and express a mixture of curiosity and skepticism when you talk to them. After talking to all four of them, talk to Fassad.

"Everyone!
All we want is for at least one of you to find Happiness!

Those of you who didn't raise their hands, think it over later
and don't hesitate to talk to me if you change your minds!

That's it for today's show.
May this village overflow with Happiness!"

Press up.

"Have a wonderful day!"

Press down.

"Okay, little Salsa.
Let's go back to the Inn."

When you return to your room, Fassad gets a call.

"Yeah.
It's me.
What happened?
Did you find what we needed?

What?!
There are other people in the castle?!

Just get them out of there, then...
What?!
You can't because they're too strong?

Alright.
I'll go over there when I finish up here, so be sure to find It by
then."

When he hangs up, Fassad tells Salsa to go to the graveyard and retrieve the Boxes of Happiness hidden there. Go to the homes of those who raised their hands earlier and give them one each. If you finish and return to the Inn within 22 minutes, Fassad promises to reward you with a banana. If you try to escape, both Salsa and his girlfriend will get ample Punishment.

Stocking Up

Leave the room and talk to the blonde lady. Dance for her to receive [[Nut Bread]]. If you want more, dance for Caroline, the baker, who lives near the west exit of the village square, or go to Hinawa's grave and talk to Alec. You can also dance for Mike in Thomas's Bazaar for a **Nut Cookie**. You can't take any items from Thomas's Bazaar because Thomas doesn't let Salsa touch his merchandise.

As in previous chapters, you can check behind Duster's house to take as many **Thunder Bombs** as you want. Just enter the Crossroad to refill the hidden gift box. Take about 2 or 3 in preparation for a boss battle.

Go north to the Crossroad and enter the cave to the east. Open the gift boxes to find a **Rotten Milk**, 2 Nut Bread, and 7 **Nuts**. Give the Nuts to Caroline to receive a Nut Bread for every 3 Nuts you have. If you run out of inventory space, discard any Bug Sprays you might have. These gift boxes might become empty if you wait until after delivering the Boxes of Happiness.

Carrier Monkey

Go north to the graveyard and head toward the grave you came out of earlier. The four Happiness Boxes are there, as well as Mapson standing in front of a grave. Talk to him and he'll circle the location of each person's house on your map.

Examine one of the boxes to pick it up. You must find and talk to a person who raised their hand, then return to the graveyard to pick up and deliver the next box.

Abbot and Abby's home is on the north side of the village square; coming in from the Crossroad, their room is the first door on the left. Both requested a Box of Happiness, but because they live together they share one Box of Happiness.

Biff is at the ranch in the southeast corner of the village. He is standing outside his house.

Isaac's house is in the forest near the hot spring. On the way, you might encounter some **Mantises** and **Greedy Mice**. The Mantis can be defeated in 1 or 2 turns, but the Greedy Mouse will probably take too long to defeat. Use **Crowd Pleaser** to immobilize it and run away.

When you deliver all three boxes, return to Fassad. He tells Salsa that he was just over the time limit and punishes him. Fassad's next task is to accompany him to Osohe Castle and take care of the problem there.

Osohe Chase

Jump to [[Enemies]] or the full [[Walkthrough]]

Recommended Level: 8

Equipment	Salsa
Weapon	(nothing)
Body	Mosquito Charm
Head	Chick Bandana
Other	Aquarius Bracelet

Outline

1. Go to Osohe Castle
2. Go to the third floor and examine the gap
3. Go down to the basement and examine the three panels on the wall
4. Examine the door
5. Pull the lever in the basement
6. Return to the Inn
7. Approach the window on the right
8. Go to the forest
9. Defeat the **boss**

Gift Boxes

Osohe Castle Basement

Item	Description	Location
Pisces Bracelet	Armor (<i>Other</i>); Defense +7	At the bottom of the long ladder into the basement
Beef Jerky (x2)	Recovers 60 HP	From the Pisces Bracelet, climb the upper stairs
		On the bottom level
Ancient Banana	Trips an enemy to inflict 50 HP of damage	On the bottom level

Enemies

Cheery Skeleton

ごようきスケルトン (*Goyouki Sukeruton*)

Type: Zombie

Vulnerable: Fire, sleep

HP: 109

Attacks

Throw a bone

Damage: 9~11 HP

Tickle your body

Effect: decreases Defense by about 20%

Dance

Effect: immobilizes a single target for 2 or 3 rounds

Skip

Effect: none

Strategy

Use **Crowd Pleaser** to immobilize the Cheery Skeleton while Fassad defeats it.

Salsa: Crowd Pleaser

Li'l Big Bro

アニアニオトウト (*Ani Ani Otouto*)

Type: Mysterious Creature

Vulnerable: Freeze, crying

HP: 138

Appearance: a big, round creature

Attacks

Throw a punch

Damage: 10~15 HP

Let out a strong kick

Damage: 10~15 HP

Tackle attack

Damage: 25~35 HP

Make a scary face

Effect: decreases one target's Offense by about 20%

Strategy

Use **Crowd Pleaser** to immobilize the Li'l Big Bro while Fassad defeats it. Recover with food if Salsa's HP falls below 30 or 35.

This enemy sometimes drops **Beef Jerky**.

Salsa:

- Crowd Pleaser
 - Recover with food if HP falls below 35
-

Pork Tank

ブタせんしゃ (*Buta Sensha*)

Type: Mechanical

Vulnerable: Thunder

HP: ~1800

Recommended Level: 10

Attacks (Phase 1) (HP: ~1100)

Charge forward

Damage: 28~35 HP

Fire its cannon

Damage: 40~45 HP

Run over you

Damage: 35~45 HP to all

Discharge gas

Effect: makes the entire party start **crying**

Attacks (Phase 2)

Throw a tank shell

Damage: 17~21 HP

Fire its cannon

Effect: none ("...but the gun jammed!")

Emit a plume of black smoke

Effect: none

The Pigmask complains

Effect: none

The Pigmask coughs violently

Effect: none

Be wobbly

Effect: none

Strategy

Before this battle begins, give your best food and offensive items to Salsa. If you're short on food, fight some **Pigmasks** and stock up on the **Bags of Pork Chips** they drop.

Have Kumatora use **PK Thunder *alpha*** (7 PP) as much as possible, while Salsa uses food to keep everyone's HP above 45 or 50. Use **Thunder Bombs**, **Running Bombs**, and **Ancient Bananas** when you can, and use **Monkey Mimic** when you run out.

After you inflict a certain amount of damage, the Pork Tank breaks down. With the tank's engine broken and gun jammed, the only way the tank driver can attack is by tossing a tank shell at you to inflict about 20 HP of damage. The broken tank has lower Defense, so Salsa can inflict decent damage with combos.

Salsa:

- (phase 1) food item, if someone's HP falls to 50 or below
 - Thunder Bombs, Running Bombs, and Ancient Bananas
 - Monkey Mimic
 - (phase 2) standard attack, with combos
 - (phase 2) food item, if someone's HP falls to 25 or below
-

Kumatora:

- PK Thunder *alpha* (7 PP)
 - Lifeup *alpha*, as needed
-

Walkthrough

Thomas's Bazaar

Now that Fassad is with you, **Thomas** lets Salsa take wares from his store. Take **Fresh Milk** (looks like a white bottle) or **Running Bombs** (looks like a purple ball) if Thomas has them in stock.

Osohe Castle

When you get to Osohe Castle, two Pigmasks tell Fassad what happened. They haven't found what they are looking for and they couldn't stop the two intruders. Fassad gets a little upset and tells them to pursue them.

Go to the third floor and examine the gap blocking your way.

Climb back down the ladder and Fassad will get a call. They've found the intruders, but they've escaped into the basement with the artifact. Fassad orders Salsa to go downstairs and find the entrance to the basement.

Go to the first floor kitchen and descend the ladder. You'll soon reach a room with three panels on the wall and a door that looks like a face. Examine the three panels and check the door. When the four arrows appear around Salsa, press left or right to start dancing. Fassad rewards Salsa with a shock for a job well done.

If you want to save, there is a ghost frog that is initially invisible in the next room. Walk along the left wall to find it. Climb down the ladder.

Castle Basement

There are two new enemies lurking down here, but both can be immobilized with **Crowd Pleaser**. Watch out for the **Li'l Big Bro's** tackle attack, and recover with food when Salsa's HP falls below 35. All enemies in this area disappear after you reach the end of this place.

There is a **Pisces Bracelet** at the bottom of the ladder. Equip it and discard whatever bracelet you had before.

To the right is a fork in the path. Go up the stairs to reach a gift box containing **Beef Jerky**. Climb down the ladder to proceed. The double-doors are locked from the other side and can't be opened now.

There are gift boxes containing an **Ancient Banana** to the right and Beef Jerky to the left. The Ancient Banana is guarded by a **Cheery Skeleton**, but you can open it after the enemies here disappear.

Go left to find a lever. Fassad doesn't know what the lever does and orders Salsa to pull it; answer "yes."

After the scene, a couple of Pigmasks approach and tell Fassad that those three had the artifact and got washed away with it. Fassad orders the Pigmasks to chase them and decides to return to the Inn for some rest.

Go back upstairs and try to leave the castle. Your way is blocked by two bickering Pigmasks:

```
Fassad:
  "What are you two doing!
  One of you hurry up and get out of the way!"

Pigmask 1:
  "Hey!
  It's Fassad's orders! Move!"

Pigmask 2:
  "Mr. Fassad was looking at you when he said that! You move!"

Fassad:
  "Shut uuuuuup!!

  Who cares who moves! Both of you, hurry up and get out of the way!!"

[ They both move the tanks ]

Fassad:
  "It's nightfall already! You idiots!"

Pigmask 1:
  "It's your fault, stupid!"

Pigmask 2:
  "Mr. Fassad was looking at you when he said that!
  You're stupid! Stuuupid!"

Pigmask 1:
  "I'm rubber and you're glue! Stuuupid!"

Fassad:
  "Both of you idiots hurry up and find them!!"
```

The argument at the end of Chapter 2 is taking place in the village square.

```
Butch:
  "Didn't you guys let Duster escape?"

Wes:
  "I did no such thing nor do I have a need to."

Fassad:
  "Now, now, now, now, everyone, everyone.
  I kindly gave you Money and someone ups and steals it!

  ...just as I thought, a dark curse is starting to spread through
  this village.

  We should not let Tazmily Village become a place where villains run
  rampant and make everyone cry."
```

We must all strive for Happiness...
This village is in danger!"

[Salsa goes up to Kumatora]

Kumatora:

"..."

Fassad:

"Hm? What's wrong?"

Do you like that young woman?

Now, now.

I'll give you lots of Luxury Bananas later, so let's go back to the

Inn, little Salsa."

Back at the Inn, Fassad scolds Salsa for approaching Kumatora and tells him to go to sleep.

Nighttime

In the middle of the night, Salsa is awakened by Kumatora's voice. Approach the window on the right to find Kumatora and Wes outside. They've come to help Salsa escape and take him with them.

Outside, the group tries to set him free.

Wes:

"You're safe now."

Kumatora:

"I didn't think you were a friend of that Cheating liar. He forced you to follow him, right? Poor thing."

Wes:

"Princess. You did a good thing.

Now, we should go find that not fool Duster wandering around with the Egg somewhere and give him a good scolding. A fool like him won't get hurt or sick anywhere or anytime."

Kumatora:

"Yeah.

All we have to do is find Duster and the Egg with him.

But let's free this Monkey first.

Gramps, sneak into that Cheating liar's room while he's still asleep and steal that zapping machine from him."

Wes:

"Oh yes.

I should have stolen it earlier. I shall go now."

[Wes leaves]

Kumatora:

"Just a little longer, Monkey, and you'll be free.

It must've been tough."

[Salsa gets shocked]

Wes:

"Monkey.

I've stolen the machine.

I pressed it a little on my way back, but you didn't get shocked did you?

Sorry, sorry."

Kumatora:

"Monkey.

Go ahead and smash it."

[Salsa breaks the machine]

Kumatora:

"Go, Monkey. Go wherever you want. You're free.

...is there a reason you can't run away? What is it?

I see, your Girlfriend is held hostage...a monkey hostage, huh.

Damn that Cheating liar. What a dirty scumbag!"

Fassad:

"Yes, yes, did someone call for me?

I am that dirty, Cheating liar...

...how dare you call me that!"

[Fassad and a group of Pigmasks approach]

Fassad:

"Fancy meeting you here, Princess Kumatora...

Nuheheheheh."

Stupid Monkey!

Thought you could escape, did you?!"

Kumatora:

"Of course he'll escape!

We're gonna set him free!

(Gramps, Monkey, you guys ready?)

(On the count of one, two, three)"

[Wes and Salsa run away]

"(...we'll run away! Got it?)"

[Kumatora turns around]

"(...man, they're fast)"

[Kumatora runs away]

Fassad:

"Get them!

Don't let them escape!"

[Fassad calls on his phone]

"They're heading your way!

...I see.

In that case, stand by.

I'll be there soon."

[Fassad eats a banana]

"Heh heh heh heh..."

You're not going anywhere.

Nuheh, Nuheheheheh!"

Flee towards the forest when you regain control of the party. On the way, you might bump into some **Pigmasks** and **Recon Mechs**. Use **PK Freeze alpha** (5 PP) to take care of the Pigmasks and use **PK Thunder alpha** (7 PP) against the Recon Mechs. Nothing Salsa can do is very effective, but Crowd Pleaser has a decent chance of working on both enemies.

Enter the hot spring to recover HP/PP. Before heading farther into the forest, give your best food and offensive items to Salsa. If you're short on food, fight some Pigmasks and stock up on the **Bags of Pork Chips** they drop.

Move as far north as you can then backtrack a bit south. Watch the scene.

Kumatora should be the main attacker in the fight against the **Pork Tank**, while Salsa uses food to keep everyone alive. Use PK Thunder *alpha* (7 PP) as much as possible and use Beef Jerky or **Yogurt** when someone's HP falls below 45 or 50. Have Salsa use **Thunder Bombs**, Running Bombs, or Ancient Bananas when he gets the chance; use **Monkey Mimic** when he runs out.

The Pork Tank breaks down after receiving roughly 1100 HP of damage. The Pork Tank can't move or fire its cannon while broken, but the tank driver occasionally tosses a tank shell to inflict about 20 HP of damage. The broken Pork Tank has lower Defense, so Salsa can inflict decent damage with combos.

Watch the scene after the battle:

Fassad:

"Well, Princess Kumatora.

Why don't we have you surrender quietly to us, hm?

[Lucas comes ambling in]

Fassad:

"Who are you?

Get out of here, kid!"

Pigmasks:
"Shoo! Shoo!"
"Go away!"
"Little kid, little kid!"

[Lucas whistles and a baby Drago appears]

Fassad:
"Oh my pork!
What's a Drago kid doing here?
Get out of here, Drago kid!"

Pigmasks:
"Shoo! Shoo!"
"Go away!"
"Little kid, little kid!"

[An adult Drago appears and knocks away a few Pigmasks; the rest flee]

Fassad:
"Hey!
Get back here!

Oh...em...st...
Stop, don't, please!"

Kumatora:
"Ha ha ha.
Feel good, Monkey?"

[Salsa whistles and the Drago knocks Fassad away]

Fassad:
"Owwwwiiiiieeeee!"

[The Drago crushes the Pork Tank and leaves]

Wes:
"Lucas,
I heard you've only been crying after your mother died, but it looks
like you're doing fine.
We're safe thanks to you.
Thank you, Lucas."

Kumatora:
"I guess this is hello.
Hello!
And thanks!

You saved us even though you didn't know what was going on.
I know it's late, but why don't you have gramps here tell you what
happened."

Wes:
"Very well, I'll explain.
Lucas, you'll listen to my story, won't you?
>Yes >No (It doesn't matter what you answer)

[Wes tells the story]

Wes:
"...and that's what happened.

No, Lucas, I want you to stay here in Tazmily.
I'm sure Claus will return in the meantime.
I want you to work with Flint and protect this village.
Yes, I'll do whatever little I can to help too.
Princess!
Please take care of the Monkey.
As well as...the search for that fool."

Kumatora:
"Lucas,
I have a feeling we're going to meet again.
Don't screw up, alright!"

Okay, Monkey!
Let's go!"

Tazmily Village is changing according to the newly arrived peddler's plans.

Only a few people were aware everything that was once good about the village was being broken down and thrown away. The villagers were becoming prosperous, but they were also falling deeper into an ominous darkness.

However, within that darkness, a weak little boy was trying to grow stronger.

Lucas is now trying to change this sad story into a bright one.

The deeper the darkness is, the brighter the sunrise will be.

The once timid Lucas is

now

trying to become that young sunrise.

End of Chapter 3

Boing

Would you like me to save what has happened up to this point?

>Yes >No

Chapter 4: Titiboo Theater

On the Tracks

Jump to [\[\[Enemies\]\]](#) or the full [\[\[Walkthrough\]\]](#)

Recommended Level: 10

<i>Equipment</i>	Lucas	Boney
Weapon	Easy-Grip Stick	(nothing)
Body	Mini-Mini Charm	White Collar
Head	(nothing)	(nothing)
Other	*Pisces Bracelet	(nothing)
* = new		

Outline

1. Check the mirror
2. Talk to Boney
3. Go to the train station in the Crossroad and listen to the conversation between Bronson and Jackie
4. Go to Duster's former house and talk to Wes
5. Enter the **train tunnel**
6. Talk to Ionia in the hot spring
7. Go all the way east along the train tracks

Items

Thunder Bomb

イカヅチだま (*Ikazuchidama*)

Use: inflicts electrical damage to all enemies on screen; occasionally causes **paralysis**

Base Damage: 85~95 HP (Lightning Defense)

Obtained: gift box behind the retirement home (previously Duster's house)

Appearance: a round bomb with a lightning icon on it

As in the previous chapters, there is a hidden gift box containing a Thunder Bomb behind what was once Duster and Wes's house. This gift box refills every time you enter the Crossroad. Keep this item in Boney's inventory.

Pisces Bracelet

うおのうでわ (*Uo no Udewa*)

Use: armor (*Other*) for Lucas; Defense +7

Obtained: gift box in Sunshine Forest, past Isaac's house

Appearance: a blue-green bracelet with 2 studs on opposite sides

A Pisces Bracelet can be found in Sunshine Forest in the area past Isaac's house (this place used to be the first burnt part of the forest). The gift box holding this item is hidden behind a **Grated Yammonster**, which you don't need to fight.

Trivia Card 1

なぞなぞカード 1 (*Nazo Nazo Kaado 1*)

Use: use on Pigmasks and their variants in battle

Obtained: gift box in the Inn

Appearance: a yellow card with a question mark on it

Use the Trivia Card against a Pigmask during battle to read him a trivia question. What answer he gives depends on the type of Pigmask. Some types answer correctly, while others do not. The answer to this card is "older sister."

As far as I know, the Trivia Card has no purpose. It's just a weird item in a weird game. Place it into **storage** if you don't want it.

Stores

Thomas's Shop

(In the village square)

Item	Description	Price
Kid's Shirt	Armor (<i>Body</i>) for Lucas; Defense +7	100 DP
Kid's Hat	Armor (<i>Head</i>); Defense +3	50
Pisces Bracelet	Armor (<i>Other</i>) for Lucas; Defense +7	160
Sprinting Bomb	140~160 HP of damage (Bomb Defense) to all enemies on screen	200
Antidote	Cures poison	8
Paper Fan	Cures feeling strange	12
Alarm Cicada	Cures sleep	18

Caroline's Bakery

(In the village square)

Item	Description	Price
Nut Cookie	Recovers 15 HP	8 DP
Nut Bread	Recovers 30 HP	12
Bread Roll	Recovers 60 HP	30
Peculiar Cheese	Recovers 60 HP for Lucas, 20 HP for Boney	20
Fresh Milk	Recovers 80 HP; turns into Yogurt in 10~15 min.	60
Fresh Egg	Recovers 80 HP; turns into a Chicken or a Hot Spring Egg	40

Gift Boxes

Tazmily Village

Item	Description	Location
Trivia Card 1	Read Pigmasks a trivia question	In the Inn
Thunder Bomb	85~95 HP of damage (Lightning Defense) to all enemies on screen	Behind the retirement home (Duster's former house); this gift box refills whenever you enter the Crossroad
Dolphin Ossicle	Sell for 5 DP	On the beaches to the west
Reggae Beat	No use	
Beef Jerky	Recovers 60 HP	In the Crossroad, southeast of the train station
Bread Roll	Recovers 60 HP	In the Crossroad, northwest of the train station
Sprinting Bomb	140~160 HP of damage (Bomb Defense) to all enemies on screen	In the Crossroad, northeast of the train station

Sunshine Forest

Item	Description	Location
Beef Jerky	Recovers 60 HP	Outside Isaac's house near the hot spring

Pisces Bracelet	Armor (<i>Other</i>) for Lucas; Defense +7	In the area past Isaac's house, behind a Grated Yammonster , which you don't need to fight
Peculiar Cheese	Recovers 60 HP for Lucas, 20 HP for Boney	In the area past Isaac's house
Baked Yam	Recovers 40 HP	From the first Really Flying Mouse , go west into the next area, and then turn south
Sprinting Bomb	140~160 HP of damage (Bomb Defense) to all enemies on screen	Far north of the Baked Yam
Bread Roll	Recovers 60 HP	Northwest of the Sprinting Bomb
Waltz Rhythm	No use	On the riverbank

Osohe Castle

Item	Description	Location
Rotten Eclair	Trade for Beef Jerky	Talk to a ghost in the 2F dining room
Dolphin Ossicle	Sell for 5 DP	Talk to the same ghost in the dining room again
Beef Jerky	Recovers 60 HP	Trade a Rotten Eclair with a ghost on the third floor

Train Tracks

Item	Description	Location
Bread Roll (x2)	Recovers 60 HP	Second area
		At the end of the train tracks, near the station
Sprinting Bomb	140~160 HP of damage (Bomb Defense) to all enemies on screen	Across a short bridge
Flea Powder	Removes fleas	At the end of the train tracks, near the station

Enemies

Slitherhen

にわとりへび (*Niwatori Hebi*)

Type: Organic Chimera

Vulnerable: Freeze, paralysis

HP: 127

Appearance: a snake with a chicken's head

Attacks

Peck with its beak

Damage: 15~21 HP

Coil attack

Effect: immobilizes a single target for 2 or 3 rounds

Strategy

You should be able to defeat the Slitherhen in 1 or 2 turns. This enemy sometimes drops a **Fresh Egg** (recovers 80 HP; turns into a **Chicken** after a few minutes or a **Hot Spring Egg** if you enter a hot spring).

All: standard attack

Really Flying Mouse

トビマウス トビマウス (*Tobimausu Tobimausu*)

Type: Mechanical Chimera

Vulnerable: Thunder, crying

HP: 130

Appearance: a mouse with a propeller around its neck

Attacks

Propeller attack

Damage: 15~21 HP

Biting attack

Damage: 10~15 HP

Charge forward

Damage: 25~30 HP

Strategy

You should be able to defeat the Really Flying Mouse in 1 or 2 turns. This enemy sometimes drops a **Bread Roll** (recovers 60 HP).

All: standard attack

Grated Yammonster

ばけトロロ (*Bake Tororo*)

Type: Organic

Vulnerable: Freeze, feeling strange

HP: 387

Appearance: a brown thing with a propeller on its head

Attacks**Standard attack**

Damage: 50~70 HP

PK Freeze beta

Damage: 90~130 HP

Effect: might **solidify** its target

Spew out mucous

Effect: immobilizes a target for a few turns

Strategy

Avoid fighting the Grated Yammonster. It's too powerful for you now, and it's stationary.

Lucas: run away

Reconstructed Mole

かいぞうモグラ (*Kaizou Mogura*)

Type: Mechanical Chimera

Vulnerable: Thunder, feeling strange

HP: 165

Appearance: a mole with drills for arms

Attacks**Drill attack**

Damage: 35~38 HP

Call for help

Effect: another Reconstructed Mole might join the fight

Comments: use **PK Love alpha** (10 PP) or a **Thunder Bomb** if you get overwhelmed

Has a big grin on its face

Effect: none

Strategy

You should be able to defeat the Reconstructed Mole in 1 or 2 rounds.

Lucas:

- Standard attack
 - **PK Love alpha** (10 PP) when facing a group
-

Boney:

- Standard attack
 - **Thunder Bomb**, when facing a group
-

Big Spud Bug

おおこいもむし (*Ookoimomushi*)

Type: Bug

Vulnerable: Freeze, crying

HP: 280

Appearance: a purple caterpillar

Attacks

Standard attack

Damage: 55~60 HP

Hypnosis *alpha*

Effect: puts a single target to **sleep**

Has a big grin on its face

Effect: none

Strategy

Use **PK Love *alpha*** if you're fighting a group of Big Spud Bugs and if Lucas has learned PSI. Otherwise, you should be able to defeat this enemy in about 1 or 2 rounds with good combos. Don't fight this enemy until you're properly equipped.

Lucas:

- Standard attack
 - PK Love *alpha*, if learned
-

Boney: standard attack

Ramblin' Mushroom

あるくキノコ (*Aruku Kinoko*)

Type: Organic

Vulnerable: Fire, paralysis

HP: 178

Attacks

Standard attack

Damage: 9~11 HP

Scatter its spores

Effect: makes a single target **feel strange**

Be absentminded

Effect: none

Strategy

You should be able to defeat the Ramblin' Mushroom in 2 or 3 turns. If this enemy makes Lucas or Boney feel strange, your movement controls reverse outside of battle. The effect wears off in a few seconds, or you can use **Healing *alpha*** (4 PP) to revert to normal.

This enemy sometimes drops an **Edible Mushroom** (recovers 20 HP).

All: standard attack

Squawking Stick

ぶんちょうぼう (*Bunchou Bou*)

Type: Organic Chimera

Vulnerable: Fire, feeling strange

HP: 160

Appearance: a stick with a bird's head

Attacks

Peck with its beak

Damage: 10~20 HP

Cry "Chirp-chirp"

Effect: one or two additional enemies might join the fight; doesn't work if 3 enemies are already on screen

Lifeup *alpha*

Effect: recovers 50~70 HP

Spin around

Effect: none

Strategy

Always attack and defeat the Squawking Stick first. Use a **Thunder Bomb** or **PK Love *alpha*** (10 PP) if you get overwhelmed by multiple enemies.

The rhythm of this enemy's battle music is unique. It's 2 slow beats followed by 3 quick beats--the beginning of the song introduces the pattern.

Lucas:

- Standard attack
 - PK Love *alpha* (10 PP)
-

Boney: standard attack

Muttshroom

きのこいぬ (*Kinoko Inu*)

Type: Organic Chimera

Vulnerable: Fire, crying

HP: 248

Attacks**Biting attack**

Damage: 20~30 HP

Mushroom headbutt

Damage: 30~40 HP

Scatter some spores

Effect: makes a single target **feel strange**

Strategy

You should be able to defeat the Muttshroom in about 2 to 3 rounds with combos or about 5 to 6 without. Avoid this enemy if you're at a low level and you can't combo.

Lucas:

- Standard attack
 - **Lifeup *alpha*** (5 PP) if Lucas or Boney's HP falls below 40
-

Boney: standard attack

Cattlesnake

ウシヘビ (*Ushi Hebi*)

Type: Organic Chimera

Vulnerable: Freeze, crying

HP: 786

Appearance: a cow with a snake's neck

Attacks**Swing its tail really hard**

Damage: 60~70 HP

Charge at you with its horns

Damage: 70~80 HP

Thrash around

Damage: 95~105 HP to all

Stare at you

Effect: none

Strategy

The Cattlesnake is way too powerful for you now and should be avoided. It awards 536 experience points and might drop **Fresh Milk** (turns into **Yogurt** in a few minutes).

Lucas: run away

Black Beanling

くろマメチコ (*Kuro Mamechiko*)

Type: Mysterious Creature

Vulnerable: Freeze, crying

Appearance: a black, bean-shaped creature with a leaf growing on its head



Attacks

Standard attack

Damage: 10~20 HP

PK Fire *alpha*

Damage: 35~45 HP to all

Effect: might leave its targets **burning**

PK Fire *beta*

Damage: 80~100 HP to all

Effect: might leave its targets **burning**

Hop up and down

Effect: none

Run away

Effect: end the battle

Comments: The Black Beanling disappears from the field if it runs away.

Strategy

The Black Beanling is a rare enemy that rewards 16,080 experience points, which is enough to increase Lucas and Boney's levels by about 13 or 14 at the beginning of this chapter.

Don't try to hunt for this enemy until Lucas has learned PSI, and be near max HP before fighting it. It likes to use PK Fire, and the more time you spend recovering, the more likely the Beanling will run away and disappear.

The Black Beanling appears between Isaac and Lighter's houses in Sunshine Forest (this place used to be the first burnt part of the forest); check near the middle of the area. Repeatedly exit and reenter this area until it appears.

The Black Beanling looks like a small, hopping speck outside of battle. It moves as fast as Lucas can dash and always tries to run away. When the Black Beanling runs into an obstacle and can no longer flee from Lucas, it burrows into the ground. It reemerges a few seconds later from a nearby spot. This is the only time you can catch it because it takes a couple seconds to dig out of the ground.

Note: When hunting for the Black Beanling in later chapters, avoid running towards the Beanling when it emerges from the ground. If the party is at a high enough level and instantly defeats the Beanling, the party doesn't earn any exp. points.

Use Lucas's **PK Love *alpha*** (10 PP) to defeat the Black Beanling in 2 or 3 rounds. Boney should try to keep everyone alive with food and use **Sprinting Bombs** or **Thunder Bombs** when possible.

Lucas:

- PK Love *alpha* (10 PP)
- Lifeup *alpha* (5 PP), if heavily wounded

Boney:

- Food, when HP is not near max
- Sprinting Bombs
- Thunder Bombs

Walkthrough

Tazmily Village, 3 Years Later

The Setting

You can think of the first 3 chapters as something like an extended prologue. You finally get to control the main character of the game, and you'll control him until the end. The main portion of the game starts here, and things are going to get a little harder.

A lot has changed in Tazmily Village in the past 3 years. Most of the villagers are unaware of how bad the Pigmask are and have let them transform and modernize the village. Almost everyone has placed a Box of Happiness in their home, and houses that don't have a Box of Happiness get struck by lightning on a regular basis. Lucas is one of the few who doesn't have a Box of Happiness, and his house gets struck by lightning the most. His house has become famous as a result. The villagers aren't sure whether the lightning is natural or man-made.

Meanwhile, Flint spends most of his days paying his respects at Hinawa's grave and then going into the mountains to continue searching for Claus. Wes's house has been turned into a retirement home where Alec now lives--Alec didn't have a Box of Happiness, and his house was destroyed by "a million" lightning bolts. The ranch in the southeast corner of the village was bought by Fassad and is now a training ground for the pig army, and Leder is mysteriously missing from the Crossroad. There are also more people in the village, though none of the new inhabitants have names like the original villagers.

Rise and Shine

When Lucas wakes up, approach the mirror and change your clothes. If you try to go outside without changing, you'll see a flashback of Lucas's mother scolding him:

```
"Are you planning to play outside with your pajamas on?"
```

Talk to Boney and he'll agree to take Lucas for a walk. Boney stays with Lucas until the end of the game. His Offense, Defense, and HP are pretty low, but he has high Speed and often attacks first. Give him any food and offensive items you find. If you can read Japanese, use his special *sniff* ability to learn enemy weaknesses.

A Save Frog stops you as you head for the village square. Talk to the frog to learn the basics of money. Buying goods is no longer free like it was 3 years ago, and you have to start using "Dragon Power" (DP) to buy things. The Save Frogs act like ATMs from which you can deposit or withdraw DP:

```
**Boing*
Do you need something?
>Yes    >No

Would you like to save or would you like a DP transaction?
>Save   >DP Transaction"
```

Select "DP Transaction" to open your DP account. Press **R** to withdraw and **L** to deposit from the account window. Your balance automatically increases as you win fights. Your balance never decreases as long as you don't make a withdrawal, but any money you have on hand is cut in half if you lose a fight. Press **Start** outside of battle to view how much money you have on hand.

Move north into the village square. There, you'll find Fassad peddling Happiness again. He simply ignores you when you talk to him.

Note: There is a gift box in the Inn containing an item called the **Trivia Card 1**. Use this item when fighting a Pigmask soldier to ask him the question written on the card. Whether you get the right answer or not depends on what type of Pigmask you're fighting.

As far as I know, there is no secret associated with these cards. They're just weird and useless. Place them in storage (see below) to free up inventory space.

In the Crossroad are 3 gift boxes that contain **Beef Jerky**, a **[[Sprinting Bomb]]**, and a **Bread Roll** (recovers 60 HP).

There is also a man here standing next to a cart. This man stores items for you when you need space in the party's inventory but don't want to throw something away. His services are free, and he can be found at various locations.

Move onto the train station platform to catch Bronson and Jackie disembark from a train.

```
Bronson:
"What're you talking about, Jackie.
There's no way."

Jackie:
"But we have no idea where Duster is since he disappeared 3 years ago,
right?
There's no doubt about it."

Bronson:
"Yes there is doubt about it!

Oh.
Hey, Lucas.

What?
```


Oh, it's just that,
there's a live house called 'Club Titiboo' behind the 'Factory,' and
there's a bass player there who looks a lot like Duster...

Jackie here says he's sure it's him."

Jackie:

"But he looks so much like him...
I think we should tell Wes."

Bronson:

"I'd do that if it were a sure thing,
but if we're wrong we'll just be disappointing Wes.

All we saw was a guy who looks like Duster.
That's it.
We don't know anything else.

Now, let's go home and grab us some dinner and watch the Happiness
Box."

Jackie:

"I can agree to that!
I'm starving."

Bronson:

"See you, Lucas.
Say 'hi' to Flint for me."

Go back south into the village square. You'll see Wes confront Fassad.

Wes:

"Fassad!
Don't mess up this village anymore!"

[Wes approaches]

Wes:

"Today's Lightning strike was suspicious!
I know you're somehow controlling these Lightning bolts.
Leave this place!
Stop meddling with this village!"

Fassad:

"Well, if it isn't old man Wes.
Happiness will escape you if you keep swelling the veins on your
forehead, you know?
You'll become a Baldy instead.

I have no idea what you are talking about.

Now, we don't want you to trip and give yourself a Boo-Boo or turn
into a Baldy, so take care and go on home."

[A Pigmask pulls a net over Wes]

Wes:

"Stop this violence!
I'm not a Bug!
I'm an old man!"

[Wes gets pulled away and Lucas approaches]

Fassad (whispering):

"Lucas,
stop snooping around me!
Stop getting in my way!"

Fassad:

"Lucas...
I wish you'd hurry and get a Happiness Box in your house and become
happy like everyone else here.

How long are you going to keep me waiting?"

Go to Wes's former home in the eastern part of the village. His house is now a retirement home. Check behind the house to get a [[Thunder Bomb]], just like in the previous chapters; enter the Crossroad to refill the gift box.

Go to the second floor and enter the door on the right. Talk to Mike inside and he'll ask if you came to visit him. Answer "yes" to receive 50 DP as a gift. He makes a comment about the nurses here having nice bodies, until Linda comes in and warns him about sexual harassment.

Go back into the hallway and enter the door in the middle. Talk to Wes:

```
Wes:
"Oh, Lucas.
You caught me in an embarrassing moment back there.
That Fassad...
Treating me like a...
a Stag Beetle!

[ Lucas tells Wes about Club Titiboo ]

"...what?
A man who looks like Duster?
That fool, he probably...

Lucas!!
I'm going to lower my voice and
whisper to you!
I hate to ask, but can you go check if that man is our fool?
I'm being marked by Fassad's men and can't move around freely.
Please.
Go find that fool for me.

[ Wes give Lucas a Carrier Pigeon ]

"If you find Duster, release this Pigeon and let me know."

Pigeon:
* Coo coo coooo! *
(A time when I'm needed has finally come again!)

[ "You received a Carrier Pigeon!" ]

Wes:
"Sorry Lucas.
But I'm being marked."
```

Exploring the Village and Forest

There are a few minor things you can do in the village before heading for the Club. Go to the beaches to the west to find some **Dolphin Ossicles** on the ground. Ossicles appear each time you reenter the area, so you can collect as many as you want and sell them for 5 DP each if you're short on cash.

Go to the second floor dining room in Osohe Castle. Talk to the ghost to the left of the piano to receive a **Rotten Eclair**; talk to the same ghost again and answer "yes" to receive a Dolphin Ossicle. Next, climb the ladder and talk to the ghost at the top. Give the ghost the Rotten Eclair to receive Beef Jerky.

There are also new [[Sunshine Forest]] in Sunshine Forest. Of note is a **Pisces Bracelet** in the area past Isaac's house (previously the first burnt part of the forest). The bracelet is hidden behind a **Grated Yammonster**, which is far too powerful for you now, but you don't need to fight it to reach the bracelet.

--The Black Beanling--

The **Black Beanling** is a rare enemy that rewards 16,080 experience points, which is enough to increase Lucas and Boney's levels by about 13 or 14 at the beginning of this chapter.

Don't try to hunt for this enemy until Lucas has learned PSI (see below), and be near max HP before fighting it. The Black Beanling often uses **PK Fire alpha** and *beta*, and the more time you spend recovering, the more likely the Beanling will run away and disappear.

This enemy appears in the area past Isaac's house (this used to be the first burnt part of the forest); check the southern half of the area. The Beanling looks like a small, hopping speck outside of battle and always tries to run away. To catch it, chase it into an obstacle and make it burrow into the ground. Wait a bit until it reemerges from a nearby spot. This is the only time you can catch it because it takes a couple seconds to dig out of the ground.

Use Lucas's **PK Love alpha** (10 PP) while Boney uses food and throws Sprinting and Thunder Bombs when possible.



Train Tracks

Go to Thomas's Shop and buy an **Alarm Cicada** for 18 DP. Give it to Boney and save it for a later boss. The armor sold here can be helpful on the train tracks, but they aren't necessary. Get at least 2 or 3 Thunder Bombs from behind the retirement home as well.

Go to the Crossroad and attempt to enter the train tunnel. A man will stop Lucas and give him a map of the tracks.

Trains occasionally run through the tunnel. If Lucas and Boney are on the tracks when a train approaches, press the **D-Pad** to jump out of the way. If they get hit, they'll be sent back to the Crossroad.

Try to avoid any enemies along the tracks until you reach the 4th section. Most of the enemies on the way are pretty weak, but you shouldn't waste your food at this point. The most dangerous enemy is the [[Squawking Stick]], a stationary chimera that can call for help. Use a Thunder Bomb if you end up facing 3 enemies at once.

There is a gift box on the way containing a Bread Roll, but it's guarded by a Squawking Stick.

When you reach the fourth area, Boney spots a pile of clothes on the ground. Climb the nearby ladder, enter the hot spring, and talk to the person inside. It's Ionia, the Magypsy you met in Chapter 1, and he teaches Lucas how to use PSI.

Lucas starts off with **PK Love *alpha***, **Lifeup *alpha***, and **Healing *alpha***. PK Love *alpha* (10 PP) is Lucas's special PSI attack that inflicts 120~160 HP of damage to all enemies on screen. It's a unique ability that even Magypsies can't use. Lifeup *alpha* (5 PP) and Healing *alpha* (4 PP) are recovery moves that can be used during or outside of battle. Lifeup recovers about 60 HP, and Healing removes a single ailment from one person. Like Kumatora, Lucas falls under a fever when he is about to learn a new PSI ability.

Wading in a hot spring recovers PP just like it recovers HP. You can also touch Magic Butterflies to recover about 5 to 25 PP.

Run all the way east to the end of the tracks. Try to avoid any **Mutshrooms** if you're at a low level and you can't combo; keep your HP above 40 if you encounter one. The **Reconstructed Moles** can also be dangerous because they can call for help; use PK Love *alpha* (10 PP) if you're overwhelmed.

Open the gift boxes on the way to obtain a Bread Roll and a Sprinting Bomb.

The tracks end at a station in front of the factory. The **Cattlesnakes** here are extremely strong and should be avoided. There is a gift box to the right of the station containing **Flea Powder**, but that item won't be useful until much later and can be left behind for now.

Walk north through the Squawking Sticks (you can avoid them if you're careful) and open the gift box to find a Bread Roll. Continue to the factory.

Part-Time Work

Jump to the full [[Walkthrough]]

Recommended Level: 11

<i>Equipment</i>	Lucas	Boney
Weapon	Easy-Grip Stick	(nothing)
Body	Mini-Mini Charm	White Collar
Head	(nothing)	(nothing)
Other	Pisces Bracelet	(nothing)

Outline

1. Enter the factory and talk to the blue Pigmask to get a job
2. Transport three Claymen
3. Talk to the blue Pigmask and receive the Ticket
4. Go north and ride the Ropeway up to Club Titiboo

Stores

Vending Machine

(In front of the factory)

Item	Description	Price
Fizzy Soda	Recovers 20 HP	6 DP
Beef Jerky	Recovers 60 HP	26
Antidote	Cures poison	8
Paper Fan	Cures feeling strange	12
Eye Drops	Cures crying	10
Flea Powder	Removes fleas	30

Gift Boxes

Outside the Factory

Item	Description	Location
Eye Drops	Cures crying	East of the factory
Area Map	Map of the area outside the factory; press R to view	Next to the Ropeway
Fireworks	No use	East of the Ropeway

Walkthrough

Child Labor

The factory here employs a number of villagers and is used by the Pigmasks to mine raw materials to make Claymen. (One Pigmask has heard a rumor that they're also secretly digging for a giant dragon underground, but he doesn't know if that's true.) Only workers are allowed into Club Titiboo, so you have to get a job here to move on.

There are a gift box containing **Eye Drops** (cures **crying**) and a Vending Machine in the factory yard. You can also check one of the open crates to the right of the Save Frog to find a Magic Butterfly, but you're better off checking the Instant Revitalizing Device inside the factory.

Enter the factory and talk to the blue Pigmask inside.

```
"Hey!  
Suspicious person!  
What're you doing here?!  
  
You want to go to Club Titiboo?!  
That club is an exclusive place where guys who work here relax at the  
end of the day.  
It's not a place for bums who don't work.  
  
If you really want to go, get a part-time job here.  
How about it.  
Wanna work?  
  >Yes      >No  (answer yes)  
  
Alright.  
Then you're getting ahead of yourself.  
  
Your job is to transport the Claymen.  
First, go waaaay into the back.  
Go down the ladder there and you'll find the Claymen underground.  
Some of them have run out of energy, so bring them up here.  
Carry them 1 at a time and you'll be finished when you transport 3.  
Just in case, I'll give you a sketch of the factory."  
  
[ "You got a Factory Sketch!" ]  
  
"And write down that name in the records for me.  
Not your name.  
I mean...that.  
That is, your  
that is...the guardian or whatever behind you  
You know!  
  
The p p p player's name.  
Write it quick and strong in cool English letters."
```

You're prompted to enter your name again. Select the bottom right option to confirm.

When you're finished, the Pigmask assigns Boney a separate job and sends him to the back.

Go past the Pigmask and into the third room. Examine the Instant Revitalizing Device if you want to recover. Descend the ladder into the mine.

Follow the white lines until you reach the third area of the mine. There is a Clayman there walking a little slower than the rest and emits a different sound when you examine it. Move beside it and push it toward the entrance to the mine.

When you get to the entrance, push the Clayman close to the Pigmask and talk to him. The Pigmask brings down an elevator and shoves the Clayman onto it.

When you get to the top, push the Clayman into the next room. Achat takes it from you and charges it up.

Return to the mine and do the same thing two more times. The second undercharged Clayman is close to the ladder and the third one is in the second area.

Talk to the blue Pigmask when you're finished. He gives you a Ticket to the Ropeway and 200 DP of pay. You can return later and do the same job as much as you want to receive 200 DP each time.

The Ropeway

Leave the factory and go north. The Ropeway to Club Titiboo is in the next area.

Open the gift box next to the Ropeway to obtain a map of the area. Talk to the Ropeway attendant and answer "yes." He checks your Ticket and lets you ride up to Club Titiboo.

Note: There isn't anything important to the west or the east for now. If you go west, you can find a **Saltwater Gun** (damages mechanical enemies and mechanical chimeras), a **Magic Tart** (recovers 30 PP), and a chicken that lays **Fresh Eggs**.

The chicken is next to a hot spring, and she gives you a Fresh Egg whenever you don't have one. You can either wait for the Fresh Egg to turn into a **Chicken** (sell for 200 DP) or enter the hot spring to get a **Hot Spring Egg** (recovers 100 HP). If you want to talk to the chicken to raise money or stock up on food, be sure to avoid the powerful enemies on the way.

Club Titiboo

Jump to [[Enemies]] or the full [[Walkthrough]]

Recommended Level: 11

<i>Equipment</i>	Lucas	Boney
Weapon	Easy-Grip Stick	(nothing)
Body	Mini-Mini Charm	White Collar
Head	*DCMC Hat	*DCMC Hat
Other	Pisces Bracelet	(nothing)
* = new		

Outline

1. Enter the Club
2. Talk to Yoshikoshi/Violet
3. Enter the music hall and talk to everyone inside
4. Approach the table closest to the entrance and watch the performance
5. Talk to Yoshikoshi in the lobby and climb down the ladder
6. Go through the underground passage and enter Yoshikoshi's room
7. Wait until Yoshikoshi finishes showering and talk to her
8. Go through the **attic** and defeat the **boss**
9. Enter Tamekichi's room and talk to Tamekichi
10. Play Rock, Paper, Scissors against the band members
11. Leave the club

Items

Attic Map

やねうらガイド (*Yaneura Gaido*)

Use: map of Club Titiboo's attic; press **R** to view

Obtained: gift box north of the entrance to the attic

The blue doorways lead to the exit. The other doorways lead to dead-ends and usually gift boxes.

Saltwater Gun

シオミズデッポウ (*Shiomizu Deppou*)

Use: damages mechanical enemies and mechanical chimeras

Obtained: gift box in the underground tunnel

Appearance: a white gun with a yellow nozzle

The Saltwater Gun inflicts about 240~300 HP of damage to purely mechanical enemies and about 120~150 HP of damage to mechanical chimeras. Some of the strongest enemies and bosses in the game are mechanical, so hold on to this item. Keep it in Boney's inventory.

Stores

DCMC Vendor

(In the lobby of Club Titiboo)

Item	Description	Price
DCMC Pamphlet	Offense +8; can immobilize Pigmask out of jealousy when <i>used</i> in battle	100 DP
DCMC Shirt	Defense +10, Speed +1; can immobilize Pigmask	360
DCMC Hat	Defense +7, Speed +1; can immobilize Pigmask	200
DCMC Ring	Defense +7, Speed +5; can immobilize Pigmask	400
Pickled Veggie Plate	Recovers 10 HP	10

Concession Stand

(In the lobby of Club Titiboo)

Item	Description	Price
Big City Soda	Recovers 20 HP	8 DP

Big City Cola	Recovers 30 HP	10
Big City Burger	Recovers 100 HP	60
Bag of Big City Fries	Recovers 70 HP	40
Doggy Biscuit	Recovers 60 HP for Boney	16

Mouse Collector

(In the attic)

Item	Description	Price
Better Stick	Weapon for Lucas; Offense +20	500 DP
Bread Roll	Recovers 60 HP	30
Antidote	Cures poison	8
Anti-Paralysis	Cures paralysis	14
Sprinting Bomb	140~160 HP of damage (Bomb Defense) to all enemies on screen	200
Pencil Rocket	230~250 HP of damage (Bomb Defense) to all enemies on screen	500
Bug Spray	Inflicts about 300 HP of damage to a Bug type enemy	100
Made-You-Look	Makes an enemy turn around	50

Gift Boxes

Underground Passage

Item	Description
Made-You-Look	Makes an enemy turn around
Saltwater Gun	Damage mechanical enemies and mechanical chimeras

Attic

Directions to some gift boxes are described by the color-coded doorways on the Attic Map.

Item	Description	Location
Attic Map	Map of the attic	Go through the first doorway from the entrance
Magic Tart	Recovers 30 PP	Go through the first blue doorway, then enter the brown doorway on the right
Antidote	Cures poison	Go through the first blue doorway, then enter the brown doorway straight ahead
Bug Spray	Inflicts about 300 HP of damage to a Bug type enemy	Just before the 2nd blue doorway
Bag of Big City Fries	Recovers 70 HP	From the room in the northeast corner, go through the brown doorway
Sprinting Bomb	140~160 HP of damage (Bomb Defense) to all enemies on screen	Room in the northeast corner
[[Wonderful Thing]] (x3)	Instantly recovers 50 HP/PP; revives anyone at 0 HP	Room in the southeast corner
Peculiar Cheese	Recovers 60 HP for Lucas, 20 HP for Boney	Talk to the elderly mouse in the room in the southeast corner
Nut Bread	Recovers 30 HP	
Magic Gelatin	Recovers 20 PP	Room near the center, on the way to the exit

Enemies

Slimy Slug

ねっとりナメクジ (*Nettori Namekuji*)

Type: Bug

Vulnerable: Fire, feeling strange

HP: 167

Attacks

Standard attack

Damage: 14~16 HP

Hypnosis *alpha*

Effect: might make a target fall **asleep**

Vacuum attack

Effect: reduces a target's Offense and Defense by about 20%

Fall from the ceiling

Effect: another Slimy Slug joins the fight

Strategy

You should be able to defeat the Slimy Slug in 1 or 2 rounds. Use **PK Love alpha** (10 PP) when fighting a group.

Lucas:

- Standard attack
 - PK Love *alpha*, if facing a group
-

Boney: standard attack

Arachnid!!!!

スパイダー!!!! (Supaidaa!!!!)

Type: Bug

Vulnerable: Freeze, sleep

HP: 178

Appearance: a spider with a striped abdomen

Attacks**Biting attack**

Damage:

20~25 HP (Lucas)

15~20 HP (Boney)

Take a bite using its poisonous fangs

Damage:

15~20 HP (Lucas)

5~15 HP (Boney)

Effect: **poisons** its target

Shoot spider silk from its abdomen

Effect: immobilizes a single target for 2 or 3 rounds

Strategy

You should be able to defeat the Arachnid!!!! in 1 or 2 rounds. Defeat this enemy first if it appears in a group to prevent getting poisoned. If you do get poisoned, use **Healing alpha** (4 PP) or an **Antidote** after the fight.

The Arachnid!!!! sometimes drops an Antidote when defeated.

Lucas:

- Standard attack
 - Recover with **Lifeup alpha** (5 PP) if someone's HP falls to 50 or below
-

Boney:

- Standard attack
 - Recover with food if someone's HP falls to 25 or below
-

Greedier Mouse

どんよくマウス (Donyoku Mausu)

Type: Organic

Vulnerable: Fire, sleep

HP: 140

Attacks

Biting attack

Damage:

25~35 HP (Lucas)

20~30 HP (Boney)

Eat some food

Effect: recovers about 30~40 HP

Say something nasty

Effect: decrease a target's Offense by about 20%

Try to steal something

Effect: steals a random, nonessential item

Strategy

You should be able to defeat the Greedier Mouse in 1 or 2 rounds with combos or 2 to 3 rounds without. Defeat this enemy before any **Elder Batties** but after any **Arachnids!!!!** it might appear with.

This enemy sometimes drops a **Peculiar Cheese**, a **Bag of Big City Fries** (recovers 70 HP), or a **Big City Burger** (recovers 100 HP).

Lucas:

- Standard attack
 - Recover with **Lifeup alpha** (5 PP) if someone's HP falls to 60 or below
-

Boney:

- Standard attack
 - Recover with food if someone's HP falls to 35 or below
-

Elder Batty

コウモリさま (*Koumorisama*)

Type: Organic

Vulnerable: Fire, feeling strange

HP: 288

Attacks

Standard attack

Damage:

20~25 HP (Lucas)

15~20 HP (Boney)

Blood sucking attack

Damage: 10~20 HP

Effect: steals HP from its target

Size up the situation

Effect: makes itself **feel strange**

Strategy

You should be able to defeat the Elder Batty in 2 to 3 rounds with combos or 3 to 4 rounds without. Defeat this enemy last when it appears in a group. This enemy has an easier song to combo with than the Arachnid!!!! and the Greedier Mouse.

Lucas:

- Standard attack
 - Recover with **Lifeup alpha** (5 PP) if someone's HP falls to 50 or below
-

Boney:

- Standard attack
 - Recover with food if someone's HP falls to 25 or below
-

Gently Weeping Guitar

むせびなくギター (*Musebinaku Gitaa*)

Type: Mysterious Creature

Vulnerable: crying

HP: 250

Attacks

Standard attack

Damage:

30~35 HP (Lucas)

25~30 HP (Boney)

Electrical shock attack

Damage: 25~35 HP to all

Effect: might **paralyze** its targets

Strategy

You should be able to defeat the Gently Weeping Guitar in 2 rounds with combos or 3 rounds without. Be near max HP before fighting this enemy because it likes to use its electrical shock attack.

If this enemy appears with a **Beaten Drum**, use **PK Love alpha** (10 PP) in the first round and defeat the Gently Weeping Guitar first. Try to engage the Guitar over the Drum because the Guitar has an easier song to combo with.

Lucas:

- Standard attack
 - (first turn) PK Love *alpha* (10 PP), if facing a Beaten Drum
 - Recover with **Lifeup alpha** (5 PP) if someone's HP falls to 55 or below
-

Boney:

- Standard attack
 - Recover with food if someone's HP falls to 35 or below
-

Beaten Drum

つつぬけドラム (*Tsutsunuke Doramu*)

Type: Mysterious Creature

Vulnerable: Fire

HP: 312

Attacks

8 beat attack

Damage: 15~25 HP

16 beat attack

Effect: speeds up the tempo of the battle music

Comments: This attack makes executing combos easier by making the rhythm more regular.

Continuous attack

Effect: the Beaten Drum hits twice

Damage:

15~20 HP per hit (Lucas)

10~15 HP per hit (Boney)

Comments: The Beaten Drum uses this attack after it has sped up the battle music.

Marching attack

Effect: changes the battle music to a marching theme

Comments: This attack makes executing combos easier.

Standard attack

Damage:

35~45 HP (Lucas)

30~40 HP (Boney)

Comments: The Beaten Drum uses this attack after it has changed the battle music to the marching theme.

March

Effect: none

Stare at you

Effect: none

Strategy

Avoid the Beaten Drum if you can't combo and are at a low level. Otherwise, you should be able to defeat this enemy in 3 or 4 rounds.

The rhythm of the Beaten Drum's initial battle music is a little tricky: the 8th beat always comes immediately after the 7th beat. Use **PK Love alpha** (10 PP) in the first round if you have trouble comboing with this song or if this enemy appears with a Gently Weeping Guitar. Defeat the Guitar before attacking the Drum.

This enemy sometimes drops a **Sprinting Bomb** when defeated.

Lucas:

- (first turn) PK Love *alpha* (10 PP)
 - Standard attack
 - Recover with **Lifeup alpha** (5 PP) if someone's HP falls to 55 or below
-

Boney:

- Standard attack
 - Recover with food if someone's HP falls to 55 or below
-

Jealous Bass

しっとにくるうベース (*Shitto ni Kuruu Beesu*)

Type: Mysterious Creature

Vulnerable: Fire

HP: ~979

Recommended Level: 14

Attacks

Jam Session

Effect: the Jealous Bass hits Lucas twice and its cohorts hit Boney once each

Damage:

30~40 HP per hit (Lucas)

25~35 HP per hit (Boney)

Comments: This is the only move the Jealous Bass uses while the [[Weeping Guitar]] or **Beaten Drum** is alive.

Lose its temper

Effect: increases its Offense by 23

Comments: The Jealous Bass gets angry when its cohorts are defeated.

Standard attack

Damage:

50~60 HP (Lucas)

45~55 HP (Boney)

Solo session attack

Damage: 25~40 HP to all

Hypnosis alpha

Effect: might put a single target to **sleep**

Comments: Use **Healing alpha** (4 PP) to wake Boney up. If you don't have an **Alarm Cicada**, there's nothing you can do to wake Lucas up.

Strategy

Before fighting this boss, recover at the elderly mice's home in the southeast corner of the attic. The gift boxes in their home contain "things" that instantly restore 50 HP/PP.

Give Boney your best food and your **Sprinting Bombs**. Give an **Alarm Cicada** to Boney as well if you bought one from Thomas's Shop back in the village (you can't return there now).

If you can't combo, make sure Boney has at least 4 or 5 food items; fight **Greedier Mice** and stock up on what they drop, or buy some burgers or fries from the Club Titiboo concession stand. Give Boney any **Magic Tarts** or **Gelatin** you have as well.

Use **PK Love alpha** (10 PP) and a Sprinting Bomb in the first round to defeat the [[Weeping Guitar]]. Recover Boney with **Lifeup alpha** (5 PP) in the second round. You can either have Boney use a food item in the second round or take the safe risk of throwing another Sprinting Bomb to finish off the **Beaten Drum**.

Once the Jealous Bass's cohorts are defeated, use **Offense Up alpha** (6 PP) on Lucas if Boney has at least 4 or 5 good food items (**Beef Jerky** or better); have Lucas attack with combos while Boney recovers when someone's HP falls below 50. If Boney doesn't have a decent amount of food, use Offense Up on Boney instead and keep everyone alive with Lifeup.

The rhythm of this boss's music slows down near the middle and end of the song, but it's relatively easy to combo with.

If you can't combo, attack with PK Love while Boney uses food and *guards*. Lucas will likely have to eat a Magic Tart or Gelatin to keep his PP up.

Lucas:

- (first turn) PK Love *alpha* (10 PP)
- (second turn) Lifeup *alpha* (5 PP) on Boney
- Offense Up *alpha* (6 PP) on Lucas if Boney has at least 4 or 5 food items; use on Boney otherwise
- Standard attack, with combos
- PK Love *alpha* (10 PP), if you can't combo
- Recover with Lifeup *alpha* (5 PP) if someone's HP falls to 50 or below
- Healing *alpha* (4 PP) on Boney when asleep

Boney:

- (first turn) Sprinting Bomb
- (second turn) Sprinting Bomb
- Standard attack, with combos
- *Guard*, if you can't combo
- Recover with a food item if someone's HP falls to 50 or below
- Alarm Cicada on Lucas when asleep

Walkthrough

Titiboo Theater

You can look through the binoculars at the top of the Ropeway if you pay 1 DP.

Cross the bridge to the west. Open the gift box to see a firework fly into the air.

```
"Lucas opened the gift box.
```

```
It was a firework.  
...interesting."
```

Talk to the frog and withdraw all your money.

Attempt to enter the club and the two bouncers, Skinhead and Kumahige, will stop you. The club doesn't allow pets, and they ask you to leave.

Lucas and Boney then come back with Boney disguised as a human.

```
Skinhead:  
"Uhhhh.  
It's the person that brought that Dog before and...  
a Dog-like guy..."
```

```
[ Lucas and Boney try to enter the club ]
```

```
Kumahige:  
"It's too suspicious!  
What happened to that Dog from before and  
where did this Dog-like guy come from?!  
You smell underage, too!
```

```
*sniff sniff*  
I smell a minor and a Dog!
```

```
Skinhead:  
"Now that you mention it, something is funny!
```

Guilty until proven innocent!
That's how we do things!
Go home, go home!
You underage looking Kid and Dog-like guy!"

Kumahige:
"No wait!
Let's kick their butts!"

[Yoshikoshi, a waitress, comes out]

Yoshikoshi:
"Oh my!
If it isn't the underage smelling Mr. Poo and
the Dog smelling Mr. Woof!

You two are being mistaken for a minor and a Dog again, aren't you?
Tee hee.

Skinhead:
"Whaa?!"
You know these guys, Ms. Yoshikoshi?"

Kumahige:
"Still,
something ain't right!
Especially this Dog-like guy over here.
Shake!

Don't look away from me!
Shake!

You can at least shake my hand can't you?
Grin grin

Boney:
"*Whine*" (I can shake but...)"

Kumahige:
"...this person is definitely Dog-like but
I guess he's not a Dog.
But, mister.
If Ya were a Dog...
I bet you'd be a Dog that could shake well.
Heh heh."

Yoshikoshi:
"Come on.
Have lotsa fun and forget aaall your worries."

[Lucas opens the door]

Kumahige:
"Hey buddy.

Have a good time, alright."

Boney:
"*Woof*" (Whew, that was scary.)"

Once inside, talk to the bearded guy to buy some equipment. If you can't afford everything, buy at least a **DCMC Hat** for Lucas and Boney.

Talk to Yoshikoshi and you'll find it's Kumatora disguised as a waitress.

Enter the music hall and talk to everyone inside. Approach the table closest to the entrance and Boney will suggest you stay at a table. Answer "yes."

Yoshikoshi comes in and ask Lucas and Boney what kind of drinks they want. Lucas says water, but Thomas, who's at a nearby table, laughs at him and orders the two soda. When Yoshikoshi brings the drinks, she whispers to Lucas to meet her in the lobby after the show. When she leaves, the performance begins, and the band DCMC plays "King P.'s Theme." While watching the band, pay attention to the bass player, Tamekichi.

When the song is over, talk to the waitress next to your table. Answer "yes" to receive a **DCMC Pamphlet**. You can sell the Pamphlet, but be sure to keep at least one DCMC item for later. (Talk to the person across from Thomas; he says that the DCMC band members have apparently all lost their memories.)

Enter the lobby and talk to Yoshikoshi on the right. Follow her into the next room and descend the ladder.

There are some **Slimy Slugs** in this underground passage, but they're pretty weak; use **PK Love alpha** (10 PP) as much as you want since the passage is short.

Head south from the ladder to find two gift boxes that contain a [[Saltwater Gun]] (damages mechanical enemies and mechanical chimeras) and a **Made-You-Look** (makes an enemy turn around). Place both into Boney's inventory; they can come in handy later.

Head north and climb the ladder to enter Yoshikoshi's room. She is taking a shower to wash off all the dirt and gunk from the underground passage. Wait a few seconds or attempt to climb back down the ladder and she'll finish.

Yoshikoshi tells you to take a shower after she is done. Answer "yes" to her offer, or else she'll keep asking until she explodes on you.

The text description that appears next basically says that the two talk about what has happened in the last three years. They discuss the rescued Monkey, the still missing Hummingbird's Egg, DCMC's Duster look-alike, and the transformed Tazmily Village.

Yoshikoshi managed to sneak into the club to find Duster. Without Duster, the Hummingbird's Egg can't be found, but Duster seems to have lost his memories. Yoshikoshi asks Lucas to go talk to Duster and try to get him to remember. Since there are guards in the hall, Lucas will have to sneak through the attic to reach Duster's room. Yoshikoshi reveals a ladder to the attic and leaves to gather the band.

The Attic

If you need to recover HP/PP near the entrance to the attic, return to Yoshikoshi's room and enter the tub in her bath. Don't worry too much about conserving PP in the attic because you'll be able to recover HP/PP and revive anyone at 0 HP in a room just before the boss.

Climb the ladder and go through the first doorway you see. Open the gift box here to obtain the Attic Map (talk to the guy to store or withdraw any items). Press **R** and look at the map. The blue doorways lead to the exit; the other doorways lead to dead-ends and usually gift boxes. The only gift box item of note is a **Sprinting Bomb** in the northeast corner room; save it for the next boss. If you can't combo, save any PP recovery items you find as well.

If you can afford 500 DP, talk to the mouse and buy a **Better Stick** (Offense +20) for Lucas.

The enemies in the attic shouldn't give you trouble if you can combo. Defeat any **Arachnids!!!!** first when facing a group to avoid getting **poisoned** and defeat any **Elder Batties** last. Cure poison with **Antidotes** or **Healing alpha** (4 PP) after battles, and recover with food or **Lifeup alpha** (5 PP) when someone's HP falls to about 50 to 55 or below.

If you can't combo and are at a low level, avoid the **Beaten Drum** and the **Gently Weeping Guitar**. The Beaten Drum has high Defense and plenty of HP and is difficult to defeat quickly without combos. The Gently Weeping Guitar is easier to defeat, but it often uses its electrical shock attack to damage both Lucas and Boney. Be near max HP when near these enemies, and use PK Love *alpha* (10 PP) against the Beaten Drum if you bump into one. Defeat the Guitar first when facing both.

When you have a choice, engage the Elder Batty or the Weeping Guitar over other enemies because they have the easiest songs to combo with.

Before heading to the exit, enter the home of an elderly mouse couple in the southeast corner of the attic. Use Lifeup on anyone not at max HP, and open a gift box here to recover 50 HP/PP and revive anyone at 0 HP. The gift boxes contain a "wonderful thing," a "steak thing," and a "sushi-like thing" (they form alliterations in Japanese). Talk to both mice to receive [[Nut Bread]] and a **Peculiar Cheese**.

Dangerous Instruments

Level up Lucas to level 14 and learn **Offense Up alpha** if you can combo before heading for the exit. You'll have to walk around a bit after reaching level 14 before Lucas falls under a fever, just like Kumatora in Chapter 2.

Give your best food and Sprinting Bombs to Boney. If you can't combo, make sure Boney has at least 5 decent food items (**Beef Jerky** or better). Fight **Greedier Mice** and stock up on what they drop, or buy some burgers and fries from the Club Titiboo concession stand. Give an [[Alarm Cicada]] to Boney as well if you have one. (Alarm Cicadas can be bought at Thomas's Shop, but you can't go back there now.)

A living **Bass** blocks your way above Tamekichi's room. It's upset because it was replaced by a newer instrument and has been stuffed into the attic. The bass decides to take its anger out on Lucas and attacks with a Weeping Guitar and a Beaten Drum.

Use PK Love *alpha* (10 PP) and a Sprinting Bomb in the first round to defeat the Weeping Guitar. Recover Boney in the second round with Lifeup. You can either have Boney use food in the second round or take the safe risk of throwing another Sprinting Bomb to defeat the Beaten Drum.

The Jealous Bass gets angry and increases its Offense as soon as its cohorts are gone. If Boney has at least 4 or 5 good food items and you can combo, use Offense Up *alpha* (6 PP) on Lucas. If you don't have enough food, use Offense Up on Boney and keep everyone alive with Lifeup. If you can't combo, attack with PK Love as much as possible while Boney uses food and *guards*.

Use Healing *alpha* (4 PP) on Boney or an Alarm Cicada on Lucas if one of them falls asleep.

Rock, Paper, Scissors of Fate

When the Bass is defeated, answer "yes" when prompted to jump into the room below.

Yoshikoshi is in the middle of talking things over with the band. Talk to Tamekichi.

```
Tamekichi:
"Tondagossa. (This is DCMC's catch phrase greeting)
...Who are you?"
```

```
Yoshikoshi:
"He's your acquaintance I was talking about earlier.
Duster."
```

```
Tamekichi:
"Duster?
I know I don't remember my real name,
but I've lived as 'Tamekichi' for years now."
```

Yoshikoshi:

"Okay.

I understand Mr. Tamekichi.

Sorry but can you explain everything you remember again for him."

Tamekichi:

"...alright.

I know it's a very important time right now...

Before I came to Club Titiboo, I lost all of my memories.

I didn't know who I was, where I came from, or where I was going.

Only, for some reason, I was holding on to a strange Egg like it was really valuable.

I was walking frantically, even though I didn't know where to go.

All I knew was the Egg looked very important.

I had to keep it safe...

I searched for a hiding place.

I kept on walking and walking until I buried the Egg in a lump of clay in a valley where no eyes would seem to reach.

I haven't forgotten that hiding spot.

After climbing a cliff near a huge waterfall..."

[Scene of a large tower]

Yoshikoshi:

"...that's No Man's Valley!

It's there, Duster!

The Egg we've been busting our butts to protect is there!

Let's go there now!"

Tamekichi:

"...but, am I really Duster?

If I am this Duster,

I'll have to leave the band...

that's what it'll mean right?

Either Duster or Tamekichi has to disappear today...

that's what it means right?!

If I'm Duster, what will happen to DCMC?

If I go on living as Tamekichi, what the heck was that Egg for?

What should I do?!

I can't decide."

Shimmy Zmith (a band member):

"...nah,

you can't make that choice.

You can only ask fate."

Batchy (a band member):

"Yeah.

If fate says so,

I'll let Tamekichi go with a smile."

OJ (the bandleader):

"Fate, huh...

Let's try asking fate.

We've got a way, after all.

Whenever we were unsure about something,

there was always this."

Tamekichi:

"...Rock, Paper, Scissors." *

[Lucas approaches OJ]

OJ:

"Yeah.

We're going to play Rock, Paper, Scissors with this guy Lucas.

And if he wins 5 times in a row against us, you'll go.

If he loses even once, you stay with DCMC and continue playing bass...

How does that sound?"

Tamekichi:

"Five times in a row...

That's okay with me.

You there, that's fine with you, right."

OJ (to Lucas):

"Alright,
you can start when you feel ready."
Play anyone you want first."

- In Japanese, Rock, Paper, Scissors is called "Janken." In Mother 3, the game is called "Jankesu." I don't know where the variation comes from.

Talk to each band member, including Tamekichi, and play Rock, Paper, Scissors with them. You can play any member you like in any order, except for the bandleader OJ who has to play last. If you lose to a band member, something goes wrong with the match (e.g. the band member sneezes or someone makes his move late) and you have to play again. The game gives you as many chances as you want.

After you've won against every regular band member, talk to OJ and play against him. He tells you he's going to use Paper before the match starts. You can't lose anyway because the bouncer Kumahige interrupts the game and yells at everyone to keep it quiet if you choose the wrong hand.

Choose Scissors to win against OJ:

```
OJ:
"I see.
So that's fate.

I guess Tamekichi is actually a guy named Duster.

Go!
Don't worry anymore about anything!"

Yoshikoshi:
"I think the place Duster hid the Egg is No Man's Valley.
I've got no reason to stay here anymore.

Alright!
I'm going to get rid of these girly clothes!
Thanks for everything, guys!
Take care!

[ Yoshikoshi leaves the room ]

Get out of my way!
(*slap slap* *thud*)

OJ:
"Tamekichi...
no, Duster I guess.
You were the best bass player ever.
We'll miss you.

I hope we can see each other again."

[ OJ leaves ]

Magic:
"I'm sure we'll meet again."

[ Magic leaves ]

Shimmy Zmith:
"Don't forget your time with us, now."

[ Shimmy Zmith leaves ]

Batchy:
"...Tamekichi."

[ Batchy leaves ]

Duster (to Lucas):
"My memory hasn't come back yet,
but I'll follow you guys.

Let get going!"

[ Duster joins you! ]
```

Leave Tamekichi's room.

```
Kumatora:
"I took care of the guards.

Let's go!"

[ Kumatora joins you! ]
```

Go to the lobby and attempt to leave the club.

Duster:
"?"

Kumatora:
"What's wrong?"

Duster:
"...there's someone on stage."

"Bon Voyage Amigo

Grant a gift to our friend,
oh heavenly someone,
as he embarks on his journey

We spent frivolous times
fooling around and sharing laughs
But, oh heavenly someone,
those frivolous times and
those hopeless smiling faces
are what we relished

Bon voyage, bon voyage, amigo"

Duster:
"Tondagossa...
Thanks, everyone."

[Duster leaves]

"Kept you waiting, huh.
Okay, let's go."

Kumatora:
"To No Man's Valley!"

[Lucas releases the pigeon]

End of Chapter 4

"*Boing*
Would you like me to save what has happened up to this point?
>Yes >No"

Chapter 5: Thunder Tower

Egg Hunt

Jump to [[Enemies]] or the full [[Walkthrough]]

Recommended Level: 16

Equipment	Lucas	Duster	Kumatora	Boney
Weapon	*Better Stick	*[[Mystical Shoes]]/*Sharp Shoes	Gloves	(nothing)
Body	*Fly Charm	DCMC Boxers	*Fly Charm	White Collar
Head	DCMC Hat	*Sparrow Bandana	*Azure Ribbon	DCMC Hat
Other	Pisces Bracelet	Aquarius Bracelet	Aquarius Bracelet	(nothing)
* = new				

Outline

1. Return to Osohe Castle and defeat **Lord Passion** to obtain the [[Mystical Shoes]] (optional)
2. Reach the Egg's hiding spot
3. Follow the Clayman

Items

Mystical Shoes

まぼろしのくつ (*Maboroshi no Kutsu*)

Use: weapon for Duster; max HP +15, Offense +40, IQ +5, Speed +7

Obtained: defeat **Lord Passion** in Osohe Castle

Appearance: yellow shoes with wings

Return to Osohe Castle and go to the room where you fought Mr. Passion. There you will find Lord Passion, a stronger reincarnation of the ghost conductor. Defeat Lord Passion and examine the shoes left on the ground to pick up the Mystical Shoes. This powerful weapon can be found only in Chapter 5.

Stores

Mole Collector

(Next to a hot spring in a cave)

Item	Description	Price
Better Stick	Weapon for Lucas; Offense +20	500 DP
Durable Gloves	Weapon for Kumatora; Offense +16	300
Sharp Shoes	Weapon for Duster; Offense +17	480
Fly Charm	Armor (<i>Body</i>); Defense +10	350
Sparrow Bandana	Armor (<i>Head</i>) for Duster; Defense +9	200
Azure Ribbon	Armor (<i>Head</i>) for Kumatora and Boney; Defense +8	180
Capricorn Bracelet	Armor (<i>Other</i>); Defense +9	600

Vending Machine (left)

(In front of the factory)

Item	Description	Price
Cup of Pork Noodles	Recovers 80 HP	80 DP
Anti-Paralysis	Cures Numb/Paralysis	14
Fresh Mint	Cures nausea	16
Paper Fan	Cures feeling strange	12
Recollection Bell	Cures memory loss	20
Eye Drops	Cures crying	10
Secret Herb	Cures all status effects or revives someone at 0 HP to 25% of max HP	600

Vending Machine (right)

(In front of the factory)

Item	Description	Price
Better Stick	Weapon for Lucas; Offense +20	500 DP
Durable Gloves	Weapon for Kumatora; Offense +16	300
Sharp Shoes	Weapon for Duster; Offense +17	480
Fly Charm	Armor (<i>Body</i>); Defense +10	350
Sparrow Bandana	Armor (<i>Head</i>) for Duster; Defense +9	200
Azure Ribbon	Armor (<i>Head</i>) for Kumatora and Boney; Defense +8	180
Capricorn Bracelet	Armor (<i>Other</i>); Defense +9	600

Gift Boxes

Mole Hole

Item	Description	Location
Capricorn Bracelet	Armor (<i>Other</i>); Defense +9	Fall through the hole to the right near your starting point
Pencil Rocket	230~250 HP of damage (Bomb Defense) to all enemies on screen	
Beef Jerky	Recovers 60 HP	

Bottom of Thunder Tower

Item	Description
Bag of Pork Chips	Recovers 50 HP
Secret Herb	Cures all status effects or revives someone at 0 HP to 25% of max HP

Clayman Factory

Item	Description	Location
Secret Herb	Cures all status effects or revives someone at 0 HP to 25% of max HP	Talk to a Pigmask to the left your starting point
Boogie Woogie Rhythm	No use	First room

Enemies

Lord Passion

パッションさま (*Passhonsama*)

Type: Ghost

Vulnerable: Fire

HP: ~2890

Appearance: a ghost conductor wearing red

Recommended Level: 16

Attacks

Wildly swing his baton around

Damage: 40~60 HP

Fling candles at you

Effect: hits 2 targets

Damage: 20~40 HP

Attack with a barrage of flying furniture

Effect: hits the entire party

Damage: 50~70 HP

Play a sad melody

Effect: makes a single target start **crying**

Play a paralyzing melody

Effect: **paralyzes** a single target

Fly a shoe at you

Damage: 10~20 HP

Strategy

Return to Osohe Castle and enter the room where you fought Mr. Passion to meet an even stronger Lord Passion. This boss can be fought only in this chapter, and you'll receive the [[Mystical Shoes]] for defeating him. This powerful weapon increases Duster's max HP by 15, Offense by 40, IQ by 5, and Speed by 7.

Use Duster's **Scary Mask** and Kumatora's **Offense Down alpha** (7 PP) until Lord Passion's Offense is decreased 3 times, and use the **Smoke Bomb** until it works. Decrease Lord Passion's Defense once (or 3 times if you can't combo) with the **Tickle Feather** as well. Have Boney *guard* until Lord Passion's Offense is lowered.

Use **Offense Up alpha** (6 PP) on Lucas, Duster, and Boney once each. Have Boney throw **Thunder Bombs** if you want to inflict more damage. (Don't use Sprinting Bombs—they're not very effective.)

Kumatora should attack with **PK Fire alpha** (6 PP). If you can combo with Lucas, have Kumatora use **Lifeup alpha** (5 PP) on anyone with less than 50 HP. Use **Healing alpha** (4 PP) if Lucas or Duster is paralyzed or starts crying. If you can't combo, have Lucas heal instead.

The battle music cycles through four songs: Beethoven's 5th Symphony, Bach's Toccata and Fugue, Handel's Messiah, and Vivaldi's Spring. The Beethoven and Vivaldi pieces have the same rhythm, while Handel is slightly faster. The Bach piece has an extremely slow and unusual beat, so don't try to combo with it unless you want to put Lord Passion to sleep.

Lucas:

- (first few turns) **Offense Up alpha** (6 PP) on Lucas, Duster, and Boney
 - Standard attack
 - **Lifeup alpha** (5 PP) if someone's HP falls to 50 or below
 - **Healing alpha** (4 PP) if Lucas or Duster start crying or is paralyzed
-

Duster:

- **Scary Mask**, until Lord Passion's Offense is decreased 3 times
- **Smoke Bomb**, until successful

- Tickle Feather, once if you can combo, 3 times if you can't
 - Standard attack
-

Kumatora:

- Offense Down *alpha* (7 PP), until Lord Passion's Offense is decreased 3 times
 - PK Fire *alpha* (6 PP)
 - Lifeup *alpha* (5 PP) if someone's HP falls to 50 or below
 - Healing *alpha* (4 PP) if Lucas or Duster start crying or is paralyzed
-

Boney:

- *Guard*, until Lord Passion's Offense is decreased
 - Standard attack
 - Thunder Bomb
-

Parental Kangashark

こもちカンガルーザメ (*Komochi Kangaruu Zame*)

Type: Organic Chimera

Vulnerable: Freeze, crying

HP: 289

Attacks**Biting attack**

Damage: 20~30 HP

Let out a strong kick

Damage: 40~50 HP

Use a drop kick

Damage: 50~60 HP

The Baby Kangashark cheers for its mother

Effect: recovers about 150 HP

Strategy

You should be able to defeat the Kangashark in 1 round with combos. Use Kumatora's **PK Freeze *alpha*** (5 PP) if you can't combo. If this enemy appears in a group, defeat it first.

The Kangashark sometimes drops **Beef Jerky**.

Lucas: standard attack

Duster: standard attack

Kumatora:

- Standard attack
 - PK Freeze *alpha*
-

Boney: standard attack

Reconstructed Lion

かいぞうライオン (*Kaizou Raion*)

Type: Mechanical Chimera

Vulnerable: Thunder, sleep

HP: 325

Appearance: a lion's head with metal tentacles

Attacks**Biting attack**

Damage: 25~35 HP

Breathe fire

Damage: 20~30 HP to all

Coil attack

Effect: immobilizes a single target for 2 or 3 rounds

Roar a battle cry

Effect: decreases Offense by about 20%

Strategy

You should be able to defeat the Reconstructed Lion in 1 round with good combos. Use **PK Thunder alpha** (7 PP) if you can't combo. If this enemy appears in a group, put it to sleep with Duster's **Hypnotic Pendulum** and defeat its cohorts first.

The rhythm of this enemy's battle music is a little tricky because the 8th beat quickly follows the 7th beat.

Lucas: standard attack

Duster:

- Standard attack
 - Hypnotic Pendulum
-

Kumatora: standard attack

Boney: standard attack

Mecha-Turtle

カメメカ (*Kame Meka*)

Type: Mechanical Chimera

Vulnerable: Freeze, sleep

HP: 400

Attacks

Throw itself onto you

Damage: 44~62 HP

Stare at you

Effect: none

Turn around

Effect: exposes the weapons in its shell

Fire its Gatling Air Gun

Effect: The Mecha-Turtle hits about 6 times

Damage: 3~6 HP per hit

Fire its cannon

Damage: 65~75 HP

Fire several missiles

Damage: 35~45 HP to three targets

Strategy

Use **PK Freeze alpha** (5 PP) to defeat the Mecha-Turtle in 1 or 2 rounds.

Don't approach this enemy from behind, or else you'll expose yourself to the weapons in the turtle's shell and you won't get a free round. However, it seems you still have a guaranteed chance of running away in the first round.

Lucas: standard attack

Duster: standard attack

Kumatora: PK Freeze *alpha* (5 PP)

Boney: standard attack

Walkthrough

New Equipment

The chapter begins in the area east of the Ropeway.

```
Duster:  
"There should be a hole in the ground  
if we go straight ahead.  
  
I think I hid the Egg at the end of that hole.  
Let's head for that area first."
```

Move north and enter the cave.

Talk to the Save Frog inside and withdraw all your DP to buy some equipment from the mole. If you can't afford everything, keep in mind you can find a gift box containing a **Capricorn Bracelet** (600 DP) and a better weapon for Kumatora in a little while. You can also obtain a much better weapon for Duster if you choose to return to Osohe Castle (see below). You can also buy the same items in an upcoming area.

At the very least, try to buy a **Fly Charm** (350 DP) and **Azure Ribbon** (180 DP) for Kumatora and a **Sparrow Bandana** (200 DP) for Duster. Buy a Fly Charm and a **Better Stick** (500 DP) for Lucas, depending on what he was equipped with before. Buy the Azure Ribbon for Boney only if he isn't wearing a **DCMC Hat**.

Mystical Shoes

The [[Mystical Shoes]] are secret weapons for Duster that increase max HP by 15, Offense by 40, IQ by 5, and Speed by 7. You can't get this item in any other chapter.

Return to Osohe Castle and go to the room where you fought Mr. Passion. There you'll find **Lord Passion**, a stronger version of the ghost conductor. To start the fight, talk to him and answer "no" when he asks you to listen to his music or compliment his hair.

Lord Passion can inflict heavy damage to the entire party, so decrease his Offense 3 times with Duster's **Scary Mask** and Kumatora's **Offense Down alpha** (7 PP). Use the **Smoke Bomb** after that to make Lord Passion cry. Boney should *guard* until Lord Passion is weakened.

Use Lucas's **Offense Up alpha** (6 PP) on Lucas, Duster, and Boney once each. You should probably lower Lord Passion's Defense at least once as well. Have Boney throw **Thunder Bombs** if you want to inflict more damage. (Don't use Sprinting Bombs—they're not very effective.)

Kumatora should attack with **PK Fire alpha** (6 PP). If you can combo with Lucas, have Kumatora use **Lifeup alpha** (5 PP) on anyone with less than 50 HP. Use **Healing alpha** (4 PP) if Lucas or Duster is paralyzed or starts crying. If you can't combo, have Lucas recover instead.

The battle music cycles through four songs: Beethoven's 5th Symphony, Bach's Toccata and Fugue, Handel's Messiah, and Vivaldi's Spring. The Beethoven and Vivaldi pieces have the same rhythm, while Handel is slightly faster. The Bach piece has an extremely slow and unusual beat, so don't try to combo with it unless you want to put Lord Passion to sleep with Duster's **Hypnotic Pendulum**.

Examine the shoes on the ground after defeating Lord Passion to pick up the Mystical Shoes.

Mole Colony

Move north out of the hot spring cave. The enemies here can inflict high damage, but you can win quickly with combos. If you can't combo, use **PK Freeze alpha** (5 PP) when fighting **Parental Kangasharks** and **Mecha-Turtles**, and use [[PK Thunder]] *alpha* (7 PP) against the **Reconstructed Lions**. Also, don't approach Mecha-Turtles from behind because you'll expose yourself to the weapons in its shell if you do and you won't get a free round; however, it seems you still have a guaranteed chance of running away in the first round.

At the end of the first area, Boney stops and removes his human clothes. In the next area are a bunch of holes in the ground. Duster remembers entering a hole when he hid the Egg, but he doesn't remember there being so many and doesn't know which hole to fall through. The correct hole is directly to the south of your starting point past a tree. Before going to that hole, fall through the hole to the right near your starting point to find gift boxes containing a Capricorn Bracelet, a [[Pencil Rocket]], and **Beef Jerky**. Equip the Capricorn Bracelet on Kumatora if she isn't already wearing one.

Fall down the correct hole and go around to the exit of the mole colony. Just outside is the hiding spot of the Hummingbird's Egg.

In the next area are gift boxes that contain a **Bag of Pork Chips** (recovers 50 HP) and a **Secret Herb**.

Clayman Factory

Go south until you reach a factory. If you couldn't buy everything you wanted from the mole earlier, you can buy the same items from the vending machine on the right. You should hopefully be able to buy the optimum equipment by now.

Enter the factory and you'll run into three Pigmasks having a conversation.

```
Pigmask 1:  
"Do you take off your mask when you go to the bathroom?"  
  
Pigmask 2:  
"No, I don't.  
Do you?  
Why? You're just gonna have to put it back on again."  
  
Pigmask 1:  
"Yeah, I take it off.  
There is that hook for hanging your mask on, after all."  
  
Pigmask 2:
```

"You idiot!
That's not for hanging your mask!
It's for hanging Bags and Umbrellas and stuff like that!"

Pigmask 3:
"...oh, I always thought it was for hanging our masks.
No wonder it's so hard to hang my mask on that thing."

[Lucas and the party approach]

Pigmask 1:
"Who the heck are you.
What're you looking at!"

Pigmask 2:
"Oh, wait! This guy is..."

[The Pigmask runs off and a blue Pigmask enters the room]

Blue Pigmask:
"Keep it down in here!
What are you do..."

Oh!
I'm very sorry sir!

It will reflect badly on our men if the commander is dressed in such shabby clothes.
We'll have a change of clothes ready for you, sir, so please get dressed right away.
Your companions should get dressed as well."

[The party changes their clothes]

Blue Pigmask:
"This should do fine.
Now, if you'll excuse me, I'll be returning to my duties!"

[The Blue Pigmask leaves]

Duster:
"Looks like they're confusing us for somebody else.
Let's find that thing before they realize their mistake."

The pig army uses this factory to make their Claymen. One of the Pigmasks tells you that a Clayman was spotted running to the back of the factory. Any malfunctioning units automatically send themselves to the trash dump for disposal, and the one you're looking for is likely doing the same.

Talk to the Pigmask all the way to the left of your starting position to receive a Secret Herb. (One of the Pigmasks tries to remember the name of the person who invented the Claymen; was it "Anko?" "Andon?" "Aneggplant?" "Ansoff?")

Examine the Instant Revitalizing Device in the next room to prepare for an upcoming boss.

Leave through the exit of the factory to spot the broken Clayman climbing into a dump truck and being driven away. The only thing you can do now is chase the truck.

Pork Bean Highway

Jump to [[Enemies]] or the full [[Walkthrough]]

Recommended Level: 17

<i>Equipment</i>	Lucas	Duster	Kumatora	Boney
Weapon	Better Stick	Mystical Shoes/Sharp Shoes	Gloves	(nothing)
Body	Fly Charm	DCMC Boxers	Fly Charm	White Collar
Head	DCMC Hat	Sparrow Bandana	Azure Ribbon	DCMC Hat
Other	Pisces Bracelet	Aquarius Bracelet	*Capricorn Bracelet	(nothing)
* = new				

Outline

1. Defeat the **Fierce Pork Trooper**
2. Ride the **Pork Bean** north
3. Recharge the Pork Bean at an Energy Station (optional)
4. Find the mother mouse's seven kids and obtain the [[Shield Snatcher]] (optional)
5. Drive to the dump and defeat the **Forlorn Junk Heap**

Items

Shield Snatcher

シールドとりがみ (*Shiirudo Torigami*)

Use: removes an enemy's shield; can be used an unlimited number of times

Obtained: find the mother mouse's seven kids

Appearance: a wiggly hand

Near the middle of the Pork Bean Highway is a mouse who asks you to find her 7 kids. If you do this for her, she gives you the Shield Snatcher, an item that can remove an enemy's shield. The seven kids' locations are:

1. Southwestern most area of the Highway
2. Where you fought the Fierce Pork Trooper
3. Outside the Clayman factory
4. Near the northern energy station
5. On the suspension bridge
6. In the tunnel east of the Cafe
7. In a room south of the sixth mouse

Talk to the mother again after finding her kids to receive the Shield Snatcher. Keep this item in Boney's inventory. It can be useful against later bosses.

Knit Sweater

てあみのセーター (*Teami no Seetaa*)

Use: armor (*Body*); Defense +8; recovers 1 to 3 HP per turn

Obtained: repeatedly talk to Leo-Leo and open one of his gift boxes

Appearance: a sweater with the name "LEO" written on it

To find the Knit Sweater, enter the tunnel east of the Cafe and enter the room to the south. Inside is a guy surrounded by gift boxes. Talk to him repeatedly and he'll eventually let you open one box and take this item.

The HP recovery from the Knit Sweater isn't much, but it can potentially save someone mortally wounded.

Stores

Pigmask Arms Dealer

(West of the northern energy station)

Item	Description	Price
Pencil Rocket	230~250 HP of damage (Bomb Defense) to all enemies on screen	500 DP
Bomb	320~350 HP of damage (Bomb Defense) to all enemies on screen	1000
Super Bomb	450~480 HP of damage (Bomb Defense) to all enemies on screen	2000
New Year's Eve Bomb	Reduces all enemies' HP to 1; doesn't work on bosses	3000
Saltwater Gun	Damages mechanical enemies and mechanical chimeras	400

Snack Cart

(Next to the dirty Cafe)

Item	Description	Price
Handy Yo-Yo	Weapon; Offense +20	650 DP
Souvenir Dress	Armor (<i>Body</i>) for Kumatora; Defense +13	1400
Taurus Bracelet	Armor (<i>Other</i>); Defense +15	1200
Bag of Pork Chips	Recovers 50 HP	28
Cup of Pork Noodles	Recovers 80 HP	80
Fresh Mint	Cures nausea	16
Secret Herb	Cures all status effects or revives someone at 0 HP to 25% of max HP	600

Gift Boxes

Pork Bean Highway

Item	Description	Location
Highway Map	A map of the highway; press R to view	From the Pork Bean crash site, enter the tunnel to the northeast

Chic Gloves	Weapon for Kumatora; Offense +23	Near the center of the highway
Secret Herb	Cures all status effects or revives someone at 0 HP to 25% of max HP	Northwest of the Chic Gloves
Gemini Bracelet	Armor (<i>Other</i>) for Lucas; Defense +12, Offense +10	Southwest corner of the highway
Doggy Biscuit	Recovers 60 HP for Boney; trade with a stray dog by the northern energy station for a Pencil Rocket	Next to the southern energy station
Brown Collar	Armor (<i>Body</i>) for Boney; Offense +20, Defense +20	West of the Cafe
Knit Sweater	Armor (<i>Body</i>); Defense +8; recovers 1 to 3 HP per turn	Repeatedly talk to Leo in the cave east of the Cafe

Enemies

Wound-Up Road Hog

ぜんまいイノシシ (*Zenmai Inoshishi*)

Type: Mechanical Chimera

Vulnerable: Fire, crying

HP: 420

Attacks

Charge forward

Damage: 75~85 HP

Recklessly drive around

Damage: 50~65 HP to three targets

Wind down

Effect: be unable to move for the rest of the battle

Comments: This seems to happen usually in the third round.

Strategy

You should be able to defeat the Wound-Up Road Hog in 1 or 2 rounds with combos. If you can't combo, you might want to *guard* until the Road Hog stops moving. It seems to always run out of juice in the third round.

The Wound-Up Road Hog sometimes drops a **Secret Herb**.

All:

- Standard attack, with combos
- (first 2 rounds) *Guard*, if you can't combo

Scrapped Robot

スクラップロボ (*Sukurappu Robo*)

Type: Mechanical

Vulnerable: Thunder, paralysis

HP: 332

Attacks

Standard attack

Damage: 15~25 HP

Tackle attack

Damage: 35~45 HP

Discharge a smelly odor

Effect: makes a single target feel **nauseous**

Lose some parts

Effect: inflicts 20~30 HP of damage to itself

Strategy

The Scrapped Robot is always feeling strange and often attacks itself or its cohorts. You should be able to defeat it in 1 round with combos or 2 rounds without. It sometimes drop an **Anti-Paralysis**.

All: standard attack

Fierce Pork Trooper

コワモテブタマスク (*Kowamote Butamasuku*)

Type: Human

Vulnerable: Fire, DCMC

Appearance: a muscular Pigmask with horns on its head

Recommended Level: 17

Attacks

Let out a strong blow to the head

Damage: 80~90 HP

Effect: might cause **memory loss**

Comments: Use **Healing alpha** (4 PP) if anyone other than Boney gets memory loss.

Tackle attack

Damage: 100~120 HP

Swing both arms

Damage: 130~150 HP to two targets

Pounce and pummel you

Effect: hits 7 times

Damage: 15~20 HP per hit

Use an Offense Spray

Effect: increases Offense by 40%

Say something nasty

Effect: decreases a single target's Offense by about 20%

Eat a Bag of Pork Chips

Effect: recovers about 160 HP

Sniff you

Effect: none

Strategy

If you have any DCMC items, such as a **DCMC Pamphlet** or a **DCMC Hat**, select the item from your inventory and target the Fierce Pork Trooper. This makes the Trooper jealous and unable to attack for 2 or 3 turns. Give the DCMC item to Boney because he likely has the highest Speed.

Even with a DCMC item, the Trooper is still able to attack in the rounds he recovers. Those few attacks can cause a lot of damage, so use Duster's **Scary Mask** and Kumatora's **Offense Down alpha** (7 PP) to decrease the Trooper's Offense 3 times. Use the **Smoke Bomb** after that to make the Trooper cry.

Once the Trooper is weakened, have Kumatora use **PK Fire alpha** (6 PP) in each round while everyone else uses their standard attack.

On the off chance you don't have a DCMC item, it's still possible to defeat this boss by lowering his Offense and making him cry. Lucas and Boney should *guard* until the Trooper's Offense is lowered. (Have anyone mortally wounded *guard* to slow the descent of the HP counter.)

This boss drops a **Pickled Veggie Plate** (recovers 10 HP).

Lucas:

- (first few turns) *Guard*, if a DCMC item is not available
 - Standard attack
 - **Lifeup alpha** (5 PP) or **beta** (9 PP), as needed
-

Duster:

- Scary Mask, until the Trooper's Offense is decreased 3 times
- Smoke Bomb

- Standard attack
-

Kumatora:

- Offense Down *alpha* (7 PP), until the Trooper's Offense is decreased 3 times
 - PK Fire *alpha* (6 PP)
-

Boney:

- Any DCMC item whenever the Trooper isn't immobilized
 - Standard attack
-

Road Block

とおせんぼフェンス (*Toosenbo Fensu*)

Type: Mechanical

Vulnerable: Thunder, sleep

HP: 333

Attacks**Standard attack**

Damage: 20~30 HP

Hypnosis *alpha*

Effect: might put a single target to **sleep**

Call for help

Effect: a **Wobbly Robot** or a **Scrapped Robot** might join the fight

Block the road

Effect: none

Strategy

The **Wobbly Robot** the Road Block can summon is a pretty powerful foe, so try to avoid the Road Block unless you're good at combos.

This enemy's battle music steadily increases its tempo from very slow to very fast. This is actually one of the easier songs to combo with, so you should get the hang of it quickly.

The Road Block sometimes drops a **Fresh Mint** (cures **nausea**).

Lucas: standard attack

Duster: standard attack

Kumatora: PK Thunder *alpha* (7 PP)

Boney: standard attack

Wobbly Robot

ヨロヨロボ (Yoro Yoro Robo)

Type: Mechanical

Vulnerable: Thunder, feeling strange

HP: 412

Appearance: a yellow, bipedal robot

Attacks**Standard attack**

Damage: 40~50 HP

Tackle attack

Damage: 60~80 HP

Generate a mysterious electric field

Effect: **paralyzes** a single target

Discharge a memory loss gas

Effect: causes **memory loss** in a single target

Strategy

You should be able to defeat the Wobbly Robot in 1 round with combos. Use **PK Thunder alpha** (7 PP) if you can't combo.

Lucas: standard attack

Duster: standard attack

Kumatora:

- Standard attack
- PK Thunder *alpha* (7 PP)

Boney: standard attack

Atomic Power Robot

エナジーロボ (*Enajii Robo*)

Type: Mechanical

Vulnerable: Thunder, feeling strange

HP: 350

Appearance: a round robot with a nozzle

Attacks**Fire a beam**

Damage: 35~40 HP

Replenish an energy supply

Effect: recovers HP

Explode into bits (death action)

Damage: 220 HP to three party members

Comments: Hitting the Atomic Power Robot's backside once destroys its self-destruct mechanism. As long as you defeat this enemy last, a party member should suffer only about 30 HP of damage at most from the explosion.

Strategy

Try to approach the Atomic Power Robot from behind or use Duster's **Siren Beetle** to prevent it from exploding. Otherwise, defeat this enemy last if it appears in a group.

The Atomic Power Robot sometimes drops a **Bomb** (base damage 320~350 HP to all enemies on screen).

Lucas: standard attack

Duster:

- Standard attack
- Siren Beetle

Kumatora: standard attack

Boney: standard attack

Rhinocrocket

サイロケット (*Sai Roketto*)

Type: Mechanical Chimera

Vulnerable: Freeze, paralysis

HP: 400

Attacks**Stab with its horn**

Damage: 35~50 HP

Launch itself at you

Damage: 50~70 HP to all

Strategy

The Rhinocrocket can inflict a large amount of damage, so defeat it as quickly as possible. You should be able to defeat it in 1 or 2 rounds with either combos or **PK Freeze alpha** (5 PP).

Lucas: standard attack

Duster: standard attack

Kumatora:

- Standard attack
- PK Freeze *alpha* (5 PP)

Boney: standard attack

Bright Smile

Type: Mysterious creature

Vulnerable: paralysis

HP: 278

Attacks

Standard attack

Damage: 15~30 HP

PK Fire beta

Damage: 80~100 HP to all

Effect: might leave its targets **burning**

Flash a dazzling smile

Effect: causes the entire party to start **crying**

Psycho-Shield alpha

Effect: reduces damage from PSI by 50%; doesn't work on PK Thunder

Psycho-Counter alpha

Effect: reduces damage from PSI by 50% and reflects inflicted damage; doesn't work on PK Thunder

Flash some DP

Effect: none

Strategy

The Bright Smile is a rare enemy that awards 2000 DP. I've seen it only in the tunnel leading to the southwestern most area of the highway, but there are probably more locations where this enemy appears.

Be near max HP to make sure you can survive a hit from PK Fire. Use **PK Thunder alpha** (7 PP) to defeat this enemy in 1 or 2 rounds.

Lucas: standard attack

Duster: standard attack

Kumatora: PK Thunder *alpha* (7 PP)

Boney: standard attack

Forlorn Junk Heap

かなしきよせあつめ (*Kanashiki Yoseatsume*)

Immune: Thunder

Appearance: an old Clayman stuck to bits of scrap

HP: ~1820

Recommended Level: 20

Attacks

Throw scrap metal at you

Damage: 30~50 HP to three targets

Swing a ball of trash

Damage: 70~110 HP

Shield *alpha*

Effect: reduces damage from physical attacks by 50%; prevents combos

Comments: The Forlorn Junk Heap is protected by a shield from the start of the fight. Use the [[Shield Snatcher]] to remove the shield or hit it 3 times with standard attacks.

Scatter an absurdly stinky smell

Effect: makes a single target **nauseous**

Gather some scrap into itself

Effect (one of the following):

Increases its Offense by about 20%

Increases its Defense by about 20%

Recovers about 300 HP

Strategy

Have Boney or somebody else use the [[Shield Snatcher]] at the beginning of the fight to remove the Forlorn Junk Heap's Shield. Decrease the Forlorn Junk Heap's Offense 3 times with the **Scary Mask** and **Offense Down *alpha*** (7 PP) as well. Duster's **Smoke Bomb** has a somewhat decent chance of working on this boss, but it shouldn't be necessary.

Lucas:

- Standard attack
 - **Lifeup *alpha*** (5 PP) or *beta* (9 PP), if HP falls to 70 or below
-

Duster:

- (first one or two turns) Scary Mask
 - Standard attack
-

Kumatora:

- (first one or two turns) Offense Down *alpha* (7 PP)
 - **PK Fire *alpha*** (6 PP)
 - Lifeup *alpha* (5 PP) or *beta* (9 PP), if HP falls to 70 or below
-

Boney:

- (first turn) Shield Snatcher
 - Standard attack
-

Walkthrough

Fierce Pork Trooper

Before moving on, recover with the Instant Revitalizing Device to prepare for a boss fight. If you have a **DCMC Pamphlet** or any other DCMC item, give it to Boney.

Run along the highway and through the tunnel. On the way, you might encounter some **Wound-Up Road Hogs** and **Scrapped Robots**. The Wound-Up Road Hogs have high Offense, but they stop moving after a couple of turns. You can defeat them in 1 round with combos, but if you can't combo *guard* until the Road Hog stops moving. The Scrapped Robots always feel strange and are easy to defeat.

At the end of the second tunnel, a Pigmask approaches on a Pork Bean. He mistakes you for the commander and lends you his vehicle. Unfortunately, as soon as the party drives away on the Pork Bean, it slips on a banana peel and crashes.

The **Fierce Pork Trooper** you met in Titiboo Theater arrives in another Pork Bean and finds the unconscious party on the ground. He initially believes Lucas is the commander, and tells him the area is littered with Fassad's banana peels. Just when he's about to lend the party his Pork Bean, he catches a whiff of Lucas and realizes he isn't the commander. He recognizes Lucas from the Club and attacks.

Open Boney's inventory and select a DCMC item. This makes the Trooper jealous and unable to attack for 2 or 3 rounds. Use Duster's **Scary Mask** and Kumatora's **Offense Down *alpha*** (7 PP) to decrease the Trooper's Offense 3 times, and make the Trooper cry with a **Smoke Bomb** after that. Once the Trooper is weakened, attack with **PK Fire *alpha*** (6 PP).

If you don't have a DCMC item, weaken the Trooper as described above. You should probably have Lucas and Boney *guard* until the Trooper's Offense is decreased. If someone gets mortally wounded, have that person *guard* to slow the descent of the HP counter.

Seven Mouse Kids on the Highway

When you win the battle, the Pigmask vows revenge and runs off. Enter his Pork Bean and go through the tunnel on the right.

About halfway through the tunnel is a gift box containing a Highway Map.

Drive through the tunnel and exit into a clearing. Go near the center of this area and head up the ramp. The **Rhinocrocket** on this hill can inflict a lot of damage, so be sure everyone is near max HP. You can avoid it by staying near the left side of the hill. If you bump into it, use **PK Freeze alpha** (5 PP) and high combos to defeat it in 1 round.

Open the gift box to obtain the **Chic Gloves**, a weapon for Kumatora. Talk to the mouse and she'll ask you to find her 7 kids. Do this for her and she'll reward you with a **[[Shield Snatcher]]**, an item that can remove an enemy's shield. There is also a gift box to the northwest containing a **Secret Herb**.

The **first mouse** is in the southwestern most area. On the way are 2 Pigmasks trying to charge their Pork Bean at an energy station. There is a gift box containing a **Doggy Biscuit** near them. You can trade the Doggy Biscuit for a **Pencil Rocket** later.

--The Bright Smile-- The Bright Smile is a rare enemy that awards 2000 DP. I've seen it only in the tunnel between the energy station and the first mouse, but there are probably other places where this enemy appears.

Be near max HP before fighting the Bright Smile so you can survive a hit from PK Fire *beta*. Use **PK Thunder** to defeat this enemy in 1 or 2 rounds.

The first mouse is trying to read a sign but is having some trouble. Talk to him, and he'll run back to his mother. Open the nearby gift box to find a **Gemini Bracelet**, armor for Lucas (Defense +12, Offense +10).

The **second mouse** can be found in the same place you fought the Fierce Pork Trooper.

The **third mouse** is outside the Clayman factory. The remaining mice are in areas ahead.

Keep going north to arrive at an energy station. Park the Pork Bean on the platform and examine the kiosk next to it. Answer "yes" to turn on the switch, and press **A** when you hear a beep to switch it off (if you don't press **A**, the Pork Bean breaks). If you don't charge the Pork Bean, it'll soon run out of energy and stop working.

The **fourth mouse** is directly north of the energy station. Read the sign next to it for some ironic humor:

"Preserve the scenic view!
Please do not post any signs."

Talk to the nearby dog to trade Doggy Biscuits for Pencil Rockets. As far as I can tell, you can trade as many Biscuits as you want.

There is also a **Pigmask Arms Dealer** in this area if you want to buy offensive items, but the items are pretty expensive. Head east to move on.

When you reach the suspension bridge, you'll find the **fifth mouse** about halfway across.

When you reach the Highway Cafe, go to the west and open the gift box to obtain the **Brown Collar**. Equip it on Boney and sell his previous collar.

Examine the Instant Revitalizing Device to recover HP/PP for an upcoming boss. You can buy some weapons and armor from the **[[Snack Cart]]**, but most of these items aren't worth buying. The **Souvenir Dress** is a rip-off if Kumatora is equipped with the **Fly Charm**, and a weapon stronger than the **[[Handy Yo-yo]]** can be obtained soon. The **Taurus Bracelet** can be helpful, but it's pretty expensive and you should leave at least 600 DP for later.

Check the energy station to find a robot on it. Talk to the robot and it'll ask you to charge it for exactly 15 seconds in return for some money. Examine the kiosk and answer "yes" to turn it on. Wait 15 seconds and press **A**. If you wait less than 10 seconds, the robot gives you only 1 DP. If you're just shy of 15 seconds, you get 50 DP. Get it exactly right to receive 100 DP. If you go over 15 seconds, the robot explodes and you get nothing. The robot always reappears when you exit and reenter the area.

Enter the tunnel to the east. Inside, get off the Pork Bean and go south. Talk to Leo-Leo, the guy surrounded by gift boxes. He says they're all gifts from women who like him. At first, he refuses to share his gifts with you, but if you repeatedly talk to him he eventually lets you open one box. No matter which box you open, you get a **[[Knit Sweater]]** (armor; Defense +8; recovers 1 to 3 HP per turn).

The **sixth mouse** is in the same room as Leo-Leo.

The **final mouse** is to the east near the end of the tunnel. Once all the kids are found, go straight west to return to the mother. Talk to her to receive the Shield Snatcher. I recommend you give this to Boney. (It looks like a wiggly hand.)

Forlorn Junk Heap

Go back all the way east to reach the trash dump. Exit the Pork Bean and climb down into the pit. When you reach the bottom, some debris come to life, and the Forlorn Junk Heap attacks.

The **Forlorn Junk Heap** is protected by a Shield from the beginning of the fight, so have Boney use the Shield Snatcher to remove it. Decrease the Junk Heap's Offense 3 times with the Scary Mask and Offense Down *alpha* (7 PP) and attack with PK Fire *alpha* (6 PP) after that. This boss is also somewhat vulnerable to crying, so you can have Duster throw Smoke Bombs until they work.

When the fight is over, Duster recovers the Hummingbird's Egg and regains his memories by doing so. A Pigmask then arrives and mistakes Lucas for the commander again. Finding the commander in the dump, he hurriedly takes Lucas to Thunder Tower.

Thunder Tower

Jump to **[[Enemies]]** or the full **[[Walkthrough]]**

Recommended Level: 21

Equipment	Lucas	Duster	Kumatora	Boney
Weapon	Better Stick	Mystical Shoes/*Rubber Boots	*Chic Gloves	(nothing)

Body	*Knit Sweater	DCMC Boxers	Fly Charm	*Brown Collar
Head	DCMC Hat	Sparrow Bandana	Azure Ribbon	DCMC Hat
Other	*Gemini Bracelet	*Taurus Bracelet	*Taurus Bracelet	(nothing)

* = new

Outline

1. Go to the center room on the first floor
2. Defeat the [[Fierce Pork Trooper]] again
3. Climb the tower
4. Defeat the **Li'l Miss Marshmallow** and obtain the [[Friend's Yo-yo]] (optional)
5. Climb to the top of the tower and defeat **Mr. Genetor**

Items

Friend's Yo-yo

ともだちのヨーヨー (*Tomodachi no Youyou*)

Use: weapon; Offense +30, Speed +5

Obtained: defeat the **Li'l Miss Marshmallow** in a room about halfway up Thunder Tower

Appearance: a red yo-yo

Roughly halfway up Thunder Tower is a room called "King P.'s Room." Examine the glass case holding the Friend's Yo-yo in this room and the robot maid Li'l Miss Marshmallow will attack. Defeat the robot to earn this weapon. Equip it on Lucas.

Rubber Cape

ゴムガッパ (*Gomu Gappa*)

Use: armor (*Body*); Defense +8; reduces damage from electrical attacks by about 80%

Obtained: vending machine in a room about halfway up Thunder Tower

Appearance: a light gray cloak with a lightning icon on its hood

The Rubber Cape is the most effective protection from electrical attacks in the game, but it can be obtained only in Chapter 5. It's useful in a couple of boss fights, so it's worth keeping at least one.

Trivia Card 2

なぞなぞカード 2 (*Nazo Nazo Kaado 2*)

Use: use on Pigmasks and their variants in battle

Obtained: gift box on the roof of the Thunder Tower base

Appearance: a card with a question mark on it

Use the Trivia Card against a Pigmask during battle to read him a trivia question. What answer he gives depends on the type of Pigmask. Some types answer correctly, while others do not. The answer to this card is "croquette bread."

As far as I know, the Trivia Card has no purpose. It's just a weird item in a weird game. Place it into **storage** if you don't want it.

Stores

Vending Machine

(On the first floor of Thunder Tower)

Item	Description	Price
Good Stick	Weapon for Lucas; Offense +27	1500 DP
Rubber Boots	Weapon for Duster; Offense +25; slightly protects from electrical attacks	1360
Brown Collar	Armor (<i>Body</i>) for Boney; Offense +20, Defense +20	1600
Cup of Pork Noodles	Recovers 80 HP	80
Anti-Paralysis	Cures paralysis	14
Fresh Mint	Cures nausea	16
Paper Fan	Cures feeling strange	12
Secret Herb	Cures all status effects or revives someone at 0 HP to 25% of max HP	600

King P.'s Vending Machine

(In King P.'s Room)

Item	Description	Price
[[Rubber Cape]]	Armor (<i>Body</i>); Defense +8; reduces damage from electrical by about 80%	1200 DP
Cup of Pork Noodles	Recovers 80 HP	80
Luxury Banana	Recovers 120 HP	500
Anti-Paralysis	Cures paralysis	14
Paper Fan	Cures feeling strange	12
Eye Drops	Cures crying	10
Secret Herb	Cures all status effects or revives someone at 0 HP to 25% of max HP	600
Pencil Rocket	230~250 HP of damage (Bomb Defense) to all enemies on screen	500
Made-You-Look	Makes an enemy turn around	50

Gift Boxes

Thunder Tower

Item	Description	Location
Tower Sketch	Map of Thunder Tower; press R to view	1F, near the entrance
Cow Hat	Armor (<i>Head</i>); Defense +10	1F, in the southern room marked by a lightning icon on the map
DCMC Pamphlet	<i>Use during battle to immobilize Pigmasks out of jealousy</i>	1F, in the northwest corner room
Pencil Rocket	230~250 HP of damage (Bomb Defense) to all enemies on screen	1F, in the northeast corner room
Trivia Card 2	No purpose	On the roof of the Thunder Tower base
[[Friend's Yo-yo]]	Weapon; Offense +30, Speed +5	Defeat Li'l Miss Marshmallow in King P.'s room
Saltwater Gun	Damages mechanical enemies and mechanical chimeras	King P.'s room
Secret Herb	Cures all status effects or revives someone at 0 HP to 25% of max HP	
Made-You-Look	Makes an enemy turn around	

Enemies

Minor Robot

マイナーロボ (*Mainaa Robo*)

Type: Mechanical

Vulnerable: Thunder, feeling strange

HP: 478

Appearance: a white, rectangular robot

Attacks

Throw a punch

Damage: 40~60 HP

Throw a bomb

Damage: 40~50 HP to all

Fire a sleepy beam

Effect: puts a single target to **sleep**

Run out of batteries

Effect: the Minor Robot shuts down

Comments: The Minor Robot seems to lose power after it suffers a certain amount of damage. If you're fighting a **Battery Man** with this enemy, the Battery Man can sacrifice itself to recharge the Minor Robot and recover all of its HP.

Strategy

You should be able to defeat the Minor Robot in 1 round with good combos. Try to engage this enemy rather than a **Battery Man** because this enemy has a much easier song to combo with. If you can't combo, use Duster's **Wall Staples** in the first round.

When the Minor Robot runs out of batteries, a Battery Man can sacrifice itself to revive this enemy. The Battery Man is a much weaker enemy, so you should try to defeat the Minor Robot first. If you can't combo, put the Battery Man to sleep to prevent it from recovering the Minor Robot's HP.

This enemy sometimes drops a **Bomb** (base damage 320~350 HP to all enemies on screen).

Lucas: standard attack

Duster:

- (first turn) Wall Staples, if you can't combo
- Standard attack

Kumatora: standard attack**Boney:** standard attack**Battery Man**でんちマン (*Denchi Man*)**Type:** Mechanical**Vulnerable:** Freeze, sleep**HP:** 300**Attacks****1.5 volt kick**

Damage: 20~30 HP

Electrical shock attack

Damage: 15~25 HP to three targets

Recharge the Minor RobotEffect: revives a **Minor Robot** that has run out of batteries and recovers all of its HP**Fall down**

Effect: none

Strategy

You should be able to defeat the Battery Man in 1 or 2 rounds. If you can't combo and this enemy appears with a **Minor Robot**, use **Wall Staples** on the Minor Robot and put the Battery Man to sleep with **Hypnosis alpha** (6 PP) to prevent it from recovering the Minor Robot's HP. Defeat the Minor Robot first because it's a much stronger enemy.

The Battery Man sometimes drops a **Made-You-Look**.

Lucas: standard attack**Duster:**

- (first turn) Wall Staples, against a Minor Robot
- Hypnotic Pendulum
- Standard attack

Kumatora:

- Standard attack
- Hypnosis *alpha* (6 PP)

Boney: standard attack**Whatever**テキトウ (*Tekitou*)**Type:** Mechanical Chimera**Vulnerable:** Fire, sleep**HP:** 264**Appearance:** a hamster chimera with a visible brain**Attacks****Standard attack**

Damage: 20~30 HP

Brainshock alphaEffect: makes a single target **feel strange****Use a Kiss-Kiss Machine**

Effect: steals 25~35 HP from a target

Become friendly and affectionate

Effect: immobilizes a single target for 2 or 3 rounds

Turn around

Effect: the Whatever doesn't attack for 2 turns

Emit a beeping sound

Effect: none

Strategy

You should be able to defeat the Whatever in 1 round. This enemy is easy to approach from behind. When you go up to it, a heart icon appears above its head. When the icon goes away, push this enemy and press **A** to engage it.

The Whatever sometimes drops **Magic Gelatin**.

All: standard attack

Fierce Pork Trooper

コワモテブタマスク (*Kowamote Butamasuku*)

Type: Human

Vulnerable: DCMC

HP: ~2090

Recommended Level: 23

Attacks

Let out a strong blow to the head

Damage: 100~120 HP

Effect: might cause **memory loss**

Tackle attack

Damage: 130~160 HP

Swing both arms

Damage: 110~140 HP to two targets

Pounce and pummel you

Effect: hits 7 times

Damage: 14~20 HP per hit

Say something nasty

Effect: reduces a single target's Offense by about 20%

Lose his temper

Comments: The Trooper gets angry at roughly two-thirds of the way through the fight. The Trooper's Offense and Defense increase, and he starts using additional moves.

Wildly thrash around

Damage: 160~190 HP to three targets

Beat his chest like a gorilla

Effect: none

Strategy

Have Boney use a **DCMC Pamphlet** or any other DCMC item whenever the Pork Trooper isn't immobilized with jealousy. (You can find a DCMC Pamphlet in the northwest corner room.) Decrease the Trooper's Offense 3 times with the **Scary Mask** and **Offense Down alpha** (7 PP), and attack with **PK Fire beta** (12 PP) after that.

If you don't have a DCMC item, have Lucas and Boney *guard* until you've decreased the Trooper's Offense 2 or 3 times. Use Duster's **Smoke Bomb** to make the Trooper cry, and decrease the Trooper's Defense 3 times with the **Tickle Feather** and **Defense Down alpha** (7 PP) as well. Use **Offense Up alpha** (6 PP) once on Lucas, and keep everyone's HP above 80 or so.

Keep at least one DCMC item after this fight. While the Fierce Pork Trooper doesn't fight the party anymore, DCMC items are still effective against most types of Pigmask that appear later in the game.

Lucas:

- Standard attack
 - Offense Up *alpha* (6 PP), on Lucas if you can't combo
 - Lifeup *alpha* (5 PP) or *beta* (9 PP), if someone's HP falls to 80 or below
-

Duster:

- (first few turns) Scary Mask
 - Tickle Feather, if you don't have a DCMC item
 - Standard attack
-

Kumatora:

- (first few turns) Offense Down *alpha* (7 PP)
 - Defense Down *alpha* (7 PP), if you don't have a DCMC item
 - PK Fire *beta* (12 PP)
-

Boney:

- DCMC item, whenever the Trooper isn't immobilized
 - Standard attack
-

Screwloose

ネジやん (*Nejijan*)

Type: Mechanical

Vulnerable: Thunder, feeling strange

HP: 350

Attacks

Standard attack

Damage: 25~35 HP

Hypnosis *alpha*

Effect: makes a single target fall **asleep**

Call for help

Effect: another Screwloose might join the fight

Strategy

You should be able to defeat the Screwloose in 1 or 2 rounds. This enemy sometimes drops a **Fizzy Soda** (recovers 20 HP).

All: standard attack

Surprise Box

ビックリばこ (*Bikkuri Bako*)

Type: Mechanical

Vulnerable: Freeze, paralysis

HP: 777

Appearance: a jack-in-the-box

Attacks

Standard attack

Damage: 15~21 HP

PK Fire *beta*

Damage: 80~100 HP to all

Effect: might leave its targets **burning**

Emit a memory wiping flash

Effect: makes a single target **forget** their special abilities

Be surprised

Effect: none

Comments: The Surprise Box always wastes its first turn by being surprised.

Strategy

You should be able to defeat the Surprise Box in 1 or 2 rounds with combos and **PK Freeze** *alpha* (5 PP) or *beta* (10 PP). The rhythm of this enemy's battle music slows down at a few points, but it should be easy to combo with.

Lucas:

- Standard attack
 - PK Love *alpha* (10 PP), if you can't combo
-

Duster: standard attack

Kumatora: PK Freeze *alpha* (5 PP) or *beta* (10 PP)

Boney: standard attack

Li'l Miss Marshmallow

マシュマロちゃん (*Mashumarochan*)

Type: Mechanical

Vulnerable: Thunder

Appearance: a robotic maid/guard

Recommended Level: 24

Attacks (Phase 1)

Slap attack

Damage: 40~60 HP

Slap you silly

Effect: hits twice

Damage: 40~70 HP per hit

Spill some hot tea

Damage: 60~70 HP to all

Comments: Offense Down or Defense Up doesn't affect this attack. Only **Shield** reduces damage.

Search you

Effect: none

Attacks (Phase 2)

Swing its scissors

Damage: 70~90 HP

Drill attack

Damage: 70~90 HP

Wildly thrash around

Damage: 100~120 HP to three targets

Strategy

Give your best food to Boney before the fight, and give your **Saltwater Guns** and **Thunder Bombs** to Duster and Boney if you can't combo. At the start of the battle, reduce the Li'l Miss Marshmallow's Offense 3 times with the **Scary Mask** and **Offense Down** *alpha* (7 PP). Use **PK Thunder** *alpha* (7 PP) after that.

If you can combo, use **Offense Up** *alpha* (6 PP) on Lucas and have him attack as much as possible. Have Kumatora use **Lifeup** *alpha* (5 PP) to keep everyone's HP above 70 or so. Have Boney use food if multiple people are heavily injured.

If you can't combo, you should probably play more defensively. Use **Shield alpha** (6 PP) on everyone and keep them shielded until at least the end of the first phase. If someone's HP falls below 70 before everyone is shielded, have Boney use food.

Duster and Boney should use up their Saltwater Guns and Thunder Bombs in the first part of the fight. You want to end the first phase as fast as possible because Miss Marshmallow's tea attack damages the entire party, and it can't be weakened by lowering this enemy's Offense.

Lucas:

- (first turn) Offense Up *alpha* (6 PP) on himself if you can combo
 - Standard attack, with combos
 - Shield *alpha* (6 PP) on everyone if you can't combo
 - Offense Up *alpha* (6 PP) on Duster and Boney if you can't combo
 - Lifeup, if someone's HP falls below 70
-

Duster:

- (first few turns) Scary Mask
 - Standard attack
 - Saltwater Guns and Thunder Bombs, if you can't combo
-

Kumatora:

- (first few turns) Offense Down *alpha* (7 PP)
 - PK Thunder *alpha* (7 PP)
 - Lifeup, if someone's HP falls below 70
-

Boney:

- Standard attack
 - Saltwater Guns and Thunder Bombs, if you can't combo
 - Food, if someone's HP falls below 70
-

Short Circuit Zap!

ろうでんパシュン! (*Rouden Bashun!*)

Type: Mysterious Creature

Vulnerable: Freeze, feeling strange

Resistant: Thunder

HP: 300

Attacks

PK Thunder *alpha*

Effect: summons one bolt; might **paralyze** its target

Damage: 90~120 HP per bolt

PK Thunder *beta*

Effect: summons two bolts; might **paralyze** its targets

Damage: 90~120 HP per bolt

PK Flash

Effect: might cause **crying**, **feeling strange**, **paralysis**, or instant defeat

Strategy

Use **PK Freeze alpha** (5 PP) and standard attacks to defeat this enemy in 1 round. Use **PK Love alpha** (10 PP) when facing a group.

The rhythm of this enemy's battle music is different from that of other songs. Instead of timing your button presses with the tempo of the song, you have to follow the bass line. I find it slightly harder than most songs, but you should be able to get about 2~5 hits consistently.

This enemy sometimes drops a **Magic Tart** (recovers 30 PP).

Lucas:

- Standard attack
 - PK Love *alpha* (10 PP) when facing a group
-

Duster: standard attack

Kumatora: PK Freeze *alpha* (5 PP)

Boney: standard attack

Mr. Genetor

Type: Mechanical
Vulnerable: PK Freeze
Resistant: Thunder

Recommended Level: 25

Attacks

1 million volt chop
Damage: 70~110 HP

Swing both arms
Damage: 60~80 HP to two targets

Store electricity
Effect: prepare for its discharge attack

Discharge crash attack
Damage: 120~140 HP to all
Effect: might **paralyze** its targets
Comments: The Mr. Genetor shuts down for a few rounds after it uses this attack.

Charge itself
Effect: recovers 100 HP
Comments: The Mr. Genetor uses this move while it's shut down.

Shock you
Damage: 20 HP
Comments: This occurs when someone touches the Mr. Genetor while it's active. You can't combo if you get shocked, and damage isn't reduced by the Rubber Cape or Boots. Don't use standard attacks until you've buffed your Offense and reduced Mr. Genetor's Defense to make the most of your attacks.

Power system failure
Effect: immobilizes the Mr. Genetor
Comments: This occurs when the Mr. Genetor is almost defeated.

Strategy

Buy at least one [[Rubber Cape]] from the vending machine in King P.'s Room. (The cape looks like a gray cloak with a lightning icon on its hood.) The Rubber Cape reduces damage from electrical attacks by 80%. Equip it on Kumatora.

At the start of the fight, reduce Mr. Genetor's Offense 3 times with the **Scary Mask** and **Offense Down alpha** (7 PP), make it cry with **PK Flash** (12 PP) or a **Smoke Bomb**, and paralyze it with **Paralysis alpha** (8 PP). Attack with **PK Freeze** after that.

Use **Offense Up alpha** (6 PP) on Lucas, Duster, and Boney, and reduce Mr. Genetor's Defense once or twice with the **Tickle Feather** before using standard attacks. Use **Lifeup** on anyone not wearing the Rubber Cape to keep their HP above 130 so they can survive Mr. Genetor's discharge attack.

When the Mr. Genetor shuts down, attack with Lucas, Duster, and Boney while Kumatora uses **Lifeup alpha** (5 PP) to recover each party member.

Lucas:

- (first turn) PK Flash (12 PP), to make Mr. Genetor cry
 - Offense Up *alpha* (6 PP), on Lucas, Duster, and Boney
 - Lifeup, if someone's HP falls to 130 or below
 - Standard attack
-

Duster:

- (first few turns) Scary Mask
 - Tickle Feather
 - Standard attack
-

Kumatora:

- (first few turns) Offense Down *alpha* (7 PP)
- Paralysis *alpha* (8 PP)
- Freeze *alpha* (5 PP) or *beta* (10 PP)
- Lifeup *alpha* (5 PP), while Mr. Genetor is shut down

Boney:

- *Guard*, until Boney's Offense is buffed
 - Standard attack
-

Walkthrough

Thunder Tower Base

Recover with the Instant Revitalizing Device to prepare for an upcoming boss. Examine the vending machine and buy **Rubber Boots** for Duster. Don't buy a Good Stick for Lucas because you can get a better weapon soon. There is also a gift box here that contains a map of the tower.

Your destination is the large room in the center of the first floor. The room is marked with a lightning icon on your map. There are gift boxes that contain a **Cow Hat** (Defense +10), a **DCMC Pamphlet**, and a **Pencil Rocket** in the other rooms. The Cow Hat is in the room marked by the other lightning icon, and I recommend you equip it on Boney. The DCMC Pamphlet is in the room in the northwest corner, and you should get it if you don't have any DCMC items. The Pencil Rocket is in the northeast corner room.

The most dangerous enemy on the first floor is the **Minor Robot**, which can throw bombs to damage the entire party. They can be defeated in 1 round with combos, and **Wall Staples** almost always work on them as well. The **Battery Man** is weaker, but they can sacrifice themselves to recover all of the Minor Robot's HP. When you face both, use Wall Staples on the Minor Robot and put the Battery Man to sleep if you can't combo.

Before entering the center room, give a DCMC item to Boney and make sure Kumatora has learned **PK Fire beta** (12 PP). The center room houses tanks containing electric catfish. These electric catfish power the lightning gun at the top of the tower, and a couple of Pigmasks are fruitlessly trying to scare the catfish into discharging their electricity.

The [\[\[Fierce Pork Trooper\]\]](#) is waiting for you at the top of the ladder. He claims he lost the previous fight because he wasn't prepared, but now he has changed into his battle gear and wants revenge.

Fierce Pork Trooper

Have Boney use a DCMC Pamphlet whenever the Trooper isn't immobilized with jealousy. Use the **Scary Mask** and **Offense Down alpha** (7 PP) to reduce the Trooper's Offense 3 times, and attack with PK Fire *beta* (12 PP) after that. If you can't combo, use **Offense Up alpha** (6 PP) on at least Lucas, and decrease the Trooper's Defense 3 times with the **Tickle Feather** and [\[\[Defense Down\]\] alpha](#) (7 PP). Keep everyone's HP above 80 or so.

Keep at least one DCMC item after this fight. While the Fierce Pork Trooper doesn't fight the party anymore, DCMC items are still effective against most types of Pigmasks that appear later in the game.

When you win, Fassad approaches and reveals your identity as an imposter. The party flees up the ladder and removes their disguises at the top.

There is a gift box near the ladder that contains a **Trivia Card 2** (the answer is "Croquette Bread"). Obtain it if you want and climb the stairs. There are some **Screwlooses** on the way, but they are weak.

King P.'s Room

Eventually you'll reach "King P.'s Room," a playroom furnished with a hot spring, a vending machine, gift boxes, toys, and a robot maid.

Be sure to recover in the hot spring before doing anything in here. The uppermost gift box is actually a **Surprise Box**, an enemy that can use PK Fire *beta*. Defeat it with **PK Freeze** for some money. The other gift boxes contain a **Secret Herb**, a **Saltwater Gun**, and a **Made-You-Look**.

Recover in the hot spring again. Give your best food to Boney, and give Duster and Boney your Saltwater Guns and **Thunder Bombs** if you can't combo. Check the display case next to the ladder to alarm the robot maid, [\[\[Li'l Miss Marshmallow\]\]](#).

The battle against Li'l Miss Marshmallow is divided into 2 phases. The first phase is a little harder because Miss Marshmallow can spill hot tea to inflict about 60 HP of damage to the entire party. This attack can't be weakened by Offense Down and can be defended against only with **Shield**. In the second phase, Miss Marshmallow can damage 3 targets at once, but it doesn't spill tea anymore.

At the start of the fight, reduce the Li'l Miss Marshmallow's Offense 3 times with the Scary Mask and Offense Down *alpha* (7 PP). Attack with [\[\[PK Thunder\]\] alpha](#) (7 PP) after that.

If you can combo, use Offense Up *alpha* (6 PP) on Lucas and have him attack as much as possible. Have Kumatora use **Lifeup alpha** (5 PP) to keep everyone's HP above 70 or so, and have Boney use food if multiple party members are heavily injured.

If you can't combo, you should probably play more defensively. Use Shield *alpha* (6 PP) on everyone and keep them shielded until at least the end of the first phase. If someone's HP drops below 70 before everyone is shielded, have Boney use food. Duster and Boney should use up their Saltwater Guns and Thunder Bombs in the first part of the fight.

You earn the **Friend's Yo-yo** (Offense +30; Speed +5) for defeating Li'l Miss Marshmallow. Equip it on Lucas.

Before moving on, buy at least one [\[\[Rubber Cape\]\]](#) from the vending machine and equip it on Kumatora. (It looks like a gray cloak with a lightning icon on its hood.) This item reduces damage from electrical attacks by about 80%.

Note 1: The Rubber Cape is the most effective protection against electrical attacks in the game. Put the Cape in **storage** when you no longer need it, and save it for a later boss.

Note 2: Check the jukebox in the northeast corner of the room to hear either the Drug Store theme or the Hotel theme from EarthBound.

Top of the Tower

You might encounter some **Short Circuit Zaps!** in the above areas. Use PK Freeze *alpha* (5 PP) and standard attacks to defeat them in 1 round. Use **PK Love alpha** (10 PP) when facing a group.

Part way up the tower, Lucas is struck by a bolt of electricity from the generator. This causes him to learn **PK Flash** (12 PP), a PSI ability that randomly causes crying, feeling strange, paralysis, or instant defeat to all enemies on screen.

When you get to the top of the tower, attempt to leave through the southern exit. An alarm sounds, and a security robot emerges from the generator.

Mr. Genetor's most dangerous attack is an electrical discharge attack it uses every few rounds. It needs to store some electricity before using this attack, so make sure anyone not wearing a Rubber Cape has at least 130 HP when Mr. Genetor is about to discharge.

At the start of the fight, reduce Mr. Genetor's Offense 3 times with the Scary Mask and Offense Down *alpha* (7 PP), make it cry with PK Flash (12 PP) or a **Smoke Bomb**, and paralyze it with **Paralysis alpha** (8 PP).

Use Offense Up *alpha* (6 PP) on Duster, Boney, and Lucas, and reduce Mr. Genetor's Defense once or twice with the Tickle Feather before using standard attacks. Mr. Genetor is charged with electricity while it's active, and using a standard attack inflicts 20 HP of damage to the attacker.

Mr. Genetor shuts down for a few rounds after using its discharge attack. Take advantage of these free rounds and attack with Lucas, Duster, and Boney while Kumatora uses Lifeup *alpha* (5 PP) to recover each party member.

When you win, Fassad appears again and chases the party outside. Climb the ladder and approach the large gun. Fassad follows and starts taunting you.

Fassad:

"Nuheheheheheh!

You idiots.

You have nowhere to run!

Nuheheheheheh!

You've done well in disrupting our plans.

We would've given you happiness if you just lived quietly in Tazmily Village and minded your own business."

[Fassad eats a banana and gets a call]

Fassad:

"Good, you're ready.

I'll finish up here soon. Bring up the Pig Craft and wait for me."

[Fassad hangs up]

Fassad:

"Thunder Tower's now useless.

But this is the perfect chance to get rid of you all.

I don't mean to waste my breath on 3 mangy rats, but our King likes to do things with pizzazz.

That's why we're going to eliminate you in style by destroying Thunder Tower with you on it."

[An aircraft approaches]

Fassad:

"Looks like my ride is here.

Now, if you'll excuse me ladies and gentlemen, I have to get going."

[Fassad calls]

Fassad:

"Alright, I'm ready.

Destroy the tower!"

[The tower begins to shake]

Fassad:

"Well then, Lucas.

We've known each other for only a short time, but I won't forget you.

Nuheheheheheheh

Heeeheheheheh!"

[A large explosion, and Fassad slips on a banana peel]

[The aircraft descends]

Kumatora:

"Alright, let's grab it!"

Duster:

"Rope Snake! You're up!"

After a scene, the chapter summary appears.

The moving puppets made of dirt. The Tower that casts lightning. The winding highway. The flying ship.

The enemy Lucas and his friends have to confront is much more advanced. Is there any hope of defeating such a wicked and powerful foe?

No.

We can't think with common sense.

Even if the odds of winning are only a million to one, that means there is a million to one chance of turning the tables.

Lucas

Kumatora

Duster

Are the three going to be separated again.

Or will they pull their strength back together and face their trials?

And who was that masked man with the youthful profile looking down on Lucas and his friends from the ship...?

With premonitions of fiercer battles to come, the story moves on to the next chapter.

End of Chapter 5

"*Boing*

Would you like me to save what has happened up to this point?

>Yes >No"

Chapter 6: Sunflower Plateau

Intermission

Walk left along the bottom of the field until you trigger a scene, then keep heading left.

Chapter 7: The 7 Needles

Needle Race

Jump to [[Enemies]] or the full [[Walkthrough]]

Recommended Level: 26

<i>Equipment</i>	Lucas	Boney
Weapon	*Friend's Yo-yo	(nothing)
Body	Knit Sweater	Brown Collar
Head	DCMC Hat	*Cow Hat
Other	Gemini Bracelet	(nothing)
* = new		

Outline

1. Talk to Alec and Wes, and leave the retirement home
2. Talk to Ionia on the bridge
3. Talk to the paddlers and go up the river
4. Enter the Magypsy house and talk to Aeolia
5. Talk to Ionia
6. Go through the underground passage
7. Approach the needle
8. Pick up the Transceiver
9. Talk to Ionia
10. Leave the castle
11. Go to Hinawa's grave and receive the Courage Badge
12. Go to the **Chimera Lab**

Items

Aeolia's Memento

エオリアのかたみ (*Eoria no Katami*)

Use: automatically revives its carrier when they fall to 0 HP

Obtained: examine Aeolia's chair in the Magypsy house

Appearance: a razor and lipstick

Each Magypsy gives you mementos. Place mementos in someone's inventory, and they automatically revives that person when they fall to 0 HP.

Stores

Thomas's Shop

(In the village square)

Item	Description	Price
Kid's Shirt	Armor (<i>Body</i>) for Lucas; Defense +7	100 DP
Kid's Hat	Armor (<i>Head</i>); Defense +3	50
Pisces Bracelet	Armor (<i>Other</i>) for Lucas; Defense +7	160
Sprinting Bomb	140~160 HP of damage (Bomb Defense) to all enemies on screen	200
Antidote	Cures poison	8
Paper Fan	Cures feeling strange	12
Alarm Cicada	Cures sleep	18

Caroline's Bakery

(In the village square)

Item	Description	Price
Nut Cookie	Recovers 15 HP	8 DP
Nut Bread	Recovers 30 HP	12
Bread Roll	Recovers 60 HP	30
Peculiar Cheese	Recovers 60 HP for Lucas, 20 HP for Boney	20
Fresh Milk	Recovers 80 HP; turns into Yogurt in 10~15 min.	60
Fresh Egg	Recovers 80 HP; turns into a Chicken or a Hot Spring Egg	40

Snack Cart

(Near the beaches in the western part of the village)

Item	Description	Price
Aloha Coat	Defense +8; reduces damage from fire by 80%	1600 DP
Jumbo Shrimp Soup	Recovers 150 HP	350
Giant Abalone Steak	Recovers 180 HP	400

Gift Boxes

Underground Passage

Item	Description
Beef Jerky	Recovers 60 HP
Rotten Milk	Turns into Yogurt (recovers 80 HP) after 10~15 min.
Magic Tart	Recovers 30 PP

Train Tunnel

Item	Description	Location
Super Bomb	450~480 HP of damage (Bomb Defense) to all enemies on screen	Behind the previously closed gate
Luxury Banana	Recovers 120 HP	

Enemies

Cleocatra

ミイラキャット (*Miira Kyatto*)

HP: 312

Attacks

Standard attack

Damage: 20~22 HP

Lifeup *beta*

Effect: recovers about 120 HP

Hypnosis *alpha*

Effect: puts a target to **sleep**

Coil attack

Effect: immobilizes a single target for 2 or 3 rounds

Hop around

Effect: none

Strategy

You should be able to defeat the Cleocatra in 1 or 2 rounds with combos. The Cleocatra's Lifeup and Hypnosis can be very annoying, so run away if you face a group and you can't combo.

Lucas:

- Standard attack
 - PK Love *alpha* (10 PP)
 - *Run away*
-

Boney: standard attack

Bro Team

キョウデイ (*Kyoudai*)

Type: Mysterious Creature

Vulnerable: Freeze, crying

HP: 380

Attacks

Throw a punch

Damage: 50~60 HP

Tackle attack

Damage: 60~80 HP

PK Freeze *alpha*

Damage: 35~55 HP

Effect: might solidify its target for 2 or 3 rounds

Fusion attack

Effect: the Big Bro attacks with PK Fire (30~40 HP to all) and the Li'l Big Bro charges forward (60~80 HP)

Strategy

You should be able to defeat the Bro Team in 2 or 3 rounds. Make sure Lucas and Boney's HP are above 100 before fighting this enemy. Take advantage of the rolling HP counter and don't use Lifeup if you're close to winning.

The Bro Team sometimes drops **Beef Jerky** or a **Nut Cookie**.

Lucas:

- Standard attack
 - Lifeup *beta* (9 PP), if needed
-

Boney: standard attack

Walkthrough

"That Time"

The chapter begins with some dialogue.

```
Wes:
"He's sleeping well.
Good thing he doesn't seem hurt."

[ Lucas wakes up ]

Alec:
"Oh, he's awake.
Boney's got a nice spring in his step too."
```

Talk to Alec and Wes.

```
Alec:
"Hinawa came to me in a dream and told me to hurry and pile up some
Straw.
Hinawa saved you two."

Wes:
"It's strange.
Alec heard Hinawa ask him to pile some Straw at that spot in a
dream.
Then you two actually come falling out of no where.
It's absolutely strange."
```

When you try to leave, Alec stops you.

```
Alec:
"Was Duster with you?
  >Yes    >No (Answer "yes" and Alec says a few extra things)

| Hmm, I thought so.
| But...
| We probably don't have to worry.
| I'll tell Wes about him.

Lucas, it looks like you've met one of my Magypsy friends.
You can trust them despite how they look.
They just might be able to help you."
```

When you go outside, Boney spots something and runs off. Get a **Thunder Bomb** behind the retirement home, and go to the bridge to find Ionia tied up on the ground. The people around him are wary and hesitate to help. Talk to him to stand him up.

```
Ionia:
"Mmph ngmph mggg...
.....haaah!

Whew, I took off the gag myself!
I wriggled my mouth like this and that and
loosened it little by little!
Yay me!

Sorry, but can you help me up please?"

[ Lucas stands Ionia up ]

Ionia:
"Thank you!
I was attacked after I washed off my makeup and didn't have my
pretty face on.

Oh my?!
You're the boy I met at the hot spring the other day!
Just as I thought, our fates are tied together.
I figured there was something special about you as soon as I knew
you can use PSI.

That's right,
the person we Magypsies have been waiting for the last tens of
thousands of years must be you...right?
"That time" is getting closer...
I wonder if you realize it, too.
It's okay if you don't know, since I'm not sure either.

But, if I was attacked, that means...
Maybe...
Oh no! I wonder if Aeolia is okay?
```

But I don't have my makeup on so I can't fly.
I guess I'll just have to walk like a pedestrian.
You're coming with me!
To Aeolia's house!
Okay?
>Yes >No (Answer "yes")

["Ionia joins you!"]

"We'd get to Aeolia's house right away if we could just go up the river..."

Paddler:

"Just a minute there, bros.

I have noooo idea what you're talking about, but
if you're going up the river, leave it to us.
C'mon!"

Follow the two paddlers to their boat and talk to them. Answer "yes" to his offer and he takes you up the river.

When you get off the boat, go east, enter Aeolia's house, and talk to him.

Aeolia wonders what happened to Ionia and asks why he's tied up. Ionia realizes he forgot to untie himself, and asks Lucas to free him.

When Ionia puts his makeup back on, talk to him. He compliments himself on his "beauty," then a strange rumble shakes the house. When the shaking stops, Aeolia begins to fade away.

Ionia:
"Oh my!
Aeolia!
Your body, your body, your body is disappearing?!"

Aeolia:
"My! My, my!
You're right, you're right!
I'm disappearing, I'm disappearing!
I'm disappearing, but I feel fine."

Ionia:
"But...if you're disappearing, that means...?"

[Scene of the needle at Osohe Castle]

Aeolia:
"The needle at Osohe Castle I've been protecting...
was pulled by someone.

Someone who can pull the needles...has finally appeared.
The Dragon of Darkness sealed by the 7 needles will awaken..."

[Aeolia lifts the table and reveals a secret passage]

Aeolia:
"You can go to Osohe Castle's courtyard through this underground
passage.
I'm going to disappear soon if the needle really was pulled, but...
You should make sure.

Did a person with a heart of darkness pull the needle.
Or did a person with a heart of light pull the needle.
The world will become a completely different place depending on the
heart of the person.

Ahh, today is the day I disappear.
Ionia, what's-your-name, and little doggy...

Bye beee."

[Aeolia disappears]

Ionia:
"Aeolia...
you were such a frank and honest person.
That's why we got along so well.

Well!
Let's go through the underground passage and get to Osohe Castle's
courtyard."

Examine the leftover lipstick and razor on Aeolia's chair to pick up [[Aeolia's Memento]], an item that automatically revives its carrier when their HP falls to 0.

Climb down the ladder into the underground passage. Inside are some **Cleocatras**, a relatively weak but annoying enemy that can use Lifeup *beta* and Hypnosis *alpha*. You should be able to defeat them in 1 or 2 rounds with combos. If you can't combo and you face a group, it might be better to run away.

There are three gift boxes in the underground passage that contain [[Beef Jerky]], **Rotten Milk**, and a **Magic Tart**.

When you get to the end of the underground passage, you emerge near where the needle once was.

Ionia:

"Just as we thought, the needle's been pulled...

I have no idea who pulled it.

The Dragon of Darkness reflects the heart of the person who pulls the needle...

...is what they say, but there is no indication of what kind of heart the person has.

Neither a good heart nor a wicked heart.

...strange.

I wonder if there's such thing as a person with no heart.

The Dragon of Darkness will be sealed for eternity...is what we always thought.

.....

No, there's still a chance.

You were able to learn PK Love, weren't you.
Maybe you could...

Oh, right.

I haven't told you anything, have I.

I should tell you about these needles."

First, know this.

These islands are a specially protected place.

These islands we live on
exist along with a limitless power.

That power is the dragon.
The power belongs to a dragon that
sleeps in darkness underneath the islands.

The dragon is unbelievably big.
...It's about the same size as all these islands.

Because of the sleeping dragon,
these islands are protected from disaster.

But, the dragon's power is too
strong for humans to control.

That's why a long time ago, the ancestors
of the Magypsies struck 7 needles to put the
dragon to sleep.

One needle for each Magypsy.
We've been living a long, long time
protecting the needles.

But, someday a person who will
awaken the dragon will appear...
It has been said that a time will
come when the dragon's power is
needed.

It's just that, if the person who awakens the dragon
has a heart of darkness, all of the dragon's power will
become evil. More likely than not, the person's evil wishes
will come true, and everything will be destroyed...
There is that possibility.

Of course, we want the opposite to happen.
If a person with a good heart pulls the needles and joins
with the dragon's power, the evil flow of fate will disappear

and life will shine with light.
That's what they say.

Also,
Don't worry and listen...
If the needle a Magypsy has been protecting is
pulled, the Magypsy will end its 10,000 year
existence and disappear.
We're so romantic.

Ionia:
"There's one more legend.
The only people who can pull the seven needles
are those who can use PK Love...
That is something even we Magypsies can't do.
In other words, you are a boy chosen to pull the needles."

Go south and examine the transceiver.

```
"C, c, c, commander!  
Please come quickly!  
The location of the next needle has been confirmed!  
We need the mon, mon, monkey!  
The monkey opens the way!  
Argh, this is annoying!  
The monkey!  
I'll explain later!  
Please come to the Ch, Ch, Chimera Lab!  
Of course, you know where the Chimera Lab is, right sir?  
>Yes >No (it doesn't matter what you say)  
  
Huh?  
Commander!  
Your voice sounds livelier than usual!  
Well, whatever.  
  
Actually, I don't really remember where it is...  
Take the train from the Crossroad, go north past the factory to the  
Ropeway, and then turn west, correct sir?  
>Yes >No (if you answer "no," the caller repeats himself)  
  
Thank you, sir!  
I'll leave for the Chimera Lab immediately!  
The monkey! Trouble!  
The needle!  
You should panic too, sir!  
*beep*  
  
[ "You got the Transceiver!" ]
```

Courage Badge

Talk to Ionia. He tells you to go through another underground passage back to the village. He then flies away to return to his own needle.

Climb down the ladder to the right and move through the hall. Unlock the door at the end to emerge in the basement of Osohe Castle.

The **Bro Teams** down here are pretty strong, so keep Lucas and Boney's HP above 100. Try to take advantage of the rolling HP counter when fighting the Bro Team and don't use Lifeup if you're near the end of a fight. You should be able to defeat this enemy in about 2 or 3 rounds.

When you leave Osohe Castle and enter the graveyard, Boney pulls you to Hinawa's grave. There, you'll find the gravedigger who tells you Flint was just here. He left to search the mountains for Claus again like he does everyday. Flint asked the gravedigger to give Lucas his old Courage Badge. The Badge is rusty, but Flint has treasured it since he was a child and wants Lucas to have it.

To the Chimera Lab

When you head south into the Crossroad, a Pigmask calls Lucas again and reminds him on how to reach the Chimera Lab. (Take the train from the Crossroad, go north past the factory to the Ropeway, and then turn west.)

Before catching a train, you might want to go to the beach in western Tazmily and buy an **Aloha Coat** (1600 DP) for Lucas from the snack cart there. The Aloha Coat reduces damage from fire by about 80% and can be useful in a few upcoming places.

Also, enter the train tunnel and open two previously unreachable gift boxes to get a **Super Bomb** (base damage 450~480 HP to all enemies on screen) and a **Luxury Banana** (recovers 120 HP).

Talk to the man on the railway platform to ride the train.

```
"The train is cheap, convenient, and easier than walking.  
It costs 50 DP per person.  
Would you like to ride?"
```

>Yes >No

Would you like to ride the more luxurious Green Train?

The Green Train is a little more expensive

but do you want to ride it?

>Yes >No"

The Green Train costs 200 DP, but you don't get anything for riding it other than different traveling music; it also makes Lucas feel happy at the end of the ride. Take whichever you want, go north past the factory to the Ropeway, and then turn west to reach the Chimera Lab.

Chimera Lab

Jump to [[Enemies]] or the full [[Walkthrough]]

Recommended Level: 27

Equipment	Lucas	Boney
Weapon	Friend's Yo-yo	(nothing)
Body	*Aloha Coat	Brown Collar
Head	DCMC Hat	Cow Hat
Other	Gemini Bracelet	(nothing)
* = new		

Outline

1. Enter the Chimera Lab
2. Enter the theater and go behind the curtains
3. Examine the open locker
4. Go to the room in the northwest corner of the second floor
5. Defeat the **Almost Mecha-Lion**
6. Avoid the **big, red chimera** and enter the basement
7. Search the basement, then return to the first floor
8. Talk to Dr. Andonuts in the large trash can in the main hallway
9. Enter the easternmost room on the first floor
10. Leave the Chimera Lab and examine the door north of the lake
11. Enter the Magypsy's house
12. Go outside and talk to the Magypsy
13. Return to the Chimera Lab and talk to Dr. Andonuts
14. Select the striped chimera
15. Pull the needle

Stores

Scientist

(Chimera Lab lobby)

Item	Description	Price
Offense Spray	Offense +40% for a fight	1000 DP
Defense Spray	Defense +40% for a fight	1000
Enemy Bufferizer	Doubles an enemy's Offense, Defense, and experience points	800
Enemy Wimperizer	Halves an enemy's Offense, Defense, and experience points	1200

Vending Machine

(Chimera Lab lobby)

Item	Description	Price
Very Good Stick	Weapon for Lucas; Offense +33	2000 DP
Cup of Pork Noodles	Recovers 80 HP	80
Pork Stew	Recovers 100 HP	120
Antidote	Cures poison	8
Eye Drops	Cures crying	10
Anti-Paralysis	Cures paralysis	14
Fresh Mint	Cures nausea	16
Secret Herb	Cures all status effects or revives someone at 0 HP to 25% of max HP	600

Gift Boxes

Outside the Chimera Lab

Item	Description	Location
Fresh Egg	Turns into a Chicken or a Hot Spring Egg	Hot spring west of the Chimera Lab
Saltwater Gun	Damages mechanical enemies and mechanical chimeras	Along the west wall of the Chimera Lab
Magic Tart	Recovers 30 PP	Northwest of the Chimera Lab

Chimera Lab

Item	Description	Location
Chimera Lab Map	Map of the Chimera Lab; press R to view	2F, a few rooms ahead of the locker room
Saltwater Gun	Damages mechanical enemies and mechanical chimeras	1F, in the projector room
Bomb	320~350 HP of damage (Bomb Defense) to all enemies on screen	1F, in the southwest freezer room
Secret Herb	Cures all status effects or revives someone at 0 HP to 25% of max HP	2F, in front of the west elevator
Doggy Biscuit	Recovers 60 HP for Boney	2F, in the southwest corner room
Enemy Wimperizer	Halves an enemy's Offense, Defense, and awarded experience points	3F locker
Edible Mushroom	Recovers 20 HP	
Pork Stew	Recovers 100 HP	Basement
Enemy Bufferizer	Doubles an enemy's Offense, Defense, and awarded experience points	Talk to the scientist in the skeleton room after Salsa joins you
Offense Spray	Offense +40% for a fight	1F, examine the shelves in the room in front of the middle elevator, after Salsa joins you
Defense Spray	Defense +40% for a fight	2F, examine the shelves in the room across from the hot spring, after Salsa joins you
Bug Spray	Inflicts 300 HP of damage to a Bug type enemy	

Magypsy's House

Item	Description	Location
Magic Gloves	Weapon for Kumatora; Offense +30, max PP +10	Southwest of the Magypsy's house

Enemies

Squawking Boomstick

キケンぶんちょうぼう (*Kiken Bunchou Bou*)

Type: Organic Chimera

Vulnerable: Freeze, paralysis

HP: 400

Appearance: a bird's head attached to a stick

Attacks

Stare at you

Effect: none

Self-destruct

Damage: 280 HP to all

Comments: If you end the battle quickly, you should suffer only about 30 HP of damage.

Strategy

You should be able to defeat the Squawking Boomstick in 1 or 2 rounds. If it self-destructs, you don't receive any experience points.

All: standard attack

Batangutan

コウモウータン (*Koumoutan*)

Type: Organic Chimera

Vulnerable: Fire, sleep

Appearance: a bat with an orangutan's head

HP: 213

Attacks

Standard attack

Damage: 3~6 HP

Fling fleas at you

Effect: infested target can't combo and sometimes fails to use special abilities

Be absentminded

Effect: none

Strategy

You should be able to defeat the Batangutan in 1 round.

This enemy's battle music steadily increases its tempo from very slow to very fast. This is actually one of the easier songs to combo with, so you should get the hang of it quickly.

All: standard attack

Pigtunia

ぶたくさ (*Buta Kusa*)

Type: Organic Chimera

Vulnerable: Fire, sleep

HP: 352

Appearance: a three-headed pig plant

Attacks

Standard attack

Damage: 20~26 HP

Make something spin around

Effect: drains 10~15 PP from one target

Scatter some pollen

Effect: makes one target start **crying**

Sow some seeds around itself

Effect: another Pigtunia might join the fight

Strategy

You should be able to defeat the Pigtunia in 1 or 2 rounds. This enemy sometimes drops **Flea Powder**.

All: standard attack

Horsantula

ウマンチュラ (*Umanchura*)

Type: Organic Chimera

Vulnerable: Fire, crying

HP: 456

Appearance: a horse with 8 legs

Attacks

Charge forward

Damage: 80~90 HP

Thrash around

Damage: 85~100 HP to all

Let out a strong kick

Damage: 80~90 HP

Take a bite using its poisonous fangs

Effect: **poisons** its target

Offense Up *alpha*

Effect: increases its Offense by about 20%

Strategy

Use **PK Love *alpha*** (10 PP) in each round if you can't combo. Don't worry about conserving PP because there is a hot spring to the west of the Chimera Lab.

Be near max HP before fighting this enemy. Take advantage of the rolling HP counter and don't use **Lifeup** even if Lucas or Boney are mortally wounded. Have Boney *guard* to slow the descent of his HP counter.

This enemy sometimes drops an **Antidote**.

Lucas:

- Standard attack
 - PK Love *alpha* (10 PP), if you can't combo
-

Boney:

- Standard attack
 - *Guard*, if heavily injured
-

Ostrelephant

だちょうゾウ (*Dachou Zou*)

Type: Organic Chimera

Vulnerable: Fire, crying

HP: 400

Appearance: an ostrich with an elephant's head for a body

Attacks**Charge forward**

Damage: 70~80 HP

Continuous peck attack

Effect: the Ostrelephant hits twice

Damage: 20~30 HP per hit

Fan its ears

Effect: none

Strategy

Use **PK Love *alpha*** (10 PP) in each round if you can't combo. Don't worry about conserving PP because there is a hot spring to the west of the Chimera Lab.

Be near max HP before fighting this enemy. Take advantage of the rolling HP counter and don't use **Lifeup** even if Lucas or Boney are mortally wounded. Have Boney *guard* to slow the descent of his HP counter.

The rhythm of this enemy's battle music is unique. The first two beats are slow and are followed by three quick beats--the beginning of the song introduces the pattern.

Lucas:

- Standard attack
 - PK Love *alpha* (10 PP), if you can't combo
-

Boney:

- Standard attack
 - *Guard*, if heavily injured
-

Einswine

ぶたみそ (*Butamiso*)

Type: Mechanical Chimera

Vulnerable: Fire, feeling strange

HP: 387

Appearance: a pig with an enlarged brain

Attacks

Standard attack

Damage: 30~40 HP

PK Freeze beta

Damage: 90~130 HP

Effect: might solidify its target for 2 or 3 rounds

PK Thunder beta

Effect: summons two lightning bolts; might **paralyze** its targets

Damage: 100~130 HP per bolt

Shield omega

Effect: reduces damage from physical attacks by 50% for all enemies; prevents combos

Brainshock omega

Effect: might make the entire party **feel strange**

Strategy

You should be able to defeat the Einswine in about 2 or 3 rounds. This enemy wanders aimlessly and can be easily approached from behind.

Take advantage of the rolling HP counter and don't recover until your HP rolls down to about 100 or so. (*Guard* to slow the descent of the HP counter.) Until then, be aggressive and keep attacking. If you face this enemy in a group and you can't combo, use **PK Love alpha** (10 PP).

The rhythm of this enemy's music is different from that of other songs. Instead of timing your button presses with the tempo of the music, you have to follow the bass line. I find it slightly harder than most songs, but you should be able to get about 2~5 hits consistently.

Lucas:

- Standard attack
 - PK Love *alpha* (10 PP), if facing a group
-

Boney: standard attack

Almost Mecha-Lion

ほぼメカライオン (*Hobo Meka Raion*)

Type: Mechanical Chimera

Vulnerable: Thunder, crying

Recommended Level: 27

Attacks

Scratch with its claws

Damage: 70~80 HP

Biting attack

Damage: 80~95 HP

Stab with its poisonous tail

Damage: 50~60 HP

Effect: might **poison** its target

Breathe fire

Damage: 40~50 HP to all

Effect: might leave its targets **burning**

Roar a battle cry

Effect: reduces a target's Offense by about 20%

Strategy

The **Aloha Coat** (1600 DP) sold at the snack cart by the beach in Tazmily can help somewhat in this fight (especially if you can't combo) and against a later boss. The Aloha Coat reduces damage from fire by about 80%. If you didn't buy one, you'll have another chance to get it later.

Before the fight, give all your **Saltwater Guns** to Boney. Have Boney use up his Saltwater Guns and *bash* thereafter.

Use **Counter alpha** (12 PP) on both Boney and Lucas and replenish a shield whenever it weakens. (Each use of Counter protects from a maximum of 3 attacks.) Make the Mecha-Lion cry with **PK Flash** (12 PP), and use **Offense Up alpha** (6 PP) on Boney. Keep everyone's HP above 80 or so with Lifeup.

Lucas:

- (first two turns) Counter *alpha* (12 PP) on Boney and Lucas
 - PK Flash *alpha* (12 PP), until the Mecha-Lion cries
 - Offense Up *alpha* (6 PP) on Boney
 - Lifeup *beta* (9 PP), when HP falls below 80
 - Standard attack
-

Boney:

- Standard attack
 - Saltwater Gun
-

Dogfish

ワンワンフィッシュ (*Wan Wan Fisshu*)

Type: Organic Chimera

Vulnerable: Thunder, paralysis

HP: 368

Appearance: a fish with a dog's head

Attacks

Biting attack

Damage: 25~40 HP

Take a bite using its poisonous fangs

Damage: 20~30 HP

Effect: might **poison** its target

PK Freeze *beta*

Damage: 90~130 HP

Effect: might solidify its target for 2 or 3 rounds

Call for help

Effect: another Dogfish might join the fight

Strategy

You should be able to defeat the Dogfish in 1 or 2 rounds.

All: standard attack

Top Dogfish

ヌシワンワン (*Nushi Wan Wan*)

Type: Organic Chimera

Vulnerable: Thunder, paralysis

Appearance: a large fish with a dog's head

HP: 861

Attacks

Biting attack

Damage: 50~65 HP

Charge forward

Damage: 110~150 HP

PK Freeze *gamma*

Damage: 170~200 HP

Effect: might solidify its target for 2 or 3 rounds

Strategy

The Top Dogfish is a rare enemy that appears by the pond to the east of the Chimera Lab. I've seen it appear only on the west side of the pond.

This enemy will likely be a little too powerful for you now, especially if you can't combo. If Boney has plenty of food, have Lucas attack with combos or **PK Love** while Boney keeps everyone alive. Have Boney use any **Thunder** or **Sprinting Bombs** he has as well. You should probably wait until you have a full party before fighting this enemy.

According to starmen.net, the Top Dogfish has a 100% chance of dropping **Meteotite**, an item you can sell for 2500 DP. Together with the bank deposit, this enemy awards about 3000 DP total.

Lucas:

- Standard attack, with combos
 - PK Love, if you can't combo
 - *Run away*
-

Boney:

- Food, when someone's HP falls below 120
 - Thunder Bomb
 - Sprinting Bomb
-

Walkthrough

Outside the Chimera Lab

There are some powerful new enemies around the Chimera Lab. Keep Lucas and Boney near max HP, and don't worry about conserving PP because there is a hot spring west of the Chimera Lab.

When you face a **Horsantula** or **Ostrelephant**, use **PK Love *alpha*** (10 PP) in each round. Take advantage of the rolling HP counter, and don't use **Lifeup** even if Lucas and Boney are mortally wounded. Have Boney *guard* if he is in danger of falling to 0 HP.

The **Einswine** is another powerful new enemy that can use PK Thunder and Freeze. Luckily, it wanders aimlessly outside of battle and can be easily avoided or approached from behind.

Note: A rare enemy called the **Top Dogfish** occasionally appears by the pond to the east of the Chimera Lab. I've seen it appear only on the left side of the pond.

This enemy has 861 HP and can use PK Freeze *gamma*, so it's probably a little too powerful for you now. According to starmen.net, it has a 100% chance of dropping **Meteotite**, an item you can sell for 2500 DP. Together with the bank deposit, this enemy awards about 3000 DP total.

If you didn't explore this area in a previous chapter, there are some gift boxes you can open that contain a **Saltwater Gun** and **Magic Tart**. There is also a hot spring to the west of the lab. Talk to the chicken there to receive a **Fresh Egg**. This item either hatches into a **Chicken** (sell for 200 DP) or turns into a **Hot Spring Egg** (recovers 100 HP) when you enter a hot spring. Talk to the chicken to receive another Fresh Egg whenever you don't have one.

Inside the Chimera Lab

When you reach the Chimera Lab, talk to the Pigmask outside. He identifies Lucas as a part-time worker. He tells you there are monkeys loose in the lab, and he wants you to watch the entrance while he goes inside to help look for them. Enter the lab.

Examine the vending machine and buy the **Very Good Stick** for Lucas if he isn't equipped with the `[[Friend's Yo-yo]]`; otherwise, the Offense boost probably isn't worth the cost.

Talk to the scientist to buy some stats affecting items. The last two items are the **Enemy Bufferizer** and **Enemy Wimperizer**. These items respectively double and halve an enemy's Offense, Defense, and awarded experience points. The Enemy Wimperizer even works on bosses, so use it if you have trouble. The Enemy Bufferizer is best used on a **Black Beanling** or on an enemy that uses mostly PSI attacks. (You can find an Enemy Wimperizer in a locker on the third floor if you don't want to pay 1200 DP. You can also find an Enemy Bufferizer a little later.)

Talk to the Pigmask blocking the way forward.

"You can't come in here!
Don't even try to find another way inside, understand!"

Go through the door to the southeast. The other way inside is behind the curtain on stage. There is a little light where the door is.

Examine the open locker and Lucas and Boney will put on Pigmasks to disguise themselves.

Proceed a few rooms ahead to find a gift box containing a Chimera Lab Map (press **R** to view).

When you enter the hallway, a Pigmask tells you to help search for the two loose monkeys.

Your destination is the room in the northwest corner of the second floor, but you can explore the lab to find some gift boxes. On the first floor, there are a Saltwater Gun in a projector room and a Bomb in the southwest corner room. On the second floor, there are a Secret Herb in the room in front of the left elevator and a Doggy Biscuit in the room to the southwest. You can also ride the right elevator up to the third floor and examine the lockers to find an **Edible Mushroom** and an Enemy Wimperizer.

Chimeras on the Loose

Make sure you're at max HP/PP. (There is a hot spring on the second floor.) Also, give your Saltwater Guns to Boney. Go to the room in the northwest corner of the second floor.

Salsa and his girlfriend are hiding in this room. Approach them, and they run away.

Go back a couple rooms and enter the skeleton room. There, a loose **mechanical lion chimera** attacks.

Use **Counter alpha** (12 PP) on Boney and Lucas, and make the Mecha-Lion cry with **PK Flash** (12 PP). Use **Offense Up alpha** (6 PP) on Boney, and keep everyone's HP above 80~90 with Lifeup. Have Boney use up his Saltwater Guns and focus on attacking.

The Ultimate Chimera

When you win, a Pigmask informs you another, more dangerous chimera is loose in the lab. It's red and has a huge mouth, and you should run away if you see it. The Pigmask doesn't tell you, but this beast is called the "Ultimate Chimera."

The Ultimate Chimera is roaming the hall on either the first or second floor. If you see Pigmasks in the hallway and you hear loud footsteps, the Chimera is on the other floor. If you hear the Lab's usual BGM and see no Pigmasks around, the Chimera is on that floor. If you hear a loud clang while walking around, the Chimera has switched floors. Bumping into the Chimera instantly causes a game over.

Your next destination is the basement, and the elevator down is on the first floor in the west room. Unfortunately, the Ultimate Chimera is in front of the entrance to the room. The easiest way to avoid the Chimera is to head down to the first floor and enter the room on the right. Run around in this room until you hear a loud clang. This indicates the Chimera has moved to the second floor.

When you reach the elevator to the basement, the blue Pigmask there tells you the monkeys are below. He says his stomach hurts and he can't go after them, so he leaves them to you and runs off. Enter the elevator and go down.

There is a gift box here that contains **Pork Stew** (recovers 100 HP). If you talk to the scientist here, you'll learn the monkeys let the Ultimate Chimera loose.

When you reach the end of the basement, you see the two monkeys again. They run away upstairs.

The Ultimate Chimera is now in the room to the right of the elevator. You don't have to go in there, so it's nothing to worry about. Go back into the hallway.

After you see Salsa and his girlfriend run away, move forward a bit and examine the large trash can. Inside is a scientist.

```
"You didn't ask but...
I'm Dr. Andonuts.
I was threatened by someone into
doing a number of experiments.
Right now, I'm hiding from something.
```

```
I'm rather busy now.
Talk to me later."
```

Dr. Andonuts is the brilliant but silly professor who first made his appearance in Mother 2. He plays an important role in that game and plays an important role in this game as well.

Enter the room all the way down the hall. There you'll find the two monkeys again.

As soon as Lucas and Boney enter the room, the Ultimate Chimera appears behind them. Dr. Andonuts runs in and explains what it is.

```
"I just recalled the weakness of this chimera, and summoned the
courage to come here."
```

```
[ The chimera roars, charges at Lucas and Boney, and knocks their
helmets off ]
```

```
"This thing is a high-tech electronically controlled chimera. Namely,
switching off the power supply on its back deactivates it."
```

```
[ The chimera roars, and chases Lucas, Boney, and Dr. Andonuts ]
```

```
"There's a large button on its back!
Press it!
Come now!
Be brave!
```

```
Use the dog as bait!"
```

```
[ Boney yelps, and the chimera roars ]
[ Salsa leaps onto the chimera and presses the button ]
```

```
"Oh..."
```

Thank you, young man. And you too, Monkey.

I think I'll take this opportunity to quit working for the military and try to live in a way that makes all living things happy.

Oh...

Do you agree with my idea.

Thank you, doggy!"

[Boney growls]

"S, sorry about that!

The idea of using you as bait was just a joke!"

[Boney chases Dr. Andonuts]

"It's a misunderstanding! A misunderstaaandiiiing!!"

["Salsa joins you!"]

Hidden Items

If you want an **Offense/Defense Spray**, a **Bug Spray**, and an Enemy Bufferizer, reenter the Lab with Salsa. Go to the hallway on the first floor and enter the first room on the left. Examine the shelves and Salsa will grab an Offense Spray for you. Do the same on the second floor in the room opposite the hot spring to find a Defense and Bug Spray. Finally, talk to the scientist in the skeleton room to receive an Enemy Bufferizer.

Salsa isn't with you for long, so sell whatever items he has.

The Second Needle

Once outside, follow Salsa's girlfriend. Go into the next area and examine the door to the north.

When you gain control of Salsa, examine the door again and press left or right to start dancing.

Go through the door and turn left to find a gift box containing [[Magic Gloves]], a weapon for Kumatora (Offense +30, max PP +10). Head north and enter the house.

Inside is the Magypsy Doria talking to Kumatora. Kumatora introduces you to Doria, who recognizes you as the one Ionia told him about. When Doria leaves, go outside to see where the needle is. You can also examine the sign on the left to read what Ionia told you at the beginning of the chapter.

Talk to Doria outside. He tells you the needle is under a pool of water, and you need to transfer the water to the empty hole in order to reach the needle. Return to the Chimera Lab to find something that can transfer the water.

Dr. Andonuts is standing outside the lab. Talk to him and he shows you three chimeras to choose from. The first one is called the Drier, a chimera that can exhale a stream of air with its built-in jet engine. The middle ones are the Bucket Twins, two high-tech, hard working creations. The third one is called the Pump Chimera, a bland and boring creature.

The correct option, of course, is the striped Pump Chimera. If you choose one of the wrong chimeras, you see a scene of them failing at their task, and you have to choose again.

Climb into the hole after transferring the water and examine the needle. Kumatora and Doria say a few things about how Doria will disappear once the needle is pulled, but Doria is ready and is excited because "that time" has arrived. Answer "yes" when prompted to pull the needle.

After the scene, Lucas learns PK Love *beta* (20 PP) and Doria starts to fade away. Just before Doria disappears, he gives Lucas his **mementos** (automatically revives a party member with 0 HP). If Lucas's inventory is full, you can enter Doria's house later and find it there.

When Doria disappears, Kumatora asks to join you. Before the two leave, they say goodbye to Salsa and his girlfriend and receive a **Nut** as a parting gift.

Extra

An Old Magazine

EarthBound players might remember a house for sale in the town of Onett. If you enter the house and examine the drawers, there is a magazine in there that tells a humorous story. That magazine makes an appearance in Mother 3 as well.

Go to the first floor of the Chimera Lab and enter the storage room in the northwest. Examine the shelves to find the magazine again.

"You found a really old magazine.

Do you want to read it?

>Yes >No"

"'My Secret Life'

Chapter 3

(A summary of the previous chapters)

I was neither a murder suspect nor a target of an international spy ring, but I was speeding down the highway at 80 kilometers per hour.

...the police officer got out of his car, examined my license, and told me I was going 20 kph over the speed limit.

I quickly pointed to my wife in the passenger seat and told the officer, 'M, my wife is in labor...and we're in a hurry.'
My wife's belly was indeed quite big. I hoped the officer would let me go.

'I see.
...that's pretty serious.
I'll lead you to the hospital.'

'No, no. You can't do that.'

'Why not,' the police officer asked.

'...b, because...'

'Let's go.'

'No!
This baby...is a demon child!'"

"It's a really old magazine."

Shirogune Mountain

Jump to [\[\[Enemies\]\]](#) or the full [\[\[Walkthrough\]\]](#)

Recommended Level: 28

<i>Equipment</i>	Lucas	Kumatora	Boney
Weapon	Friend's Yo-yo	*Magic Gloves	(nothing)
Body	Aloha Coat	Rubber Cape	Brown Collar
Head	DCMC Hat	Azure Ribbon	Cow Hat
Other	Gemini Bracelet	Taurus Bracelet	(nothing)
* = new			

Outline

1. Defeat **The Squeekz**
2. Enter the mole cricket's underground home
3. Defeat the Mole Cricket
4. Get through the Mole Cricket Hole by turning at every fork
5. Talk to Lydia, the Magypsy
6. Enter the house and talk to Lydia again
7. Leave through the back door
8. Defeat the **boss**
9. Ride the "White Box" back to the village

Stores

Mole Cricket Dumpling Seller

(In the Mole Cricket Hole)

Item	Description	Price
Sincerity Dumplings	Recovers 100 HP	100 DP

Traveling Mole Cricket

(On the snowy mountain, near a hot spring)

Item	Description	Price
Sincerity Dumplings	Recovers 100 HP	100 DP
Warm Sweater	Armor (<i>Body</i>); Defense +8; reduces damage from Freeze by 80%	1000
Bantam Charm	Armor (<i>Body</i>); Defense +15	540
Bear Hat	Armor (<i>Head</i>) for Lucas and Boney; Defense +15	720
White Ribbon	Armor (<i>Head</i>) for Kumatora and Boney; Defense +12	520
Cancer Bracelet	Armor (<i>Other</i>); Defense +20	1400
Double Jerky	Recovers 160 HP	240

Flea Powder	Removes fleas	30
Secret Herb	Cures all status effects or revives someone at 0 HP to 25% of max HP	600

Gift Boxes

Snowy Mountain

Item	Description	Location
Double Jerky	Recovers 160 HP	Up the first slope
Cancer Bracelet	Armor (<i>Other</i>); Defense +20	At the first fork, go downhill

Enemies

The Squeekz

チューさん (*Chuusan*)

Type: Organic

Vulnerable: Fire, sleep

HP: 320

Attacks

Biting attack

Damage: 14~17 HP

Strategy

You should be able to defeat The Squeekz in 1 or 2 rounds.

All: standard attack

Pigmask Captain

ブタマスクしょうさ (*Butamasuku Shousa*)

Type: Human

Vulnerable: Freeze, sleep

HP: 453

Appearance: a blue Pigmask

Attacks

Fire a beam

Damage: 60~75 HP

Let out a strong kick

Damage: 55~65 HP

Shoot pepper spray

Effect: makes a single target start **crying**

Say something nasty

Effect: reduces a single target's **Offense** by about 20%

Run away while dropping a bunch of DP

Effect: end the battle

Strategy

Use **PK Freeze *alpha*** (5 PP) in the first round to defeat the Pigmask Captain in 1 or 2 rounds. This enemy sometimes drops a [[Cup of Pork Noodles]] (recovers 80 HP).

Lucas: standard attack

Kumatora:

- (first turn) PK Freeze *alpha* (5 PP)
- Standard attack

Boney: standard attack

Zombidillo

アルマジロゾンビ (*Arumajiro Zonbi*)

HP: 372

Appearance: a blue armadillo with its tongue sticking out

Attacks

Roll against you

Damage: 35~50 HP

Spew out its digestive fluids

Damage: 75~85 HP

Blow its stinky breath at you

Effect: makes a single target **nauseous**

Strategy

You should be able to defeat the Zombidillo in 1 round with combos or 2 rounds without. Use **PK Fire beta** (12 PP) when facing a group if you can't combo.

Lucas: standard attack

Kumatora:

- Standard attack
- PK Fire *beta* (12 PP), when facing a group

Boney: standard attack

Nice Poser

ナイスポーゼング (*Naisu Poojingu*)

Type: Mechanical

HP: 280

Appearance: a metallic humanoid with a triangular head

Attacks

Strike a beautiful pose

Effect: makes a target start **crying**

Strike an incomprehensible pose

Effect: makes a target **feel strange**

Strike a gross pose

Effect: makes a target **nauseous**

Strike a boring pose

Effect: makes a target fall **asleep**

Strike a cool pose

Effect: none

Think of a new pose

Effect: none

Strategy

The Nice Poser can be found on the third floor of the Chimera Lab. It's immune to Fire, Freeze, and Thunder, but you should be able to defeat it in 1 or 2 rounds with standard attacks.

This enemy occasionally drops a **Secret Herb** (cures all status effects or revives someone with 0 HP to 25% of max HP).

All: standard attack

Ten-Yeti

テンイエティ (*Ten Ieti*)

Type: Organic

Vulnerable: Fire, crying

HP: 653

Appearance: a yeti on a makeshift snowboard

Attacks

Charge forward

Damage: 60~90 HP

Swing its plank

Damage: 35~55 HP

Fling fleas at you

Effect: infested target can't combo and sometimes fails to use special abilities

Strategy

You should be able to defeat the Ten-Yeti in 2 rounds with combos. Use [[PK Fire]] *beta* (12 PP) when facing a group or if you can't combo. You might also want to use **PK Love** *beta* (20 PP) when facing multiple Ten-Yetis. Don't worry about conserving PP because there is a hot spring just before this area's boss.

This enemy wanders aimlessly outside of battle (except when it's sliding down a slope) and can be easily approached from behind.

This enemy sometimes drops a **Luxury Banana** (recovers 120 HP).

Lucas:

- Standard attack
- PK Love *beta* (20 PP), when facing multiple Ten-Yetis

Kumatora:

- Standard attack, with combos
- PK Fire *beta* (12 PP), if you can't combo or you're facing a group

Boney: standard attack

Chilly Dog

かちこちウルフ (*Kachikochi Urufu*)

Type: Organic

Vulnerable: Fire, sleep

Resistant: Freeze

HP: 337

Attacks

Biting attack

Damage: 30~40 HP

PK Freeze *beta*

Damage: 90~130 HP

Effect: might solidify its target for 2 or 3 rounds

Call for help

Effect: another Chilly Dog might join the fight

Strategy

You should be able to defeat the Chilly Dog in 1 round with combos or 2 rounds without. Use **PK Fire** *alpha* (6 PP)--or *beta* (12 PP) if you can't combo--and **PK Love** *alpha* (10 PP) when facing a group. (If the Chilly Dog appears with a **Ten-Yeti**, you might want to use PK Love *beta* (20 PP) instead.) Don't worry too much about conserving PP because there is a hot spring just before this area's boss.

This enemy sometimes drops a **Secret Herb** (cures all status effects or revives someone with 0 HP to 25% of max HP).

Lucas:

- Standard attack
- PK Love *alpha* (10 PP), when facing multiple Chilly Dogs
- PK Love *beta* (20 PP), if also fighting a Ten-Yeti

Kumatora:

- Standard attack
- PK Fire *alpha* (6 PP), if facing a group
- PK Fire *beta* (12 PP), if facing a group and you can't combo

Boney: standard attack

Frosted Bun

ゆきまんじゅう (*Yuki Manjuu*)

Type: Mysterious Creature

Vulnerable: Fire

HP: 522

Attacks

PK Freeze *beta*

Damage: 90~130 HP

Effect: might solidify its target for 2 or 3 rounds

PK Thunder *gamma*

Effect: summons 3 lightning bolts; might **paralyze** its targets

Damage: 160~180 HP per bolt

Paralysis *alpha*

Effect: might **paralyze** a single target

Brainshock *omega*

Effect: might make the entire party **feel strange**

Strategy

The Frosted Bun is a rare enemy that appears by the gift box containing a **Cancer Bracelet**. It looks like a small oval outside of battle, and you have to press **A** to engage it. It awards 1800 exp. points.

Be near max HP before fighting the Frosted Bun, and use **PK Fire beta** (12 PP) in the first round. You should be able to defeat this enemy in 1 round with combos or 2 rounds without.

Lucas: standard attack

Kumatora:

- (first turn) PK Fire *beta* (12 PP)
- Standard attack

Boney: standard attack

Steel Mechorilla

てっきゅうメカゴリラ (*Tekkyuu Meka Gorira*)

Type: Mechanical Chimera

Vulnerable: Thunder, crying

Recommended Level: 30 (for **Defense Up omega**)

Attacks

Let out a strong kick

Damage: 100~110 HP

Swing its steel weights

Damage: 120~150 HP to 2 targets

Roar a battle cry

Effect: reduces a single target's Offense by about 20%

Short-circuit

Effect: the Mecha-Gorilla loses control

Comments: This occurs when the Mechorilla is struck by PK Thunder 3 times.

Thrash around

Damage: 140~180 HP to all

Comments: The Mecha-Gorilla uses this attack after it short-circuits.

Strategy

Level up Lucas until he learns **Defense Up omega** (18 PP) at level 30 before fighting this boss.

Increase the party's Defense 3 times with **Defense Up omega**, and use **Offense Down alpha** (7 PP) on the Mechorilla 3 times. This should reduce the damage the Mechorilla inflicts to about 10~30 HP. Have Boney *guard* or use food until everyone's stats are adjusted.

Once you're protected from damage, use **Defense Down alpha** (7 PP) at least once on the Mechorilla and **Offense Up alpha** (6 PP) once on Lucas. If you can combo, have Kumatora use **Lifepup** when someone's HP falls to 60 or below. If you can't combo, have Lucas use Lifepup instead.

Kumatora should attack with either **PK Freeze beta** (10 PP) or **PK Thunder beta** (15 PP). If you choose to use PK Thunder, make the Mechorilla cry with **PK Flash** (12 PP) before it short-circuits.

Lucas:

- (first three turns) **Defense Up omega** (18 PP)
 - **Offense Up alpha** (6 PP) on Lucas
 - **PK Flash** (12 PP) until the Mechorilla cries if you use PK Thunder
 - Standard attack
-

Kumatora:

- (first three turns) **Offense Down alpha** (7 PP)
 - **Defense Down alpha** (7 PP)
 - **Lifepup alpha** (5 PP), if HP falls to 50~60 or below
 - **PK Freeze beta** (10 PP)
 - **PK Thunder beta** (15 PP)
-

Boney:

- Standard attack
 - Food, as needed
-

Walkthrough

Mole Cricket Hole

If you missed the **Magic Gloves** southeast of the Magypsy's house, go back through the dancing door and turn left. Equip it on Kumatora. You can return to the Chimera Lab and open any gift boxes you left behind as well, but **Pigmask Captains** are now patrolling the lab. Use **PK Freeze** to defeat them in 1 or 2 rounds.

Go south from the Magypsy's house. On the way, you'll bump into a belligerent **mouse**. Use standard attacks to win in 1 or 2 rounds. When you defeat him, the contrite mouse changes his ways and returns to his wife and 7 kids by the Highway.

Go to the southeast exit. This time, you'll bump into the mole cricket from the beginning of the game. He has been training since the day he lost to Lucas and Claus, and he wants a rematch. He takes you to his underground home by digging a hole near the waterfall. Enter the hole.

Some passages are blocked by Lotus Roots which you can't remove until later. There is a hot spring at the bottom of the steaming hole if you need to recover. One of the mole crickets sums up his species:

```
"We're mole crickets.  
We spend our time digging holes.  
We're full of pride."
```

Go as far as you can into the hole until you see a mole cricket on a mat. This is the elder mole cricket who will observe the fight between you and the challenger. Talk to the mole cricket next to the elder to accept his challenge.

There are special rules for this fight. If the battle lasts for 10 minutes with no clear winner, there will be a 5 minute extension to the match. If no winner emerges after that, the elder will declare a winner. After this is explained, the mole cricket asks if you're ready. Answer "yes" to start the fight.

Hit him once to win.

After the battle, the mole cricket finally concedes defeat.

```
Elder Mole Cricket:  
"Ooooh! Ouch, ouch!  
If a strong mole cricket fighter like him is so easily defeated...  
I suppose it means we mole crickets aren't very strong.  
We're going to have to think about this.  
The match is over.  
I think we should change our ways and be more friendly to each other.  
Let's be friends."
```

Is there anything we can do for you?"

Kumatora:

"Alright, let me ask you--

Do you know anything about the needles sealing the Dragon of Darkness underground?

That's what we're looking for."

Mole Cricket:

"Mole crickets don't know much about most things.

It's just a guess, but I think there was something mysterious like that up the mountain at the other end of this hole.

I think that's what the elder wants to tell you, too.

But he's hard to understand."

Elder Mole Cricket:

"Yes, I think so too.

The mountain!

Pass through our hole and go up the mountain!

I'm sure of it!"

Kumatora:

"The mountain, huh...

We don't have any other leads, so we might as well give it a try.

By the way, you guys.

Do you know anything about the Dragon of Darkness sealed by the needles?"

Mole Cricket:

"We don't know anything.

We're really just mole crickets, after all.

Even the elder is just a mole cricket.

None of us are very capable...sadly.

The most we can do...is eat the Lotus Roots blocking your path and get them out of the way for you.

Wow...a dragon, huh...

I bet it's awesome."

Elder Mole Cricket:

"I'm sure it is.

I learned quite a bit today.

Like how a dragon sleeps underground and

how needles keep that dragon sealed and

how incredibly weak we are...

Yes, a long life is certainly worth seeking.

Can you be consultants for us mole crickets?

>Yes >No"

At the end of the conversation, the mole cricket calls his younger brother. Hold him in your inventory and use him to return to this location if you get lost in the hole. The mole cricket leaves your inventory when you exit the hole, but you can talk to the mole cricket you fought to receive him again.

Examine the closest Lotus Root and mole crickets appear to eat it for you. Talk to the closest mole cricket to receive a map of the hole. The map is accurate, but it doesn't differentiate between each floor and is practically impossible to read.

Talk to the green mole cricket in the southeast corner to save.

"Eh...um...

Would you like to save?

>Yes >No (answer "yes")

Thank you so much!

I'm so glad you believe in me!

I'll properly save for you!"

Eat through the Lotus Root to the south and climb down the vine.

Getting through this winding labyrinth is actually very simple. Whenever you come across a fork, turn; never go straight. As far as I know, there are no hidden items or secrets in this maze.

Snowy Mountain

When you reach the exit, the mole cricket in your inventory jumps out and returns home.

Don't worry too much about conserving PP here because there is a hot spring just before this area's boss. If you face a group, use **PK Fire beta** (12 PP) and **PK Love**. Keep everyone's HP above 130 or so because the **Chilly Dogs** can use **PK Freeze beta**. The **Ten-Yeti** wanders aimlessly when it's not sliding down a slope and can be approached from behind. It has 653 HP, however, so use PK Fire beta if you can't combo.

There is a gift box that contains a **Double Jerky** (recovers 160 HP) up the first slope.

There are two paths to choose from at the end of the second area. The path going down leads to a gift box containing a **Cancer Bracelet** (Defense +20). Equip it on Kumatora.

Note: A rare enemy called the **Frosted Bun** sometimes appears by the gift box containing the Cancer Bracelet. It looks like a small oval, and you have to press **A** button to engage it. It can use PK Thunder *gamma* and other powerful PSI attacks, so be sure you're near max HP before fighting it.

The third area is straightforward, and there are no enemies in the fourth area. Talk to the Save Frog and withdraw some money so you have about 3000 DP. Head a bit farther up the mountain, and a mole cricket will approach you from behind. Answer "yes" to buy some stuff; if you answer "no," you can talk to the mole cricket again near the hot spring ahead.

Buy a **Bantam Charm** for Lucas and Kumatora, a **Bear Hat** for Lucas and Boney, and a **White Ribbon** for Kumatora. Don't sell the **Aloha Coat** or **Rubber Cape** if you have them. The **DCMC Hat** can also be useful against Pigmasks later. The mole cricket also sells the **Warm Sweater**, which reduces damage from Freeze by about 80%, but it isn't very useful because only a few enemies can attack with PK Freeze.

Recover at the hot spring and give your best food to Boney before moving on. Also, level up Lucas until he learns **Defense Up omega** at level 30 to prepare for the next boss.

Up ahead is Lydia, the next Magypsy. He is in the middle of taking care of his rabbits, but the party scares them away. Enter his house.

Inside is a Pigmask Lydia found unconscious. Talk to Lydia again. Ionia has already told Lydia about Lucas. Lydia is a little worried about disappearing because he needs someone to take care of his rabbits and the injured Pigmask, but he isn't going to stop Lucas from pulling the needle. He unlocks the back door to let you through.

The Needle

Go outside and watch the scene.

At the start of the **boss fight**, use Lucas's **Defense Up omega** (18 PP) and Kumatora's **Offense Down alpha** (7 PP) 3 times each. This should reduce the damage the Mechorilla inflicts to about 10~30 HP. Have Boney *guard* or use food while you adjust everyone's stats.

Use **Offense Up alpha** (6 PP) on at least Lucas, and use **Defense Down alpha** (7 PP) at least once. If you can combo, have Kumatora use **Lifeup** when someone's HP falls to 60 or below; if you can't combo, have Lucas use Lifeup instead.

Attack with **PK Freeze beta** (10 PP) or **PK Thunder beta** (15 PP) if Kumatora has learned it. If you use PK Thunder, make the Mechorilla cry with **PK Flash** (12 PP) before it short-circuits.

Head back towards Lydia's house. Lydia comes outside and realizes what happened. He gives you his **mementos** and tells you to use the "White Box" beyond the passage ahead to descend the mountain. If your inventory is full, you can obtain the mementos inside Lydia's house. (The Pigmask Lydia saved has recovered and is taking care of the rabbits as a favor to Lydia for saving him. You can see him without his mask on.)

Go into the next area and answer "yes" when prompted. The party enters the "White Box" and rides it back to the village.

Gomafu Volcano

Jump to [[Enemies]] or the full [[Walkthrough]]

Recommended Level: 32

Equipment	Lucas	Kumatora	Boney
Weapon	Friend's Yo-yo	Magic Gloves	(nothing)
Body	*Bantam Charm	*Bantam Charm	Brown Collar
Head	*Bear Hat	*White Ribbon	*Bear Hat
Other	Gemini Bracelet	*Cancer Bracelet	(nothing)
* = new			

Outline

1. Ride the Tea Table in the tank hangar
2. Go east of Thunder Tower
3. Enter the northeast house and defeat the Pigmasks
4. Go north, examine the cliff, and talk to the nearby Mr. Saturn
5. Enter the Magypsy's house and read the sign
6. Examine the boulder to move it out of the way
7. Examine the three smaller rocks to move them out of the way
8. Defeat the **boss** and pull the needle
9. Examine the entrance to the village
10. Enter the northeast house and talk to the Mr. Saturn
11. Capture a bird and return it to the Mr. Saturn
12. Talk to the Mr. Saturn in the hot spring
13. Examine the bird cage

Stores

Village Store

Item	Description	Price
Funny Stick	Weapon for Lucas; Offense +40	2400 DP
Sevolg	Weapon for Kumatora; Offense +35	1200
Barefoot Shoes	Weapon for Duster; Offense +38	1520
Flame Pendant	Armor (<i>Other</i>); Defense +15; reduces damage from fire by 50%	1500
Ice Pendant	Armor (<i>Other</i>); Defense +15; reduces damage from freeze by 50%	1500
Thunder Pendant	Armor (<i>Other</i>); Defense +15; reduces damage from electricity by 50%	1500
Boing Ribbon	Armor (<i>Head</i>) for Kumatora and Boney; Defense +14; prevents memory loss	780
Rail Bandana	Armor (<i>Head</i>) for Duster; Defense +15	940
Leo Bracelet	Armor (<i>Other</i>); Defense +25	1600
Honey Shower	Inflicts 80~110 HP of damage (occasionally 810 HP) to a single target	300
Attack Attractor	Makes an enemy the target of enemy attacks	400

Item	Description	Price
White Croissant	Recovers 70 HP	40 DP
Strawberry Tofu	Recovers 120 HP	180
Lucky Rice	Recovers 50~210 HP	126
Lotto Meal	Might recover HP or PP, increase/decrease your stats, or cause crying or feeling strange	104
Doggy Jerky	Recovers 150 HP for Boney	54
Secret Herb	Cures all status effects or revives someone at 0 HP to 25% of max HP	600
Cup of Lifenoodles	Cures all status effects or revives someone at 0 HP to max HP	1780

Mole Cricket

(In front of the Magypsy's house)

Item	Description	Price
Sincerity Dumplings	Recovers 100 HP	100 DP
Anti-Paralysis	Cures paralysis	14
Alarm Cicada	Cures sleep	18
Paper Fan	Cures feeling strange	12
Recollection Bell	Cures memory loss	20
Flea Powder	Removes fleas	30

Gift Boxes

Village

Item	Description	Location
Black Collar	Armor (<i>Body</i>) for Boney; Offense/Defense +30; reduces damage from Fire, Freeze, and Thunder by 20%	Northwest corner, up the small ladder
Good Kid's Shirt	Armor (<i>Body</i>) for Lucas; Defense +17, IQ +10	Southeast house
Strawberry Tofu	Recovers 120 HP	Northwest house
Silver Dragonfly	No purpose	
Cup of Lifenoodles	Cures all status effects or revives someone at 0 HP to max HP	Next to a hot spring

Volcano

Item	Description	Location
Pencil Rocket	230~250 HP of damage (Bomb Defense) to all enemies on screen	Northwest of the entrance
Double Jerky	Recovers 160 HP	North of the entrance, before 2 Pigmasks
Cup of Lifenoodles	Cures all status effects or revives someone at 0 HP to max HP	Near the end of the first area; guarded by a Mrs. Lava
Secret Herb	Cures all status effects or revives someone at 0 HP to 25% of max HP	Middle of the 2nd area
Saltwater Gun	Damages mechanical enemies and mechanical chimeras	In a cave on the south side of the 2nd area
Luxury Banana	Recovers 120 HP	In a cave on the west side of the 2nd area

Enemies

Filthy Attack Roach

あのあれ (*Ano Are*)

Type: Organic

Vulnerable: Freeze, crying

HP: 335

Attacks

Standard attack

Damage: 40~56 HP

Leap forward and spread its wings

Effect: immobilizes a single target for 2 or 3 rounds

Knit its brow

Effect: none

Strategy

You should be able to defeat the Filthy Attack Roach in 1 round with combos or 2 rounds without. Use **PK Fire beta** (12 PP) if this enemy appears in a group. Defeat any **Naughty Mushrooms** this enemy might appear with first.

Lucas: standard attack

Kumatora:

- Standard attack
- PK Fire *beta* (12 PP) when facing a group

Boney: standard attack

Naughty Mushroom

いけないキノコ (*Ikenai Kinoko*)

Type: Organic

Vulnerable: Fire, paralysis

HP: 361

Attacks

Standard attack

Damage: 20~36 HP

Scatter its spores

Effect: makes a single target **feel strange**

Be absentminded

Effect: none

Strategy

You should be able to defeat the Naughty Mushroom in 1 round with combos or 2 rounds without. Use **PK Fire beta** (12 PP) if this enemy appears in a group. Defeat this enemy before any **Filthy Attack Roaches** it might appear with.

Lucas: standard attack

Kumatora:

- Standard attack
- PK Fire *beta* (12 PP) when facing a group

Boney: standard attack

Pigmask Major

ブタマスクちゅうさ (*Butamasuku Chuusa*)

Type: Human

Vulnerable: Freeze, sleep

HP: 721

Appearance: a green Pigmask

Attacks

Fire a beam

Damage: 65~75 HP

Tackle attack

Damage: 110~140 HP

Aim for the knee and attack

Damage: 14~16 HP

Effect: might **paralyze** its target

Throw a time bomb

Damage: 130~150 HP

Comments: This bomb attaches to a party member and explodes after 2 or 3 rounds. If the fight ends before then, the bomb explodes but doesn't inflict any damage.

Strategy

Two hits from **PK Love beta** (20 PP) and a hit from **PK Freeze beta** (10 PP) usually defeats a Pigmask Major. If both attacks inflict less than 240 HP or so of damage, have Boney use his standard attack to make sure you win in 2 rounds. Have Boney use food if someone gets tackled or hit by a time bomb.

Lucas: PK Love *beta* (20 PP)

Kumatora: PK Freeze *beta* (10 PP)

Boney:

- *Guard*
 - Food, if someone's HP falls below 120
 - Standard attack
-

Pigmask Captain

ブタマスクしょうさ (*Butamasuku Shousa*)

Type: Human

Vulnerable: Freeze, sleep

HP: 453

Appearance: a blue Pigmask

Attacks

Let out a strong kick

Damage: 55~65 HP

Fire a beam

Damage: 60~75 HP

Shoot pepper spray

Effect: makes a single target **cry**

Say something nasty

Effect: reduces a single target's Offense by about 20%

Run away while dropping a bunch of DP

Effect: end the fight

Strategy

You should be able to defeat the Pigmask Captain in 1 round with combos or 2 rounds without. Use **PK Freeze alpha** if you can't combo. When facing a group of Pigmask Captains, have Boney use a **DCMC item** to immobilize one of the Pigmasks while you attack the other.

This enemy sometimes drops a **Cup of Pork Noodles** (recovers 80 HP).

Lucas: standard attack

Kumatora:

- Standard attack
- PK Freeze *alpha* (5 PP), if you can't combo

Boney:

- Standard attack
- DCMC item, when facing a group

Frightbot

こわがらせロボ (*Kowagarase Robo*)

Type: Mechanical

Vulnerable: Thunder

HP: 700

Attacks

Tell a story that scares you to death

Effect: none

Tell a story that sends shivers down your spine

Effect: none

Tell a story that freezes your body

Effect: none

Tell a story that makes you want to cover your ears

Effect: none

Tell a story that makes you wet your pants

Effect: none

Tell a story that makes you too frightened to go to the bathroom at night

Effect: none

Tell a story so scary, it throws out your back and you can't stand up

Effect: none

Tell a scary story mixed with some touching drama

Effect: none

Tell a story so scary, it's actually funny

Effect: none

Accidentally tell a cute story

Effect: none

Strategy

As far as I can tell, the Frightbot can't do anything to you. Always defeat it last.

All: standard attack

Sky Titany

タイタニースカイ (*Taitanii Sukai*)

Type: Bug

Vulnerable: Freeze, crying

HP: 403

Appearance: resembles a lobster with wings

Attacks

Standard attack

Damage: 30~50 HP

Charge forward

Damage: 60~90 HP

Hypnosis *alpha*

Effect: puts a single target to **sleep**

Strategy

Use **PK Freeze *alpha*** (5 PP) and you should be able to defeat the Sky Titany in 1 round with combos or 2 rounds without. If this enemy appears in a group, use the **Siren Beetle** on the Sky Titany and defeat the other enemy first.

If 2 Sky Titanies appear, use the Siren Beetle on one Sky Titany and attack the other with PK Freeze *beta* (10 PP). You might want to use [[PK Love]] *beta* (20 PP) as well if someone is put to sleep. Don't worry too much about conserving PP because there is a Magic Butterfly room near the end of the volcano.

Lucas: standard attack

Kumatora:

- (first turn) PK Freeze *alpha* (5 PP)
 - (first turn) PK Freeze *beta* (10 PP), if facing 2 Sky Titanies
 - Standard attack
-

Duster:

- Standard attack
 - Siren Beetle, if facing a group
-

Boney: standard attack

Mrs. Lava

ミセスようがん (*Misesu Yougan*)

Type: Organic

Vulnerable: Freeze, sleep

Resistant: Fire

HP: 461

Appearance: a pile of lava with a lady's face

Attacks**Standard attack**

Damage: 35~46

PK Fire *gamma*

Damage: 90~120 HP to all

Effect: might leave its targets **burning**

Give you a gross kiss

Effect: makes a single target **nauseous**

Shine her DP

Effect: none

Strategy

You should be able to defeat the Mrs. Lava in 1 round with combos or [[PK Freeze]] *alpha* (5 PP). If this enemy appears in a group, use PK Freeze *beta* (10 PP) to defeat it first. Make sure the party is near max HP before fighting this enemy.

The Mrs. Lava sometimes drops a **Meteotite**. Sell it for 2500 DP.

Lucas: standard attack

Kumatora:

- Standard attack
 - PK Freeze *alpha* (5 PP), if you can't combo
-

Duster: standard attack

Boney: standard attack

Pyrefly

しゃくねつむし (*Shakunetsu Mushi*)

Type: Bug

Vulnerable: Freeze, paralysis

Resistant: Fire

HP: 302

Appearance: a red and white fly

Attacks

Engulf itself in flames and charge forward

Damage: 30~60 HP

Breathe fire

Damage: 25~35 HP to all

Effect: might leave its targets **burning**

Call for help

Effect: another Pyrefly might join the fight

Strategy

You should be able to defeat the Pyrefly in 1 round with standard attacks. Defeat this enemy last if it appears in a group.

All: standard attack

Scamperin' Mushroom

はやあるぎきのこ (*Haya Aruki Kinoko*)

Type: Organic

Vulnerable: Fire, paralysis

HP: 386

Appearance: a blue mushroom

Attacks

Continuous attack

Effect: the Scamperin' Mushroom hits twice

Damage: 20~40 HP per hit

Scatter its spores

Effect: makes a single target **feel strange**

Strategy

You should be able to defeat the Scamperin' Mushroom in 1 round with combos or 2 rounds without. When facing a group, use **PK Fire beta** (12 PP) or **PK Love alpha** (10 PP) once and keep everyone's HP above 120.

This enemy sometimes drops a Hot Spring Egg (recovers 100 HP).

Lucas:

- Standard attack
 - PK Love *alpha* (10 PP), if Kumatora is feeling strange
 - Lifeup on anyone less than 120 HP when facing a group
-

Kumatora:

- (first turn) PK Fire *beta* (12 PP), when facing a group
 - Standard attack
-

Duster: standard attack

Boney: standard attack

Magman

かざんやろう (*Kazan Yarou*)

Type: Organic

Vulnerable: Freeze, feeling strange

Resistant: Fire

HP: 594

Appearance: a volcano with a face and legs

Attacks

Standard attack

Damage: 40~50 HP

Erupt

Damage: 60~90 HP to three targets

Offense Up *omega*

Effect: increases all enemies' Offense by about 20%

Blow Pyreflies out of its head

Effect: two **Pyreflies** join the fight

Strategy

Use Kumatora's **PK Freeze beta** (10 PP) to defeat the Magman in 1 round with combos or 2 rounds without. Be near max HP before engaging this enemy.

If this enemy appears with a **Mrs. Lava** or 2 **Pyreflies**, use a **Made-You-Look** to make the Magman turn around. Defeat this enemy after Mrs. Lava but before any Pyreflies.

Lucas: standard attack

Kumatora: PK Freeze *beta* (10 PP)

Duster: standard attack

Boney:

- (first turn) Made-You-Look, if also facing a Mrs. Lava or two Pyreflies
 - Standard attack
-

New Fassad

ニューヨクバ (*Niuu Yokuba*)

Recommended Level: 35

Attacks

Trumpet attack

Damage: 70~100 HP

Effect: might immobilize its target for 2 or 3 rounds

Charge forward

Damage: 120~170 HP

Shoot multiple beams

Damage: 70~90 HP to three targets

Comments: **Shield** reduces damage from this attack, but decreasing Fassad's Offense or increasing your Defense has no effect.

Laugh menacingly

Effect: none

Comments: New Fassad seems to always laugh before throwing bombs.

Throw a bunch of bombs

Damage: 120~140 HP to all

Comments: Neither Shield nor adjusting Offense/Defense seems to affect this attack.

Discharge a memory loss gas

Effect: makes a single target unable to use special abilities

Throw a flea bomb

Effect: infested target can't combo and sometimes fails to use special abilities

Comments: Definitely heal if Lucas or Kumatora are infested by fleas. If you can combo, you might want to heal no matter who gets affected.

Emit a blinding light

Effect: might cause the entire party to start **crying**

Release a stinky odor

Effect: makes a single target **nauseous**

Use a shield system

Effect: reduces damage from physical attacks by 50% and prevents combos

Comments: Fassad is protected with a shield from the start of the fight.

Gobble a Luxury Banana

Effect: recovers about 580 HP

Comments: Fassad doesn't eat Luxury Bananas until he starts throwing bombs.

Strategy

Note: This strategy assumes you have minimal bombs and PP recovery items. This is the safest strategy I could find, but it's not guaranteed to work if you get unlucky with status effects. You might want to be more aggressive if Kumatora is at a higher level and you have plenty of food and bombs.

Make sure Kumatora is equipped with the **Boing Ribbon** and Boney has the **Shield Snatcher** (looks like a wiggly hand). Buy a couple of **Recollection Bells** and **Flea Powder** from the Mole Cricket in front of the Magypsy's house, and give them to Duster and Boney. Give any bombs and **Saltwater Guns** you have to Duster and Boney as well. Also, level up Lucas until he learns **Shield omega** at level 35 (and optionally **Offense Up omega** at level 36). You can recover HP/PP before this fight by using **Lifeup** and repeatedly reentering the Magic Butterfly room on the west side of the second area of the volcano.

This fight is roughly divided into 2 phases. In the first phase, Fassad attacks mostly by charging forward, firing beams, and causing various status effects. In the second phase, which starts when Fassad first laughs, Fassad throws bombs and recovers with Luxury Bananas.

Rely on standard attacks in the first phase to conserve Kumatora's PP. Use **Shield omega** (18 PP) and **Offense Down alpha** (7 PP) in the first round. In the second round, use **Offense Up omega** (18 PP) or **Offense Up alpha** (6 PP) on Lucas and **Defense Down alpha** (7 PP). If you can't combo, have Duster use the **Smoke Bomb** until it works; otherwise, its chance of success (roughly 50%) probably isn't worth the effort. Have Boney use the **Shield Snatcher** when Lucas and Duster are ready to use their standard attacks.

Kumatora should use **Lifeup** when someone's HP falls to 120 or below and use **Healing alpha** (4 PP) if Lucas starts crying. Use **PSI Magnet** (0 PP) otherwise to keep her PP up. Have Duster or Boney use a **Recollection Bell** if Lucas or Kumatora suffer from memory loss. Use **Flea Powder** no matter who gets fleas because fleas prevent combos and the use of **PSI**.

The second phase begins when Fassad laughs. If you can't combo, Kumatora should use **PK Thunder beta** (15 PP) as much as possible, while Lucas, Duster, and Boney use **Lifeup** and food to keep everyone above 130 HP. Use **PK Love beta** (20 PP) as long as Lucas has enough PP leftover for **Lifeup**. If you can combo, have Lucas focus on attacking while Kumatora uses **Lifeup** instead. Have Duster and Boney throw bombs, launch **Pencil Rockets**, and fire **Saltwater Guns** when possible.

Fassad drops a **Luxury Banana** (recovers 120 HP) when you win.

Lucas:

- (first turn) **Shield omega** (18 PP)
 - (second turn) **Offense Up omega** (18 PP) or **alpha** (6 PP) on Lucas
 - Standard attack
 - **PK Love beta** (20 PP), once Fassad starts throwing bombs and you can't combo
 - **Lifeup beta** (9 PP), once Fassad starts throwing bombs
-

Kumatora:

- (first turn) **Offense Down alpha** (7 PP)
 - (second turn) **Defense Down alpha** (7 PP)
 - **Lifeup alpha** (5 PP) or **beta** (9 PP), if someone's HP falls to 120 or lower
 - **Healing alpha** (4 PP), if Lucas starts crying
 - **PSI Magnet alpha** (0 PP)
 - **PK Thunder beta** (15 PP), once Fassad starts throwing bombs
-

Duster:

- (first few turns) **Smoke Bomb**, if you can't combo
- Standard attack
- **Recollection Bell**, if Lucas or Kumatora suffer from memory loss
- **Flea Powder**, if someone is infested with fleas

- Food, once Fassad starts throwing bombs
- Bombs, Pencil Rockets, and Saltwater Guns, once Fassad starts throwing bombs

Boney:

- Shield Snatcher
- Standard attack
- Recollection Bell, if Lucas or Kumatora suffer from memory loss
- Flea Powder, if someone is infested with fleas
- Food, once Fassad starts throwing bombs
- Bombs, Pencil Rockets, and Saltwater Guns, once Fassad starts throwing bombs

Walkthrough

Tea Table Highway

When you get out of the "White Box," go north and examine the rocking bottle.

```
"Is here."
```

Enter the grave.

Keep going to find another bottle.

```
"Attacked.  
Danger.  
Go where thunder is.  
Thankful."
```

Examine the strange looking table to ride it like a Pork Bean. Your destination is east of Thunder Tower. If you're low on HP/PP, make sure to recover with the Instant Revitalizing Device in the tunnel or by the Cafe.

When you get to the bottom of Thunder Tower, turn east. Eventually, you'll see a few construction vehicles at the end of the road. Get off the table and go through the cave.

There are some **Filthy Attack Roaches** and **Naughty Mushrooms** here, but you should be able to defeat them with little trouble. Always defeat Naughty Mushrooms first, and use **PK Fire beta** (12 PP) when facing a group.

Soon, you'll see a Mr. Saturn lying on the ground:

```
"Looking at ceiling."
```

Keep going to reach Saturn Valley.

Saturn Valley

The pig army has invaded the valley, and they're in each house trying to get the Mr. Saturns to reveal where the next needle is. They're using **Frightbots** to tell scary stories and frighten the Mr. Saturns into talking.

Before entering any house, open the gift box to the northwest to find a **Black Collar** (armor for Boney). Next, enter the southeast house to find a gift box containing a **Good Kid's Shirt** (armor for Lucas). It's guarded only by a Frightbot, which can't do anything to you. There is also a **Strawberry Tofu** (recovers 120 HP) in the northwest house guarded by 2 Frightbots.

If you're low on HP/PP, go to the hot spring above the village. Enter the cave to the north to reach the hot spring. Lucas and Kumatora should have enough PP to use PK Love *beta* (20 PP) and PK Freeze *beta* (10 PP) twice each.

Enter the northeast house. Inside, a Frightbot is making unpleasant noises, and the Pigmasks are demanding to know where the needle is. The Mr. Saturns claim ignorance, but the Pigmasks don't believe them. When the Pigmasks notice the party, they attack.

Two hits from **PK Love beta** (20 PP) and a hit from **PK Freeze beta** (10 PP) usually defeats the **Pigmask Majors**. If both attacks inflict less than 240 HP or so of damage, have Boney attack to defeat them in 2 rounds; otherwise, Boney can just *guard*. The Pigmask Majors have a tackle attack and can throw time bombs that detonate after 2 or 3 rounds to inflict 120~150 HP of damage. Have Boney use food if someone gets hit by either attack.

When the battle is over, the party frees the Mr. Saturns and reunites with Duster.

```
Kumatora:  
"Here you are, Duster!"  
  
[ The party unties Duster ]  
  
Duster:  
"Lucas!  
Kumatora!  
Boney!  
Thank goodness you're OK!  
  
I was saved by these nice people in the valley, but  
I got captured with them.  
But don't worry, the Egg of Light is safe."
```

Kumatora:
"I swear...
I don't know if we have good luck or bad luck."

Duster:
"We all have good luck.
That's the only way I can see it..."

Mr. Saturn:
"We would like down."

Duster:
"Let's help these people down first."

[The party frees the Mr. Saturns]

Duster:
"Mm hm, mm hm, mm hmm, I see.
Needles that seal the Dragon of Darkness...hmmmm.

Sounds like I should go too.
Lucas, I'm going with you."

Kumatora:
"We'd drag you with us
whether you want to go or not."

["Duster joins you!"]

Talk to the Mr. Saturn in the middle of the room, and it tells you where the next needle is:

Mr. Saturn:
"Whew.
Saved."

Duster:
"The needle the Pigmask was talking about...
Do you really not know where it is?"

Mr. Saturn:
"I know."

Mr. Saturn:
"I knooow."

Mr. Saturn:
"I do know."

Mr. Saturn:
"I know, sir."

Kumatora:
"They know!
Does that mean they've met one of the Magypsies?"

Mr. Saturn:
"Ding! Ding!
Correct.
Can go all the way there easy."

Mr. Saturn:
"Zoom, zoom.
Can go there."

Duster:
"When they say there, they must mean there.
I can tell by looking into their eyes.
...the north!
They must mean toward the volcano to the north."

You can also talk to the **Rope Snake**. He seems to be feeling ashamed after dropping the party from the pig craft at the end of Chapter 5, and he doesn't join you.

The Mr. Saturn on the left gives you a map of the valley, but it's crudely drawn and unhelpful.

Shopping in Saturn Valley

Enter the southwest house and talk to the Mr. Saturn on the left to buy some weapons and armor. At the very least, buy a **Boing Ribbon** for Kumatora. Also, equip Lucas's old **Bantam Charm** on Duster instead of selling it.

To save money, avoid buying a **Sevolg** for Kumatora if she already has the **Magic Gloves**, and keep someone equipped with the **Cancer Bracelet** instead of buying a **Leo Bracelet**.

The Pendants sold here reduce damage from Fire, Freeze, or Thunder by 50%. Buy a **Flame Pendant** for at least Kumatora to defend against the fire using enemies in the next area. The **Aloha Coat** can also help, but its low Defense isn't worth the extra Fire protection. You'll probably need at least 6400 DP to properly equip the party.

Note: There is a boss that uses only PSI attacks later in the game. If Lucas has learned or is close to learning **Psycho-Shield omega** at level 45, you might want to buy some **Thunder Pendants** if you don't have any **Rubber Capes**. If Lucas isn't close to learning Psycho-Shield *omega*, you should probably buy Aloha Coats from the snack cart by Tazmily's beach instead.

There are a few unusual items that are sold only at this shop. The **Attack Attractor** covers a single target in a stinky odor that attracts enemy attacks. It can be useful when fighting a group of strong enemies.

The **Honey Shower** usually attracts a swarm of bees to inflict roughly 80~110 HP of damage to a single target, but occasionally it attracts a bear that inflicts 810 HP of damage instead. However, the chances of attracting a bear are too low to make the Honey Shower cost-effective.

The **Lucky Rice** usually recovers between 60 to 180 HP (very rarely over 200 HP). On average, it's more cost-effective than most food items that recover over 100 HP.

The **Lotto Meal** is a highly random food item that can either recover 60~150 HP, recover 20~40 PP, increase/decrease Offense or Defense by 40%, increase Speed by 150%, decrease Speed by 25%, cause **crying**, or cause **feeling strange**. It doesn't do anything when used outside of battle, but it's far too risky to be useful during a fight.

The Magypsy Phrygia

Enter the cave to the north. Inside is a stack of five Mr. Saturns playing the "ladder game."

```
"It is ladder game."  
"Heavy."  
"Can climb."  
"Easy. Easy."  
"Tippity top top."
```

After going through the cave, open the gift box near the hot spring to find a **Cup of Lifenoodles**.

Go farther north to find a gift box containing farts. Approach the cliff and Duster will examine it--the wall is too hard for him to form a ladder with Wall Staples. Talk to the nearby Mr. Saturn and he'll tell you to wait for his buddies to form a ladder for you. The Mr. Saturns construct a real ladder for you after you talk to the Magypsy ahead.

Enter the Magypsy's house to find Phrygia sleeping. He starts sleep talking if you speak to him, but he doesn't wake up. Read the note he left on the nearby sign:

```
"Welcome.  
I am the sleeping Magypsy, Phrygia.  
Since I am sure I will be asleep when you get here,  
I wrote you a letter on this sign.  
I am a little more serious and conscientious than the other  
Magypsies.  
  
An anticipated hello to you, Lucas.  
Ionia told me you would be coming.  
The needle you need to pull is in a pool of lava ahead.  
You can pull it while I sleep..  
It will be "that time."  
I am going to disappear in my sleep..  
  
Give a few words of encouragement to the rocks blocking the way to the  
volcano.  
Good luck.  
*Kiss kiss*"  
  
[ "You received Words of Encouragement!" ]
```

Gomafu Volcano

The upcoming boss battle is probably the most difficult fight in the game. To prepare, buy a couple of **Recollection Bells** and **Flea Powder** from the Mole Cricket in front of Phrygia's house. Stock up on **Sincerity Dumplings** as well if you're low on food. Give these items to Duster and Boney, and make sure Boney is carrying the **Shield Snatcher**. Kumatora should also be equipped with the **Boing Ribbon** to protect her from memory loss.

If Lucas hasn't learned **Shield omega** (18 PP) yet, level up until he reaches level 35. Optionally, you might want to wait until Lucas learns **Offense Up omega** (18 PP) at level 36 as well.

Head northwest from Phrygia's house. Examine the boulder blocking the way to move it. Move forward a bit to find three smaller rocks. Examine the rock on the right from the front. (If you examine it from the left, it won't move.) Next, examine the rock on the right. Finally, examine the two rocks on the left to clear the path.

The volcano is divided into 2 main areas. In the first area, **Mrs. Lava** and **Sky Titanies** appear. The Mrs. Lava can be dangerous because it can use PK Fire *gamma*. Always defeat it in the first round with **PK Freeze alpha** (5 PP) or combos.

Note: The Mrs. Lava sometimes drops a **Meteorite**. This yellow rock can be sold for 2500 DP.

There is a Magic Butterfly room just before the boss, so don't worry too much about conserving PP while going through the volcano. Keep everyone's HP above 120 between fights.

From the entrance, head left to find a gift box containing a **Pencil Rocket**. Give it to Duster or Boney and save it for the next boss. Defeat the Sky Titany in 1 or 2 rounds with PK Freeze *alpha*. Try to avoid the Mrs. Lava on the right.

If you have a DCMC item, give it to Boney. Up ahead is a gift box containing a **Double Jerky**. Near this gift box are 2 Pigmask Captains:

```
"Hey, did you hear about Mr. Fassad?  
I heard he got a major makeover."  
  
"Yeah, I know!  
I heard he put more strength into his voice.  
We better find the needle soon, or he's going to yell at us even  
louder than before.  
You know...with his trumpet."  
  
"Trumpet?  
What the heck!"
```

The two [[Pigmask Captain]] notice the party and attack. Use a DCMC item to try to immobilize one of the Pigmasks, or use Duster's **Hypnotic Pendulum** to try to put one to sleep. If you can't combo, use PK Freeze *alpha* to defeat a Pigmask in 1 or 2 rounds.

Two Sky Titanies are blocking the passage ahead. Try to lure one away from the other before fighting it. Otherwise, use the **Siren Beetle** on one Sky Titany and use PK Freeze *beta* on the other. If you get into trouble or Kumatora falls asleep, use **PK Love beta** (20 PP).

Near the end of the first area, a Mrs. Lava is guarding a gift box containing a Cup of Lifenoodles.

Magmen and **Pyreflies** start appearing in the second area. The Magman can erupt to damage 3 party members or blow 2 Pyreflies out of its head. Use PK Freeze *beta* (10 PP) to defeat it in 1 or 2 rounds. If the Magman appears in a group, use a **Made-You-Look** to make it turn around. Pyreflies are pretty weak, but they can damage the entire party by breathing fire and make recovery difficult when grouped with a Magman. Always defeat them last.

Enter the cave to the south to find a gift box containing a **Saltwater Gun**. The 3 **Scamperin' Mushrooms** guarding the gift box are weak individually, but they can be deadly in a group. Defeat them with PK Fire *beta* (12 PP), and keep everyone's HP above 120 during the fight.

Leave the cave and go northwest to find another cave. Try to avoid the Magman and 2 Pyreflies guarding the entrance; use a Made-You-Look on the Magman if it engages you with the Pyreflies. A Magic Butterfly spawns in the cave each time you reenter it, so recover everyone's HP with Lifeup and recover PP with the Butterfly. Open the gift box in here to get a [[Luxury Banana]].

Return to the front of the cave where the Scamperin' Mushrooms are. Run directly north and engage the lone Magman here. A Mrs. Lava leaps out of the lava pool as you run by, but you should be able to reach the Magman before the Mrs. Lava lands.

There is a gift box containing a **Secret Herb** to the north nearby.

The Needle

The needle is past one last Mrs. Lava that leaps out of a lava pool.

```
Kumatora:  
"There's the needle!"  
  
Translator:  
"I found you.  
It is you  
I have discovered.  
Nuheheheheh!  
...is what Fassad is saying."  
  
[Fassad and a robot descend]  
  
Translator:  
"My apologies for the late introduction.  
I am Fassad's Translator.  
  
'Because of you, I have become much more beautiful and feel brand-new,  
but I will not be thanking you,' said Fassad.  
  
'Tender?  
...I was thrown off Tender Tower?'  
It is a little hard to understand but,  
oh,  
'off Thunder Tower.'"  
  
'The grudge I feel from being thrown off Thunder Tower'  
and  
'the pain, the shame,
```

I am upset, upset, upset,
extremely upset.
I would like to pay you back ten fold.'
...said Fassad.

'Today is the day I shout...'
...'shout' correct?
'Shout you down.'

'There is no way I will lose to you anymore...
Nuheheheheh,' is what Fassad is saying.

'Let's go.
I will show you an adult fear.
And that fear is a very adult fear,'
is what Fassad is saying.

He adds, 'Nuheheheheheheheh!'"

The fight against **New Fassad** is roughly divided into 2 phases. In the first phase, Fassad attacks mostly by charging forward, firing beams that hit 3 targets, and causing various status effects. In the second phase, which starts when Fassad first laughs/smiles, Fassad throws bombs that inflict 120~140 HP of damage to the entire party and eats Luxury Bananas to recover about 580 HP.

This strategy assumes you have a minimal amount of bombs and PP recovery items. In the first phase of the fight, rely on standard attacks to conserve Kumatora's PP. In the first round, use Lucas's **Shield omega** (18 PP) and Kumatora's **Offense Down alpha** (7 PP). In the second round, use **Offense Up omega** (18 PP) or **alpha** (6 PP) on Lucas and **Defense Down alpha** (7 PP).

If you can't combo, have Duster use the **Smoke Bomb** until Fassad cries. The Smoke Bomb has a roughly 50% chance of working, so it's probably not worthwhile if you can combo. Have Boney use the **Shield Snatcher** (looks like a wiggly hand) once Lucas and Duster are ready to use their standard attacks.

Have Kumatora use **Lifeup** to keep everyone's HP above 120. Use **Healing alpha** (4 PP) on Lucas if he starts **crying**. Use **PSI Magnet alpha** (0 PP) otherwise to keep her PP up. Have Duster and Boney use a **Recollection Bell** when Lucas or Kumatora suffer from memory loss. Use **Flea Powder** no matter who gets **fleas** because fleas prevent combos and disrupt the use of PSI.

Fassad always laughs/smiles just before he throws bombs. As soon as Fassad first laughs, switch gears and have Kumatora use **PK Thunder beta** (15 PP) as much as possible if you can't combo. Use **PK Love beta** (20 PP) as long as Lucas has enough PP leftover for Lifeup. If you can combo, Lucas should focus on using his standard attack while Kumatora uses Lifeup instead.

Try to keep everyone above 130 HP. Use Lifeup if needed, but try to rely on any food Duster and Boney are carrying if you have a lot. Throw bombs, launch **Pencil Rockets**, and fire **Saltwater Guns** when you get the chance.

When the battle is over, Fassad cackles his signature laugh, vows revenge, and flies away. Examine the needle to pull it.

Lucas learns PK Love *gamma*, and the Magypsy Phrygia approaches.

"*Huff Puff*

I thought it would be pulled while I was asleep...
but I saw it, I saw you pull the needle.

Now there are 3 needles left.
Unlike the other Magypsies, I am a conscientious Magypsy.
I'll tell you about the other needles before I disappear.

One needle is on Tanehineri Island south of Tazmily Village.
Mixolydia should be protecting it.

Another is in Chupichupyoi Shrine deep inside Orishimo Mountain.
Ionia should be protecting it.

Of course, I'm sure you already know this, but it is said that the
Dragon of Darkness reflects the heart of the person who pulls the
needles...
Impart your soul to the power within the power,
the darkness within the darkness,
and the light within the light.
Please, let me look into your eyes.

Thank you
Thank you...Lucas.

I have written what I just said inside my Secret Notes.
Take the notes with you."

["You received Phrygia's Notebook!"]

"And one more needle...
The needle that is said to be struck in the Dragon of Darkness's head
has not been found.
Neither has the Magypsy Locria who is supposed to be protecting it..."

Even a meticulous person like myself does not know.
It's a bit unfortunate I disappear without knowing.

Please...don't forget me.
These are my mementos.
My razor and lipstick...take care of them, OK."

["You received Phrygia's Memento!"]
[Phrygia disappears]

"I'm going to start bothering you in your dreams.
Heh heh, good bye."

There are still enemies in the volcano, so go to the Magic Butterfly room to recover HP/PP if you need to. If your inventory was full when Phrygia offered her **Memento**, you can find it inside Phrygia's house. Return to Saturn Valley.

Taking Flight

When you reach Saturn Valley, a Pigmask destroys the tunnel leading out of the valley. Examine the tunnel, then enter the house in the northeast.

Talk to the Mr. Saturn in the middle of the room.

Mr. Saturn:
"Pig person.
Broke tunnel
and left."

Duster:
"I see.
Is there a way to leave this village without going through the
tunnel?"

Mr. Saturn:
"Get birds, lots and lots.
The ride.
Needs more birds.
Like one."

Duster:
"I guess he's telling us to fly with birds..."

Return to the tunnel and examine a bird to capture one. Don't run towards a bird or it flies away. Walk up to one while repeatedly tapping **A**, or wait for a bird to wander next to you. Answer "yes" when prompted to pick up a bird.

Give the bird to the same Mr. Saturn you talked to. He takes the bird and tells you to wait in the hot spring.

The Mr. Saturn in the hot spring offers you coffee. Answer "yes."

Nobody is strong from the day they are born.

People are faced with challenges that are impossible to overcome alone,
and while shivering and cowering,
they learn not to run away and get stronger little by little.

Lucas has gotten stronger in the same way.
He didn't get stronger for himself.

If he does not get strong,
he will not be able to help those in need...
That is why he has gotten stronger.

Lucas,
even now, within the smiling face you sometimes show,
I can see your pampered and weak younger self.

You've done well to come this far.

I don't know what will happen next,
but I'm sure those who believe in you will
give you their strength.

You should trust those people.
Face that small but shining something
you can see ahead
and press forward.

Not toward the darkness,
but face the light and go.

Lucas,
and your companions.
You are closing in.
The enemy is cornered.

There is nothing to fear.
Everyone believes in you
and are watching over you.
Can you hear them saying "Thank you" in their hearts?

A Mr. Saturn approaches Lucas:

Mr. Saturn:
"I polish the thing that shines when polished."

["Lucas ended up giving the Courage Badge to the Mr. Saturn."]

"I make it sparkle and return.
I make it sparkle.

Bird cage done."

Return to the village and examine the bird cage to leave Saturn Valley. The tunnel will be fixed if you revisit the valley later.

Mr. Saturn:
"Ride the flying bird cage?"
>Yes >No (answer "yes")

Duster:
"So we just grab this rope and go for a ride."

Rope Snake:
"Just a minute!

You think that Flimsy Rope will last until you get to Tazmilly while
you're all hanging from it?!

Tsk, tsk, tsk, tsk...
Believe in me.

My jaw slipped last time because I wasn't tough enough...
but I can still do it!
Give me one more chance!
>Yes >No

No:
| Ever since then...
| I've been exercising my Jaw by gnawing on Whole Walnuts everyday!
| Oh, of course I ate the nutmeat.
| I'm now, so-to-speak, a Walnut-cracking Jaw attached to a Snake!
| It's really amazing.
| Let me do it!
| >Yes >No

No:
| You just don't get it...
| I'm a different snake now.
| I'm like a cornered Tiger.
| I'm a Snake, but I'm a Tiger! A Tiger Snake!
| I'm like a roulette wheel! Bet on me and see what happens!
| >Yes >No

No:
| ...maybe that was a bad way to put it.
| I'm more like dice!
| Put your soul into it and roll me as hard as you can!
| My Jaw is amazing!
| Please! I really mean it!

| If I have to spend the rest of my life with these softies,
| I'll...I'll...
| I'll become more of a fat Worm than a Snake.
| Please understand. OK?
| Turn me into the Snake I am.
| Look, I'll fold both of my hands and beg you!
| >Yes >*sniffle*

Yes:
 You're such an understanding guy.
 I knew I could trust you to be the guy I trusted you to be!
 You can definitely count on me from now on!
 Mr. Lucas!
 It looks like we're going to have a manly journey through the skies!"

Mr. Saturn:
 "It is go time."

[The birds take flight.]

Rope Snake:
 "Mmph!

Mgph!

Mgph!

..."

[The bird cage flies away by itself.]

Rope Snake:
 "It looks like you guys bet on me...and lost.
 I can't deny I fell.
 And all of you who bet on me.
 I'll pretend to be a fat Worm and go hide in a hole for a while.
 Don't talk to me.
 That brave and awesome Rope Snake is dead.
 With a quiet voice I say...see ya."

Seabed

Jump to [[Enemies]] or the full [[Walkthrough]]

Recommended Level: 37

Equipment	Lucas	Kumatora	Duster	Boney
Weapon	*Funny Stick	Magic Gloves	*Barefoot Shoes/Mystical Shoes	(nothing)
Body	*Good Kid's Shirt	*Flame Pendant	Bantam Charm	*Black Collar
Head	Bear Hat	*Boing Ribbon	*Rail Bandana	Bear Hat
Other	Gemini Bracelet	*Leo Bracelet	Cancer Bracelet	(nothing)
* = new				

Outline

1. Examine the ocean in Tazmily Village and dive in
2. Cross the seafloor and defeat **Master Eddy**

Items

Awesome Crown

すっごいかんむり (*Suggoi Kanmuri*)

Use: armor (*Head*) for Lucas; Defense +20, max PP +30

Appearance: a red, sparkling crown

To find the Awesome Crown, take the southeast exit from the first area of the sea floor. Refill your oxygen with the oxygen machine, return to the first area, and take the southwest exit. Hurry through the next area because you have barely enough oxygen to reach the next oxygen machine.

When you reach the next oxygen machine, be near max HP/PP before climbing the ladder ahead. The Awesome Crown is at the top of the ladder, but it's guarded by a **Fish Roe Man**, an enemy that can inflict about 130 HP of damage to three party members with one attack. Use **Shield omega** (18 PP), **Paralysis alpha** (8 PP), and the **Scary Mask** to make this an easy fight.

Trivia Card 3

なぞなぞカード3 (*Nazo Nazo Kaado 3*)

Use: use on Pigmasks and their variants in battle

Obtained: gift box in the fourth area, down one of the ladders

Appearance: a card with a question mark on it

Use the Trivia Card against a Pigmask during battle to read him a trivia question. What answer he gives depends on the type of Pigmask. Some types answer correctly, while others do not. The answer to this card is "male gorilla."

As far as I know, the Trivia Card has no purpose. It's just a weird item in a weird game. Place it into **storage** if you don't want it.

Stores

Thomas's Shop

(In the village square)

Item	Description	Price
Kid's Shirt	Armor (<i>Body</i>) for Lucas; Defense +7	100 DP
Kid's Hat	Armor (<i>Head</i>); Defense +3	50
Pisces Bracelet	Armor (<i>Other</i>) for Lucas; Defense +7	160
Sprinting Bomb	140~160 HP of damage (Bomb Defense) to all enemies on screen	200
Antidote	Cures poison	8
Paper Fan	Cures feeling strange	12
Alarm Cicada	Cures sleep	18

Caroline's Bakery

(In the village square)

Item	Description	Price
Nut Cookie	Recovers 15 HP	8 DP
Nut Bread	Recovers 30 HP	12
Bread Roll	Recovers 60 HP	30
Peculiar Cheese	Recovers 60 HP for Lucas, 20 HP for Boney	20
Fresh Milk	Recovers 80 HP; turns into Yogurt in 10~15 min.	60
Fresh Egg	Recovers 80 HP; turns into a Chicken or a Hot Spring Egg	40

Snack Cart

(Near the beaches in the western part of the village)

Item	Description	Price
Aloha Coat	Defense +8; reduces damage from fire by 80%	1600 DP
Jumbo Shrimp Soup	Recovers 150 HP	350
Giant Abalone Steak	Recovers 180 HP	400

Gift Boxes

Sea Floor

Item	Description	Location
Virgo Bracelet	Armor (<i>Other</i>) for Kumatora; Defense +26, max PP +10	From the first merman oxygen machine, descend the ladder to the southwest
Sea Floor Map	Map of the seabed; press R to view	Southeast of the first oxygen machine
[[Awesome Crown]]	Armor (<i>Head</i>) for Lucas; Defense +20, max PP +30	See [[Awesome Crown]]
Magic Tart (x3)	Recovers 30 PP	In the 2nd area, on the east path
		In the 4th area, down one of the ladders
		In the 5th area, east from a Save Frog
Double Jerky	Recovers 160 HP	In the 2nd area, on the east path
Cup of Lifenoodles	Cures all status effects or revives someone at 0 HP to max HP	In the 3rd area, south of the first working oxygen machine
Hermit Crab Shell	Return this to the Hermit Crab in the second area for 1000 DP	
Bomb	320~350 HP of damage (Bomb Defense) to all enemies on screen	In the 4th area, down one of the ladders
Magic Pudding (x2)	Recovers 40 PP	In the 4th area, down one of the ladders
		In the 5th area, near an oxygen machine
Trivia Card 3	No purpose	In the 4th area, down one of the ladders

Enemies

Roound Fish

まーるいさかな (*Maarui Sakana*)

Type: Organic

Vulnerable: Thunder, sleep

HP: 531

Appearance: a creature with multiple eyestalks and thick lips

Attacks

Standard attack

Damage: 40~50 HP

PK Freeze *beta*

Damage: 90~130 HP

Effect: might solidify its target for 2 or 3 rounds

Vacuum attack

Effect: decreases Offense and Defense by about 20%

Strategy

The Roound Fish wanders aimlessly outside of battle and can be approached from behind.

You should be able to defeat this enemy in 1 round with combos or 2 rounds without. If it appears in a group, use Duster's **Hypnotic Pendulum** to put it to sleep and defeat its cohorts. Use **Lifeup** when someone's HP falls below 120.

This enemy sometimes drops **Magic Gelatin** (recovers 20 PP).

Lucas:

- Standard attack
 - Lifeup, when someone's HP falls to 120 or lower
-

Kumatora: standard attack

Duster:

- Standard attack
 - Hypnotic Pendulum, if facing a group
-

Boney: standard attack

Navy SQUEAL

ブタマスクサブマリン (*Butamasuku Sabumarin*)

Type: Human

Vulnerable: Thunder, paralysis

Resistant: Fire

HP: 563

Attacks

Fire a beam

Damage: 60~80 HP

Fire a torpedo

Damage: 40~50 HP to three targets

Tickle

Effect: reduces a single target's Defense by about 20%

Strategy

You should be able to defeat the Navy SQUEAL in 2 rounds. If you have a DCMC item, give it to Boney and have him use it in the first round. Even if it fails to immobilize the Pigmask, you should be able to defeat this enemy in the same number of rounds.

This enemy sometimes drops **Pork Stew** (recovers 100 HP).

Lucas: standard attack

Kumatora: standard attack

Duster: standard attack

Boney:

- (first turn) DCMC item
 - Standard attack
-

Carefree Jellyfish

きままなクラゲ (*Kimama na Kurage*)

Type: Organic

Vulnerable: Thunder, sleep

Resistant: Fire

HP: 485

Appearance: a blue jellyfish with two eyes

Attacks

Tentacle attack

Damage: 30~50 HP

Effect: might **paralyze** its target

Coil attack

Effect: immobilizes a single target for 2 or 3 rounds

Drift with the current

Effect: none

Strategy

The Carefree Jellyfish wanders aimlessly outside of battle and can be approached from behind.

You should be able to defeat this enemy in 1 round with combos or 2 rounds without. If it appears with a **Roound Fish**, put the Roound Fish to sleep and defeat the Carefree Jellyfish first.

The Carefree Jellyfish sometimes drops an **Anti-Paralysis**.

Lucas: standard attack

Kumatora: standard attack

Duster:

- Standard attack
 - Hypnotic Pendulum, if also fighting a Roound Fish
-

Boney: standard attack

Fish Roe Man

メンタイコマン (*Mentaiko Man*)

Type: Mysterious Creature

Vulnerable: paralysis

Resistant: Fire

HP: 1856

Appearance: a red creature with thin arms and legs

Attacks

Fish roe punch

Damage: 60~80 HP

Fish roe kick

Damage: 80~95 HP

Flail its arms and legs

Damage: 120~140 HP to three targets

Jump into someone's mouth with its last remaining strength (death action)

Damage: 80~90 HP

Comments: The damage is caused by its spiciness.

Strategy

In the first round, decrease the Fish Roe Man's Offense once with Duster's **Scary Mask**, while Lucas uses **Shield omega** (18 PP) and Kumatora uses **Paralysis alpha** (8 PP). Keep everyone's HP above 60 or so after that.

Lucas:

- (first turn) Shield *omega* (18 PP)
 - Standard attack
 - Lifeup, if someone's HP falls to 60 or below
-

Kumatora:

- (first turn) Paralysis *alpha* (8 PP)
 - Standard attack
 - Lifeup, if someone's HP falls to 60 or below
-

Duster:

- (first turn) Scary Mask
 - Standard attack
-

Boney: standard attack

Rock Lobster

うみザリガニ (*Umi Zarigani*)

Type: Organic

Vulnerable: Thunder, paralysis

HP: 589

Appearance: a blue lobster wearing sunglasses

Attacks

Swing its pincers

Damage: 75~85 HP

Offense Up *alpha*

Effect: increases its Offense by about 20%

Mince attack

Effect: reduces a single target's Offense by about 20%

Strategy

In the first round, use **Defense Down alpha** (7 PP) and Duster's [[Siren Beetle]] to reduce the Rock Lobster's Defense. Use standard attacks after that to defeat this enemy in about 3 rounds.

The rhythm of this enemy's battle music is different from that of other songs. Instead of timing your button presses with the tempo of the song, you have to follow the bass line. I find it slightly harder than most songs, but you should be able to get about 2~5 hits consistently.

The Rock Lobster sometimes drops a **Giant Abalone Steak** (recovers 180 HP).

Lucas: standard attack

Kumatora:

- (first turn) Defense Down *alpha* (7 PP)
 - Standard attack
-

Duster:

- (first turn) Siren Beetle
 - Standard attack
-

Boney: standard attack

Master Eddy

うずしおさま (*Uzushiosama*)

Type: Organic

Vulnerable: Thunder

Appearance: a twisting, blue creature

Recommended Level: 38

Attacks

Standard attack

Damage: 50~70 HP

Generate a whirlpool

Damage: 80~90 HP to all

Comments: Reducing Master Eddy's Offense or increasing the party's Defense doesn't affect the damage from this attack.

Coil attack

Effect: immobilizes a single target for 2 or 3 rounds

Sing a lullaby

Effect: might put the entire party to **sleep**

Generate a whirlpool with its last remaining strength (death action)

Damage: 650~700 HP to all

Strategy

If you're low on food, stop by Caroline's Bakery in Tazmily before entering the ocean. Buy a few **Fresh Eggs** and enter a hot spring (the closest is in Osohe Castle) to turn them into Hot Spring Eggs (recovers 100 HP). Buy a couple of **Alarm Cicadas** from Thomas's Shop as well in case Lucas or Kumatora fall asleep. Give these items to Duster and Boney.

Use Lucas's **Shield omega** (18 PP) in the first round to defend against Master Eddy's whirlpool attack, and use **Offense Up omega** (18 PP) in the second. Use Kumatora's **Defense Down alpha** (7 PP) at least once.

If you can combo, have Lucas focus on attacking while Kumatora uses **Lifeup** to keep everyone's HP above 90. If you can't combo, have Kumatora use **PK Thunder beta** (15 PP) as much as possible while Lucas uses Lifeup instead. Have Duster or Boney use food if multiple party members get heavily injured by Master Eddy's whirlpool attack.

Lucas:

- (first turn) Shield *omega* (18 PP)
 - (second turn) Offense Up *omega* (18 PP)
 - Standard attack
 - Lifeup *beta* (9 PP), if someone's HP falls to 90 or below
-

Kumatora:

- (first turn) Defense Down *alpha* (7 PP)
 - PK Thunder *beta* (15 PP)
 - Lifeup *beta* (9 PP), if someone's HP falls to 90 or below
-

Duster:

- Standard attack
 - Food
-

Boney:

- Standard attack
 - Food
-

Walkthrough

Sea Floor

Note 1: There is a boss that uses only PSI attacks coming up soon. If Lucas isn't close to learning **Psycho-Shield omega** at level 45, you should probably buy **Aloha Coats** from the snack cart by the beach. The **Thunder Pendants** sold in Saturn Valley can also help since PK Thunder ignores shields, but they're probably not worth the travel to buy one.

Note 2: The coffee table in the tank hangar north of the train tracks has been replaced by a Pork Bean that looks like a Mr. Saturn. The letter in the moving bottle next to the Pork Bean says:

```
"It is 'The Ride.'  
We made the pig people's better.  
Use for free.  
Bathroom."
```

This vehicle is just for fun, and I don't think you get anything special for using it. You can use it to return to Saturn Valley if you want; the tunnel leading into the village has been cleared.

If you're low on food, buy some **Fresh Eggs** from Caroline's Bakery in the village square and enter a hot spring (the closest is in Osohe Castle) to turn them into Hot Spring Eggs (recovers 100 HP). Buy a couple of **Alarm Cicadas** from Thomas's Shop as well. Give these items to Duster and Boney, and save them for the next boss. Talk to Bronson sun bathing on the chair to rest and recover HP/PP. Examine the arrow pointing to the ground. A crab emerges to tell you the only way to get to Tanehineri Island is to approach the ocean and dive. Go ahead and do so.

Once underwater, you see a couple Pigmasks kissing what looks like a merman.

```
Pigmask 1:  
"There,  
oxygen supply filled!  
Now heading towards Tanehineri Island!"  
  
Pigmask 2:  
"Whew...  
I know we need these machines for oxygen,  
but I just can't get used to them...  
They make me uncomfortable."  
  
Pigmask 1:  
"...really?  
I like 'em a lot."
```

The meter at the bottom of the screen indicates your oxygen supply. If it empties, the party is sent back to Tazmily's shore. To refill your oxygen, examine a merman machine. There are several ahead.

When you reach the first oxygen machine, examine it and answer "yes" to fill your oxygen meter.

There is a gift box that contains a **Virgo Bracelet** (armor for Kumatora) down the ladder to the southwest. The 2 **Roound Fishes** guarding the gift box wander aimlessly and can be approached from behind. If you end up facing them together, use Duster's **Hypnotic Pendulum** to put one to sleep. Keep everyone's HP above 120 so you can survive a hit from PK Freeze *beta*.

Southeast of the first oxygen machine is a gift box containing a map of the sea floor. If you obtain the map, either return to the first oxygen machine, or rush to the second area to the southeast because you have barely enough oxygen to reach the next merman.

There are some **Navy SQUEALS** lurking in the first area, but you should be able to defeat them in 2 rounds. If you have a DCMC item, give it to Boney and have him use it in the first round to try to immobilize a Pigmask.

Awesome Crown

There is a fork at the end of the first area. Go southeast and refill your oxygen. If you want the [\[\[Awesome Crown\]\]](#) (armor for Lucas; Defense +20, max PP +30), make sure the party's oxygen is max, return to the first area, and go southwest.

The fishes in this passage aren't enemies and can be talked to. Hurry to the next area because you have barely enough oxygen to reach the next merman.

The **Carefree Jellyfish** near the next merman wanders aimlessly and can be approached from behind (but it's a little tricky). If it engages you with the Roound Fish, put the Roound Fish to sleep with Duster's Hypnotic Pendulum and defeat the Carefree Jellyfish first.

Be near max HP before climbing the next ladder. At the top is the [\[\[Fish Roe Man\]\]](#), a mini-boss that can inflict about 130 HP of damage to 3 party members. Weaken it by decreasing its Offense once with Duster's **Scary Mask** and by paralyzing it with **Paralysis alpha** (8 PP). Use **Shield omega** (18 PP) as well to make this an easy fight. Keep everyone's HP above 60 or so.

Open the gift box to obtain the Awesome Crown. Return to the first area of the sea floor and take the southeast fork.

Undersea Canyon

In the second area, head south to find another fork. Take the right path to find gift boxes containing a **Magic Tart** (recovers 30 PP) and **Double Jerky** (recovers 160 HP). The left path leads to a Hermit Crab without a shell. Leave him for now and continue south.

There is a broken merman in the next area, but there is a functional one a short distance ahead. South of the working merman is a gift box containing a **Cup of Lifenoodles** guarded by a Roound Fish. You shouldn't have to refill your oxygen on the way back if you hurry to the next merman.

Rock Lobsters start appearing in this area. Use [\[\[Defense Down\]\] alpha](#) (7 PP) and Duster's **Siren Beetle** in the first round to reduce their Defense. Use standard attacks after that to defeat this enemy in about 3 rounds.

There are 5 ladders in the next area. The ladders are roughly laid out like this:

1
2 3 4
 5

- **Ladder 1:** There is a Rock Lobster guarding a **Hermit Crab Shell** lying on the ground. Return the Shell to the Hermit Crab in the second area for 1000 DP.
- **Ladder 2:** Oxygen machine and a Magic Tart (recovers 30 PP).
- **Ladder 3:** A Navy SQUEAL guarding a **Bomb**.
- **Ladder 4:** A **Magic Pudding** (recovers 40 PP) and the **Trivia Card 3**.
- **Ladder 5:** Leads to the same place as ladder 4.

Continue south to find a gift box containing a Magic Pudding. Keep going until you find a Save Frog wearing scuba gear. Recover HP with **Lifeup** and recover PP with Magic Tarts or Pudding.

Before engaging Master Eddy to the south, go east of the final merman to find a gift box containing a Magic Tart.

Master Eddy

Approach the **blue creature** blocking the way to the shore. It draws the party toward itself, and the battle begins.

Use Lucas's **Shield omega** (18 PP) in the first round and **Offense Up omega** (18 PP) in the second. Have Kumatora use **Defense Down alpha** (7 PP) at least once.

If you're good at combos, this battle should end quickly. Have Lucas focus on attacking while Kumatora uses Lifeup **beta** (9 PP) if someone's HP falls to 90 or below.

If you're not good at combos, have Lucas focus on recovery while Kumatora uses **PK Thunder beta** (15 PP). Have Duster or Boney use food when multiple party members get heavily injured by Master Eddy's whirlpool attack. Use an **Alarm Cicada** if Lucas or Kumatora fall asleep.

When this boss reaches 0 HP, it unleashes a final whirlpool attack that inflicts 650~700 HP of damage to the entire party and washes away their inventory.

Tanehineri Island

Jump to [[Enemies]] or the full [[Walkthrough]]

Recommended Level: 38

<i>Equipment</i>	Lucas	Kumatora	Duster	Boney
Weapon	Funny Stick	Magic Gloves	Barefoot Shoes/Mystical Shoes	(nothing)
Body	Good Kid's Shirt	Flame Pendant	Bantam Charm	Black Collar
Head	*Awesome Crown/Bear Hat	Boing Ribbon	Rail Bandana	Bear Hat
Other	Gemini Bracelet	*Virgo Bracelet	Leo Bracelet	(nothing)
* = new				

Outline

1. Eat the mushrooms
2. Head past Flint or defeat the **Zombieshroom**
3. Talk to Wes
4. Go through the jungle and enter the Magypsy's house
5. Talk to Mixolydia, the Magypsy
6. Talk to the octopus
7. Enter the cave east of Mixolydia's house
8. Defeat the **boss**
9. Return to the shore and talk to the octopus to return to the village

Items

Mystical Gloves

まぼろしのてぶくろ (*Maboroshi no Tebukuro*)

Use: weapon for Kumatora; max HP +10, max PP +10, Offense +55, IQ +7, Speed +5

Obtained: the **Monkalrus** (an ape/walrus chimera) sometimes drops this weapon

Appearance: a rainbow colored glove

You might have to fight the Monkalrus a number of times before you get this weapon, but from my experience it's not too rare. Monkalrus appear the most near the beach.

Stores

Mole Cricket

(In front of the Magypsy's house)

Item	Description	Price
Sincerity Dumplings	Recovers 100 HP	100 DP
Spiky Weapon	Weapon; Offense +47	3240
Feather Charm	Defense +18	1280
Libra Bracelet	Defense +30	2400
Double Jerky	Recovers 160 HP	240
Alarm Cicada	Cures sleep	18
Recollection Bell	Cures memory loss	20
Flea Powder	Removes fleas	30
Secret Herb	Cures all status effects or revives someone at 0 HP to 25% of max HP	600
Cup of Lifenoodles	Cures all status effects or revives someone at 0 HP to max HP	1780
Pencil Rocket	230~250 HP of damage (Bomb Defense) to all enemies on screen	500
Bug Spray	Inflicts 300 HP of damage to a Bug type enemy	100

Gift Boxes

Gift boxes look like trash cans while under the influence.

Jungle

Item	Description	Location
Luxury Banana	Recovers 120 HP	North of the first Wes
Cup of Lifenoodles	Cures all status effects or revives someone at 0 HP to max HP	East of the first Wes
Magic Pudding	Recovers 40 PP	West of Yoshikoshi/Violet
Alligator Hat	Armor (<i>Head</i>) for Lucas and Boney; Defense +20; protects from fleas	Next to the second Claus
Fairy Ribbon	Armor (<i>Head</i>) for Kumatora and Boney; Defense +18; prevents sleep	Next to the third Claus
Bug Spray	Inflicts 300 HP of damage to a Bug type enemy	Behind Salsa

Hilltop

Item	Description	Location
Mambo Rhythm	No use	Near the cave exit
Vigor Stick	Weapon for Lucas; Offense +50	Before crossing the first bridge, go west
Swallow Bandana	Armor (<i>Head</i>) for Duster; Defense +20	Across the bridge going east

Enemies

Zombieshroom

ゾンビダケ (*Zonbidake*)

Type: Zombie

Vulnerable: Fire, paralysis

Appearance: a rotten mushroom with a face

Attacks

Standard attack

Damage: 40~50 HP

Scatter its mold spores

Damage: 35~45 HP to all

Effect: might **poison** its targets

Absorb nutrients from the ground

Effect: recovers about 150 HP

Strategy

The Zombieshroom appears as Flint after the party eats the mushrooms. You can actually walk past the Zombieshroom to avoid this fight.

Use **PK Love gamma** (35 PP) and **PK Fire beta** (12 PP) to defeat the Zombieshroom in 3 or 4 rounds. Have Kumatora use **Lifeup** to keep everyone above 100 HP.

Use **Healing** to cure anyone poisoned after the fight. Eat the mushrooms again to recover HP/PP.

Lucas: PK Love *gamma* (35 PP)

Kumatora:

- PK Fire *beta* (12 PP)
- Lifeup, when someone's HP falls to 100 or lower

Duster: standard attack

Boney: standard attack

Monkalrus

サルセイウチ (*Saru Seiuchi*)

Type: Organic Chimera

Vulnerable: Fire, sleep

HP: 668

Appearance: an orangutan with a walrus's head

Attacks

Let out a strong blow to the head

Damage: 60~70 HP

Effect: might cause **memory loss**

Tackle attack

Damage: 110~130 HP

Fling fleas at you

Effect: infested target can't combo and sometimes fails to use special abilities

Strategy

Use **PK Fire beta** (12 PP) once to defeat the Monkalrus in 1 round with combos or 2 rounds without. Use **Lifeup** if someone's HP is below 120 at the start of the fight.

If the Monkalrus appears in a group, use the **Hypnotic Pendulum** to put it to sleep and defeat its cohort first. Use **Wall Staples** on the sleeping Monkalrus to prevent it from attacking when it wakes up.

This enemy occasionally drops the **[[Mystical Gloves]]**, a weapon for Kumatora (max HP and PP +10, Offense +55, IQ +7, Speed +5).

The Monkalrus also sometimes drops a **Luxury Banana** (recovers 120 HP).

Lucas: standard attack

Kumatora:

- (first turn) PK Fire *beta* (12 PP)
- Standard attack

Duster:

- Standard attack
- Hypnotic Pendulum, when facing a group
- Wall Staples, while the Monkalrus is asleep

Boney: standard attack

Ancient Dragonfly

ドラゴンむし (*Doragon Mushi*)

Type: Bug

Vulnerable: Freeze, paralysis

HP: 402

Attacks

Standard attack

Damage: 30~40 HP

Breathe fire

Damage: 40~50 HP to all

Effect: might leave its targets **burning**

Call for help

Effect: another Ancient Dragonfly might join the fight

Strategy

You should be able to defeat the Ancient Dragonfly in 1 round with just standard attacks. This enemy sometimes drops **Beef Jerky**.

All: standard attack

Titanian

タイタニアン (*Titanian*)

Type: Bug

Vulnerable: Freeze, paralysis

HP: 450

Appearance: resembles a lobster

Attacks**Swing its pincers**

Damage: 40~60 HP

Hypnosis omega

Effect: might put the entire party to **sleep**

Strategy

Use Kumatora's **PK Freeze gamma** (18 PP) once to defeat the Titanian in 1 round. To combo against this enemy, press **A** between each guitar strum of the music.

When you spot 2 Titanians, try to lure one Titanian away from the other before engaging it. If you face both of them at the same time, use the **Siren Beetle** on one and PK Freeze *gamma* on the other.

This enemy sometimes drops a **Secret Herb**.

Lucas: standard attack

Kumatora: PK Freeze *gamma* (18 PP)

Duster:

- Standard attack
 - Siren Beetle, when facing 2 Titanians
-

Boney: standard attack

Unwelcome Guest

めいわくなかぜ (*Meiwaku na Kaze*)

Type: Mysterious Creature

Vulnerable: Thunder, paralysis

HP: 598

Appearance: a creature in a whirlwind

Attacks**Standard attack**

Damage: 40~60 HP

Generate a whirlwind

Damage: 30~50 HP to three targets

Has a big grin on its face

Effect: none

Strategy

You should be able to defeat the Unwelcome Guest in 1 round with combos or 2 rounds without. If you can't combo, have Duster use the **Siren Beetle** in the first round. Even if the Beetle fails, you should still be able to defeat this enemy in 2 rounds.

If you can't combo and you face two Unwelcome Guests, put one of them to sleep with **Hypnosis alpha** (6 PP) and use the Siren Beetle on the other. Hypnosis, the Siren Beetle, and **Wall Staples** all have a roughly 75% to 80% chance of working, so at least one of them should work in almost every fight.

Lucas: standard attack

Kumatora:

- Standard attack
 - Hypnosis *alpha* (6 PP), if facing a group and you can't combo
-

Duster:

- Standard attack
 - Siren Beetle or Wall Staples, if you can't combo
-

Boney: standard attack

Barrier Trio

けっかいトリオ (*Kekkai Torio*)

Type: Mysterious Creature

Appearance: three posing statuesque figures

Recommended Level: 39

Attacks

Barrier Pose

Effect: the Barrier Trio enters its attacking phase

Comments: When the Barrier Trio enters its Barrier Pose, it becomes vulnerable to a PSI attack that depends on who "calls out" before the pose. If you're using starmen.net's translation:

Barrier Man: PK Fire

Barrier Gal: PK Freeze

Barrier Dude: PK Thunder

In Japanese:

けっかいくん: PK Fire

けっかいちゃん: PK Freeze

けっかいどん: PK Thunder

Any elemental PSI attack (i.e. Fire, Freeze, and Thunder) the Trio isn't vulnerable to inflicts no damage during the Barrier Pose, but PK Love works normally. Hit the Barrier Trio 3 times with an effective elemental PSI attack to break the pose.

All elemental PSI attacks work while the Barrier Trio is in its initial huddled stance, but only about 50% of a PSI attack's base damage is inflicted.

PK Fire *beta*

Damage: 70~100 HP to all

Effect: might leave its targets **burning**

PK Fire *gamma*

Damage: 130~170 HP to all

Effect: might leave its targets **burning**

PK Freeze *beta*

Damage: 120~140 HP

Effect: might solidify its target for 2 or 3 rounds

PK Freeze *gamma*

Damage: 170~200 HP

Effect: might solidify its target for 2 or 3 rounds

PK Thunder *beta*

Effect: summons two bolts; might **paralyze** its targets

Damage: 110~150 HP per bolt

PK Thunder *gamma*

Effect: summons three bolts; might **paralyze** its targets

Damage: 170~180 HP per bolt

Defense Up *omega*

Effect: increases the Barrier Trio's Defense by about 20%

Comments: The Barrier Trio seems to use this move only when its Defense is lower than normal.

Concentrate

Effect: prepare for its PK Starstorm attack

Comments: The Barrier Trio concentrates when it reaches 0 HP. It uses PK Starstorm in the subsequent round.

PK Starstorm

Damage: 240~280 HP to all

Comments: The Barrier Trio uses this attack when it reaches 0 HP. The fight ends 3 rounds later.

Final barrier pose (death action)

Effect: none

Comments: "It was beautiful."

Strategy

Equip the party with any PSI protective armor you might have. The [[Aloha Coat]] (-80% Fire damage) is best, but the **Rubber Cape** (-80% electrical damage) and the **Thunder Pendant** (-50% electrical damage) might be better if Lucas can use **Psycho-Shield *omega*** (level 45). You shouldn't need these items to defeat the Barrier Trio.

Keep the Barrier Trio's Defense lowered throughout the fight. As long as the Barrier Trio's Defense is lower than normal, it sometimes uses Defense Up *omega* instead of attacking.

In the first round, have Kumatora use **Defense Down *alpha*** (7 PP) and Duster use the **Tickle Feather**. Lucas should use **Psycho-Shield *omega*** (20 PP) if he has learned it; if not, use **Psycho-Shield *alpha*** (8 PP) on Kumatora and Boney if they aren't protected from Fire. Have Boney use the **Shield Snatcher** to remove the Barrier Trio's initial shield.

In the second or third round, use **Offense Up *omega*** (18 PP). Keep using the Tickle Feather, and use Defense Down *alpha* only when the Tickle Feather fails or after breaking the Barrier Pose.

Have Lucas use **Lifeup** to keep everyone above 150 HP. Have Duster and Boney use food if the party gets hit by PK Fire or PK Thunder.

When the Barrier Trio falls to 0 HP, it reverts to its huddled stance, spends one round concentrating, then uses PK Starstorm. It spends one more round concentrating and tries to use Starstorm again, but it doesn't have enough energy to do so. As long as everyone in the party is above 150 HP when they get hit by Starstorm, you should be able to *guard* or *run away* in every round until the fight ends.

Lucas:

- (first turn) **Psycho-Shield *omega*** (20 PP), if learned (level 45)
 - (first turn) **Psycho-Shield *alpha*** (8 PP), on Kumatora and Boney if they're unprotected from Fire
 - **Offense Up *omega*** (18 PP)
 - Standard attack
 - **Lifeup *beta*** (9 PP) or *gamma* (16 PP), whenever someone's HP falls to 150 or below
-

Kumatora:

- (first turn) **Defense Down *alpha*** (7 PP)
 - PK Fire, Freeze, or Thunder (see above)
 - **Defense Down *alpha***, whenever the Barrier Trio is huddled or whenever the Tickle Feather fails
-

Duster:

- Tickle Feather
 - Standard attack
 - Food, after being hit by PK Fire or PK Thunder
-

Boney:

- (first turn) **Shield Snatcher**
 - Standard attack
 - Food, whenever someone's HP falls to 150 or below
-

Walkthrough

Red-green-yellow-yellow

The party regains consciousness on the shore.

Kumatora:
"Where is this...?
Is this Tanehineri Island?"

Damn...
All our stuff's been washed away,
and we've got no strength left.

Let's find something to eat."

Frog:
"H, heeeeeey!
It's a word of warning from a frog!

Can you hear meeeee!
It's a word of warning!

All of you
have no
health!

Your health is rock bottom!"

Check the party's HP/PP to find everyone at 1 HP and 0 PP. Their entire inventory is also missing, except for equipped and key items.

Examine the sleeping snake to the south to save.

Save Frog:
"Mghpf.
Excuse me while I'm inside the snake's stomach.
I'm the frog that gave you that word of warning.
I have my reasons for being in the snake.
By the way, shall I at least save for you?
>Yes >No

Ribbit ribbit
Will the snake's digestive fluids win.
Will the frog's tenacity win.
It's a 1 on 1 fight.
It's not like I've been eaten."

Examine the cluster of mushrooms to the right.

"You found some gross looking mushrooms.
Eat some anyway?
>Yes >No" (answer "yes")

Kumatora:
"These mushrooms...
have a gross color,
but they're edible, right?"

"Are you really going to eat some?
>Yes >No" (answer "yes")

[The party eats the mushrooms]

"They seem...
...okay..."

"...they're not!
You were overwhelmed by a hard to describe, weird sensation...!"

Red-Green-Yellow-Yellow...is the name of this song. The mushrooms recover the party but also make everything funky. You can eat the mushrooms again at any time to restore HP/PP.

"Flint" is to the right, but you can walk past him. Talking to him leads to a battle:

"Oh, Lucas.
What're you doing in a place like this?
Are you lost?
>Yes >No" (it doesn't matter what you say)

The "Eerie Smile" you fight is actually a **Zombieshroom**. Use **PK Love gamma** (35 PP) and **PK Fire beta** (12 PP) to defeat this enemy in 3 or 4 rounds. Have Kumatora use **Lifeup** to keep everyone above 100 HP. After the fight, cure anyone poisoned and eat the mushrooms again to recover HP/PP.

Duster's father Wes is ahead.

```
"Duster...
That limp in your left leg is all my fault.
I'm sorry...
Don't go anywhere, anymore.
Come home with me.
>Yes >No"
```

Choose an answer and Wes disappears. Nearby to the north is a trash can. Examine it and answer "yes" to obtain a **Luxury Banana**...maybe. To the east is another trash can containing a **Cup of Lifenoodles**.

Mail boxes are scattered throughout the jungle. Examine them to see some bizarre things inside.

```
"The lid of the mail box is open...
Do you want to look inside?
>Yes >No

There are many postcards inside.
Will you read them?
>Yes >No

A boy named Lucas is crying at a grave.
A boy named Lucas is lurking in the forest with a dog.
A boy named Lucas is causing trouble in the mountains.
A boy named Lucas was stealing Nuts from our yard.
A boy named Lucas was harming living things.
A boy named Lucas was learning bad magic.
A boy named Lucas was
.....
A boy named Lucas was
.....
A boy named Lucas was
.....
A boy named Lucas was
.....

The mail box emitted an incredible scream."
```

Each mail box says something different, but they are all as strange as this one. They are actually just plants.

The next person you see is Claus, who asks to travel with you. If you answer "yes," he attacks you from behind; answer "no" to enter battle normally. The hallucination is a **Monkalrus**, an Orangutan-Walrus hybrid. It has high Offense, so recover anyone with less than 120 HP at the start of the fight. Use PK Fire *beta* (12 PP) to win in 1 round with combos or 2 rounds without. Don't worry about conserving PP because there is a hot spring a short distance ahead.

Note: The Monkalrus occasionally drops the **[[Mystical Gloves]]**, a weapon for Kumatora (max HP and PP +10, Offense +55, IQ +7, Speed +5).

Up ahead is a blond woman, who is actually an **Ancient Dragonfly**. Use standard attacks to defeat it in 1 round.

To the west is a Monkalrus appearing as Yoshikoshi, the Club Titiboo waitress Kumatora disguised as in Chapter 4. To the west of the Monkalrus is a trash can containing **Magic Pudding** (recovers 40 PP).

To the south is a second Claus, who is actually another Ancient Dragonfly. Open the nearby trash can to find an **Alligator Hat** (Defense +20; prevents **fleas**). Equip it on Boney if Lucas has the **Awesome Crown**. Otherwise, equip it on Lucas to protect him from fleas. Don't sell or discard the Alligator Hat when you replace it later.

To the east is a **Titanian**, an enemy with high Defense. Use **PK Freeze gamma** (18 PP) to defeat it in 1 round. To combo against Titanians, press **A** between each guitar strum of the music.

An Ancient Dragonfly appearing as Claus is guarding the next trash can. The trash can contains a **Fairy Ribbon**, armor for Kumatora and Boney that prevents **sleep**. If Kumatora was equipped with the **Boing Ribbon**, keep it in case you need protection from **memory loss** later.

A Monkalrus appearing as Wes and two Titanians appearing as Flint are at the end of this part of the jungle.

In the next area are two Monkalrus appearing as Salsa and Alec. Alec attacks if he gets too close, but Salsa doesn't fight you unless you talk to him. Behind the Monkalrus is a trash can containing **Bug Spray** (inflicts about 300 HP of damage to a single bug). The Bug Spray can be useful soon, so give it to Boney or Duster.

To the west is a hot spring. Use Lifeup on Boney before going in because he doesn't join you.

Go east to find two ladders guarded by two Monkalrus appearing as Alec. Climb the ladders and enter the Magypsy's house. Talk to the beautiful woman inside and she will restore the party.

The Hilltop

When everything is back to normal the Magypsy, Mixolydia (nickname "Missy"), explains the needle is at the top of the hill. His friend, Hachi the octopus, has retrieved the party's lost inventory; talk to him to receive your items. If you don't have enough space in your inventory, Hachi will hold on to whatever you can't carry; sell some stuff to the Mole Cricket outside, and talk to Hachi again.

The mole cricket outside Mixolydia's house has some weapons and armor for sale, but be careful of what you buy. Don't buy the **Spiky Weapon** for Lucas because he can get a better weapon from a gift box soon. The **Libra Bracelet** (Defense +30) is probably a little worse for Kumatora than the **[[Virgo Bracelet]]** (Defense +26, max PP +10), and the **Feather Charm** (Defense +18) should be only slightly better than what the party is already wearing. At the very least, don't sell any PSI protective armor you might have.

If Lucas is close to learning **Psycho-Shield omega** at level 45, spend some time leveling up to prepare for the next boss. Fight Monkalrus in the jungle to try to get the Mystical Gloves while you level up; four of them appear near where the poisonous mushrooms were. If Lucas is at too low a level, you can still defeat the next boss without Psycho-Shield *omega*. Just don't forget to buy a few **Sincerity Dumplings** if you're low on food; give them to Duster and Boney.

When you're ready, enter the cave east of the Magypsy's house. There are 2 Scamperin' Mushrooms near the entrance, but you shouldn't have much trouble against them. The 2 Titanians near the middle of the cave, however, can be annoying if they use **Hypnosis omega**. Try to lure one away from the other before engaging. If you face both at the same time, use Freeze *gamma* (18 PP) on one and the **Siren Beetle** on the other. Combo against them by pressing **A** between each guitar strum of the music.

The cave leads to the top of the hill where only **Unwelcome Guests** appear. You should be able to defeat them in 1 round with combos or 2 rounds without. If you can't combo and you encounter 2 Unwelcome Guests, use Hypnosis *alpha* (6 PP) on one and the Siren Beetle on the other. Both have a roughly 75% chance of working, but at least one of them should be successful in almost every fight.

The first gift box you see contains a mambo beat. It's just there for fun.

When you reach the first fork, go west to find a gift box that contains a **Vigor Stick** (Offense +50). Return to the fork, go north across the bridge, and turn east to find a gift box containing a **Swallow Bandana** (Defense +20).

The Needle

When you reach the Save Frog, equip any **Aloha Coats**, **Rubber Capes**, and Pendants you might have. As always, Boney should be carrying the [[Shield Snatcher]], and Duster and Boney should have your best food.

Move north to find the needle surrounded by three figures. The [[Barrier Trio]] comes to life and attacks.

The Barrier Trio is a pure PSI attacker. It has 2 stances (or "poses"). In its initial huddled stance, all elemental PSI attacks (i.e. Fire, Freeze, and Thunder) inflict roughly 50% damage. During its Barrier Pose, the Trio becomes vulnerable to a new elemental PSI attack that depends on who "calls out" before the pose. If you're using starmen.net's translation:

Barrier Man: PK Fire
Barrier Gal: PK Freeze
Barrier Dude: PK Thunder

In Japanese:

けっかいくん: PK Fire
けっかいちゃん: PK Freeze
けっかいどん: PK Thunder

Elemental PSI attacks that the Trio aren't vulnerable to inflict no damage during the Barrier Pose, but PK Love works normally. Hitting the Trio 3 times with an effective elemental attack breaks its Barrier Pose.

The Barrier Trio sometimes uses Defense Up instead of attacking while its Defense is lower than normal. Take advantage of this by using **Defense Down alpha** (7 PP) and the **Tickle Feather** in the first round; use the Tickle Feather again whenever the Barrier Trio uses Defense Up.

Use **Psycho-Shield omega** (20 PP), or use Psycho-Shield *alpha* (8 PP) on Kumatora and Boney if they're unprotected from Fire. Use **Offense Up omega** (18 PP) afterwards, and remove the Barrier Trio's initial shield with the Shield Snatcher.

Have Lucas use **Lifeup** to keep everyone above 150 HP. If you get hit by PK Fire *gamma* or PK Thunder *gamma*, have Duster and Boney use food.

When the Barrier Trio reaches 0 HP, it reverts to its huddled stance and spends 1 turn concentrating. In the next round, it uses PK Starstorm to inflict about 250 HP of damage to the party. It concentrates and tries to use PK Starstorm again, but it doesn't have enough energy to do so. As long as everyone in the party has at least 150 HP when they get hit by Starstorm, you should be able to *run away* or *guard* in every round until the fight ends.

The Barrier Trio assumes one final pose before it falls: "It was beautiful."

Leaving the Island

Watch the scene after the fight.

Mixolydia appears and wakes everyone up.

```
"Hey, hey, people.  
How long are you going to sleep?"  
  
[ Lucas and his friends wake up. ]  
  
"Well, wasn't that surprisingly disappointing.  
Lucas,  
instead of your heart,  
that Masked Man's heart was reflected into the Dragon of Darkness...  
What can you do  
such is fate.  
...only it's odd.  
I can't sense that Masked Man's heart emanating from the earth.  
  
I'm going to disappear soon, so leave the rest to Hachi.  
I told him to wait for you by the shore,
```

so you can ride on his back and return to Tazmily.

I'll give you my Razor and lipstick.
Think of them as me, and treasure them."

["You received Missy's Memento!"]

"Wait.
There is something I shouldn't forget.
I want you to give this to Ionia."

["You obtained Deeelicious Pickles!"]

"I believe...
there is a man called something like 'Map-loving map-holding Mapson'
in Tazmily, right?
I think that person should know where even Ionia's house is.
Go, quickly!!
To Ionia's house!

Ohhh, I'm disappeeeearing.
Good byeee."

[Mixolydia disappears.]

If your inventory was full when Mixolydia tried to give you his **mementos**, you can find them in his house.

Head back to the beach. Lucas and Kumatora might be low on PP, so try to avoid fighting groups. Use the Hypnotic Pendulum and Wall Staples against Unwelcome Guests, and use Bug Sprays against Titanians.

There are slightly more enemies in the jungle than before, so be sure to recover in the hot spring. Don't worry about conserving PP, and use PK Freeze *gamma* against Titanians and PK Fire against Monkalarus.

Hachi is waiting for the party in the ocean. Approach him, and answer "yes" to ride Hachi back to the village. (It's actually a little faster to reenter the ocean and deliberately run out of oxygen.)

Orishimo Mountain

Jump to [[Enemies]] or the full [[Walkthrough]]

Recommended Level: 42

Equipment	Lucas	Kumatora	Duster	Boney
Weapon	*Vigor Stick	*Mystical Gloves/Magic Gloves	*Spiky Weapon/Mystical Shoes	(nothing)
Body	Good Kid's Shirt	Flame Pendant	Bantam Charm	Black Collar
Head	Awesome Crown/*Alligator Hat	*Fairy Ribbon/Boing Ribbon	*Swallow Bandana	Bear Hat
Other	*Libra Bracelet	Virgo Bracelet	Leo Bracelet	(nothing)

* = new

Outline

1. Talk to Alec and then Mapson to mark your destination on your map (optional)
2. Go north through Sunshine Forest
3. Find the **Jar of Yummy Pickles**
4. Go through the cave and talk to Ionia, the Magypsy
5. Go to Chupichupoyi Shrine and defeat the **boss**
6. Examine the vines and sprinkle the Water of Time
7. Pull the needle

Items

Mystical Stick

まぼろしのぼう (Maboroshi no Bou)

Use: weapon for Lucas; max HP +10, max PP +10, Offense +90, IQ +5, Speed +5

Obtained: the **Heftyhead** (a creature with a really big head) sometimes drops this weapon

Appearance: a sparkling, yellow staff with a round tip

Awesome Cloak

すっごいマント (Sugoi Manto)

Use: armor (*Body*) for Lucas; Defense +23, max PP +30; reduces damage from Fire, Freeze, and Thunder by about 40%

Obtained: the **Pigmask Colonel** has a small chance of dropping this item

Appearance: a sparkling, red and yellow cloak

Only one Pigmask Colonel appears in Chapter 7, but you can fight as many as you want in Chapter 8.

Stores

Mole Cricket

(Next to the hot spring in the mountains)

Item	Description	Price
Sincerity Dumplings	Recovers 100 HP	100 DP
Clever Stick	Weapon for Lucas; Offense +62	3980
Strong Gloves	Weapon for Kumatora; Offense +50	2690
Non-Slip Shoes	Weapon for Duster; Offense +58	3660
Otter Hat	Armor (<i>Head</i>); Defense +25	1640
Crow Bandana	Armor (<i>Head</i>); Defense +25	1520
Pumice Charm	Armor (<i>Body</i>); Defense +23	1540
Grilled Fish	Recovers 120 HP	150
Grilled Chicken	Recovers 170 HP	300
Anti-Paralysis	Cures paralysis	14
Alarm Cicada	Cures sleep	18
Secret Herb	Cures all status effects or revives someone at 0 HP to 25% of max HP	600
Cup of Lifenoodles	Cures all status effects or revives someone at 0 HP to max HP	1780

Mole Cricket

(In front of Ionia's house)

Item	Description	Price
Sincerity Dumplings	Recovers 100 HP	100 DP
Grilled Chicken	Recovers 170 HP	300
Secret Herb	Cures all status effects or revives someone at 0 HP to 25% of max HP	600
Cup of Lifenoodles	Cures all status effects or revives someone at 0 HP to max HP	1780
Sprinting Bomb	140~160 HP of damage (Bomb Defense) to all enemies on screen	200
Pencil Rocket	230~250 HP of damage (Bomb Defense) to all enemies on screen	600

Gift Boxes

During the Pickle Search

Each sparkle Boney picks up while searching for the Jar of Yummy Pickles can be 1 of 3 or 4 possible items. As you might expect, the best possible items appear pretty rarely. If you're playing on an emulator, save your state before showing something to Lucas; if you don't get what you want, reload your state and wait a few seconds before talking to Lucas again.

Item	Description	Location
Something hard	Made-You-Look	Closest to the entrance
	Enemy Bufferizer	
	Super Bomb	
Something tasty looking	Nut Bread	Near the middle of the area
	Rotten Eclair	
	Peculiar Cheese	
	King Burger	
Something soft	Fresh Mint	Near Duster
	Recollection Bell	
	Secret Herb	
Something small	Pumice Charm (Defense +23)	Near Kumatora
	Heavy Charm (+26)	
	Thud Charm (+30)	

Jar of Yummy Pickles	Key item	Northwest corner of the area
----------------------	----------	------------------------------

Cave

Item	Description	Location
Cave Map	Map of the cave; press R to view	Northeast from the entrance
Magic Pudding	Recovers 40 PP	One of the rooms to the west
Goddess Bustier	Armor for Kumatora; Defense +20, max PP +20; -20% damage from Fire and Freeze	Westernmost room
Striped Collar	Armor for Boney; Offense/Defense +40; -20% damage from Fire, Freeze, and Thunder	Northernmost room
Cup of Lifenoodles	Cures all status effects or revives someone at 0 HP to max HP	

Magypsy's House

Item	Description	Location
Magic Tart	Recovers 30 PP	South of the Magypsy's house

Enemies

Mystery Metal Monkey

はずれメタルザル (*Hazure Metaru Zaru*)

Type: Mechanical

Vulnerable: Thunder, feeling strange

HP: 12

Attacks

Standard attack

Damage: 30~40 HP

Effect: might steal an item

Biting attack

Damage: 20~30 HP

PK Fire *alpha*

Damage: 20~40 HP to all

Effect: might leave its targets **burning**

Run away

Effect: ends the battle

Strategy

The Mystery Metal Monkey is easy to beat, but it awards no experience points. Run away in the first round.

This enemy sometimes drops a **Made-You-Look**.

Blue Balding Eagle

おおハゲターカー (*Oohagetaakaa*)

Type: Organic

Vulnerable: Fire, feeling strange

HP: 568

Attacks

Peck with its beak

Damage: 40~70 HP

Scratch with its sharp talons

Damage: 50~80 HP

Perch on a tree and rest its wings

Effect: recovers about 170 HP

Strategy

You should be able to defeat the Blue Balding Eagle in 1 round with combos or 2 rounds without.

If this enemy appears with a **Tender Loving Tree** and you can't combo, use **PK Fire beta** (12 PP) in the first round, and use Duster's **Siren Beetle** on the Tender Loving Tree until it works. Defeat any Blue Balding Eagles first before attacking the Tender Loving Tree.

This enemy sometimes drops a **Double Jerky** (recovers 160 HP).

Lucas: standard attack

Kumatora:

- Standard attack
 - (first turn) PK Fire *beta* (12 PP), if facing a Tender Loving Tree also
-

Duster: standard attack

Boney: standard attack

Tender Loving Tree

めんどうみのよいき (*Mendoumi no Yoi Ki*)

Type: Organic

Vulnerable: Fire, crying

HP: 686

Attacks

Standard attack

Damage: 30~60 HP

Brainshock alpha

Effect: makes one target **feel strange**

Vacuum attack

Effect: reduces one target's Offense and Defense by about 20%

The chicks perched on the tree call for help

Effect: a **Blue Balding Eagle** might join the fight

Burst into flames (death action)

Damage: 250~300 HP to three targets

Comments: If you defeat this enemy last and end the battle quickly enough, a party member should suffer only about 30 HP of damage at most.

Strategy

If you can't combo, use Duster's **Siren Beetle** in the first round. Even if it fails, you should still be able to defeat the Tender Loving Tree in the same number of rounds.

If this enemy appears with a **Blue Balding Eagle** and you can't combo, use **PK Fire beta** (12 PP) in the first round, and use Duster's Siren Beetle on the Tender Loving Tree until it works. Defeat any Blue Balding Eagles first before attacking the Tender Loving Tree.

This enemy sometimes drops a **Fresh Egg**.

Lucas: standard attack

Kumatora:

- Standard attack
 - (first turn) PK Fire *beta* (12 PP), if facing Blue Balding Eagle(s) also
-

Duster:

- Siren Beetle
 - Standard attack
-

Boney: standard attack

Mecha-Mole!

ミカモグラー！ (*Meka Moguraa!*)

Type: Mechanical

Vulnerable: Thunder, feeling strange

HP: 564

Attacks

Fire a beam

Damage: 10~20 HP

Drill attack

Damage: 40~60 HP

Sound an alarm

Effect: another Mecha-Mole! might join the fight

Emit a beeping sound

Effect: none

Strategy

You should be able to defeat the Mecha-Mole! in 1 round with combos or 2 rounds without. If you face three Mecha-Moles! and you can't combo, use **PK Love *alpha*** (10 PP) or throw a **Thunder Bomb**.

The rhythm of this enemy's battle music is different from that of other songs. Instead of timing your button presses with the tempo of the song, you have to follow the bass line. I find it slightly harder than most songs, but you should be able to get about 2~5 hits consistently.

This enemy rarely drops a **Bomb** (base damage 320~350 HP).

Lucas:

- Standard attack
 - PK Love *alpha* (10 PP), if you can't combo and you face three Mecha-Moles!
-

Kumatora: standard attack

Duster: standard attack

Boney: standard attack

Cuddle Bomb

だきつきボム (*Dakitsuki Bomu*)

Type: Mechanical

Vulnerable: Freeze, paralysis

HP: 884

Attacks

Standard attack

Damage: 40~80 HP

Cling

Effect: attaches itself to a target

Murmur "2..."

Effect: none

Mutter "1..."

Effect: none

Explode

Damage: 260~280 HP

Comments: The Cuddle Bomb explodes after it counts down from 2. This causes damage only to one person. The party earns no experience points if the Cuddle Bomb destroys itself.

Has a big grin on its face

Effect: none

Panic

Effect: none

Comments: This seems to happen only when the Cuddle Bomb has clung to someone at 0 HP.

Explode in the area

Effect: ends the battle

Comments: This seems to occur only after the Cuddle Bomb has clung to someone at 0 HP. You earn no experience points if the Cuddle Bomb destroys itself.

Strategy

If you face only 1 Cuddle Bomb, use **PK Freeze beta** (10 PP) once. If you can't combo, use the **Siren Beetle** until it works, and use **Wall Staples** while the Cuddle Bomb is turned around to immobilize it until the fight ends. If the Wall Staples fail, continue with just standard attacks.

When facing 2 Cuddle Bombs, use **PK Freeze gamma** (18 PP) on one Cuddle Bomb while Duster uses the Siren Beetle and Wall Staples to immobilize the other. If you can't combo, use **PK Love beta** (20 PP) in the first round as well.

This enemy sometimes drops a **Super Bomb** (base damage 450~480 HP).

Lucas:

- Standard attack
 - (first turn) PK Love *beta* (20 PP), if you can't combo and you face 2 Cuddle Bombs
-

Kumatora:

- Standard attack
 - PK Freeze *beta* (10 PP) or *gamma* (18 PP), if you can't combo
-

Duster:

- Siren Beetle, until it works
 - Wall Staples, while the Cuddle Bomb is turned around
 - Standard attack
-

Boney: standard attack

Sticky Slug

べっとりナメクジ (*Bettori Namekuji*)

Type: Bug

Vulnerable: Fire, feeling strange

HP: 368

Attacks**Standard attack**

Damage: 40~60 HP

Hypnosis alpha

Effect: puts one target to **sleep**

Vacuum attack

Effect: reduces a target's Offense and Defense by about 20%

Strategy

You should be able to defeat the Sticky Slug in 1 turn with combos or 1 round without. If you face 3 or more Sticky Slugs and you can't combo, use **PK Fire beta** (12 PP) and **PK Love alpha** (10 PP) in the first round.

This enemy sometimes drops a **Saltwater Gun**.

Lucas:

- Standard attack
 - (first turn) PK Love *alpha* (10 PP), when facing 3+ Sticky Slugs and you can't combo
-

Kumatora:

- Standard attack
 - (first turn) PK Fire *beta* (12 PP), when facing 3+ Sticky Slugs and you can't combo
-

Duster: standard attack

Boney: standard attack

Heftyhead

ササエタマエ (*Sasaetamae*)

Type: Mysterious Creature

Vulnerable: Freeze, feeling strange

HP: 1864

Attacks

Headbutt

Damage: 60~100 HP

Strike the ground with its head

Damage: 50~70 HP to all

Psycho-Counter *alpha*

Effect: reduces damage from PSI by 50% and reflects inflicted damage

Comments: Kumatora should have more Speed than the Heftyhead, so she can safely use PK Freeze *gamma* in the first round most of the time. As long as Kumatora has at least 120 HP, you should be able to save her life before her HP counter reaches 0.

Stumble

Effect: none

Strategy

Use **PK Freeze *gamma*** (18 PP) once and attack with combos to defeat the Heftyhead in 2 rounds. If you can't combo, use the **Siren Beetle** until it works, and use **Wall Staples** while the Heftyhead is turned around to immobilize it until the fight ends. If the Wall Staples fail, continue with just standard attacks or use PK Freeze again.

The next boss has a song similar to the Heftyhead's. The Heftyhead is somewhat susceptible to sleep, so practice getting combos against this enemy with the **Battle Memory** before heading for the needle.

The Heftyhead has a small chance of dropping the **Mystical Stick**, a weapon for Lucas (max HP +10, max PP +10, Offense +90, IQ +5, Speed +5).

Lucas: standard attack

Kumatora:

- (first turn) PK Freeze *gamma* (18 PP)
 - Standard attack
-

Duster:

- Siren Beetle, until it works
 - Wall Staples, while the Heftyhead is turned around
 - Standard attack
-

Boney: standard attack

Negative Man

ネガティブマン (*Negatibu Man*)

Type: Mysterious Creature

Vulnerable: Crying

HP: 2238

Attacks

Standard attack

Damage: 1 HP

"It's always like this..."

Effect: none

"I'm worthless anyway..."

Effect: none

"Life is just, lalalala..."

Effect: none

"Hurry up and beat me..."

Effect: none

"There's no way I can win..."

Effect: none

"A, a, a, a..."

Effect: none

Strategy

According to starmen.net, the Negative Man has a 2% chance of dropping **Meteorite** (sell for 2500 DP) and a 10% chance of dropping a **Baked Yam** (recovers 40 HP).

Other than that, there doesn't seem to be anything special about Negative Man. He awards only 3 exp. points, and there is no way to cheer him up or change his mood. I've tried making him stronger with an Enemy Bufferizer, and I've even tried losing to him. He's just an unusual enemy in an unusual game.

Pigmask Colonel

ブタマスクたいさ (*Butamasuku Taisa*)

Type: Human

Vulnerable: Freeze

HP: 895

Appearance: a Pigmask wearing a cape

Attacks

Fire a beam

Damage: 60~70 HP

Tackle attack

Damage: 90~125 HP

Heavy Bazooka

Damage: 100~120 HP to three targets

Use a Psycho-Shield system

Effect: reduces damage from PSI attacks by 50% for all enemies

Comments: The Pigmask Colonel is protected by a physical shield from the start of the fight. If the Colonel uses a Psycho-Shield system, the psycho-shield replaces the physical shield.

Defense Spray

Effect: increases one target's Defense by about 20%

Strategy

The only Pigmask Colonel that appears in this chapter is accompanied by 2 **Pigmask Majors**. In the first round, use **PK Flash** (12 PP) and **Hypnosis omega** (18 PP); throw **Wall Staples** onto the Pigmask Colonel, while Boney uses either a DCMC item on a Pigmask Major, fires a **Pencil Rocket**, or throws a bomb.

In the second round, start attacking anyone still awake. Before attacking the Pigmask Colonel, use the **Shield Snatcher** to remove his physical or PSI shield. You should be able to defeat the Colonel in 2 rounds with one use of **PK Freeze gamma** (18 PP). The Pigmask Majors are also vulnerable to Freeze, but trying to immobilize them with Wall Staples is more cost-effective.

The Pigmask Colonel has a small chance of dropping the [[Awesome Cloak]] (armor for Lucas; Defense +23, max PP +30; reduces damage from Fire, Freeze, and Thunder by about 40%). Only one Pigmask Colonel appears in Chapter 7, but you can fight as many as you want in Chapter 8.

Lucas:

- (first turn) PK Flash (12 PP)
 - Standard attack
-

Kumatora:

- (first turn) Hypnosis *omega* (18 PP)
- Freeze *gamma* (18 PP) on the Pigmask Colonel
- Standard attack

Duster:

- (first turn) Wall Staples on the Pigmask Colonel
 - Wall Staples on anyone not immobilized or asleep
 - Standard attack
-

Boney:

- (first turn) DCMC item on a Pigmask Major, Pencil Rocket, **Sprinting Bomb**, or **Bomb**
 - Shield Snatcher on the Pigmask Colonel
 - Standard attack
-

Masked Man

かめんのおとこ (*Kamen no Otoko*)

Recommended Level: 44 (or 50 for **Lifeup omega**)

Attacks**Swing his sword**

Damage: 70~100 HP

Fire a beam

Damage: 80~90 HP

Electrical shock attack

Damage: 80~110 HP to three targets

Effect: might **paralyze** its targets

Shield Killer

Effect: removes all shields from the entire party

Comments: The Masked Man uses this attack just before using PK Love, rendering psycho-shields mostly useless.

PK Love alpha

Damage: 80~100 HP to all

PK Love beta

Damage: 100~130 HP to all

PK Love gamma

Damage: 160~200 HP to all

Strategy

The Masked Man can be easy or tough depending on whether or not Lucas has learned **Lifeup omega** (28 PP) at level 50. With **Lifeup omega**, you can easily counteract the damage caused by the Masked Man's electrical shock attack and PK Love. It's a slow ability, however, so either have Boney use food to recover someone heavily injured or *guard* to slow the descent of the HP counter.

For offense, use **PK Thunder gamma** (21 PP) as much as possible. Increase the party's Offense and decrease the Masked Man's Defense once each, and use the **Shield Snatcher** to remove the Masked Man's initial physical shield before using standard attacks.

It's still possible to defeat the Masked Man without **Lifeup omega** and PK Thunder *gamma*, but you should fight conservatively. Before the fight, buy **Sincerity Dumplings** or **Grilled Chicken** from the Mole Cricket by the Magypsy house, and give them to Duster and Boney. Equip Kumatora and Duster with any **Thunder Pendants** you might have as well.

At the start of the fight, increase the party's Offense and decrease the Masked Man's Defense 2 or 3 times each. Throw **Smoke Bombs** until they work, and use the **Shield Snatcher** to remove the Masked Man's initial physical shield. Have Boney use food and Kumatora use **Lifeup beta** (9 PP) for recovery.

The Masked Man uses the **Shield Killer** and PK Love *gamma* usually in the 3rd or 4th round. Everyone in the party will likely need to use **Lifeup** or food in the subsequent round. As the fastest characters, Duster and Boney should use food on the 2 weakest party members, while Lucas and Kumatora use **Lifeup** on the rest.

In the remainder of the fight, have Kumatora focus almost exclusively on using **Lifeup** to keep everyone near max HP. Lucas should act as a backup healer by using **Lifeup** when multiple party members are injured. Duster and Boney should attack as much as possible while saving their food for emergencies. Try to keep everyone above 150 HP to stay safe or 120 HP at the least. If someone becomes mortally wounded, *guard* to slow the descent of the HP counter.

Comboing in this fight is almost exactly the same as comboing against the **Barrier Trio** and the **Heftyhead**. The Heftyhead can be put to sleep to reveal the song's beat for you. The main difference in the Masked Man's song is that the first beat occurs earlier.

Lucas:

- (first and second turns) Offense Up *omega* (18 PP)
- Standard attack
- Lifeup *omega* (28 PP), after being hit by PK Love or the electrical shock attack
- Lifeup *beta* (9 PP) or *gamma* (16 PP), if HP falls to 120 or below

Kumatora:

- (first turn) Defense Down *alpha* (7 PP)
- PK Thunder *gamma* (21 PP), if Lucas has learned Lifeup *omega*
- Lifeup *beta* (9 PP), if someone's HP falls to 150 or below and Lucas hasn't learned Lifeup *omega*

Duster:

- Smoke Bomb, if Lucas hasn't learned Lifeup *omega*
- Tickle Feather, until the Masked Man's Defense is lowered 2 or 3 times
- Standard attack

Boney:

- (first turn) Shield Snatcher
- Standard attack
- Food, if multiple party members get injured

Walkthrough

To the North

Note: Once you reach the next needle, you can't explore the area around Tazmily anymore. If you missed the **Shield Snatcher** in Chapter 5, return to the highway and find the mouse's 7 kids to receive it.

Tazmily is now mostly deserted. The factories to the east have shut down, and there is nobody on the highway. Almost everyone has moved to a place called "New Pork City," and only a few remain for one reason or another.

Go east to find Alec. He tells you Ionia's home is close to where his former mountain house was. Talk to Mapson farther up the road and he'll circle the location on your map.

Enter the forest and head north. The red lizards on the way point you in the right direction. If you didn't open the gift boxes in the forest before, you can find the following:

Beef Jerky	Recovers 60 HP
Pisces Bracelet	Defense +7
Peculiar Cheese	Recovers 60 HP for Lucas and Duster, 20 HP for Kumatora and Boney
Baked Yam	Recovers 40 HP
Sprinting Bomb	Base damage 140~160 HP (Bomb Defense)
Bread Roll	Recovers 60 HP

When you cross the bridge to the mountain, Kumatora stops you:

```
"Hey!
  This place looks familiar.
  Take the west road north to Ionia's house.
  Let's go!"
```

Pickle Hunt

Leave at least 4 slots open in Boney's inventory.

When you enter the next area, the party trips and loses the Jar of Yummy Pickles Mixolydia gave you. The party stops to search for it.

You control Boney during this search. Pick up each sparkle on the ground and show it to Lucas to identify what it is. The Jar of Yummy Pickles is the northernmost sparkle, but each of the other sparkles can be one of 3 or 4 possible items. As you might expect, the best possible items appear pretty rarely. If you're playing on an emulator, save your state before showing something to Lucas; if you don't get what you want, reload your state and wait a few seconds before talking to Lucas again.

Item	Description	Location
Something hard	Made-You-Look	Closest to the entrance
	Enemy Bufferizer	
	Super Bomb	
Something tasty looking	Nut Bread	Near the middle of the area
	Rotten Eclair	
	Peculiar Cheese	

	King Burger	
Something soft	Fresh Mint	Near Duster
	Recollection Bell	
	Secret Herb	
Something small	Pumice Charm (Defense +23)	Near Kumatora
	Heavy Charm (+26)	
	Thud Charm (+30)	
Jar of Yummy Pickles	Key item	Northwest corner of the area

As far as I know, the only use for the Rotten Eclair is to trade it for [[Beef Jerky]] with a ghost on the third floor of Osohe Castle.

Mountain Cave

Turn left at the hot spring sign ahead, and enter the cave. Talk to the mole cricket and buy weapons and armor for the party. Don't buy a **Pumice Charm** for Kumatora because she can get better armor soon. Also, don't sell the **Alligator Hat** and the **Thunder Pendant** if you replace them. It costs roughly 10,000 DP to optimally equip the party.

The enemies in the cave ahead are manageable as long as you can combo or avoid fighting groups. If you can't combo and you're low on food, buy a few **Sincerity Dumplings** from the mole cricket so Lucas can afford to use [[PK Love]] *alpha* and *beta*.

Head north up the mountain. Try to avoid engaging a **Blue Balding Eagle** and a **Tender Loving Tree** at the same time. Blue Balding Eagles are easy, but Tender Loving Trees burst into flames when defeated, can use **Brainshock** *alpha*, and can summon more Blue Balding Eagles. Use Duster's **Siren Beetle** and **Wall Staples** on the Tender Loving Tree to prevent it from attacking. If you can't combo and face both enemies at once, use PK Love *alpha* (10 PP) and **PK Fire** *beta* (12 PP) in the first round. Always defeat Tender Loving Trees last.

When you enter the cave, move north until you reach a ladder. Before climbing the ladder, look east to find a map of the cave.

There are some **Mecha-Moles!** lurking at the top of the ladder. Run along the southwest to avoid fighting a group. Use standard attacks to defeat a Mecha-Mole! in 1 or 2 rounds.

Your destination is to the east, but to the west is a gift box containing a **Goddess Bustier**, armor for Kumatora (Defense and max PP +20; reduces damage from Fire and Freeze by about 20%). Go west and cross the short bridge; stick to the south to avoid 2 **Cuddle Bombs**. The Cuddle Bomb can cling to a party member and explode to inflict about 270 HP of damage after counting down from 2. When facing only one, use **PK Freeze** *beta* (10 PP) in the first round, and use Duster's Siren Beetle until it works. Throw Wall Staples while the Cuddle Bomb is turned around to try to immobilize it until the end of the fight. When facing 2 Cuddle Bombs, use PK Freeze *gamma* (18 PP) on one Cuddle Bomb while Duster uses the Siren Beetle and Wall Staples to immobilize the other. If you can't combo, use PK Love *beta* (20 PP) in the first round.

After crossing the bridge into the next room, go southwest to find [[Magic Pudding]] (recovers 40 PP) guarded by 2 Mecha-Moles! Engage them as they're emerging from the ground to avoid fighting both at once. Climb down the ladder, go outside, and enter the other cave.

The Goddess Bustier is in the gift box inside this room. Run along the east side of the room to avoid fighting more than 1 Cuddle Bomb at once. To the north is **Negative Man**, a severely pessimistic enemy who has a 2% chance of dropping **Meteorite** (source: starmen.net). Negative Man is too depressed to pose any threat, but he has 2238 HP and no useful vulnerabilities. Meteorite doesn't do anything, but it can be sold for 2500 DP.

Return to the very first room of the cave and go east. In the northernmost room is a gift box containing a **Striped Collar** (armor for Boney). There are 2 Cuddle Bombs close to each other in the next room so try to lure one away from the other. Descend the ramp and enter the next room. Five **Sticky Slugs** fall from the ceiling as you run to the top of the room. Individually they aren't strong, but their **Hypnosis** *alpha* can be annoying. To avoid fighting all 5 at once, slowly walk north and engage a Sticky Slug as soon as one falls from the ceiling. Use PK Love *alpha* and PK Fire *beta* in the first round when facing 3 or more. Open the gift boxes in this room to obtain a Striped Collar and a **Cup of Lifenoodles**.

Head south to reach the exit. The **Heftyheads** on the way are the strongest enemies in the cave, but they never fight in groups. Make sure Kumatora has at least 120 HP before engaging Heftyheads because they can use **Psycho-Counter**. Use Freeze *gamma* in the first round and the Siren Beetle until it works. Throw Wall Staples while the Heftyhead is turned around, and continue using standard attacks even if the Wall Staples fail.

Note: The Heftyhead sometimes drops the **Mystical Stick**, a weapon for Lucas (max HP +10, max PP +10, Offense +90, IQ +5, and Speed +5).

The next boss has a song similar to the Heftyhead's. The Heftyhead is somewhat vulnerable to sleep, so practice getting combos against this enemy with the **Battle Memory** before moving on.

Ionia's House

Leave the cave and go east. By the south cliff is a gift box containing a **Magic Tart** (recovers 30 PP). Go north from the gift box and cross the bridge to reach Ionia's house. Talk to Ionia inside:

```
"Long time no see!
At last,
at last you're here.
Lucas,
I used to think you were a little weak, but you've grown really
strong.

Boney,
you've done well to follow this far.
Shake, shake!
...I guess you don't know any tricks.
```

Um, this somewhat homely...
what was your name again?
Duster...yes.
I knew your name, I'm just teasing!
A belated hello to you, Duster.
I'm perfectly aware you are helping Lucas fulfill his destiny.

Kumatora.
I've known you since you were little, but you are more beautiful than
ever.
You've grown fabulous.
You'll probably say, 'oh, shut up!' but it's true.
Ho ho.

By the way, what is that?
That easily droppable and rollable looking jar."

["You gave away the Yummy Pickles!"]

"Wonderful.
It's my favorite yummy pickles!
You brought them all the way here?
Thank you!

The last pickles I eat before I disappear...
I'll be sure to savor them.
You don't need to tell me.
About the 5 needles that have already been pulled.
Aeolia
Doria
Lydia
Phrygia
Mixo...
Hee hee, Mixolydia.
All of them disappeared with the coming of 'that time...'
Now it's my turn.

The remaining needles are the one in Chupichupyoi Shrine that I've
been protecting and the missing one...
Now, Lucas.
Go to Chupichupyoi Shrine.

The Shrine should be overrun with vines frozen in time.
You can't enter the way it is now.
Sprinkle some of this 'Water of Time' on them."

["You received the Water of Time!"]

A traveling Mr. Saturn is waiting for you outside Ionia's house.

"The thing that shines when polished
is bright.
Relief.
I return."

["The Badge of Courage was actually the Franklin Badge!
You received the Franklin Badge!"]

For those who haven't played Mother 1 or 2, the Franklin Badge is an item that reflects electrical attacks off its wearer. The Franklin Badge is a Key Item that doesn't occupy inventory space, but it protects only Lucas.

Chupichupyoi Shrine

Talk to Ionia to rest. Before heading for Chupichupyoi Shrine, you might want to level up Lucas until he learns Lifeup *omega* at level 50. The upcoming boss battle is winnable without Lifeup *omega*, but it can be tough. Buy some **Sincerity Dumplings** or **Grilled Chicken** if you don't want to level grind. Equip Kumatora and Duster with any **Thunder Pendants** you might have as well.

Head north to reach Chupichupyoi Shrine and watch the scene.

The first fight is against a **Pigmask Colonel** and two **Pigmask Majors**. In the first round, use **PK Flash** (12 PP) and **Hypnosis omega** (18 PP); throw [[Wall Staples]] onto the Pigmask Colonel, and have Boney either use a DCMC item on a Pigmask Major, fire a **Pencil Rocket**, or throw a **Sprinting Bomb** or **Bomb**.

Attack whoever is still awake in the second round. Before attacking the Pigmask Colonel, use a **Shield Snatcher** to remove his initial physical shield or PSI shield. All three Pigmasks are vulnerable to **PK Freeze**, but Wall Staples are also effective.

Note: The Pigmask Colonel has a small chance of dropping the **Awesome Cloak** (armor for Lucas; Defense +23, max PP +30; reduces damage from Fire, Freeze, and Thunder by about 40%). Only one Pigmask Colonel appears in Chapter 7, but you can fight as many as you want in Chapter 8.

When the battle is over, the Masked Man attempts to strike the party with a bolt of lightning as he did on Tanehineri Island.

"Lucas's Franklin Badge reflected the Masked Man's lightning back to him!"

When the lightning fails, the battle begins.

The **Masked Man** can use PK Love *alpha*, *beta*, and *gamma* and an electrical shock attack that damages 3 party members. Unfortunately, Psycho-Shields are mostly useless because the Masked Man can use the Shield Killer to eliminate the party's shields immediately before using PK Love.

This fight should be relatively easy with Lifeup *omega* (28 PP). Have Lucas try to keep everyone's HP above 120. Increase the party's Offense and decrease the Masked Man's Defense once each, and use the Shield Snatcher to remove the Masked Man's initial shield before using standard attacks. Use [[PK Thunder]] *gamma* (21 PP) as much as possible.

It's still possible to defeat the Masked Man without Lifeup *omega*, but you should fight conservatively. In the first round, use **Offense Up** *omega* (18 PP), **Defense Down** *alpha* (7 PP), a **Smoke Bomb**, and the Shield Snatcher.

In the second round, use Offense Up *omega* again. If multiple party members are injured, have Kumatora use Lifeup and Boney use food. Keep throwing Smoke Bombs until the Masked Man starts crying, then use the **Tickle Feather** until the Masked Man's Defense is lowered 2 or 3 times.

The Masked Man uses the Shield Killer and PK Love *gamma* usually in the 3rd or 4th round. Everyone in the party will likely need to use Lifeup or food in the subsequent round. As the fastest party members, Duster and Boney should use food on the 2 weakest party members, while Lucas and Kumatora use Lifeup on the rest.

In the remainder of the fight, have Kumatora focus almost exclusively on using Lifeup to keep everyone near max HP. Lucas should act as a backup healer by using Lifeup when multiple party members are injured. Duster and Boney should attack as much as possible while saving their food for emergencies. Try to keep everyone above 150 HP to stay safe or 120 HP at the least. If someone becomes mortally wounded, remember that *guard* slows the descent of the HP counter.

Comboing in this fight is almost exactly the same as comboing against the **Barrier Trio** and the **Heftyhead**. The Heftyhead can be put to sleep to reveal the song's beat for you. The main difference in the Masked Man's song is that the first beat occurs earlier.

The Sixth Needle

Warning: You can't return to Tazmily Village and the surrounding areas after sprinkling the Water of Time on the vines. Before moving on, make sure there isn't anything else you want to do. You should have the **Shield Snatcher** at the very least.

When the battle is over, examine the vines blocking the entrance. Answer "yes" when prompted to sprinkle the Water of Time.

Enter the temple and examine the needle.

Ionia:

"The ones who sealed the Dragon of Darkness were our ancestors, the Magypsies. Many generations of Magypsies have protected the 7 needles."

[Ionia approaches]

Ionia:

"But the needles will be pulled during 'that time.' And 'that time' is now... The heart of the one who pulls the needles will be reflected in the Dragon of Darkness. Then, something will happen...something that will recreate the entire world.

Lucas,

I want you to be the one who awakens the Dragon of Darkness. For that to happen, you can't lose no matter what...

Duster.

Boney.

Princess Kumatora.

Without the heartfelt help of your companions, you won't be able to complete your task.

Princess Kumatora,

I never intended to teach you this PSI because it is so dangerous, but I will teach it to you here and now.

Remember this dangerous PSI to help Lucas!

Are you ready?"

["Something awakened inside Kumatora!

Kumatora learned PK Starstorm!"]

Examine the needle and answer "yes" when prompted. Lucas pulls the needle and learns PK Love *omega*.

Ionia:

"A strong disturbance was born in my disappearing heart. The seventh needle and the missing last Magypsy, Locria, are quickly

emerging!
 That's what I'm feeling.
 The direction is that way...
 A lively and dirty place...
 I'll know for sure in a little while, ohh!

I'm sorry, I'm going to disappear soon.
 The last things I have to give you are my mementos:
 my razor and lipstick.
 Think of me from time to time, OK.

["You received Ionia's Memento!"]

It's too bad I can't see this through to the end, but

Lucas
 Boney
 Duster
 and Princess Kumatora

Witness what happens to this world with your own eyes for me."

[Ionia disappears]

"Ohh,
 Locria is getting closer to the seventh needle..."

End of Chapter 7

Boing
 Would you like to save what has happened up to this point?
 >Yes >No"

Chapter 8: Everything and Anything

New Pork City

Jump to [\[\[Enemies \]\]](#) or the full [\[\[Walkthrough \]\]](#)

Recommended Level: 45

Equipment	Lucas	Kumatora	Duster	Boney
Weapon	*Clever Stick/*Mystical Stick	Mystical Gloves/Magic Gloves	*Non-Slip Shoes/Mystical Shoes	(nothing)
Body	*Pumice Charm	*Goddess Bustier	*Pumice Charm	*Striped Collar
Head	Awesome Crown/Alligator Hat/*Otter Hat	Fairy Ribbon/Boing Ribbon	*Crow Bandana	*Otter Hat
Other	Libra Bracelet	Virgo Bracelet	Leo Bracelet	(nothing)
* = new				

Outline

1. Answer "yes" to the driver and enter the limo
2. Wait about 30 seconds in the limo, then talk to the driver
3. Enter the movie theater in the southeast part of town and talk to the guy with a mohawk
4. Examine the seats in the theater until you find the Stink Bug
5. Enter the arcade
6. Talk to the guy with a mohawk and descend the ladder
7. Go through the sewers and reach the abandoned apartment
8. Talk to Boney
9. Talk to the prisoner
10. Defeat the **boss**
11. Enter the Empire Porky Building

Items

Trivia Card 4

なぞなぞカード 4 (Nazo Nazo Kaado 4)

Use: use on Pigmasks and their variants in battle

Obtained: defeat the **statue** of Porky

Appearance: a card with a question mark on it

After going through the sewers, buy a **New Year's Eve Bomb** from the Pigmask Arms Dealer on the east edge of town. Climb the ladder near the Arms Dealer, and examine the statue of Porky 3 times to fight it. This powerful statue can mortally wound the entire party with one attack and has 99,999,999 HP, but the New Year's Eve Bomb can reduce the statue's HP to 1. After defeating the statue, talk to the nearby man to receive the Trivia Card 4.

Use the Trivia Card against a Pigmask during battle to read him a trivia question. What answer he gives depends on the type of Pigmask. Some types answer correctly, while others do not. The answer to this card is "Onin War."

As far as I know, the Trivia Card has no purpose. It's just a weird item in a weird game. Place it into **storage** if you don't want it.

Stores

Vending Machine

(Next to the Empire Porky Building)

Item	Description	Price
Master Stick	Weapon for Lucas; Offense +75	4860 DP
Expensive Gloves	Weapon for Kumatora; Offense +58	2360
Good Shoes	Weapon for Duster; Offense +70, Speed +5	3520
Heavy Charm	Armor (<i>Body</i>); Defense +26	1820
Kite Bandana	Armor (<i>Head</i>) for Duster; Defense +30	1840
Scorpio Bracelet	Armor (<i>Other</i>); Defense +35	2800

Pigmask Arms Dealer

(On the east side of town)

Item	Description	Price
Pencil Rocket	230~250 HP of damage (Bomb Defense) to all enemies on screen	500 DP
Bomb	320~350 HP of damage (Bomb Defense) to all enemies on screen	1000
Super Bomb	450~480 HP of damage (Bomb Defense) to all enemies on screen	2000
New Year's Eve Bomb	Reduces all enemies' HP to 1; doesn't work on bosses	3000
Saltwater Gun	Damages mechanical enemies and mechanical chimeras	400

Movie Theater Lobby

(In the southeast part of town)

Item	Description	Price
Fake Bat	Weapon for Lucas; Offense +30; makes a different sound	20,000 DP
Fake Frying Pan	Weapon for Kumatora; Offense +26; makes a different sound	18,000
Red Hat	Armor (<i>Head</i>); Defense +30	2000
Angel Ribbon	Armor (<i>Head</i>) for Kumatora and Boney; Defense +27, Speed +3	1500
Bag of Pork Chips	Recovers 50 HP	28
Cup of Pork Noodles	Recovers 80 HP	80
Big City Burger	Recovers 100 HP	60
Bag of Big City Fries	Recovers 70 HP	40

Snack Cart

(In the southeast part of town)

Item	Description	Price
Hot Dog Sushi	Recovers 120 HP	200 DP

Beauty & Tasty

(On the west side of town)

Item	Description	Price
King Burger	Recovers 280 HP	1700 DP
Beefsteak	Recovers 300 HP	2000
Pasta with a Past	Recovers 190 HP	2000
Favorite Pizza	Recovers 250 HP	1560

Rich Kid Stew	Recovers 150 HP	1000
Rich Parfait	Recovers 170 HP	1300

Mole Cricket

(Lobby of the Empire Porky Building)

Item	Description	Price
Grilled Chicken	Recovers 170 HP	300 DP
Secret Herb	Cures all status effects or revives someone at 0 HP to 25% of max HP	600
Cup of Lifenoodles	Cures all status effects or revives someone at 0 HP to max HP	1780
Offense Spray	Increases Offense by 40% for a fight	1000
Defense Spray	Increases Defense by 40% for a fight	1000

Mole Cricket

(In the sewer)

Item	Description	Price
Double Jerky	Recovers 160 HP	240 DP
Antidote	Cures poison	8
Fresh Mint	Cures nausea	16
Secret Herb	Cures all status effects or revives someone at 0 HP to 25% of max HP	600
Cup of Lifenoodles	Cures all status effects or revives someone at 0 HP to max HP	1780

Gift Boxes

New Pork City

Item	Description	Location
City Map	A map of New Pork City; press R to view	The limo driver gives this to Lucas

Sewer

Item	Description	Location
Saltwater Gun	Damages mechanical enemies and mechanical chimeras	In the room next to the hot spring, in the middle trash can
Magic Pudding	Recovers 40 PP	In the room next to the hot spring, in the left trash can

Enemies

Metal Attack Roach

メタルアレ (*Metaru Are*)

Type: Mechanical

Vulnerable: Thunder, feeling strange

Resistant: Fire, Freeze

HP: 478

Attacks

Continuous attack

Effect: the Metal Attack Roach hits twice

Damage: 15~30 HP per hit

Leap forward and spread its wings

Effect: immobilizes one target for 2 or 3 rounds

Strategy

You should be able to defeat the Metal Attack Roach in 1 round with combos or 2 rounds without. This enemy wanders aimlessly and can be approached from behind; wait for the Roach to stop moving before engaging it.

The Metal Attack Roach sometimes drops a **Secret Herb**.

All: standard attack

Putrid Moldyman

カビクサイマン (*Kabi Kusai Man*)

HP: 789

Attacks

Standard attack

Damage: 15~30 HP

Scatter its poisonous mold spores

Damage: 30~45 HP to all

Effect: might **poison** its targets

Blow its stinky breath at you

Effect: might make one target **nauseous**

Strategy

You should be able to defeat this enemy in 2 rounds with combos. If you can't combo, use **PK Freeze gamma** (18 PP) in the first round. Use **PK Fire gamma** (20 PP) when facing two Putrid Moldymen.

Lucas: standard attack

Kumatora:

- Standard attack
 - (first turn) PK Freeze *gamma* (18 PP), if you can't combo
 - (first turn) PK Fire *gamma* (20 PP), when facing 2 Putrid Moldymen
-

Duster: standard attack

Boney: standard attack

Miracle Fassad

ミラクルヨクバ (*Mirakuru Yokuba*)

Recommended Level: 47

Attacks (Phase 1)

Charge forward

Damage: 90~110 HP

Dissonant chord attack

Damage: 60~110 HP to three targets

Throw a bunch of bombs

Damage: 120~130 HP to all

Comments: Neither Shield nor adjusting Offense/Defense affects this attack. Fassad seems to always laugh/smile before throwing bombs.

Release a stinky odor

Effect: makes a single target **nauseous**

Throw a flea bomb

Effect: infested target can't combo and sometimes fails to use special abilities

Discharge a memory loss gas

Effect: renders one target unable to use special abilities

Emit a blinding light

Effect: might cause the entire party to start **crying**

Emit a glorious light

Effect: instantly defeats one target

Use a shield system

Effect: reduces damage from physical attacks by 50% and prevents combos

Laugh menacingly

Effect: none

Fassad's heart was filled with spite; Fassad got serious

Effect: enter phase 2

Attacks (Phase 2)

PK Starstorm

Damage: 200~300 HP to all

PK Freeze *omega*

Damage: 300~400 HP

Effect: might solidify its target for 2 or 3 turns

PK Thunder *omega*

Effect: summons 4 bolts; might **paralyze** its targets

Damage: 130~200 HP per bolt

Psycho-Shield *alpha*

Effect: reduces damage from PSI attacks by 50%; doesn't affect **PK Thunder**

Brainshock *omega*

Effect: might make the entire party **feel strange**

Defense Up *alpha*

Effect: increases Defense by about 20%

Offense Down *omega*

Effect: reduces the entire party's Offense by about 20%

Gobble a Luxury Banana

Effect: recovers about 570 HP

Strategy

Buy a few **Double Jerkies** from the mole cricket if you're low on food, and give them to Boney. If you have the **Alligator Hat** or the **Boing Ribbon**, equip them on Lucas and Kumatora to protect them from **fleas** and **memory loss**.

This fight is divided into 2 phases. In the first phase, Fassad uses physical attacks and causes various status effects. In the first round, increase the party's Defense and decrease Fassad's Offense. In the second round, increase the party's Offense and decrease Fassad's Defense.

In the third round, use **Psycho-Shield *omega*** (20 PP) to prepare for the second phase of the fight. Also, remove Fassad's initial physical shield with the **Shield Snatcher** before using standard attacks.

Either Lucas or Kumatora should focus on healing depending on who can inflict more damage. (**PK Thunder *gamma*** or *omega* is Kumatora's most effective attack.) Try to keep everyone's HP above 120, and use **Healing** whenever someone has fleas; use Healing whenever Lucas or Kumatora suffer from memory loss and whenever anyone other than Kumatora starts crying. Use Lucas's Healing *gamma* (18 PP) or a **Cup of Lifenoodles** to revive anyone instantly defeated by Fassad's glorious light attack.

In the second phase of the fight, Fassad uses PSI attacks and eats Luxury Bananas to keep his HP up. Fassad seems to always use Psycho-Shield *alpha* as soon as the second phase starts. To counteract the HP Fassad recovers, have Boney use the Shield Snatcher to remove Fassad's initial Psycho-Shield, then use PK Love *omega* (50 PP) and **PK Starstorm** (48 PP) once each.

Lucas or Kumatora should continue to focus on healing. Try to keep everyone's HP near max because Fassad can mortally wound someone with one use of PK Thunder *omega*. Have Boney use a Double Jerky when someone is in danger of falling to 0 HP.

Lucas:

- (first turn) **Defense Up *omega*** (18 PP)
- (second turn) **Offense Up *omega*** (18 PP)
- (third turn) Psycho-Shield *omega* (20 PP)
- Standard attack

- Healing *gamma* (18 PP), when someone falls unconscious
- Lifeup when HP falls below 120

Kumatora:

- (first turn) **Offense Down** *alpha* (7 PP)
- (second turn) **Defense Down** *alpha* (7 PP)
- PK Thunder *gamma* (21 PP) or *omega* (32 PP)
- Lifeup when HP falls below 120

Duster:

- (first turn) **Scary Mask**
- (second turn) **Tickle Feather**
- Standard attack

Boney:

- (first turn) **Saltwater Gun**
- (second turn) Shield Snatcher
- Standard attack
- Double Jerky, when someone is in danger of falling to 0 HP

King Statue

キングのぞう (*Kingu no Zou*)

Type: Mechanical

HP: 99,999,999

Attacks**Throw its book at you**

Damage: 500~550 HP

Swing its arms around

Damage: 500~600 HP to two targets

Stomp the ground with its foot

Damage: 280~300 HP to all

Strategy

Have Boney carry a **New Year's Eve Bomb** into this fight. If you don't have any, buy one from the Pigmask Arms Dealer below the statue for 3000 DP. The bomb reduces the statue's absurdly high HP to 1.

After the fight, talk to the man standing next to the statue to receive the **Trivia Card 4** (the correct answer is "Onin War").

Walkthrough**Limo Ride**

When the chapter begins, a very long limo stops in front of the party.

Driver:

"You are Mr. Lucas, correct?

Our great earthly leader

who rules the entire world,

King Porky,

has stated his wish to invite you to the

last capital, New Pork City.

I will take you now on this stretch limo,

so please board the vehicle.

>Yes >No" (if you answer "no," he will ask you again)

[The driver opens the door]

"Why do they make me walk all the way around like this."

[The party enters the limo, and the driver takes off]

"How do you like it?

It's surprisingly bigger inside than it looks from outside, isn't it?

We will arrive in New Pork City shortly,

so in the meantime please make yourself at home."

Porky is actually Pokey from EarthBound. For those who haven't played EarthBound or Mother 2, Pokey is one of the main villains in that game.

You have to wait about 30 seconds before reaching New Pork City. While you're waiting, you can explore the limo and examine some of the furnishings or talk to the driver, though any time you spend talking or looking at things doesn't count toward the 30 seconds.

Driver:

"Mr. Lucas.

This is your first time going to New Pork City, yes?

It's quite different from Tazmily,
and I think you'll be very surprised.

Ha ha ha."

Driver:

"Mr. Lucas,

are you an acquaintance of Mr. Porky's?

This is the first time Mr. Porky has invited anyone."

Driver:

"Ah, this picture.

They are my wife and daughter.

My wife has such a good sense of humor,

she is very popular in our neighborhood."

Driver:

"I've been at this job for so long...

I'm thinking of retiring soon and

maybe inheriting my in-laws' egg farm.

Ha ha ha."

Driver:

"Hey! Doesn't that cloud to the east, up to the right, and below the
cloud that looks like a duck look like a scoop of ice cream?

No, not there!

Near the ridge on the mountain that looks like a mouse nibbling a
sunflower seed.

No! More ahead...

AWWWwww

We passed it."

Driver:

"This is hard for me to say,

but I must concentrate and I ask that you please do not talk to me."

You can also examine a few of the things in this room.

The stage:

"It's a stage.

It looks like you can sing,
but you can't even climb on."

The drinks:

"Drinks for adults are lined up.

They're too hot, bitter, nasty, and poisonous for kids,
so you can't drink them.

Oh, adults can't drink them either."

The table monitor:

"It's an arcade table game.

It looks like you can play, but you can't play."

The pool table:

"It's a 9-foot table.

The pockets are set pretty wide.

It looks like you can play, but you can't play."

The Blackjack table:

"It's a Blackjack table.

Despite saying, 'It's a Blackjack table,'
you can't play."

The stack of champagne glasses:

"It's the famous champagne tower.

On closer inspection, it's just a picture."

After about 30 seconds have passed, talk to the driver:

"Alright!

The city has come into view.

That is New Pork City."

[The limo lands, and the driver lets the party out.]

"Thank you for your patience.
Please watch your step as you exit the limo.
Are you sure you have all your belongings with you?

To make sure you don't get lost in this new place,
I'll give you a map of the city."

["You received the City Map!"]

"Now then, Mr. Lucas.
Let us meet at a later time
...with a different face."

Cardboard City

Inside the "city" are most of Tazmily's former residents. One of them (Isaac) has even joined the pig army.

Ride the escalator to the highest part of town, and examine the vending machine next to the Empire Porky Building. If you can't afford everything, skip the **Expensive Gloves** (2360 DP), the **Good Shoes** (3520 DP), and the **Scorpio Bracelet** for Lucas and Duster. You can find 2 bracelets and better weapons for Kumatora and Duster in gift boxes later. Be sure to have at least 4000 DP left when you're done.

Next, go to the movie theater in the southeast part of town. Inside, talk to the lady on the left at the counter, and buy a **Red Hat** for Lucas and Boney and an **Angel Ribbon** for Kumatora. Don't sell the **Alligator Hat** or the **Boing Ribbon** if you replaced them. The **Fake Bat** and **Fake Frying Pan** make a different sound when they hit, but I don't think there is anything special about them other than that.

Go farther into the theater. Scenes from Mother 2 are being shown on screen. Despite the past conflict between Porky and Ness, the main character of Mother 2, Porky personally chose this movie to played in the theater. Talk to the man with the mohawk in the northeast corner of the room:

```
"You guys' leader is being held in an abandoned apartment underground.  
What? You don't know of any leader?  
But the leader wants to meet you guys.  
I put myself at risk to tell you about him,  
but you really don't know?  
  >Yes      >No  
  
Yes:  
| I see, you really don't know.  
| You probably should still meet him, though.  
| It's pretty clear he wants to see you guys."  
  
No:  
| I see. Even if you don't know,  
| you probably should meet him anyway.  
| That's all I can say."
```

The other patrons are complaining about a Stink Bug that is making the theater smelly. Examine the chair in the top left corner of the middle group of chairs. The Stink Bug leaps out and flees through the hole in the speaker, with Boney chasing after it. The hole in the speaker leads to the sewers, but it's too small for a person to crawl through.

Exit the theater and enter the Arcade to the west. Inside is Thomas and a man with a mohawk. Talk to the man and he'll open the entrance to the sewers for you:

```
"I've been hearing a dog barking for a while.  
I think it's somewhere right below us.  
But I can't go and check.  
Since I'm not good with dogs.  
The tip of their noses are wet, and they wag their tails, and they  
lick people's faces.  
I don't like 'em at all.  
Can you look for the dog instead?  
  >Yes      >No (answer "yes")  
  
Really!  
Do you like dogs.  
You'll go look for me.  
I'll open the heavy Lid.  
Even if I'm putting myself at risk.  
  
Ohhh, kay.  
Then I'll open the way to the sewers for you.  
Heeeave, ho."
```

Descend the ladder into the sewer. The sewer is a small area that includes a hot spring, so don't worry about conserving PP during your search for Boney. Use **PK Love** and **PK Starstorm** when facing a group. Conserve your PP again on your way back to the surface.

The **Metal Attack Roaches** and **Putrid Moldymen** in the sewer aren't very difficult. The Metal Attack Roaches wander aimlessly and can be approached from behind; wait for them to stop moving before engaging them. Use [[PK Freeze]] *gamma* (18 PP) once against the Putrid Moldyman if you can't combo, or use **PK Fire gamma** (20 PP) when facing two Putrid Moldymen on your way back to the surface.

From the entrance to the sewer, go east along the south wall. In the second section are two Putrid Moldymen and a Metal Attack Roach fairly close to each other. Try to engage the Metal Attack Roach from behind to avoid fighting all 3 enemies at once.

There are two doors in the north wall. Enter the door on the right to find 3 trash cans:

- Left trash can: **Magic Pudding**
- Middle trash can: **Saltwater Gun**
- Right trash can: Putrid Moldyman

Enter the left door to reach a hot spring. Continue west along the north wall.

Near the exit from the sewer is a mole cricket selling food and medicine. Buy some **Double Jerky** for Boney if you're low on food, and save them for an upcoming boss. Enter the door.

The next area is an abandoned apartment. Go west from the entrance to find a Save Frog. Climb the stairs to the second floor.

Talk to Boney at the end of the hallway:

```
""Woof woof*
  (I was chasing that strange smelling Bug and ended up here.)"

[ "Boney joins you!" ]

""Woof*
  (Anyway, you have to check out the n, n, next room...!)"
```

Exposition

In the next room is Leder, the bell tower ringer from Tazmily Village. He never said a word before, but he now provides the longest speech in the game. He explains the entire background to Mother 3 and answers some questions you might have about the game's storyline.

```
"That's right. It's me, Leder, the bell tower ringer.
You're probably surprised.
You're probably surprised from just hearing me talk.
I never said anything for a long, long time because I didn't want to talk,
not because I couldn't.
I've been ringing the bell in the Crossroad,
all this time
keeping in my heart
something I couldn't tell anyone.

But, the secret I've been protecting is starting to leak out.
Lucas, it's time I told you everything.
What I am about to tell you is probably something you don't want to know.
Nonetheless, I absolutely must have you listen to me.

It's going to be a long story, but please listen to it all.
>Yes      >No (if you answer "no," Leder says a few extra things)

| I see...
| Even if you refuse to listen, I still need to say this.
| You don't have to listen, but please stay here.
| Even if I talk to myself, this is something I still have to say.

This story will tear at the hearts you have lived with until now,
and I have too much to tell you.
That's why I'm going to ask the Stink Bug quivering behind me to remember
my story.
Okay? Mr. Stink Bug."

[ The stink bug jumps and walks forward ]

"At one time, there was something called the 'world.'
It is different from the 'world' the inhabitants of this island imagine.
This 'world' was incredibly big.
There lived more people in this 'world' than all the grains of sand on
these 'Nowhere Islands.'
It may be hard for you to imagine, but this 'world' once existed.
Do you understand?
>Yes      >No (if you answer "no," Leder will repeat himself)

This 'world' was destroyed at a certain time.
Of course, that destruction was caused by humans.
Everyone had imagined the coming of that time in the back of their minds.
That time did in fact arrive.
```

...that is why the 'world' no longer exists.
This is the story of the 'end of the world.'
Do you understand?
>Yes >No

Just before the 'end of the world.'
A 'white boat' came to this island.
All of Tazmily's villagers were on that boat.
That's right.
The people on that 'white boat' were just a small number of humans who
escaped from the 'world.'
The people on the boat retained the names they had from the previous
'world...'
The plans for the 'white boat' were made before the 'world' was
destroyed.
Although these 'Nowhere Islands' are a part of the 'world,' it is a
special place.
It was the only place that would remain after the 'world' was lost.
The only place where people could survive.
The 'white boat' arrived on these islands.
This is the story of the 'white boat.'
Do you understand?
>Yes >No

Have you been able to remember my story so far? Mr. Stink Bug?"

[The stink bug jumps twice]

"This place is special because of a large dragon that is about as big as
the islands.
A long time ago, humans and the dragon coexisted.
But all of a sudden, humans were no longer able to live together with the
dragon.
The ancestors of the people called the Magypsies--who have lived on these
islands from long ago--struck 7 needles into the ground, and the dragon
fell into a long, long sleep.
The Magypsies protected the needles, making sure the dragon wasn't
awakened until its power was truly needed.
Until it awakens, the dragon remains a part of the earth's power, and it
continues to do nothing but sleep.
And,
thanks to the dragon's great energy hidden underground, these islands
were protected from the end of the 'world.'
This is the story of "The Dragon and the Magypsies."
Do you understand?
>Yes >No

The people who came to these islands on the 'white boat' were more than
anything afraid of the 'world' ending again.
They believed the cause of the end of the 'world' had something to do
with the way they had lived.
The people on the 'white boat' thoroughly talked it over.
They put their heads together and had an earnest discussion.
Then they reached this conclusion.
They decided everyone would erase all memories of the previous 'world'
and live under new rules and roles.
That's right.
In other words, they would all live by playing their parts in the ideal
'fairy tale' they devised together.
That's what was decided.
Using the alluring and idyllic childhood village as a stage, they restart
their lives.
The memories of the 'world'...
The memories of the rules surrounding them and of their belongings are
all erased, and they start their lives over.
They reset their old memories and replace them with the new 'fairy tale.'
That is how the village Tazmily was made.
But, it was necessary to record the fact that this memory replacement
took place.
The device used to store everything about the previous 'world' and the
memories of everyone on the 'white boat' was that object called the
"Hummingbird's Egg."
When crisis strikes, the 'thieves' Wes and his son Duster would be the
first to take action.
Didn't those two go to Osohe Castle and retrieve the secret of the
'people on the white boat?'

And one more thing, about myself.

It was necessary for one person to have a kind of 'duty' of retaining all the memories of the previous 'world.'

I was the only one in this new village called Tazmily who did not play a role in the new 'fairy tale.'

The sound of the bell I struck was a 'suggestion' to everyone not to lose their constructed memories.

My name 'Leder' means leader.

No, no, being the leader isn't a big deal.

It's just that, unlike other people I'm very tall.

That's why we thought I would make a good landmark of some kind.

We decided that together.

Since I'm so tall, people want to start talking to me, right?

When a really important time arrives, we decided I was to reveal this 'secret.'

This is the story of 'the people who forgot everything.'

While this place called 'Tazmily Village' is real, it was initially made to be a 'fairy tale.'

It may be hard to believe, but do you understand?

>Yes >No

Let me tell you about Osohe Castle.

Apparently, at one time, there was a kingdom on this island ruled by the king of Osohe.

But by the time we arrived on the 'white boat,' those people were gone.

It seems they were afraid of the dragon's eventual awakening and left the island.

Princess Kumatora was a baby who lost her mother and father before boarding the 'white boat.'

After arriving on the island, the Magypsies agreed to raise her, and we decided to give her the role of princess of Osohe Castle.

The role of Wes and Duster as the princess's retainers was a 'fairy tale' we all made up.

That Osohe Castle is a part of these islands' important but meager 'past.'

The characters in the hastily made 'fairy tale' have an extremely scant 'past' and 'history.'

There is probably no one in Tazmily Village who talks about events that happened 100 or 1000 years ago.

We actually wanted to come up with plenty of 'myths' and 'legends'...

but it's unfortunate we couldn't because we made our 'fairy tale' in a hurry.

I have probably said only things you don't want to hear.

You might not want to believe it, but it's the truth.

Have you listened to my story so far?

>Yes >No

Have you been able to remember my story so far? Mr. Stink Bug?"

[The Stink Bug jumps twice]

"What would happen to Tazmily Village in the future.

We weren't sure, but things were going well as they were.

Those who arrived on the 'white boat' had completely adjusted to their new identities.

I thought we lived peacefully and amiably with each other.

Things started to go wrong when someone named Poriky, traveling through time and space, ended up here.

It seems he was somehow manipulating a machine called the Time Tunnel which can freely control time and space.

But

he was banished out of every time and every place until he stumbled onto our islands in our time.

Using the Time Tunnel to cause trouble, he is bringing a large number of people here from different time periods.

The Pigmasks and the people of New Pork City have all been brought here and 'brainwashed' by Poriky.

This hoodlum Poriky apparently thinks this island is his 'toy box' where he can do whatever he wants.

The animals were combined and turned into deformed chimeras.

He had Thunder Tower constructed, organized his own army, and did whatever he wanted like a childish dictator.

Poriky found out about the secret of the 'white boat' because of a traitor among the Magypsies.

Do you understand about this trespasser Poriky?

>Yes >No

The one traitor among the Magypsies...
is Locria, the seventh Magypsy you likely haven't met yet.
Porky learned the secrets of 'those who came on the white boat' and the
'sleeping dragon' because Locria joined with Porky.

Porky decided to pull the seven needles and wake the sleeping dragon so
he can use its power for himself.
The dragon is part of the earth's power.
It is said the one who pulls the sealing 7 needles will be the dragon's
master.
But only a limited few can pull the needles of the dragon.
Neither the Magypsies, who have protected the needles, nor Porky
apparently has that power.
Despite that, the needles are being pulled.
That means there is somebody being manipulated by Porky into seizing the
dragon's power!
...we can no longer put up with Porky's mischief.
The 'world' will be completely destroyed again...
and we will likely see the end of everything.

That might be Porky's greatest pleasure,
but it's something we can't allow.
It would be wrong for the few remaining humans to condone such a thing.
Lucas.
It looks like you are a person chosen to be able to pull the needles that
seal the dragon.
Pull the needles of the Dragon of Darkness with your hands, and reflect
your heart into the dragon.
Let this be my only command to you as your leader.

Do you understand the 'dragon's awakening?'

>Yes >No

It seems six of the dragon's needles have already been pulled.
The dragon sleeping underground is probably starting to awake.
The final needle is apparently somewhere in New Pork City.
In preparation for the pulling of that final needle, Porky is gathering
every living thing on these islands into New Pork City.
It's probably for the production of his final malevolent party.
But now is the time to turn this big pinch into a big chance.
It might be the time when everything ends, but it might also be the time
when a new and abundant something begins.
You want that...don't you.

Lucas,
now that I think about it,
a once delicate child like you has been assigned a preposterous task.
You learned the hard truth,
and the boy who knows everything will become the one who saves the future
of every living being.
...
'God does not burden with too much weight.'
You've probably heard a saying like this.
It's not just you who will fight.
Everyone will,
everyone
Everyone will help you.

My story was long, but this is all I have to tell you.
Did you understand everything?

>Yes >No

The location of the needles is part of the Magypsy's purview,
so I don't know much, but...
Based on Porky's movements, it seems they are rather close to tracking
down the seventh needle.
Lucas,
I want you to pull that final needle without fail.
Porky is on the 100th floor of the Empire Porky Building issuing commands.
You'll have to charge up there first.
Search for any clues after that.

It's been a long time since I've talked so much, and I'm getting tired.
The Stink Bug over there should have remembered my story.
If you forget anything, take the Stink Bug with you and ask it anytime.

You'll go with them, won't you?
Mr. Stink Bug."

Examine the Stink Bug to take it with you. It's a Key Item that doesn't cost inventory space. Select it from your inventory to read Leder's story again.

Returning to the Surface

As mentioned above, buy some **Double Jerkies** from the mole cricket if you're low on food, and give them to Boney. Equip the **Alligator Hat** on Lucas and the **Boing Ribbon** on Kumatora if you have them.

After recovering in the hot spring, go south a bit and try to lure the 2 Putrid Moldymen away from the Metal Attack Roach. Use PK Fire *gamma* (20 PP) against them.

Just before you reach the ladder up to town, **Fassad** emerges from the sewage. He taunts you again, saying how he has gotten stronger and won't lose this time. He laughs, "Nuheheheheheheheh," like he always does and attacks.

This fight is divided into 2 phases. In the first phase, Fassad uses physical attacks and causes various status effects. In the first round, increase the party's Defense and decrease Fassad's Offense to significantly reduce the amount of damage Fassad can inflict. In the second round, increase the party's Offense and decrease Fassad's Defense.

In the third round, use **Psycho-Shield *omega*** (20 PP) to prepare for the second phase of the fight. Also, remove Fassad's initial physical shield with the **Shield Snatcher** before using standard attacks.

Either Lucas or Kumatora should focus on healing depending on who can inflict more damage. (**PK Thunder *gamma*** or *omega* is Kumatora's most effective attack.) Try to keep everyone's HP above 120, and use **Healing** whenever someone has **fleas**; use Healing whenever Lucas or Kumatora suffer from **memory loss** and whenever anyone other than Kumatora starts **crying**. Use Lucas's Healing *gamma* (18 PP) or a **Cup of Lifenoodles** to revive anyone instantly defeated by Fassad's glorious light attack.

In the second phase of the fight, Fassad uses PSI attacks and eats Luxury Bananas to keep his HP up. Fassad seems to always use Psycho-Shield *alpha* as soon as the second phase starts. To counteract the HP Fassad recovers, have Boney use the Shield Snatcher to remove Fassad's initial Psycho-Shield, then use **PK Love *omega*** (50 PP) and **PK Starstorm** (48 PP) once each.

Lucas or Kumatora should continue to focus on healing. Try to keep everyone's HP near max because Fassad can mortally wound someone with one use of PK Thunder *omega*. Have Boney use a Double Jerky when someone is in danger of falling to 0 HP.

When the battle is over, Fassad concedes defeated once and for all.

```
Translator:
'O, o, ow ow ow' This...
This I will not translate.
These are not words but just noises.
'You people have beat me.
No, you did not beat me, you people are despicable.
I have had enough of this fighting.
I have really had enough.
This kind of thing is a game.
Let us say it is Mr. Porky's game.'

'You people are still in the maelstrom.
Perhaps I was ousted from that.
But, that is still not known.
Like a flickering flame, my life is in danger.
I will probably never meet you people again.
Not just in battle,'
said Fassad.
He adds, in a very small voice,
'Nuheheh.'
Fassad will crash."
```

```
[ Fassad falls into the sewage. ]
```

```
Translator:
"I am a Translator,
but now that Fassad is gone
I am no longer needed.

Please do not chase me.
Good bye."
```

To the Empire Porky Building

There are now a lot more people in New Pork City. Most of them say strange things like, "blah, blah," or "right, left." Some new Tazmily residents have also arrived, but they have a bad feeling about the town and feel duped into coming here.

If you want the 4th **Trivia Card**, buy a **New Year's Eve Bomb** from the Pigmask Arms Dealer in the eastern part of town (it costs 3000 DP) and give it to Boney. Climb the nearby ladder, and examine the large **statue** of Porky 3 times:

```
"Brilliant, brave, super tough, and slightly chubby.
A statue of our great leader, Porky.

It feels like the statue is glaring at you."
```

Respond to the statue's hostility with your own hostility?
>Yes >No"

Answer "yes" to start the fight. This statue has 99,999,999 HP and can defeat the entire party with one attack, but the New Year's Eve Bomb reduces this statue's absurdly high HP to 1. After the fight, talk to the nearby man to receive the Trivia Card 4 (the correct answer is "Onin War").

Your next destination is the Empire Porky Building. Enter the elevator to the left.

Extra

The Pancho Pincho Brothers and Their Friend

In the northwest corner of town are a broken slot machine and three men in sombreros. They are "The Pancho Pincho Brothers and Their Friend" ("The Sanchez Brothers and Their Friend" in EarthBound). Talk to the broken slot machine and give it 1 DP to make the three men spin around. You get a prize if the three men face the same direction.

- All facing front: **Magic Tart** (recovers 30 PP)
- All facing left: **Big City Soda** (recovers 20 HP)
- All facing back: **Chick** (turns into Chicken, which can be sold for 200 DP)

I have never had all three men face right, so I don't know what the prize is (sorry).

Empire Porky Building

Jump to [[Enemies]] or the full [[Walkthrough]]

Recommended Level: 48

Equipment	Lucas	Kumatora	Duster	Boney
Weapon	*Master Stick/Mystical Stick	*Expensive Gloves/Mystical Gloves	*Good Shoes	(nothing)
Body	*Heavy Charm	Goddess Bustier	*Heavy Charm	Striped Collar
Head	*Red Hat/Awesome Crown	*Angel Ribbon	*Kite Bandana	*Red Hat
Other	*Scorpio Bracelet	*Scorpio Bracelet	*Scorpio Bracelet	(nothing)

* = new

Outline

1. Ride the elevator
2. Enter the music hall
3. Examine the wig
4. Ride the elevator up
5. Go up through the **floors**
6. Barely lose the **mini-games**
7. Defeat the **NK Cyborg**
8. Defeat the **robots**

Items

Awesome Ring

すごいリング (*Sugoi Ringu*)

Use: armor (*Other*) for Lucas; Defense +30, max PP +30

Obtained: gift box on the bathroom floor of the Empire Porky Building, in a stall occupied by the Ultimate Chimera

Appearance: a sparkling red and gold ring

This item is on the floor with many bathrooms. When you reach the 6th hall, examine the rightmost door 3 times to enter the stall. Immediately leave the stall to avoid the Ultimate Chimera, then enter the adjacent door. You will hear the Ultimate Chimera burst into the hallway. Quickly reenter the stall that was occupied by the Ultimate Chimera to obtain the Awesome Ring.

Awesome Cloak

すごいマント (*Sugoi Manto*)

Use: armor (*Body*) for Lucas; Defense +23, max PP +30; reduces damage from Fire, Freeze, and Thunder by about 40%

Obtained: the [[Pigmask Colonel]] has a small chance of dropping this item

Appearance: a sparkling red and yellow cloak

Pigmask Colonels appear the most often on the laboratory floor.

Gift Boxes

Hippo Launcher Floor

Item	Description	Location
Super Bomb	450~480 HP of damage (Bomb Defense) to all enemies on screen	Partially submerged in the second room
Ultimate Shoes	Weapon for Duster; Offense +82	South of the hostile scientist
Grilled Chicken	Recovers 170 HP	In front of the elevator to the next floor
Cup of Lifenoodles	Cures all status effects or revives someone at 0 HP to max HP	

Bathroom Floor

Item	Description	Location
Attack Attractor	Makes an enemy the target of enemy attacks	In the first hallway, 3rd door from the right
Honey Shower	Inflicts 80~110 HP of damage to a single target; rarely inflicts 810 HP of damage	Second hallway, leftmost door
Red Collar	Armor (<i>Body</i>) for Boney; Offense/Defense +50; -20% damage from Fire, Freeze, and Thunder	Fourth hallway, 2nd door from the left
[[Awesome Ring]]	Armor (<i>Other</i>) for Lucas; Defense +30, max PP +30	Sixth hallway, in the rightmost door which is protected by the Ultimate Chimera

Magypsy Floor

Item	Description	Location
Razor and Lipstick	Automatically revives its carrier	In the Magypsy house
Luxury Banana (x5)	Recovers 120 HP	
Ancient Banana	Inflicts about 50 HP of damage to a single target	

Construction Floor

Item	Description	Location
Favorite Pizza	Recovers 250 HP	North of the first construction workers you see
Angel Gloves	Weapon for Kumatora; Offense +67	Near the elevator to the next floor, on the edge of a girder

Laboratory Floor

Item	Description	Location
King Burger	Recovers 280 HP	From the second room, enter the room to the east, then go to the southeast corner
Magic Cake	Recovers 50 PP	
Canine Weapon	Weapon for Boney; Offense +15	From the King Burger, enter the room to the north
Super Bomb	450~480 HP of damage (Bomb Defense) to all enemies on screen	From the second room, enter the room to the north, then go west
Sagittarius Bracelet	Armor (<i>Other</i>); Defense +45	From the Super Bomb, go through the door to the northeast, then turn south

Enemies

Hippo Launcher

カバランチャー (*Kaba Ranchaa*)

Type: Mechanical Chimera

Vulnerable: Thunder, sleep

Resistant: Fire

HP:

1623 (in water)

998 (on land)

Attacks

Charge forward

Damage: 90~140 HP

Fire missiles

Damage: 50~70 HP to three targets

Fire a barrage of missiles

Effect: hits 8 times

Damage: 30~50 HP per hit

Strategy

You should be able to defeat the Hippo Launcher in 2 rounds with combos. Put this enemy to sleep to hear the rhythm of its battle music.

Hippo Launchers aren't openly hostile, and there is only 1 required fight on the floor they appear on. If you can't combo, don't worry about conserving PP and use **PK Starstorm** (48 PP) and **PK Love *beta*** (20 PP) or *omega* (50 PP) depending on whether you're fighting on land or in water. For a more cost-effective strategy, put the Hippo Launcher to sleep and adjust everyone's Offense/Defense before attacking with **PK Thunder**.

This enemy has a small chance of dropping a **Thud Charm** (Defense +30).

Lucas:

- Standard attack
 - PK Love *beta* (20 PP) if fighting on land and you can't combo
 - PK Love *omega* (50 PP) if fighting in water and you can't combo
-

Kumatora:

- Standard attack
 - PK Starstorm (48 PP) if you can't combo
-

Duster:

- Standard attack
 - **Hypnotic Pendulum**
-

Boney: standard attack

Men's Room Sign

おとこマーク (*Otoko Maaku*)

Type: Mysterious Creature

Vulnerable: feeling strange

HP: 1222

Attacks

Standard attack

Damage: 1~5 HP

PK Starstorm

Damage: 250~360 HP to all

Counter *alpha*

Effect: reduces damage from physical attacks by 50%, reflects inflicted damage, and prevents combos

Has a big grin on its face

Effect: none

Strategy

Like the Hippo Launcher floor, the bathroom floor is a short, easy area. Use **PK Love *gamma*** (35 PP) and **PK Starstorm** (48 PP) to defeat the Men's Room Sign in 1 round. Have at least 120 HP before fighting this enemy in case it uses PK Starstorm.

This enemy sometimes drops **Magic Pudding** (recovers 40 PP).

Lucas: PK Love *gamma* (35 PP)

Kumatora: PK Starstorm (48 PP)

Duster: standard attack

Boney: standard attack

Boa Transistor

へビーマタル (*Hebii Metaru*)

Type: Mechanical

Vulnerable: Thunder, feeling strange

HP: 678

Attacks

Biting attack

Damage: 20~40 HP

Jab with its tail

Damage: 40~50 HP

Fire a baffling beam

Effect: might make one target **feel strange**

Sound an alarm

Effect: a **Pigmask Major** or a [[Pigmask Colonel]] might join the fight

Strategy

You should be able to defeat the Boa Transistor in 1 round with combos or 2 rounds without. If you can't combo and this enemy appears with a **K9000**, use **PK Thunder gamma** (21 PP) and defeat the Boa Transistor first.

On the off chance a Pigmask Colonel appears, use **Wall Staples** to immobilize the Pigmask Colonel while you attack the Boa Transistor.

Lucas: standard attack

Kumatora:

- Standard attack
 - (first turn) PK Thunder *gamma* (21 PP) when facing a group and you can't combo
-

Duster: standard attack

Boney: standard attack

K9000

キャタピラドッグ (*Kyatapira Doggu*)

Type: Mechanical

Vulnerable: Thunder

Resistant: Fire

HP: 1086

Appearance: a robot shaped like a dog

Attacks

Charge forward

Damage: 50~70 HP

Deploy a few Mini-Mecha Dogs; the Mini-Mecha Dogs charge forward

Effect: the K9000 hits three times

Damage: 50~80 HP per hit

Emit a blinding light

Effect: might cause the entire party to start **crying**

Strategy

The K9000 wanders aimlessly and can be easily approached from behind. If you can't combo, use **Defense Down alpha** (7 PP) and the **Siren Beetle** in the first round. Use **PK Thunder gamma** (21 PP) if Lucas and Duster start crying. Always defeat this enemy last when it appears in a group.

Lucas: standard attack

Kumatora:

- (first turn) Defense Down *alpha* (7 PP), if you can't combo
 - Standard attack
 - PK Thunder *gamma* (21 PP), if Lucas and Duster are crying
-

Duster:

- (first turn) Siren Beetle, if you can't combo

- Standard attack
-

Boney: standard attack

Rhinocrocket Mark II

サイブースター (*Sai Buustaa*)

Type: Mechanical Chimera

Vulnerable: Freeze, paralysis

HP: 832

Attacks

Horn attack

Damage: 50~70 HP

Launch itself

Damage: 60~100 HP to all

Use an acceleration system

Effect: increases its Speed by 88

Strategy

You should be able to defeat the Rhinocrocket Mark II in 1 round with combos. If you can't combo, use **PK Freeze gamma** (18 PP) to win in 1 round.

This enemy can appear with a **Love Walker** at one point near the end of the construction floor. Both enemies can inflict heavy damage to the entire party, so try to approach the Love Walker from behind to avoid the fight. **PK Love beta** (20 PP) and **PK Starstorm** (48 PP) can win the fight in 1 round, but it's slightly risky because the Love Walker occasionally uses Psycho-Counter. A safer strategy is to have Boney use a **Made-You-Look** on the Love Walker while you defeat the Rhinocrocket.

Lucas:

- Standard attack
- PK Love *beta* (20 PP) when fighting a Love Walker also

Kumatora:

- PK Freeze *gamma* (18 PP)
 - PK Starstorm (48 PP) when fighting a Love Walker also
-

Duster: standard attack

Boney: standard attack

Love Walker

あいたくてウォーカー (*Aitakute Uookaa*)

Type: Mysterious Creature

Vulnerable: paralysis

HP: 847

Appearance: a round enemy with four legs

Attacks

Let out a powerful kick

Damage: 30~50 HP

PK Fire *gamma*

Damage: 100~120 HP to all

Effect: might leave its targets **burning**

PK Fire *omega*

Damage: 140~190 HP to all

Effect: might leave its targets **burning**

Counter *omega*

Effect: reduces damage from physical attacks by 50%, reflects inflicted damage, and prevents combos

Psycho-Counter *omega*

Effect: reduces damage from PSI attacks by 50% and reflects inflicted damage

Give you a gross kiss

Effect: might make one target **nauseous**

Strategy

The Love Walker can move only in a straight line, so try to approach it from behind. If you approach this enemy normally and you can't combo, use **PK Fire gamma** (20 PP) and the **Siren Beetle**.

This enemy can appear with a Rhinocrocket at one point near the end of the construction floor. Both enemies can inflict heavy damage to the entire party, so try to approach the Love Walker from behind to avoid the fight. **PK Love beta** (20 PP) and **PK Starstorm** (48 PP) can win the fight in 1 round, but it's slightly risky because the Love Walker occasionally uses Psycho-Counter. A safer strategy is to have Boney use a **Made-You-Look** on the Love Walker while you defeat the Rhinocrocket.

Lucas:

- Standard attack
 - PK Love *beta* (20 PP) when facing a group
-

Kumatora:

- Standard attack
 - PK Starstorm (48 PP) when facing a group
-

Duster: standard attack

Boney:

- Standard attack
 - (first turn) Made-You-Look, when facing a group
-

Mecha-Lion

メカライオン (*Meka Raion*)

Type: Mechanical

Vulnerable: Thunder, paralysis

Resistant: Fire

HP: 989

Attacks

Biting attack

Damage: 30~50 HP

Stab with its poisonous tail

Damage: 20~35 HP

Effect: might **poison** its target

Breathe fire

Damage: 35~55 HP to all

Effect: might leave its targets **burning**

Continuously breathe fire

Damage: 60~110 HP to all

Effect: might leave its targets **burning**

Strategy

You should be able to defeat the Mecha-Lion in 1 round with combos. If you can't combo, use **PK Thunder beta** (15 PP) and the **Siren Beetle** in the first round. When fighting a group, use PK Thunder *gamma* (21 PP) or *omega* (32 PP), and defeat the Mecha-Lion before any enemy it appears with other than an **Upgraded Robot**.

This enemy sometimes drops a **Cup of Lifenoodles**.

Lucas: standard attack

Kumatora:

- Standard attack
 - (first turn) PK Thunder *beta* (15 PP), if you can't combo
 - (first turn) PK Thunder *gamma* (21 PP) or *omega* (32 PP) when facing a group
-

Duster:

- Standard attack
 - (first turn) Siren Beetle, if you can't combo
-

Boney: standard attack

Pigmask Colonel

ブタマスクたいさ (*Butamasuku Taisa*)

Type: Human

Vulnerable: Freeze

HP: 895

Appearance: a Pigmask wearing a cape

Attacks

Fire a beam

Damage: 60~70 HP

Tackle attack

Damage: 80~120 HP

Heavy Bazooka

Damage: 100~120 HP to three targets

Use a Psycho-Shield system

Effect: reduces damage from PSI attacks by 50% for all allies

Defense Spray

Effect: increases one target's Defense by about 20%

Strategy

Use **Wall Staples** to immobilize the Pigmask Colonel, and remove its initial shield with the **Shield Snatcher**. When this enemy appears in a group, immobilize it with Wall Staples and defeat its cohorts first.

The Pigmask Colonel has a small chance of dropping the **Awesome Cloak** (armor for Lucas; Defense +23, max PP +30; reduces damage from Fire, Freeze, and Thunder by about 40%).

Lucas: standard attack

Kumatora: standard attack

Duster:

- Wall Staples
 - Standard attack
-

Boney:

- (first turn) Shield Snatcher
 - Standard attack
-

Return of Octobot

タコ・フ・タタビ (*Tako Fu Tatabi*)

Type: Mechanical

Vulnerable: Thunder

HP: 777

Attacks

Fire a beam

Damage: 60~75 HP

Generate a mysterious electrical field

Effect: might **paralyze** one target

Try to steal something

Effect: might take a nonessential item

Strategy

You should be able to defeat the Octobot in 1 round with combos or 2 rounds without. Defeat this enemy before only [[Pigmask Colonel]] and **Nuclear Reactor Robots**.

This enemy sometimes drops a **Rich Parfait** (recovers 170 HP).

All: standard attack

Upgraded Robot

カイゼンロボ (*Kaizen Robo*)

Type: Mechanical

Vulnerable: Thunder

HP: 921

Appearance: a yellow, bipedal robot

Attacks

Tackle attack

Damage: 60~85 HP

Discharge a memory loss gas

Effect: renders one target unable to use special abilities

Emit a glorious light

Effect: might instantly defeat one target

Strategy

The Upgraded Robot wanders aimlessly and can be approached from behind. You should be able to defeat this enemy in 1 round with combos. If you can't combo, use **PK Thunder beta** (15 PP) and the **Siren Beetle** in the first round. When fighting a group, use PK Thunder *gamma* (21 PP) or *omega* (32 PP), and defeat the Upgraded Robot before any enemy it appears with.

After any Upgraded Robots are defeated, use Lucas's **Healing gamma** (18 PP), a **Cup of Lifenoodles**, or a **Secret Herb** to revive anyone unconscious.

Lucas:

- Standard attack
 - Healing *gamma* (18 PP) when someone falls unconscious
-

Kumatora:

- Standard attack
 - (first turn) PK Thunder *beta* (15 PP), if you can't combo
 - (first turn) PK Thunder *gamma* (21 PP) or *omega* (32 PP) when facing a group
-

Duster:

- Standard attack
 - (first turn) Siren Beetle, if you can't combo
-

Boney: standard attack

Nuclear Reactor Robot

スーパーエナジーロボ (*Suupaa Enajii Robo*)

Type: Mechanical

Vulnerable: Thunder, feeling strange

HP: 724

Appearance: a round, yellow robot equipped with a nozzle

Attacks

Fire a beam

Damage: 60~75 HP

Replenish an energy supply

Effect: recovers about 220 HP

Explode into bits (death action)

Damage: 300 HP to three targets

Comments: Hitting the Nuclear Reactor Robot's backside once destroys its self-destruct mechanism. As long as you defeat this enemy last, a party member should suffer only about 30 HP of damage at most even if this enemy explodes.

Strategy

The Nuclear Reactor Robot wanders aimlessly and can be easily approached from behind. If you approach this enemy normally, use Duster's [[Siren Beetle]] until it works. Always defeat this enemy last when facing a group.

Lucas: standard attack

Kumatora: standard attack

Duster:

- Siren Beetle, until it works
 - Standard attack
-

Boney: standard attack

NK (Natural Killer) Cyborg

NK サイボウグ (*NK Saibougu*)

Type: Mechanical Chimera

Vulnerable: Thunder

HP: ~7500

Appearance: a giant pig cyborg

Recommended Level: 52 (or level 60 for **PK Ground**)

Attacks

Let out a strong blow to the head

Damage: 130~150 HP

Effect: might cause **memory loss**

Pounce on you

Damage: 200~220 HP

Fire a volley of missiles

Damage: 110~130 HP to three targets

Comments: Neither Shield nor adjusting Offense/Defense affects this attack.

Electrical shock attack

Damage: 50~90 HP to all

Effect: might **paralyze** its targets

Comments: Lucas's Franklin Badge reflects damage from this attack back to the NK Cyborg.

End of the Century beam

Damage: 160~180 HP to all

Comments: Shield/Counter reduces damage from this attack by 50%.

Discharge a poisonous gas

Effect: might **poison** the entire party

Comments: Poison isn't very damaging and can be ignored. Use Healing after the fight.

Use a Counter system

Effect: reduces damage from physical attacks by 50%, reflects inflicted damage, and prevents combos

Initiate a self-repair system

Effect: recovers about 580 HP

Strategy

The NK Cyborg looks fearsome, but this is actually an easy fight. In the first round, use **Counter omega** (28 PP), **Offense Down alpha** (7 PP), and the **Scary Mask**. In the second round, use **Offense Up omega** (18 PP), **Defense Down alpha** (7 PP), and the **Tickle Feather**. Boney should *guard* in the first round.

Kumatora should attack with either **PK Ground** (43 PP--learned at level 60) or her strongest **PK Thunder** attack. Use **Lifeup omega** (28 PP) to keep everyone's HP above 120. Bombs aren't very effective against the NK Cyborg, so save them for the next fight. Use the **Shield Snatcher** when the NK Cyborg uses Counter.

Lucas:

- (first turn) Counter *omega* (18 PP)
 - (second turn) Offense Up *omega* (18 PP)
 - Standard attack
 - Lifeup *omega* (28 PP) when HP falls to 120 or below
 - Healing, when Lucas or Kumatora suffer from memory loss or someone is paralyzed
-

Kumatora:

- (first turn) Offense Down *alpha* (7 PP)
 - (second turn) Defense Down *alpha* (7 PP)
 - PK Ground (43 PP), if learned (level 60)
 - PK Thunder *gamma* (21 PP) or *omega* (32 PP)
-

Duster:

- (first turn) Scary Mask
 - (second turn) Tickle Feather
 - Standard attack
-

Boney:

- (first turn) *guard*
 - Standard attack
 - Shield Snatcher, when the NK Cyborg uses Counter
-

Porky 0X

ポークー0 X (*Pookii 0X*)

Type: Mechanical

Vulnerable: Thunder

HP: ~860

Recommended Level: 53

Attacks

Mechanical attack

Damage: 40~60 HP

Mechanical tackle

Damage: 50~70 HP

Call for help

Effect: one or two random enemies join the fight

Comments: Porky 06 and 07 call for help whenever less than 2 cohorts are with them.

Mechanical fake cry

Effect: none

Play mechanical dead

Effect: none

Propose to make mechanical peace

Effect: none

Mechanical laugh

Effect: none

Mechanical explode (death action)

Damage: 70~90 HP to all

Strategy

You have to defeat 7 of these robots to win. Use **Counter omega** (28 PP) in the first round and **Offense Up omega** (18 PP) in the second.

Each robot is initially protected by a Psycho-Counter, so limit your PSI attacks to **PK Thunder**. Use up any bombs you might have because they aren't very useful later in the game.

These robots aren't strong individually, but the damage caused by their explosions can quickly add up. Use **Lifeup omega** (28 PP) whenever you think a robot might explode in that round (each robot has about 860 HP); to stay safe, use **Lifeup omega** (28 PP) in at least every other round while 2 or more robots are alive.

Porky 06 and 07 don't fight with other Porky robots--instead, they summon 2 random enemies whenever less than 2 cohorts are with them. Take advantage of this by having Boney and/or Kumatora defeat the weakest cohort to prevent the Porky robots from attacking.

Lucas:

- (first turn) **Counter omega** (28 PP)
 - (second turn) **Offense Up omega** (18 PP)
 - **Lifeup omega** (28 PP), while 2 or more Porky robots are alive
 - Standard attack
-

Kumatora:

- **PK Thunder gamma** (21 PP) or **omega** (32 PP), while 2 or more Porky robots are alive
 - Standard attack
-

Duster:

- Standard attack
 - **Pencil Rockets, Bombs, or Super Bombs**
-

Boney:

- Standard attack
 - **Pencil Rockets, Bombs, or Super Bombs**
-

Walkthrough

Duster's Comeback Performance

Note: You won't be able to return to the first floor of the Empire Porky Building after a certain point in the game. There are no more shops in the game either, so use up your remaining money.

Examine the elevator to the left of the lobby, and an elevator technician approaches the party. He claims the elevator can stop only at the music hall on the 24th floor. You have no choice but to go there.

While in the elevator, the technician sneaks over to Duster.

```
"Eh?!  
Aren't you...  
Tamekichi, the guy who played bass for DCMC?  
Aaawesome!  
Tamekichi is baaack!  
That bassline is baaack!  
Let's go, let's go!  
Mr. Tamekichi!"
```

The Fierce Pork Trooper is on the 24th floor, but he doesn't attack you anymore. He is just here to enjoy DCMC's performance. Go north into the next room.

OJ, DCMC's bandleader, and the rest of the band greet the party. The DCMC members can see through Porky's plot to gather every living being into New Pork City, but for now they just want to play some music. OJ brings out Tamekichi's wig and asks Duster to perform for old time's sake. Examine the wig and watch the performance.

During the second song, the power is abruptly cut.

```
OJ:  
"Tsk, tsk, tsk.  
Looks like someone's forced our performance to an end for us."  
  
[ *Ding dong ding dong* ]  
  
Porky:  
"All you good boys and girls in the Empire Porky Building, may I have your  
attention please.  
The end game has begun.  
Use every ounce of your tiny brains and worthless courage and please come
```

to the 100th floor.

But, I can't promise the elevator will cooperaaate.
Kyahahahaha.
I'll be waiting on the 100th floooooor."

Return to the elevator and examine it to go up.

Hippo Launcher Floor

On the next floor, check the Instant Revitalizing Device to the left of the elevator to recover HP/PP.

The only enemy that appears on this floor is the **Hippo Launcher**. This enemy has 1623 HP in water but 998 HP on land. You should be able to defeat it in 2 rounds with combos. Put it to sleep to hear the rhythm of its battle music.

Hippo Launchers aren't openly hostile, and there is only 1 required fight on this floor. If you can't combo, don't worry about conserving PP and use [[PK Starstorm]] (48 PP) and **PK Love beta** (20 PP) or *omega* (50 PP) depending on whether you're fighting on land or in water. For a more cost-effective strategy, put the Hippo Launcher to sleep and adjust everyone's Offense/Defense before attacking with **PK Thunder**.

Enter the pond and wade into the next room. Open the gift box to get a [[Super Bomb]]. Go north into the next room.

As soon as you leave the water in this room, a distrustful scientist sets his Hippo Launcher on you. Use combos or PK Starstorm and PK Love to win.

Go south and open the gift box to obtain the **Ultimate Shoes**, weapons for Duster. Go north, then turn east to enter the final pond. Open the 2 gift boxes in the water to find **Grilled Chicken** and a **Cup of Lifenoodles**.

Approach the elevator and Porky taunts you again:

"We have a breaking news update.
A group of idiots pretending to be water fleas have been spotted in
the middle of a pond.
Kyahahahahahaha!
I'm talking about you guys.
You're so stupid, covered in mud and forced to fight so hard.
Heh heh heh heh heh...
Alright,
ride the next elevator.
I'm going to keep observing your dumb behavior.
You're almost to the real 100th floor!
Ahahahahahaha!"

The next floor is a "gathering room for Mr. Porky's fans." Female attendants lounge in the room, and presents for Porky are strewn on the floor. Go east to hear Porky tell you to hurry to the real 100th floor, and ride the next elevator.

Bathroom Floor

The next floor is a series of halls full of bathrooms. This floor lets you commit the unprecedented act of entering a bathroom in a Mother game! You can return to the first floor by reentering the elevator, but you'll be taken to the Hippo Launcher floor on your way back. Go to the next room.

The doors in these hallways can lead to gift boxes, enemies, or nothing. Only one door leads to the next room.

Door 1 (the rightmost door): "Occupiied."

Door 2: A **Pigmask Major**

Door 3: gift box (**Attack Attractor**)

Door 4: "Sorry! My hands are full right now. Can it wait?"

Door 5: next hall

The next hallway leads to still more bathrooms. The **Men's Room Sign** on the leftmost door comes to life and attacks if you get too close. Be near max HP before fighting it in case the party gets hit by PK Starstorm. Use PK Love *gamma* (35 PP) and PK Starstorm (48 PP) to win in 1 round. Enter the stall and open the gift box to obtain a **Honey Shower**.

Door 1: a Pigmask Major and a **Metal Attack Roach**

Door 2: nothing

Door 3: "Ahhh, that was close."

Door 4: next hall

Door 5: gift box (Honey Shower)

Go to the next hallway.

Door 1: "Japanese style."

Door 2: "Duck type."

Door 3: "For big people."

Door 4: next hall

The doors in the next hallway are ordered from left to right. The bathroom sign on the third door attacks if you approach it. Enter the third stall and defeat the Pigmask Major and 2 Metal Attack Roaches inside to get a [[Red Collar]] (Offense and Defense +50; reduces damage from Fire, Freeze, and Thunder by about 20%).

Door 1:

"Welcome and thank you for coming!
Wait, what the heck am I saying!
This is a bathroom!
Why did you come in here?
...as a group."

Door 2: a bunch of ghosts from Osohe Castle

Door 3: a Pigmask Major, two Metal Attack Roaches, and a gift box (Red Collar)

Door 4: next hall

Door 5: "N, nothing's wrong. Everything is fine. Please go away!"

When you enter the next hallway, three people burst in and enter the stalls.

Door 1: "Good thing I'm quick on my feet! I made it!"

Door 2: "'Cough* I am in the middle of my reading."

Door 3:

"Watch the wall
Watch the door
Was there anything else I had to do?"

Door 4:

"Move, move, move, move!
The other bathrooms are public, but this one is private!
This. Bathroom. Ain't. Public. Man!"

Door 5: next hall

The Ultimate Chimera from the Chimera Lab occupies the rightmost stall in the next hallway. The chimera is guarding a gift box that contains an [[Awesome Ring]] (Defense and max PP +30 for Lucas), but it's game over if you touch the chimera. Examine the door three times to enter the stall; quickly leave the stall and enter the adjacent door. You'll hear the chimera burst into the hallway. Run back into the stall to reach the Awesome Ring.

Door 1:

"A clean toilet reflects the heart.
Wipe it, brush it, and make it shine."

Door 2: "Someone placed a card here. It says, 'Out to lunch.'"

Door 3: "I'm eating!"

Door 4: next elevator

Door 5: the Ultimate Chimera and a gift box (Awesome Ring)

Go to the next area to reach the elevator to the next floor. Porky interrupts again and tells you this isn't the 100th floor either.

Magypsy Floor

A Magypsy's house is on the next floor, with crates full of bananas surrounding the house. Enter the house and open all the gift boxes to obtain 5 **Luxury Bananas** and 1 **Ancient Banana**. Give the Luxury Bananas to Boney and save them for upcoming boss fights. Examine the Razor and Lipstick by the table to pick them up; these work exactly like the other Magypsies' mementos.

Approach the elevator and Porky again tells you to hurry to the real 100th floor. Talk to the mouse in front of the elevator:

```
"Squeak squeak.  
(It looks like Mr. Locria isn't coming home anymore.  
Me?  
Mr. Locria used to dote on me.  
Most people probably thought he was a bad person because he had a  
creepy laugh like, "Nuheheheheh," but he was really nice to me.  
I wonder if he'll ever come home.  
It's so lonely.)"
```

Construction Floor

This is the first floor on which numerous enemies appear. Examine the Instant Revitalizing Device to the left when you exit the elevator. Give any **Made-You-Looks** you might have to Boney as well. Keep everyone's HP above 150 as you go through this floor.

Try to approach **K9000s** and **Love Walkers** from behind to avoid fighting groups. If you approach the K9000 normally and you can't combo, use the Siren Beetle and Defense Down *alpha* (7 PP) in the first round. Use PK Thunder *gamma* (21 PP) if Lucas and Duster start crying.

The Love Walker and **Rhinocrocket Mark II** are the strongest enemies here. The Love Walker usually attacks with PK Fire *gamma* or *omega*, and sometimes uses Counter *omega* or Psycho-Counter *omega*. The Rhinocrocket Mark II often launches itself to inflict about 90 HP to the entire party. Use combos or **PK Freeze gamma** (18 PP) to defeat Rhinocrockets in 1 round. Use combos or **PK Fire gamma** (20 PP) to defeat Love Walkers in 1 or 2 rounds.

A **Boa Transistor** and K9000 patrol the second room. The Boa Transistor can be defeated in 1 round with combos or 2 rounds without. If it summons a [[Pigmask Colonel |Pigmask Colonel]], immobilize the Pigmask with **Wall Staples** and defeat the Boa Transistor first. To avoid the Boa Transistor, move along the southern edge of the room, and try to approach the K9000 from behind.

When you reach the room with construction workers, dash into the worker standing on the edge of a girder. Go north for a gift box containing a **Favorite Pizza** (recovers 250 HP) guarded by 2 Boa Transistors. A Love Walker guards the other side of the door to the east. To avoid it, run diagonally north as soon as you pass through the door. Dash into another construction worker and go north.

In the next room, climb the 2 ladders and pull the lever on the crane. Before going east, keep in mind there is a Love Walker and a Rhinocrocket Mark II in the next area. To avoid fighting both together, walk (don't run) straight into the next area to approach the Love Walker from behind. If you run, you'll end up engaging the Love Walker normally. You can defeat both in 1 round with PK Starstorm (48 PP) and PK Love *beta* (20 PP), but it's slightly risky because the Love Walker occasionally uses Psycho-Counter *omega*. A safer strategy is to have Boney use a **Made-You-Look** on the Love Walker while Kumatora uses PK Freeze to defeat the Rhinocrocket.

Cross the upper girder to reach the next elevator. Before entering the elevator, go along the southern girder to reach a gift box containing **Angel Gloves**, weapons for Kumatora. Porky interrupts again in front of the elevator and chides you for disturbing the construction workers.

Laboratory Floor

Note: If Kumatora is close to level 60, stay on this floor until she learns **PK Ground** (43 PP). PK Ground is the most effective PSI attack against a couple of upcoming bosses.

This is probably the hardest floor in the Empire Porky Building, but all the enemies here can be defeated in 1 round with combos. Try to approach **Upgraded Robots** and **Nuclear Reactor Robots** from behind.

The strongest enemies here are the **Mecha-Lion** and the Upgraded Robot. Mecha-Lions can inflict about 100 HP of damage to the entire party by breathing fire, and Upgraded Robots have a "glorious light" attack that can instantly defeat a party member. If you can't combo, use PK Thunder *beta* (15 PP) and the **Siren Beetle** in the first round when fighting these enemies alone. When facing a group, use PK Thunder *gamma* (21 PP) or *omega* (32 PP). After any Upgraded Robots are defeated, use Lucas's **Healing gamma** (18 PP), a Cup of Lifenoodles, or a **Secret Herb** to revive anyone unconscious.

The Nuclear Reactor Robot is weak, but it explodes when defeated to inflict about 300 HP of damage to three party members. Hit its backside once to destroy its self-destruct mechanism. Always defeat it last.

Several [[Pigmask Colonel]] are also found on this floor. Use Wall Staples to immobilize them, and use the **Shield Snatcher** to remove its initial physical shield. Defeat them last when facing a group.

Note: Pigmask Colonels have a small chance of dropping the [[Awesome Cloak]] (armor for Lucas; Defense +23, max PP +30; reduces damage from Fire, Freeze, and Thunder by about 40%).

From the elevator, go east until you see a Mecha-Lion. The path branches to the north and east. If you want a **Canine Weapon** (Offense +15 for Boney), go east. Run along the south to avoid the Mecha-Lion.

In the next room are a **Return of Octobot** and a Pigmask Colonel. After defeating them, go northeast to find the Canine Weapon guarded by a Mecha-Lion and a Nuclear Reactor Robot. Go south to find 2 more gift boxes containing a **Magic Cake** (recovers 50 PP) and a **King Burger** (recovers 280 HP) guarded by an Upgraded Robot and a Nuclear Reactor Robot. Return to the previous room.

From the first Mecha-Lion, go north. There are an Upgraded Robot and an Octobot blocking the door into the next room.

In the next room, go west to find a Super Bomb guarded by an Octobot and a Nuclear Reactor Robot. The path branches again to the north and east at a Pigmask Colonel and an Upgraded Robot. Go east; the north leads to a dead-end.

The path branches again to the east and south. To the south is a [[Sagittarius Bracelet]] (Defense +45) guarded by a Mecha-Lion and an Upgraded Robot. These are the last enemies on this floor, so use PK Starstorm and PK Love if you have enough PP. Go northeast and enter the next room.

The people in the glass tubes are being submerged in a "Good Person Hot Spring" to brainwash them into venerating Porky. Move on to get taunted by Porky again, then climb the stairs.

Mini-Games

The limo driver (now the Host) is waiting for you on the next floor. Before the party can meet Porky, the Host needs to judge Lucas's worthiness by testing him with some mini-games. Porky loves to have fun, but he hates losing. He doesn't like people intentionally losing either. Follow the Host into the next room.

The first game is Super Whack-a-Mole. Moles rise out of the six holes on the floor, and the player must hit them with **A**. Each mole is worth 1 point, but construction workers are worth 0 points and electrocute the player. Answer "yes" when the Host asks if you understand the rules.

The Host introduces a robotic Porky that will be Lucas's opponent. The robot plays first and gets 10 points. When it's Lucas's turn, get exactly 9 points to barely lose; you have to play the game again if you get more or less points.

The second game is a race between Lucas and the robot. Barely lose again to move on.

The final game is a balloon pop race. Repeatedly press **A** to inflate a balloon. Inflate the balloon until it grows 4 times, then stop.

NK Cyborg

While climbing the stairs to the next floor, rest on the couch to recover.

A large cyborg blocks your way in the next room. Approach it and Porky interrupts:

```
"Lucas.  
Bienvenido a mi cuarto!  
This is the real 100th floor you wanted to get to so badly!  
Let me welcome you again!  
My beloved, meddling intruders.  
I invited you here.  
That's why you're free to enter my room.  
It's just that, I've given a command...  
To not allow anybody into my room.  
You know, to that fighting toy in front of you.  
Maybe this is Goodbye for my invited guests.  
Alright, the switch is set!  
It's the Natural Killer Cyborg!"
```

The **NK Cyborg** is huge, but this is actually an easy fight. In the first round, use **Counter omega** (28 PP), **Offense Down alpha** (7 PP), and the **[[Scary Mask]]**. In the second round, use **Offense Up omega** (18 PP), **Defense Down alpha** (7 PP), and the **Tickle Feather**. Boney should *guard* in the first round.

Use Kumatora's **PK Ground** (43 PP--level 60) or her strongest version of **[[PK Thunder]]** as much as possible. Keep everyone's HP above 120 with **Lifeup omega** (28 PP), and use **Healing** to cure **memory loss** or **paralysis**. Have Boney use the **Shield Snatcher** if the NK Cyborg puts up a shield.

Mother 1+2

Run through the next hall, and ride the ferry in the following room. Disembark the ferry, and recover with the Instant Revitalizing Device before moving on.

The gift box in this room contains an Octopus Eraser, a key item that doesn't occupy inventory space. With this item, you can examine the octopus statue to make it disappear. This is a reference to Mother 2, in which octopus statues impede the player's progress at several places in the game unless the Octopus Eraser was used to remove the statues. In EarthBound, the octopus statues were replaced with pencil statues, and the Octopus Eraser became the Pencil Eraser.

Porky 0X

Keep going until you reach a large, gray room. Porky speaks when you enter.

```
"The beginning of the end.  
The end of everything.  
  
Let's be friends.  
I'm Porky.  
I'm actually just a gentle little kid.  
  
Please spoil me more.  
Please talk to me gently like the meek little kid I am.  
>Yes >No" (It doesn't matter what you say)  
  
Yes:  
| Thanks...  
| But,  
| to be honest,  
| you guys  
| are in my way.  
  
No:  
| You guys are mean.  
| I'll do mean things, too.
```

You have to defeat 7 of these **robots** to win. Individually, they aren't strong, but the damage caused by their explosions when defeated can quickly add up. These robots are initially protected by a Psycho-Counter, so limit your PSI attacks to PK Thunder. Use up any bombs you might have because they aren't very useful later in the game.

Use **Counter omega** (28 PP) and **Offense Up omega** (18 PP) at the start of the fight. Use **Lifeup omega** (28 PP) whenever you think a robot might explode in that round (they have about 860 HP); to stay safe, use **Lifeup omega** in at least every other round while 2 or more robots are alive.

Porky 06 and 07 don't fight with other Porky robots; instead, they summon 1 or 2 random enemies whenever they have less than 2 cohorts. These random enemies are usually much weaker than the party, so have Boney and/or Kumatora defeat the weakest cohort to have the robots call for help instead of attacking.

When the seventh robot is defeated, the DCMC band members burst into the room and destroy the remaining robots.

```
"All of a sudden, a group of men rushed into the room!  
It was the DCMC band members!  
Batchy jumped to the front!  
  
-Tondagossa! (This is DCMC's catch phrase greeting)  
-Bums like us always save the day at the climax of the story!  
  
Batchy attacks!  
  
Shimmy Zmith jumped to the front!  
  
-It looks like some punk named Mr. Porky was trying to use us to
```


brainwash everyone but...
-Let's mess up his mischievous plans!

Shimmy Zmith attacks!

Magic jumped to the front!

-Oh yeah!
-We're not going to let this Porky punk get what he wants!

Magic attacks!

OJ jumped to the front!

-I'll make you Pay for everything you've done!

OJ attacks!

YOU WIN!"

When the battle is over, a group of villagers from Tazmily Village enter the room.

Flint:
"Boney, come."
Lucas, finally
it's finally time..."

Wes:
"I'm not sure if we've caught up to the enemy or if we've been lured
here.
It doesn't matter either way.
Right, Duster?"

[*Ding dong ding dong*]

Porky:
"*Cough cough cough*
Step forward a little so I can see your face better..."

[Lucas turns around]

Porky:
"Oh, so that's what you look like.
I'm the one who called you guys here.
A traveler who can freely move through past and future.
More lovable
more charming
and more naughty than anyone else,
I'm Mr. Porky Minch.

You weaklings posing as the last surviving humans of the Earth!
Welcome again.
Spankety spankety!
Ahahahahahaha."

[Porky descends]

Porky:
"*Cough cough...wheeze wheeze*
To make sure you don't repeat the mistakes made in the past,
you erased your memories and tried to create a new world...
How stupid can you guys get?!
No matter how you change the rules,
no matter how hard you try,
these creatures called humans will always do the same evil and stupid
things over and over again and be at each other's throats.
And then...they fall.
If only you quietly followed the inspired selfishness of a great hero
like me, you could've been happy...
Wheeze wheeze wheeze, pant pant
Why do you keep struggling to live with your tiny brains, pathetic
bodies, and weak hearts?

Oh well.
It's time to drop the curtain on your monkey show.
It's time for me to obtain the power within the power.
Everything has gone according to my wishes, and in the end, the
ultimate power will fall into my hands.
Heh heh heh, heh heh heh.

Aha, ahahaha
ahahahahahahahaha.
Cough cough cough, cough cough
Pant, pant, pant, pant

Whew...

This has been a game so far, and I went easy on you guys.
I've been so bored, I had to do something exciting and fun.
But, you still have no chance.
My slave...
My lifeless son will pull the final needle for me.
And then the dragon will awaken, and I should get everything I want.
You idiots will likely turn into dust or garbage and eventually fade away.
Ahahaha.
It is kinda sad.
But without something like this, I feel like I'll be crushed by boredom.

Wheeze wheeze wheeze
Pant, pant, pant, pant
You get it, don't you?
The tragedy of a godlike existence like mine.
Ahahaha. Aha, ahahaha.
*Cough cough cough cough cough**

[An alarm sounds]

Porky:

"Oh, what perfect timing for your little play.
The seventh needle has been found underneath my building."

Dr. Andonuts:

"I refuse to cooperate with you any longer!"

Porky:

"Waha
waha
wahahahahahaha.

I bet Lucas wants to pull it too.
Why don't you go there.
I'm just trying to play fair by letting you know.
The game becomes more fun that way.
But, I think I'll take a shortcut and go ahead of you guys.
Ahahahaha, hahahaha.
Cough cough cough
Wheeze wheeze
Pant pant
Catch me if you can!
Use the elevator as much as you want.
Neener, neener!
*Pant, pant**

The Final Cave

Jump to [\[\[Enemies\]\]](#) or the full [\[\[Walkthrough\]\]](#)

Recommended Level: 54

<i>Equipment</i>	Lucas	Kumatora	Duster	Boney
Weapon	Master Stick/Mystical Stick	*Angel Gloves/Mystical Gloves	*Ultimate Shoes	*Canine Weapon
Body	Heavy Charm	Goddess Bustier	Heavy Charm	*Red Collar
Head	Red Hat/Awesome Crown	Angel Ribbon	Kite Bandana	Red Hat
Other	*Awesome Ring	*Sagittarius Bracelet	Scorpio Bracelet	(nothing)

* = new

Gift Boxes/Items

Real Bat

ほんもののバット (*Honmono no Batto*)

Use: weapon for Lucas; Offense +100, max PP +50

After catching up to Flint in the cave, go west across the metal beam to find the gift box containing the Real Bat.

Enemies

Fenomeno

フェノメノ (*Fenomeno*)

Type: Mysterious Creature

Vulnerable: Freeze

Resistant: Thunder

HP: 712

Appearance: a spark of energy

Attacks

Leap forward

Damage: 40~60 HP

Discharge attack

Damage: 30~60 HP to three targets

Strategy

You should be able to defeat the Fenomeno in 1 round with combos. If you can't combo, use **PK Freeze beta** (10 PP).

Try to engage this enemy over the **Minerali** because this enemy has an easier song to combo with. Defeat the Fenomeno first when it appears in a group. Use up any bombs you might have when facing both the Fenomeno and Minerali because bombs aren't very useful later in the game.

This enemy sometimes drops **Magic Pudding** (recovers 40 PP).

Lucas: standard attack

Kumatora:

- Standard attack
- PK Freeze *beta* (10 PP), if you can't combo

Duster: standard attack

Boney: standard attack

Minerali

ミネラリ (*Minerari*)

Type: Mysterious Creature

Vulnerable: Thunder

HP: 924

Appearance: a diamond shaped rock

Attacks

Drop down on you

Damage: 60~80 HP

Chunks of rock from the Minerali fly at you

Damage: 30~50 HP to three targets

Strategy

You should be able to defeat the Minerali in 1 or 2 rounds with combos. If you can't combo, use **PK Freeze beta** (10 PP) and the **Siren Beetle** in the first round.

Try to engage the **Fenomeno** over the Minerali because the Fenomeno has an easier song to combo with. Defeat the Fenomeno first when it appears in a group. Use up any bombs you might have when facing both the Fenomeno and Minerali because bombs aren't very useful later in the game.

The Minerali sometimes drops a **Cup of Lifenoodles**.

Lucas: standard attack

Kumatora:

- (first turn) PK Freeze *beta* (10 PP), if you can't combo
 - Standard attack
-

Duster:

- (first turn) Siren Beetle, if you can't combo
 - Standard attack
-

Boney: standard attack**Porky**

ポークー (Pookii)

HP: ~6700**Recommended Level:** 54 (or level 56 for **Healing omega**; level 60 for **PK Ground**)**Attacks****"Porky...did what?!"**

Damage: 80~110 HP to three targets

"Porky...what did he do?!"

Damage: 140~170 HP

Comments: It looks like Porky throws a bomb or fires a missile when he uses this attack. Shield and adjusting Offense/Defense doesn't affect damage from this attack.

"Porky...what did he do?!"

Damage: 140~170 HP to three targets

Comments: It looks like Porky throws 3 bombs or missiles when he uses this attack. Shield and adjusting Offense/Defense do nothing.

"Porky...what did he do?!"

Damage: 140~170 HP to the entire party

Comments: It looks like Porky throws many bombs or missiles when he uses this attack. Shield and adjusting Offense/Defense do nothing.

Suck something in

Effect: steals 120~130 HP from one target

"Porky did something!"Effect: might make the entire party start **crying****Spit out something**

Effect: decreases Offense and Defense of the entire party by about 20%

Jet out somethingEffect: **paralyzes** one target**Use a Psycho-Counter system**

Effect: reduces damage from PSI attacks by 50% and reflects inflicted damage

Comments: Porky is protected by a Psycho-Counter from the start of the fight.

Strategy

If Kumatora is close to level 60, level her up until she learns **PK Ground** (43 PP). It can also help to level up Lucas until he learns **Healing omega** (30 PP) at level 56. While leveling up, stay near the hot spring in the gift box by the entrance to the cave.

In the first round, use **Counter omega** (28 PP), **Offense Down alpha** (7 PP), and the **Scary Mask**. In the second round, use **Offense Up omega** (18 PP), **Defense Down alpha** (7 PP), and the **Tickle Feather**. Boney should *guard* in the first round.

Attack with PK Ground or Kumatora's strongest version of **PK Thunder** as much as possible. If you can't combo and you're low on PP recovery items, Kumatora might not have enough PP to last the fight. In that case, have Kumatora focus on recovery until Porky starts talking.

The first half of this fight should be easy. After the 3rd time Porky talks (he mentions the dragon), he starts throwing what looks like bombs to inflict about 150 HP of damage to 1, 3, or 4 party members. Try to keep everyone's HP near max at that point. Have Boney use food when someone is in danger of falling to 0 HP, and remember that *guarding* slows the descent of the HP counter.

Once Porky's machine breaks down, he retreats into his "Absolutely Safe Capsule." Porky is impervious to all attacks while in the capsule, but he can't attack the party nor ever leave the capsule. The battle automatically ends after 2 rounds.

Lucas:

- (first turn) Counter *omega* (28 PP)

- (second turn) Offense Up *omega* (18 PP)
 - Standard attack
 - Healing *alpha* (4 PP), if Lucas, Duster, or Boney start crying
 - Healing *omega* (30 PP), if Lucas, Duster, and Boney start crying
 - Lifeup *omega* (28 PP), if a party member's HP falls to 150 or below toward the end of the battle
-

Kumatora:

- (first turn) Offense Down *alpha* (7 PP)
 - (second turn) Defense Down *alpha* (7 PP)
 - PK Ground (43 PP--level 60)
 - PK Thunder *gamma* (21 PP) or *omega* (32 PP)
-

Duster:

- (first turn) Scary Mask
 - (second turn) Tickle Feather
 - Standard attack
-

Boney:

- (first turn) *guard*
 - Standard attack
 - Food, if someone is in danger of falling to 0 HP
-

Masked Man

かめんのおとこ (*Kamen no Otoko*)

Recommended Level: 55

Attacks**Sword/Beam attack**

Damage: 80~120 HP

Shield Killer

Effect: removes any shields from the party

PK Love *alpha*

Damage: 100~200 HP

PK Love *beta*

Damage: 200~300 HP

PK Love *gamma*

Damage: 300~500 HP

PK Love *omega*

Damage: 500~700 HP

Fire a powerful lighting bolt

Effect: renders all but Lucas unconscious

Comments: The Masked Man uses this attack only if you revive a party member.

Strategy

Before this battle, increase Lucas's max PP as much as possible with whatever weapons and armor you have. Give him your leftover mementos as well (thanks to: **J. Lexi**). If you need the item storage guy, he can be found south of Dr. Andonuts.

This is a purely defensive fight, so just *guard* in each round. Use **Lifeup *gamma*** (16 PP) when Lucas's HP rolls down to about 100 (or 50 if you're fast). To play it absolutely safe, wait until Lucas's HP counter reaches max before resuming the fight.

Lucas:

- *Guard*
 - Lifeup *gamma* (16 PP) when the HP counter falls to 100 or below
-

Walkthrough

Cave of the Future

When you regain control of the party, talk to Flint.

```
"Lucas.  
There's something I need to check.  
Can you let me go ahead of you?  
  >Yes      >No" (If you answer "no," Flint asks again)  
  
Thanks.  
Don't ask me why.  
If it feels like I've been gone for too long,  
you can keep going."
```

When Flint leaves, attempt to move forward. Kumatora stops you and asks if you intend to go. Keep going.

As you approach the bottom of the cave, you'll see a small object lying on the ground. It's the doorknob Thomas broke off of Flint's door in Chapter 1. You can examine it, but Lucas will accidentally drop it.

Examine the gift box to recover the party. The hot spring in the box can be examined at any time to recover HP/PP.

If Kumatora is close to level 60, stay near this gift box and level her up until she learns **PK Ground** (43 PP). You might also want to level up Lucas until he learns **Healing omega** (30 PP) at level 56.

The only enemies that appear here are the **Fenomeno** and the **Minerali**. Both enemies can inflict about the same amount of damage, but the Fenomeno is easier to defeat. Try to engage the Fenomeno over the Minerali because the Fenomeno has an easier song to combo with. If you can't combo, use **PK Freeze beta** (10 PP) in the first round; use the **Siren Beetle** in the first round as well when facing the Minerali. Use up any leftover bombs because they aren't very useful later in the game.

Keep going until you catch up to Flint:

```
"That, that Masked Man...it was Claus.  
Lucas...  
It was Claus, your brother.  
I don't know why he's obeying this Poriky person,  
but as a father  
I was finally able to find my dear lost son.  
Lucas.  
Be happy.  
We finally found your brother."
```

Repeatedly talk to Flint to see a hidden piece of silly dialogue.

There is a gift box to the west containing a **Real Bat**. This weapon for Lucas increases Offense by 100 and max PP by 50.

Poriky

When you reach a ladder, make sure everyone is near max HP. Give Boney your best food and PP recovery items. **Poriky** meets you at the top.

```
"Stop, stop, stop, stop, stooooooooop.  
  
*Coughcoughcoughcough*  
I really can't play with you anymore.  
I don't want to let you go any farther.  
Don't worry about the Needle.  
My adorable monster is on its way to pull it.  
*Wheeze wheeze pant pant*  
  
...What?  
Its name is Claus?  
That monster  
had a name like Claus?!  
That sounds just like a person.  
But now its my robot. It has no trace of life.  
It's a robot slave that does whatever Mr. Poriky says!  
It moves only by my will.  
It's a part of me.  
It says it has no idea who you are!  
*Cough cough*"
```

In the first round, use **Counter omega** (28 PP), **Offense Down alpha** (7 PP), and the **Scary Mask**. In the second round, use **Offense Up omega** (18 PP), **Defense Down alpha** (7 PP), and the **Tickle Feather**. Boney should *guard* in the first round.

Attack with **PK Ground** or Kumatora's strongest version of **PK Thunder** as much as possible. If you can't combo and you're low on PP recovery items, Kumatora might not have enough PP to last the fight. In that case, have Kumatora focus on recovery until Poriky starts talking.

The first half of this fight should be easy. After the 3rd time Poriky talks (he mentions the dragon), he starts throwing what looks like bombs to inflict about 150 HP of damage to 1, 3, or 4 party members. Try to keep everyone's HP near max at that point. Have Boney use food when someone is in danger of falling to 0 HP, and remember that *guarding* slows the descent of the HP counter.

During the fight, Porky reveals that he can't die no matter how much you attack him. While traveling through time, his body aged many years, but his mind remained in its juvenile state. Because of his supposed immortality, Porky believes only he and the dragon will remain after the Masked Man pulls the final needle.

Once Porky's machine breaks down, he retreats into his "Absolutely Safe Capsule," a device Porky tricked Dr. Andonuts and the Mr. Saturns into making. Porky is impervious to all attacks while in the capsule, and the fight automatically ends after 2 rounds.

Dr. Andonuts then appears and explains that, though the capsule is absolutely safe, it prevents its occupant from affecting the outside world and from leaving the capsule.

The Final Needle

Increase Lucas's max PP as much as possible with whatever weapons and armor you have. Give him your leftover mementos as well (thanks to: **J. Lexi**). If you need to talk to the item storage guy, you can find him south of Dr. Andonuts.

When you reach the final needle, the [[Masked Man]] strikes the party with lightning. Kumatora, Duster, and Boney fall unconscious, but Lucas survives because of his Franklin Badge.

This is a purely defensive fight. Now that Lucas knows the Masked Man's identity, he can't bring himself to attack. Just *guard* and use **Lifeup gamma** (16 PP) when Lucas's HP rolls down to 100 (or 50 if you're fast). To play it absolutely safe, wait until Lucas's HP counter reaches max before resuming the fight.

As the battle progresses, Hinawa starts to interrupt the fight and tries to reach Claus.

Lucas

You heard your name being called from somewhere.

Claus

It was Hinawa's voice.

It did not reach the Masked Man.

Claus, stop it
You're not Porky's robot
You're our child!

The Masked Man looked around.

The Masked Man tried PK Love *omega*!

Flint:

"Lucas! Watch out!"

Flint jumped in front of Lucas!

The Masked Man's attack inflicted heavy damage to Flint.

Flint:

"Claus, wake up.

Claus,
I've been looking for you for so long."

The Masked Man tried PK Love *omega*!

Flint suffered heavy damage.

Flint could not get back up.

Lucas attacks!

Lucas
You stop
fighting first

Hinawa's voice echoed with sadness.

Claus
You and Lucas
are brothers

Can you hear me?
You are Claus
Your name is Claus
You're our child

Please
remember!

Lucas
Claus

[Flashback]

Blessed with two kids at the same time.

If there's something they can't do alone
they'll probably be able to do it together.

I bet they're going to fight a lot.

I'm sure they'll help each other too.

Claus and
Lucas...

We'll probably keep mixing them up
until they get older.

Claus and
Lucas...huh.

How do you want us to raise them?

I want them to be thoughtful and kind, just like you...

Oh.
I want them
to be thoughtful and kind, like you.

That's what I'm saying.

Claus.
Lucas.

I'm counting on you.

"Lucas didn't know what to do."

"The Masked Man stared at Lucas."

"Lucas's heart ached with pain."

"The Masked Man covered his ears."

"Lucas felt like crying."

"The Masked Man closed his eyes."

Claus...
Claus...
Come to your mother

You must be tired
Come here Claus

"The Masked Man looked around,
as if he was searching for something."

"The Masked Man showed his face.
His face looked just like Lucas.
It was Claus."

"Claus fired a powerful lightning bolt!
Lucas's Franklin Badge reflected the lightning bolt!
Claus suffered mortal damage!"

"Claus approached Lucas.

Claus embraced Lucas.

Lucas remembered Claus's scent."

Claus:

"I'm sorry this all happened, man.
I'm so happy you're with me in the end.
Thanks.
Dad.
I'm sorry.
I didn't listen to you.

I'm going to where mom is.
Lucas.
I hope, you know,
we can see each other again.

Bye.
Thanks.
I'm sorry.
We can see each other again, right?"

"Claus fell into a long sleep."

Flint:
"Lucas...thanks.
Claus was just a little reckless.
You'll forgive your reckless brother, right?
...
Okay,
It's time for you to pull the final needle.
Are you ready?
>Yes >No

Yes:
| Hinawa and Claus have placed their fates into your hands.

No:
| You made it this far.
| You'll be fine.

Believe in yourself, and pull the last needle.
Nothing should be left sealed anymore.
Let's join with the dragon held underground.
Give your heart to the dragon!
Plead for the protection of life in this world with your heart.
Me and everyone else, we all...
we all believe in you.
Now you have to believe in yourself.
Alright, the dragon is eager to wake up."

Your life,
and the lives of everyone who believes in you.
Will you stake everything and pull the needle?
>Yes >No (It does not matter what you answer)

The Ending

After the final scene, the screen goes blank and the word "End?" appears. Use the **D-Pad** to move the "End?" around the screen, and various characters start talking to you, the player. Keep moving the "End?" to read all the dialogue and watch the credits.

Ow, ow!

Watch where you're stepping!
What are you, blind?

Everything's fine.
This isn't a dream.

It's a miracle, a miracle.
It looks like everyone is safe.

I thought everything was destroyed
but everyone is still alive!
This can only be a miracle.

Did the dragon's revival give strength to all life...

That was pretty scary, though.
But is that what they mean by, "Danger passed, God forgotten?"
Anyway, everyone is alive and kicking.

Boy, that was a scary story.

Are you, by chance, [player's name]?
You're OK!
Oh good, good.
Hey, everyone!
[Player's name] is here and doing fine!

[Player's name]!
Lucas wanted to see you.

[Player's name], thanks for everything you've done.
You saved Lucas and his friends.
If it weren't for you, this world might have been messed up.

To be honest, when Lucas pulled the last needle, I was so scared I didn't know what to do.
I believed in him.
I believed in him, but I was so scared I felt like my body was going to fall apart and be blown away.
But look!
Everyone, everyone and anyone, all of us...
we're all fine!
We've regained something incredibly big!

Man, these tears won't stop for some reason.
What's with this feeling.
I wonder what this feeling is.

I've never seen Kumatora cry before.
She's reaaal cute, now that I look at her.

Whoa, whoa, whoa, whoa.
You're stepping on me!
You're stepping on me!
A mole cricket is a life too, you know!

Tap tap
Heh, heh, heh.
Guess who's poking your back?
I'm Wes.
I didn't poke your back.

I'm Alec, but I'm not poking your back.
It was Wes, even though he says it's not him.
We're both fine.
We're fine, right?

Oxygen?

Have we met somewhere before?
Me? My name is Rope Snake...
I'm planning to live the quiet life now as Snake Rope.
Feel free to talk to me if you ever feel any sympathy.
Say, "Thanks."
Say, "Your jaw came in real handy."
"A normal snake couldn't do what you did.
A plain 'ol rope couldn't do what you did either."
This has turned into a long talk with just a Snake, but with that I give you my regards.
It was [player's name], right?
I'll be sure to etch that name into my heart.
Have a good year!
Have a good year!

Boing
With my job of saving done,
I think I'll go take care of the tadpoles from now on.
It was nice working with you.
No, I was working for you.

i fEll.
mY noSe HiT grOuNd wHeN i fEll.

Woof!
(I'm fine too!)

[Pig army theme plays]
You touched something rumbling.
The thing is happily rocking back and forth.
It looks like something is inside, but you're not sure what.

Your feet hit something small and round...
It's a doorknob.
You obtained a doorknob!

Hey!
[Player's name]!
Thank you.
Not sure why,
but I feel extremely grateful anyway.

Thanks for everything.

I wish we could be together forever.
We just met, and now we have to say goodbye.

Everyone in this world
is safe
thanks to you.
Thank you.
[Player's name].

Hee hee.
It was fun.
[Player's name]!

Let's meet again.
We can see each other as many times as we want.

[Player's name]!

Byeeee!

How is your world?
I think we'll manage on our side somehow...
Is everything OK on your side?

Take care of your world, [Player's name]!

Thank you.

Good bye.

Bye.

Bye byeeee.

Thanks so much!

Come again, alright!

Thanks.

[Player's name]!
We can see each other again, right?

Don't forget us.

Good bye.

Thanks.
We had a lot of fun.

...

Thanks...

End of Chapter 8

Appendices and Indexes

Secrets

This section lists some helpful secrets. Everything in this section can be found in the main walkthrough but is grouped here for easier reference.

Chapters 1 - 7

Unlimited Thunder Bombs

There is a gift box containing a **Thunder Bomb** hidden behind Wes and Duster's house in east Tazmily. Their house is across the bridge and up the ridge to the north; the gift box is hidden behind the left side of the house. This gift box refills every time you enter the Crossroad, the area north of the village square.

Chapter 1

Better Stick at Thomas's Bazaar

The **Better Stick** is a weapon for Flint that occasionally appears at **Thomas's Bazaar** in the village square. It's the best weapon Flint can get in Chapter 1.

Rare Enemy: Soot Dumpling

Purpose: earn 1000 experience points

A rare enemy called the **Soot Dumpling** occasionally appears in front of Lighter's collapsed house after daybreak. The Soot Dumpling simply rolls back and forth and can be easily approached from behind, though it disappears if you run towards it.

The Soot Dumpling has very low Offense but incredibly high Defense. As such, you'll likely inflict only 1 HP of damage to each other. It has about 36 HP and disappears after a few rounds, so you must combo or throw an **Ancient Banana** from **Thomas's Bazaar** to defeat it (thanks to: **tnktnk**). Bombs have no effect, and Power Smash inflicts only 2 HP of damage at most.

Rare Enemy: Beanling

Purpose: earn 538 exp. points

The **Beanling** is a rare enemy that appears in Sunshine Forest after daybreak. It can be found in the first burnt part of the forest; check the northern half of the area. As far as I know, the Beanling doesn't appear in any other part of the forest.

Chapters 4 - 7

Rare Enemy: Black Beanling

Purpose: earn 16,080 experience points (32,160 points with the **Enemy Bufferizer**)

The **Black Beanling** is a rare enemy that appears in Sunshine Forest between Isaac and Lighter's houses (this used to be the first burnt part of the forest in Chapters 1 - 3); check the southern half of the area. Don't hunt for this enemy until Lucas has learned PSI.

This enemy awards 16,080 experience points, which is enough to increase Lucas and Boney's levels by about 13 or 14 at the beginning of Chapter 4.

Chapter 5

Lord Passion and the Mystical Shoes

Purpose: obtain the **Mystical Shoes**, a weapon for Duster (max HP +15, Offense +40, IQ +5, and Speed +7)

Return to Osohe Castle and go to the room where you fought Mr. Passion to meet an even stronger **Lord Passion**. This boss can be fought only in this chapter, and you receive the Mystical Shoes for defeating him. To fight Lord Passion, talk to him and answer "no" when he asks you to listen to his music or compliment his hair.

The 7 Mouse Kids and the Shield Snatcher

Purpose: receive the **Shield Snatcher**, an item that removes an enemy's shield

Near the middle of the Pork Bean Highway is a mouse who asks you to find her 7 kids. The seven kids' locations are:

1. Southwestern most area of the Highway
2. Where you fought the Fierce Pork Trooper
3. Outside the factory
4. Near the northern Energy Station
5. On the suspension bridge
6. In a tunnel east of the Cafe
7. In a room south of the sixth mouse

Once you find the seven kids, talk to the mother again to receive the Shield Snatcher.

Rare Enemy: Bright Smile

The **Bright Smile** is a rare enemy that awards 2000 DP. I've seen it only in the tunnel leading to the southwestern most area of the Pork Bean Highway, but there are probably other places where this enemy appears.

Chapter 7

Mystical Gloves

The **Monkalrus** (a walrus/orangutan hybrid) on Tanehineri Island has a small chance of dropping the **Mystical Gloves**, a weapon for Kumatora (max HP and PP +10, Offense +55, IQ +7, and Speed +5).

Mystical Stick

The **Heftyhead** (a creature with a large head) on Orishimo Mountain has a small chance of dropping the **Mystical Stick**, a weapon for Lucas (max HP and PP +10, Offense +90, IQ +5, and Speed +5).

Rare Enemy: Top Dogfish

Purpose: earn about 3000 DP (**Meteorite** + bank deposit)

The **Top Dogfish** is a rare enemy that always drops Meteorite, an item you can sell for 2500 DP (source: starmen.net). This enemy appears by the pond to the east of the Chimera Lab. I've seen it appear only on the left side of the pond.

Chapters 7 - 8

Awesome Cloak

The [[Pigmask Colonel]] has a small chance of dropping the **Awesome Cloak**, armor for Lucas (Defense +23, max PP +30; reduces damage from Fire, Freeze, and Thunder by about 40%). Only one Pigmask Colonel appears in Chapter 7, but you can fight as many as you want in Chapter 8.

Chapter 8

King Statue

Purpose: earn experience points and receive the **Trivia Card 4**

After exiting the sewers under New Pork City, buy a **New Year's Eve Bomb** from the Pigmask arms dealer in the northeast part of town.

Examine the giant **statue** above the arms dealer 3 times to fight it:

```
"Brilliant, brave, super tough, and slightly chubby.  
A statue of our great leader, Porky.  
  
It feels like the statue is glaring at you.  
  
Respond to the statue's hostility with your own hostility?  
>Yes      >No"
```

The statue can mortally wound the entire party with one attack and has 99,999,999 HP, but the New Year's Eve bomb brings this enemy down to 1 HP. After the fight, talk to the nearby man to receive the Trivia Card 4.

Thomas's Bazaar

The items in Thomas's Bazaar are randomly determined the first time you enter his shop. If Thomas doesn't have what you want, reload the game and wait a few seconds before entering his store again. Once you enter his shop, the available items change only after you trigger a storyline event, such as cut-scenes, boss fights, and required NPC interactions (Thanks to: **tnktnk**).

I've seen the following items in stock:

Better Stick: weapon for Flint (Offense +20). This is the best weapon for Flint in Chapter 1, but it appears pretty rarely.

Flea Charm: armor (*Body*); Defense +5

Running Bomb: 100~120 HP of damage (Bomb Defense) to all enemies on screen.

Ancient Banana: trips a single target and inflicts about 50 HP of damage. This item is useful against a rare enemy called the **Soot Dumping**.

Fresh Milk: turns into **Rotten Milk** in about 1 minute but turns into **Yogurt** (recovers 80 HP) in about 10 to 15 minutes.

Edible Mushroom: recovers about 20 HP.

Innit Tea: recovers about 15 HP.

Nut: give these to Caroline on the west side of the village square for **Nut Cookies** or **Nut Bread**.

Antidote: cures **poison**.

Anti-Paralysis: cures **paralysis**. I don't think any enemy before Chapter 4 can cause paralysis.

The Sound Player

The Sound Player is divided into two screens: the main screen and your favorites list. Select the heart icon in the main screen to place a song into your favorites.

The icons on the main screen should be pretty straightforward, except for perhaps the lock icon. Select the lock icon to disable all the buttons on the GBA or controller. Press **Up**, **Down**, **Left**, **Right** to unlock the buttons.

The icons on the favorites menu are the following:

Remove	Move Up	Move Down	Back	Stop	Play	Forward	Repeat	Shuffle	Lock
--------	---------	-----------	------	------	------	---------	--------	---------	------

Remove: Removes the highlighted song from the favorites list.

Move Up: Places the highlighted song before the preceding song.

Move Down: Places the highlighted song after the following song.

Repeat: Songs loop while this icon is highlighted.

Shuffle: Randomizes the ordering of the songs on the list. There is no way to restore the original ordering of the list other than to manually order each song using **Move Up** and **Move Down**.

Lock: Disables all buttons. Press **Up**, **Down**, **Left**, **Right** to unlock.

Below is starmen.net's translation of all the songs on the Sound Player. This list contains some spoilers.

1. Let's Begin!
2. Fun Naming
3. VOICE1101 ["OK desuka?"]
4. WELCOME!
5. Alec's Log House
6. Mom's Hometown
7. Save
8. I'm a Mole Cricket!
9. Enemy Encounter!
10. Bothersome Guys [Battle 1]
11. You Won!
12. Stand Up Strong [Lose a battle]
13. As You Wish [Main Menu]
14. A Letter to You, Honey
15. Carrier Pigeon
16. Mysterious Flying Object
17. LOG-O-TYPE
18. F-F-Fire!
19. Chapter 1
20. Sound of Siren
21. Together [NPC joins you]
22. To Sunshine Forest
23. Forest Prayer Sanctuary
24. Forest of Flames
25. The Enemy Attacks!
26. Mr. Batty Twist [Battle 2]
27. The Water's Great [Hot Spring]
28. Enter the Pigmasks!
29. Dangerous Guys [Battle 3]
30. Troublesome Guys [Battle 4]
31. What?
32. Back Beat Battle [Battle 5]
33. Gentle Rain
34. Homely Yado Inn
35. Letter from You, My Sweet
36. Hard Rain
37. Let's Go Together!
38. Run, My Dog, Run!
39. Somewhere, Someday
40. Got a...
41. Cautiously
42. Mischievous Blues [Battle 5]
43. Tragic Reconstruction [Reconstructed Caribou battle]
44. Confusion
45. MOTHER3 Love Theme
46. Sorrowful Tazmily
47. Lonely Room
48. In the Room
49. Going Alone
50. Fun Bazaar
51. The Bread's Ready!
52. Beyond Sunshine Forest
53. More Mischievous Blues [Battle 6]
54. Cumbersome Guys [Battle 7]
55. Mambo de Battle [Battle 8]
56. With My Father-in-Law
57. Astonishing March [Battle 9]
58. Magypsy Party
59. Much Better!
60. DANGER
61. More Troublesome Guys [Battle 10]
62. Toppling March [Battle 11]
63. Big Enemy Encounter!
64. Fight with Mecha-Drago
65. Victorious...
66. Level Up!
67. A Long Shadow [Chapter 1 Summary]
68. Chapter 2
69. Passing Down Secrets
70. Mind of a Thief
71. Suspicious Flying Object

72. Huh?
73. Zombeat [Battle 12]
74. Tough Zombeat [Battle 13]
75. Fate [Battle 14]
76. Accelerando [Battle 15]
77. More Cumbersome Guys [Battle 16]
78. Osohe Castle
79. More Dangerous Guys [Battle 17]
80. Back Beat Battle - Hard [Battle 18]
81. And El Mariachi [Battle 19]
82. Dry Guys [Battle 20]
83. Etude for Ghosts [Battle 21]
84. Got Somethin' Good!
85. Ragtime Osohe
86. Mambo de Battle Plus [Battle 22]
87. Serious [Battle 23]
88. Unfounded Revenge [Battle 24]
89. Polterg-g-g-geist [Mr. Passion Intro]
90. Family Matters: 2nd Movement [Mr. Passion Battle]
91. The Room Too Mysterious
92. Fanfare of the Noble Spittoon
93. Morning Already
94. A Master, a Father, a Thief
95. Piggy Guys [Battle 25]
96. Piggy Something [Battle 26]
97. Open Sesame Oil!
98. Open Sesame Tofu! [Wes's dance]
99. Learned PSI!
100. Ode to Ancestors: 8th Movement [Lord Passion Battle]
101. Formidable Foe [Oh-So-Snake Battle]
102. Butch and the Villagers [Chapter 2 summary]
103. Chapter 3
104. Monkey's Love Song [Death Desert]
105. We're Going Together...? [Unfriendly NPC joins you]
106. Bean Bean Pork Bean
107. BzZzT! Even In My Dreams!
108. The Peddler's Grand Speech
109. Monkey's Delivery Service
110. Dance!
111. What Happened?!
112. Laugh! Be Happy! [Salsa's dance]
113. Formidable Foes [Battle 27]
114. Audacious March [Battle 28]
115. Drago!?
116. Thanks, Drago!
117. Something Strange is Going On [Chapter 3 Summary]
118. Love Theme (Reprise)
119. Chapter 4
120. A Railway in Our Village! [Modernized Tazmily Village]
121. Good Morning
122. Reminded
123. Hotel Yado
124. My Wonderful Room
125. Fun Shopping
126. Happy Town? [Modernized Tazmily #2]
127. A Little Elegy [Retirement Home]
128. What's Beyond the Tunnel? [Railroad]
129. Even Drier Guys [Battle 30]
130. Murasaki Forest
131. Whew, Hauling is Hard Work
132. Good Work
133. Stringendo [Battle 31]
134. Ride the Ropeway
135. Club Titiboo Theme
136. Big Shot's Theme [DCMC's performance]
137. Girl's Room
138. Shower Time Ballad
139. The Attic's a Dungeon?!
140. Intense Guys [Battle 32]
141. A 16-Beat Attack! [Battle 33]
142. A Marching Attack! [Battle 34]

143. Rock and Roll (Mild) [Battle 35]
144. Rock and Roll (Spicy) [Battle 36]
145. Lucky's Room [Tamekichi's Room]
146. Bon Voyage, Amigo
147. What's That?!
148. Chapter 5
149. Oh No!
150. Dangerous Highway
151. Pork Bean Outta Gas
152. Parking Area: Dur-T Cafe
153. White (Owner's Recommendation)
154. Fairies (Neckbeard's Recommend.)
155. Resolve (Gum Guy's Recommend.)
156. Blessing (Skinhead's Recommend.)
157. Adolescence (Toilet Cow's Rec.)
158. Wasteful Anthem [Battle 37]
159. His Highness' Playroom
160. His Highness' Memory: 2S [Mother 1+2 Drugstore; aka Humoresque of a Little Dog]
161. His Highness' Memory: 2H [Mother 2 Hotel Theme]
162. MROB-6720M [Battle 38]
163. GENE163-1425 [Battle 39]
164. Aria of Unease [Chapter 5 Summary]
165. Chapter 6
166. Sunflowers and Illusions
167. Name These Children
168. Mother?!
169. A Tiny, Enormous Miracle
170. Chapter 7
171. Right Left Right Reft
172. Quite the River
173. Magypsy's Home, Sweetie-Pie
174. Magypsy's Gone, Cutie-Pie
175. Razor and Lipstick
176. And Yet, El Mariachi [Battle 40]
177. Close Your Eyes, Sugar
178. She Was Like a Sunflower
179. Let's Ride the Train!
180. The Green Train's Fun, Too!
181. It's Chimera Research
182. Pink Shell
183. Pulling of the Needles
184. More Audacious March [Battle 41]
185. Mole Cricket Elder [Mole Cricket Hole]
186. Snowman
187. His Highness' Theme [Pig army theme]
188. Smashing Song of Praise [Battle 42]
189. A Flying Whatchamacallit
190. Mr. What's-His-Nose
191. Mr. Saturn's Theme Z
192. Tragic Security [Battle 42]
193. Hustle for Pride [Battle 43]
194. War of the Words
195. we humming
196. Volcano! Inferno!
197. Fassad and Interpreter
198. Coffee Break
199. Got Somethin' Great!
200. Beachcombing [Summers remix]
201. O2 in Love [Seabed]
202. Tanetane Island [Tanehineri Island]
203. Red-Green-Yellow-Yellow [Mushroom high]
204. Is it Just Me or Are You Gorgeous?
205. Strong One [Battle 44]
206. And Then There Were None [Abandoned Tazmily]
207. Is Anyone There?
208. Like Looking for Dropped Pickles
209. Chupichupyoi for World Heritage
210. Who?
211. Strong One (Masked Man)
212. True WELCOME!
213. Life's an Inner Turn Radius [Limo ride]

- 214. NPC LOVES YOU! [Chapter 8 intro]
- 215. Chapter 8
- 216. Isn't This Such a Utopia?! [New Pork City]
- 217. Blip-Blip High Score
- 218. No Eating Crackers in the Cinema
- 219. Beauty and Tasty
- 220. New Pork Bossa
- 221. Absolutely Filthy Apartments
- 222. Leder's Gymnopedie
- 223. Afro Bam-Babam
- 224. Hey, Brother! Gimme an A!
- 225. Theme of DCMC
- 226. Samba de Cambo
- 227. Hippos [Empire Porky Building: Hippo Launcher floor]
- 228. Rain, Followed by a Harem [Gathering room for Porky's fans]
- 229. Refreshing Toilets [Bathroom floor]
- 230. Under Construction... [Construction floor]
- 231. Automated... [Laboratory floor]
- 232. Even More Intense Guys [Battle 45]
- 233. Mini-Porky's Entrance
- 234. Try Kind of Hard!
- 235. And... Stop!
- 236. Natural Killer Cyborg
- 237. Time Passage [Mother 1 Title Theme]
- 238. A Certain Someone's Memories [Pollyanna]
- 239. I am Porky
- 240. Porky's Porkies [Porky 0X battle]
- 241. Burst-In Rock 'n' Roll
- 242. Master Porky's Theme
- 243. Absolutely Safe Capsule
- 244. Battle Against the Masked Man
- 245. Memory of Mother
- 246. It's Over
- 247. Phantasmagoric [Ending scene]
- 248. Curtain Call [Cast of characters]
- 249. 16 Melodies (Beginning) [Credits]
- 250. Memory of Life

Gift Box Index

The "Crossroad" refers to the field north of the village square. Items not found in gift boxes but still obtainable for free are also listed here.

Chapter 1

Tazmily Village

Item	Description	Location
Nut Bread (x3)	Recovers 30 HP	Northeast of Flint's house
		Northwest corner of the Crossroad
		West side of the village next to the tent
Edible Mushroom (x2)	Recovers 20 HP	Southeast corner of the Crossroad
		West side of the village on the beach
Antidote	Cures poison	In the Inn (Yado)
Peculiar Cheese	Recovers 60 HP for Flint, 20 HP for Boney	Eastern edge of the village
Thunder Bomb	85~95 HP of damage (Lightning Defense) to all enemies on screen	Behind Duster and Wes's house on the eastern edge of the village

Sunshine Forest

Item	Description	Location
Nut Bread (x2)	Recovers 30 HP	First burnt area
		In the cave up on the damaged cliffs
Aries Bracelet	Armor (<i>Other</i>); Defense +3	Outside Isaac's house near the hot spring
Antidote	Cures poison	In Isaac's house near the hot spring (unlimited amount)
		Second burnt area, to the south
Beef Jerky (x3)	Recovers 60 HP	Second burnt area, to the north
		In the cave up the damaged cliffs

		On the riverbank
Mini-Mini Charm	Armor (<i>Body</i>); Defense +2	Second burnt area, to the north
Aquarius Bracelet	Armor (<i>Other</i>); Defense +5	In the area past the riverbank

Dark Cave

Item	Description	Location
Beef Jerky	Recovers 60 HP	At the bottom of the hole
Running Bomb	100~120 HP of damage (Bomb Defense) to all enemies on screen	At a dead-end before the first vine

Mountain Top

Item	Description	Location
Beef Jerky (x4)	Recovers 60 HP	In the cave where the Pig soldiers are resting
		On the riverbank (x2)
		In the final area past the riverbank
Sprinting Bomb	140~160 HP of damage (Bomb Defense) to all enemies on screen	On the east side of the river
Fresh Lumber	Weapon; Offense +16, Speed -4	On the west side of the river
Nut Bread	Recovers 30 HP	In the final area past the riverbank

Chapter 2

Graveyard

Item	Description	Location
Beef Jerky	Recovers 60 HP	In the gravedigger's house
Peculiar Cheese	Recovers 60 HP for Duster	
Running Bomb	100~120 HP of damage (Bomb Defense) to all enemies on screen	Secret passage under the gravedigger's house
Nut Bread	Recovers 30 HP	

Osohe Castle

Item	Description	Location
Rotten Milk (x2)	Turns into Yogurt (recovers 80 HP) in 10~15 min.	3F, near where Duster enters the castle
		1F kitchen
Fresh Mint (x2)	Cures nausea	On the stairs between 1F and 2F
		1F, above the hot spring
Battle Memory	Practice fighting any enemy you've encountered	1F; from the main hall, go north and enter the second-to-the-left door
Beef Jerky	Recovers 60 HP	1F kitchen
Chick Bandana	Armor (<i>Head</i>); Defense +5	2F; from the hall decorated with knight statues, enter the first door
Osohe Sketch	Map of the castle; press R to view	2F kitchen
Sprinting Bomb	140~160 HP of damage (Bomb Defense) to all enemies on screen	The Strawberry Slime in the 2F kitchen
Aquarius Bracelet	Armor (<i>Other</i>); Defense +5	3F, south from the gap
Durable Shoes	Weapon for Duster; Offense +12	3F, in the room with the Ghost Knight
Flea Charm	Armor (<i>Body</i>); Defense +5	Stairs between 5F and 6F
Magic Gelatin	Recovers 20 PP	7F
Sprinting Bomb	140~160 HP of damage (Bomb Defense) to all enemies on screen	8F, in the broom room
Beef Jerky	Recovers 60 HP	
Magic Tart	Recovers 30 PP	9F, in front of the double doors

Chapter 3

Death Desert

Item	Description	Location
Beef Jerky (x2)	Recovers 60 HP	Northwest of the oasis
		Southern edge of the desert
Nut Bread	Recovers 30 HP	South of the oasis
Running Bomb (x2)	100~120 HP of damage (Bomb Defense) to all enemies on screen	Southwest of the oasis

		Next to a pile of bones in the southern area of the desert
Bug Spray	Inflicts about 300 HP of damage to a single Bug type enemy	East of the Running Bomb in the southern area of the desert
Flea Charm	Armor (<i>Body</i>); Defense +5	Defeat the Great Antlion that has a Save Frog trapped near the middle of the desert
Aquarius Bracelet	Armor (<i>Other</i>); Defense +5	Northwest of the round, white building

Underground Highway

Item	Description	Location
Underground Map	Map of the Underground Highway; press R to view	At the bottom of the elevator
Bug Spray (x2)	Inflicts about 300 HP of damage to a single Bug type enemy	At the bottom of the elevator
		In the last room before the Village
Beef Jerky	Recovers 60 HP	Next to an Instant Revitalizing Device
Ancient Banana	Trips an enemy to inflict 50 HP of damage	
Nut Bread	Recovers 30 HP	In the tank hangar
Chick Bandana	Armor (<i>Head</i>); Defense +5	
Running Bomb	100~120 HP of damage (Bomb Defense) to all enemies on screen	In the last room before Tazmily Village
Mosquito Charm	Armor (<i>Body</i>); Defense +7	Defeat the Goey Goos

Tazmily Village

Item	Description	Location
Nut Bread (x4)	Recovers 30 HP	Dance for the blonde innkeeper
		Dance for Caroline, the baker in the village square
		In the cave east of the Crossroad (x2)
Nut Cookie	Recovers 15 HP	Dance for Mike in Thomas's Bazaar
Thunder Bomb	85~95 HP of damage (Lightning Defense) to all enemies on screen	Behind Duster's house; this gift box refills each time you enter the Crossroad
Rotten Milk	Turns into Yogurt (recovers 80 HP) after 10 or 15 min.	In the cave east of the Crossroad
Nut (x7)	Recovers 5 HP; can be made into Nut Bread or Nut Cookies by Caroline	

Osohe Castle Basement

Item	Description	Location
Pisces Bracelet	Armor (<i>Other</i>); Defense +7	At the bottom of the long ladder into the basement
Beef Jerky (x2)	Recovers 60 HP	From the Pisces Bracelet, climb the upper stairs
		On the bottom level
Ancient Banana	Trips an enemy to inflict 50 HP of damage	On the bottom level

Chapter 4

Tazmily Village

Item	Description	Location
Trivia Card 1	Read Pigmask's a trivia question	In the Inn
Thunder Bomb	85~95 HP of damage (Lightning Defense) to all enemies on screen	Behind the retirement home (Duster's former house); this gift box refills whenever you enter the Crossroad
Dolphin Ossicle	Sell for 5 DP	On the beaches to the west
Reggae Beat	No use	
Beef Jerky	Recovers 60 HP	In the Crossroad, southeast of the train station
Sprinting Bomb	140~160 HP of damage (Bomb Defense) to all enemies on screen	In the Crossroad, northeast of the train station
Bread Roll	Recovers 60 HP	In the Crossroad, northwest of the train station

Sunshine Forest

Item	Description	Location
Beef Jerky	Recovers 60 HP	Outside Isaac's house near the hot spring

Pisces Bracelet	Armor (<i>Other</i>); Defense +7	In the area past Isaac's house, behind a Grated Yammonster , which you don't need to fight
Peculiar Cheese	Recovers 60 HP for Lucas, 20 HP for Boney	In the area past Isaac's house
Baked Yam	Recovers 40 HP	From the first Really Flying Mouse , go west into the next area, and then turn south
Sprinting Bomb	140~160 HP of damage (Bomb Defense) to all enemies on screen	Far north of the Baked Yam
Bread Roll	Recovers 60 HP	Northwest of the Sprinting Bomb
Waltz Rhythm	No use	On the riverbank

Osohe Castle

Item	Description	Location
Rotten Eclair	Trade for Beef Jerky	Talk to a ghost in the 2F dining room
Dolphin Ossicle	Sell for 5 DP	Talk to the same ghost in the dining room again
Beef Jerky	Recovers 60 HP	Trade a Rotten Eclair with a ghost on the third floor

Train Tracks

Item	Description	Location
Bread Roll (x2)	Recovers 60 HP	Second area
		At the end of the train tracks, near the station
Sprinting Bomb	140~160 HP of damage (Bomb Defense) to all enemies on screen	Across a short bridge
Flea Powder	Removes fleas	At the end of the train tracks, near the station

Outside the Factory

Item	Description	Location
Eye Drops	Cures crying	East of the factory
Area Map	Map of the area outside the factory; press R to view	Next to the Ropeway
Fireworks	No use	East of the Ropeway

Club Titiboo: Underground Passage

Item	Description
Made-You-Look	Makes an enemy turn around
Saltwater Gun	Damages mechanical enemies and mechanical chimeras

Club Titiboo: Attic

Directions to some gift boxes are described by the color-coded doorways on the Attic Map.

Item	Description	Location
Attic Map	Map of the attic	Go through the first doorway from the entrance
Magic Tart	Recovers 30 PP	Go through the first blue doorway, then enter the brown doorway on the right
Antidote	Cures poison	Go through the first blue doorway, then enter the brown doorway straight ahead
Bug Spray	Inflicts about 300 HP of damage to a Bug type enemy	Just before the 2nd blue doorway
Bag of Big City Fries	Recovers 70 HP	From the room in the northeast corner, go through the brown doorway
Sprinting Bomb	140~160 HP of damage (Bomb Defense) to all enemies on screen	Room in the northeast corner
[[Wonderful Thing]] (x3)	Instantly recovers 50 HP/PP; revives anyone at 0 HP	Room in the southeast corner
Peculiar Cheese	Recovers 60 HP for Lucas, 20 HP for Boney	Talk to the elderly mouse in the room in the southeast corner
Nut Bread	Recovers 30 HP	
Magic Gelatin	Recovers 20 PP	Room near the center, on the way to the exit

Chapter 5

Mole Hole

Item	Description	Location
------	-------------	----------

Capricorn Bracelet	Armor (<i>Other</i>); Defense +9	Fall through the hole to the right near your starting point
Pencil Rocket	230~250 HP of damage (Bomb Defense) to all enemies on screen	
Beef Jerky	Recovers 60 HP	

Bottom of Thunder Tower

Item	Description
Bag of Pork Chips	Recovers 50 HP
Secret Herb	Cures all status effects or revives someone at 0 HP to 25% of max HP

Clayman Factory

Item	Description	Location
Secret Herb	Cures all status effects or revives someone at 0 HP to 25% of max HP	Talk to a Pigmask to the left of your starting point
Boogie Woogie Rhythm	No use	First room

Pork Bean Highway

Item	Description	Location
Highway Map	A map of the highway; press R to view	From the Pork Bean crash site, enter the tunnel to the northeast
Chic Gloves	Weapon for Kumatora; Offense +23	Near the center of the highway
Shield Snatcher	Removes an enemy's shield	Find the mouse's 7 kids
Secret Herb	Cures all status effects or revives someone at 0 HP to 25% of max HP	Northwest of the Chic Gloves
Gemini Bracelet	Armor (<i>Other</i>) for Lucas; Defense +12, Offense +10	Southwest corner of the highway
Doggy Biscuit	Recovers 60 HP for Boney; trade with a stray dog by the northern energy station for a Pencil Rocket	Next to the southern energy station
Brown Collar	Armor (<i>Body</i>) for Boney; Offense +20, Defense +20	West of the Cafe
Knit Sweater	Armor (<i>Body</i>); Defense +8; recovers 1 to 3 HP per turn	Repeatedly talk to Leo in the cave east of the Cafe

Thunder Tower

Item	Description	Location
Tower Sketch	Map of Thunder Tower; press R to view	1F, near the entrance
Cow Hat	Armor (<i>Head</i>); Defense +10	1F, in the southern room marked by a lightning icon on the map
DCMC Pamphlet	Use during battle to immobilize Pigmasks out of jealousy	1F, in the northwest corner room
Pencil Rocket	230~250 HP of damage (Bomb Defense) to all enemies on screen	1F, in the northeast corner room
Trivia Card 2	No purpose	On the roof of the Thunder Tower base
Friend's Yo-yo	Weapon; Offense +30, Speed +5	Defeat Li'l Miss Marshmallow in King P.'s room
Saltwater Gun	Damages mechanical enemies and mechanical chimeras	King P.'s room
Secret Herb	Cures all status effects or revives someone at 0 HP to 25% of max HP	
Made-You-Look	Makes an enemy turn around	

Chapter 7

Underground Passage

Item	Description
Beef Jerky	Recovers 60 HP
Rotten Milk	Turns into Yogurt (recovers 80 HP) after 10~15 min.
Magic Tart	Recovers 30 PP

Train Tunnel

Item	Description	Location
Super Bomb	450~480 HP of damage (Bomb Defense) to all enemies on screen	Behind the previously closed gate
Luxury Banana	Recovers 120 HP	

Outside the Chimera Lab

Item	Description	Location
Fresh Egg	Turns into a Chicken or a Hot Spring Egg	Hot spring west of the Chimera Lab
Saltwater Gun	Damages mechanical enemies and mechanical chimeras	Along the west wall of the Chimera Lab
Magic Tart	Recovers 30 PP	Northwest of the Chimera Lab

Chimera Lab

Item	Description	Location
Chimera Lab Map	Map of the Chimera Lab; press R to view	2F, a few rooms ahead of the locker room
Saltwater Gun	Damages mechanical enemies and mechanical chimeras	1F, in the projector room
Bomb	320~350 HP of damage (Bomb Defense) to all enemies on screen	1F, in the southwest freezer room
Secret Herb	Cures all status effects or revives someone at 0 HP to 25% of max HP	2F, in front of the west elevator
Doggy Biscuit	Recovers 60 HP for Boney	2F, in the southwest corner room
Enemy Wimperizer	Halves an enemy's Offense, Defense, and awarded experience points	3F locker
Edible Mushroom	Recovers 20 HP	
Pork Stew	Recovers 100 HP	Basement
Enemy Bufferizer	Doubles an enemy's Offense, Defense, and awarded experience points	Talk to the scientist in the skeleton room after Salsa joins you
Offense Spray	Offense +40% for a fight	1F, examine the shelves in the room in front of the middle elevator, after Salsa joins you
Defense Spray	Defense +40% for a fight	2F, examine the shelves in the room across from the hot spring, after Salsa joins you
Bug Spray	Inflicts 300 HP of damage to a Bug type enemy	

Magypsy's House

Item	Description	Location
Magic Gloves	Weapon for Kumatora; Offense +30, max PP +10	Southwest of the Magypsy's house

Snowy Mountain

Item	Description	Location
Double Jerky	Recovers 160 HP	Up the first slope
Cancer Bracelet	Armor (<i>Other</i>); Defense +20	At the first fork, go downhill

Valley

Item	Description	Location
Black Collar	Armor (<i>Body</i>) for Boney; Offense/Defense +30; reduces damage from Fire, Freeze, and Thunder by 20%	Northwest corner, up the small ladder
Good Kid's Shirt	Armor (<i>Body</i>) for Lucas; Defense +17, IQ +10	Southeast house
Strawberry Tofu	Recovers 120 HP	Northwest house
Silver Dragonfly	No purpose	
Cup of Lifenoodles	Cures all status effects or revives someone at 0 HP to max HP	Next to a hot spring

Volcano

Item	Description	Location
Pencil Rocket	230~250 HP of damage (Bomb Defense) to all enemies on screen	Northwest of the entrance
Double Jerky	Recovers 160 HP	North of the entrance, before 2 Pigmasks
Cup of Lifenoodles	Cures all status effects or revives someone at 0 HP to max HP	Near the end of the first area; guarded by a Mrs. Lava
Secret Herb	Cures all status effects or revives someone at 0 HP to 25% of max HP	Middle of the 2nd area
Saltwater Gun	Damages mechanical enemies and mechanical chimeras	In a cave on the south side of the 2nd area
Luxury Banana	Recovers 120 HP	In a cave on the west side of the 2nd area

Sea Floor

Item	Description	Location
Virgo Bracelet	Armor (<i>Other</i>) for Kumatora; Defense +26, max PP +10	From the first merman oxygen machine, descend the ladder to the southwest
Sea Floor Map	Map of the seabed; press R to view	Southeast of the first oxygen machine
[[Awesome Crown]]	Armor (<i>Head</i>) for Lucas; Defense +20, max PP +30	See [[Awesome Crown]]
Magic Tart (x3)	Recovers 30 PP	In the 2nd area, on the east path
		4th area, down one of the ladders
		In the 5th area, east from a Save Frog
Double Jerky	Recovers 160 HP	In the 2nd area, on the east path
Cup of Lifenoodles	Cures all status effects or revives someone at 0 HP to max HP	In the 3rd area, south of the first working oxygen machine
Hermit Crab Shell	Return this to the Hermit Crab in the second area for 1000 DP	In the 4th area, down one of the ladders
Bomb	320~350 HP of damage (Bomb Defense) to all enemies on screen	
Magic Pudding (x2)	Recovers 40 PP	In the 4th area, down one of the ladders
		In the 5th area, near an oxygen machine
Trivia Card 3	No purpose	In the 4th area, down one of the ladders

Tanehineri Island: Jungle

Item	Description	Location
Luxury Banana	Recovers 120 HP	North of the first Wes
Cup of Lifenoodles	Cures all status effects or revives someone at 0 HP to max HP	East of the first Wes
Magic Pudding	Recovers 40 PP	West of Yoshikoshi/Violet
Alligator Hat	Armor (<i>Head</i>) for Lucas and Boney; Defense +20; protects from fleas	Next to the second Claus
Fairy Ribbon	Armor (<i>Head</i>) for Kumatora and Boney; Defense +18; prevents sleep	Next to the third Claus
Bug Spray	Inflicts 300 HP of damage to a Bug type enemy	Behind Salsa

Tanehineri Island: Hilltop

Item	Description	Location
Mambo Rhythm	No use	Near the cave exit
Vigor Stick	Weapon for Lucas; Offense +50	Before crossing the first bridge, go west
Swallow Bandana	Armor (<i>Head</i>) for Duster; Defense +20	Across the bridge going east

During the Pickle Search

Each sparkle Boney picks up while searching for the Jar of Yummy Pickles can be 1 of 3 or 4 possible items. As you might expect, the best possible items appear pretty rarely. If you're playing on an emulator, save your state before showing something to Lucas; if you don't get what you want, reload your state and wait a few seconds before talking to Lucas again.

Item	Description	Location
Something hard	Made-You-Look	Closest to the entrance
	Enemy Bufferizer	
	Super Bomb	
Something tasty looking	Nut Bread	Near the middle of the area
	Rotten Eclair	
	Peculiar Cheese	
	King Burger	
Something soft	Fresh Mint	Near Duster
	Recollection Bell	
	Secret Herb	
Something small	Pumice Charm (Defense +23)	Near Kumatora
	Heavy Charm (+26)	
	Thud Charm (+30)	
Jar of Yummy Pickles	Key item	Northwest corner of the area

Orishimo Mountain Cave

Item	Description	Location
Cave Map	Map of the cave; press R to view	Northeast from the entrance
Magic Pudding	Recovers 40 PP	One of the rooms to the west
Goddess Bustier	Armor (<i>Body</i>) for Kumatora; Defense +20, max PP +20; -20% damage from Fire and Freeze	Westernmost room
Striped Collar	Armor (<i>Body</i>) for Boney; Offense/Defense +40; -20% damage from Fire, Freeze, and Thunder	Northernmost room
Cup of Lifenoodles	Cures all status effects or revives someone at 0 HP to max HP	

Magypsy's House

Item	Description	Location
Magic Tart	Recovers 30 PP	South of the Magypsy's house

Chapter 8

New Pork City

Item	Description	Location
City Map	A map of New Pork City; press R to view	The limo driver gives this to Lucas

Sewer

Item	Description	Location
Saltwater Gun	Damages mechanical enemies and mechanical chimeras	In the room next to the hot spring, in the middle trash can
Magic Pudding	Recovers 40 PP	In the room next to the hot spring, in the left trash can

Empire Porky Building: Hippo Launcher Floor

Item	Description	Location
Super Bomb	450~480 HP of damage (Bomb Defense) to all enemies on screen	Partially submerged in the second room
Ultimate Shoes	Weapon for Duster; Offense +82	South of the hostile scientist
Grilled Chicken	Recovers 170 HP	In front of the elevator to the next floor
Cup of Lifenoodles	Cures all status effects or revives someone at 0 HP to max HP	

Empire Porky Building: Bathroom Floor

Item	Description	Location
Attack Attractor	Makes an enemy the target of enemy attacks	In the first hallway, 3rd door from the right
Honey Shower	Inflicts 80~110 HP of damage to a single target; rarely inflicts 810 HP of damage	Second hallway, leftmost door
Red Collar	Armor (<i>Body</i>) for Boney; Offense/Defense +50; -20% damage from Fire, Freeze, and Thunder	Fourth hallway, 2nd door from the left
[[Awesome Ring]]	Armor (<i>Other</i>) for Lucas; Defense +30, max PP +30	Sixth hallway, in the rightmost door which is protected by the Ultimate Chimera

Empire Porky Building: Magypsy Floor

Item	Description	Location
Razor and Lipstick	Automatically revives its carrier	In the Magypsy house
Luxury Banana (x5)	Recovers 120 HP	
Ancient Banana	Inflicts about 50 HP of damage to a single target	

Empire Porky Building: Construction Floor

Item	Description	Location
Favorite Pizza	Recovers 250 HP	North of the first construction workers you see
Angel Gloves	Weapon for Kumatora; Offense +67	Near the elevator to the next floor, on the edge of a girder

Empire Porky Building: Laboratory Floor

Item	Description	Location
King Burger	Recovers 280 HP	From the second room, enter the room to the east, then go to the southeast corner
Magic Cake	Recovers 50 PP	

Canine Weapon	Weapon for Boney; Offense +15	From the King Burger, enter the room to the north
Super Bomb	450~480 HP of damage (Bomb Defense) to all enemies on screen	From the second room, enter the room to the north, then go west
Sagittarius Bracelet	Armor (<i>Other</i>); Defense +45	From the Super Bomb, go through the door to the northeast, then turn south

The Final Cave

Item	Description	Location
Real Bat	Weapon for Lucas; Offense +100, max PP +50	West of Flint

Item List

Aeolia's Memento

エオリアのかたみ (*Eoria no Katami*)

Use: automatically revives its carrier when they fall to 0 HP

Appearance: a razor and lipstick

Alarm Cicada

めざましゼミ (*Mezamashi Zemi*)

Use: wakes up someone **sleeping**

Obtained:

- Chapters 4 - 7: Thomas's shop in the village square
- Chapter 7: Mole Cricket vendor on the **volcano**, **Tanehineri Island**, and **Orishimo Mountain**

Appearance: a cicada with a clock on its back

Alligator Hat

ワニのぼうし (*Wani no Boushi*)

Use: armor (*Head*) for Lucas and Boney; Defense +20; prevents **fleas**

Obtained: gift box in the jungle on Tanehineri Island (Chapter 7)

Aloha Coat

アロハコート (*Aroha Couto*)

Use: armor (*Body*); Defense +8; reduces damage from Fire by about 80%

Obtained: snack cart by the beach in Tazmily Village (Chapter 7)

Appearance: an orange aloha shirt

The Aloha Coat is the best protection from fire in the game. It's useful in a couple of boss fights, but it's low Defense limits its utility. Put it in **storage** when you don't need it.

Ancient Banana

むかしのバナナ (*Mukashi no Banana*)

Use: trips an enemy to inflict about 50 HP of damage

Obtained:

- **Thomas's Bazaar** in the village square
- Chapter 3: Gift box in the Underground Highway
- Chapter 3: Gift box in Osohe Castle's basement
- Chapter 8: Gift box in the Empire Porky Building

Appearance: a rotten banana

Angel Gloves

てんしのでぶくろ (*Tenshi no Tebukuro*)

Use: weapon for Kumatora; Offense +67

Obtained: gift box on the construction floor of the Empire Porky Building (Chapter 8)

Appearance: gloves with angel wings

Angel Ribbon

てんしのリボン (*Tenshi no Ribon*)

Use: armor (*Head*) for Kumatora and Boney; Defense +27, Speed +3

Obtained: theater vendor in New Pork City (Chapter 8)

Appearance: a white ribbon

Antidote

どくけし (*Doku Keshi*)

Use: cures **poison**

Appearance: a tiny, blue bottle

Anti-Paralysis

しびれとり (*Shibiretori*)

Use: cures **paralysis**

Appearance: a brown bottle with a yellow zigzag icon on it

Aquarius Bracelet

ミズガメのうでわ (*Mizugame no Udewa*)

Use: armor (*Other*); Defense +5

Appearance: a blue bracelet

Obtained:

- Chapter 1: Gift box in Sunshine Forest, north of the riverbank
 - Chapter 2: Gift box, 3F of Osohe Castle
 - Chapter 3: Gift box in Death Desert, northwest of the round, white building
-

Area Map (Key Item)

このへんのちず (*Konohen no Chizu*)

Use: a map of the area outside the factory; press **R** to view

Obtained: gift box next to the Ropeway (Chapter 4)

Aries Bracelet

やぎのうでわ (*Yagi no Udewa*)

Use: armor (*Other*); Defense +3

Obtained: gift box in Sunshine Forest, outside Isaac's house near the hot spring

Attack Attractor

こうげきホイホイ (*Kougeki Hoi Hoi*)

Use: marks an enemy with a stinky odor that attracts enemy attacks

Obtained:

- Chapter 7: Saturn Valley shop
- Chapter 8: Gift box on the bathroom floor of the Empire Porky Building

Appearance: resembles a megaphone

Attic Map (Key Item)

やねうらガイド (*Yaneura Gaido*)

Use: map of Club Titiboo's attic; press **R** to view

Obtained: north of the entrance into the attic of Club Titiboo (Chapter 4)

The passagebetween each room is colored either blue or red. The blue passages lead to the exit, while the red passages lead to dead-ends and usually a gift box.

Awesome Cloak

すっごいマント (*Sugoi Manto*)

Use: armor (*Body*) for Lucas; Defense +23, max PP +30; reduces damage from Fire, Freeze, and Thunder by about 40%

Obtained: the [[Pigmask Colonel]] has a small chance of dropping this item (Chapters 7 and 8)

Appearance: a sparkling red and yellow cape

Awesome Crown

すっごいかんむり (*Suggoi Kanmuri*)

Use: armor (*Head*) for Lucas; Defense +20; max PP +30

Obtained: gift box on the **Seabed** (Chapter 7)

Appearance: a red, sparkling crown

To find the Awesome Crown, take the southeast exit from the first area of the sea floor. Refill your oxygen with the oxygen machine, return to the first area, and then take the southwest exit. Hurry through this area because you have barely enough oxygen to reach the next oxygen machine.

When you reach the next oxygen machine, be near max HP/PP before climbing the ladder ahead. The Awesome Crown is at the top of the ladder, but it's guarded by a **Fish Roe Man**, an enemy that can inflict about 130 HP of damage to three party members with one attack. Use **Shield omega** (18 PP), **Paralysis alpha** (8 PP), and the **Scary Mask** to make this an easy fight.

Awesome Ring

すっごいリング (*Suggoi Ringu*)

Use: armor (*Other*) for Lucas; Defense +30, max PP +30

Obtained: on the bathroom floor of the Empire Porky Building, in a stall occupied by the Ultimate Chimera (Chapter 8)

Appearance: a sparkling red and gold ring

Azure Ribbon

まっさおなりボン (*Massao na Ribon*)

Use: armor (*Head*) for Kumatora and Boney; Defense +8

Obtained:

- Mole Collector by a hot spring (Chapter 5)
 - Vending machine in front of the Clayman factory (Chapter 5)
-

Bag of Big City Fries

だいとかいポテト (*Daitokai Poteto*)

Use: recovers 70 HP

Appearance: French fries in a pink bag with a picture of a heart on it

Bag of Pork Chips

とんかつチップ (*Tonkatsu Chippu*)

Use: recovers 50 HP

Baked Yam

やきいも (*Yaki Imo*)

Use: recovers 40 HP

Appearance: a reddish-brown potato with yellow innards

Bantam Charm

チャボのおまもり (*Chabo no Omamori*)

Use: armor (*Body*); Defense +15

Obtained: Mole Cricket vendor on the snowy mountain (Chapter 7)

Appearance: a pink, pentagonal charm with a yellow stripe along the bottom

Barefoot Shoes

はだしのくつ (*Hadashi no Kutsu*)

Use: weapon for Duster; Offense +38

Obtained: Saturn Valley shop (Chapter 7)

Appearance: a pair of bare feet

Battle Memory (Key Item)

たたかいのきおく (*Tatakai no Kioku*)

Use: view all enemies you've encountered and practice fighting them

Obtained: gift box, 1F of Osohe Castle, north of the main hall

Appearance: a yellow book

The Battle Memory provides a safe way to practice executing combos because enemies don't attack and you can fight for as long as you want. The Battle Memory stays with you between chapters.

To practice fighting an enemy, enter the inventory screen and select the *Key* icon. Look for an item that looks like a yellow book and press **A**. Select the enemy you want to fight and press **Start** to enter battle. To stop fighting, select the *Exit* icon at the top of the screen.

Bear Hat

クマのぼうし (*Kuma no Boushi*)

Use: armor (*Head*) for Lucas and Boney; Defense +15

Obtained: Mole Cricket vendor on the snowy mountain (Chapter 7)

Appearance: a bear's face

Beef Jerky

ほしにく (*Hoshiniku*)

Use: recovers 60 HP

Beef Jerky is useful for recovery during battles in the early and middle parts of the game. For recovery outside of battle, use weaker food items.

Beefsteak

びふてきステーキ (*Bifuteki Suteeki*)

Use: recovers 300 HP

Obtained: Beauty & Tasty in New Pork City (Chapter 8)

Appearance: a grilled slice of steak on a plate

Better Stick

ましなぼう (*Mashi na Bou*)

Use: weapon for Flint and Lucas; Offense +20

Obtained:

- Chapter 1: **Thomas's Bazaar** in the village square
- Chapter 4: Mouse vendor in the attic of Titiboo Theater
- Chapter 5: Mole vendor by a hot spring; vending machine in front of the Clayman factory

Appearance: a thin, light-brown staff

This is the best weapon for Flint in Chapter 1, but it appears in Thomas's Bazaar pretty rarely.

Big City Burger

だいとかいバーガー (*Daitokai Baagaa*)

Use: recovers 100 HP

Big City Cola

だいとかいコーラ (*Daitokai Koura*)

Use: recovers 30 HP

Appearance: an orange colored drink with a straw in it

Big City Soda

だいとかいソーダ (*Daitokai Souda*)

Use: recovers 20 HP

Appearance: a purple colored drink with a straw in it

Black Collar

くろのくびわ (*Kuro no Kubiwa*)

Use: armor (*Body*) for Boney; Offense +30, Defense +30; reduces damage from Fire, Freeze, and Thunder by about 20%

Obtained: gift box in Saturn Valley (Chapter 7)

Appearance: a spiked collar

Boing Ribbon

ぼえーんなりボン (*Poen na Ribon*)

Use: armor (*Head*) for Kumatora and Boney; Defense +14; prevents **memory loss**

Obtained: Saturn Valley shop (Chapter 7)

Keep the Boing Ribbon in case Kumatora needs protection from memory loss.

Bomb

ボム (*Bomu*)

Use: inflicts damage to all enemies on screen

Base Damage: 320~350 HP (Bomb Defense)

Appearance: a round, white object with a small, brown spot on top

Bread Roll

ロールパン (*Rooru Pan*)

Use: recovers 60 HP

Appearance: a small, brown piece of bread

Brown Collar

ちゃのくびわ (*Cha no Kubiwa*)

Use: armor (*Body*) for Boney; Defense +20, Offense +20

Obtained:

- Gift box west of the Cafe along the Pork Bean Highway (Chapter 5)
- Vending machine on the first floor of Thunder Tower (Chapter 5)

Appearance: a collar with a yellow buckle

Bug Spray

ムシムシキラー (*Mushi Mushi Kiraa*)

Use: inflicts about 300 HP of damage to a single Bug type enemy

Appearance: a rainbow colored spray can

Cancer Bracelet

かにのうでわ (*Kani no Udewa*)

Use: armor (*Body*); Defense +20

Obtained:

- Gift box on the snowy mountain (Chapter 7)
- Traveling Mole Cricket on the snowy mountain (Chapter 7)

Appearance: a red bracelet

Canine Weapon

イヌのぶき (*Inu no Buki*)

Use: weapon for Boney; Offense +15

Obtained: gift box on the laboratory floor of the Empire Porky Building (Chapter 8)

Appearance: a club that resembles a bone

Capricorn Bracelet

ひつじのうでわ (*Hitsuji no Udewa*)

Use: armor (*Other*); Defense +9

Obtained: Mole Collector by a hot spring; vending machine in front of the Clayman factory (Chapter 5)

Appearance: an off-white bracelet

Carrier Pigeon (Key Item)

でんしょバト (*Denshobato*)

Use: storyline item

Cave Map (Key Item)

どうくつのちず (*Doukutsu no Chizu*)

Use: a map of the cave on Orishimo Mountain; press **R** to view

Obtained: gift box, northeast from the entrance to the cave (Chapter 7)

Chic Gloves

シャープなてぶくろ (*Shaapu na Tebukuro*)

Use: weapon for Kumatora; Offense +23

Obtained: gift box by the Pork Bean Highway (Chapter 5)

Appearance: black gloves with thin fingers

Chick

ヒヨコ (*Hiyoko*)

Use: turns into a **Chicken** in a few minutes

Wait for the Chick to grow into a Chicken, which can be sold for 200 DP. If *used*, the Chick makes its user feel affectionate and then disappears.

Chick Bandana

ヒヨコのバンダナ (*Hiyoko no Bandana*)

Use: armor (*Head*); Defense +5

Obtained:

- Chapter 2: Gift box in Osohe Castle
- Chapter 3: Gift box in the Underground Highway

Appearance: a yellow bandana

Chicken

にわとり (*Niwatori*)

Use: sell for 200 DP

Fresh Eggs turn into a Chicken after a few minutes as long as you don't enter a hot spring with the egg. The Chicken runs away if you *use* it.

Child's Shoe (Key Item)

こどものくつ (*Kodomo no Kutsu*)

Use: clue to Claus's whereabouts

Obtained: Drago Plateau, past the riverbank (Chapter 1)

Chimera Lab Map (Key Item)

キマけんマップ (*Kimaken Mappu*)

Use: map of the Chimera Lab; press **R** to view

Obtained: gift box, 2F of the Chimera Lab (Chapter 7)

City Map (Key Item)

シティマップ (*Shiti Mappu*)

Use: map of New Pork City; press **R** to view

Obtained: the limo diver gives this to you (Chapter 8)

Clever Stick

たくみのぼう (*Takumi no Bou*)

Use: weapon for Lucas; Offense +62

Obtained: Mole Cricket vendor by the hot spring in Orishimo Mountain (Chapter 7)

Appearance: looks like a pugil stick (or a cotton swab)

Courage Badge (Key Item)

ゆうきのバッヂ (*Yuuki no Baji*)

Use: storyline item

Obtained: from the gravedigger in Tazmily Village (Chapter 7)

Appearance: a rusty, yellow and gray badge

Cow Hat

うしのぼうし (*Ushi no Boushi*)

Use: armor (*Head*); Defense +10

Obtained: gift box in Thunder Tower (Chapter 5)

Crow Bandana

カラスのバンダナ (*Karasu no Bandana*)

Use: armor (*Head*) for Duster; Defense +25

Obtained: Mole Cricket vendor by the hot spring in Orishimo Mountain (Chapter 7)

Appearance: a gray bandana

Cup of Lifenoodles

いのちのうどん (*Inochi no Udon*)

Use: cures all status effects or revives someone at 0 HP to max HP

Appearance: noodles in a white and orange bowl

Cup of Pork Noodles

とんかつヌードル (*Tonkatsu Nuudoru*)

Use: recovers 80 HP

Appearance: a cylindrical cup with an icon of a pig's snout on it

DCMC Boxers

D CMC パンツ (*DCMC Pantsu*)

Use: armor (*Body*); Defense +7, Speed +5; can immobilize Pigmask out of jealousy when *used* in battle

Obtained: Duster starts with this item in Chapter 5

Appearance: red boxers with "DCMC" written on it in yellow and black letters

DCMC Hat

D CMC ぼうし (*DCMC Boushi*)

Use: armor (*Head*); Defense +7, Speed +2; can immobilize Pigmask out of jealousy when *used* in battle

Obtained: DCMC vendor in Club Titiboo (Chapter 4)

Appearance: a red cap with yellow markings

DCMC Pamphlet

D CMC パンフ (*DCMC Panfu*)

Use: weapon; Offense +8; can immobilize Pigmask out of jealousy when *used* in battle

Obtained:

- Chapter 4: Waitress in Club Titiboo, after DCMC's performance
- Chapter 4: DCMC vendor in Club Titiboo

- Chapter 5: Gift box in Thunder Tower

Appearance: a rolled up red pamphlet with yellow markings

Open your inventory and select this or any other DCMC item while fighting a Pigmask to immobilize him for a few rounds. The Fierce Pork Trooper is always affected by DCMC items, while other Pigmasks are affected roughly 30% to 80% of the time.

DCMC Ring

D C M C リング (*DCMC Ringu*)

Use: armor (*Other*); Defense +7, Speed +5; can immobilize Pigmasks out of jealousy when *used* in battle

Obtained: DCMC vendor in Club Titiboo (Chapter 4)

Appearance: a red ring with yellow markings

DCMC Shirt

D C M C シャツ (*DCMC Shatsu*)

Use: armor (*Body*); Defense +10, Speed +1; can immobilize Pigmasks out of jealousy when *used* in battle

Obtained: DCMC vendor in Club Titiboo (Chapter 4)

Appearance: a red T-shirt with "DCMC" written on it in yellow and black letters

Defense Spray

マモリン (*Mamorin*)

Use: Defense +40% for a fight

Obtained:

- Chapter 7: Scientist in the Chimera Lab lobby
- Chapter 7: Examine the shelves on the second floor of the Chimera lab, after Salsa joins you
- Chapter 8: Mole Cricket vendor in the Empire Porky Building

Appearance: a blue spray bottle

Doggy Biscuit

イヌようクッキー (*Inu You Kukki*)

Use: recovers 60 HP for Boney

Appearance: a light brown dog biscuit shaped like a bone

Doggy Jerky

イヌようほしにく (*Inu You Hoshiniku*)

Use: recovers 150 HP for Boney

Obtained: Saturn Valley shop (Chapter 7)

Appearance: a piece of meat on a bone

Dolphin Ossicle

イルカのじこつ (*Iruka no Jikotsu*)

Use: sell for 5 DP

Obtained: find them lying on the beaches of Tazmily Village (Chapters 4 - 7)

Doria's Memento

ドリアのかたみ (*Doria no Katami*)

Use: automatically revives its carrier when they fall to 0 HP

Appearance: a razor and lipstick

If your inventory is full when a Magypsy offers you a memento, you can find it in the Magypsy's house.

Double Jerky

にどぼしにく (*Nido Boshiniku*)

Use: recovers 160 HP

Drago Fang

ドラゴのきば (*Dorago no Kiba*)

Use: use when fighting a Drago

Obtained: after daybreak in Chapter 1, talk to Bronson at his house or attempt to enter Sunshine Forest

Appearance: a white fang attached to a hilt

The Drago Fang is the only thing that can break a Drago's outer skin. Use it during a fight against a Drago to make the Drago susceptible to damage.

Dung

フン (*Fun*)

Use: give it to a dung beetle near an oasis in Death Desert for 5 or 10 experience points

Obtained:

- **Dung Beetles** (Chapter 3)
 - West edge of Death Desert (Chapter 3)
-

Durable Gloves

じょうぶなてぶくろ (*Joubu na Tebukuro*)

Use: weapon for Kumatora; Offense +16

Obtained: Mole Collector by a hot spring; vending machine in front of the Clayman factory (Chapter 5)

Appearance: off-white gloves

Durable Shoes

じょうぶなくつ (*Joubu na Kutsu*)

Use: weapon for Duster; Offense +12

Obtained: gift box, 3F of Osohe Castle, in the room with the Ghost Knight (Chapter 2)

Easy-Grip Stick

にぎりやすいぼう (*Nigiriyasui Bou*)

Use: weapon for Lucas; Offense +15

Obtained: Lucas starts with this weapon

Appearance: a staff with one end cut thin

Edible Mushroom

たべられるキノコ (*Taberareru Kinoko*)

Use: recovers 20 HP

The Edible Mushroom is best used to recover HP after battles. It's HP recovery is too small to be helpful during a fight.

Enemy Bufferizer

テキツヨメミン (*Teki Tsuyomemin*)

Use: doubles an enemy's Offense and Defense and doubles the amount of experience points you earn

Obtained:

- Buy for 800 DP from a scientist in the Chimera Lab lobby (Chapter 7)
- Talk to the scientist in the skeleton room in the Chimera Lab after Salsa joins you (Chapter 7)

Appearance: green liquid in a stubby jar

The Enemy Bufferizer usually doubles the amount of damage an enemy's physical attacks inflict and halves damage from the party's physical attacks. Stats reducing attacks don't work on an enemy buffed with this item. This item is best used on a **Black Beanling** or on an enemy that uses mostly PSI attacks.

Enemy Wimperizer

テキヨワメミン (*Teki Yowamemin*)

Use: halves an enemy's Offense and Defense and halves the amount of experience points you earn

Obtained:

- Check a locker on the third floor of the Chimera Lab (Chapter 7)
- Buy for 1200 DP from a scientist in the Chimera Lab lobby (Chapter 7)

Appearance: pink liquid in a bottle with a yellow cap

The Enemy Wimperizer usually halves the amount of damage an enemy's physical attacks inflict and doubles damage from the party's physical attacks. Stats boosting moves don't work on enemies weakened by this item. This item even works on bosses.

Expensive Gloves

こうかなてぶくろ (*Kouka na Tebukuro*)

Use: weapon for Kumatora; Offense +58

Obtained: vending machine next to the Empire Porky Building (Chapter 8)

Appearance: dark brown gloves

Eye Drops

めぐすり (*Megusuri*)

Use: cures **crying**

Obtained:

- Chapters 4 - 7: gift box east of the first factory
- Chapters 4 - 7: vending machine in front of the first factory
- Chapters 5 - 7: vending machine next to the second factory
- Chapter 5: vending machine in Thunder Tower, in King P.'s room
- Chapter 7: vending machine in the Chimera Lab

Appearance: a small, blue bottle with a pink cap

Factory Sketch

コーバみとりず (*Kouba Mitorizu*)

Use: map of the Violet Forest factory; press **R** to view

Obtained: from the blue Pigmask in the factory (Chapter 4)

Fairy Ribbon

ようせいのリボン (*Yousei no Ribon*)

Use: armor (*Head*) for Kumatora and Boney; Defense +18; protects from **sleep**

Obtained: gift box in the jungle on Tanehineri Island (Chapter 7)

Appearance: a green ribbon

Fake Bat

ニセバット (*Nise Batto*)

Use: weapon for Lucas; Offense +30; makes a different sound when it hits

Obtained: theater vendor in New Pork City (Chapter 8)

Appearance: a pale pink bat

Fake Frying Pan

ニセフライパン (*Nise Furai Pan*)

Use: weapon for Kumatora; Offense +26; make a different sound when it hits

Obtained: theater vendor in New Pork City (Chapter 8)

Appearance: a brown fry pan

Favorite Pizza

ごひいきピザ (*Gohiiki Pizza*)

Use: recovers 250 HP

Obtained:

- Beauty & Tasty in New Pork City (Chapter 8)
 - Gift box in the Empire Porky Building (Chapter 8)
-

Feather Charm

はねのおまもり (*Hane no Omamori*)

Use: armor (*Body*); Defense +18

Obtained: Mole Cricket vendor by the Magypsy's house on Tanehineri Island (Chapter 7)

Appearance: a light pink, pentagonal charm

Fizzy Soda

きつついソーダ (*Kittsui Sooda*)

Use: recovers 20 HP

Appearance: a cup with a straw in it

Flame Pendant

ほのおのペンダント (*Honoo no Pendanto*)

Use: armor (*Other*); Defense +15; reduces damage from fire by 50%

Obtained: Saturn Valley Shop (Chapter 7)

Appearance: an orange pendant

Flea Charm

ノミのおまもり (*Nomi no Omamori*)

Use: armor (*Body*); Defense +5

Appearance: a small, pentagonal charm

Obtained:

- **Thomas's Bazaar** in the village square
 - Chapter 2: Gift box in Osohe Castle, on the stairs between 5F and 6F
 - Chapter 3: Death Desert, after defeating a **Great Antlion** that has a Save Frog trapped
-

Flea Powder

ノミとりパウダー (*Nomi Tori Paudaa*)

Use: removes fleas

Obtained:

- Chapters 4 - 7: Gift box south of the first factory, next to the train station
 - Chapters 4 - 7: Vending machine next to the first factory
 - Chapter 7: Mole Cricket vendor on the **snowy mountain**, on the **volcano**, and on **Tanehineri Island**
-

Fly Charm

ハエのおまもり (*Hae no Omamori*)

Use: armor (*Body*); Defense +10

Obtained: Mole Collector next to a hot spring; vending machine in front of the Clayman factory (Chapter 5)

Appearance: a light purple pentagonal charm

Fresh Egg

うみたてたまご (*Umitate Tamago*)

Use: recovers 80 HP; turns into a **Chicken** in a few minutes or turns into a **Hot Spring Egg** in a hot spring

Obtained:

- Chapters 4 - 7: Caroline's Bakery in the village square
 - Chapters 4 - 7: Talk to the Chicken west of the Ropeway and the Chimera Lab whenever you don't have a Fresh Egg
-

Fresh Lumber

あたらしいカクザイ (*Atarashii Kakuzai*)

Use: weapon for Flint; Offense +16, Speed -4

Obtained: gift box on Drago Plateau, on the west side of the riverbank (Chapter 1)

Appearance: a thick piece of lumber

Find the Fresh Lumber and equip it on Flint when you climb the mountains in search of Claus. This weapon slightly decreases Flint's Speed, but the increase in Offense is worth the trade-off. Throw away any previous weapon that was equipped.

Fresh Milk

しぼりたてミルク (*Shiboritate Miruku*)

Use: recovers 80 HP; turns into **Yogurt** after roughly 10 to 15 min.

Appearance: a white bottle

The Fresh Milk turns into **Rotten Milk** (recovers 10 HP) in about a minute, but turns into Yogurt (recovers 80 HP) after about 10 or 15 minutes.

Fresh Mint

すっきりミント (*Sukkiri Minto*)

Use: cures **nausea**

Obtained:

- Chapter 2: Gift boxes in Osohe Castle
- Chapter 2: Trade a **Rotten Eclair** with the ghost merchant in Osohe Castle
- Chapters 5 - 7: Vending machine in front of the factory
- Chapters 5 - 7: Snack cart near the Cafe by the Pork Bean Highway
- Chapter 5: Vending machine in Thunder Tower
- Chapter 7: Vending machine in the Chimera Lab
- Chapter 8: Mole Cricket vendor in the sewers

Appearance: three yellow flowers

Fresh Mints are useful in Chapter 2 when Duster can get nausea from **Stinky Ghosts** in Osohe Castle. You can trade 1 **Rotten Eclair** with the ghost merchant on the first floor for a Fresh Mint.

Friend's Yo-yo

Use: weapon; Offense +30, Speed +5

Obtained: King P.'s Room in Thunder Tower (Chapter 5)

Appearance: a red yo-yo

Examine the display case in King P.'s Room and defeat **Li'l Miss Marshmallow** to earn this weapon. Equip it on Lucas.

Funny Stick

おもしろいぼう (*Omoshiroi Bou*)

Use: weapon for Lucas; Offense +40

Obtained: Saturn Valley shop (Chapter 7)

Appearance: a round face on a stick

Gemini Bracelet

ふたごのうでわ (*Futago no Udewa*)

Use: armor (*Other*) for Lucas; Defense +12, Offense +10

Obtained: gift box in the southwest corner of the Pork Bean Highway (Chapter 5)

Appearance: a notched bracelet

Giant Abalone Steak

でかアワビステーキ (*Deka Awabi Suteeki*)

Use: recovers 180 HP

Obtained: snack cart by the beach in Tazmily Village (Chapter 7)

Appearance: looks like a brown oval on a white plate

Gloves

てぶくろ (*Tebukuro*)

Use: weapon for Kumatora; Offense +9

Obtained: Kumatora starts with this weapon

Appearance: a yellow mitten

Goddess Bustier

めがみのビスチェ (*Megami no Bisuche*)

Use: armor (*Body*) for Kumatora; Defense +20, max PP +20; reduces damage from Fire and Freeze by about 20%

Obtained: gift box in the cave in **Orishimo Mountain**, in one of the west rooms (Chapter 7)

Appearance: a sparkling, yellow bustier

Good Kid's Shirt

よいこのシャツ (*Yoiko no Shatsu*)

Use: armor (*Body*) for Lucas; Defense +17, IQ +10

Obtained: gift box in Saturn Valley (Chapter 7)

Appearance: a black shirt with a skull on it

Good Shoes

いいくつ "Ii Kutsu"

Use: weapon for Duster; Offense +70, Speed +5

Obtained: vending machine next to the Empire Porky Building (Chapter 8)

Appearance: pale yellow shoes

Good Stick

いいぼう (*Ii Bou*)

Use: weapon for Lucas; Offense +27

Obtained: vending machine on the first floor of Thunder Tower (Chapter 5)

Appearance: a light gray staff

Don't buy the Good Stick. The **Friend's Yo-yo** (Offense +30, Speed +5) can be obtained soon after this weapon becomes available.

Grilled Chicken

とりのヘルシーやき (*Tori no Herushii Yaki*)

Use: recovers 170 HP

Grilled Fish

やきざかな (*Yakizakana*)

Use: recovers 120 HP

Appearance: a fish on a plate

Handy Yo-Yo

てごろなヨーヨー (*Tegoro na Youyou*)

Use: weapon; Offense +20

Obtained: snack cart near the Cafe by the Pork Bean Highway (Chapter 5)

Appearance: a green yo-yo

Heavy Charm

ずっしりのおまもり (*Zusshiri no Omamori*)

Use: armor (*Body*); Defense +26

Obtained:

- Chapter 7: During the **pickle search** on Orishimo Mountain
- Chapter 8: Vending machine next to the Empire Porky Building

Appearance: a purple, pentagonal charm

Hermit Crab Shell

ヤドカリのヤド (*Yadokari no Yado*)

Use: return this to the Hermit Crab on the **seabed** for 1000 DP

Obtained: on the seabed, in the 4th area, down one of the ladders (Chapter 7)

Appearance: a yellow and orange shell

Highway Map (Key Item)

ハイウェイマップ (*Haiuei Mappu*)

Use: map of the Pork Bean Highway; press **R** to view

Obtained: gift box in a tunnel on the Pork Bean Highway (Chapter 5)

Honey Shower

はちみつシャワー (*Hachimitsu Shawaa*)

Use: attracts a swarm of bees to a single target to inflict 80~110 HP of damage; occasionally attracts a bear that inflicts 810 HP of damage

Obtained:

- Chapter 7: Saturn Valley shop
- Chapter 8: Gift box on the bathroom floor of the Empire Porky Building

Appearance: a flying bee

Hot Dog Sushi

ホットドッグずし (*Hotto Doggu Zushi*)

Use: recovers 120 HP

Obtained: snack cart by the theater in New Pork City (Chapter 8)

Appearance: a hot dog on top of a roll of sushi

Hot Spring Egg

おんせんたまご (*Onsen Tamago*)

Use: recovers 100 HP

Enter a hot spring while carrying a **Fresh Egg** to obtain this item.

Ice Pendant

こおりのペンダント (*Kouri no Pendanto*)

Use: armor (*Other*); Defense +15; reduces damage from freeze by 50%

Obtained: Saturn Valley Shop (Chapter 7)

Appearance: a light blue pendant

Innit Tea

ジャナイカティー (*Janaika Tii*)

Use: recovers 15 HP

Ionia's Memento

イオニアのかたみ (*Ionia no Katami*)

Use: automatically revives its carrier when they fall to 0 HP

Appearance: a razor and lipstick

Jar of Yummy Pickles (Key Item)

おいしいピクルス (*Ooishii Pikurusu*)

Use: the party gives this to Ionia before pulling the sixth needle

Obtained: from Mixolydia on Tanehineri Island (Chapter 7)

Jumbo Shrimp Soup

どでかえびのスープ (*Dodeka Ebi no Suupu*)

Use: recovers 150 HP

Obtained: snack cart by the beach in Tazmily Village (Chapter 7)

Appearance: a fat, red shrimp

Kid's Hat

こどものぼうし (*Kodomo no Boushi*)

Use: armor (*Head*); Defense +3

Obtained: Thomas's shop in the village square (Chapters 4 - 7)

Appearance: a light yellow hat

Kid's Shirt

こどものシャツ (*Kodomo no Shatsu*)

Use: armor (*Body*); Defense +7

Obtained: Thomas's shop in the village square (Chapters 4 - 7)

Appearance: a light blue and yellow shirt

King Burger

おうさまバーガー (*Ousama Baagaa*)

Use: recovers 280 HP

Appearance: a crowned hamburger

Kite Bandana

トンビのバンダナ (*Tonbi no Bandana*)

Use: armor (*Head*) for Duster; Defense +30

Obtained: vending machine next to the Empire Porky Building (Chapter 8)

Appearance: a brown bandana

Knit Sweater

てあみのセーター (*Teami no Seetaa*)

Use: armor (*Body*); Defense +8; recover 1 to 3 HP per turn

Obtained: repeatedly talk to Leo near the Pork Bean Highway and open one of his gift boxes (Chapter 5)

Appearance: a sweater with the name "LEO" written on it

To find the Knit Sweater, enter the tunnel east of the Cafe and enter the room to the south. Inside is a guy surrounded by gift boxes. Talk to him repeatedly and he'll eventually let you open one box and take this item.

The HP recovery from the Knit Sweater isn't much, but it can potentially save someone mortally wounded.

Leo Bracelet

ししのうでわ (*Shishi no Udewa*)

Use: armor (*Other*); Defense +25

Obtained: Saturn Valley shop (Chapter 7)

Appearance: a yellow open bracelet

Libra Bracelet

てんびんのうでわ (*Tenbin no Udewa*)

Use: armor (*Other*); Defense +30

Obtained: Mole Cricket vendor by the Magypsy's house on Tanehineri Island (Chapter 7)

Appearance: a silver bracelet with stubs on opposite sides

Lydia's Memento

リディアのかたみ (*Ridia no Katami*)

Use: automatically revives its carrier when they fall to 0 HP

Appearance: a razor and lipstick

If your inventory is full when a Magypsy offers you a memento, you can find it in the Magypsy's house.

Lighter's Lumber

ライタのカクザイ (*Raita no Kakuzai*)

Use: weapon for Flint; Offense +6, Speed -3

Obtained: next to Lighter's body in Sunshine Forest (Chapter 1)

Appearance: a thick plank of wood

Lighter's Lumber can be found on the ground next to Lighter in the burning part of the forest when Flint goes to rescue him. Pick it up after talking to Lighter. This weapon slightly decreases Flint's Speed, but the boost in Offense is worth the trade-off. Discard this item when a stronger weapon is found.

Lotto Meal

ちんちんごはん (*Chin Chin Gohan*)

Use: some random effect when used in battle--recovers 60~150 HP, recovers 20~40 PP, Offense +/-40%, Defense +/-40%, Speed +150%, Speed -25%, causes **crying**, or causes **feeling strange**

Obtained: Saturn Valley shop (Chapter 7)

Appearance: steaming rice in a golden bowl

The Lotto Meal is just as likely to hurt you as help you, so it's not worth the money. It doesn't do anything when used outside of battle.

Lucky Rice

ラッキーライス (*Rakkii Raisu*)

Use: recovers 50~210 HP

Obtained: Saturn Valley shop (Chapter 7)

Appearance: a flag struck into a plate of rice

I haven't used the Lucky Rice much, but this item seems to recover between 60 to 180 HP most of the time. Very rarely does it recover more than 200 HP. On average, this item is more cost-effective than most food items that recover over 100 HP.

Luxury Banana

こうきゅうバナナ (*Koukyuu Banana*)

Use: recovers 120 HP

Appearance: a sparkling, yellow banana

Made-You-Look

バカガミール (*Baka ga Miiru*)

Use: makes an enemy turn around; enemies with their back turned waste 1 or 2 rounds and have roughly 20% less Defense

Obtained:

- Chapter 4: Gift box in the secret passage under Club Titiboo
- Chapter 4: Mouse vendor in Club Titiboo's attic
- Chapter 5: Gift box in King P.'s room on Thunder Tower
- Chapter 5: Vending machine in King P.'s room on Thunder Tower
- Chapter 7: During the **pickle search** on Orishimo Mountain
- Chapter 7: **Mystery Metal Monkey** on Orishimo Mountain

Appearance: looks like a red creature with a triangular head attached to a hilt

The Made-You-Look yells, "What's that?!" in Japanese to make an enemy turn around.

This item has the same effect as Duster's **Siren Beetle**, except it seems to have a higher success rate (possibly 100%) and disappears after one use. It doesn't work on enemies that can't be approached from behind. This item can be helpful against strong normal enemies that don't have any useful vulnerabilities.

Magic Cake

マジックケーキ (*Majikku Keeki*)

Use: recovers 50 PP

Obtained: gift box on the laboratory floor of the Empire Porky Building (Chapter 8)

Appearance: a triangular slice of pink cake

Magic Gelatin

マジックゼリー (*Majikku Zerii*)

Use: recovers 20 PP

Appearance: a yellow scoop of jelly with a cherry on top

Magic Gloves

マホーのでぶくろ (*Mahou no Tebukuro*)

Use: weapon for Kumatora; Offense +30, max PP +10

Obtained: gift box near Doria's house (Chapter 7)

Appearance: a yellow, orange, and pink mitten

Magic Pendant

マホーのペンダント (*Mahou no Pendanto*)

Use: armor (*Body*) for Kumatora; Defense +3, max PP +5

Obtained: Kumatora starts with this item (Chapter 2)

Appearance: a sparkling blue pendant

Magic Pudding

マジックプリン (*Majikku Purin*)

Use: recovers 40 PP

Appearance: a trapezoidal scoop of pudding with a brown top

Magic Tart

マジックタルト (*Majikku Taruto*)

Use: recovers 30 PP

Appearance: a slice of pie

Manly Bandana

おとこぎのバンダナ (*Otokogi no Bandana*)

Use: armor (*Head*); Offense +2, Defense +1

Obtained: talk to Lighter after talking to Alec at Hinawa's grave (Chapter 1)

Appearance: a gray and white striped bandana

The Manly Bandana can be obtained in Chapter 1 after daybreak. After talking to Hinawa's father Alec at the graveyard, go to the shore in west Tazmily and talk to Lighter.

The Manly Bandana doesn't provide the best boost in Defense at the time it's received, but the trade-off is worth the higher Offense.

Map of the Mole Cricket Hole (Key Item)

オケラホールのちず (*Okeru Hooru no Chizu*)

Use: press **R** to view

Obtained: talk to one of the mole crickets in the Mole Cricket Hole (Chapter 7)

This map doesn't differentiate between each floor of the mole crickets' nest and is practically impossible to read. Just turn at every fork to reach the exit.

Master Stick

めいじんのぼう (*Meijin no Bou*)

Use: weapon for Lucas; Offense +75

Obtained: vending machine next to the Empire Porky Building (Chapter 8)

Appearance: a golden staff

Meteorite

メテオタイト (*Meteotaito*)

Use: sell for 2500 DP

Obtained:

- Top Dogfish
- Mrs. Lava

Appearance: looks like a gold bar

The Meteorite is a rare item that a few enemies drop.

Mini-Mini Charm

ミニミニおまもり (*Mini Mini Omamori*)

Use: armor (*Body*); Defense +2

Obtained:

- Gift box in Sunshine Forest, in the second burnt area (Chapter 1)
- Duster and Lucas start with this item

Appearance: a pink, pentagonal charm

Missy's Memento

ミッシーのかたみ (*Misshii no Katami*)

Use: automatically revives its carrier when they fall to 0 HP

Appearance: a razor and lipstick

If your inventory is full when a Magypsy offers you a memento, you can find it in the Magypsy's house.

Mosquito Charm

カのおまもり (*Ka no Omamori*)

Use: armor (*Body*); Defense +7

Obtained: defeat the **Gooley Goos** in the Underground Highway (Chapter 3)

Appearance: a pale yellow, pentagonal charm

Mystical Gloves

まぼろしのてぶくろ (*Maboroshi no Tebukuro*)

Use: weapon for Kumatora; max HP +10, max PP +10, Offense +55, IQ +7, Speed +5

Obtained: the **Monkalrus** (an orangutan/walrus Chimera) on Tanehineri Island sometimes drops this weapon (Chapter 7)

Appearance: a rainbow colored glove

You may have to fight the Monkalrus a number of times before you get this weapon, but from my experience it's not too rare. Monkalrus appear the most near the beach on Tanehineri Island.

Mystical Shoes

まぼろしのくつ (*Maboroshi no Kutsu*)

Use: weapon for Duster; max HP +15, Offense +40, IQ +5, Speed +7

Obtained: defeat **Lord Passion** in Osohe Castle (Chapter 5)

Appearance: yellow shoes with wings

Return to Osohe Castle at the beginning of Chapter 5 and go to the room where you fought Mr. Passion. There you will find Lord Passion, a stronger reincarnation of the ghost conductor.

Defeat Lord Passion and examine the shoes left on the ground to pick up the Mystical Shoes. This powerful weapon can be found only in Chapter 5.

Mystical Stick

まぼろしのぼう (*Maboroshi no Bou*)

Use: weapon for Lucas; max HP +10, max PP +10, Offense +90, IQ +5 Speed +5

Obtained: the **Heftyhead** (a creature with a really big head) on Orishimo Mountain sometimes drops this weapon (Chapter 7)

Appearance: a sparkling, yellow staff with a round tip

New Year's Eve Bomb

おおみそか (*Oomisoka*)

Use: reduces all enemies on screen to 1 HP; doesn't work on bosses

Obtained:

- Chapters 5 - 7: Pigmask arms dealer near the northern energy station by the Pork Bean Highway
- Chapter 8: Pigmask arms dealer on the east side of New Pork City

Appearance: a round, white bomb with a face on it

Noble Spittoon (Key Item)

けだかいタンつぼ (*Kedakai Tantsubo*)

Use: show this to Duster's father Wes after finding it in Osohe Castle

Obtained: third floor of Osohe Castle (Chapter 2)

Non-Slip Shoes

すべらないくつ (*Suberanai Kutsu*)

Use: weapon for Duster; Offense +58

Obtained: Mole Cricket vendor by the hot spring in Orishimo Mountain (Chapter 7)

Appearance: purple shoes with corrugated soles

Nut

ナッツ (*Nattsu*)

Use: recovers 5 HP; can also be turned into **Nut Cookies** or **Nut Bread**

Appearance: a small, oblong nut

Before Chapter 4, Nuts can be given to Caroline the baker to be made into better food items. One Nut can be made into Nut Cookie, while 3 Nuts can be made into Nut Bread. Caroline's home is on the west side of the village square.

Nuts can be found lying on the ground in the Crossroad (the field north of the village square) or Sunshine Forest. If you don't find any, simply exit and reenter the area until you do.

Nut Bread

このみパン (*Konomi Pan*)

Use: recovers 30 HP

Appearance: round piece of bread with an X mark no top

Nut Bread is good for recovery during Chapters 1 and 3. Its HP recovery is small and is best used after fights for most parts of the game.

Nut Cookie

このみクッキー (*Konomi Kukki*)

Use: recovers 15 HP

The HP recovery from the Nut Cookie is too small to be useful during a fight. Use this item to restore HP after battles.

Octopus Eraser (Key Item)

タコけしマシン (*Tako Keshi Mashin*)

Use: eliminates any octopus shaped statues

Obtained: gift box on the 100th floor of the Empire Porky Building (Chapter 8)

The Octopus Eraser is an item used in Mother 2 to erase octopus statues that block the player's path. In EarthBound, the octopus statues were replaced with pencil statues, and the Octopus Eraser became the Pencil Eraser.

Offense Spray

ツヨメリン (*Tsuyomerin*)

Use: Offense +40% for a fight

Obtained:

- Chapter 7: Scientist in the Chimera Lab lobby
- Chapter 7: Examine the shelves on the first floor of the Chimera lab, after Salsa joins you
- Chapter 8: Mole Cricket vendor in the Empire Porky Building

Appearance: an orange spray bottle

Ordinary Hat

ふつうのぼうし (*Futsuu no Boushi*)

Use: armor (*Head*) for Flint

Obtained: Flint starts with this item

Appearance: a cowboy hat

Ordinary Shoes

Use: weapon for Duster

Obtained: Duster starts with this item

Osohe Sketch (Key Item)

オソヘみとりず (*Osohe Mitorizu*)

Use: map of Osohe castle; press **R** to view

Obtained: gift box, 2F of Osohe Castle, in the kitchen

Otter Hat

ラッコのぼうし (*Rakko no Boushi*)

Use: armor (*Head*) for Lucas and Boney; Defense +25

Obtained: Mole Cricket vendor by the hot spring in Orishimo Mountain (Chapter 7)

Paper Fan

ハリセン (*Harisen*)

Use: cures **feeling strange**

Appearance: a folding fan

Pasta with a Past

わけありパスタ (*Wake Ari Pasuta*)

Use: recovers 190 HP

Obtained: Beauty & Tasty in New Pork City (Chapter 8)

Appearance: food on a plate covered in orange colored sauce

Peculiar Cheese

クセのあるチーズ (*Kuse no Aru Chiizu*)

Use:

- Recovers 60 HP for Lucas
- Flint: 60 HP
- Duster: 60 HP
- Kumatora: 20 HP
- Boney: 20 HP

Appearance: a round chunk of cheese with a piece cut out

Not all characters find the Peculiar Cheese tasty, and the amount of HP it recovers depends on who eats it.

Pencil Rocket

えんぴつロケット (*Enpitsu Roketto*)

Use: inflicts damage to all enemies on screen

Base Damage: 230~250 HP (Bomb Defense)

Appearance: a pencil with fins attached to its base

A bit of trivia: Pencil Rockets exist in Mother 2. They were localized as "Bottle Rockets" in EarthBound.

Phrygia's Memento

フリギアのかたみ (*Furigia no Katami*)

Use: automatically revives its carrier when they fall to 0 HP

Appearance: a razor and lipstick

If your inventory is full when a Magypsy offers you a memento, you can find it in the Magypsy's house.

Phrygia's Notebook (Key Item)

フリギアのノート (*Furigia no Nouto*)

Use: describes the locations of the 5th and 6th needles

Obtained: from Phrygia, after pulling the needle in the volcano (Chapter 7)

Appearance: a brown notebook

Pickled Veggie Plate

おつけもの (*Otsukemono*)

Use: recovers 10 HP

Pisces Bracelet

うおのうでわ (*Uo no Udewa*)

Use: armor (*Other*); Defense +7

Obtained:

- Chapter 3: Gift box in Osohe Castle's basement
- Chapter 4: Gift box in Sunshine Forest, behind a **Grated Yammonster**, which you don't need to fight
- Chapter 4: Thomas's shop in the village square

Appearance: a blue-green bracelet with two stubs on opposite sides

Pig Mark Notebook (Key Item)

ブタじるしノート (*Buta Jirushi Nooto*)

Use: read some sloppy text written by the pig men

Obtained: on the ground in Sunshine Forest, after defeating the Reconstructed Caribou (Chapter 1)

Appearance: a white, square notebook with an icon of a pig snout

Pork Stew

とんかつちゃん (*Tonkacchan*)

Use: recovers 100 HP

Appearance: a short, cylindrical container with an icon of a pig snout on the lid

Pumice Charm

かるいしのおまもり (*Karuishi no Omamori*)

Use: armor (*Body*); Defense +23

Obtained:

- During the **pickle search** on Orishimo Mountain (Chapter 7)
- Mole cricket vendor by the hot spring in Orishimo Mountain (Chapter 7)

Appearance: a gray pentagonal charm

Rail Bandana

クイナのバンダナ (*Kuina no Bandana*)

Use: armor (*Head*) for Duster; Defense +15

Obtained: Saturn Valley shop (Chapter 7)

Appearance: a gray and white bandana

Railway Map (Key Item)

ろせんず (*Rosenzu*)

Use: a map of the train tracks from Tazmily Village to the factory; press **R** to view

Razor and Lipstick

ヒゲそりとくちべに (*Higesori to Kuchibeni*)

Use: automatically revives its carrier

Obtained: in the Empire Porky Building, inside the Magypsy's house (Chapter 8)

Real Bat

ホンモノのバット (*Honmono no Batto*)

Use: weapon for Lucas; Offense +100, max PP +50

Appearance: a gray bat

Recollection Bell

なにかのひょうし (*Nanika no Hyoushi*)

Use: cures **memory loss**

Obtained:

- Chapters 5 - 7: Vending machine in front of the factory
- Chapter 7: Mole Cricket vendor on the **volcano** and on **Tanehineri Island**

Appearance: a golden bell

Red Collar

あかのくびわ (*Aka no Kubiwa*)

Use: armor (*Body*) for Boney; Offense and Defense +50; reduces damage from Fire, Freeze, and Thunder by about 20%

Obtained: gift box on the bathroom floor of the Empire Porky Building (Chapter 8)

Red Hat

あかいぼうし (*Akai Boushi*)

Use: armor (*Head*); Defense +30

Obtained: theater vendor in New Pork City (Chapter 8)

Appearance: a red baseball cap

Rich Kid Stew

あまえんぼシチュー (*Amaenbo Shichuu*)

Use: recovers 150 HP

Obtained: Beauty & Tasty in New Pork City (Chapter 8)

Appearance: a pale pink bowl of stew with a spoon sticking out

Rich Parfait

こってりパフェ (*Kotteri Pafe*)

Use: recovers 170 HP

Obtained: Beauty & Tasty in New Pork City (Chapter 8)

Appearance: a tall glass of cherry-topped parfait

Rope Snake (Key Item)

ヒモヘビ (*Himo Hebi*)

Use: can be used to cross small gaps and grab objects

Obtained: trade 1 **Rotten Eclair** with the Ghost Merchant in Osohe Castle (Chapter 2)

Appearance: a red snake

The Rope Snake is a talking snake that plays a role in the game's storyline at a few places.

Rotten Eclair

くさったエクレア (*Kusatta Ekurea*)

Use:

- Trade with a Ghost Merchant in Osohe Castle for other items (Chapter 2)
- Trade with a ghost on the third floor of Osohe Castle for **Beef Jerky** (Chapters 2, 4 - 7)

Obtained:

- Fight **Stinky Ghosts**
- Talk to one of the partying ghosts on the second floor of Osohe Castle

Appearance: a dark brown éclair

In Chapter 2, there is a Ghost Merchant on the first floor of Osohe Castle who trades Rotten Eclairs for some items. You can trade 1 Rotten Eclair for **Fresh Mint** or a **Rope Snake** and 2 Rotten Eclairs for Beef Jerky. There is also a ghost on the third floor who trades Beef Jerky for each Rotten Eclair you have.

A ghost on the second floor of Osohe Castle gives you as many Rotten Eclairs as you want for free in Chapter 2. In Chapter 4, the same ghost can give you 1 Rotten Eclair.

Rubber Boots

ゴムなが (*Gomu Naga*)

Use: weapon for Duster; Offense +25; slightly decreases damage from electrical attacks

Obtained: vending machine at the bottom of Thunder Tower (Chapter 5)

Appearance: gray boots

The reduction in electrical damage from the Rubber Boots is too small to be useful.

Rubber Cape

ゴムガッパ (*Gomu Gappa*)

Use: armor (*Body*); Defense +8; reduces damage from electrical attacks by about 80%

Obtained: vending machine in Thunder Tower (Chapter 5)

Appearance: a light gray cloak with a lightning icon on its hood

The Rubber Cape is the most effective protection from electrical attacks in the game, but it can be obtained only in Chapter 5. It's useful in a couple of boss fights, so it's worth keeping at least one. Put it in **storage** if you don't need it.

Running Bomb

はしりだま (*Hashiridama*)

Use: inflicts damage to all enemies on screen

Base Damage: 100~120 HP (Bomb Defense)

Appearance: a purple ball with black lines coming out of it

Sagittarius Bracelet

いてのうでわ (*Ite no Udewa*)

Use: armor (*Other*); Defense +45

Obtained: gift box on the laboratory floor of the Empire Porky Building (Chapter 8)

Appearance: a yellow bracelet decorated with pearls

Saltwater Gun

シオミズデッポウ (*Shiomizu Deppou*)

Use: damages mechanical enemies and mechanical chimeras

Appearance: a white gun with a yellow nozzle

The Saltwater Gun inflicts about 120~150 HP of damage to mechanical chimeras and about 240~300 HP to purely mechanical enemies. Some of the strongest enemies in the game are mechanical, so the Saltwater Gun is worthwhile to hold on to. Keep this in Boney's inventory.

Scarlet Ribbon

まっかなりボン (*Makka na Ribon*)

Use: armor (*Head*); Defense +2

Scorpio Bracelet

さそりのうでわ (*Sasori no Udewa*)

Use: armor (*Other*); Defense +35

Obtained: vending machine next to the Empire Porky Building (Chapter 8)

Appearance: a red, beaded bracelet

Scrap of Cloth (Key Item)

ふくのきれはし (*Fuku no Kirehashi*)

Use: storyline item

Obtained: Sunshine Forest, on the cliffs (Chapter 1)

Appearance: a red piece of clothing

Secret Herb

うらんぽー (*Ura Kanpou*)

Use: cures all status effects or revives someone at 0 HP to 25% of max HP

Appearance: a light purple bottle

Sevolg

ろくぶて (*Rokubute*)

Use: weapon for Kumatora; Offense +35
Obtained: Saturn Valley shop (Chapter 7)
Appearance: a purple glove

Sincerity Dumplings

せいじつダンゴ (*Seijitsu Dango*)

Use: recovers 100 HP
Obtained: sold by Mole Cricket vendors (Chapter 7)
Appearance: 3 dumplings on a stick

Sharp Shoes

するどいくつ (*Surudo Kutsu*)

Use: weapon for Duster; Offense +17
Obtained: Mole Collector by a hot spring; vending machine in front of the Clayman factory (Chapter 5)
Appearance: shoes with pointed toes

Shield Snatcher

シールドとりがみ (*Shiirudo Torigami*)

Use: removes any shield from a single target; can be used an unlimited number of times
Obtained: find the seven mouse kids around the Pork Bean Highway (Chapter 5)
Appearance: a wiggly hand

The Shield Snatcher is useful against bosses and some strong normal enemies. Keep it in Boney's inventory.

To receive the Shield Snatcher, talk to a mouse near the middle of the Pork Bean Highway and find her 7 kids. The 7 kids' locations are:

1. Southwestern most area of the Highway
 2. Where you fought the Fierce Pork Trooper
 3. Outside the factory
 4. Near the northern Energy Station
 5. On the suspension bridge
 6. In a tunnel east of the Cafe
 7. In a room south of the 6th mouse
-

Once you find the seven kids, talk to the mother again to receive the Shield Snatcher.

Silver Dragonfly

ギンヤンマ (*Gin Yanma*)

Use: ?
Obtained: talk to the Mr. Saturn in the northwest house in Saturn Valley (Chapter 7)

When you use this in battle, the battle dialogue window says, "The Silver Dragonfly flew high into the sky! It was majestic!" You can sell it for 30 DP.

Souvenir Dress

おみやげワンピース (*Omiyage Wan Piisu*)

Use: armor (*Body*) for Kumatora; Defense +13
Obtained: snack cart near the Cafe by the Pork Bean Highway (Chapter 5)
Appearance: a white dress

Sparrow Bandana

スズメのバンダナ (*Suzume no Bandana*)

Use: armor (*Head*) for Duster; Defense +9
Obtained: Mole Collector near a hot spring; vending machine in front of the Clayman factory (Chapter 5)
Appearance: a light brown bandana

Spiky Weapon

チクチクするぶき (*Chikuchiku Suru Buki*)

Use: weapon for Lucas, Kumatora, and Duster; Offense +47

Obtained: Mole Cricket vendor by the Magypsy's house on Tanehineri Island (Chapter 7)

Appearance: looks like a spiky yo-yo

Rotten Milk

ふるいミルク (*Furui Miruku*)

Use: recovers 10 HP; turns into **Yogurt** (recovers 80 HP) in about 10 to 15 minutes

Appearance: a discolored bottle of milk

Sprinting Bomb

ばしりだま (*Bashiridama*)

Use: inflicts damage to all enemies on screen

Base Damage: 140~160 HP (Bomb Defense)

Appearance: a red ball with a white top and black lines coming out of it

Stick

ぼうっきれ (*Boukkire*)

Use: weapon for Flint; Offense +2

Obtained: check Boney's dog house (Chapter 1)

Get the Stick from Boney's dog house as soon as you gain control of Flint in Chapter 1. Discard this item when a better weapon is obtained.

Stinkbug's Memory (Key Item)

ヘコキムシのきおく (*Hekokimushi no Kioku*)

Use: repeat Leder 's story

Obtained: after listening to Leder 's story (Chapter 8)

Appearance: a stink bug with tiny lines of text above it

Strawberry Tofu

いちごとうふ (*Ichigo Tofu*)

Use: recovers 120 HP

Obtained: Saturn Valley shop (Chapter 7)

Appearance: a pink block of tofu on a plate

Strawberry Tofu was localized as "Trout Yogurt" in EarthBound.

Striped Collar

だんだらのくびわ (*Dandara no Kubiwa*)

Use: armor (*Body*) for Boney; Offense +40, Defense +40; reduces damage from Fire, Freeze, and Thunder by about 20%

Obtained: cave in Orishimo Mountain, in the northernmost room (Chapter 7)

Appearance: a red and white collar

Strong Gloves

つよいてぶくろ (*Tsuyoi Tebukuro*)

Use: weapon for Kumatora; Offense +50

Obtained: Mole Cricket vendor by the hot spring in Orishimo Mountain (Chapter 7)

Appearance: looks like a gauntlet

Super Bomb

スーパーボム (*Suupaa Bomu*)

Use: inflicts damage to all enemies on screen

Base Damage: 450~480 HP (Bomb Defense)

Appearance: a round, white object with a brown spot on top

Swallow Bandana

ツバメのバンダナ (*Tsubame no Bandana*)

Use: armor (*Head*) for Duster; Defense +20

Obtained: gift box on top of the hill on Tanehineri Island (Chapter 7)

Appearance: a yellow bandana

Taurus Bracelet

うしのうでわ (*Ushi no Udewa*)

Use: armor (*Other*); Defense +15

Obtained: snack cart near the Cafe by the Pork Bean Highway (Chapter 5)

Thud Charm

ドスンのおまもり (*Dosun no Omamori*)

Use: armor (*Body*); Defense +30

Obtained: during the **pickle search** on Orishimo Mountain (Chapter 7)

Appearance: a brown, pentagonal charm

Thunder Bomb

イカヅチだま (*Ikazuchidama*)

Use: inflicts electrical damage to all enemies on screen; occasionally causes **paralysis**

Base Damage: 85~95 HP (Lightning Defense)

Appearance: a round bomb with a lightning icon on it

An unlimited number of Thunder Bombs can be found behind Wes and Duster's house in Chapters 1 through 7. To find their house, go east from Tazmily's village square, cross the bridge, and head north up the ridge. There is a gift box containing a Thunder Bomb hidden behind the house on its left. This gift box refills each time you enter the Crossroad, the area north of the village square.

Thunder Bombs are mostly useful in the early parts of the game. Save them for boss fights because many bosses are Mechanical or Mechanical Chimeras that are vulnerable to Thunder.

Give Thunder Bombs to party members who can't use PSI and have low Offense (e.g. Boney). If you can combo, it's usually better for stronger party members to *bash* than use this item.

Thunder Pendant

サンダーペンダント (*Sandaa Pendanto*)

Use: armor (*Other*); Defense +15; reduces damage from electrical attacks by 50%

Obtained: Saturn Valley shop (Chapter 7)

Appearance: a pendant shaped like a lightning bolt

Ticket (Key Item)

チケット (*Chiketto*)

Use: grants access to the Ropeway

Obtained: from the blue Pigmask in the factory after Lucas finishes his part-time job (Chapter 4)

Tower Sketch (Key Item)

タワーみとりず (*Tawaa Mitorizu*)

Use: map of Thunder Tower; press **R** to view

Obtained: gift box in Thunder Tower, near the entrance (Chapter 5)

Transceiver (Key Item)

トランシーバー (*Toranshiibaa*)

Use: receives calls from the pig army

Obtained: Osohe Castle courtyard (Chapter 7)

Trivia Card 1 to 4

なぞなぞカード (*Nazo Nazo Kaado*)

Use: use on Pigmasks and their variants in battle

Obtained:

1. Chapter 4: Gift box in the Inn in Tazmily Village
2. Chapter 5: Gift box on the roof of the **Thunder Tower** base
3. Chapter 7: On the **seabed**
4. Chapter 8: Defeat the giant statue in **New Pork City**

Appearance: a card with a question mark on it

Use a Trivia Card against a Pigmask during battle to read him a trivia question. What answer he gives depends on the type of Pigmask. Some types answer correctly, while others do not. The correct answer to each card is:

1. Older sister
 2. Croquette bread
 3. Male gorilla
 4. Onin War
-

As far as I know, the Trivia Cards have no purpose. They're just weird items in a weird game. Place them into **storage** if you don't want them.

Ultimate Shoes

さいこうのくつ (*Saikou no Kutsu*)

Use: weapon for Duster; Offense +82

Obtained: gift box on the Hippo Launcher floor of the Empire Porky Building (Chapter 8)

Appearance: red boots

Underground Map (Key Item)

ちかつうろマップ (*Chikatsuuro Mappu*)

Use: a map of the underground passage connecting Death Desert and Tazmily Village; press **R** to view

Obtained: gift box in the round, white building in the desert (Chapter 3)

Sea Floor Map (Key Item)

かいていのちず (*Kaitei no Chizu*)

Use: map of the ocean floor; press **R** to view

Obtained: gift box on the seabed, southeast of the first oxygen machine (Chapter 7)

Very Good Stick

とてもいいぼう (*Totemo Ii Bou*)

Use: weapon for Lucas; Offense +34

Obtained: vending machine in the Chimera Lab lobby (Chapter 7)

Appearance: a light blue staff

Vigor Stick

きはくのぼう (*Kihaku no Bou*)

Use: weapon for Lucas; Offense +50

Obtained: gift box on top of the hill on Tanehineri Island (Chapter 7)

Appearance: resembles a mace

Virgo Bracelet

おとめのうでわ (*Otome no Udewa*)

Use: armor (*Other*) for Kumatora; Defense +26, max PP +10

Obtained: gift box on the seafloor, southwest of the first oxygen machine

Appearance: a gold and pink bracelet with stubs on opposite sides

Warm Sweater

あったかセーター (*Attaka Seetaa*)

Use: armor (*Body*); Defense +8; reduces damage from Freeze by about 80%

Obtained: Mole Cricket vendor on the snowy mountain (Chapter 7)

Appearance: a light pink sweater

Freeze isn't as commonly used by enemies as Fire or Thunder, so this item isn't very useful.

Waters of Time (Key Item)

じかんのみず (*Jikan no Mizu*)

Use: removes the vines blocking the entrance to Chupichupoyoi Shrine

Obtained: from Ionia, before pulling the sixth needle (Chapter 7)

White Collar

しろのくびわ (*Shiro no Kubiwa*)

Use: armor for Boney; Offense +10, Defense +10

Obtained: Boney starts with this item

White Croissant

シロワッサン (*Shirowassan*)

Use: recovers 70 HP

Obtained: Saturn Valley shop (Chapter 7)

White Ribbon

まっしろなりボン (*Masshiro na Ribon*)

Use: armor (*Head*) for Kumatora and Boney; Defense +12

Obtained: Mole Cricket vendor on the snowy mountain (Chapter 7)

Yogurt

ヨーグルト (*Youguruto*)

Use: recovers 80 HP

Appearance: a white bottle with a blue stripe

Fresh Milk and **Rotten Milk** turn into Yogurt after a few minutes.

Contact Info

Questions? Comments? Suggestions?

Email me at:

nemi4343 at gmail dot com

This document is copyright mbrocket and hosted by VGM with permission.