

Prinny: Can I Really Be The Hero? Walkthrough

by RyuKage2007

Updated to v1.0 on Apr 1, 2009

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/-----+
|~                Prinny: Can I Really Be the Hero?          ~|
| ~                Walkthrough V. 1.0                        ~ |
|~                Created by RyuKage2007                    ~|
+-----/
```

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/-----+
|Table of Contents|
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I. Introduction	[I.]
II. Legal Stuff	[II.]
III. Contact	[III.]
IV. Version Info	[IV.]
V. Game Basics	[V.]
VI. Normal Story Walkthrough	[VI.]
a. Opening	[VI.a]
b. 10 Hours Left	[VI.b]
c. 9 Hours Left	[VI.c]
d. 8 Hours Left	[VI.d]
e. 7 Hours Left	[VI.e]
f. 6 Hours Left	[VI.f]
g. 5 Hours Left	[VI.g]
h. 4 Hours Left	[VI.h]
i. 3 Hours Left	[VI.i]
j. 2 Hours Left	[VI.j]
k. 1 Hour Left	[VI.k]
VII. Alternate Story Walkthrough	[VII]
~ Coming Soon ~	
VIII. Post Game Stages	[VIII]
a. Martial Tower	[VIII.a]
b. Prinny vs. Etna	[VIII.b]
IX. Downloadable Stages	[IX.]
a. Devil's Castle	[IX.a]
b. Phantom Isle	[IX.b]
c. Martial Tower 2	[IX.c]
X. Collectible Items	[X.]
a. Awards	[X.a]
b. Collection Items	[X.b]
c. Records	[X.c]
d. Lucky Dolls	[X.d]
e. Orbs	[X.e]
XI. Credits	[XI.]

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/-----+
| I. Introduction | - [I.]
+-----/
```

Hello guide viewers :). This is my second guide, but its my first try at a full walkthrough so I hope you guys like it. This is kind of a replacement for my previous FAQ which was a list of the collectible items in the game "Prinny: Can I Really Be The Hero?". This guide will contain all of the information from the previous guide along with a walkthrough for the boss

fights in both of the game's stories, the extra stages and the DLC stages. It's actually more of a boss guide but it has enough info that I guess it could be considered a walkthrough.

```
/-----+
| II. Legal Stuff | - [II.]
+-----/
```

Okay, I know no one reads this but I'm putting it here anyway. This guide is intended for the following sites ONLY:

GameFaqS and ChapterCheats.

If you want to post it on your site then let me know through email. Please DO NOT steal this guide, change any words in it, or any of that. I surf the internet a lot and if I see this same guide on a different site with a different name and without my permission then you will be sorry. Now that thats out of the way, enjoy the guide :).

```
/-----+
| III. Contact | - [III.]
+-----/
```

If you have any questions pertaining to the guide feel free to ask.

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```
/-----+
| IV. Guide Info | - [IV.]
+-----/
```

--\ Version History /--

- { Version 1.0
- { Main Story Walkthrough is Complete
- { Collectible item Lists added

--\ Stuff To Do /--

- Add Alternate Mode Walkthrough
- Add DLC stages
 - + Devil's Castle - Flonne
 - + Phantom Isle - Marona
- Add Martial Tower

```
/-----+
| V. Game Basics | - [V.]
+-----/
```

Okay, this game is pretty simple in terms of control, if you've played any sort of platforming game then this should be easy. Here are the game's basic controls:

{-Movement-}

Pressing left or right on the D-pad will make you walk and by pressing down you can to duck (pretty simple :P).

{-Jumping-}

Pressing 'X' will make you jump and pressing 'X' again in the air will make you do a second jump. Be carfeul when you jump cause once you jump the only things that can change your direction are a double jump or a Hip

Pound.

{-Hip Pound-}

By pressing Down + 'X' while in the air you can do the Hip Pound, this attack can stun most enemies, and help to stun bosses. Hip Pounds can even destroy certain weak monsters. It's a very useful move and you'll be using it a lot.

{-Attacking-}

There are two main different attacks you can use to damage the enemies, the first is the basic slash, just press 'Square' to use it, the faster you press 'Square' the more you slash. The other attack is the Prinny Barrage, you use it by pressing 'Square' in the air, the same rule applies for this attack, the more you press it the more you attack (there is a limit for this though) Also, if you hit an enemy with your swords while you are using Prinny Barrage then that will hurt them too, so if you can get right next to an enemy you can deal double damage by hitting them with the swords and the waves the swords shoot out, it really helps to attack bosses this way.

{-Throwing-}

By pressing 'Triangle' you can pick various things such as bombs, barrels, and stunned enemies. pressing 'Triangle' again will throw the object you're holding. Throwing a bomb will make a small explosion, if the bomb hits a barrel or an enemy it can cause a chain explosion. Throwing a stunned enemy that is low on health will cause an explosion that works the same as a bomb.

{-Prinny Bomb-}

Prinny Bomb is a special attack that you unlock by losing all 1000 lives and getting a game over. The best way to do this is to go to any of the Magma Hideout Stages and putting something heavy on your left button then leaving your psp there for awhile. Come back to it later and you'll see a special ending, after which the game will tell you that you unlocked the attack. To use it press and hold 'R' + 'Square', careful though cause it constantly drains your remaining Prinnes.

{-Prinnicide-}

This is a special "ability" that allows you to make yourself explode... no real use in combat but it allows you explode and return to a previous checkpoint rather than backtracking the whole way.

Now that the controls are out of the way its time for the walkthrough :).

```
/-----+
| VI. Normal Story Walkthrough| - [VI.]
+-----/
```

Well here's the part you've been waiting for, the actual walkthrough.

```
/-----+
 \ ~ Opening ~ \ - [VI.a]
  +-----/
```

After a quick cutscene...

```
/-----+
|\ Tutorial Stage 1 \
| +-----/
```

{-Collectible Items-}

{Lucky Dolls}

|None

|

{Orbs}

```

|Save Orb - Blue
|
{Location}
|Defeat Damien
|
{Unlocks}
|Save Manager - Lets you save your progress.
|
[-Boss-]
{Name} - Damien
|
{Skulls} - 1
|
{Strategy}
|This is a pretty easy fight. When the fight starts wait a few seconds till
|Damien swoops down, then jump in the air and Hip Pound him, when you stun
|him just go crazy on him, best thing to do is jump really close and hit him
|with Prinny Barrage. If you're quick you can take him down before he can get
|up, if not just stun him again and finish the fight. When you finish the
|fight you'll recieve a blue orb, I'll explain its use later.
+-----/

```

After a couple cutscenes you'll be in your base of operations, better get used it cause you'll be spending a lot of time here. When you finish getting used to the setup you can go for the first Torn Letter. The Torn letters can be found above the town during each of the ten hours, making a total of 10. Collecting all 10 will unlock an alternate storyline.

```

/-----+
 \ Dawn - 10 Hours Left \ - [VI.b]
  +-----/

```

```

/- Torn Letter #1
[Time] - 10 Hours Left
[Letter Description] - "Yours Truly, - XOXO"

```

```

+-----+-----+
|                                                     |Key:           |
|                                                     +-----+
|                                                     |s - Save Manager |
|                                                     |R - Replay Manager |
|                                                     |P - Professor Lucky |
|                                                     |M - Music Manager  |
|               E                                     |A - Aramis         |
|               ----                                  |G - Dimensional Guide|
|               P3^                                  |N - Runaway Manager |
|                                                     |D - Data Manager   |
|               ----                                  |E - Torn Letter    |
|               P2^                                  |                   |
|                                                     |                   |
|_           ---                                     |_-- : Platform     |
|[E]         P1^                                     |[E][ ] : Box Platform |
|[t]                                     |[x]                 |
|[n]                                     |[i]                 |
|[a]                                     |[t]                 |
|[ ]_D_N_G_A_M_P_R_S_[]_
+-----+-----+

```

```

[Explanation] I don't think anyone should have trouble with this one:
[1] Double jump to platform 1 (P1)
[2] From there double jump to platform 2 (P2)
[3] And finally, dash jump to platform 3 (P3) and collect the letter.
\-----|

```

Now that you've gotten the first Torn Letter its a good time to save, you know the blue orb you got from Damien? Now is when you use it, walk up to the spirit next to the right gate in town and speak to it. Talking to him will open up the ability to save. Just talk to the Save Manager, select a slot and save. Now, before you go rushing off to do the story you should head to Tutorial 2, talk to Aramis (the pink haired kid on the pumpkin) and select Tutorial 2. Before you start the stage let me explain a few things. In most stages of the game you can find small owl-like monsters called Lucky Dolls. To find them you need to Hip Pound certain spots in the stage. If you happen to find a Lucky Doll then you'll need to defeat it to collect it, as soon as you see one pop up quickly run to it and stun it. If they see you then they'll run away and they can run pretty fast so it's best to avoid the whole chase by stunning it. Once its stunned just attack it till its gone, It'll reward with 2000 points and it'll be added to your collection. Collecting Lucky Dolls will earn you various prizes throughout the game, once you unlock Professor Lucky that is. Which brings me to the next subject, Orbs. You've already collected one by this point and this next stage has quite a few. Getting the various orbs will unlock new NPCs in town that give you access to certain services. Below, in the stage description, I've put the locations of the Lucky Dolls for the stage and the Orbs that are in the stage.

```

/-----+
|\ Tutorial Stage 2  \
| +-----/
|
[-Collectible Items-]----->
{Lucky Dolls}
[1]
|Next to the second Orc at the beginning of the stage, close to the wall on
|the left.
|
[2]
|At the end of the line of Ghost Fruits right before the second
|checkpoint.
|
[3]
|Underneath the ledge with the sundae right after the fourth checkpoint.
|
{Orbs}----->
|Data Orb - Green
|
{Location}
|On a platform to the left of the first scarecrow holding a "!" sign, use a
|Dash Jump to get it.
|
{Unlocks}
|Data Manager - Lets you see records of everything you've done and seen, such
|as; Stage Times, Awards collected, Ingredients, and a Bestiary.
+----->
|Lucky Orb - Red
|
{Location}
|Second checkpoint, Wait for the Mothman to get close to the checkpoint then
|bounce off the Mothman and jump to the platform above.
|
{Unlocks}
|Proffesor Lucky - Lets you see the Lucky Dolls you've found and what you can
|unlock with them.
+----->

```

|Runaway Orb - Black

|
{Location}
|End of the Stage, bounce off the Imp above the checkpoint, the orb is
|hanging in the air.

|
{Unlocks}
|Runaway Manager - Allows you to start the game over from the beginning while
|keeping all your records and awards from the previous file.

+----->
|Replay Orb - White

|
{Location}
|After the flying carpet that passes though the row of food, when next to the
|scarecrow right after the carpet double jump to your left then dash jump to
|the right and you'll see it.

|
{Unlocks}
|Replay Manager - Allows you to record replays at certain points in the game.

+----->
[-Boss-]

{Name} - Damien

|
{Skulls} - 1

|
{Strategy}

|Same as the first time, if you beat him once you can do it again.

+-----/

Well, not that you've gone through the second tutorial go ahead back to town
and revive all the spirits with the Orbs you've collected and drop off the
Lucky Dolls you got with Professor Lucky. Now you're finally all set for the
story. Go on over to the right gate and select your stage from the list of
six.

Now, before you go picking the easiest stage you may want to keep this in
mind, as you complete the stages they will get harder so if you try doing the
harder ones later you'll be making trouble for yourself. So choose wisely, I
suggest doing the stages in reverse order. I'm going to list all the stages
though so it's up to you which order to choose. When you come to a decision
pick the stage and scroll down to that stages description. My suggestion for
your first stage is Moab Fortress.

Note: I'm only gonna be providing stuff like Lucky Doll Locations and a boss
strategy for stages cause most of them are easy enough to make it through
without the use of a walkthrough. Some stages may be a little hard though,
and I might add tips for them later.

/-----+
|\ Nethergrasslands - Dawn \
| +-----/

|
[-Collectible Items-]

{Lucky Dolls}

[1]

|Under the platform following the second checkpoint, at the end of the line
|of food.

|
[2]

|Follow the path below the third checkpoint and through the tower, under the

|sleeping orc.

|
[3]
|The space next to the wall behind the tank at the end of the stage.

+----->
[-Boss-]

{Name} - Gourmet Ogre

{Skulls} - 2

{Strategy}

|At the start of the battle pick up the bomb on your left and throw it at the
|Ogre, after that wait for him to pull the food out of his pocket and toss it
|in his mouth, as soon as he eats it run over and Hip Pound him. You should
|be able to take out about half his health or more before he gets up, when he
|gets up move to the left cause he will use an attack that makes sound waves
|around him that will hurt you. As soon as finishes Hip Pound him twice and
|finish him off.

/-----+
|\ High Tome Forest - Dawn \

| +-----/
|
[-Collectible Items-]

{Lucky Dolls}

[1]
|Beginning of the stage, right before the second line of Ghost Fruits.

[2]
|Below the Mothmen right after the third checkpoint.

[3]
|After the fourth checkpoint follow the path forward until you get to a drop
|with a line of food going down, drop down and it'll be on your left with the
|Ghost Fruits.

+----->
[-Boss-]

{Name} - Kim

{Skulls} - 1

{Strategy}

|Right when the fight starts just run over to her and Hip Pound her as she
|starts to charge her magic attack. If you're quick you can finish her in two
|attacks. If you can't finish her one then once she gets go towards her and
|Hip Pound her as she charges he sword attack, then finish her off.

/-----+
|\ Death's Watchtower - Dawn \

| +-----/
|
[-Collectible Items-]

{Lucky Dolls}

[1]
|Right behind you at the start of the stage.

[2]

|At the right end of the platform that the second checkpoint is on.

|

[3]

|To the left of the bomb at the fourth checkpoint.

|

+----->

[-Boss-]

{Name} - Basil & Chervil

|

{Skulls} - 1/1

|

{Strategy}

|When the fight starts Chervil will go underground so deal with Basil first,
|just run on over and stun him, then go crazy with attacks. He should be just
|about dead, now Hip Pound him once really quick but instead of attacking him
|bounce from him to the left and Hip Pound Chervil, she should be popping out
|of the ground. While they're both stunned run over and finish off Basil then
|go do some damage to Chervil and once she gets up stun her again and take
|her out.

+-----/

/-----+

| \ Demon Sea Aria - Dawn \

| +-----/

|

[-Collectible Items-]

{Lucky Dolls}

[1]

|Right next to the tan Idol Bucket at the beginning of the stage.

|

[2]

|To the left of the second checkpoint.

|

[3]

|Do a running jump to the left from the first small cloud after the third
|checkpoint and you'll see a small cloud, its right on there, alternatively
|you can bounce off of the Imps to reach it.

|

{Record}----->

|BGM 17 - Makai Casino

|

{Location}

|When you get to the tan Dolls after the line of Ghost Fruits (right after
|the second checkpoint), jump up and bounce off them to get to a platform
|placed high above the ground, follow the path up from that platform and
|it'll be on a cloud at the end of the path.

|

+----->

[-Boss-]

{Name} - Bok Choy

|

{Skulls} - 1

|

{Strategy}

|This guy can barely be considered a boss, hes just a zombie with more health
|than usual. I actually waited around to see his attacks and the only
|"attack" he has is a slightly higher jump so he can get on the platforms on
|the left and right of the room. Just stun and kill. The cutscene afterwards
|is pretty funny though.

+-----/

/-----+
|\ Magma Hideout - Dawn \
| +-----/

[-Collectible Items-]

{Lucky Dolls}

[1]

|A really easy one... start the stage and pound, right at the start.

|
[2]
|The dip in the ground following the bridge after the second checkpoint.

|
[3]
|After getting off the Flying Vehicle, go to the right, its on the second
|metal platform after the Jugglerhead.

+----->

[-Boss-]

{Name} - Lee-Shang Long

|
{Skulls} - 1

|
{Strategy}

|Right when the fight starts walk over to the right edge and then jump up
|and use Prinny Barrage, if you do it just right you can hit the orbs, the
|first one with your blades and second with the waves. After you've destroyed
|the orbs Lee will try to bite you, get a bit of space in between you and the
|left wall and duck to avoid it. Then walk all the way over to the left wall
|and wait for him to slam into the ground, then Hip Pound his spike and go
|crazy on attacks once he gets stunned. If you're quick you should be able to
|take him to below half health. After that he should attack with a fire blast
|just go in the corner and duck to avoid it. Once the orbs reappear below
|just repeat the same thing as before, jump up and hit one with the blades
|and the other with the waves. Once hes stunned just finish him off.

+-----/

/-----+
|\ Moab Fortress - Dawn \
| +-----/

[-Collectible Items-]

{Lucky Dolls}

[1]

|On the crate behind the first Cannon Orc at the beginning of the stage.

|
[2]
|At the beginning of the platform that the fourth checkpoint is on.

|
[3]
|After the fourth checkpoint go forward until you find a Gargoyle statue,
|then jump down to the bottom platform, the Doll is between two boxes after
|the two Gargoyles on the bottom platform.

+----->

[-Boss-]

{Name} - Moab

|
{Skulls} - 1

```
|
{Strategy}
|This Boss shouldn't give you any trouble. Right when the battle starts just
|walk up and Hip Pound him once, then attack. Heres a little trick to kill
|him in one stun, jump up so Prinny is over him and go crazy on the middle of
|the flying machine, two quick Prinny Barrages and hes gone.
+-----/
```

```
/-----+
 \ Morning - 9 Hours Left \ - [VI.b]
  +-----/
```

Doing good so far, the stages aren't much harder yet. Don't forget to pick up the second Torn Letter:

```
/- Torn Letter #2
[Time] - 9 Hours Left
[Letter Description] - "But don't get TOO much sun!"
```

```
+=====+
|
|
|          E
|      ---
|      P4^
|
|
|          ---
|          P3^
|
|
|          --
|          P2^
|
|
|          ---
|          P1^
|_
|E]
|t]
|n]
|a]
| ]_D_N_G_A_M_P_R_S [ |
+=====+
```

	Key:	
	+-----+	
s - Save Manager		
R - Replay Manager		
P - Professor Lucky		
M - Music Manager		
A - Aramis		
G - Dimensional Guide		
N - Runaway Manager		
D - Data Manager		
E - Torn Letter		
_ -- : Platform		
[E][] : Box Platform		
[x]		
[i]		
[t]		
[

```
[Explanation] Another easy one:
[1] Double jump to P1
[2] From there, double jump to P2
[3] Now, jump once to the right and then jump left and grab the edge of P3
[4] Finally, do a dash jump to P4 and collect the letter.
\-----|
```

Make sure to pick up the letter before leaving to the next stage or you'll have to get it on a New Game+. You can talk to the prinnies around town for some comments on the story along and you can visit Etna by going to her chamber, the left gate. Once you're done talking to people go ahead to the stage gate and pick the next stage. If you're following my advice and doing them in reverse order then the next one up is Magma Hideout. Once you've made your choice scroll on down to the stage description.

```
/-----+
|\ Nethergrasslands - Morning \
| +-----/
|
[-Collectible Items-]
{Lucky Dolls}
[1]
|Right after the two Corn Monsters at the beginning of the stage.
```

|
[2]
|At the left edge of the platform right after the first red Idol Bucket, an
|Imp is flying overhead.
|
[3]
|The platform to the left of the fourth checkpoint, to the left of the food.

+----->
[-Boss-]
{Name} - Turmeric of the Phoenix Clan
|
{Skulls} - 2
|
{Strategy}
|This guy is a little annoying to stun if you haven't fought him before. Just
|dodge him at the beginning of the battle and get used to how far his attacks
|take him and then just Hip Pound where he is going to be once you've gotten
|used to them. Once you stun him you should be able to take him to about half
|health. Just repeat the process to finish him off. An alternate strategy is
|do get him near a corner, that way when he jumps back to start an attack
|he'll still be in the corner and you can just keep Hip Pounding him.
+-----/

/-----+
|\ High Tome Forest - Morning \
| +-----/

[-Collectible Items-]
{Lucky Dolls}
[1]
|Take the lower path after the first checkpoint, its right after the small
|gap.
|
[2]
|Under the Gargoyle right before the second checkpoint.
|
[3]
|Follow the path across the books right after the fourth checkpoint until you
|get to a drop with a line of food going down, fall down and you'll find it
|at the end of a second line of food on the ground below.

+----->
[-Boss-]
{Name} - Kim & Chi
|
{Skulls} - 1/1
|
{Strategy}
|Once the battle starts head to the left and stun Chi, once shes stunned go
|crazy with attacks you can easily get her under half health. Once she wakes
|up she should jump once over your head and if you get near her she'll jump
|back a bit and prepare for a sword attack. Once she jumps back run up and
|stun her and if Kim happens to be near by you can stun her too. Then finish
|off Chi and start attacking Kim. Kim will repeat the same kind of attacks as
|Chi, but for most of the battle Kim will just be shooting her magic attack
|at you, which easy enough to dodge. Just repeat what you did against Chi
|and Kim will go down quick. Also keep in mind that you can stop them from
|using their attacks by slashing them. If you stop the attack they will
|usually just jump somewhere else and try it again.

```

+-----/
/-----+
|\ Death's Watchtower - Morning \
| +-----/
|
[-Collectible Items-]
{Lucky Dolls}
[1]
|At the first set of stairs at the beginning of the stage.
|
[2]
|Next to the Gargoyle after the third checkpoint.
|
[3]
|Next to the Bomber Fruits at the boss gate.
|
+----->
[-Boss-]
{Name} - Basil & Chervil
|
{Skulls} - 1/1
|
{Strategy}
|Same strategy as the first time around:
|When the fight starts Chervil will go underground so deal with Basil first,
|just run on over and stun him, then go crazy with attacks. He should be just
|about dead, now Hip Pound him once really quick but instead of attacking him
|bounce from him to the left and Hip Pound Chervil, she should be popping out
|of the ground. While they're both stunned run over and finish off Basil then
|go do some damage to Chervil and once she gets up stun her again and take her
|out.
+-----/

/-----+
|\ Demon Sea Aria - Morning \
| +-----/
|
[-Collectible Items-]
{Lucky Dolls}
[1]
|Under the platform that the first checkpoint is on.
|
[2]
|On the hill following the second checkpoint, right before the two Bomber
|Fruits right next to each other near the top of the hill.
|
[3]
|Right before the jumping vehicle, just fall off the edge and you'll see a
|ledge on the right, its right there.
|
+----->
[-Boss-]
{Name} - Cardamon
|
{Skulls} - 1
|
{Strategy}
|Right when battle starts you'll be staning on a tile floor walk over one
|tile to the right and double jump, Cardamon will land below you, when she

```

|lands stun her and attack. You should be able to take her down under half
|health. After that just watch out for her jumps and try to Hip Pound her by
|figuring out where she will land and getting there first. After you stun her
|again just finish her off with attacks.

+-----/

/-----+

|\ Magma Hideout - Morning \

| +-----/

|

[-Collectible Items-]

{Lucky Dolls}

[1]

|Under the Ninja right after the second checkpoint.

|

[2]

|Keep going after the first Doll until you get to a green carpet, take it up
|to a platform with a bomb, its right next to the bomb.

|

[3]

|At the left edge of the platform that the scarecrow with the 'Danger' sign
|is on.

|

{Record}----->

|BGM 07 - Leaden Roulette

|

[Location]

|Go through the stage until you get to the scarecrow with the
|'Danger' sign at the end of the stage, go to the left end of the platform
|its on and fall down, there will be a ledge far below on the right with the
|record on it, careful of the Genin hanging from the wall above it.

|

+----->

[-Boss-]

{Name} - Hoshikage

|

{Skulls} - 1

|

{Strategy}

|Right when the battle starts quickly walk to the left double jump, she
|should then be under you so Hip Pound her and pin against the left wall
|with attacks. If you're quick you can finish her here, if not she'll appear
|at the right wall after getting up and throw shuriken, double jump to dodge
|them and she'll run to the left side where you can stun her again and finish
|the fight.

+-----/

/-----+

|\ Moab Fortress - Morning \

| +-----/

|

[-Collectible Items-]

{Lucky Dolls}

[1]

|Right next to the tan Idol Bucket after the first checkpoint.

|

[2]

|On the small platform above the sleeping Orcs after the fourth checkpoint,
|right past the tan Idol Bucket.

|

[3]

|At the end of the stage, its on the far left of the platfrom that the
|scarecrow with the 'Danger' sign is on, next to the wall.

```

|
+----->
[-Boss-]
{Name} - Moab
|
{Skulls} - 1
|
{Strategy}
|Same as the first fight:
|Right when the battle starts just walk up and Hip Pound him once, then
|attack. Two quick Prinny Barrages and hes gone.
+-----/

```

```

/-----+
\ Noon - 8 Hours Left \ - [VI.c]
+-----/

```

Now the difficulty of the stages is jumping up a bit, not enough to make the stages too hard though. Go ahead and grab Torn Letter #3:

```

/- Torn Letter #3
[Time] - 8 Hours Left
[Letter Description] - "Anyway, have fun this summer."

```

```

+=====+
|
|                                     |Key:
|                                     +-----+
|               E                    |s - Save Manager
|               ----                  |R - Replay Manager
|               P5^                   |P - Professor Lucky
|                                     |M - Music Manager
|                                     |A - Aramis
|               []                    |G - Dimensional Guide
|               P4^                   |N - Runaway Manager
|                                     |D - Data Manager
|               --      --      --    |E - Torn Letter
|               P3^      P2^      P1^  |
|_                                     |-- : Platform
|E]                                    |E|[] : Box Platform
|t]                                    |x|
|n]                                    |i|
|a]                                    |t|
| ]_D_N_G_A_M_P_R_S_ [ |
+=====+

```

```

[Explanation] Still easy:
[1] Double jump onto the Exit
[2] Now jump across Platforms 1-4
[3] Dash jump from P4 to P5 and collect the letter.
\-----|

```

Almost half way done with the first six. If you're sticking with my plan then the next stage up is Demon Sea Aria. Go on down to whichever stage you picked.

```

/-----+
|\ Nethergrasslands - Noon \
| +-----/
|

```

[-Collectible Items-]

{Lucky Dolls}

[1]

|At the right edge of the platform that has two Imps flying above it, there
|is a castle in the background.

|

[2]

|After the first Doll continue straight through the tower that the second
|checkpoint is on, its under the bridge with the Terminator.

|

[3]

|When you get to the tower that the Boss gate is on go down to the entrance
|leading into the tower, its to the left of the entrance.

|

+----->

[-Boss-]

{Name} - Gourmet Ogre

|

{Skulls} - 2

|

{Strategy}

|Same as the first time you fight him:

|At the start of the battle pick up the bomb on your left and throw it at the
|Ogre, after that wait for him to pull the food out of his pocket and toss it
|in his mouth, as soon as he eats it run over and Hip Pound him. You should
|be able to take out about half his health or more before he gets up, when he
|gets up move to the left cause he will use an attack that makes sound waves
|around him that will hurt you. As soon as the attack is over Hip Pound him
|twice and finish him off.

+-----/

/-----+

|\ High Tome Forest - Noon \

| +-----/

|

[-Collectible Items-]

{Lucky Dolls}

[1]

|Behind the log to the right of the first checkpoint.

|

[2]

|Behind the Idol Bucket on the platform after the second checkpoint.

|

[3]

|Next to the scarecrow with the 'Danger' sign near the end of the stage.

+----->

[-Boss-]

{Name} - Anise

|

{Skulls} - 2

|

{Strategy}

|When the battle starts just run to the right and Hip Pound her, then use the
|sword wave from Prinny Barrage to take out the zombie, now run to the left
|and Hip Pound her again and pin her to the left wall with attacks, when she
|starts to get up jump up and Hip Pound her, now run to the right and Hip
|Pound her again and finish her off.

+-----/

/-----+

|\ Death's Watchtower - Noon \

| +-----/

|

[-Collectible Items-]

{Lucky Dolls}

[1]

|At the right edge of the platform at the beginning of the stage before the
|carpets leading up.

|

[2]

|Next to the Steel Corn right after the first checkpoint.

|

[3]

|Near the end of the stage, two platforms back from the final platform with
|the boss gate, its right before the line of food, next to the two Reapers.

|

+----->

[-Boss-]

{Name} - Basil & Chervil

|

{Skulls} - 2/1

|

{Strategy}

|When the fight starts walk over to Basil and Hip Pound him on the tip of his
|nose then and double jump to the left from him, then when he lands Hip Pound
|him again and quickly attack him and push him to the right to avoid being
|hit by Chervil as she pops up. Then as Basil gets up Hip Pound him once,
|then take out the skulls he sends out then Hip Pound him again. Now finish
|him off. After Basil is gone find the spot where Chervil is going to pop up,
|double jump above that spot and use Prinny Barrage to suspend yourself in
|the air and Hip Pound Chervil when she pops up. Make sure to hit the skulls
|that Basil's head shoots out so they don't hit you. Now attack Chervil like
|crazy and once she wakes up Hip Pound her again and finish her off.

+-----/

/-----+

|\ Demon Sea Aria - Noon \

| +-----/

|

[-Collectible Items-]

{Lucky Dolls}

[1]

|At the bottom of the hill right after the second checkpoint.

|

[2]

|Next to the sign on the cloud right before the third checkpoint.

|

[3]

|On the stairs leading to the boss gate.

|

+----->

[-Boss-]

{Name} - Cardamon

|

{Skulls} - 2

|

{Strategy}

|When the battle starts walk over and stand on the tile to the right of you,
|then double jump and when she lands under you Hip Pound her twice, now go
|crazy with attacks and push her to the left with the attacks. Now she'll
|jump past you and start jumping all over, just get kinda far away and stand

|still for a second, then double jump when she gets near you and she should
|repeat the same thing as the first time you stunned her, just stun her again
|and finish her off.

+-----/

/-----+

|\ Magma Hideout - Noon \
| +-----/

|

[-Collectible Items-]

{Lucky Dolls}

[1]

|In the pit with the bouncing Fire Skull right before the two Corns, just a
|bit before the third checkpoint.

|

[2]

|On the ledge below the Flying Vehicle.

|

[3]

|To the right of the boss gate.

|

+----->

[-Boss-]

{Name} - Hoshikage

|

{Skulls} - 2

|

{Strategy}

|She hasn't changed much from her first fight so this will be easy, when the
|battle starts walk to the left and double jump, she should be below you so
|go ahead and Hip Pound her. After that she'll appear on the right, throw
|some shuriken and run to the left, double jump to dodge the shuriken and Hip
|Pound her when she comes your way, then pin her to the left wall with some
|attacks and if you don't finish her off then repeat the process. She has one
|other attack she'll use, She will appear on the ceiling and summon up four
|Ninjas to attack. Just stand under her to dodge it and then walk to the left
|or right to avoid her landing on top of you when she falls from the ceiling.

+-----/

/-----+

|\ Moab Fortress - Noon \
| +-----/

|

[-Collectible Items-]

{Lucky Dolls}

[1]

|To the left of the Bomber at the beginning of the stage, right before the
|first checkpoint.

|

[2]

|Take the lower path after the second checkpoint, its right after the tan
|Idol Bucket.

|

[3]

|After the fourth checkpoint follow the path forward until you pass two tan
|Idol Buckets, it is on the ground after the second Bucket.

|

{Record}----->

|BGM 08 - Brave Heart

|

[4] ^Repeat step three to get to P3
[5] Heres the tricky part, dash jump to the left from P3, you need to do it
|just right to land on P4, may take a few trys
[6] After reaching P4 jump over to P5 and collect the letter.

\-----|

Now its time for stage number four, the stage ranks are starting to even out now. My choice this time around is Death's Watchtower, but you're free to pick whatever you want. Scroll on down when you've picked one.

/-----+
|\ Nethergrasslands - Evening \
| +-----/

|
[-Collectible Items-]

{Lucky Dolls}

[1]

|Next to the Orc on the platform after the jumping vehicle at the beginning
|of the stage.

|

[2]

|To the left of the Bombers right before the third checkpoint.

|

[3]

|At the bottom of the small hill following the fourth checkpoint.

|

+----->

[-Boss-]

{Name} - Gourmet Ogre

|

{Skulls} - 3

|

{Strategy}

|Same strategy as always, just pick up the bomb on the left at the start of
|the battle, walk over and toss it at him as he pulls out his food. When he
|eats his food jump over him and Hip Pound him enough to stun him, and now go
|crazy with attacks. Be sure to Hip Pound him on his right side when he spits
|the fireballs cause his mouth will hurt you if you hit it. Now when he
|starts to wake up just get over a bit and wait for him to do his sound
|attack, now Hip Pound him and get out of the way cause he should be using
|the attack again, now repeat the process until he is stunned, attack like
|crazy again and if you don't finish him off just repeat the same process as
|before.

+-----/

/-----+
|\ High Tome Forest - Evening \
| +-----/

|
[-Collectible Items-]

{Lucky Dolls}

[1]

|On the first platform following the second checkpoint.

|

[2]

|In between the two archers right before the fourth checkpoint.

|

[3]

|Under the Gargoyle right after the fourth checkpoint.

|

{Record}----->

|BGM 05 - Green Labyrinth

|
|Location]
|Underneath the third checkpoint, go to the carpet right before the
|checkpoint and jump down, it'll be to the right.

|
+----->

[-Boss-]

{Name} - Kim & Chi

|
{Skulls} - 2/2

|
{Strategy}
|Right when the fight starts walk over to Chi (red one) and Hip Pound her
|twice, now go crazy with attacks, careful of Kim's energy attacks though,
|they aren't too hard to dodge though. Once Chi gets up just stay put for a
|second while she jumps to the right, once she starts up her attack run over
|and Hip Pound her twice, now finish her off. Once Chi is out of the way Kim
|is a pushover. Just wait for your chance and stun her then attack, repeat
|and shes done.

+-----/

/-----+
|\ Death's Watchtower - Evening \
| +-----/

|
[-Collectible Items-]

{Lucky Dolls}

[1]
|On the platform right before the second checkpoint jump down and you'll see
|a platform directly beneath it, its on the right edge of that platform.

|
[2]
|Right after the two Steel Corn after the third checkpoint.

|
[3]
|On the platform right before the platform with the scarecrow with the
|'Danger' sign.

|
+----->

[-Boss-]

{Name} - Basil & Chervil

|
{Skulls} - 3/2

|
{Strategy}
|When the battle starts pick up the bomb to the right of you and then walk
|over and toss it at Basil, if you time it right it'll kill the two skulls he
|sends out. Now run over and Hip Pound him twice before he can do anything
|else. Now attack him like crazy and use your attacks to push him off of the
|ledge. Watch the ground and you'll see a spot with a small dust cloud, get
|ready cause he going to appear right there, get above the spot with a double
|jump and Hip Pound him when he appears, you should be able to stun him
|before he can do anything else, don't attack yet though cause Chervil should
|be jumping out of the ground right below him. If shes out of the way start
|attacking till you see the stun wearing off. Now get above him and get ready
|to Hip Pound him again, take out the skulls once he creates them and stun
|him, now finish him off and deal with Chervil. For her just wait till you
|see the dust cloud on the ground and double jump above it. She takes a bit

|longer to appear so slowly attack with Prinny Barrage to keep yourself in
|the air until she appears. Now just stun her and take her down to half and
|then repeat the process to finish the fight.

+-----/

/-----+

|\ Demon Sea Aria - Evening \
| +-----/

|

[-Collectible Items-]

{Lucky Dolls}

[1]

|On the small island right before the second tan Idol Bucket, before the
|second checkpoint.

|

[2]

|Under the line of Bomber Fruits on the hill after the second checkpoint.

|

[3]

|This ones gonna be a bit tricky to describe, after the third checkpoint
|continue on until you find a cloud with two Appleseed monsters and to Fire
|Skulls that bounce towards you, continue past that cloud and pound straight
|down through the line of food to the right of it.

|

+----->

[-Boss-]

{Name} - Turmeric of the Phoenix Clan

|

{Skulls} - 2

|

{Strategy}

|He's back but not much harder then before, just repeat the same strategy as
|the first time:

|Just dodge him at the beginning of the battle and get used to how far his
|attacks take him and then just Hip Pound where he is going to be once you've
|gotten used to them. Once you stun him you should be able to take him to
|about half health. Just repeat the process to finish him off. An alternate
|strategy is do get him near a corner, that way when he jumps back to start
|an attack he'll still be in the corner and you can just keep Hip Pounding
|him.

+-----/

/-----+

|\ Magma Hideout - Evening \
| +-----/

|

[-Collectible Items-]

{Lucky Dolls}

[1]

|At the bottom of the hill that the second checkpoint is on, right before the
|two Bomber Fruits.

|

[2]

|Right after the second checkpoint, on the platform with two Bomber Fruits on
|it and two Ninjas above it.

|

[3]

|Follow the platforms to the right of the Flying Vehicle, its at the far
|right on a small ledge, under a Ninja on the wall.

|

```
+----->
[-Boss-]
{Name} - Hoshikage
|
{Skulls} - 3
|
{Strategy}
|When the fight starts walk over to the left wall and double jump up, then
|Hip Pound her when she gets under you. Now stay at the corner, she'll appear
|next to you and then run to the opposite side of the room, then she will
|through some shuriken and run at you, double jump to avoid the shuriken and
|then Hip Pound her when she gets under you. Now run to the right side of the
|room and double jump then Hip Pound her when she gets under you again. Now
|attack her till she wakes up, she will then appear on the ceiling, just
|stand under her to dodge the Ninja's attacks and walk to the left or right
|to avoid getting hit when she falls, then Hip Pound her and walk to the left
|side of the room. She will repeat the same attack, just repeat the same
|thing as before and she'll appear on the ground again, just Hip Pound her
|again and then finish her off.
+-----/
```

```
/-----+
|\ Moab Fortress - Evening \
| +-----/
|
```

[-Collectible Items-]

{Lucky Dolls}

[1]

|At the right edge of the first platform.

|

[2]

|Follow the path after the first checkpoint over the platforms until you get
|to the two crates stacked on top of each other, its right on the other side
|of the crates.

|

[3]

|Go down after the third checkpoint, its behind the crates that the Cannon
|Orc is on top of.

|

```
+----->
```

[-Boss-]

{Name} - Moab

|

{Skulls} - 2

|

{Strategy}

|When the battle starts walk over and Hip Pound him once, then bounce from
|him to the left, avoiding his lasers, and double jump above the spot where
|he starts moving up, now Hip Pound him again. Now to do some massive damage
|attack front of his vehicle while you are on top of it. Once you see him
|starting to wake up just bounce off him to get above him and Hip Pound him.
|Now just wait for a good chance to Hip Pound him again and then stun him and
|finish him off.

```
+-----/
```

```
/-----+
 \ Dusk - 6 Hours Left \ - [VI.e]
  +-----/
```

The stages are getting harder again, its almost midnight :). Before you try
the next stage be sure to grab the next Torn Letter:

/- Torn Letter #5
[Time] 6 Hours Left
[Letter Description] "But I'm just so happy!"

```
+-----+
|                                     |Key:                                     |
|                                     +-----+
|                                     |s - Save Manager                       |
|                                     |R - Replay Manager                     |
|                                     |P - Professor Lucky                    |
|          []                         |M - Music Manager                       |
|          --                          |A - Aramis                             |
|          P2^                         |G - Dimensional Guide                  |
|  --                                  |N - Runaway Manager                    |
| P1^ +-----                        |D - Data Manager                       |
|          P5^                         |E - Torn Letter                        |
|                                     |
|          --                          |
|_          ---- P4^                   |_|-- : Platform                          |
|[E]          P3^                       |[E|[] : Box Platform                    |
|[t]
|[n]
|[a]
|[ ]_D_N_G_A_M_P_R_S_[]
+-----+
```

[Explanation] Not as easy as the ones before but still not very hard:

- [1] Double jump onto the Etnachamber Door
- [2] Double jump to P1
- [3] Dash jump from P1 to P2
- [4] Now, Jump into the wall to the right of P2, then fall and jump to the right after the wall to P3, may take a few trys
- [5] Double jump from P3 to P4
- [6] Double jump from P4 to P5 and collect the letter.

Now that letter number five is out of the way you're halfway done with collecting them. If you're following my reverse path then the next one up is High Tome Forest.

Scroll on down once you've made your decision.

```
/-----+
|\ Nethergrasslands - Dusk \
| +-----/
|
[-Collectible Items-]
{Lucky Dolls}
[1]
|Follow the lower path after the first checkpoint, its under the Gargoyle
|after the line of Steel Corn.
|
[2]
|Between the two gargoyles at the top of the tower to the left of the second
|checkpoint.
|
[3]
|Next to the Carrot right before the fourth checkpoint.
|
+----->
[-Boss-]
{Name} - Gourmet Ogre
```

```
|
{Skulls} - 3
|
{Strategy}
|Same strategy as always, just pick up the bomb on the left at the start of
|the battle, walk over and toss it at him as he pulls out his food. When he
|eats his food jump over him and Hip Pound him enough to stun him, and now go
|crazy with attacks. Be sure to Hip Pound him on his right side when he spits
|the fireballs cause his mouth will hurt you if you hit it. Now when he
|starts to wake up just get over a bit and wait for him to do his sound
|attack, now Hip Pound him and get out of the way cause he should be using
|the attack again, now repeat the process until he is stunned, attack like
|crazy again and if you don't finish him off just repeat the same process as
|before.
```

-----/

```
/-----+
|\ High Tome Forest - Dusk \
| +-----/
```

[-Collectible Items-]

{Lucky Dolls}

[1]

|On the thin platform right before the first red Idol Bucket.

[2]

|Next to the Wood Folk on the platform before right before the second
|checkpoint.

[3]

|On the platform above the fourth checkpoint.

----->

[-Boss-]

{Name} - Anise

{Skulls} - 3

{Strategy}

|Same strategy as before, she just needs one more hit to stun:

|When the battle starts just run to the right and Hip Pound her, then use the
|sword wave from Prinny Barrage to take out the zombie, now run to the left
|and Hip Pound her again and pin her to the left wall with attacks, when she
|starts to get up jump up and Hip Pound her, now run to the right and Hip
|Pound her again and finish her off.

|If you need more help check out my video:

|<https://www.youtube.com/watch?v=cDZkaNS1Diw>

-----/

```
/-----+
|\ Death's Watchtower - Dusk \
| +-----/
```

[-Collectible Items-]

{Lucky Dolls}

[1]

|Okay, prepare for the easiest three Dolls in the game, start the stage take
|a few steps forward (just a tiny bit so you don't get hit when they pop up)
|now hip pound, all three of them will appear at the same time around you, be
|quick and stun them though cause they will run off quick.


```

|
[2]"See [1]"
|
[3]"See [1]"
|
{Record}----->
|BGM 06 - Tower of Ice
|
[Location]
|Go through the stage until you reach the scarecrow with the 'Danger' sign,
|then go to the right edge of the platform the scarecrow is on and it'll be
|right below you, fall down and jump to it.
|
+----->
[-Boss-]
{Name} - Morgan
|
{Skulls} - 2
|
{Strategy}
|Follow the same strategy as the fight against him at Midnight, he does the
|same stuff just needs one less hit to stun.
|If you've fought Darth Moab before then Morgan's pattern is gonna look
|pretty familiar. When the battle starts run towards him and slide through
|him as he prepares his attack. When he attacks jump up and Hip Pound him, now
|he should jump to the other side, watch out cause when he lands he makes ice
|chunks pop out of the ground. Now repeat the same process as before and
|slide through him, you should be able to get two Hip Pound this time, if you
|didn't the first time. Once you stun him just Priny Barrage him till he
|gets up. He doesnt have that much health so you should be able to get him
|pretty low. Once he wakes up he should jump to the left and then jump really
|high up, dropping his weapon to the ground. get to the other side of him
|before he does his super jump and when he floats down jump to the left and
|then right and Hip Pound him from the left side (you should be able to Hip
|Pound his leg). Once you stun him again just finish him off.
+-----/

/-----+
|\ Demon Sea Aria - Dusk \
| +-----/
|
[-Collectible Items-]
{Lucky Dolls}
[1]
|Next to the Corn on the platform under the cloud with the Archer right after
|the first checkpoint.
|
[2]
|Right next to the second checkpoint.
|
[3]
|On the platform with the three Corn on it a bit after the second checkpoint.
|
+----->
[-Boss-]
{Name} - Cyberclops
|
{Skulls} - 3
|
{Strategy}

```

|When the battle starts use Prinny Dance and run to the right to avoid the
|lock-ons, double jump over his blade and over his head and stun him, watch
|out for his blade when he brings it back to attack. Now stun him and attack,
|when you see the stars over his head start to disappear quickly jump above
|him and start Hip Pounding, when he wakes up just stun him again. Now just
|repeat the process until he's dead. Don't worry about doing a ton of damage.
|Its gonna take quite a bit for stuns this way but it makes the battle very
|easy.

+-----/

/-----+

|\ Magma Hideout - Dusk \
| +-----/

|

[-Collectible Items-]

{Lucky Dolls}

[1]

|After the long fall to the checkpoint, its on the platform above the
|checkpoint on the left, to get there go left, jump to a block on the chain,
|and do a Dash Jump to the hole on your right.

|

[2]

|After you get the first Doll, Dash Jump to the right, its on the platform
|right across from the first.

|

[3]

|From the checkpoint below the first and second Doll, go to the right past
|the bomb, its under the Ninja on the wall.

+----->

[-Boss-]

{Name} - Lee Shang-Long

|

{Skulls} - 2

|

{Strategy}

|Once the battle starts go under the first orb and jump, being careful not to
|touch Lee, and use Prinny Barrage to hit the first orb with the blades and
|the other two with the waves. If you need help on how to do the first jump
|check the video below. After you break the orbs go to the middle left of the
|platform and duck to avoid his attack. Now go to the far left to avoid him
|attacking the ground and wait till he is stuck, then Hip Pound him and once
|hes stunned attack him like crazy. You should be able to get him under half
|health. Now stand over by the left wall to avoid his fire balls and don't
|worry about the orbs. Once he goes in the lava take down the orbs, any way
|oughta work. When he comes back up he'll stab the ground and get stuck and
|then you can stun him and finish him off. If you need extra help just check
|the video.

|https://www.youtube.com/watch?v=_9G9bChX2w4&

+-----/

/-----+

|\ Moab Fortress - Dusk \
| +-----/

|

[-Collectible Items-]

{Lucky Dolls}

[1]

|At the right edge of the platform the first checkpoint is on.

|

[2]

|After the second checkpoint take the lower path and it'll be to the left of
|the sleeping Orc.

|

[3]

|When you get to the Jumping Vehicle at the end of the stage follow the
|platforms above you as far up as you can go, bounce off the the spinning
|Gargoyle and keep heading up until you find two platforms with a Cannon Orc
|in between, its on the right platform.

|

+----->

[-Boss-]

{Name} - Turmeric of the Phoenix Clan

|

{Skulls} - 2

|

{Strategy}

|Same old Turmeric, only now he has a fancy new attack, Dimension Slash. Just
|follow the old strategy and watch out for Simension Slash, he uses it when
|he gets low on health.

|Just dodge him at the beginning of the battle and get used to how far his
|attacks take him and then just Hip Pound where he is going to be once you've
|gotten used to them. Once you stun him you should be able to take him to
|about half health. Just repeat the process to finish him off. An alternate
|strategy is do get him near a corner, that way when he jumps back to start
|an attack he'll still be in the corner and you can just keep Hip Pounding
|him.

+-----/

/-----+

\ Midnight - 5 Hours Left \ - [VI.f]

+-----/

You're finally at the halfway point for the game and the final stage of the
first six. Before you go rushing off grab the next Torn Letter:

/- Torn Letter #6

[Time] 5 Hours Left

[Letter Description] "I knew it would happen someday."

+=====+

		Key:	
		+-----+	
	+-----	s - Save Manager	
	P4^	R - Replay Manager	
		P - Professor Lucky	
	-----+	M - Music Manager	
	P3^	A - Aramis	
	--	G - Dimensional Guide	
	--P2^	N - Runaway Manager	
	P1^	D - Data Manager	
		E - Torn Letter	
		-- : Platform	
E]		[E][] : Box Platform	
t]		[x	
n]		[i	
a]		[t	
]_D_N_G_A_M_P_R_S_ [
+=====+			

[Explanation] About the same as before:

[1] Double jump onto the Etnachamber Door

[2] Double jump to P1 then to Platforms 2-4

[3] From P4 Jump into the wall on the right, fall and double jump to P5,
|might take a couple trys
[4] from P5 jump once to the right and then double jump to the left to get to
|P6 and collect the letter.

\-----|

Now its time for some fun, time to pick your final stage. No matter what your
choice it'll still give you a little trouble. If you're going down my path
then the next one up is the Nethergrasslands. Let's just hope you didnt save
Magma Hideout for last ;).

/-----+

|\ Nethergrasslands - Midnight \

| +-----/

|

[-Collectible Items-]

{Lucky Dolls}

[1]

|Really easy, start the stage and... Hip Pound, its right at the beginning.

|

[2]

|At the top of the tower at the beginning of the stage, to get to it go to
|the point with the two Mothmen at the left side of the tower and bounce off
|one of them and then jump to the ledge at the top.

|

[3]

|Right next to the scarecrow with the 'Danger' sign at the end of the level,
|left side of the tower near the top.

|

{Record}----->

|BGM 24 - Modern Girl

|

[Location]

|Get on top of the tower on the left of the third checkpoint, then|
|jump down to the right and bounce off of the Trigoyle and then land on the
|carpet, then follow the path across the next few carpets and you'll find it.

|

+----->

[-Boss-]

{Name} - Gourmet Ogre

|

{Skulls} - 3

|

{Strategy}

|Same strategy as always, just pick up the bomb on the left at the start of
|the battle, walk over and toss it at him as he pulls out his food. When he
|eats his food jump over him and Hip Pound him enough to stun him, and now go
|crazy with attacks. Be sure to Hip Pound him on his right side when he spits
|the fireballs cause his mouth will hurt you if you hit it. Now when he
|starts to wake up just get over a bit and wait for him to do his sound
|attack, now Hip Pound him and get out of the way cause he should be using
|the attack again, now repeat the process until he is stunned, attack like
|crazy again and if you don't finish him off just repeat the same process as
|before.

+-----/

/-----+

|\ High Tome Forest - Midnight \

| +-----/

|

[-Collectible Items-]

{Lucky Dolls}

[1]

|Next to the red Idol Bucket right before the first checkpoint.

|

[2]

|On the thin platform below the third checkpoint.

|

[3]

|On the platform to the right of the fourth checkpoint.

|

+----->

[-Boss-]

{Name} - Kim & Chi & Anise

|

{Skulls} - 1/1/2

|

{Strategy}

|This one is kinda hard to explain so it's better if you just watch my replay
|for help:

|<https://www.youtube.com/watch?v=bEMdx1WCVFE>

+-----/

/-----+

|\ Death's Watchtower - Midnight \

| +-----/

|

[-Collectible Items-]

{Lucky Dolls}

[1]

|Right next to the first two Terminators of the stage, on the beginning of
|the platform that the second checkpoint is on.

|

[2]

|Between the two Trigoyles right before the fourth checkpoint.

|

[3]

|To the right of the boss gate at the end of the stage.

|

+----->

[-Boss-]

{Name} - Morgan

|

{Skulls} - 3

|

{Strategy}

|If you've fought Darth Moab before then Morgan's pattern is gonna look
|pretty familiar. When the battle starts run towards him and slide through
|him as he prpares his attack. When he attacks jump up and Hip Pound him, now
|he should jump to the other side, watch out cause when he lands he makes ice
|chunks pop out of the ground. Now repeat the same process as before and
|slide through him, you should be able to get two Hip Pound this time, if you
|didn't the first time. Once you stun him just Prinny Barrage him till he
|gets up. He doesnt have that much health so you should be able to get him
|pretty low. Once he wakes up he should jump to the left and then jump really
|high up, dropping his weapon to the ground. get to the other side of him
|before he does his super jump and when he floats down jump to the left and
|then right and Hip Pound him from the left side (you should be able to Hip
|Pound his leg). Once you stun him again just finish him off.

|If you need any extra help check out my video:

| <https://www.youtube.com/watch?v=DUPIU8eorao>

+-----/

/-----+

| \ Demon Sea Aria - Midnight \

| +-----/

|
[-Collectible Items-]
{Lucky Dolls}
[1]
|On the second cloud to the left of the second checkpoint.
|
[2]
|To the left of the third checkpoint.
|
[3]
|At the beginning of the line of three Archers right before the fourth
|checkpoint.

+----->

[-Boss-]
{Name} - Cyberclops
|
{Skulls} - 3
|
{Strategy}
|When the battle starts use Prinny Dance and run to the right to avoid the
|lock-ons, double jump over his blade and over his head and stun him, watch
|out for his blade when he brings it back to attack. Now stun him and attack,
|when you see the stars over his head start to disappear quickly jump above
|him and start Hip Pounding, when he wakes up just stun him again. Now just
|repeat the process until he's dead. Don't worry about doing a ton of damage.
|Its gonna take quite a bit for stuns this way but it makes the battle very
|easy.

+-----/

/-----+

| \ Magma Hideout - Midnight \

| +-----/

|
[-Collectible Items-]
{Lucky Dolls}
[1]
|On the opposite side of the wall to the left of the second checkpoint.
|
[2]
|To the left of the third checkpoint a bit to the left of the Mothmen.
|
[3]
|Take the green carpet above the scarecrow with the 'Danger' sign, its on
|the high up ledge on the left, by the line of food.

+----->

[-Boss-]
{Name} - Tsukikage
|
{Skulls} - 3
|
{Strategy}
|Decided to save it for last eh? Well, you're in for one heck of a fight. If

|you're not ready for Tsukikage then she'll kill you right at the start. Like
|most bosses she follows a specific pattern based on your location, so heres
|what you do, stand still, when you see her coming towards you, don't move,
|just jump to avoid her and then Hip Pound her. now heres the fun part, make
|sure not to move, right when you hit the ground after the first Hip Pound
|double jump right back up again by the time you reach the height of your
|jump she'll be under you, just Hip pound again. Now repeat the same thing
|again, right when you hit the ground after the Hip Pound double jump back
|up and prepare to Hip Pound her. Now that she is stunned pin her against
|the wall with attacks, when you see the stars over her head starting to
|disappear quickly jump over her and Hip Pound, now while in the air from the
|Hip Pound, do it again. she should be under you again for some strange
|reason. After the second Hip Pound she will appear on the ceiling. Don't go
|running all over dodging the explosions just duck down in the left corner
|and you should avoid all of them. Now walk up to her as she falls from the
|ceiling at the end of the attack and Hip Pound her once more. She doesn't
|have that much health so if you did a decent amount before then you should
|be able to finish her while she is stunned. If you need any extra help just
|check out my video:

|<https://www.youtube.com/watch?v=pbSwCz1l0r8&>

+-----/

/-----+

|\ Moab Fortress - Midnight \
| +-----/

|

[-Collectible Items-]

{Lucky Dolls}

[1]

|At the left edge of the second platform at the beginning of the stage, right
|before the bomb barrel.

|

[2]

|After the second checkpoint take the path above you and it will be at the
|end of the platform next to a King Corn.

|

[3]

|Right after the fourth checkpoint, next to the Iron Golem.

+----->

[-Boss-]

{Name} - Moab

|

{Skulls} - 2

|

{Strategy}

|Same strategy as before:

|When the battle starts walk over and Hip Pound him once, then bounce from
|him to the left, avoiding his lasers, and double jump above the spot where
|he starts moving up, now Hip Pound himn again. Now to do some massive damage
|attack front of his vehicle while you are on top of it. Once you see him
|starting to wake up just bounce off him to get above him and Hip Pound him.
|Now just wait for a good chance to Hip Pound him again and then stun him and
|finish him off.

+-----/

/-----+

\ 4 Hours Left \ - [VI.g]

+-----/

After a quick cutscene you'll be back in town. Go ahead and get the next Torn
Letter:

/- Torn Letter #7

[Time] - 4 Hours Left

[Letter Description] - "I'm finally the hero in a game!"

```
=====+
|
|                                     |Key:
|                                     +-----+
|                                     |s - Save Manager
|          ----                      |R - Replay Manager
|          []^P4
|
|P - Professor Lucky |
|
|                                     |M - Music Manager
|                                     --    |A - Aramis
|                                     P3^   |G - Dimensional Guide
|                                     |N - Runaway Manager
|                                     |D - Data Manager
|                                     --    |E - Torn Letter
|                                     P2^   |
|                                     |-- : Platform
|                                     |[] : Box Platform
|
|          E          --              |
|          --          P1^            |
|          P5^
|
|_
|E]                                     |E|
|t]                                     |x|
|n]                                     |i|
|a]                                     |t|
| ]_D_N_G_A_M_P_R_S [ |
|
=====+
```

[Explanation] Simple but might take a few trys to make the final jump:

[1] Double jump onto the Exit

[2] Double jump to P1, then P2, then P3, and finally to P4

[3] Dash jump off the left side of P4 and try to land on P5 and collect the letter, it may take you a few trys to land on it.

\-----|

After talking to the prinnies in town and finishing your normal in-between stage routine head on over to the gate and pick the new stage on the list. This next stage isn't really a stage at all, just a boss, and a rather tough one if this is your first time through.

```
/-----+
|\ Aged Sage Altar \
| +-----/
|
[-Collectible Items-]
{Record}----->
|BGM 16 - Beyond the Aurora
|
[Location]
|Above the CHEFBOT-9000.
|
+----->
[-Boss-]
{Name} - CHEFBOT-9000
|
{Skulls} - 3
|
```


{Strategy}

|Okay, this fight has given a lot of people trouble. Unlike most bosses you
|can't Hip Pound this guy into submission, not yet at least. When you start
|the fight stay where you are and wait for him to bring his sword (keyblade?)
|down some bombs will fall from the sky, now quickly pick up the lit bomb
|closest to you and throw it at the keyhole of the boss, aim for the circle
|of the key hole for best results. That will take down one skull, if you're
|quick you can take down all three skulls with bombs by the time he finishes
|his first attack. If not then watch out cause he's gonna bring down his
|sword again, retreat to a safe distance and then bomb him when its safe. By
|now you should have stunned him, once he's stunned run up to him and Prinny
|Barrage the circle of the key hole. Watch the stars over his head though,
|once the stars over his head start to disappear stop attacking and Hip Pound
|the circle of the key hole. That'll take down a skull, if you're quick you
|can stun him before he even gets back up, don't rush it though. Even if you
|only get one skull gone it still makes things much easier. Now watch out
|cause he should be moving forward (left). Retreat to the left and watch out
|for his sword attack, now pick up the bombs and take down his skulls. Once
|he's stunned again go crazy with attacks, if you're quick you can kill him
|in a few stuns, if not then he should be red (don't forget to Hip Pound him
|as he gets up. This is where you gotta be careful cause he gets a bit
|unpredictble with his movements, He adds one new attack to his arsenal too.
|Now he has the ability to shoot a lightning bolt that will go across the
|ground and disappear, easy to dodge though. His lighting bolt attack will be
|longer now too so careful of that. Just dodge the attacks wait for your
|opening and bomb him. If you get him stunned again then you should be able
|to finish him off. Don't worry if you spend a few lives on this match, this
|is one of the harder bosses so you're bound to lose a bit of lives your
|first try. If you need some extra help check out my video:
|<https://www.youtube.com/watch?v=PKXmg25Q3lo&>

+-----/

```

/-----+
 \ 3 Hours Left \ - [VI.h]
  +-----/

```

After the fight you'll see a quick cutscene and then be back in town. Grab
Torn Letter #8, this one is a little harder then some of the earlier ones:

```

/- Torn Letter #8
[Time] 3 Hours Left
[Letter Description] "I hope everyone's doing well."

```

```

=====+=====+
|                                                     |Key:          |
|                                                     +-----+
|                                                     |s - Save Manager |
|                                                     |R - Replay Manager |
|               -----[ ] [ ] [ ]-----          |P - Professor Lucky |
|                                                     |M - Music Manager |
|                                                     |A - Aramis         |
|               E           [ ] [ ]                 |G - Dimensional Guide|
|               -           --                       |N - Runaway Manager |
|                                                     |D - Data Manager   |
|                                                     |E - Torn Letter    |
|                                                     |                   |
|_                                                     _|-- : Platform |
|[E]                                                  [E][ ] : Box Platform |
|[t]                                                  [x|                |
|[n]                                                  [i|                |
|[a]                                                  [t|                |
|[ ]_D_ N_ G_ A_ M_ P_ R_ S_ [ |                |

```

+=====+
[Explanation] This one is tricky so I made a video for it, watch it here:
https://www.youtube.com/watch?v=_rb8EXnM61I

Once you get the letter it'll be time for Stage Seven:

/-----+
|\ Black Dessert Desert \
| +-----/

[-Collectible Items-]

{Lucky Dolls}

[1]

|Fall down the first pit in the stage and go to the left, its right under the
|platform you start on.

|

[2]

|To the left of the Orc Sentry right before the fourth checkpoint.

|

[3]

|At the left edge of the platform that the fourth checkpoint is on.

|

{Record}----->

|BGM 10 - Dark Soul

|

[Location]

|After the third checkpoint on top of the wall that the Gargoyles are on.

|

{Orb}----->

|Dimension Orb - Yellow

|

{Location}

|Fall to the ground after the fire skulls in the beginning of the stage,
|follow the path and it'll be behind a gargoyle.

|

{Unlock}

|Dimensional Guide - Allows you to revisit stages you've beaten.

|

+----->

[-Boss-]

{Name} - Darth Moab

|

{Skulls} - 3

|

{Strategy}

|Getting close to end :). Once the match starts Darth will start an attack,
|if you're quick you can dash and slide through Darth to get on his right
|side, if you do then you can wait for him to finish his attack to end then
|jump up and Hip Pound him a few times. If you're quick you can stun him and
|get some attacks in, make sure to break the skull with a quick attack though
|cause it can be annoying. Once he starts getting up back up cause hes gonna
|use the same attack he did at the beginning, just repeat what you did
|before, slide past and Hip Pound. If you manage to stun him then you can
|attack him again and get him down to red. Once he starts to get up, move to
|the right side of the platform. he should fly into the air, drop his scythe
|and float above and to the right of it. Now, once he starts floating there,
|double jump up on his right side an Hip Pound off of his foot then Hip Pound
|him twice more to stun him. After that you should be able to finish him off.
|If you need any extra help just check out my video:


```
/-----+
|\ Sweet Palace \
| +-----/
|
```

[-Collectible Items-]

{Lucky Dolls}

[1]

|At the right edge of the first platform in the first area.

|

[2]

|In the third area (after the High tome Forest Boss), on the platform next to the flying carpet that is going up and down.

|

[3]

|After the Demon Sea Aria Boss go right one platform and then to the platform above you on the left.

|

{Record}----->

|BGM 09 - Sweets Palace

|

{Location}

|At the final boss gate of the stage (after Hoshikage) its high above the boss gate, use the nearby tan Idol Bucket to bounce up to it.

|

{Orb}----->

|Music Orb - Purple

|

{Location}

|After the third boss, the Basil & Chervil, just walk forward and you'll see it, its in between two blocks and you have to bounce off some Gargoyles with the Hip Pound to reach it.

|

{Unlock}

|Music Manager - Lets you listen to records you've collected. Also lets you adjust stage music on a New Game+.

|

+----->

[-Boss-]

{Name} - Gourmet Ogre

|

{Skulls} - 3

|

{Note}

|I'm pretty sure this fight doesn't change, if anyone has fought someone else for this fight then let me know.

|

{Strategy}

|When he eats his food jump over him and Hip Pound him enough to stun him, and now go crazy with attacks. Be sure to Hip Pound him on his right side when he spits the fireballs cause his mouth will hurt you if you hit it. Now when he starts to wake up just get over a bit and wait for him to do his sound attack, now Hip Pound him and get out of the way cause he should be using the attack again, now repeat the process until he is stunned, attack like crazy again and if you don't finish him off just repeat the same process as before.

+----->

[-Boss-]

{Name} - Kim & Chi

|

{Skulls} - 3/3

|
{Note}
|You will get this battle if you fought Kim and/or Chi when you went through
|High Tome Forest.

|
{Strategy}
|When the battle starts walk over to the left wall and stand there, wait
|until Chi jumps at you with her attack then double jump and Hip Pound her
|when she gets under you, Hip Pound her twice more real quick and then attack
|her so that you push her to the right towards Kim, when you attack with a
|second Prinny Barrage against Chi you should push her past Kim and hit Kim
|to cancel her attack. Now land and Chi will jump to the left wall, follow
|her and stun her again, now finish her off, watch out for Kim's attacks
|though. After Chi is down Kim will be easy, just wait for your chance and
|stun her and attack, repeat as needed to finish her off.
|Check out my video if you need extra help:
|<https://www.youtube.com/watch?v=oomlmo9EiiY>

+----->
[-Boss-]
{Name} - Anise

|
{Skulls} - 3

|
{Note}
|You will get this battle if you fought Anise when you went through High Tome
|Forest.

|
{Strategy}
|Same strategy as always:
|When the battle starts just run to the right and Hip Pound her, then use the
|sword wave from Prinny Barrage to take out the zombie, now run to the left
|and Hip Pound her again and pin her to the left wall with attacks, when she
|starts to get up jump up and Hip Pound her, now run to the right and Hip
|Pound her again and finish her off.

+----->
[-Boss-]
{Name} - Basil & Chervil

|
{Skulls} - 3/2

|
{Note}
|I'm pretty sure this fight doesn't change, if anyone has fought someone
|else for this fight then let me know.

|
{Strategy}
|When the fight starts Prinny Dash towards Basil, jump and Hip Pound him
|twice then jump past him, grab the bomb and toss it at him. Now that hes
|stunned run over and attack him, watch out for Chervil, she should be
|popping out of the ground and shooting a fireball across the ground (very
|easy to dodge though). Keep attacking Basil till he wakes up then quickly
|Hip pound him three more times, make sure to slash away the skulls when he
|summons them. Now quickly finish him off, to do enough damage make sure you
|are right on top of him when you attack. Now wait for Chervil to pop up and
|stun her, then go crazy with attacks, when she wakes up stun her quickly, it
|gets really annoying chasing her around when she goes underground. Once you
|stun her again just finish her off.

+----->
[-Boss-]
{Name} - Cardamon

{Skulls} - 2

|

{Note}

|You will get this battle if you fought Cardamon when you went through Demon
|Sea Aria.

|

{Strategy}

|See the box in the background? Walk forward about the length of the box and
|stand there, now double jump when she jumps towards you and then stun her.
|Now do as much damage as you can till she wakes up. Then walk to the right
|wall and when she jumps towards you walk under her to the left and she'll
|jump towards you again and use the same attack as before, just stun her
|again and finish her.

+----->

[-Boss-]

{Name} - Cyberclops 2.0

|

{Note}

|You will get this battle if you fought Cyberclops when you went through
|Demon Sea Aria.

|

{Skulls} - 4

|

{Strategy}

|When the battle starts use Prinny Dance and run to the right to avoid the
|lock-ons, double jump over his blade and over his head and stun him, watch
|out for his blade when he brings it back to attack. Now stun him and attack,
|when you see the stars over his head start to disappear quickly jump above
|him and start Hip Pounding, when he wakes up just stun him again. Now just
|repeat the process until he's dead. Don't worry about doing a ton of damage.
|Its gonna take quite a bit for stuns this way but it makes the battle very
|easy. If you need any extra help check out my video:
|<https://www.youtube.com/watch?v=fzU0rOA8fhE>

+----->

[-Boss-]

{Name} - Hoshikage

|

{Skulls} - 3

|

{Note}

|I'm pretty sure this fight doesn't change, if anyone has fought someone
|other else for this fight then let me know.

|

{Strategy}

|Same strategy as usual:

|When the fight starts walk over to the left wall and double jump up, then
|Hip Pound her when she gets under you. Now stay at the corner, she'll appear
|next to you and then run to the opposite side of the room, then she will
|through some shuriken and run at you, double jump to avoid the shuriken and
|then Hip Pound her when she gets under you. Now run to the right side of the
|room and double jump then Hip Pound her when she gets under you again. Now
|attack her till she wakes up, she will then appear on the ceiling, just
|stand under her to dodge the Ninja's attacks and walk to the left or right
|to avoid getting hit when she falls, then Hip Pound her and walk to the left
|side of the room. She will repeat the same attack, just repeat the same
|thing as before and she'll appear on the ground again, just Hip Pound her
|again and then finish her off.

+----->

[-Boss-]

{Name} - Moab


```

|                                     |          +-+-----+          | | |
|                                     |          |          |          |
|                                     |          |          |          |
|                                     |          |          |          |
|          -----          - - - - -          |
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|E]                                     |          |          |          |
|t]                                     |          |          |          |
|n]                                     |          |          |          |
|a]                                     |          |          |          |
| ]_D_N_G_A_M_P_R_S_ [ |          |          |          |
+-----+

```

[Explanation] This one is tricky so I made a video for it, watch it here:
<https://www.youtube.com/watch?v=qRz6BytThcA>
 |(second part of the video)
 \-----|

Well now that the final letter is out of the way, or not if you skipped it...

Its time for the Final Stage of the Main Game!

```

/-----+
|\ Sweet Garden \
| +-----/
|
[-Collectible Items-]
{Lucky Dolls}
[1]
|On the platform below the carpet to the left of the first checkpoint.
|
[2]
|After the second checkpoint, follow the path until you get to a platform
|with a line of food going down to the right of it. Its on the platform
|directly beneath it.
|
[3]
|Directly after the third checkpoint, under the Druid.
|
{Record}----->
|BGM 18 - Monster Beat
|
[Location]
|After the fourth checkpoint, above a Trigoyle, theres a Succubus flying near
|the Trigoyle and Zombies under it.
|
+----->
[-Boss-]
{Name} - Sir Sweet - First Form
|
{Skulls} - 3
|
{Strategy}
|Watch my video for the strategy on Sir Sweet's first form:
|https://www.youtube.com/watch?v=6beW07-s5B4&
|
[-Boss-]

```


{Name} - Sir Sweet - Second Form

|

{Skulls} - None...

|

{Strategy}

|Prepare for one of the most annoying battle ever... This is the final boss
|and he deserves his title as such, you can't stun him so no matter what you
|do you only scratch him with your attacks, his only "weakness" if you can
|call it that, is the fact that no matter what, his pattern will not change.
|The only thing in his entire pattern that changes depending on your position
|is where the larger meteors he throws land and explode. Your best bet is to
|memorize his pattern and attack at every possible chance. You're bound to
|spend most of your remaining lives on this battle. I won't bother listing a
|strategy because it would be way too long and it would just be listing off
|his attacks, so rather than that I'm just gonna give you some visual aid.
|Just check out my video (bottom of this paragraph) and you'll be able to
|watch his pattern. You don't need to follow my video exactly, it's just
|there to help with his pattern. If you're really having trouble and have
|Prinny Bomb unlocked then you can beat him easy with that. But keep in mind
|that to be able to kill him completly with Prinny Bomb you're going to need
|between 350-400 lives. Also, if you use Prinny Bomb to kill him you will get
|a 'D' rank, not that it matters much to most casual gamers. If you don't
|have enough to completly kill him with Prinny Bomb then I suggest getting as
|far into the fight as possible, damaging him the whole time and when you
|can't get much farther then Bomb him with your remaining lives. Check out my
|video if you need help memorizing his pattern:
|<https://www.youtube.com/watch?v=dJF2BGyJeQ0&>

+-----/

Congrats Dood!

Once you finish off Sir Sweet you've beaten the game!

Enjoy the ending and make sure wait and watch the scene after the credits ;)

Now that you've beaten the game you can start over on a New game+ and try out
the different versions of the first six levels. Theres plenty of stuff to do
afterwards so enjoy :). Don't forget the Alternate Story, check out the
walkthrough for that below.

/-----+

| VII. Alternate Story Walkthrough| - [VII.]

+-----/

~ \Coming Soon/ ~

/-----+

| VIII. Post Game Stages| - [VIII.]

+-----/

You can do these stages anytime after fuffilling their unlock requirments but
I suggest waiting till you've beaten the game to go through them. You're
gonna need all the skills you've got from the main game to be able to beat
these.

/-----+

\ Martial Tower \ - [VIII.a]

+-----/

~ \Coming Soon/ ~

/-----+

|\ Prinny vs. Etna \ - [VIII.b]

| +-----/

|

[-Unlock-]

|Collect a total of 100 Lucky Idols. To start the fight go to Etna's Chamber
|and choose fight.

|

[-Boss-]

{Name} - Etna

|

{Skulls} - 4

|

{Strategy}

|Prepare for a fun fight :). Not so much fun is the fact that Etna will
|probably be destroying you your first couple trys, but the fight is full of
|cameos that Disgaea fans will enjoy. So on to the strategy, Etna herself
|doesn't do much, her main source of attacks are the Pringer X's. There are
|two and they will floating around the room shooting two lazars at a time
|while Etna goes back and forth on her throne. What you're gonna want to do
|is to take down the Pringer X's quick, cause they can get really annoying.
|They follow a specific pattern based on your movement though so theres a
|little trick to take them down really quick at the beginning. See the carpet
|on the ground? What you want to do at the start of the fight is to walk up
|and stop on the first red line at the edge of the carpet, jump once wait for
|the Pringer X to come down a bit then jump again and Hip Pound him then as
|you bounce off of him Hip Pound the next Pringer X to the left. Then drop
|down and take them both out with a ton of attacking, if one gets away just
|go crazy on him, you can still hurt it when its not stunned but it'll take
|more hits. By the time you take them both down Etna should be walking in
|from the right, run over and Hip Pound her until she drops. Then attack her,
|aim at her head for the best damage. Once she starts getting up line up with
|her head and Hip Pound her once to bounce up and then a second time, if you
|do it right you should catch the Pringer X as he drops down. Bounce off the
|first one and then Hip Pound the second, he should be dropping down to the
|left. If you get em both then that'll make the fight a lot easier. If you
|can't kill both of them just keep going at them while Etna goes off the
|screen to the left. Now if you've killed the two Pringer X's run over to the
|left and wait for Etna, once she appears Hip Pound her asap cause she'll be
|calling in an ally, If you do it quick enough you can stop her from using
|her cell phone to call Aramis. Once shes down just go crazy with attacks
|again. Unfortunatly I finsihed her off at this point. I say unfortunatly
|cause I haven't seen many that can do that... At this point you should be
|able to finish the rest of the battle without much trouble. Just repeat the
|process of stunning the Pringer X's then Etna. You can be a bit crazy
|though and try stunning Etna withthe Pringer X's still around, just be
|careful and dodge them. If you manage that then you should be able to finish
|her. If not just try repeating the proccess till you do. If you need help
|with the beginning of the fight just check out my video:

|<https://www.youtube.com/watch?v=JxBscNX8Bx4>

+-----/

/-----+

| IX. Downloadable Stages| - [IX.]

+-----/

Next up are the downloadable stages, usaully refered to as the DLC Stages. To
play these stages you must buy them from the Playstation Store, I won't be
going into too much detail on that cause its fairly simple, for those that
need help finding them check under the 'Downloadable Games' section and then
under 'Add-ons'. You can not get them for free (at least not till someone
hacks it) so do not ask. Even if you were to copy and paste it from someone
elses PSP it would not work, once downloaded the DLC is locked to work with
the PSP that downloaded it ONLY. Also, the japanese DLC does not work on the
english game.

English DLC Stages

Devil's Castle
Phantom Isle

Japanese DLC Stages

Devil's Castle
Phantom Isle
Martial Tower 2

I will update later when more are released.

/-----+
|\ DLC 1 - Devil's Castle \ - [VIII.a]
| +-----/
|
[-Price in PSN-]
|\$3.99
|
[-Boss-]
{Name} - Flonne
|
{Skulls} - 3
|
{Strategy}
|~ Strategy Coming Soon ~
|For now all I have is a replay:
|<https://www.youtube.com/watch?v=g-NzRWkdzW0>
+-----/

/-----+
|\ DLC 2 - Phantom Isle \ - [VIII.b]
| +-----/
|
[-Price in PSN-]
|\$3.99
|
[-Boss-]
{Name} - Marona
|
{Skulls} - 3
|
{Strategy}
|~ Strategy Coming Soon ~
+-----/

/-----+
\ DLC 3 - Martial Tower 2 \ - [VIII.c]
+-----/
~ Not Released in the english yet ~

/-----+
| X. Collectible Items| - [X.]
+-----/
/-----+
\ ~ Awards ~ \ - [X.a]

+-----/

Below is a list of all the Awards, or Netherworld Awards as they are referred to in-game. To get these various awards you have to complete a certain task, most of the awards listed below tell you what you need to do in their explanation, if it doesn't say how to get it or you are confused about it then check the notes below the list. To check your awards in game, go to the Data Manager, by Etna's Chamber, and choose the option Netherworld Awards.

Bronze Bolter	
[Explanation]	
Earned by getting a gold time in over 3 stages.	
You still got some work to do!	
Silver Sprinter	
[Explanation]	
Earned by getting a gold time in over 10 stages.	
Just a little more effort!	
Gold Glider	
[Explanation]	
Earned by getting a gold time in over 20 stages.	
ohh, you're so fast!	
Bronze Boxer	
[Explanation]	
Earned by getting a Clear Rank S in over 30 stages.	
Translates to Lv50 in Dorkish.	
Silver Slugger	
[Explanation]	
Earned by getting a Clear Rank S in over 40 stages.	
Translates to Lv300 in Dorkish.	
Gold Grappler	
[Explanation]	
Earned by getting a Clear Rank S in over 50 stages.	
Translates to Lv3000 in Dorkish.	
Bronze Baddie	
[Explanation]	
Earned by a warrior who makes no mistakes in 2 Hell's Finest Stages.	
That all you got?	
Silver Satan	
[Explanation]	
Earned by a warrior who makes no mistakes in 3 Hell's Finest Stages.	
It's okay, I guess.	
Gold Ghoul	
[Explanation]	
Earned by a warrior who makes no mistakes in 4 Hell's Finest Stages.	
Okay, I get it.	
True Overlord	
[Explanation]	
Earned by a warrior who makes no mistakes in 5 Hell's Finest Stages.	
Showoff.	
Prinnycide	

[Explanation]	
Earned by Killing over 10,000 Prinnies	
That's just way too many, Dood.	
+-----+	
Flavor Hunter	
[Explanation]	
Earned by gaining 10,000 points from sweets.	
Watch out for the Diabeetus!	
+-----+	
Asagi's #1 Fan	
[Explanation]	
Earned by the Asagi maniac who finds all the torn letters and extra prizes.	
+-----+	
Medal of Passion	
[Explanation]	
Way to go! This is your reward for having the grit to beat the game.	
Seriously, congrats.	
+-----+	
BA in Monstology	
[Explanation]	
An honorary title earned by completing the Monsterpedia.	
Won't really help you land a job.	
+-----+	
Buttbuster	
[Explanation]	
Earned by executing 10,000 Hip Pounds.	
Also known as the Grass Master.	
+-----+	
Overpopulation	
[Explanation]	
Earned by reviving the village's wandering souls.	
Getting a little crowded here...	
+-----+	
Prinsanity	
[Explanation]	
The highest honor, earned by clearing every stage.	
There's no game you can't beat!	
+-----+	
Satanic Order	
[Explanation]	
Earned by the hero who defeats Demon Lord Etna.	
Thanks a lot, now she's REALLY mad.	
+-----+	
Asagi Forever	
[Explanation]	
Earned by the Asagi maniac who clears her special stage.	
Stalk much?	
+-----+	
Flavor Master	
[Explanation]	
Earned by finding all 36 ingredients in the 6 standard stages.	
Comes with pudding pack.	
+-----+	
Ultimate Warrior	
[Explanation]	
Earned by gaining over 50,000 points.	
That's a lot of murdering just for a medal...	
+-----+	
Superstar Girlfriend	

```

|[Explanation]
|Proof of courtship with Saffron, the world's top pop idol.
|Is this a dream?! Pinch me!
+-----+
|Baal Gem
|[Explanation]
|Proof that you took down the Mega Overlord.
|It could buy, like, 5 new Netherworlds.
+-----+
|God Hand
|[Explanation]
|Earned by a god who clears the Martial Tower.
|Hardcore game fans understand its true value.
+-----+
|Son of a Coward
|[Explanation]
|Not really an honor. It means you ran away over 10 times.
|Man up, would ya?
+-----+
|Star Screamer
|[Explanation]
|Earned by gaining over 1 MILLION points!
|Now try gaining over 50,000 points without dying...
+-----+
|The Cleansing
|[Explanation]
|Earned by the demon that defeats over 10,000 enemies.
|You ruthless heathen, you!
+-----+
|Dr. Lucky, PhD
|[Explanation]
|Earned by anyone bored enough to collect all the Lucky Dolls.
|Way to go...?
+-----+
|NTV Music Award
|[Explanation]
|Earned by the music nut who collects every Netherecord.
|Goes live in 5 minutes.
+-----+

```

\-Awards Notes:

"Superstar Girlfriend"

Wave_Assault, from the GameFAQs forums, has confirmed that to get this award you need to get all of the other awards.

"Ultimate Warrior"

You must get 50,000 points without dying to earn this award.

"Bronze Baddie" - "True Overlord"

For the stages that require no mistakes, you must finish them in Hell's Finest Mode and only storyline stages will count, that means you have to beat a total of five stages in a row without dieing in them (dieing and retreating counts) to unlock the True Overlord Award.

/-----+

\ ~ Collection Items ~ \ - [X.b]

+-----/

Up next is a list of all the collection items in the game. To check your collection items just talk to the data manager (see "Orbs" section) and select Collection on his list. I'm not including the Orbs and Letters in this

section though since they have already been discussed.

[Item] - Rotting Meat
[Stage] - Nethergrasslands - 10 Hours Left
[Boss] - Gourmet Ogre
[Description]
\- Cooked to perfection - years ago.
[Item] - Passion Bowl
[Stage] - Nethergrasslands - 9 Hours Left
[Boss] - Turmeric of the Phoenix Clan
[Description]
\- Lots of beef, garlic, and moxie.
[Item] - Buoy Cookie
[Stage] - Nethergrasslands - 8 Hours Left
[Boss] - Gourmet Ogre
[Description]
\- Surprisingly lacking in buoyancy.
[Item] - Hinderweed Salad
[Stage] - Nethergrasslands - 7 Hours Left
[Boss] - Gourmet Ogre
[Description]
\- Hates to see others succeed.
[Item] - Fermented Stuff
[Stage] - Nethergrasslands - 6 Hours Left
[Boss] - Gourmet Ogre
[Description]
\- What's the "stuff"? Don't ask.
[Item] - Bread Royale
[Stage] - Nethergrasslands - 5 Hours Left
[Boss] - Gourmet Ogre
[Description]
\- That's what it's called in Europe.
[Item] - Instant Delight
[Stage] - High Tome Forest - 10 Hours Left
[Boss] - Kim
[Description]
\- Not really an ingredient per se.
[Item] - Recorder
[Stage] - High Tome Forest - 9 Hours Left
[Boss] - Kim & Chi
[Description]
\- Did the twins use it at the same time?
[Item] - 4-Leaf Clover
[Stage] - High Tome Forest - 8 Hours Left
[Boss] - Anise
[Description]
\- Even demons love the Irish.
[Item] - Monkey Seat
[Stage] - High Tome Forest - 7 Hours Left
[Boss] - Kim & Chi

```
|[Description]
|\- Great for a snack, fits on your back.
+-----+
|[Item] - Voodoo Doll
|[Stage] - High Tome Forest - 6 Hours Left
|[Boss] - Anise
|[Description]
|\- *Nails, pins, & curses not included.
+-----+
|[Item] - Pre-Owned Gum
|[Stage] - High Tome Forest - 5 Hours Left
|[Boss] - Kim & Chi & Anise
|[Description]
|\- Only three previous owners! Act now!
+-----+
|[Item] - Classy Fish (bones)
|[Stage] - Death's Watchtower - 10 Hours Left
|[Boss] - Basil & Chervil
|[Description]
|\- Great raw OR deep-fried.
+-----+
|[Item] - Allkillohol
|[Stage] - Death's Watchtower - 9 Hours Left
|[Boss] - Basil & Chervil
|[Description]
|\- Contains 100% killohol by volume.
+-----+
|[Item] - A Bone
|[Stage] - Death's Watchtower - 8 Hours Left
|[Boss] - Basil & Chervil
|[Description]
|\- Just... a bone. Maybe from some dead thing?
+-----+
|[Item] - Killcium
|[Stage] - Death's Watchtower - 7 Hours Left
|[Boss] - Basil & Chervil
|[Description]
|\- Builds strong homicidal tendencies.
+-----+
|[Item] - Choco Pipe
|[Stage] - Death's Watchtower - 6 Hours Left
|[Boss] - Morgan
|[Description]
|\- C'est n'est pas une Choco Pipe.
|\- Translation for those curious people: "This is not a Choco Pipe."
|\Its a reference to an old painting that had "C'est n'est pas une pipe" in
|\it's caption, since it was only a picture of a pipe and not the real thing
+-----+
|[Item] - Pickled Pendant
|[Stage] - Death's Watchtower - 5 Hours Left
|[Boss] - Morgan
|[Description]
|\- Skulls are great brain food.
+-----+
|[Item] - Loaded Dice
|[Stage] - Demon Sea Aria - 10 Hours Left
|[Boss] - Bok Choy
|[Description]
|\- Smashed kneecaps REALLY hurt.
+-----+
```


|[Item] - Papa's Choice Banana
|[Stage] - Demon Sea Aria - 9 Hours Left
|[Boss] - Cardamon
|[Description]
|\- Rich, full, curved delight.

+-----+
|[Item] - Monster Shake
|[Stage] - Demon Sea Aria - 8 Hours Left
|[Boss] - Cardamon
|[Description]
|\- Mister Shake...? Major Shake...?

+-----+
|[Item] - Passion Diaper
|[Stage] - Demon Sea Aria - 7 Hours Left
|[Boss] - Turmeric of the Phoenix Clan
|[Description]
|\- You gonna finish that?

+-----+
|[Item] - Atomic Core
|[Stage] - Demon Sea Aria - 6 Hours Left
|[Boss] - Cyberclops
|[Description]
|\- 300 megatons of fun. Ready, ladies?

+-----+
|[Item] - Guiltless Gear
|[Stage] - Demon Sea Aria - 5 Hours Left
|[Boss] - Cyberclops
|[Description]
|\- Has nothing to feel bad about.

+-----+
|[Item] - Pickled Pendant
|[Stage] - Death's Watchtower - 5 Hours Left
|[Boss] - Morgan
|[Description]
|\- Skulls are great brain food.

+-----+
|[Item] - Loaded Dice
|[Stage] - Demon Sea Aria - 10 Hours Left
|[Boss] - Bok Choy
|[Description]
|\- Smashed kneecaps REALLY hurt.

+-----+
|[Item] - Papa's Choice Banana
|[Stage] - Demon Sea Aria - 9 Hours Left
|[Boss] - Cardamon
|[Description]
|\- Rich, full, curved delight.

+-----+
|[Item] - Monster Shake
|[Stage] - Demon Sea Aria - 8 Hours Left
|[Boss] - Cardamon
|[Description]
|\- Mister Shake...? Major Shake...?

+-----+
|[Item] - Passion Diaper
|[Stage] - Demon Sea Aria - 7 Hours Left
|[Boss] - Turmeric of the Phoenix Clan
|[Description]
|\- You gonna finish that?

+-----+

|[Item] - Atomic Core
|[Stage] - Demon Sea Aria - 6 Hours Left
|[Boss] - Cyberclops
|[Description]
|\- 300 megatons of fun. Ready, ladies?

+-----+
|[Item] - Guiltless Gear
|[Stage] - Demon Sea Aria - 5 Hours Left
|[Boss] - Cyberclops
|[Description]
|\- Has nothing to feel bad about.

+-----+
|[Item] - Dragon Brain Jam
|[Stage] - Magma Hideout - 10 Hours Left
|[Boss] - Lee-Shang Long
|[Description]
|\- Still better than vegimite.

+-----+
|[Item] - Dragon Kibble
|[Stage] - Magma Hideout - 9 Hours Left
|[Boss] - Hoshikage
|[Description]
|\- Breathe fire, Fido! Breathe fire!

+-----+
|[Item] - Rice Boat
|[Stage] - Magma Hideout - 8 Hours Left
|[Boss] - Hoshikage
|[Description]
|\- Invades mouths and pillages hunger.

+-----+
|[Item] - Stank Dragon Drool
|[Stage] - Magma Hideout - 7 Hours Left
|[Boss] - Hoshikage
|[Description]
|\- Useful if you need to vomit.

+-----+
|[Item] - Dragon Nose Hair
|[Stage] - Magma Hideout - 6 Hours Left
|[Boss] - Lee-Shang Long
|[Description]
|\- Hard as titanium. Tough to trim

+-----+
|[Item] - Squid-on-a-Stick
|[Stage] - Magma Hideout - 5 Hours Left
|[Boss] - Tsukikage
|[Description]
|\- Plus a frosty can of crab juice.

+-----+
|[Item] - Cardboard Box
|[Stage] - Moab Fortress - 10 Hours Left
|[Boss] - Moab
|[Description]
|\- High in fiber, but quite tasteless.

+-----+
|[Item] - Taiyaki Tail
|[Stage] - Moab Fortress - 9 Hours Left
|[Boss] - Moab
|[Description]
|\- Is YOUR breadfish filled with beans?

+-----+

|[Item] - Mochi of Despair
|[Stage] - Moab Fortress - 8 Hours Left
|[Boss] - Moab
|[Description]
|\- The most depressing snack ever.

+-----+
|[Item] - Caramelo Explosivo
|[Stage] - Moab Fortress - 7 Hours Left
|[Boss] - Moab
|[Description]
|\- Brings new meaning to lolliPOP!

+-----+
|[Item] - Passion Seed
|[Stage] - Moab Fortress - 6 Hours Left
|[Boss] - Turmeric of the Phoenix Clan
|[Description]
|\- Lots of protein, but hard to swallow.

+-----+
|[Item] - Choc-in-a-Box
|[Stage] - Moab Fortress - 5 Hours Left
|[Boss] - Moab
|[Description]
|\- The 2nd best thing to get in a box.

+-----+
|[Item] - Extra's Tears
|[Stage] - Chapter 1: Who's the Hero?
|[Boss] - Asagi
|[Description]
|\- My mom thinks I'm special!

+-----+
|[Item] - Heroism for Dummies
|[Stage] - Chapter 2: Where Am I?
|[Boss] - Asagi
|[Description]
|\- Because what else is left?

+-----+
|[Item] - Burnt Hero Pie
|[Stage] - Chapter 3: Counselor's Office?
|[Boss] - Asagi
|[Description]
|\- Tastes like apples and failure.

+-----+
|[Item] - Golden Ice Cream Sammich
|[Stage] - Chapter 4: What Am I Missing?
|[Boss] - Asagi
|[Description]
|\- Just what it sounds like.

+-----+
|[Item] - Dirty Tricks!
|[Stage] - Chapter 5: Master the Self
|[Boss] - Asagi
|[Description]
|\- A Cheater's Guide: Asagi, noooo!

+-----+
|[Item] - Martial Key
|[Unlock] - Get 70 Lucky Idols
|[Description]
|\- Your ticket to the Martial Tower.

+-----+
|[Item] - Devil's Deal

```
|[Unlock] - Get 100 Lucky Idols
|[Description]
|\- Time to renegotiate the contract!
```

```
+-----+
/-----+
 \ ~ Records ~ \ - [X.c]
  +-----/
```

Throughout the game you will find records hidden in the stages, records you collect will be added to your collection and you will be able to listen to them whenever you want, providing you've unlocked the Music Player NPC from the (location above^). When you beat the game and start a New Game+ you will also be able to select a record to be played as your BGM for stages.

Below are the locations of the various records:

```
+-----+
|BGM 01 - Prinny Action
|Stage: N/A
|How to Get: Collect 20 Lucky Dolls
```

```
+-----+
|BGM 02 - Nest Of The Holy
|Stage: N/A
|How to Get: Collect 10 Lucky Dolls
```

```
+-----+
|BGM 03 - 1st Impression
|Stage: N/A
|How to Get: Collect 30 Lucky Dolls
```

```
+-----+
|BGM 04 - Dance With Me
|Stage: N/A
|How to Get: Collect 60 Lucky Dolls
```

```
+-----+
|BGM 05 - Green Labyrinth
|Stage: High Tome Forest - Evening
|How to Get: Underneath the third checkpoint, go to the carpet right before
|the checkpoint and jump down, it'll be to the right.
```

```
+-----+
|BGM 06 - Tower of Ice
|Stage: Death's Watchtower - Dusk
|How to Get: Go through the stage until you reach the scarecrow with the
|'Danger' sign, then go to the right edge of the platform the scarecrow is
|on and it'll be right below you, fall down and jump to it.
```

```
+-----+
|BGM 07 - Leaden Roulette
|Stage: Magma Hideout - Morning
|How to Get: Go through the stage until you get to the scarecrow with the
|'Danger' sign at the end of the stage, go to the left end of the platform
|its on and fall down, there will be a ledge far below on the right with the
|record on it, careful of the Genin hanging from the wall above it.
```

```
+-----+
|BGM 08 - Brave Heart
|Stage: Moab Fortress - Noon
|How to Get: Before the hill leading to the boss gate, go to the first of
|the two tan Idol Buckets at the end of the stage, destroy the tan Idols and
|jump from their platform to the wooden platform above, from there jump and
|bounce off the Gargoyle and onto another wooden platform above him, then
|continue up bouncing off the next three Gargoyles and then jump to the
|Magic Carpet with the record.
```

```
+-----+
|BGM 09 - Sweets Palace
```

|Stage: Sweet Palace
|How to Get: At the final boss gate of the stage (after Hoshikage) its high
|above the boss gate, use the nearby tan Idol Bucket to bounce up to it.

+-----+
|BGM 10 - Dark Soul

|Stage: Black Dessert Desert

|How to Get: After the third checkpoint on top of the wall that the
|Gargoyles are on.

+-----+
|BGM 11 - Nobody Knows

|Stage: Martial Tower

|How to Get: Above checkpoint eight, bounce off the tan Idols to the left to
|get to it.

+-----+
|BGM 12 - Going My Way

|Stage: Martial Tower

|How to Get: Above you when you start, can't miss it.

+-----+
|BGM 13 - Flying Chorus

|Stage: Martial Tower

|How to Get: Follow the path after checkpoint three, bounce your way up the
|wall with the Gargoyles, keep going until you get to three Druids lined up
|vertically, bounce your way up and its above the highest of the three. The
|Druids are right before checkpoint four.

+-----+
|BGM 14 - Last Celebration

|Stage: Martial Tower

|How to Get: After the Final checkpoint (12th) continue along the path
|towards the finish until you come across the Shadow Master (Ninja) the
|record is in the middle of the hole right past him.

+-----+
|BGM 15 - Night At the Opera

|Stage: N/A

|How to Get: Collect 40 Lucky Dolls

+-----+
|BGM 16 - Beyond the Aurora

|Stage: Aged Sage Altar

|How to Get: Above the CHEFBOT-9000.

+-----+
|BGM 17 - Makai Casino

|Stage: Demon Sea Aria - Dawn

|How to Get: When you get to the tan Dolls after the line of Ghost Fruits
|(right after the second checkpoint), jump up and bounce off them to get to
|a platform placed high above the ground, follow the path up from that
|platform and it'll be on a cloud at the end of the path.

+-----+
|BGM 18 - Monster Beat

|Stage: Sweet Garden

|How to Get: After the fourth checkpoint, above a Trigoyle, theres a
|Succubus flying near the Trigoyle and Zombies under it.

+-----+
|BGM 19 - Breakdown

|Stage: Martial Tower

|How to Get: After checkpoint ten continue through the level until you reach
|the long path going up where you bounce back and forth on the Gargoyles,
|near the end of the path of gargoyles, its above the one at the top of them
|on the right. Its directly below checkpoint eleven.

+-----+
|BGM 20 - Heartfull Time

|Stage: Asagi Chapter 4

```

|How to Get: Above the third Trigoyle right after the second checkpoint.
+-----+
|BGM 21 - Witch Walking
|Stage: Asagi Stage 2
|How to Get: Way up above the boss gate, bounce off the tan Idols to reach
|it.
+-----+
|BGM 22 - Hello! My Dream
|Stage: Asagi Chapter 6
|How to Get: Take the path below the third checkpoint and go through the
|tower entrance, its above a sleeping Orc, the jumps to get to the tower
|entrance are a little tricky though.
+-----+
|BGM 23 - Asagi Metamorphose
|Stage: N/A
|How to Get: Collect 120 Lucky Dolls
+-----+
|BGM 24 - Modern Girl
|Stage: Nethergrasslands - Midnight
|How to Get: Get on top of the tower on the left of the third checkpoint,
|then jump down to the right and bounce off of the Trigoyle and then land on
|the carpet, then follow the path across the next few carpets and you'll
|find it.
+-----+
|BGM 25 - Ganbare Onna No Ko
|Stage: N/A
|How to Get: Collect 50 Lucky Dolls
+-----+
|BGM 26 - You Go Girl
|Stage: Asagi Chapter 7
|How to Get: Above the tank near the end of the stage, use the tan Idols
|that are below and to the left to bounce up to it, its just a bit above the
|Sundae above the Gear Metal Tank.
+-----+
|BGM 27 - Footsteps of a Demon
|Stage: Asagi Chapter 5
|How to Get: Get to the platform high above the flying vehicle and it'll be
|right above the three Sundaes next to the Archer.
+-----+
|BGM 28 - The Great Wilder
|Stage: N/A
|How to Get: Collect 90 Lucky Dolls
+-----+
|BGM 29 - Ode to Laharl
|Stage: N/A
|How to Get: Collect 80 Lucky Dolls
+-----+
|BGM 30 - Etna Rock
|Stage: N/A
|How to Get: Collect 110 Lucky Dolls
+-----+

```

```

/-----+
\ ~ Lucky Doll Unlockables ~ \ - [X.d]
+-----/

```

As you collect Lucky Dolls you'll unlock Secrets in the game. With every ten Dolls you collect you'll unlock a bigger prize such as new music or a secret stage.

Secrets Files:

Secret files are additional pages for the Bestiary (accessed by speaking with the data manager). Most Secret Files are collected by destroying enemies, most enemies have a chance to drop their secret files upon defeat. The Files obtained from the lucky professor are usually for inanimate objects or invincible enemies.

Here's the list:

- [002] Secret File - Data Manager
- [004] Secret File - Gargoyle
- [006] Secret File - Headjuggler
- [008] Secret File - Damien
- [010] BGM 02 - Nest Of The Holy
- [012] Secret File - Trigoye
- [014] Secret File - Flan
- [016] Secret File - Gear Metal YAY
- [018] Secret File - Gourmet Orge
- [020] BGM 01 - Prinny Action
- [022] Secret File - Magic Carpet
- [024] Secret File - Revive Point
- [026] Secret File - Atonement Point
- [028] Secret File - Cardamon
- [030] BGM 03 - 1st Impression
- [032] Secret File - Save Manager
- [034] Secret File - Beholder
- [036] Secret File - Shortcake
- [038] Secret File - Basil
- [040] BGM 15 - Night At The Opera
- [042] Secret File - King Corn
- [044] Secret File - Bok Choy
- [046] Secret File - Professor Lucky
- [048] Secret File - Chervil
- [050] BGM 25 - Ganbare Onna No Ko
- [052] Secret File - Morgan

[054] Secret File - Turmeric

[056] Secret File - Replay Manager

[058] Secret File - Tutorial Manager

[060] BGM 04 - Dance With Me

[062] Secret File - Lucky Doll

[064] Secret File - TX-6 Jumpstart

[066] Secret File - Parfait

[068] Secret File - Anise

[070] Secret Item - Martial Key*

*Talk to the Dimension Guide to access the Martial Tower Secret Stage.

[072] Secret File - Scarecrow

[074] Secret File - Music Manager

[076] Secret File - Cyberclops

[078] Secret File - Kim

[080] BGM 29 - Lord Laharl's Hymn

[082] Secret File - CX-3 Hellyes

[084] Secret File - Darth Moab

[086] Secret File - Dimension Guide

[088] Secret File - Lee-Shang Long

[090] BGM 28 - The Great Wilder

[092] Secret File - Popsicle

[094] Secret File - CHEFBOT-9000

[096] Secret File - Chi

[098] Secret File - Sir Sweet

[100] Secret Boss - Devil's Deal*

*Used to fight Etna, go to Etna's room and pick "Fight" to start the battle.

[102] Secret File - Hoshikage

[104] Secret File - Asagi

[106] Secret File - Prinny

[108] Secret File - Etna

[110] BGM 30 - Etna Rock

[112] Secret File - Runaway Manager

[114] Secret File - Prinny Laharl

[116] Secret File - Prinny Baal

[118] Secret File - Prinny Asagi

[120] BGM 23 - Asagi Metamorphose

```
/-----+
 \ ~ Orbs ~ \ - [X.e]
 +-----/
```

Orbs are found throughout the stages of the game and they provide you with new NPCs in town. Whenever you find an Orb you need to go to the town and talk with the Spirit of the same color as the Orb. The locations of the orbs and a brief description of what the unlocked NPC does are listed below.

```
+-----+
|Save Orb - Blue|
+-----+
|Stage:|
|Opening Stage|
|
|Location:|
|You get it from the boss of the opening stage after winning.|
|
|Unlock:|
|Save Manager - Lets you save your progress.|
+-----+
|Music Orb - Purple|
+-----+
|Stage:|
|Sweet Palace - Stage 8|
|
|Location:|
|After the third boss, the Skull Dragon Duo, just walk forward and you'll|
|see it, its in between two blocks and you have to bounce off some Gargoyles|
|with the Hip Pound to reach it.|
|
|Unlock:|
|Music Manager - Lets you listen to records you've collected. Also lets you|
|adjust stage music on a New Game+.|
+-----+
|Data Orb - Green|
+-----+
|Stage:|
|Tutorial Stage 2|
|
|Location:|
|To the left of the first scarecrow holding a "!" sign, use a Dash Jump to|
|get it.|
|
|Unlock:|
|Data Manager - Lets you see records of everything you've done and seen,|
|such as: Stage Times, Awards collected, Ingredients, and a Bestiary.|
+-----+
|Lucky Orb - Red|
+-----+
|Stage:|
```

|Tutorial Stage 2

|Location:

|Second checkpoint, Wait for the Mothman to get close to the checkpoint then
|bounce off the Mothman and jump to the platform above.

|Unlock:

|Proffesor Lucky - Lets you see the Lucky Dolls you've found and what you
|can unlock with them.

+-----+
|Runaway Orb - Black

+-----+
|Stage:

|Tutorial Stage 2

|Location:

|End of the Stage, bounce off the Imp above the checkpoint, the orb is
|hanging in the air.

|Unlock:

|Runaway Manager - Allows you to start the game over from the beginning
|while keeping all your records and awards from the previous file.

+-----+
|Dimension Orb - Yellow

+-----+
|Stage:

|Candy Desert - Stage 7

|Location:

|Fall to the ground after the fire skulls in the beginning of the stage,
|follow the path and it'll be behind a gargoye.

|Unlock:

|Dimensional Guide - Allows you to revisit stages you've beaten.

+-----+
|Replay Orb - White

+-----+
|Stage:

|Tutorial Stage 2

|Location:

|After the flying carpet that passes though the row of food, when next to
|the scarecrow right after the carpet double jump to your left then dash
|jump to the right and you'll see it.

|Unlock:

|Replay Manager - Allows you to record replays of stages and boss fights.

+-----+
| XII. Credits | - [XII.]
+-----/

Well thats all folks, I still have a ton of work to do so check back often.
Thanks for checking out my first complete Walkthrough, hope it helped.

Thanks to:

5shadows - For telling me that the "Secret Fairies" unlocked with Dolls were
actually "Secret Files", also for helping with a few record locations.

Marioak - For telling me what records you unlock from the Lucky Dolls.

ZeroBlitz - Compiled a list of most of the Awards

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Wave_Assault - For confirming that you get the superstar girlfriend award by getting all the other awards.

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Thanks to Nippon Ichi Software for making such an addicting (and hard) game.

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