

KeroKero Keroppi no Bouken Nikki (Import) FAQ/Walkthrough

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The Adventure Diary of Keroppi KeroKero
Keroleen in the Sleeping Forest

KeroKero Keroppi no Bouken Nikki
Nemureru Mori no Keroleen
(c) 1976, 84, 85, 88, 89, 90, 94 SANRIO

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GUIDE

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Choose number three to beginning the game.

KeroKero Village

After speaking to Keroleen's mother who will give Keroppi 100 amedama, go to the church which is nearby Keroppi's house. After speaking to Father Robert who asks Keroppi to look for his Bible, he will give Keroppi the magic of potato chips which recovers HP. Go to the curio dealer which is on the lower right side of the south exit gate to buy speed socks for 40 amedama. Leave the village, and go southeast to the brown tree stump which is the Fortune-teller's Place.

The Fortune-teller's Place

Speak to the Fortune-teller who will tell Keroppi the location of the Bible. Leave, and go northeast of KeroKero Village to the Harbor.

The Harbor

Speak to the man (on the left) who will give Keroppi the Bible. Leave, and go back to Kero Kero Village.

Kero Kero Village

Go to the church, and give Father Robert the Bible. Then, Father Robert will give Keroppi the magic of kuru milk which cures paralysis and posion. Go to the curio dealer, and buy 1 lightning dumplings (recovers MP) for 80 amedama. Leave the village, and go northeast to the Cave which is nearby the Harbor.

Cave

Go in front of the cave, and get the old tonkachi. Leave, and go further north. Then, go east to cross over the bridge. Now, go in front of the big purple crystal, and the tonkachi will automatically break the crystal. After that, Keroppi's powers will increase.

Crystal Forest

Go thru the Crystal Forest which is like a maze, and then go all the way east to Neighbor Town.

Neighbor Town

Go on the left side of the welcome sign into the house with the shiny double glass door, and speak to Taabau's aunt who will give Keroppi an ocarina which summons happiness. Go to the school which is in lower left corner, and speak to the teacher to hear her story. Now, go to the far upper right side of the welcome sign, and enter Polo Polo Circus. Speak to Taabau who is the boy with his mouth wide open. After speaking to Taabau, Keroppi's powers will increase. Then, Taabau becomes a friend. Go back to the school, and speak to the teacher who will give Keroppi the magic of ohisa pitch-dark which weakens the enemy's magic. Leave the town, and go north from Neighbor Town to a brown tree stump. Go thru the brown tree stump, and the duo will recover their HP and MP. After that, go all the way northwest to Polo Polo Mountain.

Polo Polo Mountain

Follow the path thru the mountain until you reach Polo Polo Village.

Polo Polo Village

Go to the far upper right side to the house with the rocket sign, and speak to the stationmaster to hear about the thing of My Melody. Leave the village, and return to Neighbor Town.

Neighbor Town

Go to the right side of the welcome sign, and enter Polo Polo Circus. After speaking to the man who is beside the tent, go inside the tent, and speak to the chairman to hear his story. Leave the tent, and take the path on the left to enter Wonder Wood.

Wonder Wood

Speak to the fairy who is nearby. After that, you have to go thru one of the three fairies who will show you to the correct path. First, go to the lower right side, and go thru the fairy. In the next area, go to the upper left side, and go thru to the fairy. You will end up in an area with an old tree called Ad Balloon. After speaking to Ad Balloon, Keroppi will help My Melody come down from the tree. Speak to My Melody, and as gratitude, Ad Balloon will give Keroppi the magic of killer which raises defense power. After that, speak to the fairy who will take you back to the tent of Polo Polo circus. Now, speak to the chairman who will give you a photo of My Melody. Leave, and go back to Polo Polo Village.

Polo Polo Village

Go to the house with the rocket sign, and speak to the stationmaster. Go to the landing area where the rocket is at. Go inside of the rocket, and it will take you to Space Village.

Space Village

After the rocket lands, Keroppi and Taabau's powers will increase. First, go to Itaro's house which is on the far middle right side, and speak to Itaro who is wearing big glasses to hear about the thing of Otamaru. Then, go to the Zoo which is in the far upper right corner, look at the cat, then go inside of the blue tent, and speak to the cat named Otamaru. After that, you will fall into Lakeland.

Lakeland

Speak to Kitty to hear about the thing of Pochakko. After Kitty takes you into

the restaraunt, speak to her again, and then Hangyodon will come into the restaraunt. Speak to Hangyodon will become a friend. Go up to the top area to where the shrine is at, and go thru the door on the far left side to enter the shrine. Go all the way down to the passage in the far lower right corner area. When you go towards the dead end wall, Dam will appear to fight the trio. In battle, use killer on all three members to raise their attack. Along the way back, you will find Pochakko near the entrance. Speak to Pochakko, and the trio will automatically return back to the restaraunt with Pochakko. After talking to Kitty, speak to Otamaru to make it drink the soup. After Otamaru transforms back into its original form, he will give Keroppi the magic of dokan which loses a monster's courage, and mushi burn which paralyzes a monster. When the trio leave the restaurant, go to the curio dealer which is the pink looking shell on the right to buy three lightning dumpling for 80 amedama and one lunch boxes for 600 amedama. Then, go to the miracle submarine (the left side of the restaraunt) which will take the trio to Pekkles House.

Pekkles House

After speaking to Pekkles who will give you the excited clock, the trio powers will increase. Leave, and go southwest to Ice Ballet Cave.

Ice Ballet Cave

Speak twice to Gon who will give you the electric fan. After that, Gon disappears. Now, go to the lower left side of the cave, and go into the balloon which will take the group to a different location. Go west along the riverside to Reflecting Waterfall.

Reflecting Waterfall

After speaking to the fairy who will give you reflecting water, go thru the fairy who is in front of the waterfall to get to Gels Castle.

Gels Castle

The last save point is in front of Gels Castle. Go into the castle, and on the first floor, go to the back of the room where there are three mirrors. Search the mirror in the middle. Go up the stairs on the left to the second floor, and go thru the mirror. Pass along the hall with eight mirrors to a room in the upper right corner where Keroleen is at, and then talk to her twice. Now, go back to the hall with the eight mirrors, and search the second mirror on the far left side. Go the area on the lower right where there are two yellow X barriers that are blocking the path to a stairway. When you go thru that barrier, Taabau will leave the group. Now, go up the stairs, and go all the way until you reach a passage where there is a mirror between two stairs. Go up any one of those two stairs. Now, go thru the fire place, and go all the way down to where Gels is at. After speaking to Gels, he will transform into a dragon to fight you. In the final battle, use the magic of dokan to quickly defeat Gels. After defeating Gels, Keroppi and Hangyodon will teleport to the room where Keroleen and Taabau are at. Speak to Keroleen to wake her up. Then, Keroppi, Hangyodon, Keroleen and Taabau will automatically teleport back to KeroKero Village. After that, speak to Hangyodon (once), Taabau (once), and Keroleen (twice).

THE END

Item List

An item can be purchased at the curio dealers. Moreover, you can only have three items of one kind in the inventory. The curio dealers sell the same items

in KeroKero Village, Neighbor Town, Polo Polo Village, and Lakeland. The recovery of MP is only with an item or a save discontinuation.

Item name	Price	Effect Explanation
Ice light	300	Changes into a poison state
Excessive shock	30	Paralyze an enemy
Lightning dumpling	80	Recovers 30MP
Many thanks	30	Recovers 20HP
Cold fan.	200	Blows away one enemy
Beautiful album	8	Paralyze an enemy.
Super mushroom	40	Recovers 10MP
Speed socks	40	A dash starts on the field.
Dokodoko hammer	150	Effect unknown.
Sleep flower	30	Puts an enemy to sleep.
Hand compact	16	A certain accessories. Effect unknown.
Plastic fireworks	50	Gives poison to an enemy.
Launch box	600	Recovers all HP-MP.
One apple	80	Removes poison.

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