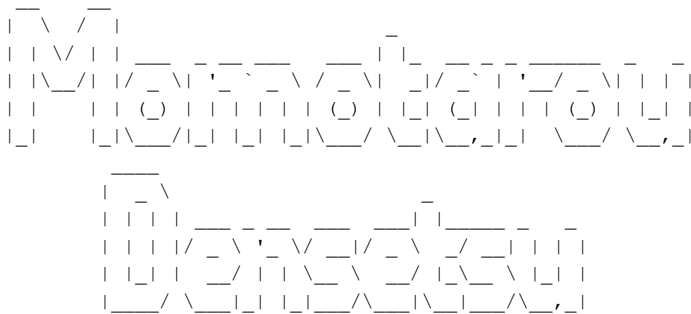


Momotarou Densetsu: Peach Boy Legend FAQ/Walkthrough

by KeyBlade999

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Introduction

Welcome to another one of my FAQs. This particular FAQ covers Momotarou Densetsu: The Legend of Peach Boy. This game is a nice Japan-only RPG that only recently got a translation patch. As one can probably guess, it takes its canonical root in the story of a boy born from a large peach, who saves the world. It's a bit of an odd story, but I suppose it's less freaky than some other Japan-only NES games I've played (*cough* Mahjong Taisen *cough*). Overall, it's actually quite a nice game, and yet...

It's been over twenty-five years since this game's release back in 1987 by Hudson Soft. And since then, not a single FAQ has been written for it. Well, there's always a first time for everything, no? Ever since the start of the NES FAQ Completion Project on GameFAQs several years ago - a project designed to get a guide out for every single NES game out there - many people have now been helped because older, rarer, less popular games have gotten guides. So many games, in fact, that all of the North American games have been covered, as have the European games, leaving only those that are homebrews and mostly those released in Japan and the Koreas.

And so, that is how I came upon this game. Thanks for listening to my ramblin'; hope you enjoy!

Basics of the Game

This will not really cover much of anything important; mostly just basic translations for those playing this in Japanese; everything else important is covered as it becomes apparent within the **Walkthrough**. Anyways...

In the field, you can move around with the D-Pad and use the A Button to open up a menu. In the overworld (where you find mountains, rivers, and a general zoomed-out world), you'll be able to battle at any time at random. In the field, you can press the A Button to open an action menu. With respect to the order given, you can speak with someone, use a spell, use an item, examine the ground, and reorder your party.

While in the field, you can press the Start or Select Button to look at your equipment and stats. With regard to stats, you'll see: Age/Level, current EXP., current MP, max MP, current HP, max HP, Gold, Offense (Strength), Defense, and Agility. These will change as you level up from the gaining of EXP., so you know.

Battles can happen in the overworld at any time. When you enter a battle, you have four options: to use a physical attack, to flee, to use a spell, and to use an item, in that order. Turns will swap between you and your opponent. After winning, you can earn Gold (G) and EXP. (E). Your stats are represented in the battle menu with "M" (MP; for spells) and "H" (HP; for health). Both can be lost as the battle wears on, and can be refilled with items.

Notably, items can have two actions associated with them. "Use" means to make it affect the enemy; "Eat" makes it affect you. That's really about it for battles; any kind of legitimate in-depth strategy will be covered as needed.

Walkthrough

The Fabled Unicorn Wizard

Sectional Flowchart

Every main section of the guide below the walkthrough header will be subdivided like this for navigational and comprehensonal convenience.

- **Story Prologue**
- **Overworld - To Travel Town**
- **Travel Town**
- **Overworld - Unicorn Wizard**

Story Prologue

Once you begin the game (press Start on the top option), you'll proceed onto another screen with an old man. There, select the text speed desired - high, medium, and low, respectively - and press the Start Button once more to get some storyline prologue.

Spoiler. Highlight text to view

Long ago, in Japan, an elderly, childless couple lived. One day, the man went to gather firewood, and the woman went to wash laundry at the river - a seemingly typical day. As she washed the laundry -- if you look on-screen, she has a washing machine hooked up to a tree... O_o -- a giant peach washed up on the banks of the river. She took it some to serve as supper.

That night, the man opened the peach up and, surprise! - for a naked baby boy sprang from within! They lived happily for six years. Eventually, on his birthday, the child Momotarou decided to go to Oni Island and slay all of their ogres. Grandmother calmly hands over 100 gold and some millet dumplings. O_o As you leave, you are told to prepare in Travel Town.

Overworld - To Travel Town

LOCAL ENEMY BESTIARY (NOTE THAT STATS ARE APPROXIMATE)			
Enemy Name	Maximum HP	Gold (G) Earned	EXP. (E) Earned
Lantern Oni	9 HP	4 Gold	3 EXP.
Mushroom Oni	8 HP	2 Gold	2 EXP.
Red Oni	7 HP	1 Gold	1 ~ 2 EXP.
Spider	9 HP	1 ~ 2 Gold	5 EXP.

Well, first and foremost, acquaint yourself with the **Basics of the Game** - mostly the fact that random encounters will happen in the overworld. Hence, the above bestiary. That all should be obvious. Anyways, for now, go southeast of your home to the town by the river.

Travel Town

TRAVEL TOWN - ARMORY			
Weapon/Item	Buying Cost	Item Type	Effects
Headband	20 Gold	Headgear	+2 Defense
Rabbit Sandals	30 Gold	Footwear	+3 Agility
Bamboo Flag	30 Gold	Armor	+3 Defense
Red Flag	50 Gold	Armor	+6 Defense
Tiger Flag	100 Gold	Armor	+9 Defense
Wood Sword	50 Gold	Weapon	+5 Offense
Sword	100 Gold	Weapon	+7 Offense

TRAVEL TOWN - TEA HOUSE		
Item	Buying Cost	Effects
Yeast Bun	8 Gold	Heals ~15 HP when eaten.
Sushi Roll	15 Gold	Heals ~30 HP when eaten.
Millet Dumpling	30 Gold	Heals ~35 HP when eaten.
Peach Twig	100 Gold	Use to escape battle.
Spider Web	100 Gold	???
Peach Seed	300 Gold	Use to guarantee battle escape.
Angel Robe	300 Gold	???

Once you arrive in this town, if you feel or felt like grinding earlier, feel free to stay in the nearby inn (crescent-moon house) for 5 Gold. This will fully heal your HP, and your MP later on. Three houses to the east, you'll find a sword-marked building. This is the armory, whose stocks are listed above. From there, I would recommend buying the Wood Sword for sure, as that's pretty good and will leave us with 50 Gold, plus whatever you've earned in the overworld.

There is also an item shop to the northeast of the inn, though it is referenced as a Tea House. There, you can buy certain RPG-essential commodities, like healing items and such. Depending on what you want here, you may or may not want certain stuff from the armory. Personally, I stuck with the lone Millet Dumpling I had and spent my other 50 Gold on a Red Flag. But that's me.

Do spend 15 Gold on a Sushi Roll, though! You'll need it later.

Other town features? Well, along the path to the north of the tea house, you'll find a fortune teller. Here should be what he says:

- **End:** No fortunes? Hit the road!
- **2 Gold:** Lo! The old man of Hanasaka keeps Pochi the dog on a leash!
- **5 Gold:** Lo! A pheasant trapped in a basket makes a dreadful racket!
- **8 Gold:** Lo! A monkey hides across the sea... But long and far away is he!

And, finally, the shrine. The shrine lies in the northeastern portion of town. You arrive at such places should you end up losing all of your HP and therefore fall in battle. There, you can speak with the old man to learn your "Next Level" EXP., as well as obtain a password that will help you reload your game should you decide to quit. That's about it. Return to the overworld.

Overworld - Unicorn Wizard

TREASURES CHECKLIST			
<input type="checkbox"/> Potent Spell	<input type="checkbox"/> Ice Pouch	<input type="checkbox"/> Sushi Roll	<input type="checkbox"/> Sushi Roll
<input type="checkbox"/> Sushi Roll	<input type="checkbox"/> Sushi Roll	<input type="checkbox"/> Sushi Roll	<input type="checkbox"/> Sushi Roll

LOCAL ENEMY BESTIARY (NOTE THAT STATS ARE APPROXIMATE)			
Enemy Name	Maximum HP	Gold (G) Earned	EXP. (E) Earned
Blue Oni	12 HP	2 Gold	4 EXP.
Lantern Oni	9 HP	4 Gold	3 EXP.
Lizard	10 HP	7 Gold	2 EXP.
Mushroom Oni	8 HP	2 Gold	2 EXP.
Rat	8 HP	9 Gold	2 EXP.

Red Oni	7 HP	1 Gold	1 ~ 2 EXP.
Spider	9 HP	1 ~ 2 Gold	5 EXP.

From Travel Town, head north along the mountains until you reach an area like that shown in the nearby screenshot. You will quickly head into battle against the Unicorn Wizard! Defeat him so we can move on - he has somewhere around 10 ~ 12 HP, and pretty bad accuracy. As a reward, you will get the Potent spell, which costs 3 MP and will heal you.

After the battle, get to the left or right side of the man. Go to your items menu (A Button, option three) and find a Sushi Roll. "Use" it and the man will give you an Ice Pouch to peruse later on. For now, just be sure to keep it.

Optional Sidequests

The first is not so much a sidequest as a hint to later things. If you generally just head south of Travel Town to the end of this landmass, you'll find an area as pictured. Speak with the obvious man-like thing and he (?) references the Buddha's bowl you'll later find in Kintaro's golden town. Just try to keep this in mind.

Now, there are some baskets you can plunder in the overworld, if you're willing to stomach a little pain. (Monsters become a little difficult, but it is completely doable.) Remember where the wizard's house is? Go west from there and cross the bridge, then head north - you'll soon walk towards a river. If you go north along its west side and "Check" (A Button, option four) the chests along here, you'll find a Sushi Roll in each chest, as well as meet a man northwest of the last one to have him point out the Earth Wizard's place across the river. (Northwest, sorry.)

You'll also find another Sushi Roll if you went east of the river to the end of the very small peninsula.

After this, head north to the end of the river's inlet nearby, then north-by-northeast to the next town, Sparrows' Inn 1.

Ground-Shaking Earth Wizard

Sectional Flowchart

- Sparrows' Inn 1
- Overworld - Across the Desert...
- Hansaka Town
- The Earth Wizard

Sparrows' Inn 1

SPARROWS' INN 1 - TEA HOUSE		
Item	Buying Cost	Effects
Yeast Bun	8 Gold	Heals ~15 HP when eaten.
Sushi Roll	15 Gold	Heals ~30 HP when eaten.
Millet Dumpling	30 Gold	Heals ~35 HP when eaten.
Peach Twig	100 Gold	Use to escape battle.
Spider Web	100 Gold	???
Peach Seed	300 Gold	Use to guarantee battle escape.
Angel Robe	300 Gold	???

If you speak around, you'll learn that one particular pheasant, Kiji, went off to the north. This kind of references the fortune told back in Travel Town, doesn't it? Oh, yeah, everyone here's a bird. There's a national chain here as well: The Sparrows' Inn. O_o Well, whatever floats their boat. In the northwest corner of town, you'll find a lottery corner, basically - you can pay 20 Gold to choose a basket and then get a prize. Using save states, despite whether I picked a small or big basket, I got a Sushi Roll. -_- I don't really recommend trying. Also, to the east, you can find the Inn (10 Gold) and the tea house shop.

Well, as you can quite tell, there's little worth mention here. Feel free to leave when you're ready.

(Was I the only one hoping for some reference to Kentucky Fried Chicken?)

Overworld - Across the Desert...

LOCAL ENEMY BESTIARY (NOTE THAT STATS ARE APPROXIMATE)			
Enemy Name	Maximum HP	Gold (G) Earned	EXP. (E) Earned
Blue Oni	12 HP	2 Gold	4 EXP.
Dirty Rat	22 HP	51 Gold	4 EXP.
Earth Spider	11 HP	6 Gold	3 EXP.
Hungry Ghost	11 HP	14 Gold	4 EXP.
Lantern Oni	9 HP	4 Gold	3 EXP.
Lizard	10 HP	7 Gold	2 EXP.
Mushroom Oni	8 HP	2 Gold	2 EXP.
Rat	8 HP	9 Gold	2 EXP.
Red Oni	7 HP	1 Gold	1 ~ 2 EXP.
Spider	9 HP	1 ~ 2 Gold	5 EXP.
Toadstool	15 HP	12 Gold	4 EXP.
Wolf	29 HP	32 Gold	12 EXP.

Outside of the Sparrows' Inn town, head north. Rush your way through the mountains and you'll soon come upon a desert. There, if you continue north, you'll find an oasis in the middle of the desert. If you face the lone water tile and opt to "Check", it seems you get healed!

Beyond that... It doesn't really suffice to describe what to do much beyond a bestiary as above and a map, as below. Just enter the "destination" - the house - when you find it. Along the way, you will end up arriving in **Hansaka Town**.

Hansaka Town

HANSAKA TOWN - ARMORY			
Weapon/Item	Buying Cost	Item Type	Effects
Charm Amulet	50 Gold	Outfit	+5 Defense
Gauntlet	50 Gold	Outfit	+5 Defense
Crown	100 Gold	Headgear	+5 Defense
Tiger Flag	100 Gold	Armor	+9 Defense
Rabbit Flag	500 Gold	Armor	+13 Defense
Asuka Sword	500 Gold	Weapon	+10 Offense
Golden Bird Sword	1,000 Gold	Weapon	+14 Offense

HANSAKA TOWN - TEA HOUSE		
Item	Buying Cost	Effects
Yeast Bun	8 Gold	Heals ~15 HP when eaten.
Sushi Roll	15 Gold	Heals ~30 HP when eaten.
Millet Dumpling	30 Gold	Heals ~35 HP when eaten.
Peach Twig	100 Gold	Use to escape battle.
Spider Web	100 Gold	???
Peach Seed	300 Gold	Use to guarantee battle escape.
Angel Robe	300 Gold	???

LOCAL ENEMY BESTIARY (NOTE THAT STATS ARE APPROXIMATE)			
Enemy Name	Maximum HP	Gold (G) Earned	EXP. (E) Earned
Silver Oni	28 HP	18 Gold	7 EXP.

Geez, what's up with that depressing music? Anyway, to the southwest, you'll find the inn at the crescent-embled house; it will cost you 20 Gold. East of the path where you entered town is the shrine for getting a password, and, to the south, you'll find the Tea House and Armory. Also near them, you can find a fortune teller, again. If anything, take his "2G" tip to heart and grind outside until you're Level 8 or 9, actually, just in case.

- **2 Gold:** Lo! A word of advice... You should be at least Level 7 in this town! Spare your strength for battling beasts and ornery oni!
- **6 Gold:** Lo! The Earth Wizard's lesson is strict! Reach Level 8!
- **8 Gold:** Lo! The pheasant is found below Netaro Town!

What you get with regard to the shops will probably depend on your level and persistence. Frankly, the Golden Bird Sword is a great thing to aim for, even though it could take about 50 battles. At this point in the game, I felt I was doing sufficient damage, so another weapon really isn't all **that** necessary unless you want one, in which case, just go for the cheaper Asuka Sword. Armor-wise, you may still be fine with the Tiger Flag, though the Rabbit Flag is also a nice thing to get. **Some must-haves**, though, would include the Charm Amulet and Gauntlet - that's 100 Gold total for ten extra points of Defense. You will also want to shop up on some Sushi Rolls to heal yourself - the Earth Wizard will be a bit difficult.

Finally, to the southeast of there is another house with a sign resembling a bag. This house is a pawn shop - basically, you get about 75% of the buying cost back here, as if you sold the item in question.

In the southwesternmost house - the one southwest of the bridge southwest of the pawn shop - you can speak with the old man within to fight the Silver Oni. After you win, exit the house and the music will change to the better, more cheerful tunes. If you speak with the dog near the house and give him a Millet Dumpling, he'll join your party!! I wholly recommend this, even if you have to grind in the overworld for a brief moment. This will change your Offense by 15 points and Defense by 5. These are quite significant increases, so you'll love that dog.

That's about it. If you speak with people in town, you learn where the Earth Wizard's house is (to the west), and that you should also go to Kintaro's town. Also, speak with the guy near the inn for a nice comment: "Cherry blossom! Spring is here! It's time for beer!" XD

When you return to the overworld, just use the map above the **Hansaka Town** header to continue on. **As you go along**, beware of Wolf enemies - they are annoyingly powerful.

The Earth Wizard

TREASURES CHECKLIST
<input type="checkbox"/> Hexagon Spell

LOCAL ENEMY BESTIARY (NOTE THAT STATS ARE APPROXIMATE)			
Enemy Name	Maximum HP	Gold (G) Earned	EXP. (E) Earned
Earth Wizard	42 HP	0 Gold	0 EXP.

Once you reach the destination as described earlier, head inside and talk with the wizard. Opt to get instruction, and you'll be told a painful lesson awaits you before you engage in battle.

It'll be a bit of a doozy, even with optimal equipment. (My Defense was 46 and I was still taking around 5 ~ 6 damage per hit, and only 32 max HP means that it would take about six or seven hits to kill me.) Perhaps most important is when the Wizard uses his Hexagon spell, which almost triples the damage dealt unto you - I typically experienced 15 damage. It would be prudent, then, to include several healing items (Millet Dumplings, Sushi Rolls, etc.), and to have full MP for the Potent spell.

After winning the battle, you'll be awarded with the Hexagon spell. It costs 7 MP for its use, which deals out a powerful attack, with around triple the typical amount of damage.

The Grounded World Wizard

Sectional Flowchart

- **Overworld - Crossing Another Desert!**
- **Kintaro Town**
- **Overworld - A Rock-Shattering World Wizard!**

Overworld - Crossing Another Desert!

LOCAL ENEMY BESTIARY (NOTE THAT STATS ARE APPROXIMATE)			
Enemy Name	Maximum HP	Gold (G) Earned	EXP. (E) Earned
Armadillo	37 HP	106 Gold	5 EXP.
Blue Oni	12 HP	2 Gold	4 EXP.
Dirty Rat	22 HP	51 Gold	4 EXP.

Earth Spider	11 HP	6 Gold	3 EXP.
Fox Oni	29 HP	30 Gold	15 EXP.
Hag Oni	25 HP; can heal	56 Gold	8 EXP.
Hungry Ghost	11 HP	14 Gold	4 EXP.
Lizard	10 HP	7 Gold	2 EXP.
Silver Oni	28 HP	18 Gold	7 EXP.
Toadstool	15 HP	12 Gold	4 EXP.
Wolf	29 HP	32 Gold	12 EXP.

After beating the Earth Wizard, leave his house and head northeast. Past the mountains, turn northward and you'll find a desert. As you begin to cross that desert, you'll probably begin to encounter the Fox Oni, a monster almost as powerful as the Earth Wizard, often able to deal 15 damage per attack. Be on the lookout for them! You may also want to look out for the Hag Oni. They're annoying in that they can heal their HP, making it tough to determine how much they actually have left; they're also quite resilient against basic physical attacks, so you may want to try using the Hexagon spell quite vigorously against them. Finally, there is the Armadillo, a very evasive enemy that also deals a fair sum of damage - I actually recommend fleeing this battle if possible.

Once you've past the desert, head east along the shoreline and you'll come upon a town in a mountain valley. To the north is a vast forest, which I recommend grinding in if you're under, say, Level 10.

Kintaro Town

TREASURES CHECKLIST	
<input type="checkbox"/> Sumo Drum	<input type="checkbox"/> Buddha's Bowl

KINTARO TOWN - ARMORY			
Weapon/Item	Buying Cost	Item Type	Effects
Deer Sandals	100 Gold	Footwear	+13 Agility
Invisibility Cloak	300 Gold	Item	No stat change, but makes you invisible briefly
Battle Coat	500 Gold	Outfit	+2 Defense, +10 Agility
Rabbit Flag	500 Gold	Armor	+13 Defense
Dragon Flag	1,000 Gold	Armor	+18 Defense
Golden Bird Sword	1,000 Gold	Weapon	+14 Offense
White Fox Sword	3,000 Gold	Weapon	+19 Offense

KINTARO TOWN - TEA HOUSE		
Item	Buying Cost	Effects
Yeast Bun	8 Gold	Heals ~15 HP when eaten.
Sushi Roll	15 Gold	Heals ~30 HP when eaten.
Millet Dumpling	30 Gold	Heals ~35 HP when eaten.
Peach Twig	100 Gold	Use to escape battle.
Spider Web	100 Gold	???
Peach Seed	300 Gold	Use to guarantee battle escape.
Angel Robe	300 Gold	???

LOCAL ENEMY BESTIARY (NOTE THAT STATS ARE APPROXIMATE)			
Enemy Name	Maximum HP	Gold (G) Earned	EXP. (E) Earned
Gold Oni	50 HP	59 Gold	19 EXP.

As you arrive in the town, you'll find an inn nearby. It's a little costly at 50 Gold, but you may as well. Outside, you can speak with people to learn of Kintaro, a person residing here who has stolen the Sumo Drum and will not return it until someone defeats him at wrestling. Hmm... Anyways, to the south is another pawn shop, and to the northeast of the inn is the shrine for passwords and such.

East of the pawn shop is the Tea House for items, which I again recommend using for various healing items. (I'd prefer to have at least three for the moment.) To the north of there, you'll find the Armory. There, what you want depends on what you're willing to pay or grind for. Optimally, you want the Deer Sandals, Dragon Flag, Battle Coat, and White Fox Sword. 'Course, that is 4,600 Gold. I'd settle with the Golden Bird Sword (especially if I already have it) and buy a Battle Coat and the Deer Sandals at least. Another goodie to have is the Rabbit Flag if you still lack it.

Two houses north of there, you will find the fortune house.

- **5 Gold:** Powerful Oni lurk near this town! Hurry! Befriend the pheasant!
- **8 Gold:** Lo! Use the spell of Hexagon sparingly! It drains your magic!
- **10 Gold:** A word of advice... You should be at least Level 9 in this town! Spare your strength for battling beasts and ornery oni!

After all of this, be sure to go by the inn and heal up - you'll need it!

Now, between the fortune house and the shrine (closer to the shrine, as the nearby screenshot shows), you'll find a path through the trees. Follow it along to the northeast/west fork and head west and along to the end of the path where you find what seems to be a mountain range. Enter it and you'll meet up with Kintaro.

He'll challenge you to a sumo match for the Sumo Drum - simply press the A Button rapidly to win. Afterwards, Kintaro will transform into a Gold Oni! O_o He'll be quite powerful, easily dealing well over 10 damage per hit. Be sure to abuse the Hexagon spell, ya hear? That'll probably be the main determinant in this fight - two or three uses should do you fine. For winning, you'll get the Sumo Drum.

Go ahead and use it from the items menu if you want, then return to the main town. There, you should see five people gathered around the central pedestal in the town. Speak with the southern one to get the Buddha's Stone Alms Bowl (often shortened to Buddha's Bowl) for the Sumo Drum. The Buddha's Bowl will simply become one of the treasures found in the lower-right when pressing Select or Start.

One final thing - buy a Millet Dumpling! You'll need it later to recruit the pheasant, and you do NOT want to have to backtrack, for it'll be lengthy.

That should be it for this town.

Overworld - A Rock-Shattering World Wizard!

TREASURES CHECKLIST
<input type="checkbox"/> Lightning Spell

LOCAL ENEMY BESTIARY (NOTE THAT STATS ARE APPROXIMATE)			
Enemy Name	Maximum HP	Gold (G) Earned	EXP. (E) Earned
Armadillo	37 HP	106 Gold	5 EXP.
Brick Wall	29 HP	19 Gold	8 EXP.
Dirty Rat	22 HP	51 Gold	4 EXP.
Earth Spider	11 HP	6 Gold	3 EXP.
Fox Oni	29 HP	30 Gold	15 EXP.
Green Oni	15 HP	24 Gold	7 EXP.
Hag Oni	25 HP; can heal	56 Gold	8 EXP.
Japanese Wolf	35 HP	38 Gold	7 EXP.
Lil' Lion	34 HP	54 Gold	10 EXP.
Mold Ghost	45 HP	11 Gold	4 EXP.
Pumpkin Oni	37 HP	32 Gold	4 EXP.
Silver Oni	28 HP	18 Gold	7 EXP.
Toadstool	15 HP	12 Gold	4 EXP.
Wild Boar	30 HP	35 Gold	5 EXP.

For now, simply head southeast along the coast, then when you reach a path going south, ignore it and continue on southeastward. Continue running along the coast of this lake east, then south and southwest to its delta, then go southeast. Past the hills is a house in which you should go. Within, speak with the man, the World Wizard. Accept his offer for instruction.

He will challenge you to press the A Button until the boulder given is broken into 108 pieces -- in other words, press the A Button 108 times. There's no time limit, so just take all the time you want. (Or use a turbo controller, like me. Took all of five seconds. =P) After having done so, you obtain the Lightning Spell, a powerful in-battle spell, so much so that you can also use it to break rocks in the field! It only costs 4 MP, too.

Back in the overworld, head north to the lake you rounded earlier - this time, round it to the other side of the delta and, as you do, you'll see a hole in the ground. Go inside.

Flying High: The Sky Wizard

Sectional Flowchart

- **Underground Mazes**
- **Overworld - Map Check: Heading Southeast**
- **Urashima Town**
- **Overworld - Explorers of Sky**

Underground Mazes

TREASURES CHECKLIST		
<input type="checkbox"/> Angel Robe	<input type="checkbox"/> Spider Web	<input type="checkbox"/> Spider Web
<input type="checkbox"/> Sushi Roll	<input type="checkbox"/> Sushi Roll	<input type="checkbox"/> Sushi Roll

LOCAL ENEMY BESTIARY (NOTE THAT STATS ARE APPROXIMATE)			
Enemy Name	Maximum HP	Gold (G) Earned	EXP. (E) Earned
Hag Oni	25 HP; can heal	56 Gold	8 EXP.
Lantern Ghost	25 HP	31 Gold	9 EXP.
Mist Spirit	15 HP	50 Gold	9 EXP.
Serpent	20 HP	28 Gold	8 EXP.
Spider Oni	32 HP	59 Gold	8 EXP.

In this first maze, when you first enter the area, go along the nearest path to the left, then head north and west into a small alcove with a basket in it. Step on said basket and "Check" it for a Sushi Roll. Backtrack to the ladder that got you here and go south and along the second westbound path. Go along to the north/south fork; head south and down that ladder.

Down there, go along the path and you'll soon come across some rocks. Face either one of them and use the Lightning spell to shatter one, opening up the path forward. As you continue along the path, you'll reach a north/west fork. Take the westbound path and you'll soon reach several more forks... Use them in this order: west, north (grab Sushi Roll), and south (grab Spider Web). Return to the first fork going north/west, then proceed along the lengthy, linear northbound path to find the ladder back upstairs.

When you arrive back up there, check the basket to your left to find another Spider Web. Then go to the right and you'll quickly reach a west/south fork. Go west and along the path and you'll see another ladder. Ignore it for the moment and go east; you'll easily see another basket on-screen, this one containing a Sushi Roll. Return to the ladder and use it.

For a brief stint, you'll be back in the overworld. Simply continue along the path into another hole.

In this second maze, go north to an east/west fork; head east and along the path. You'll eventually find two westbound paths to your left. Use the northern of these two and use the path from it heading north. At the end of the path, head downstairs.

On this lower floor, I do not recommend stepping on the lava - each step I took shaved off twenty HP. Instead, destroy one of the nearby rocks with the Lightning spell. Head due south, then west and you'll find some rocks. Destroy the middle two of them with Lightning and you'll have an open path northward. Use it and you'll find a ladder. Use it to go upstairs, then head along the small linear path to another ladder. (There's a basket on the way containing an Angel Robe.)

The ladder leads back to the overworld. Check the basket outside and you'll help the pheasant! This results in an Offense increase of 5 and a Defense increase of 15! ^_^ The pheasant then goes on to say that he's good at finding shiny stuff, which will become helpful later on. For now, backtrack to the entrance of the first maze and into the overworld again.

Overworld - Map Check: Heading Southeast

LOCAL ENEMY BESTIARY (NOTE THAT STATS ARE APPROXIMATE)			
Enemy Name	Maximum HP	Gold (G) Earned	EXP. (E) Earned
Armadillo	37 HP	106 Gold	5 EXP.
Brick Wall	29 HP	19 Gold	8 EXP.
Dirty Rat	22 HP	51 Gold	4 EXP.
Earth Spider	11 HP	6 Gold	3 EXP.
Fortune God	-	~90 Gold (if quiz is won)	0 EXP.
Fox Oni	29 HP	30 Gold	15 EXP.
Green Oni	15 HP	24 Gold	7 EXP.
Hag Oni	25 HP; can heal	56 Gold	8 EXP.

Japanese Wolf	35 HP	38 Gold	7 EXP.
Lil' Lion	34 HP	54 Gold	10 EXP.
Mold Ghost	45 HP	11 Gold	4 EXP.
Poverty God	50 HP	1 Gold	5 EXP.
Pumpkin Oni	37 HP	32 Gold	4 EXP.
Silver Oni	28 HP	18 Gold	7 EXP.
Starving Ghost	41 HP	62 Gold	9 EXP.
Toadstool	15 HP	12 Gold	4 EXP.
Wild Boar	30 HP	35 Gold	5 EXP.

With the above image, the circled regions mark...

- Kintaro Town in red
- The World Wizard's in blue
- The Underground Mazes in red
- Our next two destinations in white and brown

Basically, follow the map - the route is pretty featureless, although you may want to backtrack into **Kintaro Town** for healing and what-not after that lengthy stint in the mazes. As for which place to aim for first? Aim for the white circled area, if you want. It's actually just some guy standing there, doing nothing - it's up to you if you want to sidetrack. Otherwise, go to the brown-circled area, another town.

Urashima Town

TREASURES CHECKLIST
<input type="checkbox"/> Dragon Necklace

URASHIMA TOWN - TEA HOUSE		
Item	Buying Cost	Effects
Yeast Bun	8 Gold	Heals ~15 HP when eaten.
Sushi Roll	15 Gold	Heals ~30 HP when eaten.
Millet Dumpling	30 Gold	Heals ~35 HP when eaten.
Peach Twig	100 Gold	Use to escape battle.
Spider Web	100 Gold	???
Peach Seed	300 Gold	Use to guarantee battle escape.
Angel Robe	300 Gold	???

URASHIMA TOWN - DISCOUNT ARMORY			
Weapon/Item	Buying Cost	Item Type	Effects
Headband	10 Gold	Headgear	+2 Defense
Crown	50 Gold	Headgear	+5 Defense
Gauntlet	10 Gold	Outfit	+5 Defense
Rabbit Sandals	10 Gold	Footwear	+3 Agility
Tiger Flag	50 Gold	Armor	+9 Defense
Asuka Sword	200 Gold	Weapon	+10 Offense
Golden Bird Sword	500 Gold	Weapon	+14 Offense

URASHIMA TOWN - ARMORY			
Weapon/Item	Buying Cost	Item Type	Effects
Invisibility Cloak	300 Gold	Item	No stat change, but makes you invisible briefly
Hot Pack	2,000 Gold	Outfit	+4 Defense
Feather Cloak	3,000 Gold	Outfit	+4 Defense, +20 Agility
Dragon Flag	1,000 Gold	Armor	+18 Defense

Snake Flag	5,000 Gold	Armor	+25 Defense
White Fox Sword	3,000 Gold	Weapon	+19 Offense
Flying Dragon Sword	5,000 Gold	Weapon	+27 Offense

LOCAL ENEMY BESTIARY (NOTE THAT STATS ARE APPROXIMATE)			
Enemy Name	Maximum HP	Gold (G) Earned	EXP. (E) Earned
Pearl Oni	70 (?) HP; can heal	82 Gold	12 EXP.

Random fact: town residents here can claim to have a fountain of youth here. Huh, I could've sworn that was in Florida. Anyways, near the entrance, just to the northeast, you'll find the inn (costs 80 Gold) and the Tea house. To the west, on the beach, you can speak with the southernmost man and fork over 100 Gold to end up being tricked into a battle with a Pearl Oni. Afterwards, the turtle you saved thanks you and offers to escort you to the Dragon King's ocean palace. You'll ride on the turtle's back there immediately (you have no choice in the matter) and receive another treasure: the Dragon Pendant Necklace. After watching some sea creatures dance for a while, you can go home when the dialogue box pops up and you choose the left option. (Or you can use the other opinion for more freakiness.) As you leave, you'll be given a box to give to the Dragon King at his palace...

Wait, I thought we were already there? Mistranslation, I hope. Back in Urashima, you are given the option to open the box - if you do, your age jumps up to 75, equal to 150 hours of gameplay. O_o Of course, that was indeed a trap - if you use the second, then first dialogue options ("No" and "Yes" (are you sure?), respectively), you'll avoid this.

Further north along the beach, you can speak with a man for a moderately humorous comment ("Your face looks just like a peach!"), and, in the nearby house, is a fortune teller.

- **10 Gold:** Lo! Enter the Sky Wizard's Tower at Level 14!
- **12 Gold:** Lo! A sage holds a remarkable pouch of frost!
- **15 Gold:** Lo! On the icy peninsula, find the Bow and Arrow of flame! Slay the enemy with one blow in the land of snow!

Regarding the "pouch of frost", it is the Ice Pouch we got way back from the Unicorn Wizard if you used a Sushi Roll from his side outside of battle. (You can still do it now if you didn't already, but you will need it.) Further north up the coast in the town, you'll find what I dub a "discount armory" - basically, the normal costs for the items listed minus around 50%. I suppose the Gauntlet may be good to grab if you don't have it yet, but that's about it. Further north is the actual armory. Trust me, you'll want the Hot Pack at least - it's supposed to keep you strong in cold weather. Given that one of our next destinations is a cold climate area, I would recommend doing this, if but for the +4 Defense. You'll also want the Feather Cloak for the huge Agility boost. Now, as for which to spend 5,000 Gold on, if any... Well, I guess whichever has a bigger boost for you: Offense (Flying Dragon Sword) or Defense (Snake Flag). That's up to you, or you can grind for both, which I suggest. You should around Level 15 by the time you leave here, in my opinion.

North of the town entrance, you'll find the shrine for the password and such. If you head southeast from there, then along the path through the rocks, you can speak with an old man at the fountain of youth. 'Course, I'm not entirely sure what it does - I suppose it may lower your Age stat if you fell for that trap earlier, but it has no effect on my Age 8 Momotarou.

That's it, then, I suppose.

Overworld - Explorers of Sky

TREASURES CHECKLIST
<input type="checkbox"/> Flight Spell

LOCAL ENEMY BESTIARY (NOTE THAT STATS ARE APPROXIMATE)			
Enemy Name	Maximum HP	Gold (G) Earned	EXP. (E) Earned
Armadillo	37 HP	106 Gold	5 EXP.
Brick Wall	29 HP	19 Gold	8 EXP.
Dirty Rat	22 HP	51 Gold	4 EXP.
Earth Spider	11 HP	6 Gold	3 EXP.
Fortune God	-	~90 Gold (if quiz is won)	0 EXP.
Fox Oni	29 HP	30 Gold	15 EXP.
Green Oni	15 HP	24 Gold	7 EXP.
Hag Oni	25 HP; can heal	56 Gold	8 EXP.
Horse Oni	55 HP	87 Gold	14 EXP.
Japanese Wolf	35 HP	38 Gold	7 EXP.
Kappa	53 HP	106 Gold	12 EXP.
Lil' Lion	34 HP	54 Gold	10 EXP.
Mold Ghost	45 HP	11 Gold	4 EXP.

Nose Goblin	55 HP	59 Gold	8 EXP.
Poverty God	50 HP	1 Gold	5 EXP.
Pumpkin Oni	37 HP	32 Gold	4 EXP.
Silver Oni	28 HP	18 Gold	7 EXP.
Sky Wizard (Illusion #1)	60 HP	0 Gold	0 EXP.
Sky Wizard (Illusion #2)	100 HP	0 Gold	0 EXP.
Sky Wizard (Real Form)	85 HP	0 Gold	0 EXP.
Starving Ghost	41 HP	62 Gold	9 EXP.
Toadstool	15 HP	12 Gold	4 EXP.
Wild Boar	30 HP	35 Gold	5 EXP.

Back in the overworld, our destination is the Sky Wizard's Tower. To find the tower, begin by simply heading northward until you see the brownish patch of land on the left. From there, follow along the water that's on your right - this shoreline will soon bring you to a forested peninsula, at the end of which is the tower.

Inside, you should already see an elderly man on-screen. That is the Sky Wizard. Accept his offer for instruction and he'll challenge you to find and defeat him thrice. The first time involves following a simple linear path to him, then speaking with and battling him. The only noteworthy thing is that he seems to be immune to the Lightning spell (which kinda sucks, given Pok驚on logic)...

After beating him, you will find that it was a mere illusion - now he's on the second floor! Use the nearby ladder and go up. If you were to explore this area, you'd think you just got **really** screwed; in reality, just go along the nearest ladder and you'll eventually reach him for another battle. (Be careful, though - if you cross from the brick-patterned floor to the black area, you'll leave the tower and have to start over!)

The third form is easier to find than that. You have a linear path to follow, so follow it to the Sky Wizard. For winning the battle, you'll get the Flight spell. For 20 MP, you can fly to pretty much any previously-visited area: imagine it like the Fly HM move from Pok驚on games.

After all that, next we need to head to the polar caps. Just basically head along the eastern coastline to the westbound bridge, then cross it and head north. Once you reach the icy area, head west to find another town.

The Flatulent Hermit Wizard

Sectional Flowchart

Just to be clear, if you're not sure where to go after the Sky Wizard's defeat, look at the last few paragraphs of the previous section.

- Sparrows' Inn 2
- Overworld - Polar Disorder
- Netaro Town
- Overworld - Polar Disorder 2
- The Witch's Tower
- Netaro Town Revisited
- Overworld - Polar Disorder Cured!
- Wish City
- Smile Town

Sparrows' Inn 2

SPARROWS' INN 2 - TEA HOUSE		
Item	Buying Cost	Effects
Yeast Bun	8 Gold	Heals ~15 HP when eaten.
Sushi Roll	15 Gold	Heals ~30 HP when eaten.
Millet Dumpling	30 Gold	Heals ~35 HP when eaten.
Peach Twig	100 Gold	Use to escape battle.
Spider Web	100 Gold	???
Peach Seed	300 Gold	Use to guarantee battle escape.
Angel Robe	300 Gold	???

When you speak with the nearby people, you'll get some useful tips: Ginji the thief is disguised as a female fortune teller, and Goblins must be defeated with Bows. If you were to go into the nearby Tea House, you'll also learn from the person in the back that icicles once were kept in drawstring bags, foreshadowing the use of our Ice Pouch. Shop there if you want.

In the northwestern portion of the town, you'll also find one of those lottery areas - for 100 Gold, you get a pick two baskets for certain items. Sadly, it seems to be dead-set on always giving me Peach Seeds. ... Still, that's 200 Gold off the sticker price, so I'd be fine with it. To the east is the inn, costing 80 Gold - it may be a good idea to use it.

That's about it for here.

Overworld - Polar Disorder

TREASURES CHECKLIST

Flame Bow

LOCAL ENEMY BESTIARY (NOTE THAT STATS ARE APPROXIMATE)

Enemy Name	Maximum HP	Gold (G) Earned	EXP. (E) Earned
Horse Oni	55 HP	87 Gold	14 EXP.
Japanese Wolf	35 HP	38 Gold	7 EXP.
Kappa	53 HP	106 Gold	12 EXP.
Polar Bear	58 HP	92 Gold	17 EXP.
Pumpkin Ghost	58 HP	110 Gold	7 EXP.
Starving Ghost	41 HP	62 Gold	9 EXP.
White Wolf	42 HP	90 Gold	18 EXP.
Wild Wolf	51 HP	63 Gold	18 EXP.

Back in the overworld, head north onto the snowy-white area and continue on to the icy-blue. There, head northeast and then northwest to the end of the peninsula. As you seem to quickly figure out, "I can't progress there, idiot!" Actually, directions seem to be oddly reversed on the ice: Up makes you go Down, Down makes you go Up, Left makes you go Right, and Right makes you go Left.

In the house at the end, you'll find a person cursed to a solitary life here by a witch. This witch lives in the western Ice Tower. The person hands over the Flame Bow as well - this item can be used in battle to deal fire-based damage to enemies, which is effective against, for example, polar bears.

For now, back in the overworld, get off of the peninsula to the snow-white area and head east to find Netaro Town.

Netaro Town

NETARO TOWN - TEA HOUSE

Item	Buying Cost	Effects
Yeast Bun	8 Gold	Heals ~15 HP when eaten.
Sushi Roll	15 Gold	Heals ~30 HP when eaten.
Millet Dumpling	30 Gold	Heals ~35 HP when eaten.
Peach Twig	100 Gold	Use to escape battle.
Spider Web	100 Gold	???
Peach Seed	300 Gold	Use to guarantee battle escape.
Angel Robe	300 Gold	???

NETARO TOWN - ARMORY

Weapon/Item	Buying Cost	Item Type	Effects
Invisibility Cloak	300 Gold	Item	No stat change, but makes you invisible briefly
Hot Pack	2,000 Gold	Outfit	+4 Defense
Snowshoes	3,000 Gold	Footwear	Walk normal on icy land
Snake Flag	5,000 Gold	Armor	+25 Defense
Horse Flag	10,000 Gold	Armor	+32 Defense
Flying Dragon Sword	5,000 Gold	Weapon	+27 Offense

Ashura Sword	10,000 Gold	Weapon	+36 Offense
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As you enter town, you can catch wind of a person named Netaro sleeping on a bridge, and having done so for the past three years! (Geez, I wanna sleep that long... I need it.) The inn is also nearby, serving to fully heal you for 200 Gold. North of there, you'll find the armory. It know it would normally take a while to grind for it, but I seriously recommend getting the Ashura Sword - you'll thank me later. Ignore the Snowshoes, though - seeing as you already know that walking on ice is reverse-directioned, what's the point?

To the south of the inn is the fortune teller...

- **15 Gold:** Lo! A word of advice... You should be at least Level 15 in this town!
- **20 Gold:** Lo! Do not cross the icy wastes until Level 17!
- **30 Gold:** Lo! The Wizard hungers for sushi rolls!

I **think** the Wizard reference is to the Unicorn Wizard we fed long ago for the Ice Pouch. Again, if you do not have the Ice Pouch item, go back to where you found the Unicorn Wizard (northeast of Travel Town), then, from his side, "use" a Sushi Roll.

That's about it from here for now. You can amuse yourself by using Sushi Rolls on Netaro - he's the big fat guy on the bridge in the northeast portion of town. (Where's a Master Ball when you need it!?) We'll need something else to awaken him, though... Back to the drawing board!

Overworld - Polar Disorder 2

LOCAL ENEMY BESTIARY (NOTE THAT STATS ARE APPROXIMATE)			
Enemy Name	Maximum HP	Gold (G) Earned	EXP. (E) Earned
Horse Oni	55 HP	87 Gold	14 EXP.
Ice Maiden	42 HP	86 Gold	21 EXP.
Japanese Wolf	35 HP	38 Gold	7 EXP.
Kappa	53 HP	106 Gold	12 EXP.
Polar Bear	58 HP	92 Gold	17 EXP.
Pumpkin Ghost	58 HP	110 Gold	7 EXP.
Starving Ghost	41 HP	62 Gold	9 EXP.
White Fox	42 HP	90 Gold	18 EXP.
Wild Wolf	51 HP	63 Gold	18 EXP.

Okay, fine, I'll admit that you didn't really need to visit Netaro Town in the first place, but the extra equipment would help greatly. Once back on the overworld map, pretty much head westward along the coast (feel free to ship the ice) and head through the taiga forest. On the other side, go north along the coastline and, as you approach the end of the peninsula, you'll reach the tower. To cross the ice, you can either equip the Snowshoes or get on the ice and press Down.

The Witch's Tower

TREASURES CHECKLIST
<input type="checkbox"/> Icicle

LOCAL ENEMY BESTIARY (NOTE THAT STATS ARE APPROXIMATE)			
Enemy Name	Maximum HP	Gold (G) Earned	EXP. (E) Earned
Frost Dragon	62 HP	131 Gold	26 EXP.
Ice Maiden	42 HP	86 Gold	21 EXP.
Witch	60 HP (?); can heal	200 Gold	32 EXP.

When going through this dungeon, pretty much always use the Flame Bow item. Expect all Ice Maidens on the first floor - they're pretty easy to deal with. The Frost Dragons dominate B1F, and they'll be a pain because they tend to freeze you, forcing you to do nothing but be attacked for a while - at lower levels, that's insta-death. Again, the game recommended Level 17 for here; even with optimal equipment, I recommend Level 19 and plenty of healing items.

Anyways, when you arrive, go to the east and you'll soon see the black edge. **Don't get on it** - that will eject you from the area. Instead, go north and you'll soon see the stairs. It's a similar story on the next floor, except for the white snow that stops the reverse-direction effect, so it can be a bit annoying. Those stairs are in the lower-left corner.

In the next room, if you make it to the top-right corner, you'll find a basket. If you check it, you'll actually find the Witch within. O_o Defeat her by vigorously flinging flaming arrows at her! Once you win, you'll gain the Icicle item as well. Now simply walk onto the black edge to leave.

Return to **Netaro Town**.

Netaro Town Revisited

I'm not gonna repaste the shop data here; if you want it, go see **Netaro Town's Shops**.

Anyways, check your item inventory when you get here - you should have the Icicle item still. If not, then you need to get the Ice Pouch now. That means go back to where the Unicorn Wizard was (northeast of Travel Town) and, in the field, face him from the side and "use" a Sushi Roll. He'll give you the Ice Pouch in return. Then you have to return to the witch's tower and grab the Icicle again.

Once you do have the Icicle, go find Netaro - basically cross the bridge in the northeastern portion of the town and use the item. As you cross it, then, you'll meet up with another person. This person is actually Ginji the Thief, but you're not supposed to know that. He'll ask if you have the Dragon Pendant and, regardless of what you say, he'll take it. Gah.

Continue crossing the bridge and, as person on the other side informs you, Ginji is no longer here. -_- There is little here that is not on the other side of the town, except perhaps the fortune teller:

- **20 Gold:** Lo! Smile Town grins to the other side of Wish City!
- **30 Gold:** Lo! A letter from Wish City makes a handshake in Smile Town!
- **40 Gold:** Oh! What whispers do rows of merry Jizos make? Such truth is told in jokes and jests!

Beyond that? Just go into the overworld from this side.

Overworld - Polar Disorder Cured!

LOCAL ENEMY BESTIARY (NOTE THAT STATS ARE APPROXIMATE)			
Enemy Name	Maximum HP	Gold (G) Earned	EXP. (E) Earned
Cougar	82 HP	207 Gold	44 EXP.
Devil's Food	58 HP	54 Gold	21 EXP.
Famine God	58 HP	[Stolen Gold]	6 EXP.
Fire Oni	60 HP (?); can heal	197 Gold	41 EXP.
Flock of Crows	59 HP	60 Gold	33 EXP.
Home Run Oni	29 HP	84 Gold	33 EXP.
Jackie Chan	43 HP	61 Gold	20 EXP.
Mother of Pearl, Treasure Oni	68 HP	204 Gold	20 EXP.
Scholar Oni	81 HP	82 Gold	20 EXP.
Silly Snake	73 HP	19 Gold	53 EXP.

When you return to the overworld, take note of the unobvious fact that you've now explored about 50% of the overworld. Congratulations are in order, I suppose. So, yeah, congrats. Anyways, your next destination is a bit to the south, past the polar ice caps and down near the hills of the western shore. To the east of there will be a forest laid out in the shape of a Japanese character, with an exclamation point to the southeast of it, all but the latter looking like in this nearby screenshot. Also in said screenshot, you can see a town nearby on the lake. Enter...

... or so I would say if the governor of the town would let you in, but you need papers from some "novice monk". Well, let's continue on southward, then. This southward journey is pretty featureless to be honest. When you when the branching river, head south along its western side to a bridge, which you can cross. On the other side, head east and along the boundaries of the forest to find another place - Wish City.

Wish City

TREASURES CHECKLIST			
<input type="checkbox"/> Golden Coat	<input type="checkbox"/> Syrup	<input type="checkbox"/> Wind Bell	<input type="checkbox"/> Introduction Letter

WISH CITY - TEA HOUSE		
Item	Buying Cost	Effects
Yeast Bun	8 Gold	Heals ~15 HP when eaten.
Sushi Roll	15 Gold	Heals ~30 HP when eaten.
Millet Dumpling	30 Gold	Heals ~35 HP when eaten.

Peach Twig	100 Gold	Use to escape battle.
Spider Web	100 Gold	???
Peach Seed	300 Gold	Use to guarantee battle escape.
Angel Robe	300 Gold	???

WISH CITY - ARMORY			
Weapon/Item	Buying Cost	Item Type	Effects
Lion Sandals	1,000 Gold	Footwear	+35 Agility
Falcon Claw	3,000 Gold	Outfit	+8 Defense
Horse Flag	10,000 Gold	Armor	+32 Defense
Sheep Flag	20,000 Gold	Armor	+42 Defense
Ashura Sword	10,000 Gold	Weapon	+36 Offense
Conlon Orb	60,000 Gold	Item	???

There is an inn just northeast of the town entrance, although it costs a whopping 1,000 Gold. O_o I'd probably just go for healing items if I were low on HP, but if you're low on MP, that's probably a different matter. Once you're outside - assuming you entered, you rich person - go to the west and into the large, red-roofed house. Speak with the man inside, who is the novice monk referenced by the governor of Smile Town, if you went there earlier. He will, for now, only say that he'll exchange a letter for "sweeter things". We'll handle this momentarily.

Anyways, to the west should lie on of those pawn shops. In the house to the north is the Ishii Restaurant. For certain responses to certain items, you get little tips depending on what you order and whether you say it is delicious (at table, left option). As a note, someone else in town did mention people dying of Fugu poisoning - however, you should still order the fugu, just in case...

- **Sushi - 3,000 Gold:**

- Yes: Collect the Moon Princess's five treasures to get the Valor Sword!
- No: So sorry, it'll be much better next time!

- **Eel Roll - 5,000 Gold:**

- Yes: Hold up the Valor Sword and cut a path to Oni Island!
- No: So sorry, it'll be much better next time!

- **Fugu - 10,000 Gold:**

- "Uh! Momotarou becomes limp! The fugu paralyzes Momotarou!"
- After several minutes, you return to the shrine of the town and get told that "The blowfish toxin poisoned you!" In apology, though, the owner of the restaurant sent along the Golden Coat, one of the Moon Princess's treasures!

If you walk east of the restaurant entrance, you'll see a person standing in the middle of road. Speak with him - Ginji the thief - and he'll flee. Go west and up the northbound street and speak with a person near the intersection for something similar. East of there, you can find another pawn shop. Much further north along the street from earlier is a field, to the east and north of which you'll find a Tea House. East of there is the shrine for passwrds and such. If you were to cross the bridge near there, you'd find what seems like a combined Tea House, Armory, and Discount Pawn shop - actually, it's just a signmaker's place. Heh. From there, head south for a while and you'll soon come upon the fortune teller's house.

- **50 Gold:** The Worthless Wizard speaks idle chatter!
- **70 Gold:** The Infinite Wizard floats up into space!
- **100 Gold:** Lo! The Dream Wizard's voice can knock down a tree!

Southwest from there, across the small creek, you'll find the armory. I'm not yet sure on what the Conlon Orb actually *does* yet but, for now, it's safe to say you won't likely buy it. 60,000 Gold is close to the max of 65,535 anyways. Anyways, the only real thing to buy is the Sheep Flag, or the Ashura Sword if you don't have it yet. After exiting the armory, go across the bridge and south. Go eastward and into the second open house. A man there will sell you a jar of Syrup for 30 Gold; just use the left dialogue option ("Yes") twice. Back outside, go east, almost out of town, then north and into the second house you see to the west. Within, you can buy a Wind Bell, also for 30 Gold. In the house just south of there is a sauna. You can speak with the man up front to pay 10 Gold to go in; however, only the right side's door is open to those under age eight. It's basically a scene to embarrass Momotarou with suggestive themes (think: female sauna). >_>

We're **finally** done exploring this place. If you didn't already, be sure to buy that Syrup from the guy in the southeast. Then go to the monk's place (west of town entrance, big roed house) and speak with the monk. Opt to hand over the Syrup and you'll receive the Introduction Letter. With that, return to where Smile Town is; you can see the previous section regarding the overworld for that.

Smile Town

TREASURES CHECKLIST
<input type="checkbox"/> Gas Spell

Once you enter town, speak with the person blocking you and you'll be allowed in. Note that this is a town of jokes. For example, the Armory to the south contains the following, none of which can actually be bought:

- Joke Cloak
- S-word (guess which one that is)
- Swordfish
- Bananas!
- El-bow
- Frown
- Scandals

The shopkeep of the Tea House to the south only will tell a joke, and the same can be said about the innkeep.

The only real point to this town for now is the Hermit Wizard, found in the northeastern house. Speak with him within and opt to seek instruction - it'll cost ya 10,000 Gold, though. It will give you the Gas spell, which, as the wizard says, you should use "whenever you need to let out a fart!" - ____ - That's what it does, at the cost of 2 MP.

The Worthless Wizard

Sectional Flowchart

He's not even worth a creative subtitle. =P

- **Overworld - Back to the Poles!**
- **Sparrows' Inn 3**
- **Overworld - Questionably-Worthless Forest Stroll**

Overworld - Back to the Poles!

LOCAL ENEMY BESTIARY (NOTE THAT STATS ARE APPROXIMATE)			
Enemy Name	Maximum HP	Gold (G) Earned	EXP. (E) Earned
Cougar	82 HP	207 Gold	44 EXP.
Cow Oni	69 HP	250 Gold	46 EXP.
Devil's Food	58 HP	54 Gold	21 EXP.
Famine God	58 HP	[Stolen Gold]	6 EXP.
Fire Oni	60 HP (?); can heal	197 Gold	41 EXP.
Flock of Crows	59 HP	60 Gold	33 EXP.
Flying Squirrel	75 HP	270 Gold	46 EXP.
Frost Dragon	62 HP	131 Gold	26 EXP.
Goblin*	59 HP	94 Gold	62 EXP.
Home Run Oni	29 HP	84 Gold	33 EXP.
Ice Maiden	42 HP	86 Gold	21 EXP.
Jackie Chan	43 HP	61 Gold	20 EXP.
Knife Oni	79 HP	220 Gold	47 EXP.
Mother of Pearl, Treasure Oni	68 HP	204 Gold	20 EXP.
Scholar Oni	81 HP	82 Gold	20 EXP.
Silly Snake	73 HP	19 Gold	53 EXP.
Tiger	69 HP	187 Gold	41 EXP.

NOTE (*): Goblins must be killed with a Flame Bow.

After the events of **Smile Town**, head on back to the overworld map. There, you'll find a cutout of our next path below:

- Black marks **Smile Town**
- White marks **Wish City**; rest up in the inn and shop in other manners there
- Red marks some guy to talk to if you want

- Blue marks our next destination

Sparrows' Inn 3

SPARROWS' INN 3 - TEA HOUSE		
Item	Buying Cost	Effects
Yeast Bun	8 Gold	Heals ~15 HP when eaten.
Sushi Roll	15 Gold	Heals ~30 HP when eaten.
Millet Dumpling	30 Gold	Heals ~35 HP when eaten.
Peach Twig	100 Gold	Use to escape battle.
Spider Web	100 Gold	???
Peach Seed	300 Gold	Use to guarantee battle escape.
Angel Robe	300 Gold	???

Around here, you'll find the Tea House nearby, with the same generic stock as usual. People around here will reference the Goblin Forest to the west, which we'll visit soon enough. Meanwhile, visit the northeastern inn, which only costs 300 Gold. There is also the standard lottery-like thing in the northwest, this time costing 500 Gold for what usually seems to be a Coral Scroll. Sometimes, a normal Scroll is yielded, reading... "*Endure the Worthless Wizard's blatherings twice!*" Beyond that, there's nothing much here.

Overworld - Questionably-Worthless Forest Stroll

TREASURES CHECKLIST	
<input type="checkbox"/> Omnipotent Spell	<input type="checkbox"/> Raccoon Teakettle

LOCAL ENEMY BESTIARY (NOTE THAT STATS ARE APPROXIMATE)			
Enemy Name	Maximum HP	Gold (G) Earned	EXP. (E) Earned
Black Bear	91 HP	315 Gold	53 EXP.
Brown Bear	66 HP	225 Gold	48 EXP.
Cougar	82 HP	207 Gold	44 EXP.
Cow Oni	69 HP	250 Gold	46 EXP.
Crowbeak Goblin	94 HP	266 Gold	55 EXP.
Devil's Food	58 HP	54 Gold	21 EXP.
Famine God	58 HP	[Stolen Gold]	6 EXP.
Fire Oni	60 HP (?); can heal	197 Gold	41 EXP.
Flock of Crows	59 HP	60 Gold	33 EXP.
Flying Squirrel	75 HP	270 Gold	46 EXP.
Frost Dragon	62 HP	131 Gold	26 EXP.
Goblin*	59 HP	94 Gold	62 EXP.
Home Run Oni	29 HP	84 Gold	33 EXP.
Ibaraki Goblin	80 HP	289 Gold	54 EXP.
Ice Maiden	42 HP	86 Gold	21 EXP.
Jackie Chan	43 HP	61 Gold	20 EXP.
Knife Oni	79 HP	220 Gold	47 EXP.
Mother of Pearl, Treasure Oni	68 HP	204 Gold	20 EXP.
Scholar Oni	81 HP	82 Gold	20 EXP.
Silly Snake	73 HP	19 Gold	53 EXP.
Tiger	69 HP	187 Gold	41 EXP.
Wisdom Buddha	80 HP (?); can heal	248 Gold	46 EXP.
NOTE (*): Goblins must be killed with a Flame Bow.			

I know that image is not well-defined, but you can get the general idea for moving through that forest I hope. Basically, go west through the mountains to the line of men and speak with the westernmost one, who will ask if you want to speak with the oracle. But first, you must unscramble the message of Jizo Row (the guys to the right). Oh, Lord, this is a hard one...

- First, form a semi-coherent sentence...
 - "One North Eerie Raccoon Kettle Pine Into Narrow Southeast Forest Tree Under Ice"

- This means...
 - "Search under the lone non-frozen tree, surrounded by rocks, below the icy trees, in the southeast forest."
 - That tile is near the Goblin Forest; backtrack and "Check" the tile circled in the nearby screenshot.

- Do this.
 - You'll get the Raccoon Teakettle.

After this... Um, I'm not sure what to do with it. For now, we'll continue back to the Sparrows' Inn 3, rest, and go back into the overworld and southward along the eastern coast. Eventually, as you go along, you'll reach a river. From there, there will be a thin peninsula to the east. Go along it to the end; within, you'll find the Worthless Wizard!

Speak with him and opt to receive instruction. He'll go into a **loooooooooooooooooooooooooooooooooooooong** rambling rant of questions. And I do mean long. If you have a turbo controller, just opt for the A Button to be held for a while, or do something - the answers to the questions are wholly irrelevant; you're mostly supposed to sit there.

Then do it again, I implore you!! It may seem like a waste of your time, but while nothing is yielded the first time, the Worthless Wizard will applaud your endurance and teach you the Omnipotent Spell the second time. It heals a lot of HP for 20 MP.

Leave that place and head southwest. You should be able to cross a bridge; do so and keep crossing whichever bridge is pretty much the closest to you. You'll eventually run across the **Sparrows' Inn 4**, discussed in the next section.

An Endless Trial: The Infinite Wizard

Sectional Flowchart

Read the last bits of the previous section's final section to learn where to go after obtaining the Omnipotent spell.

- Sparrows' Inn 4
- Overworld - Crossing the Wetlands
- Infinite Caverns, Home of the Infinite Wizard

Sparrows' Inn 4

SPARROWS' INN 4 - TEA HOUSE		
Item	Buying Cost	Effects
Yeast Bun	8 Gold	Heals ~15 HP when eaten.
Sushi Roll	15 Gold	Heals ~30 HP when eaten.
Millet Dumpling	30 Gold	Heals ~35 HP when eaten.
Peach Twig	100 Gold	Use to escape battle.
Spider Web	100 Gold	???
Peach Seed	300 Gold	Use to guarantee battle escape.
Angel Robe	300 Gold	???

Well, this is the usual, generic Sparrows' Inn. In the northwest corner, you'll find the usual lottery house, this time usually yielding Wizard's Mist, an item healing 20 MP, although it costs 1,000 Gold to play.

Around town, you can learn somewhat important information regarding two other wizards: the Dream Wizard's lesson requires patience, and the Infinite Wizard likes drinking green tea in an underground cave. You can also learn of the Mountain Witch, who lives in a cavern as well, and has turned villagers into animals.

Perhaps most notably, you will want to grind in the overworld for lots of Gold for those Wizard's Mists. Why? The next dungeon is certain to take a toll on your HP, and you want to have plenty of MP to use Omnipotent. Of course, if you have heavy reliance on Hexagon, you may prefer a Millet Dumpling. You will also have to use the Lightning spell several times... Trust me, a LOT of Wizard's Mists will be needed. A **LOT**.

Still, that's about it for here. Return to the overworld.

Overworld - Crossing the Wetlands

LOCAL ENEMY BESTIARY (NOTE THAT STATS ARE APPROXIMATE)			
Enemy Name	Maximum HP	Gold (G) Earned	EXP. (E) Earned
Black Bear	91 HP	315 Gold	53 EXP.
Black Kappa	85 HP	0 ~ 1 Gold	120 EXP.
Brown Bear	66 HP	225 Gold	48 EXP.
Cougar	82 HP	207 Gold	44 EXP.
Crowbeak Goblin	94 HP	266 Gold	55 EXP.
Tapir	88 HP	273 Gold	56 EXP.
Wisdom Buddha	80 HP (?); can heal	248 Gold	46 EXP.

Not a lot to say for now. Go north, west, and south around the mountains. Cross the two bridges. If you head south and speak with the person there, you'll get a tip on how to find the exit in the wetland maze: follow the twin Jizos. Other than that, head west into the cave.

Infinite Caverns, Home of the Infinite Wizard

TREASURES CHECKLIST	
<input type="checkbox"/> Omnipotent Spell	<input type="checkbox"/> Spider Web

When you enter this place, speak with the elderly man nearby to learn that he is - if you couldn't guess from the header - the Infinite Wizard. Opt to seek instruction and he'll just tell you to follow him. But be careful of the lava, that red stuff - it'll shave off 20 HP when each step you take on it! **And, yes, it will kill you! Be sure to keep a very, very, very close eye on your HP!!!!** You will lose a minimum of 880 HP here from the lava, so account for that.

Anyways, let's try to minimize health loss. For that first pool of lava, get along the raised wall south of the ladder, step onto the lava, and go south - that's a 60 HP loss. For the next pool of lava, you'll want to go along the wall for a 280 HP loss. Get along the left wall for the next pool of lava and step on land when first possible, but it'll be a 240 HP loss.

For the next pool of lava, stay along the northern wall and when you have to go northbound along it, continue sticking along this wall and head right (240 HP loss). Destroy the rocks here with Lightning (36 MP loss). Finally, cross the southernmost three tiles of the final pool of lava for a 60 HP loss.

Once across, just ignore the Infinite Wizard for now and go west and south to find a basket; "Check" it to find a Spider Web. Then go speak with the Infinite Wizard to learn the Float spell. It costs 4 MP, but I'm not yet sure of its purpose...

Anyways, leave. You'll probably just want to kill yourself on lava so it'll make sense in the next section, IF you have a lot of money. (Remember, we have to backtrack from Wish City. Not exactly pleasant.)

The Dreamy Dream Wizard

Sectional Flowchart

We'll assume you actually came out of the Infinite Wizard's cavern alive, or killed yourself and backtracked there. Got it?

And there's actually no need for the flowchart... The only section of this section is just below here. =P

Overworld - Crossing the Wetlands 2

TREASURES CHECKLIST
<input type="checkbox"/> Zazoom Spell

LOCAL ENEMY BESTIARY (NOTE THAT STATS ARE APPROXIMATE)			
Enemy Name	Maximum HP	Gold (G) Earned	EXP. (E) Earned

Belly Blob	130 HP	321 Gold	59 EXP.
Big Nose Goblin	120 HP (?); can heal	530 Gold	68 EXP.
Black Bear	91 HP	315 Gold	53 EXP.
Black Kappa	85 HP	0 ~ 1 Gold	120 EXP.
Brown Bear	66 HP	225 Gold	48 EXP.
Cougar	82 HP	207 Gold	44 EXP.
Crowbeak Goblin	94 HP	266 Gold	55 EXP.
Earth Oni	116 HP (?); can heal	377 Gold	56 EXP.
Tapir	88 HP	273 Gold	56 EXP.
Water Oni	102 HP	277 Gold	45 EXP.
Will o' the Wisp	113 HP (?); can heal	369 Gold	66 EXP.
Wisdom Buddha	80 HP (?); can heal	248 Gold	46 EXP.

Outside of the cavern leading to the Infinite Wizard, backtrack to the Sparrows' Inn 4. Go across the three bridges to the east of there, then go south and across the two bridges to find two Jizos next to each other. From there, cross the bridge to the west and go along the linear path for a bit and you'll find and go through a forest. Once through, you can speak with the person nearby to learn that, hey, you've made it through.

This continent is pretty sparse with regards to civilization. After you leave the forest, pretty much head east to the shore, then south. Cross onto the island there and go southward some more to find a house. Enter.

Within, you'll find the Dream Wizard. Speak with him and opt to seek instruction. Now, are you ready for what could be easily dubbed a true pain in the rear? He'll try to remember a spell and then will teleport you elsewhere by accident! The locations seem to be set, so I'll put them here, and try to include a (shoddy) map reference.

- The Japanese character forest near Smile Town
- The peninsula where the Worthless Wizard resides
- The end of the wetlands' forest (from where you went southeast earlier)

After having come to the Dream Wizard's from all three places - yes, all three; you may want to shop along the way - and you will be taught the Zazoom spell, a spell that the strongest Wizard in the universe taught the Dream Wizard. And it is quite strong - for 39 MP, you'll get to use an attack that deals anywhere from five to twenty (or more!) times the usual amount of damage, depending on how the RNG favors you.

Hell Incarnate

Sectional Flowchart

- **Overworld - Another Trek**
- **Underground Labyrinth**
- **Crab Monkey Town**
- **The Hourai Fruit**
- **Overworld - Monkeying Around**
- **Overworld - The Island of Love and Valor**
- **Bamboo Bird Town**
- **Overworld - The Gates of Hell**
- **Hell's Tower**

Overworld - Another Trek

LOCAL ENEMY BESTIARY (NOTE THAT STATS ARE APPROXIMATE)			
Enemy Name	Maximum HP	Gold (G) Earned	EXP. (E) Earned
Belly Blob	130 HP	321 Gold	59 EXP.
Big Nose Goblin	120 HP (?); can heal	530 Gold	68 EXP.
Black Bear	91 HP	315 Gold	53 EXP.
Black Kappa	85 HP	0 ~ 1 Gold	120 EXP.
Brown Bear	66 HP	225 Gold	48 EXP.
Cougar	82 HP	207 Gold	44 EXP.

Crowbeak Goblin	94 HP	266 Gold	55 EXP.
Earth Oni	116 HP (?); can heal	377 Gold	56 EXP.
Tapir	88 HP	273 Gold	56 EXP.
Water Oni	102 HP	277 Gold	45 EXP.
Will o' the Wisp	113 HP (?); can heal	369 Gold	66 EXP.
Wisdom Buddha	80 HP (?); can heal	248 Gold	46 EXP.

After having obtained the Zazoom spell from the Dream Wizard, proceed off of his island and into the hills. There, head southwest and you'll see a house on an island in the middle of a lake. That is Crab Monkey Town. If you want to, anyhow.

An odd place, huh? The villages in the fields east and west of the entrance say the others have just gone, deserted, without a trace - well, except them, probably a few others, and the man in teh shrine. Such is true - the shops and the inn are even deserted! All that's really left is the shrine and the ... animals?

Oh crap.

That's why I said don't enter. There's no purpose in doing so at the moment. However, to the west, there lies a hole in the ground. Enter **that**.

Underground Labyrinth

TREASURES CHECKLIST		
<input type="checkbox"/> Angel Robe	<input type="checkbox"/> Spider Web	<input type="checkbox"/> Wizard's Mist

LOCAL ENEMY BESTIARY (NOTE THAT STATS ARE APPROXIMATE)			
Enemy Name	Maximum HP	Gold (G) Earned	EXP. (E) Earned
Candle Ghoul	100 HP (?); can heal	367 Gold	56 EXP.
Mountain Witch	125 HP (?); can heal	422 Gold	80 EXP.
Will o' the Wisp	113 HP (?); can heal	369 Gold	66 EXP.

When you first enter the dungeon, go along the linear, somewhat-winding path to the west. At the end of it, you'll find a basket; "Check" it for some Wizard's Mist. Return now to the ladder and go south along that linear path, which will soon end in a small open area. There are two exits to this room: west and north. The westbound path is a dead-end, so go along the linear path to the north and use the ladder.

Now, to be honest, it's hard to say exactly what happens at this point beyond that you get in a room with a bunch of false tiles in it that drop you down a floor. I want you to fool around until you reach a room with a man in the southwest corner saying something about falling mean failure. Climb up the string of ladders and you'll eventually reach an area with just the one you came up (and another to the south). And, yes, I'm implying the others are not worth searching. The effort is quite tedious, and I can't see any reward on the horizon for them.

Go east and along the wall to see a basket. Approach it from the east (the path is safe) and "Check" it for a Spider Web. Return to the wall and walk back to the ladder you used to get up here. Use it and, back on that floor, go north, then south, back onto the ladder. From there, go west and north along the wall. You'll quickly see two ladders. When parallel to the second, go east and use it.

Back on this floor, go south and east along the path to find a south/east fork. First head east and along the linear path to find a basket at the end, which happens to contain an Angel Robe. Return to the fork and go along the path to the south. As you do, you'll find yourself at another fork, this one with two eastbound paths. Simply use the northern of the two (the other is a dead-end) to reach the next ladder.

Here, go along the path and you'll eventually see a ladder on-screen. Go east, north, and west around the wall to it - the rest of the floor is pretty useless.

The next floor is still just as linear. Head east, south, and west around the lake and you'll meet two people trapped by boulders. Use the Lightning Spell to destroy the boulders, then speak with the two people to find that, surprisingly, they're your grandparents, taken away by the Mountain Witch!

DO NOT, UNDER ANY CIRCUMSTANCES, OPT TO TAKE THEM HOME - JUST KEEP SAYING "NO"! Following standard RPG tradition, it seems this is a mere guise of the Mountain Witch; saying "No" twice will induce a battle. Saying "Yes" at any point will force you back all of the way to Travel Town (i.e. retracking back through the whole freakin' overworld).

Now, backtrack your way to the floor where you had to go along the western wall to avoid falling. Go south and east along the wall to the ladder, use it, reuse it, then go east, north, and west along the wall. When parallel to the northwesternmost ladder, the one you've yet to use in a while, go south to it and continue backtracking outside. Back in the overworld, head east and into Crab Monkey Town.

Crab Monkey Town

TREASURES CHECKLIST
<input type="checkbox"/> Dragon Pendant

CRAB MONKEY TOWN - TEA HOUSE		
Item	Buying Cost	Effects
Yeast Bun	8 Gold	Heals ~15 HP when eaten.
Sushi Roll	15 Gold	Heals ~30 HP when eaten.
Millet Dumpling	30 Gold	Heals ~35 HP when eaten.
Peach Twig	100 Gold	Use to escape battle.
Spider Web	100 Gold	???
Peach Seed	300 Gold	Use to guarantee battle escape.
Angel Robe	300 Gold	???

CRAB MONKEY TOWN - ARMORY			
Weapon/Item	Buying Cost	Item Type	Effects
Invisibility Cloak	300 Gold	Item	No stat change, but makes you invisible briefly
Horse Flag	10,000 Gold	Armor	+32 Defense
Sheep Flag	20,000 Gold	Armor	+42 Defense
Lion Sandals	1,000 Gold	Footwear	+35 Agility
Ashura Sword	10,000 Gold	Weapon	+36 Offense
Phoenix Sword	20,000 Gold	Weapon	+45 Offense

Assuming you defeated the Mountain Witch in the **Underground Labyrinth** before coming here, you'll be fine and there should be humans around - most notably, shopkeepers! Just north of the western field, you can find the pawn shop. To the east of there is the generic Tea House. Also take note of one particular villager mentions to the north of that shop: "A frightened monkey hides ... north of here!"

Interesting. Anyways, the inn is near there as well, and it costs 500 Gold. There is also an armory to the west of there. Many of the items are ones you already have or at least have had access to. Ideally, I seriously recommend grinding at this point to make sure you have the Sheep Flag, Lion Sandals, and Phoenix Sword, all items that will become extremely useful in battles to come.

Beyond that, feel free to stock up on healing items and to go to the shrine. The fortune teller is also in the northwest, and is quite costly. Then again, I have the stuff here. *Then again*, it's all the same, no matter what you say.

- Did you learn the Hermit Wizard's Gas spell?
- (Say either "Yes" or "No")
- That rotten guy charges high prices for stinkbombs!

Don't worry, you're under no obligation to actually go back - he doesn't sell stinkbombs (to you).

But, hold on... In an earlier town, was it not mentioned that Ginji the thief "pooted" in front of the Moon Princess, and now fears flatulence? I wonder... Use the Gas Spell and, suddenly, a beard is revealed beneath the fortune teller's clothing! Ginji grabs you and, for whatever reason, forgives you, returns your Dragon Pendant (finally!), and returns to the Wish City restaurant he is the heir of. O_o

Well, whatever.

Anyways, that's about it. Before leaving the overworld, be sure to grab a Millet Dumpling as well - we have another party member to recruit.

But first, something else. THEN the party member.

The Hourai Fruit

TREASURES CHECKLIST
<input type="checkbox"/> Hourai Fruit

We'll keep the bestiaries and stuff out of this. Leave to the overworld and head to the southeast. You'll soon come across a huge patch of lava. Bypass it with the Float spell and go around to the southern portion of the peninsula. When you see the second mountain, as shown in this picture, "Check" everywhere around the mountain and a cave should pop up to its southwest. Go inside said cave.

This cave proposes a puzzle, but it's rather simple. First speak with the red Jizo, then the one next to it. From there, follow the directions given about "steps". In reality, steps refers to Jizos - for example, if you are told to go three steps behind, speak with the Jizo three behind it. Do not count the spoken-to Jizo as one of them. For example...

Given all this info, there should be little need to tell you how to solve the puzzle - I'm not even sure if there is a set sequence, but the sequences are easy to follow if you just pay attention. When you're done - it eventually loops back to the red Jizo - speak with the Red Jizo from the front. When you do so, you'll be congratulated and given the Hourai Fruit, which will be laid at your feet - use "Check" on the tile in front of the red Jizo to obtain it.

This is, notably, our fourth treasure. Just so you know. There are five, but that one won't be gained 'till later.

Overworld - Monkeying Around

LOCAL ENEMY BESTIARY (NOTE THAT STATS ARE APPROXIMATE)			
Enemy Name	Maximum HP	Gold (G) Earned	EXP. (E) Earned
Belly Blob	130 HP	321 Gold	59 EXP.
Big Nose Goblin	120 HP (?); can heal	530 Gold	68 EXP.
Black Bear	91 HP	315 Gold	53 EXP.
Black Kappa	85 HP	0 ~ 1 Gold	120 EXP.
Brown Bear	66 HP	225 Gold	48 EXP.
Cougar	82 HP	207 Gold	44 EXP.
Crowbeak Goblin	94 HP	266 Gold	55 EXP.
Headless Oni	123 HP	361 Gold	53 EXP.
Earth Oni	116 HP (?); can heal	377 Gold	56 EXP.
Tapir	88 HP	273 Gold	56 EXP.
Water Oni	102 HP	277 Gold	45 EXP.
Will o' the Wisp	113 HP (?); can heal	369 Gold	66 EXP.

Back in the overworld, head northwest and across the river via the bridge. Then head northeast and you should find a Jizo and an area generally looking like that in the nearby screenshot. Do you recall, back in Crab Monkey Town, the person referencing a monkey hiding in a pine tree to the north? Despite not really looking like a pine tree, the tree circled in the screenshot nearby is where that monkey is.

"Check" that tile and the monkey shall appear. The monkey is capable of sailing a boat to the Island of Love and Valor, a boat you could not previously access. All you have to do is give him the Millet Dumpling I requested that you buy earlier. In addition to this new ability, you also get a ten-point boost in both Offense and Defense.

Anyways, be sure you're ready back in Crab Monkey Town. Then progress through the **Underground Labyrinth** again - the solution remains the same, so I linked to it right here. You just need to reach the boat at the end of the pier in the last room from before. When next to it, in the menu, use "Order" (bottom option), then "Monkey" (bottom again), and you'll row along.

Overworld - The Island of Love and Valor

LOCAL ENEMY BESTIARY (NOTE THAT STATS ARE APPROXIMATE)			
Enemy Name	Maximum HP	Gold (G) Earned	EXP. (E) Earned
Flying Pig	120 HP	441 Gold	67 EXP.
Sake Demon	121 HP (?); can heal	466 Gold	75 EXP.
Stray Demon	152 HP	457	86 EXP.

Once on the Island of Love and Valor... Well, there isn't a whole lot to do. Go west to the mountain range, then south to the island on the lake, at the southern end of which you'll find a town, **Bamboo Bird Town**. Along the way, you'll probably see a town (if you went due west, it's pretty obvious). That's the **Sparrows' Inn 5** - again, generic, but may as well, right?

Anyways, click on the linked section, depending on which you want info for.

Sparrows' Inn 5

SPARROWS' INN 5 - TEA HOUSE		
Item	Buying Cost	Effects
Yeast Bun	8 Gold	Heals ~15 HP when eaten.
Sushi Roll	15 Gold	Heals ~30 HP when eaten.
Millet Dumpling	30 Gold	Heals ~35 HP when eaten.
Peach Twig	100 Gold	Use to escape battle.

Spider Web	100 Gold	???
Peach Seed	300 Gold	Use to guarantee battle escape.
Angel Robe	300 Gold	???

As I said earlier, generic. Little important info is given out here. The main features are the shop (as before), the inn (300 Gold), and the usual lottery (5,000 Gold; mostly Magic Wand weapons).

Feel free to leave when desired.

Bamboo Bird Town

BAMBOO BIRD TOWN - TEA HOUSE		
Item	Buying Cost	Effects
Yeast Bun	8 Gold	Heals ~15 HP when eaten.
Sushi Roll	15 Gold	Heals ~30 HP when eaten.
Millet Dumpling	30 Gold	Heals ~35 HP when eaten.
Peach Twig	100 Gold	Use to escape battle.
Spider Web	100 Gold	???
Peach Seed	300 Gold	Use to guarantee battle escape.
Angel Robe	300 Gold	???

BAMBOO BIRD TOWN - ARMORY			
Weapon/Item	Buying Cost	Item Type	Effects
Invisibility Cloak	300 Gold	Item	No stat change, but makes you invisible briefly
Headband	20 Gold	Headgear	+2 Defense
Gauntlet	50 Gold	Outfit	+5 Defense
Crown	100 Gold	Headgear	+5 Defense
Lion Sandals	1,000 Gold	Footwear	+35 Agility
Phoenix Sword	20,000 Gold	Weapon	+45 Offense

Shop-wise, there's little importance to this town. The Tea House is the same generic thing it always is, and the armory only contains stuff that you could have gotten earlier. Again, I recommend having the Phoenix Sword and Lion Sandals from this shop, in addition to a Crown and a Gauntlet.

West of the armory, you can find the shrine - same as usual, speak to the guy for a password. Further west, in the very corner, you'll find the fortune teller's place. As the 1,000-Gold fortune implies, it's all a hoax. -_-

- **2 Gold:** Oh, such bad luck! Momotarou, you've stepped in it! The Devil King is a big bad brute!
- **10 Gold:** Ah! Momotarou... I see Oni Island... I see a great victory... a tremendous trial... A great battle... Oh, wait... Hmm. Maybe defeat? Ah, such is life!
- **1,000 Gold:** Momotarou! A stranger waits for you on Oni Island! His name is Emma-Oh! He wears women's drawers! He is the Devil King! His uvula shakes when he roars! Wow! Incredible! I just made 1,000 Gold!

That's pretty much it.

Overworld - The Gates of Hell

LOCAL ENEMY BESTIARY (NOTE THAT STATS ARE APPROXIMATE)			
Enemy Name	Maximum HP	Gold (G) Earned	EXP. (E) Earned
Bamboo Ghost	60 HP	424 Gold	81 EXP.
Dragon	140 HP	490 Gold	99 EXP.
Evil Witch	116 HP	547 Gold	68 EXP.
Flying Pig	120 HP	441 Gold	67 EXP.

Sake Demon	121 HP (?); can heal	466 Gold	75 EXP.
Straw Demon	152 HP	457 Gold	86 EXP.

Back in the overworld, go northwest. You'll quickly take note of the lava on the ground; in case it isn't obvious, use the Float spell to avoid this. Head to the southwestern coast now and you'll see an area like that pictured. You can use the Float spell to cut across the lava, if you want, or you can cross via the winding sandy path. Your choice, I suppose. Enter the tower on the other side.

Hell's Tower

TREASURES CHECKLIST	
<input type="checkbox"/> Valor Flag	<input type="checkbox"/> Wizard's Mist

LOCAL ENEMY BESTIARY (NOTE THAT STATS ARE APPROXIMATE)			
Enemy Name	Maximum HP	Gold (G) Earned	EXP. (E) Earned
Fate	117 HP	572 Gold	100 EXP.
Fuujin	175 HP; can heal	2,439 Gold	225 EXP.
Hell Kappa	120 HP (?); can heal	282 Gold	87 EXP.
Hell Lantern	110 HP (?); can heal	440 Gold	75 EXP.
Hell Oni	135 HP (?); can heal	329 Gold	87 EXP.
Raijin	210 HP; can heal	3,240 Gold	399 EXP.
Rashomon Oni	230 HP; can heal	7,200 Gold	1,080 EXP.

This is one bad, bad place to get lost in, as most religions imply. With hugely-powerful and very-evasive enemies, battles will definitely take a toll. Anyhow, just to note, there are no treasures on this floor, so don't even bother. Go due west until you bump into the wall, north until you bump into the wall, west until you bump into the wall, then you should be able to go south and see the ladder. Use it.

To the south is an east/west fork. Go west, then north into the relatively-open area. Leave it to the west and head north. Continue along the path to the ladder.

On this floor, go north and around to the basket and examine it to find some Wizard's Mist. Return to the ladder and head west and you'll soon see the next ladder, this one in the lower-left corner of the open area.

On the next floor, simply go south and along the path to the next ladder.

On the next floor, go along the path to the north/south fork with the open area. Head south and along the linear path for a bit to the west/south fork. Go west to the wall, then north without stopping to reach the ladder.

In this area, go southeast and along that path to the north/east fork. Go east and exit that open area to the northeast. Go along the linear path to the ladder to the next floor. Go along that super-windy, lengthy linear path to the next floor.

Up here, feel free to play around a bit - you can't seem to force a random encounter here. To the east, you'll find Fuujin, the Wind God of the world. Speak with him to engage in battle. He's a bit difficult, having been able to do around 40 damage per hit to me at Level 31. Still, two or three Zazooms should kill him easily, and the reward is worth it - 225 EXP. and 2,439 Gold! ^_^

After the battle, Fuujin the wind god speaks: "How quickly you defeat me. Surely Raijin will avenge me!" Heal up and examine the basket Fuujin dropped - boom, Raijin battles you! At 210 HP, he's a bit of a menace, especially with his high power (~45 damage per hit at Level 31) and high evasiveness. I tended to use Hexagon over Zazoom, which killed in three hits. Barely survivable, but doable. You get an even greater reward for beating the Thunder God: 399 EXP. and 3,240 Gold!! ^_^;

After the battle, you'll automatically take the Valor Flag from the basket. A powerful piece of armor this is... It adds 10 Defense over the Sheep Flag, or 52 Defense overall! We're not done yet, though. If you want to leave to restock and heal, sure, go ahead. But return here and exit the room via the southwest corner. There won't be a random battle in this next room, either - simply use the second northbound path you see and go along the winding thing to the center of the room. There, you'll find the Rashomon Oni to battle.

The Rashomon Oni is basically a more powerful version of the previous two bosses. He can chain attacks by freezing you, but rarely should deal more 40 damage per hit at Level 32. Even if he heals, with the ideal equipment, you should be able to win with three Hexagons. The rewards continue to get greater as well: 1,080 EXP. and 7,200 Gold! O_o

The Final Clash!

Sectional Flowchart

- **Overworld - Taking Flight**
- **The Gates of Hell**

Overworld - Taking Flight

TREASURES CHECKLIST

Swallow's Shell Valor Sword

After the events of **Hell's Tower**, and having defeated Raijin, Fuujin, and the Rashomon Oni, you're likely to have exhausted your resources quite a lot. It would be a good idea to use the Flight spell to fly to somewhere like Smile Town - where doesn't matter, so long as they have a Tea House and an inn to use. If you're looking for equipment, go for Crab Monkey Town.

Once you're ready, reopen the Flight menu and you'll see there's another, seventh option below Smile Town: Swallows' Castle. Fly there.

There, at the Sky Tower, you are told that the Oni Roshomon was actually the Sky Wizard's pupil, but he was rash and went without a complete education. The subject suddenly changes to whether you have four treasures or not. Do you? They are...

- The Buddha's Bowl (see **Kintaro Town**)
- The Golden Coat (see **Wish City**)
- The Hourai Fruit (see **The Hourai Fruit**)
- The Dragon Pendant (after being stolen, so see **Crab Monkey Town**)

Once you have them all, answer the Wizard's question with an affirmative answer (left option). As a result, then, you'll be given the fifth treasure: the Swallow's Shell! And so, we can now return to the Moon Princess...

... Obtain the Valor Sword ...

... And rid this world of the Onis!

Go down the nearby ladder and due west without halting to leave the tower. You'll be in Wish City; fly to Crab Monkey Town, stock up there, and, once more, go through the **Underground Labyrinth** to reach the Island of Love and Valor. Again, you should probably know how to do that. Once on the island, go west and south to the island with the **Bamboo Bird Town**.

Once in Bamboo Bird Town, go west and into the house on the island with bamboo. Within, you'll find who I presume are your grandparents - for real this time. They say the princess has been kidnapped and taken to Oni Island; the Valor Sword, however, is in the back. Go outside and examine the sixth stalk of bamboo on the top row of the island to find the Valor Sword. **Equip it, for it is the ultimate weapon in the game.**

Once you've done so, you may want to go to the **Sparrows' Inn 5** and play the lottery there to get the Magic Wand. While it does cost 5,000 Gold, it fully restores MP and can be used infinitely - which means easy Omnipotents and Zazooms, right? Other than that, you also want to go around and equip the Valor Flag, a Crown, the Lion Sandals, a Feather Cloak, a Falcon Claw, a Charm Amulet, and a Gauntlet - see the **Area Shops** section for that info.

Once you're ready, leave Bamboo Bird Town and head to the northeastern shore of the island. Stand on the pier and you'll raise the Valor Sword - it will glow, then cleave the sea in twain. You rush forward through the ocean waters, unperturbed by the fact that death would otherwise see fit to end this journey.

Once on Oni Island, enter the northwestern tower. Your final dungeon.

The Gates of Hell

BATTLE PREPARATIONS

Be absolutely sure to have the following stuff along with you on this battle. Most of it can be shopped or grinded for. For shops, see the **Area Shops** section for details.

-
- Magic Wand, found in the Sparrows' Inn 5 lottery
 - Valor Sword
 - Valor Flag
 - Crown
 - Lion Sandals
 - Feather Cloak
 - Falcon Claw
 - Charm Amulet
 - Gauntlet
 - Be at least Level 35 for this battle; I recommend Level 45 (the highest)
-

LOCAL ENEMY BESTIARY (NOTE THAT STATS ARE APPROXIMATE)

Enemy Name	Maximum HP	Gold (G) Earned	EXP. (E) Earned
Blue Oni	9 HP	3 Gold	5 EXP.
Silver Oni	25 HP	20 Gold	7 EXP.
Green Oni	15 HP	21 Gold	8 EXP.
Fox Oni	24 HP	30 Gold	12 EXP.
Gold Oni	46 HP	54 Gold	20 EXP.
Pearl Oni	57 HP	82 Gold	12 EXP.
Horse Oni	41 HP	79 Gold	14 EXP.
Fire Oni	65 HP	215 Gold	39 EXP.
Cow Oni	70 HP	265 Gold	41 EXP.
Water Oni	98 HP	283 Gold	56 EXP.
Earth Oni	111 HP	364 Gold	50 EXP.
Headless Oni	107 HP	397 Gold	60 EXP.
Candle Ghoul	90 HP	375 Gold	74 EXP.
Sake Demon	120 HP	413 Gold	92 EXP.
Straw Demon	140 HP	538 Gold	95 EXP.
Emma-Oh	765 HP	-	-

In the entrance area, you'll quickly find yourself at a fork with three branches. Use the northern of these and go east and north to the west/north fork. Head west and along the path into the open area. There, you'll go into a brief cutscene with the wizards, who wish to bestow their fortune upon you. With their words of encouragement ringing through your ears, head to the north and, past the narrow hall, you'll find your target, Emma-Oh, the Devil King.

When you speak with him, you'll fight a number of enemies in sequential order. The order is outlined as above, but you should be fine for a fair while at least. Most of the enemies can be one-hit-killed up until around the Pearl Oni, but their own power won't be problematic until around the Sake Demon, who will probably begin to deal the first double-digit damage of this sequence - and, even then, you can probably one-hit kill him with Hexagon.

After defeating the Straw Demon, Emma-Oh speaks again, applauding your effort thus far, then curses you for destroying his Oni army and for ruining his plans to destroy human civilization. So will begin the toughest battle of the game, against Emma-Oh himself. He is quite powerful, able to deal out around 40 to 50 damage per hit, even when you're around Level 35 and optimally equipped.

What's strange about this guy is that the game states you do 5x the damage the RAM says. In other words, if you were to hack the game and look at Emma-Oh's HP (RAM address 00D9), for every three points of damage the game **says** you do, the RAM only counts down once. That effectively goes to around 765 HP. This boss will be a pain, I guarantee - only frivolous use of the Magic Wand and Omnipotent may keep you alive, and you need to attack pretty much only with Hexagon - Zazoom almost always misses here. Depending on your strength, it can take around 8 to 20 Hexagons to win - around Level 35, that should be about 8, seeing as you'll probably deal out 100+ damage each time.

What **really** sucks is that Emma-Oh can heal himself, and render your efforts in vain in reducing his HP. This won't always be in full (I only saw such a thing once), but it can still be annoying nevertheless.

That'll be it for the game! Congratulations: you have beaten Momotarou Densetsu: The Legend of Peach Boy! Enjoy the ending, and you'll get to see your stats at the end.

For the curious, here are mine...

- **Equipment:**

- Crown
- Valor Sword
- Valor Flag
- Lion Sandals

- **Outfit:**

- Feather Cloak
- Falcon Claw
- Charm Amulet
- Gauntlet

- **Statistics:**

- *Age:* 15
 - *Level:* 35
 - *EXP.:* 31,096
 - *Max MP:* 170
 - *Max HP:* 229
 - *Gold:* 65,535
 - *Offense:* 207
 - *Defense:* 238
 - *Agility:* 220
-

CONGRATULATIONS!! You have beaten Momotarou Densetsu: The Legend of Peach Boy!!

Enemy Bestiary

Note, like in the **Walkthrough**, that stats are approximated - sometimes based on the enemy, sometimes based on my own calculations.

ENEMY BESTIARY				
Enemy Name	Maximum HP	Gold (G) Earned	EXP. (E) Earned	Locations Found
Armadillo	37 HP	106 Gold	5 EXP.	Overworld
Bamboo Ghost	60 HP	424 Gold	81 EXP.	Overworld
Belly Blob	130 HP	321 Gold	59 EXP.	Overworld
Big Nose Goblin	120 HP (?); can heal	530 Gold	68 EXP.	Overworld
Black Bear	91 HP	315 Gold	53 EXP.	Overworld
Black Kappa	85 HP	0 ~ 1 Gold	120 EXP.	Overworld
Blue Oni	12 HP	2 Gold	4 EXP.	Overworld
Brick Wall	29 HP	19 Gold	8 EXP.	Overworld
Brown Bear	66 HP	225 Gold	48 EXP.	Overworld
Candle Ghoul	100 HP (?); can heal	367 Gold	56 EXP.	Underground Labyrinth
Cougar	82 HP	207 Gold	44 EXP.	Overworld
Cow Oni	69 HP	250 Gold	46 EXP.	Overworld
Crowbeak Goblin	94 HP	266 Gold	55 EXP.	Overworld
Devil's Food	58 HP	54 Gold	21 EXP.	Overworld
Dirty Rat	22 HP	51 Gold	4 EXP.	Overworld
Dragon	140 HP	490 Gold	99 EXP.	Overworld
Earth Oni	116 HP (?); can heal	377 Gold	56 EXP.	Overworld
Earth Spider	11 HP	6 Gold	3 EXP.	Overworld
Earth Wizard	42 HP	0 Gold	0 EXP.	House west of Hansaka Town
Emma-Oh	765 HP	-	-	[Final Boss]
Evil Witch	116 HP	547 Gold	68 EXP.	Overworld
Famine God	58 HP	[Stolen Gold]	6 EXP.	Overworld
Fate	117 HP	572 Gold	100 EXP.	Hell's Tower
Fire Oni	60 HP (?); can heal	197 Gold	41 EXP.	Overworld
Flock of Crows	59 HP	60 Gold	33 EXP.	Overworld
Flying Pig	120 HP	441 Gold	67 EXP.	Overworld
Flying Squirrel	75 HP	270 Gold	46 EXP.	Overworld
Fortune God	-	~90 Gold (if quiz is won)	0 EXP.	Overworld
Fox Oni	29 HP	30 Gold	15 EXP.	Overworld
Frost Dragon	62 HP	131 Gold	26 EXP.	The Witch's Tower
Fuujin	175 HP; can heal	2,439 Gold	225 EXP.	Hell's Tower
Goblin	59 HP	94 Gold	62 EXP.	Overworld
Gold Oni	50 HP	59 Gold	19 EXP.	Kintaro Town ; Overworld
Green Oni	15 HP	24 Gold	7 EXP.	Overworld
Hag Oni	25 HP; can heal	56 Gold	8 EXP.	Overworld; Underground Mazes
Headless Oni	123 HP	361 Gold	53 EXP.	Overworld
Hell Kappa	120 HP (?); can heal	282 Gold	87 EXP.	Hell's Tower
Hell Lantern	110 HP (?); can heal	440 Gold	75 EXP.	Hell's Tower
Hell Oni	135 HP (?); can heal	329 Gold	87 EXP.	Hell's Tower
Home Run Oni	29 HP	84 Gold	33 EXP.	Overworld

Horse Oni	55 HP	87 Gold	14 EXP.	Overworld
Hungry Ghost	11 HP	14 Gold	4 EXP.	Overworld
Ibaraki Goblin	80 HP	289 Gold	54 EXP.	Overworld
Ice Maiden	42 HP	86 Gold	21 EXP.	Overworld; The Witch's Tower
Japanese Wolf	35 HP	38 Gold	7 EXP.	Overworld
Kappa	53 HP	106 Gold	12 EXP.	Overworld
Knife Oni	79 HP	220 Gold	47 EXP.	Overworld
Lantern Ghost	25 HP	31 Gold	9 EXP.	Underground Mazes
Lantern Oni	9 HP	4 Gold	3 EXP.	Overworld
Lil' Lion	34 HP	54 Gold	10 EXP.	Overworld
Lizard	10 HP	7 Gold	2 EXP.	Overworld
Mist Spirit	15 HP	50 Gold	9 EXP.	Underground Mazes
Mold Ghost	45 HP	11 Gold	4 EXP.	Overworld
Monster Squirrel	110 HP	540 Gold	75 EXP.	Overworld
Mother of Pearl, Treasure Oni	68 HP	204 Gold	20 EXP.	Overworld
Mountain Witch	125 HP (?); can heal	422 Gold	80 EXP.	Underground Labyrinth
Mushroom Oni	8 HP	2 Gold	2 EXP.	Overworld
Nose Goblin	55 HP	59 Gold	8 EXP.	Overworld
Pearl Oni	70 (?) HP; can heal	82 Gold	12 EXP.	Urashima Town; Overworld
Polar Bear	58 HP	92 Gold	17 EXP.	Overworld
Poverty God	50 HP	1 Gold	5 EXP.	Overworld
Pumpkin Ghost	58 HP	110 Gold	7 EXP.	Overworld
Pumpkin Oni	37 HP	32 Gold	4 EXP.	Overworld
Raijin	210 HP; can heal	3,240 Gold	399 EXP.	Hell's Tower
Rashomon Oni	230 HP; can heal	7,200 Gold	1,080 EXP.	Hell's Tower
Rat	8 HP	9 Gold	2 EXP.	Overworld
Red Oni	7 HP	1 Gold	1 ~ 2 EXP.	Overworld
Sake Demon	121 HP (?); can heal	466 Gold	75 EXP.	Overworld
Serpent	20 HP	28 Gold	8 EXP.	Underground Mazes
Silly Snake	73 HP	19 Gold	53 EXP.	Overworld
Silver Oni	28 HP	18 Gold	7 EXP.	Hansaka Town; Overworld
Sky Wizard (Illusion #1)	60 HP	0 Gold	0 EXP.	Sky Wizard's Tower
Sky Wizard (Illusion #2)	100 HP	0 Gold	0 EXP.	Sky Wizard's Tower
Sky Wizard (Real Form)	85 HP	0 Gold	0 EXP.	Sky Wizard's Tower
Spider	9 HP	1 ~ 2 Gold	5 EXP.	Overworld
Spider Oni	32 HP	59 Gold	8 EXP.	Underground Mazes
Starving Ghost	41 HP	62 Gold	9 EXP.	Overworld
Stray Demon	152 HP	457 Gold	86 EXP.	Overworld
Tapir	88 HP	273 Gold	56 EXP.	Overworld
Tiger	69 HP	187 Gold	41 EXP.	Overworld
Toadstool	15 HP	12 Gold	4 EXP.	Overworld
Water Oni	102 HP	277 Gold	45 EXP.	Overworld
Wild Boar	30 HP	35 Gold	5 EXP.	Overworld
White Fox	42 HP	90 Gold	18 EXP.	Overworld
Wild Wolf	51 HP	63 Gold	18 EXP.	Overworld
Will o' the Wisp	113 HP (?); can heal	369 Gold	66 EXP.	Overworld
Wisdom Buddha	80 HP (?); can heal	248 Gold	46 EXP.	Overworld
Witch	60 HP (?); can heal	200 Gold	32 EXP.	The Witch's Tower
Wolf	29 HP	32 Gold	12 EXP.	Overworld

Items Listings

Item Name	Shop Cost	Item Effect ("Use")	Item Effect ("Eat")
Angel Robe	300 Gold	N/A	N/A
Conlon Orb	60,000 Gold	N/A	N/A
Coral Scroll	500 Gold	Blocks an enemy attack in battle.	N/A
Flame Bow	N/A	Deal fire-based damage in battle.	N/A
Ice Pouch	N/A	N/A	N/A
Icicle	N/A	Plot use; awakens Netaro	N/A
Infinite Orb	[Enemy Drop]	Fully restore HP/MP.	N/A
Introduction Letter	N/A	Plot; enter Smile Town	N/A
Invisibility Cloak	500 Gold	Become invisible	N/A
Magic Wand	5,000 Gold	Fully restores MP; infinite uses.	N/A
Millet Dumpling	30 Gold	N/A	Heals ~35 HP.
Peach Seed	300 Gold	Guarantee battle escape.	N/A
Peach Twig	100 Gold	Escape battle.	N/A
Raccoon Teakettle	N/A	N/A	N/A
Spider Web	100 Gold	N/A	N/A
Snow Roll	N/A	N/A	Restores 100 HP.
Sumo Drum	N/A	N/A; used in plot, though	N/A
Sushi Roll	15 Gold	Plot use; see Overworld - Unicorn Wizard	Heal ~30 HP.
Syrup	30 Gold	Plot; get Introduction Letter	N/A
Wind Bell	30 Gold	N/A	N/A
Wizard's Mist	1,000 Gold	Heals 20 MP.	N/A
Yeast Bun	8 Gold	N/A	Heal ~15 HP.

Spells Listings

Spell Name	MP Needed	Spell Effect
Flight	20 MP	Fly to most previously-visited towns.
Float	4 MP	Stops damage from ground tiles (such as lava).
Gas	2 MP	Let out, for lack of a better term, a fart; only in the field.
Hexagon	[25% of Max] MP	Deals out an attack with around triple damage.
Lightning	4 MP	Deal out damage (~50% more than usual); break rocks in the field.
Omnipotent	20 MP	Heals a large amount of HP; more than Potent.
Potent	3 MP	Heals some HP.
Zazoom	39 MP	Deals out 5 to 20 or more times the usual amount of damage!

Equipment Listings

Headgear

Headgear Name	Shop Cost	Stat Changes		
		Offense:	Defense:	Agility:
Crown	100 Gold	70	+5	70
Headband	20 Gold	70	+2	70

Weapons

Weapon Name	Shop Cost	Stat Changes		
		Offense:	Defense:	Agility:
Ashura Sword	10,000	+36	70	70
Asuka Sword	500 Gold	+10	70	70
Flying Dragon Sword	5,000 Gold	+27	70	70
Golden Bird Sword	1,000 Gold	+14	70	70
Oni's Rod	[Enemy Drop]	+40	70	-50
Phoenix Sword	20,000 Gold	+45	70	70
Sword	100 Gold	+7	70	70
Valor Sword	[Plot Find]	+55	70	70
White Fox Sword	1,000 Gold	+19	70	70
Wood Sword	50 Gold	+5	70	70

Armor

Armor Name	Shop Cost	Stat Changes		
		Offense:	Defense:	Agility:
Bamboo Flag	30 Gold	70	+2	70
Dragon Flag	1,000 Gold	70	+18	70
Horse Flag	10,000 Gold	70	+32	70
Rabbit Flag	500 Gold	70	+13	70
Red Flag	50 Gold	70	+6	70
Sheep Flag	20,000 Gold	70	+42	70
Snake Flag	5,000 Gold	70	+25	70
Tiger Flag	100 Gold	70	+9	70
Valor Flag	N/A	70	+52	70

Footwear

Footwear Name	Shop Cost	Stat Changes		
		Offense:	Defense:	Agility:
Deer Sandals	100 Gold	70	70	+13
Lion Sandals	1,000 Gold	70	70	+35
Rabbit Sandals	30 Gold	70	70	+3
Snowshoes *	3,000 Gold	70	70	70

- **Note (*)**: Snowshoes actually provide normal walking on icy land. Note, though, that you can easily tell the directions are reversed, the Snowshoes are a pointless purchase.

Outfit

Footwear Name	Shop Cost	Stat Changes		
		Offense:	Defense:	Agility:
Battle Coat	500 Gold	70	+2	+10
Charm Amulet	50 Gold	70	+5	70
Falcon Claw	3,000 Gold	70	+8	70
Feather Cloak	3,000 Gold	70	+4	+20
Gauntlet	50 Gold	70	+5	70
Hot Pack	2,000 Gold	70	+4	70

Area Shops

Travel Town Shops

TRAVEL TOWN - ARMORY			
Weapon/Item	Buying Cost	Item Type	Effects
Headband	20 Gold	Headgear	+2 Defense
Rabbit Sandals	30 Gold	Footwear	+3 Agility
Bamboo Flag	30 Gold	Armor	+3 Defense
Red Flag	50 Gold	Armor	+6 Defense
Tiger Flag	100 Gold	Armor	+9 Defense
Wood Sword	50 Gold	Weapon	+5 Offense
Sword	100 Gold	Weapon	+7 Offense

TRAVEL TOWN - TEA HOUSE		
Item	Buying Cost	Effects
Yeast Bun	8 Gold	Heals ~15 HP when eaten.
Sushi Roll	15 Gold	Heals ~30 HP when eaten.
Millet Dumpling	30 Gold	Heals ~35 HP when eaten.
Peach Twig	100 Gold	Use to escape battle.
Spider Web	100 Gold	???
Peach Seed	300 Gold	Use to guarantee battle escape.
Angel Robe	300 Gold	???

Sparrows' Inn 1 Shops

SPARROWS' INN 1 - TEA HOUSE		
Item	Buying Cost	Effects
Yeast Bun	8 Gold	Heals ~15 HP when eaten.
Sushi Roll	15 Gold	Heals ~30 HP when eaten.
Millet Dumpling	30 Gold	Heals ~35 HP when eaten.
Peach Twig	100 Gold	Use to escape battle.
Spider Web	100 Gold	???
Peach Seed	300 Gold	Use to guarantee battle escape.
Angel Robe	300 Gold	???

Hansaka Town Shops

HANSAKA TOWN - ARMORY			
Weapon/Item	Buying Cost	Item Type	Effects
Charm Amulet	50 Gold	Outfit	+5 Defense
Gauntlet	50 Gold	Outfit	+5 Defense
Crown	100 Gold	Headgear	+5 Defense
Tiger Flag	100 Gold	Armor	+9 Defense
Rabbit Flag	500 Gold	Armor	+13 Defense
Asuka Sword	500 Gold	Weapon	+10 Offense
Golden Bird Sword	1,000 Gold	Weapon	+14 Offense

HANSAKA TOWN - TEA HOUSE		
Item	Buying Cost	Effects

Yeast Bun	8 Gold	Heals ~15 HP when eaten.
Sushi Roll	15 Gold	Heals ~30 HP when eaten.
Millet Dumpling	30 Gold	Heals ~35 HP when eaten.
Peach Twig	100 Gold	Use to escape battle.
Spider Web	100 Gold	???
Peach Seed	300 Gold	Use to guarantee battle escape.
Angel Robe	300 Gold	???

Kintaro Town's Shops

KINTARO TOWN - ARMORY			
Weapon/Item	Buying Cost	Item Type	Effects
Deer Sandals	100 Gold	Footwear	+13 Agility
Invisibility Cloak	300 Gold	Item	No stat change, but makes you invisible briefly
Battle Coat	500 Gold	Outfit	+2 Defense, +10 Agility
Rabbit Flag	500 Gold	Armor	+13 Defense
Dragon Flag	1,000 Gold	Armor	+18 Defense
Golden Bird Sword	1,000 Gold	Weapon	+14 Offense
White Fox Sword	3,000 Gold	Weapon	+19 Offense

KINTARO TOWN - TEA HOUSE		
Item	Buying Cost	Effects
Yeast Bun	8 Gold	Heals ~15 HP when eaten.
Sushi Roll	15 Gold	Heals ~30 HP when eaten.
Millet Dumpling	30 Gold	Heals ~35 HP when eaten.
Peach Twig	100 Gold	Use to escape battle.
Spider Web	100 Gold	???
Peach Seed	300 Gold	Use to guarantee battle escape.
Angel Robe	300 Gold	???

Urashima Town's Shops

URASHIMA TOWN - TEA HOUSE		
Item	Buying Cost	Effects
Yeast Bun	8 Gold	Heals ~15 HP when eaten.
Sushi Roll	15 Gold	Heals ~30 HP when eaten.
Millet Dumpling	30 Gold	Heals ~35 HP when eaten.
Peach Twig	100 Gold	Use to escape battle.
Spider Web	100 Gold	???
Peach Seed	300 Gold	Use to guarantee battle escape.
Angel Robe	300 Gold	???

URASHIMA TOWN - DISCOUNT ARMORY			
Weapon/Item	Buying Cost	Item Type	Effects
Headband	10 Gold	Headgear	+2 Defense
Crown	50 Gold	Headgear	+5 Defense
Gauntlet	10 Gold	Outfit	+5 Defense
Rabbit Sandals	10 Gold	Footwear	+3 Agility
Tiger Flag	50 Gold	Armor	+9 Defense
Asuka Sword	200 Gold	Weapon	+10 Offense
Golden Bird Sword	500 Gold	Weapon	+14 Offense

URASHIMA TOWN - ARMORY			
Weapon/Item	Buying Cost	Item Type	Effects
Invisibility Cloak	300 Gold	Item	No stat change, but makes you invisible briefly
Hot Pack	2,000 Gold	Outfit	+4 Defense
Feather Cloak	3,000 Gold	Outfit	+4 Defense, +20 Agility
Dragon Flag	1,000 Gold	Armor	+18 Defense
Snake Flag	5,000 Gold	Armor	+25 Defense
White Fox Sword	3,000 Gold	Weapon	+19 Offense
Flying Dragon Sword	5,000 Gold	Weapon	+27 Offense

Sparrows' Inn 2's Shops

SPARROWS' INN 2 - TEA HOUSE		
Item	Buying Cost	Effects
Yeast Bun	8 Gold	Heals ~15 HP when eaten.
Sushi Roll	15 Gold	Heals ~30 HP when eaten.
Millet Dumpling	30 Gold	Heals ~35 HP when eaten.
Peach Twig	100 Gold	Use to escape battle.
Spider Web	100 Gold	???
Peach Seed	300 Gold	Use to guarantee battle escape.
Angel Robe	300 Gold	???

Netaro Town's Shops

NETARO TOWN - TEA HOUSE		
Item	Buying Cost	Effects
Yeast Bun	8 Gold	Heals ~15 HP when eaten.
Sushi Roll	15 Gold	Heals ~30 HP when eaten.
Millet Dumpling	30 Gold	Heals ~35 HP when eaten.
Peach Twig	100 Gold	Use to escape battle.
Spider Web	100 Gold	???
Peach Seed	300 Gold	Use to guarantee battle escape.
Angel Robe	300 Gold	???

NETARO TOWN - ARMORY			
Weapon/Item	Buying Cost	Item Type	Effects
Invisibility Cloak	300 Gold	Item	No stat change, but makes you invisible briefly
Hot Pack	2,000 Gold	Outfit	+4 Defense
Snowshoes	3,000 Gold	Footwear	Walk normal on icy land
Snake Flag	5,000 Gold	Armor	+25 Defense
Horse Flag	10,000 Gold	Armor	+32 Defense
Flying Dragon Sword	5,000 Gold	Weapon	+27 Offense
Ashura Sword	10,000 Gold	Weapon	+36 Offense

Wish City's Shops

WISH CITY - TEA HOUSE		
Item	Buying Cost	Effects
Yeast Bun	8 Gold	Heals ~15 HP when eaten.
Sushi Roll	15 Gold	Heals ~30 HP when eaten.

Millet Dumpling	30 Gold	Heals ~35 HP when eaten.
Peach Twig	100 Gold	Use to escape battle.
Spider Web	100 Gold	???
Peach Seed	300 Gold	Use to guarantee battle escape.
Angel Robe	300 Gold	???

WISH CITY - ARMORY			
Weapon/Item	Buying Cost	Item Type	Effects
Lion Sandals	1,000 Gold	Footwear	+35 Agility
Falcon Claw	3,000 Gold	Outfit	+8 Defense
Horse Flag	10,000 Gold	Armor	+32 Defense
Sheep Flag	20,000 Gold	Armor	+42 Defense
Ashura Sword	10,000 Gold	Weapon	+36 Offense
Conlon Orb	60,000 Gold	Item	???

Sparrows' Inn 3's Shops

SPARROWS' INN 3 - TEA HOUSE		
Item	Buying Cost	Effects
Yeast Bun	8 Gold	Heals ~15 HP when eaten.
Sushi Roll	15 Gold	Heals ~30 HP when eaten.
Millet Dumpling	30 Gold	Heals ~35 HP when eaten.
Peach Twig	100 Gold	Use to escape battle.
Spider Web	100 Gold	???
Peach Seed	300 Gold	Use to guarantee battle escape.
Angel Robe	300 Gold	???

Sparrows' Inn 4's Shops

SPARROWS' INN 4 - TEA HOUSE		
Item	Buying Cost	Effects
Yeast Bun	8 Gold	Heals ~15 HP when eaten.
Sushi Roll	15 Gold	Heals ~30 HP when eaten.
Millet Dumpling	30 Gold	Heals ~35 HP when eaten.
Peach Twig	100 Gold	Use to escape battle.
Spider Web	100 Gold	???
Peach Seed	300 Gold	Use to guarantee battle escape.
Angel Robe	300 Gold	???

Crab Monkey Town's Shops

CRAB MONKEY TOWN - TEA HOUSE		
Item	Buying Cost	Effects
Yeast Bun	8 Gold	Heals ~15 HP when eaten.
Sushi Roll	15 Gold	Heals ~30 HP when eaten.
Millet Dumpling	30 Gold	Heals ~35 HP when eaten.
Peach Twig	100 Gold	Use to escape battle.
Spider Web	100 Gold	???
Peach Seed	300 Gold	Use to guarantee battle escape.
Angel Robe	300 Gold	???

CRAB MONKEY TOWN - ARMORY			
Weapon/Item	Buying Cost	Item Type	Effects
Invisibility Cloak	300 Gold	Item	No stat change, but makes you invisible briefly
Horse Flag	10,000 Gold	Armor	+32 Defense
Sheep Flag	20,000 Gold	Armor	+42 Defense
Lion Sandals	1,000 Gold	Footwear	+35 Agility
Ashura Sword	10,000 Gold	Weapon	+36 Offense
Phoenix Sword	20,000 Gold	Weapon	+45 Offense

Sparrows' Inn 5's Shops

SPARROWS' INN 5 - TEA HOUSE		
Item	Buying Cost	Effects
Yeast Bun	8 Gold	Heals ~15 HP when eaten.
Sushi Roll	15 Gold	Heals ~30 HP when eaten.
Millet Dumpling	30 Gold	Heals ~35 HP when eaten.
Peach Twig	100 Gold	Use to escape battle.
Spider Web	100 Gold	???
Peach Seed	300 Gold	Use to guarantee battle escape.
Angel Robe	300 Gold	???

Bamboo Bird Town's Shops

BAMBOO BIRD TOWN - TEA HOUSE		
Item	Buying Cost	Effects
Yeast Bun	8 Gold	Heals ~15 HP when eaten.
Sushi Roll	15 Gold	Heals ~30 HP when eaten.
Millet Dumpling	30 Gold	Heals ~35 HP when eaten.
Peach Twig	100 Gold	Use to escape battle.
Spider Web	100 Gold	???
Peach Seed	300 Gold	Use to guarantee battle escape.
Angel Robe	300 Gold	???

BAMBOO BIRD TOWN - ARMORY			
Weapon/Item	Buying Cost	Item Type	Effects
Invisibility Cloak	300 Gold	Item	No stat change, but makes you invisible briefly
Headband	20 Gold	Headgear	+2 Defense
Gauntlet	50 Gold	Outfit	+5 Defense
Crown	100 Gold	Headgear	+5 Defense
Lion Sandals	1,000 Gold	Footwear	+35 Agility
Phoenix Sword	20,000 Gold	Weapon	+45 Offense

Level-Up Stats

Just to be clear on the chart formatting...

If you were to open your stats menu with the Start or Select Button, on the Japanese version, you would basically look around here for the stats in the lower-left box:

- **Level:** Top row, rightmost number. Max is Level 45.

- **Maximum HP:** Sixth row. Represents your health. Max is 255.

- **Maximum MP:** Fourth row. Represents how much magic you can use. Max is 255.

- **Offense:** Eighth row. Determines your attacks' strength; the higher this is, the higher the damage dealt. Unaltered max is 153. With altering, max is 238 (equip Valor Sword and have all partners). Only reachable at Level 45.

- **Defense:** Ninth row. Determines how much damage you take; the higher this is, the less you take. Unaltered max is 152. With altering, the game maxes you at 255 as early as Level 41. This means all three partners, the Valor Flag, the Crown, the Feather Cloak, Falcon Claw, Charm Amulet, and Gauntlet.

- **Agility:** Tenth row. Affects turn order and your ability to flee a fight; the higher this stat, the better both of those are. Unaltered max is 200 at Level 45. It can go up to 255 with the addition of the Lion Sandals and the Feather Cloak, but still only at Level 45.

- **EXP.:** Second row. You gain this from battles; gain enough and you level up. Maximum is 65,535, found only at Level 45.

And, finally, regarding the column distributions... "Now" means the stat as it is at that exact level; "+/-" refers to the change in that stat from the previous level. That's actually about it; just note that EXP. tends to be approximate, and "Next Lv." is the reverse of the "+/-" stat: it refers to how much you will go up into the next level. Stat changes here do not account for the use of equipment, nor the gaining of party members. Party member stat changes are covered where appropriate in the **Walkthrough**; equipment can be found in the **Equipment Listings** section. In other words, these are the absolute base-level statistics for Momotarou.

Why no "Age"?
 This is perhaps the most interesting feature I found in this game. In **Travel Town**, you can get a reference to this: basically, for every two hours that pass as you play - and that is less if you speed up an emulator - you will age another year. O_o What are we, fruit flies?

More on what this means when I figure it out...

Level	Max HP		Max MP		Offense		Defense		Agility		EXP. (E)	
	Now:	+/-:	Now:	+/-:	Now:	+/-:	Now:	+/-:	Now:	+/-:	Now:	Next Level:
Level 1	15	-	0	-	1	-	1	-	1	-	0	+6
Level 2	17	+2	4	+4	2	+1	3	+2	2	+1	6	+7
Level 3	19	+2	8	+4	3	+1	5	+2	3	+1	13	+19
Level 4	21	+2	12	+4	4	+1	7	+2	5	+1	32	+35
Level 5	24	+3	16	+4	6	+2	9	+2	7	+2	67	+57
Level 6	28	+4	20	+4	8	+2	11	+2	10	+3	124	+81
Level 7	32	+4	24	+4	9	+1	13	+2	12	+2	205	+112
Level 8	36	+4	28	+4	12	+3	15	+2	14	+2	317	+153
Level 9	41	+5	32	+4	15	+3	18	+3	16	+2	470	+189
Level 10	46	+5	36	+4	18	+3	21	+3	19	+3	659	+239
Level 11	51	+5	40	+4	20	+2	24	+3	22	+3	898	+288
Level 12	57	+6	44	+4	23	+3	27	+3	25	+3	1,186	+331
Level 13	63	+6	48	+4	27	+4	30	+3	28	+3	1,517	+401
Level 14	69	+6	52	+4	30	+3	33	+3	31	+3	1,918	+459
Level 15	75	+6	57	+5	34	+4	37	+4	34	+3	2,377	+543
Level 16	82	+7	62	+5	37	+3	41	+4	38	+4	2,920	+567
Level 17	89	+7	67	+5	41	+4	45	+4	43	+5	3,487	+705
Level 18	96	+7	72	+5	45	+4	49	+4	49	+6	4,192	+765
Level 19	103	+7	77	+5	48	+3	53	+4	55	+6	4,957	+827
Level 20	110	+7	83	+6	52	+4	57	+4	61	+6	5,784	+939
Level 21	118	+8	89	+6	55	+3	62	+5	68	+7	6,723	+956
Level 22	126	+8	95	+6	59	+4	67	+5	75	+7	7,679	+1,143
Level 23	134	+8	101	+6	63	+4	72	+5	82	+7	8,822	+1,179
Level 24	142	+8	107	+6	68	+5	77	+5	90	+7	10,001	+1,347
Level 25	150	+8	113	+6	72	+4	82	+5	98	+8	11,348	+1,374
Level 26	158	+8	119	+6	77	+5	88	+6	106	+8	12,722	+1,586
Level 27	167	+9	125	+6	81	+4	94	+6	114	+9	14,308	+1,650

Level 28	176	+9	132	+7	86	+5	99	+5	122	+8	15,958	+1,767
Level 29	185	+9	138	+6	90	+4	104	+5	129	+7	17,725	+1,890
Level 30	194	+9	144	+6	95	+5	109	+5	136	+7	19,615	+1,994
Level 31	203	+9	150	+6	99	+4	113	+4	143	+7	21,609	+2,305
Level 32	211	+8	155	+5	111	+12	117	+4	149	+6	23,914	+2,114
Level 33	218	+7	160	+5	115	+4	121	+4	155	+6	26,028	+2,476
Level 34	224	+6	165	+5	118	+3	125	+4	160	+5	28,504	+2,582
Level 35	229	+5	170	+5	122	+4	129	+4	165	+5	31,086	+2,669
Level 36	234	+5	174	+4	126	+4	133	+4	170	+5	33,755	+2,867
Level 37	238	+4	178	+4	129	+3	137	+4	175	+5	36,622	+3,028
Level 38	242	+4	182	+4	132	+3	140	+3	180	+5	39,650	+3,187
Level 39	245	+3	185	+3	144	+12	143	+3	185	+5	42,837	+3,351
Level 40	248	+3	188	+3	145	+1	145	+2	189	+4	46,188	+3,518
Level 41	250	+2	191	+3	147	+2	147	+2	192	+3	49,706	+3,689
Level 42	252	+2	200	+9	149	+2	149	+2	194	+2	53,395	+3,861
Level 43	253	+1	210	+10	151	+2	150	+1	196	+2	57,259	+4,043
Level 44	254	+1	225	+15	152	+1	151	+1	198	+2	61,302	+4,233
Level 45	255	+1	250	+25	153	+1	152	+1	200	+2	65,535	-

Special Passwords

At the title screen, there are two options from which you can choose. Use the D-Pad to navigate to the second option, "Continue". Select any of the three options in that menu for text speed settings and you'll arrive at the password menu. From there, you can enter two special passwords to activate the Sound Room or Art Room.

The Sound Room is a sound test in which you use Player 1's controller to play with background music, and Player 2's controller to play sound effects, both by using the A/B Buttons. The Art Room is a room showing the enemy sprites and some cutscene graphics, cycled through with A/B on the first player's controller.

These passwords were found via the English translation of the game, and the idea of going, for example, in the sixth column and second row for the letter "I" in the passwords does not go around correctly on the Japanese version. I honestly don't know what the passwords on the Japanese-language version are, though I'd really appreciate it... My e-mail is in the **Legalities** section.

Anyways, the passwords for the English version....

Credits

In no particular order...

- stahlbaum:
 - Providing a world map.
- <http://www.romhacking.net/forum/index.php/topic,15486.0>
 - Or something like that... Anyways, numerous little tidbits about the game that helped greatly.
- GameFAQs, Neoseeker, and Supercheats:
 - For being the most amazing FAQ-hosting sites I know.
- CJayC, SBAllen, and Devin Morgan:
 - General sucking up to the GameFAQs admins. =P
 - Extra thanks to Devin for supplying me with this game.
- Me (KeyBlade999):
 - For making this FAQ. =P

- You, the reader:
 - For hopefully enjoying this FAQ.

Version History

- **v0.05:**
 - Working on pretty much everything at once, and it's a little dizzying to see so much from an un-FAQed RPG. O_o Pretty much everything up to **Sparrows' Inn 1** is done.
 - Time: 12:58 AM 4/25/2013.
-
- **v0.10:**
 - Just about to enter the Earth Wizard's crib in the **Walkthrough**; all other parallel content up to there complete.
 - Time: 1:59 AM 4/26/2013.
-
- **v0.15:**
 - Just got my Dragon Pendant stolen in **Netaro Town Revisited** in the **Walkthrough**; all other parallel content up to there complete.
 - Time: 3:36 AM 4/28/2013.
-
- **v0.20:**
 - **Walkthrough** complete up to **Sparrows' Inn 4**; all other parallel content up to there is complete.
 - Time: 2:12 AM 4/29/2013.
-
- **v0.25:**
 - **Walkthrough** complete up to **Crab Monkey Town**; all other parallel content up to there is complete.
 - Time: 2:48 AM 4/30/2013.
-
- **v0.30:**
 - **Walkthrough** complete up to **The Gates of Hell**; all other parallel content up to there is complete.
 - Time: 2:51 AM 5/1/2013.
-
- **Final:**
 - It all seems to be done.
 - Time: 10:43 PM 5/1/2013.

Legalities

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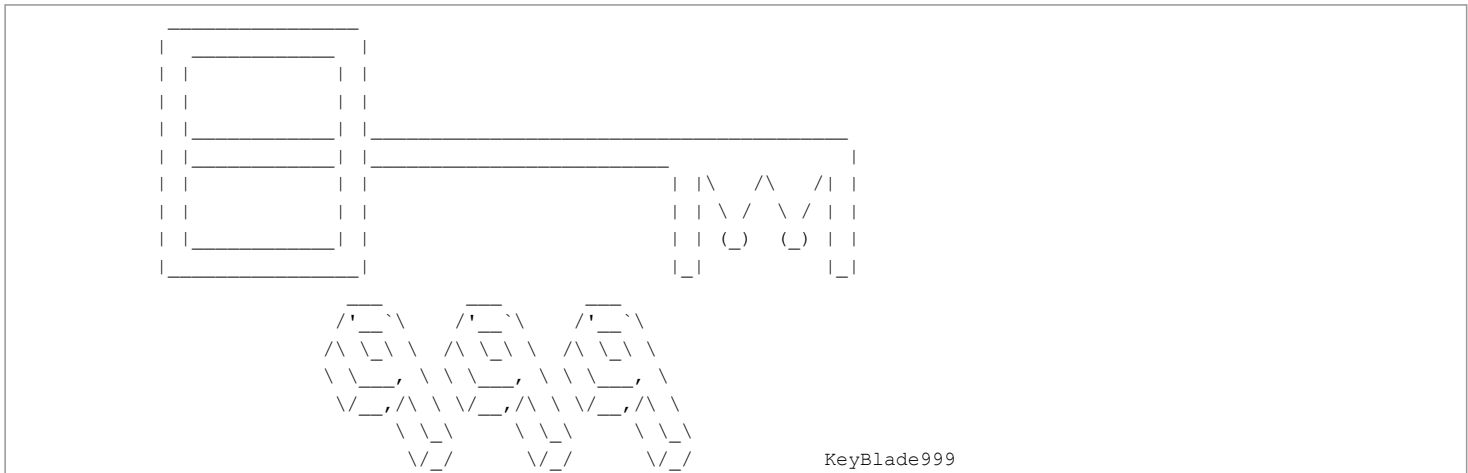
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If you would wish to contact me concerning this or my other FAQs, use this e-mail: keyblade999.faqs@gmail.com, or PM (Private Message) me on the GameFAQs message boards.

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SuperCheats (www.supercheats.com)	Cheat Index (www.cheatindex.com)
	Cheat Search (www.cheatsearch.com)
	Cheatstop (www.panstudio.com/cheatstop)
	Game Express (www.gameexpress.com)
	Mega Games
	Cheats Guru (www.cheatsguru.com)

This is the end of KeyBlade999's Momotarou Densetsu: The Legend of Peach Boy (NES) FAQ/Walkthrough.



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