

# Kaijuu Monogatari (Import) FAQ/Walkthrough

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Kaijuu Monogatari (Shell Monster Story)  
Version 1.0  
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INTRODUCTION: (INTR)

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This walkthrough is for Kaijuu Monogatari (Shell Monster Story) for the NES, and is based on the patch released by King Mike. This is a very unique game in which the player can do things in any order that they wish as there is no set order to do things in. Besides being a very non linear game, this game also has a unique system in which the four main characters can meet up, join, and depart at any time during the game. Obviously four characters are stronger than one, but if you only wish to take one character into a cave with you, you have that option.

The battle system is turned based just like Dragon Quest, but offers a twist. Characters will appear on screen and you can move them to target an enemy when multiple enemies appear on screen. In certain tunnels, the battle system will turn grid like and you will have to move the characters one step at a time on the grid. Battles will be in a one on one nature while on the grid.

Now as for the quality of the translation, I'll be honest, the patch could use some work. There are constant spelling and grammar errors throughout the game. Nothing too serious though that you cannot understand the basic storyline and whatnot.

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VERSION HISTORY: (VERS)

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I started work on this guide January 21, 2007 and completed it by May 23, 2007. There probably won't be any detailed updates except for possibly some detailed monster information as well as a couple of item and spell descriptions.

Updated with monster statistics (finally) and reformatted a bit (Thanks to Odino a few years ago who provided the information).

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LEGAL: (LGAL)

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CHARACTERS: (CHRS)

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There are four main characters in Kaijuu Monogatari and character development is pretty non-existent. Here is a list of the characters as well as a chart to show their experience levels, stat gains and spell gains when you level them up.

Hero:

The hero is the "main" character in the game and bears the shell of fire. He is a physical character with good strength and high vitality.

Level	Experience	Attack	Defense	Vitality	Magic	Spells Learned
1	0	5	3	14	0	
2	6	8	6	18	0	
3	15	11	9	21	0	
4	30	14	12	25	0	
5	90	18	15	30	0	
6	180	22	17	37	0	
7	300	26	20	45	0	
8	450	29	23	52	10	
9	650	33	26	59	14	
10	900	37	29	68	17	
11	1200	43	36	83	19	
12	1600	51	43	98	20	
13	2100	60	50	113	22	
14	2700	68	57	128	25	
15	3500	77	64	143	26	
16	4500	85	71	155	27	
17	5700	93	79	167	27	
18	7100	101	86	179	28	
19	8900	109	93	191	29	
20	10900	117	100	203	30	
21	13300	121	104	207	30	
22	16100	125	108	212	30	
23	19300	129	112	216	30	
24	23100	133	117	221	30	
25	27500	137	121	225	31	
26	32500	141	125	230	31	
27	38300	145	130	234	31	
28	44900	149	134	239	32	
29	52100	153	138	243	32	
30	60100	157	142	248	32	
31	69100	161	146	252	32	
32	80000	165	150	255	32	

Kupikupi:

Kupikupi is a magic user pure and simple. He's a very physically weak character and learns quite a few spells along the way. Kupikupi bears the shell of air.

Level	Experience	Attack	Defense	Vitality	Magic	Spells Learned
1	0	5	5	11	5	
2	6	7	8	14	8	Hospi
3	15	9	10	18	12	Icer

	4	30	11	12	21	15	-----
	5	90	15	15	25	20	Aura Shield
	6	180	17	18	29	29	-----
	7	300	19	21	34	37	Cross
	8	450	21	24	39	46	Ocarina
	9	650	23	25	43	55	-----
	10	900	25	28	49	64	Hospi Peace
	11	1200	29	32	57	75	-----
	12	1600	34	36	65	86	Re=magic
	13	2100	38	41	72	98	-----
	14	2700	43	46	79	109	Part
	15	3500	48	50	86	120	Knock
	16	4500	53	55	90	126	-----
	17	5700	55	60	94	132	Barrier
	18	7100	60	65	98	138	Squall
	19	8900	65	70	102	144	Invisible
	20	10900	69	75	106	150	-----
	21	13300	72	79	113	158	Again
	22	16100	74	82	120	167	-----
	23	19300	77	85	127	176	All Gain
	24	23100	79	88	134	184	-----
	25	27500	82	92	141	193	-----
	26	32500	84	95	148	202	-----
	27	38300	87	98	155	210	-----
	28	44900	89	102	162	219	-----
	29	52100	92	106	169	228	-----
	30	60100	94	109	176	237	-----
	31	69100	97	112	183	246	-----
	32	80000	99	115	190	255	-----

=====  
Poyan:

Poyan is not quite as strong as the Hero, but also has a few spells that can be useful. Poyan bears the shell of water.

	Level	Experience	Attack	Defense	Vitality	Magic	Spells Learned
+	=====+	=====+	=====+	=====+	=====+	=====+	=====+
	1	0	5	5	11	2	-----
	2	6	8	8	15	4	Poison Poppy
	3	15	11	11	18	6	-----
	4	30	14	14	21	8	Icer
	5	90	18	18	25	10	-----
	6	180	20	20	31	11	-----
	7	300	23	23	36	14	-----
	8	450	26	26	42	16	-----
	9	650	29	29	47	18	-----
	10	900	31	32	52	20	-----
	11	1200	37	40	59	21	Remagic
	12	1600	43	47	67	22	-----
	13	2100	49	55	75	23	-----
	14	2700	55	62	83	24	-----
	15	3500	61	70	91	25	Squall
	16	4500	68	74	98	26	-----
	17	5700	75	78	106	27	-----
	18	7100	82	82	114	29	-----
	19	8900	89	86	121	31	Maquin
	20	10900	96	90	128	32	-----

	21	13300	100	94	138	34	-----
	22	16100	104	98	147	35	-----
	23	19300	108	102	157	37	-----
	24	23100	113	106	167	39	-----
	25	27500	118	110	177	41	-----
	26	32500	123	114	186	43	-----
	27	38300	128	118	195	44	-----
	28	44900	133	121	204	45	-----
	29	52100	138	124	213	46	-----
	30	60100	142	127	222	47	-----
	31	69100	146	131	231	48	-----
	32	80000	150	135	240	48	-----

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Babubabu:

Babubabu is the second best magic user in the game and is slightly stronger than Kupikupi.

Level	Experience	Attack	Defense	Vitality	Magic	Spells Learned
	1	0	4	5	11	7 -----
	2	6	6	8	15	11  Levitate
	3	15	10	11	19	14  Magic Arrow
	4	30	13	13	22	17 -----
	5	90	16	15	25	20  Cross
	6	180	19	18	30	27 -----
	7	300	21	21	35	34  Hospi
	8	450	23	24	39	41  Fire
	9	650	25	26	44	48  Ocarina
	10	900	27	29	49	55  Fuuma
	11	1200	32	34	56	60  Aura Shield
	12	1600	36	38	62	65 -----
	13	2100	41	42	69	70 -----
	14	2700	46	47	76	75 -----
	15	3500	50	51	83	80  Hospi Peace
	16	4500	56	55	88	88  Barrier
	17	5700	62	58	94	96  Re-magic
	18	7100	67	62	100	104  Earth
	19	8900	74	66	105	112 -----
	20	10900	80	70	110	120  Miracle Wrap
	21	13300	83	72	119	127 -----
	22	16100	86	74	128	134 -----
	23	19300	89	76	137	141 -----
	24	23100	92	78	146	148 -----
	25	27500	95	80	154	155 -----
	26	32500	98	83	162	162 -----
	27	38300	100	85	170	169 -----
	28	44900	102	87	178	176 -----
	29	52100	104	89	186	182 -----
	30	60100	106	91	194	188 -----
	31	69100	108	93	202	194 -----
	32	80000	110	95	210	200 -----

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INTRODUCTION

Items: None

Right after naming your character (4 letters), the introduction will appear.

Many years ago in this world, lived animals called Shell Monsters who wore small shells on their backs. These Shell Monsters cared the world and protected it's peace, and lived happily on Shell Monster Island. Shell Monster Island's protective charm was enshrined along with three shells. Years before, there were four. These shells had fought the Great Dark Demon Lord, and lost one of their own to the other side. On Shell Monster Island there is a legend.

"Some day the Great Demon King shall be resurrected from the darkness, and a hero wearing a Shell of fire shall come from the sky. At that time, gather the four shells of earth, air, fire and water together, and stop the Great Demon King from returning from the darkness!"

And so now 1000 years have passed since the Demon King was sealed in the darkness. The Great Demon King, Fat Badger has broken that seal, bearing an ancient grudge. He is destroying the villages of the continent one by one, enveloping them in the darkness. The elders of the island knew the day would come when Fat Badger would come again, and have found three of the children within the island.

"Immediately, join your strength with the hero who wears the shell of fire, who comes from the sky, and defeat the Great Dark Demon King!"

And so, the small heroes set out on a journey to defeat Fat Badger, but were scattered by his evil power. And so, four small heroes begin their adventure. This is the king's chambers of the castle of Maiyo. One young boy has made it here.

=====

MAIYO

(WK01)

- Items: Holy x 2
- Lucky Bell
- First Map
- Heart Stone

The game will begin with the character you named (the hero of fire) speaking to the king of Maiyo. The king will explain that since you wear the shell of fire, you are the legendary warrior. Rumors state that somewhere in the world lie three others with shells on their backs. The Demon King has brought destruction since his resurrection and to join power with the three other warriors to defeat Fat Badger and bring peace back to the land. Somewhere in the world lies four treasures required to defeat Fat Badger, but they are hidden. Maps exist which reveal their location, but they are in the possession of old gypsy women in shrines. Apparently there is a way to obtain these maps from the women. You are then given 50 Pearls (currency) and a Heart Stone to begin your journey.

Exit the room and take the time to explore the city before venturing outside. Speak to the various villagers to learn that it's wise to bring a tent on long journeys. The castle of Roche lies north of a little pond. Apparently you

will meet the shell of Earth (Babubabu) on a shortcut... You must meet with traveling monks and Gypsy women to defeat Fat Badger. To the north west lies a pond (probably the pond that is south of Roche) and a monk resides in a temple near by. You will need a map to find a treasure that is lost at sea. Finally, a gypsy woman lives near the west coast. That's quite a bit of clues with no real direction.

Note that the Waking room lies in the south west corner of town. Here is where you can save your game, Revive a fallen party member and remove poison. Also note that if you die during battle, you will resume your quest from the Waking room while losing half of your Pearls. Very much like Dragon Quest games. Saving tends to be very glitchy in this game so make frequent use of save states.

Now you will probably notice a man who is blocking a set of stairs on the east side of town. He will be thirsty so you should purchase a Canteen from the Pharmacy at the northern part of town and let him have a drink. Also purchase a Silver Key from the Tool shop for 25 Pearls. After drinking, the man will disappear giving you access to the stairs. Take them and you will be in the room with five treasure chests. Use the Silver Key on the chest just north of the stairs to receive a Holy. This item lets you warp back to the last town you visited so it's useful if you are low on life and far from safety. Search to open the chest above to receive another Holy. The second chest below the top left contains a Lucky Bell. The other two chests cannot be opened by a Silver Key.

Exit town now and stay close to Maiyo while engaging in a few random battles to get a feel for the battle system. It's your standard turn base system and the enemies will be tough at first. Move the character with the arrow keys to select the enemy you wish to attack. The hotel in Maiyo only costs 5 Pearls so replenish your health as often as needed. Upgrade your equipment a few times and head due north of Maiyo, and west a bit. Once you see a couple of mountains you should notice a cave.

Enter it and speak to the mysterious person there. This person will take your Heart Stone and hand over a Treasure Map. You are then told to see a monk. Check the First Map from your inventory and it will display where a small location where a item is hidden.

North of the cave you should come upon a set of mountains that look like a reverse "c". Northeast of this mountain structure is a cave that leads you north to another continent. A Goblin blocks the way though and will most likely destroy you in battle. You can give him Sake which will kill him instantly. Either way, you won't be going this way. Instead, head west from the "reverse c" mountain structure and you should eventually come upon a small body of water. This is probably the pond that is south of Roche. North of this pond is a shrine that literally looks like a log of pooh....

Enter the pooh and use a Silver Key to open the door. This shrine will have four rooms. Three of them will be empty and the fourth will contain a man who is really thirsty. If you don't have one already, go get a Canteen from Maiyo and return. After giving him his drink, he will ask if you have received the map from the gypsy woman. He will then tell you that the map shows the location of the Space-Time Ring which is sunk in the coral reef north west of Reharetta. Without this item, you will be unable to reach the "Floating Castle".

Anyways, leave this place and head west to eventually come upon a cave. Ignore it for now and continue west and then south to find the small village of Toinon.

=====

TOINON

(WK02)

Items: Calming Drum  
Godly Treat  
Holy

This is a very small village with many small huts. You should learn that a town south west of the village called Marina Del Nan sells boats. You can also purchase a Sand Rat in this village which enables a character to hold up to 8 items in their inventory. You should learn that if you toss an Axe into a lake to the north west, the Goddess should give you a treasure. To the south west lie the ruins of a castle. A dead priest who lives there sells strong weapons. A pixie that used to live in a northern shrine happened to get lost in this town. The hut to the north west of town will contain a person who has been apparently waiting for you. He will give to you a Calming Drum which you can use in battle to cause enemies to miss their turns. Make sure you don't leave without purchasing a Sand Rat from the vendor for 150 Pearls. This item takes up one inventory slot, but lets you store four more items for a total carrying capacity of eight. Now you can loot and carry all the items from the chests in the village. Pick up the Godly Treat and Holy before leaving town.

If you head due south from Toinon, you will eventually come to a cave which contains another Goblin. Don't speak to him unless you have Sake to offer or he will destroy you. A Silver Key will work on the door. Now here is where the game gets interesting. You pretty much have the option to continue on west, or go north through the other cave with the Goblin. This game is very nonlinear in that regards and you don't have to follow the path that I take, but of course it might be hard to reference stuff from this guide if you don't.

With all that being said, it's time to hold steady and switch to another character. Open the menu and select the "Pass" command. You will now switch to Kupikupi's introduction in Rolan.

=====

ROLAN

(WK03)

Items: Second Map  
Heart Stone  
50 Pearls

Kupikupi's (yes, really stupid name) scene will start out in front of the king of Rolan. He will give the same story regarding the journey to defeat Fat Badger before giving you 50 Pearls and a Heart Stone. Kupikupi has the element of Air. Speak to princess Banana if you want before leaving the room. Enter the room to the east to learn that the Gypsy woman's shrine is far to the north east. Head south and enter the western door. A woman will foreshadow that Kupikupi will grow into a magic user. Enter the town area and speak to the folks to learn a few things. An aboriginal village lies to the east, and there is a boat for sale in an eastern port. That must be the village of Marina Del Nan that the Hero learned about. That means we must have left the Hero off on the eastern continent. The town of Yatoma is to the east. A man will offer a tip for 15 Pearls.. don't bother paying him as he just tells you that Goblins are weak towards Sake. The waking room is in the north eastern part of this town. Purchase a Headband from the southern tool shop and perhaps an item or two from the pharmacy. Exit town and wander around for a bit to gain some levels. The hotel in Rolan is really cheap at 3 Pearls, so heal up often.



Anyways, once you are ready to travel north to find the gypsy's shrine.. If you head all the way north and around the mountain, you will find a cave with a Goblin waiting. Don't bother with him. Instead, go east and enter the cave to meet the gypsy. Speak to her to exchange the Heart Stone for the Second Map. Now head west and pass the cave. Make your way to the pooh like structure and like with the Hero, open the door with a Silver Key and give the monk some water from a Canteen. You will learn that the map shows a scroll suck in the ocean north of Bandel Belday. If you combine two scrolls and take them to Yodada of a shrine, you can trade them for the "Key of Light" which is needed to enter the ruins of the "Floating Castle".

Now lets head towards all those eastern places as foreshadowed by the folks of Rolan. Following the eastern coast of Rolan, you should eventually find the small village of Yatoma. Enter it.

=====  
YATOMA (WK04)

Items: None

Speak to the villagers to learn stronger monsters live near Marina Del Nan to the southeast, and that you will need two people to pilot a boat. It costs 20 Pearls to sleep at the inn, and hopefully you have enough money for the Soldier's Armor at the store.

Exit town and head east past the mountains, and instead of traveling south to Marina Del Nan, continue east until you find a small village. Enter it.

=====  
MASSA (WK05)

Items: None

This village will be similar to Toinon, except there will be no treasure chests in the huts. Definitely purchase a Sand Rat from the peddler. Speak to people to also learn that Hampsten castle lies far to the north of Rolan Castle. You are also warned not to go there alone... Finally, you will be told by one person to throw the Iron Axe from Roche castle into a lake along the cape and a beautiful nymph will appear and give you the Staff of Earth. Exit Massa and head south west to find Marina Del Nan.

=====  
MARINA DEL NAN (WK06)

Items: None

Do not speak to the Goblin near the town entrance or he will kill you. This place is fairly small. You should learn that if you sail to the east, you will find a shrine. You can purchase a boat from the dock and treasure sunk in the western ocean. The hotel here only costs 25 Pearls and there is some new pieces of armor for sale. Make sure you have a Silver Key and Sake from Rolan. Head south east from Massa and you should come upon the cave that leads to the island the Hero started off on.

Enter the cave and feed the Goblin some Sake. Open the door and head right. Note that if you get a random battle in some of the caves, you will fight on a

grid like surface and all fights will be individual (if you have a party) so you will have to control individual characters on this grid. Defeating the leader (who is indicated) will end the random battle regardless of how many other baddies might be left.

Exit the cave and head towards wherever you left off the Hero. Speak to him and select "Meet" to have him join. Since these two have combined, you now have the use of the spell "Magma".

Now that these two characters have joined up, there are three possible places to go:

- You could go through the cave north of Maiyo and continue on that way.
- You could purchase a boat from the man at the dock in Marino Del Nan for 2600 Pearls and set sail.... but I doubt you have that kind of money right now.
- The last option, which is what I ended up doing is investigate this Hampsten castle area that lies to the north of Rolen. Hopefully during this adventure, funds for a boat will be acquired.

Return to Rolen castle which is the place that Kupikupi started out in and head north. Enter the cave that leads to the northern continent and dispose of the Goblin with Sake. Open the door with a Silver Key to go north.

After exiting the cave, head north and then east to wrap around the mountain. If you go west, you will find a cave that leads to Hampsten castle, but Silver Keys will not open the door. We need to find a different kind of key.... Head east from this cave and you should find a ruined town. Enter it.

There will be a lone man near the entrance who doesn't have anything to say. There are three doors in the town but only one can be opened by a Silver Key. Inside a man will mention one of the doors cannot be opened and then asks if you have anything to offer. Strange...

Leave this place and travel north west and then north until you find a small town with a cave near by.

=====  
PATANTA

(WK07)

Items: None

One man will mention riches in a near by building. One problem... the Silver Keys don't work on the door. Kiwi, the lone woman in town mentions that her grandfather, Zeze-pet rode on this thing called the Puka Ship. Don't bother upgrading any equipment yet until we have purchased a boat.

Exit town and head west and then north, while crossing the bridge. Keep going north while ignoring the cave to the east. Enter the small town to the west if you'd like. There is a medicine peddler in town as well as a bitter villager. You will also learn that Kiwi's grandfather, Zeze-pet was swallowed by a whale in the southern ocean called Moby Bick.... cute. Exit this place and head east to make your way to the town to the north.

=====  
FIDAN

(WK08)

Items: None

Information from this town mainly applies for when you switch to controlling Poyan. You do get confirmation that you need the Gold Key to get to Hampsten castle. Apparently an old man in town has the key. If you approach the waking room, you should notice some land far to the east that you can't reach due to the water... interesting. Don't forget to help the man wipe his ass at the north part of town ;) You can't speak to the fellow in the south west part of town due to the water.

Exit town, but not before purchasing some Poison Poppy's and make your way north. Follow the long path, crossing a few bridges along the way until you reach a new town.

=====  
MARINA DEL PEI (WK09)

Items: Gold Key

One man mentions that he saw treasure in the coral reef far to the south. A sailor's inn called Nozan lies far to the west which contains a treasure. A transport crashed into the trees of a forest to the south. This forest used to have a castle, but it seems to have flown away. Don't speak to the Goblin, unless you feel lucky. The man at the dock will offer you a boat for 2600 Pearls just like in the other Marina town. At this point in time, purchase it or do battle for a while until you have the funds.

After acquiring the boat, leave town. Walk or sail (could be dangerous..) back to Fidan and purchase a Canteen from the tool shop. Use the boat to speak to the man in the south west part of town to learn that when you get the four ocean treasures, to go meet with Yodada, who lives south of Gobi. Use the boat on the water at the east part of town to sail to an old man. Give him some water and he will give you a Gold Key! Finally.

Now things can get interesting. You can go to many places now that you have the key and boat, but only two people can use the boat at a time. You could meet up with other characters, or continue with the two that you have.

Anyways, sail west of Fidan and then go north until you find another town. Don't enter it though. Open your menu and select "Pass" to start the introduction to Poyan.

=====  
BENDAL BELDAY (WK10)

Items: Third Map  
Heart Stone  
50 Pearls

Poyan's intro starts with the king making fun of his appearance before giving him 50 Pearls and the Heart Stone. Explore the town to learn about a treasure that sunk in the northern ocean. The Tear of the Earthworm which grants great strength is guarded by a Pixie in a small shrine. Anyways, exit town and join with your companions. And then there was three... You now have the magic of Bowa-Bowa. Head south of Bendal Belday and east, past the town and enter the cave near the mountains. Speak to the gypsy to receive the Third Map. Exit the cave and go south west a few steps to find another pooh shrine. Open the door with the Silver Key and give the monk some water from a Canteen and he will tell you that the Third Map treasure is the Queen Sword. It has sunk in the ocean far south east of Rolan Castle. You need to find the King Sword to

make the Queen Sword complete.

Anyways, head south now and make your way to Patanta. Enter the town and do some equipment upgrading if you'd like. You can open the locked door with the Gold Key and follow the path until you warp. You will warp to a place called Tangu which is on an isolated island south of Maiyo. Don't bother with this now though. Instead, head south and west to do what we have been meaning to do a while ago. Explore Hampsten castle.

Enter the cave and open the door with the Gold Key. Be careful as you make your way south towards the castle. You may run into some really powerful foes.

=====  
HAMPSTEN CASTLE (WK11)

Items: Dynamite  
Poison Poppy  
Soldier's Friend

Enter the castle and press against the top of the eastern wall to find the hidden entrance. This place is really odd. There is a dead man in the waking room yet his feet are still moving... You can pay someone 15 Pearls to learn of a tent shop on the northern edge of the island. You are also told about the forest in the middle of the world, and not to go there alone. Speak to the king after opening his door with the Gold Key and he will give you his..... encouragement. Okay, that was pretty stupid. This whole place was kind of a big waste of time and a letdown. Purchase something from the weapon shop if you'd like before leaving.

Make your way back to the cave and when you exit it, keep going right until you reach the ruined town. Open the door with the Gold Key. You should find and take the Dynamite from the chest. Notice how the door at the eastern part of town won't open with any key? Use the newly acquired Dynamite on the door to blow it open. Inside will be a "Dead Priest". He sells Calico Fruit which can revive fallen party members as well as two pieces of Demon Equipment (Demon Armor and Demon Sickle) for 2000 Pearls. They are well worth the price.

Now make your way back to Maiya by foot (yes it will be quite the walk). Purchase a Sand Rat for Poyan along the way. Upon entering Maiya, take the steps in the eastern part of town and claim the Poison Poppy and Soldier's Friend from the two remaining chests.

Exit town and head north west, past the pooh like shrine and enter the cave. Use the Gold Key on the door and continue on to exit the cave. Head north to enter Roche Castle.

=====  
ROCHE CASTLE (WK12)

Items: Iron Axe

Give the person near the hotel a Canteen and follow the path to reach a chest. Inside lies the Iron Axe. This must be the axe that's needed to toss to the mermaids. Pay someone 15 Pearls and he will tell you that north west of Roche lies a lake where mermaids live. You need the assistance of the mermaids to get into Fat Badgers castle. Remember near the beginning of the game a clue regarding throwing an axe from Roche castle into a body of water to receive something nice? This must be foreshadowing. You will need Fire-Protection

clothing in order to walk on the magma filledland to the north. Fat Badger's castle lies to the north apparently. Open the kings room with a Silver Key to learn that he sent a transport that stocks Fire-Protection clothing but it was attacked by monsters and crashed in a forest to the north.

Exit the castle now and take the cave back to the continent. Select "pass" from the menu as it's time to play as the final character, Babubabu.

=====  
REHARETTA (WK13)

Items: 50 Pearls  
Heart Stone  
Silver Key  
Poison Poppy  
Holy  
Soldier's Friend  
Fourth Map

You will now control the fourth and final character, Babubabu. You will be in the kings chambers in Reharetta castle. You get the same story regarding Fat Badger and having to save the world. After receiving 50 Pearls and a Heart Stone, you will take control of the character. Speak to princess Melon if you'd like before exiting the room.

Speak to the villagers to find out that the trading monk went to the town of Renal which lies to the south. A small community called Possara lies on a western island. Give the thirsty man at the southern part of town some water from a Canteen to receive a Silver Key. You should notice that you will need the boat to reach some of the stairwells in town. Take the stairs in the north east part of town to find three chests. Ransack to find a Poison Poppy, Holy and Soldier's Friend. You will need to use the Silver Key on the top chest. Purchase a Headband from the one Tool shop and exit the town.

Don't wander to far and make use of the hotel as it is only 4 Pearls to stay the night. Once you gain a couple of levels, head west to enter the near by cave.

When you exit the cave, you will be on the other continent just to the west of the cave. Head south and enter another cave to find a gypsy woman. Speak to her and exchange the Heart Stone for the Fourth Map. Exit the cave and head due south, past the cave while making sure not to set foot on the magma filled land. If you do step on the magma, each step will reduce your VP by 14. Eventually you will find the town of Renal, enter it.

=====  
RENAL (WK14)

Items: T. Twister Medal

Upon speaking with the locals, you will learn that Fat Badger is weak against the strength of love..... and that the King and Queen Swords are the origin of this strength. Both swords lie somewhere in the ocean. The traveling monk lies to the north west and the town of Baltarie lies to the south. Purchase a Silver Key from the tool shop and open the door to the building. Keep speaking to this person and eventually you will receive a T. Twister Medal. Make sure you have a Canteen and Silver Key before leaving town.

Once you do exit town, head northwest to find the last pooh shrine. Open the door and give the man a drink and he will say that the Fourth Map shows the location of a scroll that sunk south of Maiyo castle. Combine both scrolls and take them to Yodada to receive the Key of Light.

Try to save up and purchase Esper Clothes from Renal before going back north and entering the cave just south of the gypsy woman cave.

Use a Silver Key on the door and make your way west. Upon exiting the cave, make your way south while ignoring the bridge that leads north, and you will eventually come to a town. Enter it.

This is more of a bar than a town. You learn that Dagon lives in the mermaid shrine which a special key is needed to enter. The key should be found in the town of Possara. One person will also request a washbasin.....

Exit and head south east to cross a bridge. From here go east to enter the town of Baltarie.

=====

BALTARIE

(WK15)

Items: None

Speak to people to learn of a hidden treasure box on an island in the south east sea. You are warned not to step into the western magma desert without the Fire-Protection clothing. Enter the north building to learn that Espers can lift a castle into the sky. You will learn more regarding the Key of Light and that Yodada lives in a shrine far to the west. You are also told to use the Space-Time Ring at the castle site at the middle of the forest to materialize the floating castle. The two scrolls needed to trade Yodada for the Key of Light both sunk separately into the ocean. The Space-Time ring lies in a coral reef in the northern ocean.

Now after gathering all of this information, purchase some Sake and head south after exiting town. Eventually you will come to a cave, enter it. Give the Goblin some Sake and open the door with a Silver Key. After making it through the cave, you will be on the continent with your companions. Travel west to meet them outside of the cave to Roche castle. Once the four shells join forces, you will unlock the Rainbow magic. Head west to Toinon so that you can purchase a Sand Rat for Babubabu. If you ever want to re-order your party, just select "Pass" from the menu to rotate between the four characters.

=====

TOGETHER AT LAST

(WK16)

Items: Lucky Bell  
Space-Time Ring

Now that you have all four of the characters together, you are at maximum strength. Your boat can only hold two characters at a time though and it's time to collect those four treasures from the treasure maps. Just to refresh:

Hero - First Map - Space-Time Ring  
- Coral reef north west of Reharetta

Kupikupi - Second Map - First Scroll needed to make Key of Light  
- Ocean north of Bendel Belday

Poyan - Third Map - Queen Sword  
- Ocean south of Rolan Castle

Babubabu - Fourth Map - Second Scroll needed to make Key of Light  
- South of Maiyo castle

Now there are many places to go but seemingly no real direction. With that being said, here are some of the random clues that have been presented so far:

- Toss an Axe into a lake in which a goddess will give you a Staff of Earth.
- A Dead Priest sells strong weapons.
- Zeze-put rode on the Puka ship (holds four) but was swallowed by a whale in the southern ocean called Moby Bick.
- The sailors inn, Nozan, lies far west of Marina Del Pei and contains a treasure.
- The Tear of the Earthworm is guarded by a Pixie in a shrine.
- A tent shop lies on the northern tip of the island that Hampsten rests on.
- The Fire-Protection Clothing is needed to walk on magma filled land and lies in a forest where a transport crashed.
- A key which can be found in Possara is needed to enter the mermaid shrine.
- Hidden treasure lies on an island south east of Baltarie
- The Space-Time Ring needs to be used at a castle site in the middle of the forest.

Now based on these rumors, the ship that can hold the whole party is tied to Zeze-put who has swallowed in the ocean by a whale. The Whale Whiskers will be needed to advance the story.

Select two strong people that you want to travel the ocean with. Make sure to transfer items such as the boat (obviously) and Gold Key. Head to Maiyo and sail south. You should find a cave on a small island, as well as a small town on a small island. If you enter the town (Tangu), you can actually take a warp to Patanta provided you have the Gold Key.

Enter the cave though and after following the wells, you will end up in Reharetta. Head to the east part of town and use the boat to take the stairs on the small island. Use a Silver Key on the chest to receive a Lucky Bell. Take the well to the south and then take the stairs that lead to a small green island. Sail east of this island to find a coral reef. Check the Heroes First Map and "X" should mark the spot. Search this area to find the Space-Time Ring! Return back to the cave and don't take the northern most well. We aren't ready to tackle that area yet with only two people. Instead, make your way back to Reharetta and return to the cave south of Maiyo. From here sail south and enter Tangu. Take the well that leads to Patanta and exit the town.

Head north east of Patanta and use the boat when you reach the water. Sail north and you will eventually come to a town on the northern tip called Banaya. Enter it.

=====

BANAYA

(WK17)

Items: None

You will learn more about the Puka ship and you are told to use the Whale Whiskers in the reef south of Yatoma. You are then told that Chibi of Nozan should have the whiskers. Remember that Nozan is the sailors inn that lies west of Marina Del Pei. Lets head there now.

Exit town and sail north west until you hit land. Go all the way north and then sail west. You should find the small inn on an island.

=====  
NOZAN

(WK18)

Items: Heaven Scroll  
Whale Whiskers  
Puka Ship  
Queen Sword  
Earth Scroll  
Godly Treat x 2

Speak to the man and he will tell you that a treasure lies right next to the island. The other person will claim to know nothing of Whale Whiskers before telling you that they are hidden on an island to the east.

Exit the inn and check Kupikupi's Second Map. That "X" is right next to the shore. Search to find the Heaven Scroll. Only one more scroll to go.

Sail east of Nozan and a bit north around the mountains and you should find a very small island. Search the eastern most square to find the Whale Whiskers. Sail east for a while, past the cave north east of Marina Del Pei and you will eventually back to the cave on the small green island. Enter it and make your way back to Reharetta before going back to the cave south of Maiyo.

Rest at the inn in Maiyo and definitely switch to your two strongest characters. Sail west of Maiyo and then south, passing the two caves that connect the east and west continents. Continue sailing west past Marina Del Nan until you find a lone green island. From here sail north west until you find a shiny object just south of Rolan.

Approach the object from the north and use the Whale Whiskers to start a battle with Moby Bick.

Boss Battle - Moby Bick

Use defensive magic if you can as Moby hits really hard. Just stick to physical attacks and he should go down after a few rounds. You will then enter the whale. Speak to the delusional Zeze-put and he will babble until he notices that you have a tongue twisters license (I have no idea what would happen had you not acquired the license. He then gives you the Puka Ship.

Exit the whale and return to your other party members. Now everyone can travel together. Check Poyan's Third Map and remember the item is south east of Rolan Castle. That spot looks exactly like the small green island south east of Moby Bick. Return to this island and search the area which contains the "X" to find the Queen Sword.

Return to Maiyo castle and check the Fourth Map. Sail south west of Maiyo to find the area indicated by the map. Search to find the Earth Scroll. Now you have found all four of the map items.

Now you should be able to enter the mermaid shrine west of Roche castle but a special key is required that is located in Possara. Possara is located just west of Reharetta.

Sail the Puka ship south of Maiyo and enter the cave. Make your way to



Reharetta and exit town.

Head west and go through the cave. When you get to the other side, sail north west a few spaces to reach the land and head west to enter the cave. Note that you can sail across if you want, but that wouldn't be as much fun...

This cave is linear and contains two chests. Open them to receive two Godly Treats. Use a Silver Key on the door to exit the cave. Head west to find and then enter Possara.

=====

POSSARA

(WK19)

Items: Key of Dagon  
Soldier's Friend  
Calico Fruit  
Gold Key

This is one of those small villages. Speak to the people to learn clues about things that have already been discovered. The man in the northern most hut will give you the Key of Dagon which allows entry into the mermaids shrine. You can also purchase a Sand Rat from the vendor here but all of your characters should have one by now. Make your way back towards Maiyo by sailing all the way east, and then south on the world map. Just south east of Baltarie is a cave on a small island. A chest containing a Soldier's Friend will be inside.

From this island sail south while hugging the coast. Follow the coast west, between the two caves and head north west to find a small island with two caves side by side. Be careful as the monsters on the island are tough. Enter either cave and use the Gold Key on the eastern chest for a Calico Fruit. Use the Silver Key on the western chest to find another Gold Key.

Head west from here and avoid the magma near Roche. Continue west of Roche castle and stay in the water due to the strong monsters on land. Go north at the river bend to find the mermaid shrine. Enter it.

=====

MERMAID SHRINE

(WK20)

Items: None

Use the Key of Dagon and make your way to the mermaid in the center of the room. Upon reaching her, you will be attacked.

Boss Battle - Dagon

Dagon has really good defense and the Hero was the only character who could do any real damage based on physical attacks. Aura Shield everyone starting with the weakest characters while having the weak characters use healing items for support. After a while, Dagon will go down.

Speak to the mermaid to free her. Apparently Dagon had tried to force her into marriage. She thanks you and wants to give you something but has no power since she lost the "Tear of the Earthworm". Remember that the Tear of the Earthworm is guarded by a Pixie in a shrine. So now we have to find that along the way... Exit the shrine and return to Maiyo. Heal up.

Now would be a good time to find the Fire-Protection clothing so that you can travel across the magma to access new places. Head to Patanta (which is north east of Hampsten castle) via the warp south of Maiyo. Exit Patanta and go east across the water via boat or the cave. From here if you go east, you will see a cave surrounded by magma. Just north of here is Gobi.

=====

GOBI

(WK21)

Items: Tent

Fireproof Clothes

Key of Light

Speak to the woman to learn that Yodada lives in the cave to the south. You will also learn that the transport crashed into the northern lake... You are also warned of a "Bat Man".

Leave town and go north east. Either cross the water via boat or enter the cave to reach the western cave on the island. Enter it and use the Gold Key to open the door. Head north and you will find two chests. As you approach you will be attacked.

Boss Battle - Bat Man

I hope you have been upgrading your equipment along the way. Bat Man has a strong bolt attack but is pretty weak overall. You may not even encounter him if you are lucky...

Open the chests to find a Tent and the Fireproof Clothes. Exit here and go south past Gobi and use the Fire-proof clothes as an item. Enter Yodada's shrine. He will not speak to you if you only have one or zero scroll spells. If you have all the scrolls, speak to him and he will say that you have arranged the volume of the sky and the volume of the earth, and then gives you the Key of Light which allows you to enter the ruins of the floating castle.

Now there is not many places left to explore in the game. You can now walk on the magma filled land but you also have yet to explore the big forest area north east of Gobi.

Anyways, from Yodada's shrine, go east and cross the river to find the small town of Pongo

=====

PONGO

(WK22)

Items: None

Not much to note here except the man tells you to throw something into the southern lake... He must be referring to the place you are to throw the Axe which was found in Roche castle.

Head back towards Gobi and continue north until you reach Banaya. From here go east and travel along the coastline, while passing the cave along the way. When you reach the end, you can enter a cave to reach the other side of the ocean. Use your boat and sail west, following the river until you reach a secluded town.

Items: King Sword  
Pearl Coin  
Earthworm's Tear  
Staff of Earth

Speak to the few people in town to learn of a well to the west of town, and that the ruins of the floating castle lie to the south west... awesome. Leave town and head west to reach that well.

This well actually ties into the warps to Reharetta and the island north of Possara. After entering the well, take the well directly to the right and follow the path to reach the stairs. You will now be on the world map about twenty steps south of the original well.... great.

Head south and around the mountain to enter the cave. You will have to use the Key of Light to open the door. Continue on and speak to the man who tells you to locate your companions immediately... Carry on and when you get to the world map, walk on the square that is orange and use the Space-Time Ring as an item. Make sure all characters are alive. You will be warped to a floating castle in the sky. Make your way to the top of the castle area and speak to the mysterious fellow. He has been waiting for someone to defeat Fat Badger, and in order to protect the King Sword, the castle was raised into the sky. You are then told that when the King and Queen Swords combine, they make the strongest weapon... the Blade of Love. Now for something interesting, the only person who can use the Blade of Love is a blacksmith called Rabin. Rabin is currently being held by Fat Badger though and lies a prisoner somewhere in his castle. You need to find Rabin in order to make the Blade of Love. You also need the help of the mermaids to get into Fat Badgers castle. You are told of the Key of Dagon which you've already found and used before receiving the King Sword.

Leave this place now and head south east to find a ruined town. Find and open the chest with a Silver Key to receive a Pearl Coin.

Head south east of this place to find a cave. Inside will be the Dead Priest (he is also in the ruined town east of Hampsten castle). He sells Calico Fruit as well as Demon Armor and the Demon Sickle.

After this it's time to head south towards the magma. Make your way south east and then west. Use the Fireproof Clothes before stepping on the magma.

\*\*One thing to note is the monsters are going to be exceptionally strong. Do make the strongest weapons are armor are equipped.\*\*

Head west towards the mountain area and search for a cave. Enter it and speak to the pixie to learn that you need the King and Queen Sword to continue. Sail north and speak to the pixie. She will tell you to assist the mermaids by giving them the Tear of the Earthworm. You are then given the Earthworm's Tear.

Exit the cave and make your way south and around the mountain to return to the Mermaid Shrine. You will have to defeat Dagon again before speaking to the mermaid. Speak to her and she will request that you get into the Turban Shell Tank that will magically appear.

Enter the tank and it will automatically pilot you to a shrine in the sea which lies north of Yatoma. Speak to the person in the shrine who will warn you that

the upcoming monsters will be incredibly strong.

Exit the shrine and sail east until you reach land. From here travel north and you will find that the person in the shrine wasn't lying. Even Dagon appears as a random encounter...

As you continue north, you should see a small path that breaks to the west and leads into a lake. Stand of the western edge and throw the Iron Axe into the lake by selecting it as an item. After doing so, the water will apparently burst into flames and a maiden will appear. She will ask you if you threw a Golden Axe into the lake. Answer no. She will then ask if you threw a Silver Axe into the lake. Answer no again. Finally, she will ask if you tossed a Copper Axe into the lake. Say no for the final time and she will admire your honesty and give you a Staff of Earth in exchange for the Iron Axe. You are then told to put the staff into the navel of earth somewhere around Fat Badgers castle to gain entry.

\*\*Note that if you lied during any of the questions that you would have been attacked by a Pink Dagon before having the option to try again\*\*

Head north and east a bit to find a cave near the mountains. Inside is a hotel where you can rest for free. The man inside will tell you to use the Staff of Earth at the dead end...

Exit the cave and go north and around the eastern part of the mountain until you are westward while facing a lone mountain. Use the Staff of Earth to clear a path. Approach the castle near by and you will be attacked by minions.

This battle will be extremely difficult and you may be required to level up quite a bit, even if you do have the strongest weapons and armor. There won't be any easy monsters as all will be boss like. It's a very good idea to make sure the physically weaker characters have Lucky Bells on them so that they can get the instant kill.

After defeating the monsters, enter the castle.

=====

FAT BADGER'S CASTLE

(WK24)

Items: Salt Jar x 4  
Soldier's Friend x 5  
Godly Treat x 3  
Flame Sword x 2  
Bread  
Dynamite x 3  
Wax Key  
Platinum Key  
Silver Mirror  
Drop of Life  
Power Hammer  
Golden Mirror  
French Bread  
Blade of Love  
Devil Key  
Aura Ball

There is a hidden tile in this room that you must fall into. To get to it, simply walk straight until you are in between the last two crosses and your party will fall and separate.

Now the game becomes very interesting and extremely difficult. You will once again be separated from all your companions as all four characters will be scattered to the four corners of Fat Badgers castle. The monsters here will be extremely difficult and you will probably find yourself running from monsters more often than naught. Random encounters will happen everywhere and there will be many people you can talk to as well as many treasure chests that can be opened. The only good news is each character conveniently lands in front of an inn where you can heal as needed. All Pearls will be divided evenly among the four characters.

First thing's first, you must get your party together as soon as possible. Playing as the hero, stay at the inn to fully recover and exit the room. If you happen to die while controlling the hero, you will be revived north west from where you started in the waking room. Simply head east and then south to get back on track.

From here, you should notice three chests and a set of stairs near by. Open the closest treasure chest outside of the room with the other two chests to find a Salt Jar. Enter the room with the two chests now and open them. The bottom one required the Gold Key. Inside lies two Soldier's Friends. Now face up and search the wall two steps left of the chest in the small room and the wall will collapse hiding some rooms. This will happen a lot in Fat Badgers castle. Follow the path and you will find Saga Kenshi. This person tells you that you should hold the Sword of Flames in both hands as it grants great strength. Leave here and don't bother with the stairs as they lead no where. Head east near where the inn lies and head north. The east path leads to a strange man who asks how you defeated his body. Say no and he will mention to use the supplies in his room when you are ready to defeat Fat Badger. He doesn't mention where his room is located though. Continue north past the two people trapped by the water. Speak with them if you have a boat. The girl will tell you it's forbidden to go into the room next door alone while the guy tells you not to travel this maze alone. Better find a companion soon! Head north and you should see a chest to your left. Stop what you are doing and select "Pass" from the menu. You will now control Kupikupi. Save at the inn and select "Pass" from the menu. Do the exact same thing when you switch to Poyan to take control of Babubabu.

Save at the inn if required and exit the room. If you head all the way west, you will find a guy who will laugh at the fact that you are trapped with no way to return home. Head south to meet with the Shell of Fire. Two people are better than one. Open the near by chest and you will find another Salt Jar. Enter the room above and search the left wall to find another opening. Use the Gold Key on the door to enter a room containing a chest. Take the Godly Treat, return, and this time search the right wall to find yet another opening. Open the door with the Gold Key and inside will lie a man. As you approach him you may get attacked by a Swarm of Slugs. Most of your attacks will miss, as will most of theirs. Simply use a Salt Jar on them to get rid of them and continue on. Speak to the man to receive the Flame Sword. You will automatically equip it. Leave here now and travel west towards the small river and go south. Don't go west and continue south, passing a small lake to the right and turn left one step before you hit the river. Search the wall to find another secret passage. The girl inside will warn you of traps and you will likely be attacked by a Twin Snake. Exit the room and go north a few steps and then east a bit to stand before a small lake.

Select "Pass" from the menu to now take control of Kupikupi. Exit the room and speak to the fellow near by who mentions that an assassin stole the Aura Ball from Fat Badger's place and is the weakest of the Dragon King's possessions.

Open the chests near by for a Soldier's Friend and Salt Jar. If you come into contact with any monsters..... run. Otherwise use Aura Shield every three rounds while chipping away at the monster. Go north while taking note of the prisoners and use the Gold Key to open the door to the room with a chest. Claim the Bread and then head west, over the room to your left and then head north up the narrow path.

If you were to die, exiting the waking room will have you situated at the bottom of this narrow path. Continue north until you see a man standing by two treasure chests. Now select "Pass" from the menu to take control of Poyan.

Exit the room and you will be right beside the room with the two chests. Meet up with Kupikupi and speak to the guy who will laugh at you since you cannot go home and are stuck in this place. Open the chests for a Soldier's Friend and use the Gold Key to acquire the Salt Jar. Now go south, east and then south to reach the door to the room with the treasure chest. Open both with the Gold Key to receive the Godly Treat.

Now go back down the narrow path you came from earlier to the very bottom, past the Waking room. Go east and search the wall to the right to find a secret passage. Open the chest with the Gold Key to claim the Dynamite from the treasure chest. Now go east of the Waking room, past the room with the chest from earlier and go south a few steps to find a small pond in the shape of a cross. Don't bother entering the room to the north east. Instead, take five steps to the east from right below the cross shaped pond and face up. Search the wall to find another opening. Take the path to claim the Wax Key from the chest. This key lets you open the doors to the prison cells. If you speak to the guy to the south, you can battle a Gorgon which isn't that strong and is a good way to build experience. Go east and then north to enter a shop. Purchase an Air Cane for Kupikupi. Note that you can buy Dynamite from this shop.

Exit the store and take six steps south. Face west and search to find a hole in the wall. Use the Dynamite to open the way. Inside is Raban the Blacksmith. He tells you that you need the King Sword, Queen Sword and Power Hammer that is found somewhere in this maze to make the Blade of Love.

Exit here and head north to the shop, and then east until you hit the wall. If you have a boat, enter the room below with the tiles that are more blue then the others. This is another shop but be careful as there are invisible holes in the ground. To speak with him, walk along the north part of the room, Now you will probably notice that he sells an extremely expensive Glacier Spear for 5000 Pearls. It's important you buy this as soon as you can because during your travels, and it's probably already happened.... Poyan loses VP every time he attacks and enemy. Once you purchase the Glacier Spear for him, he is fine. Anyways, you should notice your travel buddies on the other side of the big room to the right. Meet up with them to once again reach full power,

Sail north in the lake, west of the people you spoke with earlier and as you reach the top, you will be attacked by a Dagon As you enter the next rooms you will probably be attacked by a Hyper Hole and a Hyper Hong. Both monsters are very strong physically.

Defeat them and open the chest to find the Platinum Key. Now you can open almost every door in this dungeon maze. Enter the room south east of the room where the Glacier Spear is available for sale (you need to use the Puka Ship) and there will be a Godly Treat inside the chest, as well as a clue regarding Bread and the Aura Ball. Exit here and head back to the inn that the Hero started at to the south east. After healing, exit the inn and go due west, across the water and open the door with the Gold Key. Claim the Dynamite from

the chest before turning back. Now head north past the inn and when you pass the two people standing by the water, you should notice a small stream sailing east. Travel your boat down this stream and you will find someone who tries to warn you the dangers of taking the stairs. Take the stairs anyways and if you speak to the lone person in the graveyard, they will mention that this is where the last people who confronted Fat Badger died. He will then summon a Bone King. Search the chest to find the Silver Mirror.

Now make your way back to where Kupikupi started, basically, the prison cells. Lets try speaking to the prisoners for information. The cells can be opened using the Wax Key. You will learn that three Dragons protect Fat Badger's room. Saga Kenshi teaches those to use the Flame Sword. The Gold Dragon is weak towards the Silver Mirror while the Silver Dragon is weak towards the Gold Mirror.

\*\*Just note that this is incorrect. Both Dragons are weak towards their respective colored Mirror.

The woman in the room to the right of the cells mentions the Blade of Love.

Head north from the prison cells and take the path between the two dark rooms just north of the room you previously acquired the Bread from. Search the left side of the dark walls, third from the bottom, and you will be attacked by an Elemental. After defeating it, a path will open. Enter the room and use the Gold Key on the door. Defeat the Cursed Bat in the next room and search the western wall to find an opening. Carry on and defeat the tough Gold Mole and speak to the person inside who will give you a Flame Sword. Since this is your second sword, you will have to dump your armor for it. The Hero's attack will increase by thirty but his defense will decrease by fifty.

Return now and continue north and claim the Dynamite from the chest. Enter the room to the east and use the Platinum Key on the door. Enter and speak to the man who warns you about the three dragons that protect Fat Badger's chambers. The Aura Ball is what can defeat the strongest dragon, the Dragon King. The power of the Aura Ball will diminish unless a Drop of Life is offered. You are then given a Drop of Life.

Make your way south from here and open the chest for a Soldier's Friend. Search the spot to the right of the chest to hit the wall and an Elemental will attack. After the battle, enter the opening and Dynamite your way into the western room. Make your way to the chest and search it to find the Power Hammer.

Now you are able to make the Blade of Love. Return to Raban, the blacksmith, who lies in the room south of the tool shop. He will tell you to come back in a little while after collecting the Power Hammer and King and Queen Swords. All you have to do is save your game in one of the Waking rooms and reload the saved game. Speak to him again to receive the Blade of Love, the strongest weapon in the game.

Now there's just a few loose ends to tie up before heading to Fat Badgers lair. Head to the room with the man inside, just west of the eastern waking room, which has a river wrapping around most of it. He will state that "This is Block 1 of Hell". Basically there are false floors in this room and you need to stick to the eastern wall to avoid them. Use the Gold Key on the door and sail to reach another door requiring a Gold Key. Head all the way west to find a set of stairs and an entrance to another room. Enter the room and continue on to find a chest. You will have to battle two Death Kentaurus before opening the chest for the Golden Mirror. Now return and take the stairs to enter the bread shop. Speak to the man to receive the French Bread.

Now return to the room with the false floors and note the Waking room to the east. A river runs north of this room. Head that way and use the Platinum Key to open the door. When you get to the room with the two monsters, speak with Bob the Goblin, who will mention that he made the Key of the Devil, the key used to enter Fat Badgers chambers. You will then be attacked as he realizes you are here to defeat Fat Badger. After beating him, search the north east part of the wall and the eastern side will crumble. Heal your characters before proceeding. This room will contain a chest. As you proceed, you will be attacked by a Dragon Snake and perhaps a Gold Kong. Open the chest to find the Devil Key.

Now return to the prison cell where Kupikupi started in this castle. Near the western cells you should see a door to the west slightly under the waking room. Head to the top left corner just north west of a 2x2 body of water to tap the wall. Defeat the Elemental and search the western wall in the next room to find a small hole. Dynamite the wall and use the Platinum Key to advance. Enter the room to find a fellow who mentions you need a Wet Sand to enter Fat Badgers room. He also mentions that the Wet Sand should be near by. Continue on and open the chest to retrieve the..... Wet Sand.

Exit here and make your way back to where the Hero started in this castle. Just west of the inn is a river. Sail on it and head north, around, and then south of the tool shop in the water. When you reach land, head east. Search the north east wall to find a hidden passage. Enter the door with the Platinum Key and take the east path when you have to option to go east or south. You will possibly run into the Death Kentauro along the way. A lone man will lie at the dead end. Speak to him to learn that he has the Aura Ball in his possession. He offers to trade the Aura Ball straight up for some bread. Say yes and you will give him the normal bread. He will not like the taste of that as it is too stale. Speak to him again and he will try the French Bread. He will love it and gives to you then Aura Ball. If you were to say no to him all he would do is mention that a bread shop lies somewhere in this maze.

Make your way back now but when you reach the screen for the main part of the maze (just south of the tool shop), get off the boat and face the western part of the wall to the south west to find an opening. Blow it up with Dynamite and search the southern wall in the next room to continue on. A Goblin will be blocking your path. Defeat him to carry on. You will also have to defeat a Gold Kong. The last room will be an apparent dead end with a well in the top left corner. Stand on the well and use the Wet Sand as an item and you will warp to a small room with a set of stairs. You will constantly be attacked by strong creatures as you try to progress forward. Eventually you will make it to the middle of the main floor in Fat Badgers castle, just north of the Weapon Shop where you can purchase the Dynamite. Head south and take the stairs.

As soon as you appear in the next room, you will be attacked by one of Fat Badgers three guardians, the Silver Dragon.

Boss Battle - Silver Dragon

This battle will be very hard if you don't use the Silver Mirror. The Silver Dragon has great physical strength and a Bit by Bit attack which can hit for over 100 points of damage. Using the Silver Mirror can stun the dragon for a turn. Give one of the physically weak characters this mirror so you don't dilute your physical attacks every turn.

After the battle, continue to the next set of stairs after healing up and also beware that you can be randomly attacked by another Silver Dragon. As soon as you take the stairs, you will be attacked by the second of Fat Badgers



guardians, the Gold Dragon.

#### Boss Battle - Gold Dragon

Pretty much the exact same fight as the Silver Dragon except this guy's defense is slightly higher and he is slightly stronger. Use the Golden Mirror every turn to win this battle.

Continue to the next set of stairs and be careful not to get into a random battle with another Gold Dragon. As you probably can guess, taking the stairs will lead to the final battle with the third of Fat Badgers three guardians, the Dragon King.

#### Boss Battle - Dragon King

This green guy can use a magical Blue Magma attack which will hit a character for over 100 points of damage, as well as physical attacks which can also hit that high. The key to winning this battle is the use of the Aura Ball. Cast Barrier and once the Aura Ball has been used, all characters physical attacks will hit for much more damage than normal.

After the battle, head north to the stairs while hoping to not encounter another Dragon King.

Finally, you will now be in Fat Badgers chambers. Open the door with the Devil Key and step on the red tiles and use a Tent to heal all of your VP. Approach Fat Badger and he will congratulate you for making it. He states that he is the one who drew the Hero into this world, but now the four have become a nuisance. He goes on explaining that even though you are strong, he will draw his power from the evil hearts from the people in the world, and that not even a heart filled with love and peace can defeat him. You are then attacked.

#### Boss Battle - Last Dragon

Not so easy, you must defeat another non mentioned guardian before you have a chance against Fat Badger. This battle can be very hard, or very easy. If you have any Lucky Bells, use them for an easy win. Otherwise cast Barrier, keep your parties VP high and use physical attacks. This dragon has incredible strength and is very tough. With time, he will fall.

After the battle, Fat Badger gets upset and attacks you himself.

#### Boss Battle - Fat Badger

Use Barrier and the Aura Ball in this battle or you won't stand much of a chance. Fat Badger has a variety of skills and only the Heroes Blade of Love will really damage him. Use the other three characters in mainly a supporting roll while the Hero continues to strike him down.

After the battle, Fat Badger will get trapped in the Aura Ball which will fall into the "deep dark depths". A magical light will appear and the whole party will be warped to the mysterious fellow in the floating castle in the sky. He will congratulate you and state that peace has been restored. The Hero is then restored to his world while the other three are warned that some day in the future, another catastrophe will occur, and four heroes will gather once again. He then says farewell for now and the credits begin to roll.

You have beat Kaijuu Monogatari.

\*\*\*\*\*

SHOPPING LIST

(SHPL)

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Here is a list of all the items and weapons sold in all the Shops in Shell  
Monster Story (Kaijuu Monogatari).

=====

MAIYO

Tool Shop:

- Holy - 25 Pearls
- Silver Key - 25 Pearls

Weapon Shop:

- Knife - 15 Pearls
- Spear - 75 Pearls
- Courage Mantle - 60 Pearls
- Soldier's Armor - 150 Pearls
- Soldier's Shield - 120 Pearls

Pharmacy:

- Godly Treat - 16 Pearls
- Poison Poppy - 10 Pearls
- Canteen - 7 Pearls

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MARINA DEL NAN

Tool Shop:

- Godly Treat - 16 Pearls
- Poison Poppy - 10 Pearls
- Pearl Coin - 1000 Pearls
- God's Token - 50 Pearls

Weapon Shop:

- Earth Staff - 1100 Pearls
- Alen's Sword - 700 Pearls
- Esper Hat - 100 Pearls
- Fake Shield - 300 Pearls

=====

YOTANA

Tool Shop:

- Godly Treat - 16 Pearls
- Poison Poppy - 10 Pearls
- Soldier's Friend - 50 Pearls
- Canteen - 7 Pearls
- Silver Key - 25 Pearls

Weapon Shop:

Soldier's Armor - 150 Pearls  
Headband - 10 Pearls  
Soldier's Shield - 120 Pearls

=====  
ROLAN

Tool Shop 1:

Pearl Coin - 1000 Pearls  
Silver Key - 25 Pearls

Tool Shop 2:

Sake - 10 Pearls  
Holy - 20 Pearls  
Canteen - 7 Pearls

Weapon Shop 1:

Knife - 25 Pearls  
Headband - 10 Pearls  
Soldier's Shield - 120 Pearls

Weapon Shop 2:

Spear - 75 Pearls  
Courage Mantle - 60 Pearls

Pharmacy:

Godly Treat - 16 Pearls  
Poison Poppy - 10 Pearls  
Soldier's Friend - 50 Pearls

=====  
HAMPSTEN CASTLE

Tool Shop:

God's Token - 50 Pearls  
Poison Poppy - 10 Pearls  
Soldier's Friend - 50 Pearls  
Calico Fruit - 3000 Pearls

Weapon Shop:

Dagon's Spear - 1000 Pearls  
Messiah Mantle - 800 Pearls  
Dragon Suit - 850 Pearls  
Soldier's Helmet - 120 Pearls

Pharmacy:

Godly Treat - 16 Pearls  
Poison Poppy - 10 Pearls  
Sake - 10 Pearls  
Holy - 20 Pearls

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PONGO

Weapon Shop:

Ice Armor - 900 Pearls

=====

GOBI

Tool Shop:

Godly Treat - 16 Pearls  
Poison Poppy - 10 Pearls  
Pearl Coin - 1000 Pearls  
Holy - 20 Pearls  
God's Token - 50 Pearls

Weapon Shop:

Magic Sword - 1300 Pearls  
Flame Armor - 1500 Pearls

=====

BANAYA

Tool Shop:

Godly Treat - 16 Pearls  
Poison Poppy - 10 Pearls  
Calico Fruit - 3000 Pearls  
Lucky Bell - 100 Pearls  
God's Token - 50 Pearls

Weapon Shop:

Power Sword - 1600 Pearls

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PATANTA

Tool Shop:

Godly Treat - 16 Pearls  
Poison Poppy - 10 Pearls  
Soldier's Friend - 50 Pearls  
Holy - 20 Pearls

Weapon Shop:

Braveman's Blade - 440 Pearls  
Alen's Sword - 700 Pearls  
Esper Hat - 100 Pearls  
Flame Helmet - 800 Pearls  
Fake Shield - 300 Pearls

=====

BENDAL BELDAY

Tool Shop 1:

Soldier's Friend - 50 Pearls  
Canteen - 7 Pearls  
Godly Treat - 16 Pearls  
Poison Poppy - 10 Pearls

Tool Shop 2:

Sake - 10 Pearls  
Holy - 20 Pearls  
Silver Key - 25 Pearls

Weapon Shop 1:

Headband - 10 Pearls  
Soldier's Shield - 120 Pearls  
Flame Shield - 900 Pearls

Weapon Shop 2:

Knife - 15 Pearls  
Spear - 75 Pearls  
Courage Mantle - 60 Pearls  
Soldier's Armor - 150 Pearls

Pharmacy:

Soldier's Friend - 50 Pearls  
Canteen - 7 Pearls  
Godly Treat - 16 Pearls  
Poison Poppy - 10 Pearls

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FIDAN

Tool Shop 1:

Godly Treat - 16 Pearls  
Poison Poppy - 10 Pearls  
Canteen - 7 Pearls  
Silver Key - 25 Pearls

Tool Shop 2:

Pearl Coin - 1000 Pearls  
Silver Key - 25 Pearls

Weapon Shop 1:

Spear - 75 Pearls  
Soldier's Friend - 200 Pearls  
Courage Mantle - 60 Pearls  
Iron Armor - 350 Pearls

Weapon Shop 2:

Soldier's Shield - 120 Pearls

=====  
MARINA DEL PEI

Tool Shop:

Godly Treat - 16 Pearls  
Poison Poppy - 10 Pearls  
Pearl Coin - 3000 Pearls  
Holy - 20 Pearls  
God's Token - 50 Pearls

Weapon Shop:

Earth Staff - 1100 Pearls  
Esper Hat - 100 Pearls

=====

STOGG

Tool Shop:

Godly Treat - 16 Pearls  
Poison Poppy - 10 Pearls  
Pearl Coin - 1000 Pearls  
Holy - 20 Pearls  
God's Token - 50 Pearls

Weapon Shop:

Earth Mantle - 1100 Pearls

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REHARETTA

Tool Shop 1:

Sake - 10 Pearls  
Canteen - 7 Pearls

Tool Shop 2:

Godly Treat - 16 Pearls  
Poison Poppy - 10 Pearls  
Holy - 20 Pearls

Tool Shop 3:

Silver Key - 25 Pearls  
Pearl Coin - 3000 Pearls

Weapon Shop 1:

Courage Mantle - 60 Pearls  
Knife - 15 Pearls  
Soldier's Sword - 200 Pearls

Weapon Shop 2:

Leather Armor - 20 Pearls  
Earth Armor - 1100 Pearls  
Headband - 10 Pearls

Weapon Shop 3:

Soldier's Shield - 120 Pearls  
Air Shield - 700 Pearls

=====

RANAL

Tool Shop:

Godly Treat - 16 Pearls  
Poison Poppy - 10 Pearls  
Canteen - 7 Pearls  
Silver Key - 25 Pearls

Weapon Shop:

Courage Mantle - 60 Pearls  
Esper Clothes - 250 Pearls  
Soldier's Helmet - 120 Pearls

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BALTARIE

Tool Shop 1:

Soldier's Friend - 50 Pearls  
Silver Key - 25 Pearls

Weapon Shop 1:

Soldier's Sword - 200 Pearls  
Braveman's Blade - 440 Pearls  
Iron Armor - 350 Pearls  
Soldier's Helmet - 120 Pearls  
Air Helmet - 700 Pearls

Tool Shop 2:

Sake - 10 Pearls  
Canteen - 7 Pearls  
Godly Treat - 16 Pearls  
Poison Poppy - 10 Pearls

Weapon Shop 2:

Headband - 10 Pearls  
Esper Hat - 100 Pearls  
Water Cap - 800 Pearls  
Soldier's Shield - 120 Pearls  
Purity Shield - 1000 Pearls

=====

ROCHE

Tool Shop 1:

Soldier's Friend - 50 Pearls  
Canteen - 7 Pearls  
Godly Treat - 16 Pearls  
Poison Poppy - 10 Pearls

Tool Shop 2:

Godly Treat - 16 Pearls  
Poison Poppy - 10 Pearls  
Sake - 10 Pearls  
Holy - 20 Pearls

Weapon Shop 1:

Magma Sword - 1500 Pearls  
Soldier's Sword - 200 Pearls  
Holy Clothes - 1300 Pearls  
Messiah Mantle - 800 Pearls

Weapon Shop 2:

Esper Helmet - 100 Pearls  
Earth Helmet - 750 Pearls  
Earth Shield - 700 Pearls  
Sparkling Shield - 500 Pearls

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FAT BADGERS CASTLE

Tool Shop 1:

Godly Treat - 16 Pearls  
Calico Fruit - 3000 Pearls  
Sake - 10 Pearls  
Holy - 20 Pearls  
Dynamite - 1000 Pearls

Tool Shop 2:

Godly Treat - 16 Pearls  
Poison Poppy - 10 Pearls  
Soldier's Friend - 50 Pearls

Weapon Shop 1:

Flame Armor - 1500 Pearls  
Flame Shield - 900 Pearls  
Air Cane - 2100 Pearls  
Air Shield - 700 Pearls  
Earth Armor - 1100 Pearls

Weapon Shop 2:

Glacier Spear - 5000 Pearls  
Holy Clothes - 1300 Pearls  
Earth Mantle - 1100 Pearls  
Earth Shield - 700 Pearls  
Earth Stick - 2300 Pearls

\*\*\*\*\*  
ITEMS (ITMS)  
\*\*\*\*\*



Aura Ball - Used to trap Fat Badger, also used to strengthen party  
Bread - Very stale, dummy item  
Calico Fruit - Used to resurrect a fallen party member  
Calming Drum - Causes enemies to miss a turn  
Canteen - Give to those that are thirsty  
Devil Key - Used to access Fat Badgers chambers  
Drop of Life - Unknown  
Dynamite - Use to blast through walls  
Earth Scroll - Needed to acquire the Key of Light  
Earthworms Tear - Give to the Mermaids for help  
Fireproof Clothes - Use to be able to walk on magma filled land  
First Map - Points to the location of a secret item  
Fourth Map - Points to the location of a secret item  
French Bread - Used to acquire Aura Ball  
Godly Treat - recovers 25VP  
God's Token - Unknown  
Golden Mirror - Use to weaken the Gold Dragon  
Gold Key - Opens locked doors and chests  
Heart Stone - Give to gypsies to acquire maps  
Heaven Scroll - Needed to acquire the Key of Light  
Holy - Warps back to last town visited  
Iron Axe - Toss into a lake to acquire the Staff of Earth  
Key of Dagon - Opens door in the mermaid shrine  
Key of Light - Use to access the floating castle  
King Sword - One item needed to make the Blade of Love  
Lucky Bell - Instantly kills an enemy  
Pearl Coin - Buy and sell for 1000 Pearls  
Platinum Key - Opens certain doors in Fat Badgers castle  
Poison Poppy - Use to cure poison  
Power Hammer - One item needed to make the Blade of Love  
Puka Ship - A ship that can carry four party members  
Queen Sword - One item needed to make the Blade of Love  
Sake - Give to Goblins to instantly kill  
Salt Jar - Use to scatter the Swarm of Slugs  
Second Map - Points to the location of a secret item  
Ship - A ship that can carry two party members  
Silver Key - Opens locked doors and chests  
Silver Mirror - Use to weaken the Silver Dragon  
Soldier's Friend - Recovers all VP  
Space-Time Ring - Use to warp to the floating castle  
Staff of Earth - Use to destroy barrier to Fat Badgers castle  
T. Twister Medal - Used to acquire the Puka Ship  
Tent - Whole party recovers VP when used  
Third Map - Points to the location of a secret item  
Wax Key - Used to open prison cells in Fat Badgers castle  
Whale Whiskers - Needed to acquire the Puka Ship

\*\*\*\*\*  
SPELLS (SPLS)  
\*\*\*\*\*

Here is a list of all the magical spells in Kaijuu Monogatari. Note that most magic in this game is pretty useless while other spells are absolutely needed in order to survive. Also listed is all the magical spells you learn based on all the combinations of characters joining together to form a party. There are a couple of spells that I am not sure exactly what they do so if anyone knows, feel free to email me and I will add the contribution with credit.

MP = Magic Points

EFFECT = The effect the spell has

	MP	EFFECT
Again.....	?	Revives fallen member
All Gain.....	?	Recovers all VP
Aura Shield.....	16	Increases defense for 3 turns
Barrier.....	20	Increases defense for party for 3 turns
Cross.....	5	Prevents enemy from casting spell
Earth.....	?	Earth damage
Fire.....	4	Fire damage
Fuuma.....	?	Unsure
Hospi.....	5	Recovers 25VP
Hospi Peace.....	8	Recovers 40VP
Icer.....	2	Small Ice damage to 1 foe
Invisible.....	?	Unsure
Knock.....	?	Unsure
Levitate.....	3	Warps to last town visited
Magic Arrow.....	3	Small damage to 1 foe
Maquin.....	?	Unsure
Miracle Wrap.....	?	Unsure
Ocarina.....	7	Puts enemy to sleep
Part.....	3	Prevents weak enemies from attacking
Poison Poppy.....	4	Removes poison
Re-magic.....	5	Reflects enemy spells
Squall.....	8	Medium damage

Here is a list of spells gained when two or more characters join forces to create a party:

- Shell of Fire (Hero)
- Shell of Air (Kupikupi)
- Shell of Water (Poyan)
- Shell of Earth (Babubabu)

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Fire & Air = Magma.....10MP: small Damage to all enemies  
Fire & Water = Born.....5MP (all): Lowers enemy hit accuracy  
Fire & Earth = Mag-Magu.....10MP (all): Medium lightning damage  
Air & Water = Relax.....AllMP (all): Party recovers all VP  
Air & Earth = Quickly.....15MP: Medium lightning damage to all  
Water & Earth = Omashii.....10MP: Medium lightning damage  
-----

Fire & Air & Water = Bowa-Bowa.....10MP: Medium lightning damage to all  
Fire & Air & Earth = Blue Magma.....10MP: Medium lightning damage to all  
Air & Water & Earth = X.....8MP: Medium lightning damage  
-----

Fire & Air & Water & Earth = Rainbow....AllMP (all): Large lightning damage  
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\*\*\*\*\*  
EQUIPMENT (EQMT)  
\*\*\*\*\*

Weapons:

ATK = Attack Power

	ATK
Air Cane.....	30
Alen's Sword.....	10
Blade of Love.....	50
Braveman's Blade.....	10
Dagon's Spear.....	15
Demon Sickle.....	30 Cursed*
Earth Staff.....	20
Earth Stick.....	30
Flame Sword.....	30
Glacier Spear.....	30
Knife.....	1
Magic Sword.....	20
Magma Sword.....	20
Power Sword.....	23
Soldier's Sword.....	7
Spear.....	4

\* Can cause Poyan to lose HP when attacking.

Armor:

DEF = Defensive Power

	DEF
Courage Mantle.....	3
Demon Armor.....	50
Dragon Suit.....	18
Earth Armor.....	18
Earth Mantle.....	20
Esper Clothes.....	10
Flame Armor.....	28
Holy Clothes.....	25
Ice Armor.....	20
Iron Armor.....	13
Leather Armor.....	1
Messiah Mantle.....	13
Soldier's Armor.....	5

Shields:

DEF = Defensive Power

	DEF
Air Shield.....	9
Fake Shield.....	5
Flame Shield.....	13
Purity Shield.....	12
Soldier's Shield.....	3
Sparkling Shield.....	8

Helmets:

DEF = Defensive Power

	DEF
Air Helmet.....	6
Earth Helmet.....	8
Esper Hat.....	4
Flame Helmet.....	8
Headband.....	1
Soldier's Helmet.....	5
Water Cap.....	9

\*\*\*\*\*  
MONSTERS (MSTR)  
\*\*\*\*\*

Here is a listing of all the monsters I encountered during my play through of Kaijuu Monogatari. I haven't collected any stats, just monster names. If anyone can help me finish this section I would appreciate it and full credit would be given of course. I'm also sure a few monsters slipped by and I forgot to include them.

=====  
A  
=====

	VP	STR	DEF	Special
Aparaper.....	110	125	84	

=====  
B  
=====

	VP	STR	DEF	Special
Bad Assassin.....	60	83	72	
Barking Mad.....	8	7	2	
Basilisk.....	8	6	2	
Bat Man.....	74	102	70	HospiPeace, Bolt, AuraShield
Big Mouth.....	18	15	17	Hospi Peace, Cross
Billow.....	7	5	1	
Biting Centipede.....	50	55	30	
Biting Shark.....	61	69	35	
Block Devil.....	14	10	4	Hospi
Blood Fly.....	6	5	1	
Blue Devil.....	47	84	66	
Bobugoblin.....	159	161	97	Bit by bit
Bone Dog.....	56	62	60	
Bone King.....	106	170	97	
Bone Man.....	38	30	40	Ocarina

=====  
C  
=====

	VP	STR	DEF	Special
Cassowary.....	140	135	96	
Clover.....	15	13	6	Fire
Comical Santa.....	9	5	2	Hospi

Cursed Bat.....|116|170|112|Hospi  
Cursed Mask.....| 52| 50| 30|HospiPeace,Bolt,Aura Shield

=====  
D  
=====

                                  | VP|STR|DEF|Special  
Dagon.....|110|105|100|  
Danmajin.....| 19| 20| 15|  
Death Kentaurous.....|111|129| 96|Hospi  
Death Lizard.....| 55| 52| 32|  
Demon Bat.....| 69| 87| 72|Hospi Peace,Squall,Cross  
Demon King.....| 48| 35| 30|  
Diamond.....| 16| 14| 5|  
Dragon King.....|159|238|163|Blue Magma, Cross  
Dragon Snake.....|100|124| 89|

=====  
E  
=====

                                  | VP|STR|DEF|Special  
Elemental.....|110|120|103|

=====  
F  
=====

                                  | VP|STR|DEF|Special  
Fat Badger.....|255|255|255|All spells  
Flaring Up.....| 13| 9| 6|Fire  
Flowonder.....| 8| 5| 2|  
Frog Man.....| 10| 10| 4|

=====  
G  
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                                  | VP|STR|DEF|Special  
Goblin.....| 42| 62| 36|  
God Flower.....| 79| 75| 50|Hospi Peace, Cross  
Gold Dragon.....|159|221|157|  
Gold Kong.....|159|198|112|  
Gold Mole.....|159|190|117|Hospi  
Gooska.....| 26| 24| 30|Hospi, Icer, Ocarina  
Gorgon.....| 63| 90| 90|  
Green Moth.....| 9| 6| 2|

=====  
H  
=====

                                  | VP|STR|DEF|Special  
Heart.....| 16| 15| 5|  
Hell Ghost.....| 46| 48| 40|  
Hyper Blue.....|132|192|112|Blue Magma, Cross  
Hyper Kong.....|159|186|114|  
Hyper Mole.....|138|181|112|

I

Ice Giant.....|120|140| 84|  
Iron Worm.....| 35| 28| 30|Hospi Peace, Cross

K

Killer Bee.....| 14| 15| 16|Poison  
Killer Blue.....| 40| 32| 29|  
King Tortoise.....| 35| 50| 70|Hospi Peace  
Kobold.....| 79| 90| 76|

L

Last Dragon.....|212|243|218|Hospi Peace

M

Magma Armor.....| 18| 17| 10|  
Mangmer.....|120|130| 83|Blue Magma, Cross  
Marilyn.....| 11| 10| 6|Icer  
Matarg.....| 53| 57| 42|Hospi Peace  
Minotaurus.....|159|204|115|Bit by bit  
Mirita.....| 15| 10| 8|Hospi  
Mobi Bick.....|106| 73| 60|  
Mountain Mole.....| 35| 31| 30|  
Mountain Slug.....| 7| 5| 3|  
Mover.....| 90|100| 85|Hospi Peace  
Mummy Man.....| 58| 77| 60|

N

Namakon.....| 20| 23| 21|Poison  
Nauman.....| 40| 42| 35|  
Neo Snail.....| 13| 9| 10|Hospi  
Nightstalker.....| 8| 6| 4|  
Nopperer.....| 11| 5| 2|

O

Octopus.....| 50| 55| 40|  
Ogre.....|160|130| 84|

=====  
P  
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	VP	STR	DEF	Special
Pink Dagon.....	90	130	84	Hospi
Pinochi.....	60	70	50	Hospi Peace, Squall, Cross
Pirahnia.....	20	22	22	
Poison Green.....	8	5	1	Poison
Poison Lizard.....	24	25	20	Poison
Poison Rat.....	20	22	20	Poison
Proud Face.....	8	7	2	

=====  
R  
=====

	VP	STR	DEF	Special
Rattlesnake.....	8	5	2	Poison
Red Brain.....	53	65	48	Hospi Peace, Cross
Red Dragon.....	160	125	84	
Ribbit Flower.....	50	33	28	Hospi Peace
Rock Gunter.....	63	89	85	Ocarina
Rock man.....	60	72	55	

=====  
S  
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	VP	STR	DEF	Special
Sand Devil.....	63	79	56	
Sand Killer.....	10	7	3	
Sea Ghost.....	24	25	25	
Shell Rat.....	80	85	120	
Silver Dragon.....	140	215	157	Bit by Bit
Silver Knight.....	43	46	34	
Slug.....	63	19	255	
Snake Man.....	38	37	32	
Snow Lizard.....	39	38	33	
Snowshoe Hare.....	23	15	17	
Spade.....	15	12	6	Icer

=====  
T  
=====

	VP	STR	DEF	Special
Time Bomb.....	58	66	45	Hospi Peace, Squall, Cross
Tiny Bat.....	8	5	3	
Twin Snake.....	106	164	94	

=====  
V  
=====

	VP	STR	DEF	Special
Voodoo.....	30	30	35	Ocarina
Vulture.....	7	7	1	

=====  
W  
=====

| VP|STR|DEF|Special  
Water Dragon.....| 63| 95| 80|  
Water Worm.....| 8| 6| 1|  
Werewolf.....| 56| 60| 50|Bit by Bit

=====  
Z  
=====

| VP|STR|DEF|Special  
Zuru-Zuru.....| 7| 5| 1|

\*\*\*\*\*  
SECRETS/MISCELLANEOUS

(MISC)  
\*\*\*\*\*

There aren't really any secrets in this game at all. Everything is either alluded to or completely optional. You don't even have to visit all the towns or places in the game to get what you need.

\*\*\*\*\*  
CONTACT AND ACKNOWLEDGEMENTS

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This is my fifth walkthrough that I have written and if you have any questions regarding this game that are not answered in the FAQ, or you would like to contribute, feel free to email me at [corystahlbaum@yahoo.com](mailto:corystahlbaum@yahoo.com) (remove quotes) and put "Kaijuu Monogatari" or "Shell Monster Story" in the subject line. Please note that I check my email very infrequently so it may be a while before I get back to you if at all. If your question is in this guide it will probably be ignored. Feel free to contact me if you see any errors or wish to make any contributions to this FAQ. Credit will be given of course. I don't view emails that have any attachments and whatnot so send text only. In regards to updating this guide, it is fairly complete so I don't see a need for any significant updates except for any errors, monster statistics, and any contributions as there are a couple of spells and items that need details.

I've played through this game only once so I probably have missed or overlooked something. This game is extremely non linear and thus, can be hard to follow at times especially with vague references as to what to do next or where to go. I'd like to thank King Mike, who released the patch for this game, as he provided me with some character statistics, a world map which was extremely helpful when making this guide as well as a map of Fat Badger's castle which detailed where all of the key items and goodies were located.