

Ihatovo Monogatari (Import) FAQ/Walkthrough

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Ihatovo Monogatari

Ihatovo Story

(c) HECTOR 1993

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GUIDE

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VERSION HISTORY

v1.0 (09/24/03) - Initial release.

***I added about the game.

About the game

Kenji Miyazawa's fairy tales become the source as you search for Kenji's forgetting "seven notebooks" while traveling in the utopia "Ihatovo." It is like an RPG, but the content is a true adventure game where collecting information becomes the center.

Ihatovo City Area

Go to the upper left area to the Rasuchijin Association's house, and speak to the man who is walking back and forth. Choose yes to his question. Then, speak to Faselos who is on the same floor with the man. Leave Ihatovo City Area, and go east to Fire Stone Forest.

Chapter 1: The Fire Stone

Fire Stone Forest

Go to the far upper right side of the forest, and choose yes to pick up the flowers called lily of the valley. Go to the lower left side of the forest, and go inside of the cave. Press the Y button or the select button to show the menu to highlight the lily of the valley, then press the A button and choose yes to the question. Press the A button again to put the lily of the valley into the vase. When the lily of the valley makes a noise, Horagama sensei appears. Go and speak to Horagama-sensei three times. Then leave the forest, and return back to Ihatovo City Area.

Ihatovo City Area

Go to the Rasuchijin Association's house, and speak to Faselos. Go to the Poet's house (the middle one) in the lower left area, and speak to the Poet who will give you the poetical works. Leave and return back to Fire Stone Forest.

Fire Stone Forest

Go and speak to Horagama-sensei. Press the Y button or the select button to show the menu to highlight the poetical works, then press the A button and choose yes to the question. Press the A button again to give Horagama sensei the poetical works. Then Horagama-sensei will give you the small shrine key.

Go to the center of the forest where the small shrine is at. Press the Y button or the select button to show the menu to highlight the small shrine key, then press the A button and choose yes to the question. Press the A button again to use the small shrine key to open the door which is locked. Go inside and speak to the Fox. Then search the treasure chest, and choose yes to the question to get the fire stone. Go back to Horagama sensei, and ask him about the seal on the fire stone. Then, Horagama sensei will tell you the story of Homoi. Then, go to the far right side of the forest. Press the Y button or the select button to show the menu to highlight the fire stone, then press the A button and choose yes to the question. Press the A button again to hold up the fire stone to the monument, and the spirit of Homoi, the general of animals, will appear. After Homoi finishes speaking, chapter 1 ends, and the man returns back to Ihatovo City Area.

Chapter 2: The Leader Kairo

Ihatovo City Area

Leave Kenjinton Hotel, and go to the Rasuchijin Association's house. Speak to the man who is walking back and forth. Leave, and go east to Ant Flower Garden.

Ant Flower Garden

Go into the hole that is on the left which will take you to the ant's house, and speak to the Queen Ant. Leave, and return back to Ihatovo City Area.

Ihatovo City Area

Go to the far upper right area to the Leader Kairo's shop. After speaking to the big leopard frog the Leader Kairo twice, go to Ihatovo City Office which is on the left side near the north entrance, and speak to Leono Kyuusuto. Then go to the lower right area to the Agricultural School. Go inside of the schoolyard. Go to the tree that is in the lower left corner, and search the tree's root. Choose yes to pick up the shelf fungus. Go back to the shop, and speak to the Leader Kairo. Press the Y button or the select button to show the menu to highlight the shelf fungus, then press the A button and choose yes to the question. Press the A button again to give the Leader Kairo the shelf fungus. The Leader Kairo gives you the Peacock Sign Notebook which is the first volume of Kenji Miyazawa's seven notebooks, and chapter 2 ends. After the Leader Kairo leaves heading to a foreign country, the man returns back to Ihatovo City Area.

Chapter 3: Kenju Park Forest

Ihatovo City Area

Leave Kenjinton Hotel, and go to the Cat Office which is near the north entrance. Speak to the Oven Cat. Leave, and go northeast of Ihatovo City Area to Kenju's House.

Kenju's House

First, go inside of the house on the left near the entrance, and speak three times to Kenju's mother, then go outside of the house, and speak three times to Kenju's father who is digging in the garden nearby the left side of the house, then speak twice to Kenju's elder brother who is outside of the house planting seeds in the garden, and finally speak to the boy Kenju who is standing by himself in the upper right area. Now, go to the house (the top one) in the upper left area, and speak twice to the old woman. Then, go to

the house (the bottom one) in the lower left area, and speak twice to the old woman. Speak to the dog who is running back and forth on the left side near the entrance. The dog will automatically take you to Heiji's garden. After speaking to the dog again, you will get the dead Japanese cedar seedling. Go to Heiji's house which is on the right side of the entrance, and speak to Heiji. Press the Y button or the select button to show the menu to highlight the dead Japanese cedar seedling, then press the A button and choose yes to the question. Press the A button again to show him the dead Japanese cedar seedling. After speaking to Kenju's father, go to the northern side of the village where the big oak tree is at, and speak to the owl. Press the Y button or the select button to show the menu to highlight the dead Japanese cedar seedling, then press the A button and choose yes to the question. Press the A button again to give the owl the dead Japanese cedar seedling. Now, go and speak to Kenju. After the event of Kenju and the owl, seven days later the man returns back to the village. After speaking to Kenju's father and mother, go to the upper right to where a small groups of trees are at, and speak to Kenju who will give you the Grief Notebook which is the second volume of Kenji Miyazawa's seven notebooks, and chapter 3 ends. The man returns back to Ihatovo City Area.

Chapter 4: Earthgod and the Fox

Ihatovo City Area

Leave Kenjinton Hotel, and go to the Cat Office. Speak to the Oven Cat. Leave, and go to Earthgod's Forest which is northeast of Kenju's House.

Earthgod's Forest

Go and speak twice to the beautiful lady Birch Tree that is on the left side of the entrance. Go and speak four times to the Fox that is on the far left side of the forest. After the Fox leaves, follow the Fox to the the orchard grass area. Then, speak to the Fox again, go to the Earthgod's small shrine which is on the upper far right side of the forest, and speak to Earthgod. After speaking to Earthgod, it becomes night in the forest. Go and speak to Birch Tree. When the Fox leaves, follow the Fox. Then, speak to the Fox again. When you return back to Birch Tree, Earthgod will be there. Speak to Birch Tree again. When Earthgod leaves, follow Earthgod. Then, speak twice to Earthgod. The man will leave returning back to Ihatovo City Area.

Ihatovo City Area

When you go to the house that is on the right side of the Cat Office, speak to the man, and choose yes to get the dumplings. Leave, and go northeast back to Earthgod's Forest.

Earthgod's Forest

Go to Earthgod's small shrine which is on the upper far right side of the forest, and speak to Earthgod. Press the Y button or the select button to show the menu to highlight the dumplings, then press the A button and choose yes to the question. Press the A button again to give Earthgod the dumplings. Now, go to the Birch Tree, and speak to the Fox. When you follow Earthgod back to his small shrine, speak twice to the Earthgod. Leave, and go to the location of the Fox's small shrine which is on the far left hand side of the forest. You will find the dead Fox's body in front of the small shrine. When you go into the Fox's small shrine, Earthgod will be inside. Just search the table twice to get the Note Sign Notebook which is the third volume of Kenji Miyazawa's seven notebooks. When you speak to Birch Tree, chapter 4 ends, and the man returns back to Ihatovo City Area.

Chapter 5: Guskor Budori, A Biography

Ihatovo City Area

Leave Kenjinton Hotel, go to the Rasuchijin Association's house, and speak twice to Faselo. Leave, and go north of the Earthgod's Forest to Ihatovo Volcano Office.

Ihatovo Volcano Office

Go to the far upper left corner, and speak to guard who is blocking the door of a building. Leave, and return back to Ihatovo City Area.

Ihatovo City Area

Go to the Agricultural School, and speak twice to Dr. Kubor who will give you Dr. Kubor's letter of invitation. Leave, and go northeast back to Ihatovo Volcano Office.

Ihatovo Volcano Office

Go to the far upper left corner where the guard is at. Press the Y button or the select button to show the menu to highlight Dr. Kubor's letter of invitation, then press the A button and choose yes to the question. Press the A button again to give the guard Dr. Kubor's letter of invitation. Go upstairs to 2F, and speak three times to Guskor Budori. Leave, and return back to Ihatovo City Area.

Ihatovo City Area

Go to the Rasuchijin Association's house, and speak to the man who is walking back and forth. Leave, and go northeast back to Ihatovo Volcano Office.

Ihatovo Volcano Office

Go to the far upper left corner where the guard was at, and go upstairs to 2F, and speak to Dr. Kubor. After speaking to Dr. Kubor, the man returns back to Ihatovo City Area.

Ihatovo City Area

Leave Kenjinton Hotel, and go to Ihatovo Volcano Office.

Ihatovo Volcano Office

Go to the far upper right corner to Guskor Budori's younger sister Neri's house, and speak to Neri. Follow Neri, and then speak to the sailor who is nearby the boat. The sailor will take you to Carbonard Island. Follow Dr. Kubor and Guskor Budori to where the crater of the volcano is at. After speaking to Guskor Budori, speak to Dr. Kubor. Then speak to Guskor Budori again. When Dr. Kubor leaves, follow him to the boat. Then speak to Dr. Kubor and the sailor to get on the boat to leave Carbonard Island returning back to Ihatovo Volcano Office. But, the explosion which destroyed the crater also killed Guskor Budori.

Ihatovo City Area

The next day, Neri who visited the man on 2F of Kenjinton Hotel, gives him the Ceremony Commemoration Notebook, and chapter 5 ends.

Chapter 6: Otsubel and the Elephant

Ihatovo City Area

Leave Kenjinton Hotel, and go to the Cat Office. Speak to the Oven Cat. Leave, and go west of Ihatovo City Area to Otsubel's Mansion.

Otsubel's Mansion

Go and speak to the White Elephant that is in the yard. Then go into the mansion, and speak twice to Otsubel. Leave, and return back to Ihatovo City Area.

Ihatovo City Area

Go to Ihatovo City Office, and speak to Leono Kyuusuto. Leave, and return back to Otsubel's Mansion.

Otsubel's Mansion

Go into the mansion, and speak twice to Otsubel. Then go to the barn which is on the left side near the entrance, and speak to the White Elephant. Go back into the mansion, speak to Otsubel, and choose yes to his question. Leave, and return back to Ihatovo City Area.

Ihatovo City Area

Go outside to the back of the Leader Kairo's shop, and search behind the upper right corner of the building. Choose yes to get the tin clock. Leave, and return back to Otsubel's Mansion.

Otsubel's Mansion

Go into the mansion, press the Y button or the select button to show the menu to highlight the tin clock, then press the A button and choose yes to the question. Press the A button again to give Otsubel the tin clock. Speak to Otsubel again, and choose yes to his question. Leave, and return back to Ihatovo City Area.

Ihatovo City Area

Go to the Cat Office, and speak to the Oven Cat. Then go to the Rasuchijin Association's house, and speak to Faselos. The next day, go back to the Rasuchijin Association's house, and speak to Faselos who will give you the red papier mache shoes. Leave, and return back to Otsubel's Mansion.

Otsubel's Mansion

Go into the mansion, press the Y button or the select button to show the menu to highlight the red papier-mache shoes, then press the A button and choose yes to the question. Press the A button again to give Otsubel the red papier mache shoes. Go to the barn which is on the left side near the entrance, and speak to the White Elephant. Go to the forest which is on the left side of the mansion, and speak twice to the Black Elephant. When you leave, the man returns back to the mansion seven days later, and it becomes night. Go to the barn which is on the left side near the entrance, and speak three times to the White Elephant. Go to the forest which is on the left side of the mansion, and speak to the Black Elephant. After the three elephants destroyed the mansion, speak to the Black Elephant again, then search the upper left

corner of the debris in the destroyed mansion to get the Older Brother and Younger Sister Portrait Notebook which is the fifth volume of Kenji Miyazawa's seven notebooks, and the chapter 6 ends.

Chapter 7: Gorsh, the Cellist

Ihatovo City Area

Leave Kenjinton Hotel, and go to the Leader Kairo's shop. Speak to the tree frog that is on the right. Leave, and go west of Ihatovo City Area to Gorsh's Watermill.

Gorsh's Watermill

Go to the waterside on the left, search the plant, and choose yes to pick up the large herb. Go to the house in the upper right area, and speak to the old woman who is walking back and forth outside in the garden. Press the Y button or the select button to show the menu to highlight the large herb, then press the A button and choose yes to the question. Press the A button again, and choose yes to give the old woman the large herb. The old woman will go into her house to make the medicine, then come outside back to give you the throat medicine. Go to Cuckoo's house which is in the far lower right area. Press the Y button or the select button to show the menu to highlight the throat medicine, then press the A button and choose yes to the question. Press the A button again to give the sick bird, Cuckoo, the throat medicine. Leave, and return back to Ihatovo City Area.

Ihatovo City Area

Go to the Cinema, and speak twice to the Manager, and once to the Theater Manager. Leave, and go to Gorsh's Watermill.

Gorsh's Watermill

As night falls on the village, go to the upper right area to Gorsh's house, and speak to everybody that is inside of the house. Afterwards, the man returns back to Ihatovo City Area.

Ihatovo City Area

The next day, leave Kenjinton Hotel, and go to the Cat Office. Speak to the Tortoiseshell Cat. Then go to the Oven Cat's house which is in the far lower left area, and speak twice to the Oven Cat who is lying on the floor in front of the kitchen stove. Go to the Cinema, and listen to Gorsh who is giving a solo performance on stage. The next day, leave Kenjinton Hotel, and go to Gorsh's Watermill.

Gorsh's Watermill

Go to Gorsh's house, and speak twice to the cat. Then search the wooden box to get Made Cloth Notebook which is the sixth volume of Kenji Miyazawa's seven notebooks, and the chapter 7 ends. Then the man returns back to Ihatovo City Area.

Chapter 8: Snow Passage

Ihatovo City Area

Leave Kenjinton Hotel, and go to the Poet's house, and speak to the Poet. Leave, and go northwest of Ihatovo City Area to Snow Passage Village.

Snow Passage Village

First, go to Shirou's house in the far lower left corner, and speak to the older brother Shirou. Then, go to the open space area which is in the upper right area, and speak twice to Seisaku (the man with the green vest on) who is walking back and forth, and choose yes or no to his question. Finally, go to the small fox shrine in the far upper left corner, and speak to the white fox, Konzaburo. When you leave the village, the man will return back to Ihatovo City Area.

Ihatovo City Area

The next day, leave Kenjinton Hotel, and go to Snow Passage Village.

Snow Passage Village

First go to the house that is near the entrance, and speak twice to Teimon, then go to the house (the top one) in the far lower left area, and speak twice to Seisaku. Next, go to the house (the bottom one) in the far lower left area, and speak to the man in the blue suit that is walking back and forth, then go to the small fox's shrine in the far upper left corner, and speak to Konzaburo. Finally, go to the open space area which is in the upper right area, and speak to Baby Fox who is caught in a trap, then go to Shirou's house in the far lower left corner, and speak to the older brother Shirou. Follow Shirou and his younger sister Kanko to the open space area where they are going to release Baby Fox from the trap. After speaking to Baby Fox, go to the small fox shrine in the far upper left corner, and speak twice to Konzaburo. When you leave, the man will return back to Ihatovo City Area.

Ihatovo City Area

The next day, leave Kenjinton Hotel, and go to Snow Passage Village.

Snow Passage Village

As night falls on the village, go to the small fox shrine, and speak to Konzaburo who will show you into Fox Village. Go to the schoolyard of Fox Village. After speaking to Shirou, Kanko, and the seven foxes who are watch a picture slide, Konzaburo will come by. Speak to Konzaburo, and choose yes to the question. Speak again to Konzaburo who will give you the Undaunted by Rain Notebook which is the last volume of Kenji Miyazawa's seven notebooks, and chapter 8 ends. Then the man returns back to Ihatovo City Area.

The Final Chapter: Night on Galaxy Express

Ihatovo City Area

Leave Kenjinton Hotel, and go to the Rasuchijin Association's house, and speak to Faselso who will give you Mr. Miyazawa's letter. The man will get the map after reading the letter. Leave, and go north of Ihatovo City Area to the Afterlife Vehicle of Earth.

Afterlife Vehicle of Earth

Search the mysterious stone object, and choose yes to the question. Leave, and return back to Ihatovo City Area.

Ihatovo City Area

First, go to the Agricultural School, and speak twice to Dr. Kubor. Then, go to the Poet's house, and speak to the Poet who will give you the wheel. Leave, and go back to the Afterlife Vehicle of Earth.

Afterlife Vehicle of Earth

Press the Y button or the select button to show the menu to highlight the wheel, then press the A button and choose yes to the question. Press the A button again to attach the wheel to the stone object. After the ground shakes, the man will be teleported to Ihatovo Galaxy Station.

Ihatovo Galaxy Station

When you go into the Fox's house that is on the left side of Hotel Station Ihatovo, speak to the Fox, and choose yes to the question. Go to Guskor Budori's house that is in the upper left corner, and speak to Guskor Budori twice, then go to Otsubel's house that is behind the Hotel Station Ihatovo, and speak to Otsubel three times. Next go to Homoi's house that is on the lower right side of Hotel Station Ihatovo, and speak to Homoi twice, then go to Kenju's house that is on the right side of Homoi's house, and speak to Kenju twice. Go to Heiji's house that is behind Kenju's house, and speak to Heiji four times. Next, go to Hotel Station Ihatovo to 1F, and speak to Gorsh, then go to 2F, and speak to Mr. Miyazawa. Choose yes to the question to give him the seven notebooks, and Mr. Miyazawa will take you to the Galaxy Station. Inside the station, speak to Mr. Miyazawa again, and then speak twice to the ticket collector who will give you the Galaxy Express ticket. Press the Y button or the select button to show the menu to highlight the Galaxy Express ticket, then press the A button and choose yes to the question. Press the A button again to give the Galaxy Express ticket to the ticket collector. Go thru the door, and walk all the way up until you reach the area where the train is at. Speak to Mr. Miyazawa who is standing by the train, and choose yes to the question three times, then the man will get on board the Galaxy Express. Go all the way to the back of the Galaxy Express, speak to Mr. Miyazawa, and the train will take off.

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THE END

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Version 1.5
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