

Prinny: Can I Really Be The Hero?

Collectible Item Guide

by RyuKage2007

Updated to v2.0 on Mar 5, 2009

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/-----+
|~                Prinny: Can I Really Be the Hero?                ~|
| ~                Collectible Items Guide V.2.0                    ~ |
|~                Created by RyuKage2007                            ~|
+-----/
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/-----+
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/-----+
| I. Introduction | - [I.]
+-----/
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Guide Is Complete - March 5th, 2009

This is my first guide so go easy on me ^.^; First a little intro of me.
My name is Zach, I play a ton of games and I'm going into game development
(working on my degree right now). I play a lot of games and in most of them

I try to get every possible thing in the game and when I get to the point where no matter where I look I can't find that last little thing I come to GameFAQs where I can find an amazingly detailed guide for the game. So since I use the guides here so much I figured why not pay back the community with a shot at a guide.

To navigate through the guide easier just press ctrl + F and enter the key across from the spot you're looking for.

Ex. to get to the Lucky Doll section enter:

[V.] into the find box.

This guide is for the game "Prinny: Can I really be the Hero?" which i've been playing since the release of the japanese demo :). The game is an action platformer and a spin-off of the Disgaea series, if you haven't heard of Disgaea you should really check it out before playing this game. This guide is to help you collect the various special items in the game, such as the Lucky Dolls, Orbs, Records, Awards, Torn Letters, etc.

Here are some basics for the game and what I'll be refering to them as:

~Slash~ [Square]

Basic Attack, press it over and over... and over

~Jump~ [X, X in the air to Double Jump]

Kinda obvious but I'm listing it anyway

~Hip Pound~ [Down + X (In the Air)]

Can be used to bounce off of and stun enemies

~Prinny Dance~ [Hold Circle]

Pick a direction and run, Invincible when spinning but you can't spin forever, eventually you'll stop and then you're a sitting duck for the next couple seconds

~Dash Jump~ [X while Dashing]

Use the Prinny Dance to get running and jump, simple, no?

~Prinny Barrage~ [Square (In the Air)]

Same as Slash but in the Air, a bit more powerful though

~Slide~ [Down while Dashing]

Makes you slide across the ground, good for avoiding enemies, you're invincible when you slide, try using it when going down a steep hill :)

~Prinny Bomb~ [R + Square]

Secret Skill gotten by losing all your lives and starting over with a New Game+, careful cause it constantly drains your lives.

~Prinicide~ [R + L + x]

Kills your Prinny, not the most practical skill but its useful if you need to get back to the checkpoint, or if the stress is getting to you and you just wanna see something explode :)

Also, I've given the different hours of the day names to make things easier:

10 Hours left - Dawn

9 Hours left - Morning

8 Hours left - Noon

7 Hours left - Evening

6 Hours left - Dusk

5 Hours left - Midnight

```
/-----+
| 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, Neoseeker, Super Cheats, GamersHell, GamesRadar, and CheatPlanet, 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.
Email: shadowlink2007@yahoo.com
GameFAQs ID: RyuKage2007

And if you want to check out some of my Boss Fights in Prinny:
<https://www.youtube.com/user/RyuKage2007>

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

--\ Version History /--

Version 2.0

- * Most likely the final version of this guide, any other updates will just be small fixes and such.
- Collection list added
- Fixed a few minor mistakes

Version 1.9

- Minor update

Version 1.8

- Added a Mini-Guide with the locations of all the Torn Letters
- Fixed a few names for attacks :P
- Added two new sites to the Allowed sites list (GamesRadar & CheatPlanet)

Version 1.7

- Minor update

Version 1.6

- Added Complete Awards list
- Fixed two Record Locations

Version 1.5

- Minor update

Version 1.4

- Lucky Doll Unlockable list is now complete

- Fixed two Lucky Doll Locations

Version 1.3

- Minor update

Version 1.2

- Record Locations added
- Added shortcuts for easy navigation
- Fixed some minor things in Orb & Lucky Doll locations
- Added Stage Descriptions and fixed names
- Fixed the names of a lot of enemies and changed the Lucky Idols to their name in the english version, Lucky Dolls

Version 1.1

- Minor update

Version 1.0

- Lucky Doll Unlockable list nearly complete
- Orb Locations Complete
- Doll Locations Complete

```
/-----+
| V. Lucky Dolls Locations | - [V.]
+-----/
```

Lucky Dolls are a type of monster found throughout the game. To make them appear you have to Hip Pound certain spots in the stage. There are only three Lucky Dolls per stage. When you find one, stun it, they will run the second you get near them so you either have to stun it or kill it quick cause they may run right off the edge. Some of them are easy to find but others are hidden in pretty creative spots. When you hit the ground throughout the stage listen for the distinct noise the make when they pop up. When you destroy a Lucky Doll you will get 2000 points and it will be replaced by a little zombie version that won't add to your collection when defeated but will still give you 2000 points. To find the Lucky Dolls just go to the spots I've listed and pound the ground.

There are no Lucky Dolls in Asagi Mode or Martial Tower.

```
/-----+
\ Tutorial Stages 2 - Lucky Doll Locations \ - [V.a]
+-----/
/-Description-/
```

A revamped version of the tutorial stage that includes many hidden items.

[Total Dolls - 3]

[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.

```
/-----+
\ Nethergrasslands - Lucky Doll Locations \ - [V.b]
+-----/
/-Description-/
```

"Located north of the Prinny Base, the serene scenery turn deadly late at night. It's ruled over by a voracious beast, the Gourmet Ogre."

[Total Dolls - 18]

+-----+
| Nethergrasslands - Dawn |
+-----+

[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.

+-----+
| Nethergrasslands - Morning |
+-----+

[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.

+-----+
| Nethergrasslands - Noon |
+-----+

[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.

+-----+
| Nethergrasslands - Evening |
+-----+

[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.

+-----+
| Nethergrasslands - Dusk |
+-----+

[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.

+-----+
| Nethergrasslands - Midnight |
+-----+

[1]Really easy, start the stage and... 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.

```
/-----+
 \ High Tome Forest - Lucky Doll Locations \ - [V.c]
  +-----/
```

/-Description-/

"They say all the knowledge of the Netherworld is hidden in the depths of the forest and protected by many demons, as well as... The Twins."

[Total Dolls - 18]

```
+-----+
 | High Tome Forest - Dawn |
 +-----+
```

[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.

```
+-----+
 | High Tome Forest - Morning |
 +-----+
```

[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.

```
+-----+
 | High Tome Forest - Noon |
 +-----+
```

[1]Behind the log to the right of the first checkpoint.

[2]Behind the Painter Bucket on the platform after the second checkpoint.

[3]Next to the scarecrow with the 'Danger' sign near the end of the stage.

```
+-----+
 | High Tome Forest - Evening |
 +-----+
```

[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.

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

+-----+

[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.

+-----+

| High Tome Forest - Midnight |

+-----+

[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.

/-----+

\ Death's Watchtower - Lucky Doll Locations \ - [V.d]

+-----/

/-Description-/
"Once used as an execution site for criminals, burdened souls still wander here. Abrupt height changes only make things more treacherous."

[Total Dolls - 18]

+-----+

| Death's Watchtower - Dawn |

+-----+

[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.

+-----+

| Death's Watchtower - Morning |

+-----+

[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.

+-----+

| Death's Watchtower - Noon |

+-----+

[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.

+-----+

| Death's Watchtower - Evening |

+-----+

[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.

+-----+
| Death's Watchtower - Dusk |
+-----+

[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]"

+-----+
| Death's Watchtower - Midnight |
+-----+

[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.

/-----+
 \ Demon Sea Aria - Lucky Doll Locations \ - [V.e]
 +-----/
 /-Description-/
"This floating casino above the Demon Sea sinks into the water during the day. So pay attention to when you go. And beware Bok Choy's personal guard!"

[Total Dolls - 18]

+-----+
| Demon Sea Aria - Dawn |
+-----+

[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.

+-----+
| Demon Sea Aria - Morning |
+-----+

[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.

+-----+

| Demon Sea Aria - Noon |

+-----+

[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 stairs leading to the boss gate.

+-----+

| Demon Sea Aria - Evening |

+-----+

[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.

+-----+

| Demon Sea Aria - Dusk |

+-----+

[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.

+-----+

| Demon Sea Aria - Midnight |

+-----+

[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.

/-----+

\ Magma Hideout - Lucky Doll Locations \ - [V.f]

+-----/

/-Description-/
"The ninja hideaway ruled over by the female ninja Hoshikage, or 'Star Shadow'.
Also sheltered within is the great dragon, Lee-Shang Long."

[Total Dolls - 18]

+-----+

| Magma Hideout - Dawn |

+-----+

[1]Wow, another 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.

+-----+
| Magma Hideout - Morning |
+-----+

[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.

+-----+
| Magma Hideout - Noon |
+-----+

[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.

+-----+
| Magma Hideout - Evening |
+-----+

[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.

+-----+
| Magma Hideout - Dusk |
+-----+

[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.

+-----+
| Magma Hideout - Midnight |
+-----+

[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.

/-----+
 \ Moab Fortress - Lucky Doll Locations \ - [V.g]
 +-----/

/-Description-/
"

This huge fortress where the Moab Army makes its home is fraught with interweaving paths. It's tough, but at least the challenge is the same day or night."

[Total Dolls - 18]

+-----+
| Moab Fortress - Dawn |
+-----+

[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.

+-----+
| Moab Fortress - Morning |
+-----+

[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.

+-----+
| Moab Fortress - Noon |
+-----+

[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.

+-----+
| Moab Fortress - Evening |
+-----+

[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.

+-----+
| Moab Fortress - Dusk |
+-----+

[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.

```
+-----+
| Moab Fortress - Midnight |
+-----+
```

[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.

```
/-----+
 \ Black Dessert Desert - Lucky Doll Locations \ - [V.h]
  +-----/
 /-Description-/
```

"This area turned to desert after Sir Sweet used up all the water making his confections. Watch out for the roving Desert Pirates in this scorching stage!"

[Total Dolls - 3]

[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.

```
/-----+
 \ Sweet Palace - Lucky Doll Locations \ - [V.i]
  +-----/
 /-Description-/
```

"Many powerful warriors have gathered at Sir Sweets's personal retreat to vie for the Ultra Dessert. This stage isn't as difficult as you might think."

[Total Dolls - 3]

[1]At the right edge of the first platform.

[2]In the third area (after the second boss), on the platform next to the flying carpet that is going up and down.

[3]After the Nekomata Boss (the cat girl) go right one platform and then to the platform above you on the left.

```
/-----+
 \ Sweet Garden - Lucky Doll Locations \ - [V.j]
  +-----/
 /-Description-/
```

"This land has a difficulty befitting its status as the Final Stage. Take back what's rightfully yours from Sir Sweet before all the prinnies perish!"

[Total Dolls - 3]

[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.

If you ever have any trouble finding an Lucky Doll in the area I listed then just send me an email and I'll make a more detailed description, or fix it in the case that its wrong (if its a really hard to find one I might just link a screenshot).

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/-----+  
| VI. Doll Unlockables List | - [VI.]  
+-----/
```

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 speking 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 usaully for inanimate objects or invincible enemies.

Heres 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 - Trigoyle

[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 choose "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

/-----+
| VII. Orb Locations | - [VII.]
+-----/

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: |

|Professor 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 gargoyle.
|
|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 at certain points in the game.
+-----+

/-----+
| VIII. Record Locations | - [VIII.]
+-----/

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
+-----+
```

```
/-----+
| IX. Awards List | - [IX.]
+-----/
```

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 at least 2 Hell's Finest Stages.
|That all you got?
+-----+
```

```
|Silver Satan
|[Explanation]
|Earned by a warrior who makes no mistakes in at least 3 Hell's Finest Stages.
|It's okay, I guess.
+-----+
```

```
|Gold Ghoul
|
```

|[Explanation] |
|Earned by a warrior who makes no mistakes in at least 4 Hell's Finest Stages. |
|Okay, I get it. |

|True Overlord |
|[Explanation] |
|Earned by a warrior who makes no mistakes in at least 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"

At the moment I do not know how to unlock this reward, if you know please email me and let me know, I assume you need to get all of the other awards though.

"Ultimate Warrior"

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

"Bronze Baddie" - "True Overlord"

You must finish storyline stages in Hell's Finest without dieing to recieve these awards, it won't count if you go to stages through the Dimension Guide.

```
/-----+
| X. Collection List | - [X.]
+-----/
```

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 their own already. Enjoy:

```
+-----+
|[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
```



```

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

```

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.

[X.3] - Torn Letter #3

Time: 8 Hours Left

Letter Description: "Anyway, have fun this summer."

```

+=====+
|                                     |Key:                    |
|                                     +-----+                |
|                                     |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.

[X.4] - Torn Letter #4

Time: 7 Hours Left

Letter Description: "My days as a cameo are over!"

```

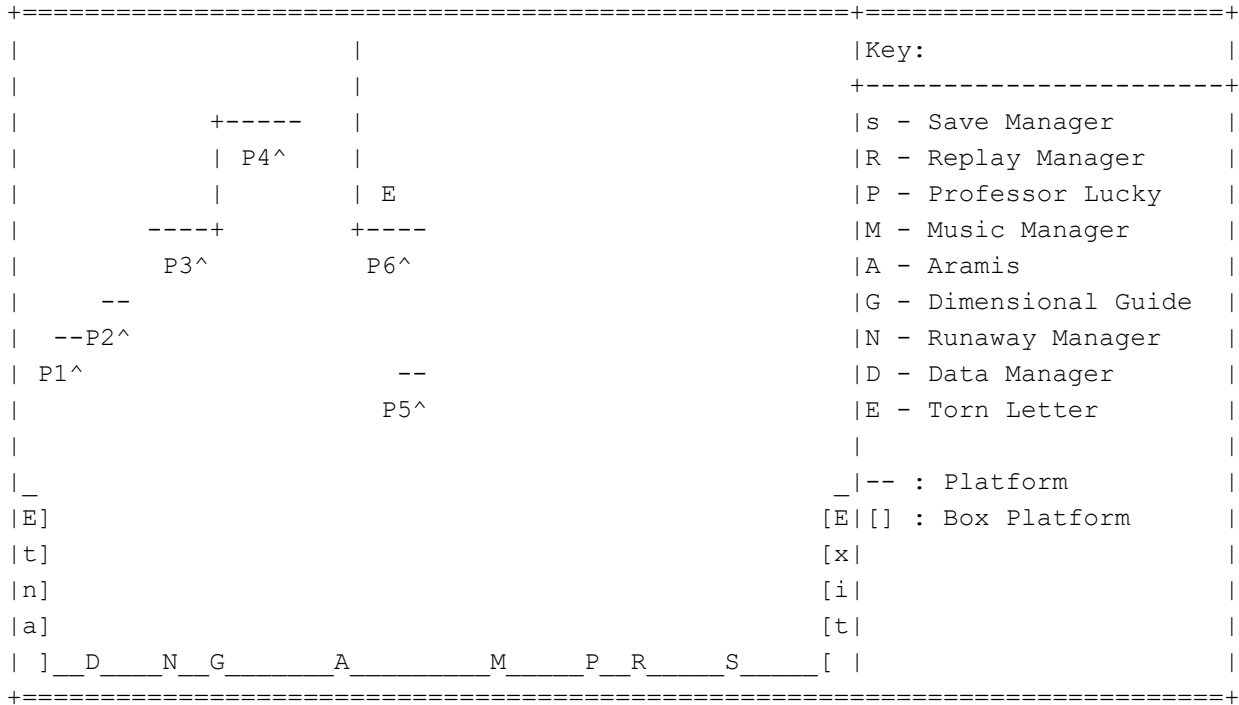
+=====+
|                                     |Key:                    |
|                                     +-----+                |
|                                     |s - Save Manager       |
|                                     |R - Replay Manager     |
|                                     ----          |
|P - Professor Lucky |

```


[X.6] - Torn Letter #6

Time: 5 Hours Left

Letter Description: "I knew it would happen someday."



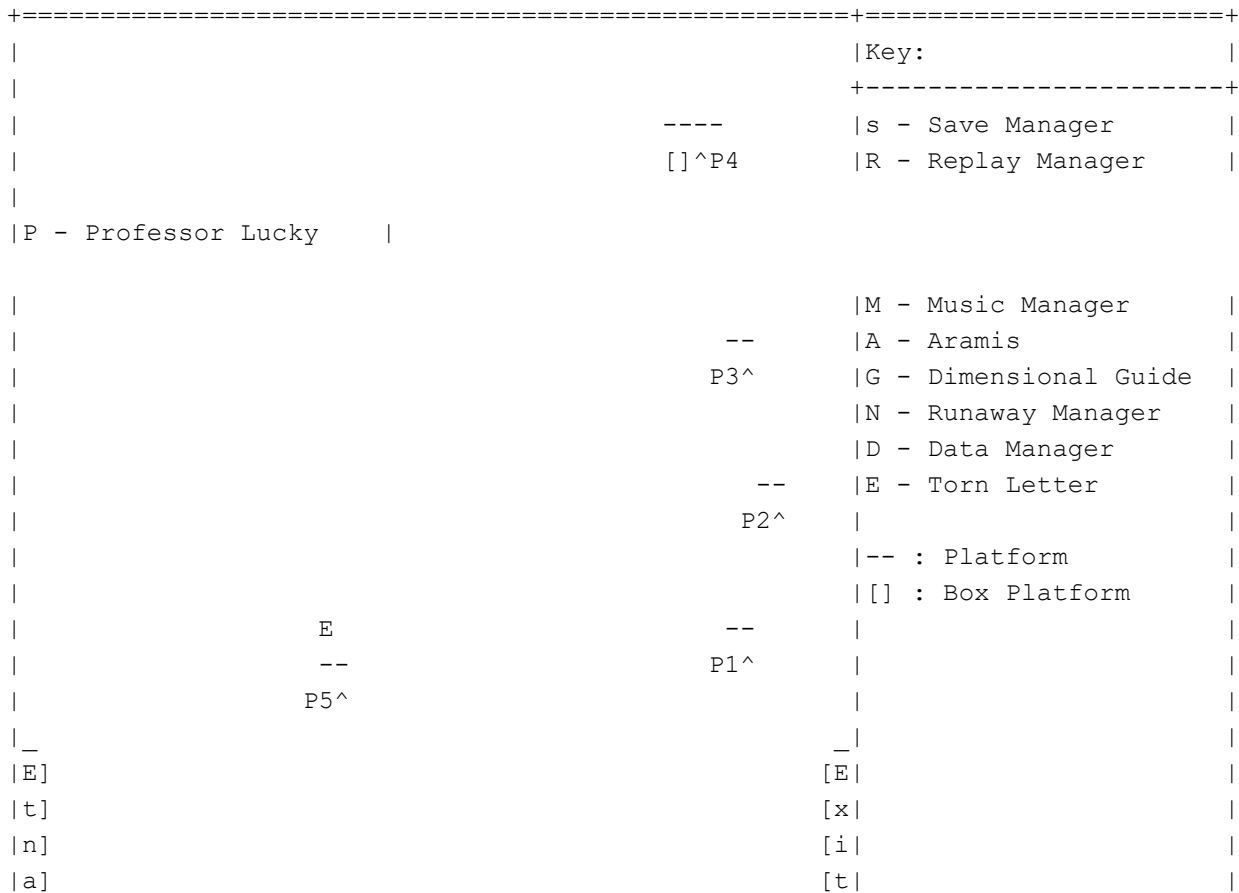
Explanation: About the same as before:

- [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.

[X.7] - Torn Letter #7

Time: 4 Hours Left

Letter Description: "I'm finally the hero in a game!"




```

|                                     |
|_                                   _|
|E]                                 [E|
|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=qRz6BytThcA>
(second part of the video)

For those curious, this is the complete letter:

```

/~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~\
\Summer Greetings! /
/ /
\Summer's here and boy is it hot! I hope everyone's doing well. I'm finally/
/the hero in a game! I knew it would happen someday. But I'm just so happy!\
\My days as a cameo are over! Anyway, have fun this summer. But don't get /
/TOO much sun! \
\ /
/Yours Truly, - XOXO \
\~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~/

/-----+
| 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 guide, 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

NekoShogun - Specific description for BGM 14's location

zeik56, Jamic77, & Kurosh - For pointing out some errors in the guide

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

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