

Live-A-Live FAQ/Walkthrough

by Tzepish

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- Live-A-Live Walkthrough v2.01
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- Help support the
anti-ASCII art
movement!

A.) Introduction / Revision History

I suppose an introduction is in order. This walkthrough is based on Live-A-Live translation v2.00 from the Aeon Genesis team. Visit their site at <http://agtp.romhack.net> .

The version number on this guide is 2.01... no, it isn't a complete revamp from the 1.xx versions or anything; I simply gave it the 2.xx label as a way to show that it is based on the 2.00 translation. So I sort of fudged the version number a bit. Here's a rough and dirty revision history:

- * v2.01 - 08/23/08
 - Added two more effective strategies for learning techniques in Masaru's chapter.
- * v2.00 - 08/18/08
 - Updated the guide to reflect the names and conventions of the Aeon Genesis 2.00 translation.
 - Further text edits for clarity.
 - Changed the format of how story/boss battles are presented, giving more information on each boss.
 - Added other tags to the walkthrough to denote specific chapter sections, making it easier to skim the walkthrough and find the spots where you last left off.
 - Put attack/technique names in quotes, for readability.
 - Added clearer information on item creation in Pogo's chapter.
 - Added better battle strategies in Pogo's chapter.
 - Added more information on the differences between Li, Yuan, and Sammo in the Xin Shan Quan chapter.
 - Added more detailed strategies for the boss battles at the end of the Xin Shan Quan chapter.
 - Changed the kill order in Oboro's chapter (100 kills) to an easier, more efficient path.
 - Changed the path to take to acquire all of Goemon's treasures in Oboro's chapter; I found a path that's more efficient and results in acquiring all the treasures.
 - Rearranged the trap-finding walkthrough in Sundown's chapter for readability.
 - Added item statistics to the item creation portion of Akira's chapter.
 - Wrote much clearer directions for Oersted's chapter.
 - Added more detailed strategies for the boss battles at the end of Oersted's chapter.
 - Reformatted Akira's dungeon in the Final chapter - hopefully it's less

confusing now.

- Added way more direction to the Forbidden Land in the Final chapter.

* v1.05 - 08/04/07

- Edited text for clarity.
- Added control scheme.
- Added more accurate information on certain boss battles.
- Added the answers to some of the previous version's open questions.
- Added a kill counter to Oboro's chapter for easier kill-tracking.
- Added descriptions of the characters in Sundown's chapter, so it's possible to actually tell who I'm talking about when I mention characters by name.
- Added the fourth start-point for Akira's dungeon in the Final chapter; I had left it out in the previous version because I didn't realize it existed.

* v1.00 - 04/20/02

- Initial Release (based on the 0.99 Live-A-Live translation)

I have tried to write a spoiler-free walkthrough.
Let's see how well I did.

B.) Contents:

- A.) Introduction / Revision History
- B.) Contents
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- 1.) -Pogo- Prehistoric Chapter - Contact
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- 5.) -Masaru- Present Day Chapter - The Strongest
- 6.) -Akira- Near Future Chapter - Flow
- 7.) -Cube- Science Fiction Chapter - Mechanical Heart
- 7a.) Captain Square
- 8.) -Oersted- Medieval Chapter - King of Demons
- 9.) -Final- Final Chapter
- 9a.) Characters
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- 9c.) Ariel Armor
- 9d.) Forbidden Land

E.) The End

C.) How To Use This Guide:

To skip to any section, use the Find/Search feature of your browser (usually control+f) to search for its number followed by the period and right parenthesis, just as it appears in the table of contents. The numbers only appear that way in the table of contents and at the beginnings of the sections themselves.

To skip to a particular chapter, you can also search for that chapter's main character's name with a hyphen before and after it. Again, their names will only be written this way in the table of contents and at the beginning of their respective sections. For the final chapter, use "Final" for the character name.

Whenever there are optional areas or secrets to note, they will be separated and tagged by !!! OPTIONAL !!! and !!! /OPTIONAL !!!

Story/Boss battles will be designated by *** BATTLE and ***/BATTLE tags. However, some story battles are simply too easy for me to bother wrapping tags around, and others are redundant with the !!! OPTIONAL !!! tags.

I'll be throwing other tags in as well, like *** ITEM CREATION and *** TRAINING. These tags exist simply so that you can use them as bookmarks and better find your place in the walkthrough.

In this walkthrough, the first seven chapters are written in chronological order, since it seems to be the most logical order to present them in. You are free to do these first seven chapters in whatever order you wish. From there, the eighth and final chapters follow.

D.) Game Basics:

Out of Battle Controls:

D-Pad: Move Character
A Button: Talk / Interact
B Button: Hold for Dash
X Button: Open Menu
Y Button: Character-Specific Action
R Button: ----
L Button: ----
Start: ----
Select: ----

In Battle Controls:

D-Pad: Move Character / Navigate Menu
A Button: Open Action Menu / Confirm Selection
B Button: Display Current HP / Cancel Selection / Close Menu
X Button: Auto-Select Most Recent Attack / Confirm Selection
Y Button: Pass some Time
R Button: Rotate Character Clockwise (takes time)
L Button: Rotate Character Counter-Clockwise (takes time)
Start: Pause the Game
Select: ----

In Menu Controls:

D-Pad: Navigate Menu
A Button: Confirm Selection

B Button: Cancel Selection / Close Menu
X Button: ----
Y Button: ----
R Button: Navigate Menu / Switch Characters (Equip Screen)
L Button: Navigate Menu / Switch Characters (Equip Screen)
Start: ----
Select: ----

This game is a console RPG.

I'm assuming you know the basics of console RPGs.

You start by selecting a character and playing through that character's scenario. Eventually you will play them all, so your first selection doesn't really matter; you can pick the character that seems most interesting to you, or you can choose a chapter that's easier. If you haven't played this game before, I recommend Akira's ("Mecha!") or Pogo's ("Caveman!") chapter to start with; these chapters are probably the most conventional RPG-like, and they provide opportunities for levelling up and getting used to the battle system.

After you have completed each scenario, the final chapter will follow, in which you have access to all characters. The only items you can take into the final chapter are those you have equipped on the main character at the end of each scenario, so make sure to equip them with whatever you want to keep before challenging the scenario's boss (I'll be reminding you again before each boss anyway).

Each of the first seven chapters can be replayed, in case you are unsatisfied with your level or equipment, or for any other reason you might want to repeat a chapter. Once you begin the eighth chapter, though, you can no longer redo any of them.

I am going to assume you can figure out how the combat works. Characters can move and execute commands. Everything you do takes a certain amount of "time", and after enough actions have been taken (regardless of how they were divided up amongst your team members), the enemies will take their turns. For example, if you do nothing but run circles with one character, the enemies will take their turns, even though your other characters haven't acted. In other words, the amount of time you have before the enemies act is shared amongst your party members.

Some commands have a "charge time" and take longer to execute than others. While the character is charging, you can move and take actions with other characters.

You can pass your turn to other characters. Sometimes it's advantageous to pass your turns and take all of your party's actions with one character. However, your characters will not gain much Experience unless they take actions (use an item or a technique). It seems that only one action needs to be taken to get the normal amount of Experience.

Also, you will be automatically healed after every battle. If a character falls in battle, that character can no longer be used in that battle - but will recover completely after the battle is over. Of course, if all your characters fall, it's game over.

Anyway, enough of this. It only takes a few moments to figure everything out. Let's begin!

1.) -Pogo- Prehistoric Chapter - Contact:

Pogo's chapter is long, somewhat difficult, and somewhat humorous. It is arguably (along with Akira's chapter) the most "RPG-like" of the first seven chapters. You will gain and lose party members, upgrade your equipment, and progress through a fair amount of plot, just as you would in most other console RPGS. Weird, huh?

As soon as you begin, wake up Gori (the gorilla sleeping next to you) and check the cabinets in the upper-left for a Big Stick. Leave and get the stuff out of the cabinets in the next room to the right (Hard Rock, Big Stick, and Hide), and then exit and head into the next room on the right. Talk to the cavemen here, then check the cabinets (Big Stick and Bone). I know how much you want to equip all of this great stuff, but just hold on for a second.

Go down and left, out of this hallway and into the room with the cavemen milling about. You can talk them for some humorous effects, but otherwise they have no effect on the game.

Go into the room at the lower-left. The caveman here can combine ingredients and make weapons and armor for you. For a powerful weapon right off the bat, give him a Hard Rock and a Bone. He should return a Stone Knife, an item that can be used once in battle. Now give him the Stone Knife and a Big Stick, and somehow he'll transmute them into a Smoulder Spear, a weapon with 25 Attack Power that grants +10 to Speed (as opposed to your current weapon, a Bone with 5 Attack Power).

*** ITEM CREATION

If you want to, you can actually gear yourself up as you wish at this point. There's a caveman running around like a maniac in the second room in the first hallway (the one next to the room you started in). Each time you talk to him, another caveman will show up. You can get up to twenty cavemen in this room by repeatedly talking to any of them. After there are twenty, talking to a caveman will send them all out of the room. If you can talk to the twentieth caveman that enters the room, you'll score the following items: Big Stick, Bone, Beast Horn, Beast Fang, Hide, Tough Hide, and Hard Rock.

I find it easiest if you get up to nineteen cavemen, let them all enter the room, then stand by the door and talk to anyone to cause the twentieth caveman to enter. Since you are standing by the door, you should be able to spot the twentieth as he enters and talk to him before he gets too far into the room; you may be able to talk to him before he begins moving. You can do this multiple times, by the way, and get a ton of materials. I recommend gathering as much as you need here, because soon this room will be cut off to you, and gathering materials after that point will become much more difficult.

After you've gotten enough materials, you can take them to the southwest caveman and transmute to your heart's content. Of course, you can also skip

all of this. The scenario is doable without this stuff, but it'll be much more difficult.

Below is a list of all possible transmutations, followed by what I recommend creating:

- * Beast Fang + Beast Horn = Nose Ornament (Accessory: +8 IQ)
 - * Beast Fang + Big Stick = Spiky Club (Weapon: 18 Attack)
 - * Beast Fang + Bone = Nose Ornament (Accessory: +8 IQ)
 - * Beast Fang + Hard Rock = Nose Ornament (Accessory: +8 IQ)
 - * Beast Fang + Hide = Thick Chest Hair (Body: 4 Defense, +4 Power)
 - * Beast Fang + Tough Hide = Ooh! Mask (Head: 10 Defense, +15 IQ, Sleep Immunity, Mind Evade Up, Wind Skill Evade Up)

 - * Beast Fang + Stone Knife = Shock Caltrops (One time use battle item)
 - * Beast Fang + Leather Cord = Fang Necklace (Accessory: +2 IQ)

 - * Beast Horn + Big Stick = Shiny Spear (Weapon: 14 Attack, +6 Speed)
 - * Beast Horn + Bone = Gigigaga Wakka (Boots/Accessory: +2 Speed, +3 IQ, Blunt Evade Up)
 - * Beast Horn + Hard Rock = Gigigaga Wakka (Boots/Accessory: +2 Speed, +3 IQ, Blunt Evade Up)
 - * Beast Horn + Hide = Beast Hood (Head: 4 Defense, +10 Speed)
 - * Beast Horn + Tough Hide = Ooh! Mask (Head: 10 Defense, +15 IQ, Sleep Immunity, Mind Evade Up, Wind Skill Evade Up)
 - * Beast Horn + Stone Knife = Clack Case (Body: 8 Defense, +6 Vitality, +10 IQ)
 - * Beast Horn + Leather Cord = Clack Case (Body: 8 Defense, +6 Vitality, +10 IQ)

 - * Big Stick + Bone = Shiny Spear (Weapon: 14 Attack, +6 Speed)
 - * Big Stick + Hard Rock = Thump Axe (Weapon: 10 Attack, +10 Power)
 - * Big Stick + Hide = Burning Club (Weapon: 8 Attack)
 - * Big Stick + Tough Hide = Bang Bang Drum (Glove: +12 IQ)
 - * Big Stick + Stone Knife = Smoulder Spear (Weapon: 25 Attack, +10 Speed)
 - * Big Stick + Leather Cord = Swish Whip (Weapon: 10 Attack, +16 Speed)

 - * Bone + Hard Rock = Stone Knife (Ingredient, One time use battle item)
 - * Bone + Hide = Beast Hood (Head: 4 Defense, +10 Speed)
 - * Bone + Tough Hide = Bang Bang Drum (Glove: +12 IQ)
 - * Bone + Stone Knife = Smoulder Spear (Weapon: 25 Attack, +10 Speed)
 - * Bone + Leather Cord = Buzzing Bone (Weapon: 22 Attack)

 - * Hard Rock + Hide = Thick Chest Hair (Body: 4 Defense, +4 Power)
 - * Hard Rock + Tough Hide = Gatsun Glove (Glove: 5 Defense, +16 Power)
 - * Hard Rock + Stone Knife = Venus Figurine (Accessory: -10 Speed, Mind Evade Up, Earth Skill Evade Up, Wind Skill Evade Up, Water Skill Evade Up, Fire Skill Evade Up) (Can also be used as a one time use area heal item)
 - * Hard Rock + Leather Cord = Bola (One time use battle item)

 - * Hide + Tough Hide = Thick Chest Hair (Body: 4 Defense, +4 Power)
 - * Hide + Stone Knife = Leather Cord (Ingredient)
 - * Hide + Leather Cord = Wild Dress (Body: 48 Defense, +10 IQ)
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- * Tough Hide + Stone Knife = Wild Armor (Body: 24 Defense, -8 Speed, +10 Vitality, Blunt Evade Up, Sharp Evade Up)
- * Tough Hide + Leather Cord = Wild Bag (Weapon: 40 Attack, +20 Power, +8 IQ)

* Stone Knife + Leather Cord = Buzzing Knife (Weapon: 30 Attack)

Below are my recommendations for fully decking your team out right from the start. You may elect to create less items (or skip this whole section) if you're looking for a challenge or simply don't have the patience for this. However, I highly recommend creating at least most of this stuff, and this guide will assume, for the most part, that you are well-equipped.

Pogo:

Head: Ooh! Mask
 Weapon: Smoulder Spear (or Buzzing Knife)
 Glove: Gatsun Glove
 Body: Wild Armor
 Boots: Gigigaga Wakka
 Accessories: 5x Beast Fang

Gori:

Head: Beast Hood
 Weapon: -None-
 Glove: -None-
 Body: Hide
 Boots: Gigigaga Wakka
 Accessories: 5x Gigigaga Wakka

Future Party Member:

Head: Ooh! Mask
 Weapon: Wild Bag
 Glove: Swish Whip
 Body: Wild Dress
 Boots: Gigigaga Wakka
 Accessories: 5x Nose Ornament

The Buzzing Knife is actually more powerful than the Smoulder Spear, but you'll need the Smoulder Spear's +10 Speed bonus to compensate for the Wild Armor's -8 Speed penalty. That is, unless you want to be stuck with 2 Speed.

The items listed for Gori, (along with the Basic Rock - more on that later) are the only items he can equip, so load him up!

In order to create everything listed above, you'll need the following at minimum:

- 9x Beast Fang
- 10x Beast Horn
- 3x Big Stick
- 13x Bone
- 11x Hard Rock
- 7x Hide
- 5x Tough Hide

The killer here is the 13 Bones. Since you start with a Bone equipped, and you should have grabbed one from one of the starting rooms, that leaves you with 11 Bones to acquire. You'll actually find another one very soon (just a

few paragraphs down), so if you want everything listed above, you only need to repeat the twenty-cavemen sequence 10 times. Yeah, I just said "only 10 times".

***/ITEM CREATION

After you're done creating items, go to the room with the stone decoration over its door (northwest), and speak to the elder. Then, leave this room south and go through the north exit of the main big room room - the one that used to be blocked by a caveman. Follow the only path outside, then speak with the caveman in front of the elder. Then, speak with the elder. You'll be pushed out into the wild.

Press the Y Button to find monsters by scent, then run to the source of the scent to engage them. The battles out here will drop Meaty Bones; once you have three Meaty Bones, speak to the elder, and he will let you back into the cave. You can continue to hunt for Experience and items now, if you wish, by talking to the caveman guarding the fence. Otherwise, head back into the cave.

Go to your room and take a snooze. When you regain control of Pogo, use this opportunity to sneak into the elder's private room and jack the stuff inside, then go back into the main room and through the northeast door. Grab Gori, leave the room, then go back in. Yoink the Bone, and inspect the first (leftmost) hay stack. Then, check the fifth one, then the second, and finally the fourth one. After that, press the Y Button and check the fourth hay stack again.

Now check the fifth hay stack (on the far right of the room), and your item screen should come up. Offer a Meaty Bone (you can take the one over by the hay stacks), leave the room, then come back and inspect the far right hay stack again. After the scene, take the last Meaty Bone in the room if you haven't already, then leave. By the way, you should equip your new party member with whatever you have for her.

Enter the hallway outside of your room, then go back to the storage room (the room with the hay stacks where you found Bel) and grab a hay stack. Go back to your room and take a nap.

The next morning, inspect the hay stack in the upper-left of your room. You can give items to Bel. If you give her some food, she'll kiss you. If you give her something she can equip, she'll flash you (!). Don't give her anything too elite, or just save before you do it, since you lose whatever you give her. If you attempt to give her a Clack Case or a Thick Chest Hair, she'll slap you. Anything else and she'll just refuse the offer. You can't progress in the scenario until you get her to kiss you or flash you, so give her something that'll cause either of those behaviors, then leave. (If you don't have anything, you can leave this room and either go hunting for Meaty Bones, or create an item for her, then return.)

(Note, this is your last chance to use the twenty caveman room to gather materials! Make sure to gather as many materials and create whatever items you intend to before moving on!)

After you've gotten Bel to kiss you or flash you, go to the northern most exit of the main cave. Speak to the caveman guarding the north exit, and a short scene will commence. Afterward, head south into the main room and watch the scene.

Looks like trouble. You will regain control of Pogo in the hallway north of the main room. You can go out hunting and power up right now if you think you're going to need it, but you probably won't if you made tons of cool weapons and armor earlier in this chapter. Still, I do recommend acquiring a couple Meaty Bones, just to be safe.

When you're ready, head south into the main room and check one of the stone vehicles. Watch the scene, and then...

*** BATTLE: Ku Tribe x5

If you're fully geared up, then this first battle is pitifully easy. Just use whatever techniques you want to take these guys out one by one.

This battle is still easy even if you don't have any cool equipment. Keep Gori a few steps away and use his "Ee!" technique to hit as many of the dudes at a time as possible. Clean them up with Pogo and Bel, and don't worry about healing anyone.

***/BATTLE

*** BATTLE: Zaki

If you got awesome stuff from item creation earlier, and/or powered up, then he should be no problem at all. If you didn't, he may be difficult.

Position Pogo adjacent to Zaki, but try not to allow yourself to be directly horizontal, vertical, or diagonal to him while you approach. When you get there, use "Bash Bash" every turn, and pass every turn with Gori and Bel.

If you haven't figured this out yet, Pogo is on a suicide mission - his goal is to deal as much damage as possible to Zaki before he is cut down. Make no effort to save him - Gori is your star character here.

After Pogo falls, move Gori within range of hitting Zaki with "Ee!", and again, avoid being directly horizontal, vertical, or diagonal to him. Use "Ee!" with Gori every turn, and pass every turn with Bel. Just keep using "Ee!", and keep Gori just far away enough from Zaki that he cannot be attacked. Eventually, Zaki will fall, probably before he is able to deal any damage to Gori.

***/BATTLE

After the battle and the scene, you'll be outside the cave. You can head northwest to find a caveman wandering around who'll transmute items for you. Now's the time to create whatever equipment you might have neglected to create earlier.

Power up out here until nightfall. Some of the monsters out here are pretty powerful, so don't be afraid to run away. Particularly, if you are attacked by six Sabertooth Tigers, you stand very little chance of actually winning.

Power up until Bel is at least level 3, so that she can use the healing technique "Wavewave". At level 7, she learns an incredibly powerful skill called "Laa Laa" that hits a 5x5 area for a consistent 200 to 600 damage. You'll probably want to spend the time powering up for this one, as learning it now will make the final battle of this chapter much, much easier. It shouldn't take long, either - you may be able to get it before nightfall as long as Bel acts in each battle. (If you need to refresh the enemies that are available out here, you can go ahead and enter and then exit the northeast cave - a scene will take place, but you can turn right back around and continue to power up, as long as you don't check the fire pit in the cave.)

At night (and after you are sufficiently powered up), enter the cave in the northeast. After the scene ends and you regain control of Pogo, go north and examine the fire pit (once you do this, there's no turning back! Make sure you have powered up Bel as much as you intend to before checking the fire pit!). After this scene, go into the northwest door.

*** BATTLE: Zaki

This battle is much easier than the last time you faced this guy. Run directly up to him and use "Bash Bash" every turn, and you should be able to defeat him before he defeats you. Feel free to use a Meaty Bone, though, if you think you might fall - there are plenty more Meaty Bones to be had in this chapter.

*** / BATTLE

After the battle, go down, grab Gori, and check the wall where the northwest door was. After the short scene, go north through the door, then walk straight north in this next room.

You'll find yourself in a flower field. Just pick a direction and run until something happens.

You will awaken in complete darkness. The monsters here are moles and gators. The moles are dealt with easily with area attacks like "Oo! -Burp-" and "Uki! -Burp-", but the gators can be trouble. Try not to stand in front of them, since their jaws are stronger than their tail attack. If you're up for it, you can power up here, since the gators are worth a decent amount of Experience.

Use your Y Button ability to sniff the air. If you smell a skull, it's a monster; if you smell a Meaty Bone, the source is an actual Meaty Bone item - press the A Button on it to pick it up (there are two of them down here).

Your goal is to find the section of the wall that smells like Zaki and pound on it a few times with the A Button to escape. This can be difficult and annoying, because this place is so dark. If you turn the brightness up on your monitor, you may be able to actually see your way around, though. The exit is in the upper left of this zone.

!!! OPTIONAL !!! - King Mammoth

From this point on, you can go back to the wilderness Pogo was expelled to and challenge King Mammoth, an incredibly powerful boss, for a neat accessory.

Only attempt this if you have the best equipment and a high level, something like 14+. It would be horrible if you spent three days trying to catch the accursed thing, only to die because you weren't strong enough to take him. Power up in the area just before Zaki's caves so you have tons of Giant Meaty Bones to use in the battle. Chances are, you aren't strong enough when he first appears, after Zaki's pit. You have until the end of the scenario to come back for him, though, so don't spend years powering up now. And no, there is no way to fight King Mammoth with any party other than Pogo and Gori.

Sniff around to find him - his scent is a running mammoth icon. He moves very quickly around the field, which makes catching him extremely difficult. Try to trap him in a corner - he won't run through Pogo or Gori. When you're running around trying to grab him, press the A Button frequently - pressing the A Button on him is the only way to enter battle with him. If you run into the square that he currently occupies, it will stop you from moving, just the same as if you had collided with a townspeople; press the A Button when this happens! Clearing the wilderness of all other monsters will make it easier to catch him as well - just fight everything you happen to encounter while you're trying to catch the mammoth, and eventually you'll end up clearing the wilderness.

His defense is high enough to negate about 75% damage, and he has about 1400 Hit Points. The Basic Rock (see below) doesn't seem to work on him when used as an item, so equip it on Pogo if you have it (you should!).

Put Pogo in front, and use "Zzz Zzz" to put him to sleep. After that, continually hit him with "PushPush", which can paralyze him if it hits. Move Gori close to Pogo, but make sure he isn't touching King Mammoth. Have Gori use "Eeeh!" to change all six panels under King Mammoth to poison panels. Once he has done so, pass all of his turns to Pogo until you need to heal or poison the ground again. King Mammoth has an attack that can turn all the tiles around him into fire tiles, which he heals from; when this happens, make sure to turn them all into poison tiles again to deny him the ability to heal himself.

If Pogo is having a hard time hitting him with "PushPush", try "Zzz Zzz" to put him to sleep, then switch back to "PushPush", and repeat as necessary. When you need to heal, have Gori use a Giant Meaty Bone on both himself and Pogo. When you're out of Giant Meaty Bones, move Gori away from the fight. At this point, it's better to let Gori fall than spend any regular Meaty Bones on him; save them all for Pogo. When Pogo's hurt, have him retreat to a safer square and use Meaty Bones repeatedly until he's fine again.

If you manage to beat King Mammoth, congratulations, you are rewarded with King's Fang, a badass accessory that grants a +20 Power bonus and immunity to Poison, Paralysis, Sleep, Drunk, and Petrify! Equip this on Pogo immediately.

You also have a random chance of receiving Cola Bottle from King Mammoth. This is an accessory that grants a +30 Speed bonus, and when used in battle, executes an ULTIMATE attack (multi-use! You will NOT lose the Cola Bottle after using it this way!). Unfortunately, if you don't get it the first time, you'll have to reset your game and fight King Mammoth again until you get it (abusing save-states in the battle doesn't seem to work - you have to

actually reset and catch and defeat the damned beast again). Whether this is worth it is up to you. It's a pain to acquire, but it basically makes the rest of the game a complete joke.

!!! /OPTIONAL !!!

Go back into the northwest door where the pit was, and just continue through the next door. You'll exit the cave and follow a path westward. There's another caveman at the end of this path who can transmute items for you, and there's a door to the north. After powering up and/or creating items, go north.

In this area, there's a sleeping caveman blocking the left path. Go up the right path and walk to the north edge of the cliff. You'll see some cavemen walking from one cave to another. Go back down and take the left path up.

There are three doors here. The leftmost and middle doors lead directly into a battle with fifteen cavemen, and after that battle, an endless flow of cavemen will continue to chase you until you leave the area. I suppose you could repeatedly enter the leftmost and middle doors and repeatedly slaughter the cavemen to power up, but this probably isn't as effective as simply fighting monsters outside. Go through the rightmost door. Loot the cabinets (as if you need any more of this crap), and grab Gori (talk to him multiple times).

Go right and into the next door. In the next room, there should be a door straight ahead, and a door farther to the right. The room straight ahead contains nothing but a Big Stick and a Bone, so skip it and head to the right and into the door with the skull over it. The music should switch to the battle theme in this next room. There are a bunch of pointless battles in here; just run for the north door. The battle music will end once you have defeated all the cavemen here.

If you intend to defeat King Mammoth (see above) or acquire the Basic Rock (see below), turn back now. Once you proceed any further, you are headed towards the end of the chapter, and it will be too late. (Also, on the way back, you will witness this chapter's Watanabe scene, for those of you who like to keep track of that sort of thing.)

!!! OPTIONAL !!! - The Basic Rock

Anytime between now and the end of Pogo's scenario you can go back to the wilderness Pogo was exiled to and claim a fantastic item, and all it'll cost you is a Bone (in fact, DO NOT attempt this unless you have a Bone!).

Head back to the room with Zaki's pit in it, and then exit that room south. Just southwest of the door you'll step out of is a rock that looks like a face (the rock is about the size of Pogo). Stand in front of it and press the A Button on it (as if trying to talk to it) exactly 100 times and you should hear the sound of a door opening. DO NOT hit the A Button again when you hear the sound, or else the door will close and you'll have to try again. Just make sure to slow down your button-pressing when you near 90 so you don't go over.

After hearing the sound (and NOT pressing the A Button again!), go to the northwest portion of the wilderness (where the caveman that can transmute

items is). Just southwest of the caveman there should be a new door - if it isn't there, leave the wilderness, come back, and try checking face rock 100 times again. Go into the opening, and check the black slab inside.

Your inventory screen will come up. Give the slab a Bone (DO NOT give it anything else! If you give it an item that isn't a Bone, the Basic Rock will be forever lost to you!).

You'll receive a Basic Rock - an accessory that grants a +50 IQ bonus! On top of that, if used as an item in battle, it scans an enemies Hit Points and disables its arms and legs. It can be used in such a manner as many times as you wish. This thing is tremendously useful.

!!! /OPTIONAL !!!

After you are done completing everything you intend to in this chapter, return to the hall where you fought all those cavemen. Proceed through the north door. The music will change in this room - the door ahead is the final door in this chapter.

Once you have decided to proceed, make sure you have everything that you want to keep equipped on Pogo (including the Basic Rock and Cola Bottle, if you got them), since anything that is not equipped on Pogo will be lost after this chapter ends. (It would be better to hold onto the Basic Rock for later in the game than to lose it now in order to scan this scenario's final boss, and besides, I can tell you right now, he has 992 Hit Points. The Cola Bottle would make this fight very easy, but again, you'll want to save that for the final chapter. So make sure to equip both of these items on Pogo.)

Step through the final door and watch the scene.

*** BATTLE: Zaki

Are you tired of this guy yet? This battle is even easier than the last couple times you trounced him, so just run up to him and "Bash Bash" him until this battle ends.

***/BATTLE

*** BATTLE: O-D-O

If you have Bel's "Laa Laa" technique, this fight is horribly easy. As I said before, O-D-O has only 992 Hit Points, and "Laa Laa" can hit for up to 600. Just back Bel off, stick your other guys in front of her, and fire away. Once everyone is in position, pass everyone's turn except Bel's, use "Laa Laa", and watch O-D-O die in two or three rounds.

If you do not have "Laa Laa", then for God's sake, I hope you have "Wavewave". Put Bel somewhere protected, but make sure your other party members are within healing range. Pogo is the only character that can handle O-D-O's melee attacks - put Pogo next to him and use ranged attacks exclusively with your other characters. Don't use any of Pogo's attacks that require charge time - O-D-O can cancel the attack. Use healing items liberally if you have to, since you're going to lose everything except Pogo's

equipment at the end of this chapter anyway.

*** / BATTLE

Time to enjoy the ending. Afterwards, pick another character. Let's roll.

2.) -Xin Shan Quan- Kung Fu Chapter - Inheritance:

The Xin Shan Quan chapter is pretty simple and straight forward, despite its non-linearity. Instead of naming your character, you name the martial art that your character has mastered. Throughout this guide, I will refer to this character as "Master".

You begin in your school. Loot this room and the room above you, and equip all the cool stuff you find (just the Kirin Shoes, actually).

Leave your school. Make sure to take the grass out here, the grasses are actually useful items. Whenever you see a grass like this, take it.

There are three potential martial arts pupils out there, and your job now is to find them. They can be found in any order. I do, however, recommend the order presented here. Read the signs posted about if you can't figure out where to go.

-Li-: Head to the Bamboo Forest, west of the base of Mount Da Zhi. If you need to get familiar with Master's techniques, you can fight these tigers, but Master gains no Experience. Make sure to jack all of the grass here.

Eventually, a bandit will try to rob you. Tell her you're broke, and you'll fight her - a pitiful battle. Afterward, she'll join you. Make sure to unequip her of everything - I'll explain why later. There's still more grass to yonk from the forest, so make sure you've got it all before you leave. Specifically, make sure you have five Healing Plants. Do NOT power up on the tigers here - again, I'll explain later.

-Yuan-: Go to Wong Town, straight south of Mount Da Zhi. Here, there are people slumped over from illness. If you went to the forest first, you have five Healing Plants to use on these people. When you cure them, they'll give you items. There are actually six of these fools, but the last one is just hungry. Give him a Meat Bun and he'll be cured.

After curing the third one from the top, a boy will run past you, south through the city. Follow him, and you'll encounter some thugs. Make sure to poke your nose into their business. You'll get into a wussy battle. Afterward, the boy will ask to join you. To get him to join you now, select the second option ("Sorry, but..."), and then the first option ("Oh, alright"). If you choose anything else, he will run off, but he'll end up

joining you later anyway. After he joins, unequip him of everything - I'll explain why later.

-Sammo-: Go to Yuan Hua Street, east of Mount Da Zhi. There'll be a thief at the north end of the street. Eventually, you'll get mixed up in the whole ordeal. You'll be asked to punish him - you can choose to enter a very easy battle here, if you wish. If you choose not to punish him, you'll have to pay for his theft... which, as far as I can tell, has no detrimental effect whatsoever. The thief then joins you. Make sure to unequip him of everything - I'll explain why later. Talk to the people of Yuan Hua Street on your way out - they have a habit of giving items away.

After recruiting all three thieves, it is time to return to your school to train them. Don't waste any time powering them up on tigers yet; your pupils will be far more effective after their training, and due to strange circumstances, if you get them to be too high of a level before you train them at your school, it's possible that they may end up never learning some of their techniques. Also, if they get too strong, you may not survive training them (they will defeat you - game over). So just don't power them up until they are trained.

Take your pupils to your school. At the start of their training, you'll spar once with each of them. Don't go easy on them.

*** TRAINING

The next day (I guess), Master will take them up to the peak of Mount Da Zhi for endurance training. You can fight a total of four battles up here. Each battle will increase the chosen pupil's Vitality by 5. I'll tell you right now, it's better to focus all of your training on one pupil rather than spread it out evenly. If you spread it evenly, each pupil will be gimped - it's better to have one competent pupil to use all the time. Trust me. This is also why I had you unequip them - later, you will equip your chosen pupil with the best equipment.

Before you begin the first battle, decide which pupil to select. Each has her/his own benefits, as described below.

Li's primary stat is Speed, her Hit Points are adequate, and her base techniques are the most useful of the three. Her ranged attacks, in particular, are quite useful in this chapter (and beyond).

Select Li if you're looking for a hit-and-run skirmisher who can hold her own in melee as well as ranged combat.

Hit Points	**
Power	****
Speed	*****
Vitality	**
IQ	***
Techniques	*****

After Training (Level 7):

Hit Points	248
Power	43
Speed	58
Vitality	30
IQ	12

End Game (Level 16):

Hit Points	389
Power	75
Speed	99
Vitality	43
IQ	49

Yuan's his primary stat is IQ, he has the lowest Hit Points of the three, but he gains stat bonuses as he levels fastest. Thanks to his high IQ, he can use the dreaded "LaoHuZhiWu" technique very effectively, but putting him in melee can be a dangerous move. If you level him up enough in the end game, Yuan can surpass the other two in Power and IQ, and he can match Li's Speed and Sammo's Vitality, but his low Hit Points will always be a valid concern.

Select Yuan if you're looking for a ranged artillery character with high damage output and limited melee capabilities.

Hit Points	*
Power	****
Speed	****
Vitality	****
IQ	****
Techniques	****

After Training (Level 7):

Hit Points	172
Power	32
Speed	35
Vitality	30
IQ	25

End Game (Level 16):

Hit Points	282
Power	81
Speed	76
Vitality	77
IQ	78

Sammo's primary stat is Vitality, he has the highest Hit Points of the three, and his base techniques are powerful, but require charge time. He is capable in both melee and ranged combat, but you'll want to keep him close to the action due to his high Hit Point total.

Select Sammo if you're looking for a tank who is flexible enough to attack

even at range.

Hit Points	*****
Power	****
Speed	**
Vitality	*****
IQ	*
Techniques	***

After Training (Level 8):

Hit Points	420
Power	48
Speed	25
Vitality	63
IQ	7

End Game (Level 16):

Hit Points	649
Power	75
Speed	38
Vitality	98
IQ	12

When you have decided which pupil will be the one to inherit your Xin Shan Quan, train that pupil by talking to her/him. There will be a total of twelve training battles, and each will raise a key statistic each time, as well as increase the pupil's Experience. The first set of four battles will raise Vitality by 5 (each, for a total of 20), the second set will raise Speed, and the third set will raise Power. At the end of the training, your chosen pupil will have 20 more Power, Speed, and Vitality (as well as any other bonuses they may have from gaining levels).

Your pupil will also learn your techniques when she/he gains a level. To make sure the most important techniques are learned first, just continually use the same technique until she/he gains a level and learns it, then just repeatedly use the next important technique, etc. If you've experimented with the techniques, you'll probably agree with me when I say that "LaoHuZhiWu" is the most important one.

Here are the techniques you can teach your pupil, in order from most to least useful:

- "LaoHuZhiWu"
- "Squirrel Kick"
- "Long Hu Liang PoWan"
- "Lion Hand"
- "Monkey Fist"
- "Bai Li Dao Yi Bu Jiao"

Note that it's possible to PERMANENTLY miss out on some techniques if you do not train your pupil effectively. Make sure to focus on the technique you want to teach the pupil and use that attack exclusively until your pupil has learned it, then move on to the next attack. If your pupil gains a level during training and fails to learn one of your techniques, then you did something wrong... reset.

***/TRAINING

After their training has ended, go to Yuan Hua Street. At the north end of the street, you'll encounter some thugs. Thug 'em. Thuglife. After you thug these guys, talk to everyone in the market, including the shop owner. They all just love to give you things. Then, go back to your school.

After the scenes that take place here, head to the temple of Yi Po Men Kung Fu, through the Bamboo Forest. If Li was your chosen pupil, she will join you in the forest, where you first met. Make sure to equip all of your coolest stuff on her, including all your accessories. Master can wear your second-coolest stuff. Put Li in front, too. She should be more powerful than Master at this point.

Go into the temple, and fight some goons. If Yuan was your chosen pupil, he will join you after you step into the temple. The same comments made above about equipment and formation apply to Yuan, here.

Just make your way through the temple, killing everyone in sight, and stealing every item you can. When you reach a room with three treasures on the left and a tea table on the right, make sure to check the tea table for a Fukahire Bun (full heal item). That should come in handy against this chapter's boss.

If Sammo was your chosen pupil, he'll join you in one of the temple's later rooms. Make sure to put him in front and equip all of your best stuff and all your accessories on him.

From here on, I will refer to the character you chose to be your pupil as "Pupil".

Eventually, you'll reach the boss room. Here you will have to fight a series of battles, each progressively more difficult. You do, however, get a break between each one, and if you find yourself getting smoked, you can leave and power up on tigers in the forest. This probably goes without saying, but make sure you save between each battle.

As a general strategy, have both Master and Pupil focus on one enemy at a time, and use "Long Hu Liang PoWan" to weaken the stronger enemies. When you can, use "LaoHuZhiWu" to hit multiple opponents at once. Use Pupil's base techniques - they usually deal more damage (but beware Sammo's charge time). Don't worry too much about using your healing items, just make sure you save most of them for the later battles.

What follows are specific notes and strategies on each battle:

*** BATTLE: San Xi, Si Xi

This battle is, unsurprisingly, the easiest of the bunch. Send both Master and Pupil toward the same enemy, and use "Long Hu Liang PoWan" a couple times at the beginning of the combat; after that, switch to a more damaging technique. Try to allow the enemies to flank you so you can hit them both at once with "LaoHuZhiWu".

***/BATTLE

*** BATTLE: Yi Xi, Er Xi

This battle is practically the same as the last one, and the same strategy works. These guys are a little stronger, but if you find yourself having problems here, then you probably need to power up before you move on to the tougher fights ahead.

*** /BATTLE

*** BATTLE: Dong Jia, Xia Jia

Try not to use techniques that have charge time; these guys will simply stomp you and cancel your action. The most effective way to damage these guys is to get Master between them and use "LaoHuZhiWu". You might want to consider passing all of Pupil's turns just to maximize the amount of attacks you get with Master. Otherwise, use ranged attacks with Pupil while Master keeps them busy with "LaoHuZhiWu". If Master goes down, then you just got unlucky - these battles are not supposed to be difficult yet.

*** /BATTLE

*** BATTLE: Bei Jia, Nan Jia

The same strategy that you used in the previous fight will work here, but you will probably need to use healing items. When Master's Hit Points get low, move him away from the opponents and move Pupil up, and then swap roles; have Pupil repeatedly use "LaoHuZhiWu" and have Master heal or use "Squirrel Kick" at range.

If your Pupil is Sammo, then you may be able to win without healing simply because you have so many Hit Points.

*** /BATTLE

*** BATTLE: Lin, Shan, Chan

Focus on Chan first (the one on the lower-left). Have Pupil use ranged attacks right from the start of the battle, and move up with Master just close enough to use "Squirrel Kick" on her. If your Pupil is Yuan, you'll have to approach her for "Squirrel Kick" with him as well; just make sure not to stand next to Master.

Next, take out Lin (started in the upper-left), since she has a most dangerous technique called "Waterfoul Dance" that can ruin your day. Just make sure Master and Pupil are not next to each other, and use ranged powers and "Squirrel Kick".

Finally, go for Shan, using ranged powers and "Squirrel Kick" again. Shan has powerful melee attacks, but her ranged attacks are quite weak, so always keep at least one tile between her and yourself and you should be fine.

*** /BATTLE

*** BATTLE: Yi Bei Kou

First of all, do not stand directly diagonal to him, or he'll turn you to stone, which is basically the last thing you want to happen to you. His ranged attacks are pretty weak when compared to his melee attacks, so keep your distance and use ranged powers and "Squirrel Kick". He is capable of cancelling any attacks that require a charge time, but he only successfully cancels them about half the time, so use your own discretion there. As long as you don't stand next to him or get turned to stone, he should be pretty simple.

*** /BATTLE

*** BATTLE: Odi Wang Lee

The final battle should be pretty easy as long as Pupil is around level 9 or 10. Open up with "XuanYaLianShanQuan" for some massive damage right off the bat.

Li: Constantly use "ShuiNiaoJiao" and/or "SheXingQuan".

Yuan: Move in, strike with "Long Hu Liang PoWan" a few times, then move out to heal, etc. After a few strikes with "Long Hu Liang PoWan", switch to a more damaging attack.

Sammo: Soften him up a bit with "Long Hu Liang PoWan" a few times, then back off and nail him with "BangBangJi" or "Squirrel Kick" until he goes down.

Obviously, do not be afraid to use any (or all) of your healing items.

*** /BATTLE

After he's dead, you've won! Pick another character, and let's get rolling.

3.) -Oboro- Bakumatsu Chapter - Secret Orders:

Oboro's chapter is extremely complex. There are probably hundreds of ways to accomplish your goals in this chapter, but my walkthrough will take you in specific directions and will accomplish the chapter in the ways that I have found to be the best.

The game keeps track of how many people you kill in this chapter; the least you can end with is zero, and the most is one hundred. I'll tell you right now, you will receive an item at the end of the chapter if you do not kill anyone at all and end with zero kills - a sword with 40 Attack Power. Not fantastic, since there is another way to get one (destroy a powerful optional boss) in this chapter and a stronger sword after this chapter. Still, it is

something to try, if only just for the satisfaction of knowing you did it.

The walkthrough for this chapter has been written to satisfy the needs of the player who is going for either zero kills, as many kills as possible, or no particular kill total. Keep your kill goal in mind as you progress through the chapter, as I may instruct you to make different decisions and take different paths.

If you are going for zero kills, and you accidentally enter a battle you didn't intend to, it never hurts to try to run.

If you are going for all 100 kills, and you find someone I didn't mention, don't kill that person. You are not being clever by killing someone earlier than I mentioned - there are certain people that need to be alive for certain events to be triggered later. You need to leave these certain people alive in order to get the 100 kills, particularly the women (you come back for these people later, after the events they trigger have taken place). I will put the current Max Kill Count in brackets to aid you as you go on; if you make sure your kill count always matches this number, you will succeed in killing all 100 people. You may ignore these bracketed numbers if you are going for less than 100 kills.

Oh, I forgot to mention - hold the Y Button to use Oboro's Stealth Cloak in this chapter. Good times!

You will begin the chapter in front of some guards, who will engage you when you attempt to pass them. If you want to try for zero kills, run away from this battle. Otherwise, kill these idiots [2], and kill the guys behind you as well [4].

!!! OPTIONAL !!! - Job Abandonment

You can choose to abandon your mission right now by leaving the complex through the south exit. You'll have to fight some difficult battles (battles that you have no chance of winning at your starting level). It doesn't matter, though - whether you win or lose, it's Game Over.

!!! /OPTIONAL !!!

Go into the building ahead, and you'll hear some wankers talking about the password. When someone says "Mountain!", the password is "River!". But, don't forget to listen for the bell. When the bell chimes (and Oboro will make note of it whenever it happens), the password changes from "River" to "Origin", and when the bell chimes again, the password switches back. If you are going for zero kills or 100 kills, keep track of the password. Using the password is essential for avoiding needless bloodshed, and there is one instance in which you'll have to know the password to get the kill.

Go into the door on the right, and in the next room there will be a box with some Chain Mail inside. Equip it, and kill the guy, if you wish [5]. Leave this room. Back in the first hall, the middle door contains nothing but a guy for you to kill, so do that if you like [6]. Go through the left door. There should be a dude wandering around here, who'll attack you if he touches you [7]. No problem for one as fast as you are, right? Of course,

he's a wuss anyway. There's a south door and a north door. The south door leads to a room with two people to kill, but don't kill the woman yet - I'll give the explanation for why in the next paragraph. Go ahead and kill the man if you like [8]. The north door leads out the back door of this building; take it.

From now on, I will just tell you where the people are, and approximately how powerful they are. I'll leave it up to you to kill them or leave them alone. If you are ever attacked and you don't want to kill, just run away. If you don't kill any women, you'll be given a gift later on in the chapter. And if you want 100 kills, you'll miss out on a kill if you kill any women, so leave the women alone and come back for them later (you still won't get the item though). And finally, if you don't care how many kills you get, then don't kill any women (for the item), and kill any men you encounter (for the Experience).

Outside the back door, there are two idiots out here wandering around, each killable at your level [10]. There are two guards at the next door, who'll ask you for the password. Answer correctly for passage, or answer incorrectly to kill them [12]. Also, if you're going for maximum kills, there's a merchant hiding along the west side of the building for you to kill [13].

Enter the building. The next hallway has four doors, and one wandering moron [14]. From left to right, I'll call these doors Door 1, Door 2, Door 3, and Door 4. Here's a quick description of what's behind each door, (note that I'm not telling you to go anywhere yet): Door 1 leads into another hallway; Door 2 leads to a room with a bunch of women and a north door that you shouldn't worry about; Door 3 leads to a room with two men (don't kill the one in orange yet); Door 4 goes to the attic. If you want 0 kills, skip the next paragraph.

Enter Door 3. There are two dudes here. Ignore the man in orange - don't even get near him. You need him alive to acquire an item later, but you'll lose the item even if you enter battle with this dude and run away. We'll come back to kill this guy after we get the item. However, DO make sure to kill the man in from of him. If you don't kill the first man now, he'll end up leaving later, so make sure to score the kill now [15]. Exit back to the hallway.

Enter Door 1. There are three north doors here. The left door is guarded by a man who asks for the password. There's nothing behind this door yet, but feel free to kill the guy [16]. Go into the middle door and ignore the man inside (we can kill him later - right now you aren't strong enough). Take the secret passage in the top-right corner of this room to the attic. Grab the treasure box real quick, then come back down and return to the hallway. Take the right door, and proceed north through the short hallway.

In this hallway there are three south doors (including the one you just stepped through), and a north door. Ignore the middle south door - it leads into a room with a woman (this room connects with the room behind Door 2 from before). Enter the third south door, grab the two boxes, and kill the two men if you like [18]. Go north back into the hallway. If you want 0 kills, skip the rest of this paragraph. Go up through the north door, kill the man and two guards out here [21], then come back down into the hallway.

Go back the way you came from, through the first south door. Head all the way back to the doors I numbered earlier, and go through Door 4.

Kill the guy in here if you want [22], then go through the secret passage

in the wall. In the back room, a ninja will ask you for the password. Same drill, except he'll only accept River and Origin as responses - no dummy responses. Make sure you know the current password, so you can get it wrong or right, depending on whether you want to kill him or not [23]. After that, go up the ladder. (If you are going for 100 kills, you no longer need to remember the password.)

You're in the attic. Unless you entered battle with the man in orange behind Door 3 (the one I told you to stay away from!), you will witness a scene here. After the scene, jack all four treasure boxes up here. Approach the northwest exit, and a ninja will run in and try to attack you - either kill him [24], or hold the Y Button to turn invisible and avoid him. If you want zero kills, skip the next two paragraphs.

You should have reached level 5 by now - strong enough to slay those people you left behind. Before leaving the attic, look through a hole on the left that shows an old man spinning some woman around. Remember the empty room downstairs that was guarded by some guy who wanted the password? Now, inside, are that man and woman. If you want 100 kills, don't kill either of them yet; if you kill the man, the girl will run away, and you won't be able to kill her later; if you kill the girl, you'll miss out on a kill later. We'll come back for these two when it's safe to kill them (if you don't care about your kill total, then by all means, you can kill the guy, but leave the girl alone).

Return to the hallway with the doors I numbered and enter Door 3. Kill the guy in orange that I told you to leave alone earlier [25]. He has outlived his usefulness. Proceed through Door 1 and then the middle north door. Talk to the guy who I had told you to ignore earlier, and two goons will show up out of nowhere. Take these guys out [27] (you may have to heal in this battle), then kill the original guy [28]. Then, go back up to the attic through the passage in the corner of this room.

Exit the attic northwest. After you exit, you'll be outside. Run south, and before turning east there will be a small building along the corner of the outer wall. If you are going for zero kills, skip it, and the rest of this paragraph. If you don't mind getting a kill, read on. Enter the building from the left. There are two treasure boxes in here, but when you try to grab them, you'll be attacked by five ninjas. Just go for the one in the back and the others will disappear - apparently, they were just images [29]. Now grab the boxes and get out of here.

Continue south, and turn east. Keep running until you enter a small attic built over the entrance to the complex. Don't crawl into the very middle tile of this room, or else the ground will fall and you'll be back in the beginning. Crawl through the east exit of the room (avoiding the middle tile!), then continue along the path. At the end of the path, you'll reach another small building with two rats and three boxes. Grab the boxes; inside one of them is a Storehouse Key.

Backtrack to the small attic over the entrance to the complex - the one with the single rat and the middle tile that I told you to avoid. Crawl onto that tile and fall through the floor. Go north all the way through the first building and outside through the north exit, then go southwest once outside. Don't enter the second building - instead, use your Storehouse Key to go through the hidden north door of the little building in the southwest corner of the complex. A ninja will try to jump you in here - once again, decide whether to kill him [30] or hide with the Y Button. If you kill him, two more ninjas jump in [32], then four more [36]. Open the box and you're rewarded with a Basement Key.

Now, go all the way through the second building and exit through the north door. Use your Storehouse Key to get into the small building on the right. Loot all the boxes and pots. The two spirit things floating around in here are Lost Souls - weak, undead creatures. If you're going for zero kills, you should power up on these things by killing them and re-entering. Don't kill the woman in the corner yet - even though she doesn't affect your kill record, her death will make the Lost Souls stop reappearing. If you aren't yet level 6, power up here until you reach it. It shouldn't take long; your "Flame Arts" technique can kill these things in one shot. (In theory, you could power up to level 16 right now, but I recommend against it. It'd be better to wait until you have your other party members before spending too much time powering up, so that they get the Experience as well.)

Return to the attic in the second building, and exit northwest. Follow the path all the way around (make sure to avoid the middle tile in that south attic). Near the end of the path, you will see a tree next to a golden statue of some sort (at the northeast corner of the complex). Climb down the tree (press the A Button on it to climb down), then press the A Button on the statue. Voila, a secret passage! Descend it.

You're in a long corridor...

!!! OPTIONAL !!! - Majin Ryunosuke

The first optional boss of this chapter can be found in this hallway. Of course, challenging him at level 6 is foolish, so refer to this section later if you want to kill him. Your reward for doing so is a sword with 40 Attack Power (the same reward for scoring zero kills in the chapter).

As you walk south through this hallway, you'll notice a silver diamond of some sort on the corner. Walk north until the diamond is in the very bottom tile of the screen, then take two steps north. Turn around and walk south until you see a jar. Ignore it, and walk north all the way and enter the passage. There should be a sword on the north wall. Try to take the sword, and a demon will appear. Talk to him to initiate battle.

Majin Ryunosuke is incredibly uber. DO NOT stand to his sides, no matter how far away you are from him. Oboro and O-Robo (who is O-Robo, you ask? See later in the walkthrough, and really, you shouldn't be fighting this guy without O-Robo in your team) should keep their distance and use "Bronze Leaf" and "Fuma Shuriken", respectively. Put Ryoma (if you have him) up next to him on the diagonal and use "Polaris Single-Blade". Ryoma's function is essentially to divert attention away from Oboro and O-Robo. Use healing items like a madman; it's not like you'll be needing them for the final boss. Try not to have any of your characters stand next to each other unless it's for healing. Keeping O-Robo alive is a greater priority than anyone else, since he can deal the most damage the quickest. Good luck.

After killing him, grab the Muramasa off the wall and equip it to Oboro.

Leave Majin Ryunosuke's room. Walk south until you see the jar at the very bottom of the screen. Take four steps north (three steps after the first step in which the jar disappears from view), then head south. The hallway is now back to normal.

!!! /OPTIONAL !!!

Pass through a long corridor and into the moat. There are three ninjas wandering around in the moat - kill them or avoid them [39]. You can't use your Stealth Cloak while in the water, by the way, so you may have to engage battle and run multiple times if you're trying to avoid the ninjas.

There is also a gargantuan fish floating around (it looks like a fish-shaped shadow) - avoid it! If it attacks you, run! (Read the OPTIONAL section below for more information on it.)

!!! OPTIONAL !!! - Lord Iwama

In the moat is a fish-shaped shadow. Touching it will trigger a battle with Lord Iwama, the horrible fish-beast. Make sure not to touch it on your first time through the moat, or else he'll destroy you.

If you want to get to him, kill him, then escape before O-Robo breaks down, I suggest you enter the moat area from the north and wait just outside the door a few moments (before stepping into the water), giving Lord Iwama the chance to swim up to you. In fact, you can fight him without even stepping into the water with this method.

Lord Iwama is not as hard as Majin Ryunosuke. Guess what? He is defeated by the same strategy. Oboro and O-Robo should use "Bronze Leaf" and "Fuma Shuriken" from a distance while Ryoma (if you have him) keeps him occupied with "Polaris Single-Blade". Once again, keeping O-Robo alive is your greatest priority.

For defeating him, you will receive a Suijin Scale, an accessory that grants a +10 IQ bonus. Not a big deal, but its other use is great. It can be used as an item in battle as often as you like, and it executes an awesome water technique. Since you'll want to use it for that purpose in the final chapter, equip it on Oboro before completing this chapter (only Oboro's equipment will carry on from this chapter to the next).

O-Robo might break down in the water after killing Lord Iwama (I hope you killed Majin Ryunosuke first), but you won't be needing him anymore unless you want zero kills or you haven't defeated Majin Ryunosuke yet. If either of these are the case, reset, and make sure O-Robo doesn't break down next time (you MUST keep O-Robo in your party to finish the chapter with zero kills).

!!! /OPTIONAL !!!

Eventually the moat will end at a door. Another short corridor, then you'll be in a jail with a guard wandering around [40]. Ignore the two jail cells, and go up the stairs to reach another jail area. DO NOT challenge the guard that's wandering around up here - he'll own you right now. Kill everyone in the cells if you like, using the Basement Key to open the cell doors [44].

At this point, if you are going for zero kills, continue left and exit. Then, skip the next three paragraphs, along with the rest of this one. If you don't mind getting kills, read on. Go back downstairs. Don't open the cell on the right with the ninja - we'll save that for later. Open the cell

on the left, then run up to the prisoner.

You're now in a room full of Lost Souls. Run to the north exit in order to make the boss appear. When the boss offers to battle, decline the offer. He'll just come back to life if you kill him without killing all the Lost Souls first, but you do need to make sure to make him appear before killing all the Lost Souls, otherwise he'll just revive them all when he appears.

Kill all the Lost Souls. The Lost Souls will regenerate in time, so make sure you're dashing (holding the B Button) when running to each one. Once they're all dead, challenge the boss, but make sure you're at least level 7 before doing so. If you need to power up, let the Lost Souls reappear. When fighting the boss, just stay near the lower right corner and use "Strength of Ninja" on him repeatedly, and try not to stand directly diagonal from him.

After the battle, equip your best stuff on Oboro and your second best stuff on Ryoma, then get out of here through the north exit. You'll be back in the jail. Go upstairs. With Ryoma's help, you can kill the guard up here. Have Ryoma keep using "Polaris Single-Blade" on him, and he'll be done quickly [45]. Exit to the west.

After exiting the jail, follow the path until you reach a room with a man (who summons backup if attacked) [48] and a box. Yoink the box - finally, a weapon upgrade for Oboro. Exit this room south. In the next room, there's a hidden exit in the lower-right - enter it, and yoink the treasure. Ignore the woman.

Exit this room and go through the leftmost south door. Follow the path until you reach a hallway with four samurai goons. As always, kill them all or avoid them [52]. Don't go through the south exit, or else you'll just be outside, north of the second building, without the key to get back in; you'd have to walk all the way back. Do not enter the first north door, either, or else you'll have to deal with a sickly old woman who'll follow you around. You have to kill her 16 times to get her off your back, but it counts as killing a woman, so just don't even get near her for now.

Go through the far right north door (the small brown one). Continue up the hall, and you'll be in a hallway with three doors, the leftmost of which is guarded by a man who will ask you for the password [53]. Go into that room and take the contents of the two boxes, then leave. The middle door leads to a room with a man and two women; feel free to kill the man [54]. Take the rightmost door when you're ready to move on.

In the next room, you'll see someone who looks like a toy train exit the room as you enter. If you step on the blue cushion in the room, you'll trigger a trap. Not really a problem, and you can use this trap to level up if you need to (you can activate it more than once). Just kill the guy who looks like a toy train (the Trap Master) to make the rest of the trap break down (he doesn't count as a kill).

Go into the next room, and up the stairs. Go into the north door (at the lower-right corner of the room) and take all the treasure except the pot behind the woman - you have to kill her to get it, and it's just Money anyway. Leave the room with the woman, and then go through the south door.

There are a ton of doors south and an opening on the left. Ignore the left opening and go south all the way through the doors. The next hall will have a goon wandering around [55]. If you're going for zero kills, skip the next paragraph.

This entire paragraph is optional. Go into the next door (immediately to the right of the door you just came through). There's a single woman in here, so it seems, but you can fight her if you wish - she's actually a monster of some sort, and she won't count as a kill. If you don't have Ryoma in your team, then don't bother challenging her - she'll be too tough at this point. If you have Ryoma, use "Polaris Single-Blade" on her continuously so she remains paralyzed throughout the battle, and have Oboro pass every turn.

The third door is a trap - don't bother with it. Turn north at the end of this hallway and head to the north door. A guy here will ask you for the password - deal with him as you normally would [56], then go north through the door. Keep following the single path, bypass or slay the orange guy on the way [57], and eventually you'll end up coming through a passage into some goon's room [58]. Exit south. If you are going for zero kills, skip the next paragraph.

Go down the hallway, and a woman will see you and call for help. Just when it looks like you're going to fight, a masked man busts out of the north room and they converge on him. If you're going for 100 kills, kill the goons IMMEDIATELY before the masked man gets a chance to [62], then kill the masked man [63]. DO NOT attempt to kill the masked man until all four goons surrounding him have died, or else he will kill the goons and you will miss out on those kills. The safest way to make sure you can kill the goons before the masked man does is to make sure you're holding the B Button to dash when running between them, even though they are so close to each other. And never hesitate. If you leave this room without killing the masked man, he won't come back, so don't leave until you've killed him. Just don't stand next to him on the diagonal while fighting him, and he'll be easy. Skip the next paragraph.

Go down the hallway, and a woman will see you and call for help. Just when it looks like you're going to fight, a masked man busts out of the north room and they converge on him. Wait for a few moments, and the new guy will kill all four opponents for you. You may then walk past him without challenging him. Skip the next paragraph.

The door that the masked man stepped out of leads to a moderately difficult battle, but an essential one if you want 100 kills. If you want to skip it, skip the rest of this paragraph. Go through that door and talk to the bald guy. He'll summon a tiger, and battle will commence. Stay in the lower-right corner and use ranged attacks to take care of the tiger, then use the same tactic on the bald guy, but keep Oboro and Ryoma far away from each other. After he's dead [64], go back into the hallway.

Take the north door to the right of the door that the masked man came through. There is an old man here who will tell you how many kills you have so far. If you have zero, he'll give you ten Castellas. You can kill this guy, if you like [65]. Ignore the secret passage on the wall.

Leave the room, then hit the next north door. Check the two boxes, then leave. Go up the stairs on the right. Take the left door, and you'll be in a small back-hallway with a north door and a south door on the left side. If you're going for zero kills, skip the rest of this paragraph. If you feel like getting kills, go into the south door, and talk to the guy in there repeatedly until he attacks you [66]. Then, go back into the back-hallway.

Go through the north door, continue north, then climb the ladder. Ah, an attic trap room. Don't go east - go south instead. You'll end up fighting the same traps either way, but you'll get a treasure box if you go south instead of east.

Below are the strategies for beating the traps. These strategies as written will work even if you have only Oboro on level 6 (this is why I had you power up to level 6 earlier). The traps do not count as kills.

*** BATTLE: Trap Master, Fire Trap x14

Have Ryoma (if you have him) or Oboro (whoever starts the battle on the left) run to the left corner and use "Quickdraw Wolf Fang" or "Shuriken Storm" to destroy the Fire Trap directly above, then run up to the Trap Master with the same character and use "Polaris Single-Blade" or "Shinobi Slash" to defeat him. Pass every turn with your other character.

*** /BATTLE

*** BATTLE: Trap Master, Fire Trap x3, Gas Trap x6, Ice Trap x3

Have Oboro use "Shuriken Storm" straight down at the Gas Trap directly below, then walk down with either Ryoma or Oboro and take the Trap Master out.

*** /BATTLE

Grab the Genji Armor from the treasure box. Equip it on Oboro.

*** BATTLE: Shura Buddha Statue, Water Buddha Statue x6

Easiest trap ever - use "Shinobi Slash" or "Polaris Single-Blade" to destroy the Shura Buddha Statue (the gray one) in one hit. The rest of the statues will break down.

*** /BATTLE

*** BATTLE: Flame Buddha Statue x4

Okay, THIS one may be the easiest trap ever - move Oboro to the center of the four statues and use "Cross Slice". All four statues will be destroyed.

*** /BATTLE

After getting the box and escaping the traps, you can defeat the other traps in this room for Experience if you like - they are simply copies of the traps you have already defeated. I recommend doing this, especially if you're going for zero kills, because it's easy Experience. When you're ready, exit southeast.

In the next room, take the north door, and keep going north until you reach a room with a tea table in the center. Save your game in this room.

Press the A Button on the north door repeatedly. You'll be invited to have some tea - ignore the offer, just keep hitting the A Button on the door. Eventually, the guy will ask you if you trust him - of course you do not. He'll come out and fight you. The strategies for this battle are below, but first I need to give you some information.

There are two ways to win this battle - the hard way, and the easy way. I recommend the hard way, because if you take the easy way, you will miss out on adding a badass character to your party. If you're going for zero kills and/or you intend to defeat this chapter's two optional bosses, you MUST get this character (so you MUST choose the hard way). Otherwise, the character is fairly unnecessary, but still recommended. If you are going for 100 kills and do not intend to challenge the optional bosses, only then do I recommend taking the easy option.

Below are two boss strategies; the first is the strategy for defeating this guy the hard way (recommended, it allows you to get a badass party member), and the second is the easy way. If you defeat him the easy way, you will be unable to defeat this chapter's two optional bosses, and you will be unable to complete the chapter with zero kills (you can still complete the chapter with 100 kills regardless of which option you choose). The choice is yours.

*** BATTLE: Clockwork Gennai, Electrode x6

If you are reading this, then you have opted to defeat the boss the hard way. Good for you!

You must defeat all the Electrodes before you defeat Clockwork Gennai. Have Oboro run to the tile that's one tile left of the top-right corner. Stay up there and use "Shuriken Storm" on the Electrode below ("Strength of Ninja" doesn't work very well). Move him one tile to the left and repeat until all Electrodes are defeated.

Ryoma (if he's with you) will probably get fried - oh well. If he doesn't, use "Quickdraw Wolf Fang" on the Electrodes from where he stands.

Don't bother healing Ryoma, just let him die. Use healing items on Oboro whenever you need to.

After the Electrodes are gone, go up to Clockwork Gennai and hit him with "Shinobi Slash", healing when you need to. You're safer right next to him than you are anywhere else, so stay on him.

After he dies, he should drop an item called Zenmai. If he doesn't, reset your game (you need this item to get the badass character to join you).

(Note, if this battle ends up being too difficult and you need to power up, you can reload your game (you DID save in the tea room, right?) and this time, fall for his trap (sit on the cushion at the tea table). He'll send you to the dungeon. From there you can walk to the room with the woman and the two Lost Souls, and you can power up there as much as you want.)

***/BATTLE

*** BATTLE: Clockwork Gennai, Electrode x6

If you are reading this, then you have opted to defeat the boss the easy way, and have forfeited any chance of defeating this chapter's two optional bosses, and you are not going for zero kills.

I will assume you have Ryoma in your team - the only reason you wouldn't have him right now is because you're going for zero kills, and if that's the case, then you should NOT be taking the easy strategy. Buck up and read the strategy above this one.

Your goal is to defeat Clockwork Gennai first - his death will cause the Electrodes to break down. At the start of the battle, have Oboro run straight to Clockwork Gennai and hit him with "Shinobi Slash". When it's Ryoma's turn, run him to the space above the lower-left corner and use "Quickdraw Wolf Fang" (it's not a big deal if he dies before he gets there, though). Then, just stay where you are and hit him with the same attacks.

You will miss out on the third party member, but at least you didn't die in that battle. You coward.

*** / BATTLE

REMEMBER WHERE YOU ARE. This is a key location that I will be referring to later as "the tea room" or "where you got the Zenmai" a few times, even if you didn't actually get the Zenmai. (I'll do the best I can to give you directions back to this place whenever it's relevant.)

If you're going for zero kills, skip this paragraph and the next one. Go north, then north again through the door on the left. Go down the stairs on the right, then through the south door. Kill the four ninjas [70]. The woman will ask you to stay with her. Refuse twice, and then talk to her again (from in front of her). She will ask if you find her attractive; select "kill her" [71]. Don't worry - this is the one woman you are allowed to kill. The reason for this is a spoiler, so just trust me (you'll find out later).

After dispatching her, go through the south exit, kill the ninja there [72], then continue along the path and kill the guy that asks for the password [73]. Ignore the door he was guarding, and head back to where you got the Zenmai (down the stairs, through the north door, north all the way through to the hallway, up the stairs, through the south exit, then through a south exit again).

Exit the tea room south, then go up the rope ladder. The traps are now disabled, and so it is time to hit the loot. You already have everything in this first room, so exit northwest. Go down the stairs and up the next ladder. Grab the Genji's Helm and Grappling Hook in here before taking the southeast exit.

Ignore the passage in the wall, continue south down the stairs. Climb the ladder here. Grab the three boxes, and be careful not to fall down any pits.

Exit northwest, go down the stairs and up the ladder. You're in an attic with a bunch of gears. Grab the two boxes, then go back down the rope ladder the way you came from. If you want 100 kills, stand still in this room for a minute, then kill the ninja that appears [74]. Go back up the stairs.

Go down through the south passage in the bottom-right corner, then follow

the path, and keep going south through all the doors. Remember that door I told you to avoid because it was a trap? Well, it isn't a trap anymore. Since you probably don't remember, it was the third door (small brown one), two doors to the right of the one you just stepped through. Take the contents of the three boxes inside (make sure to get the Castle Gate Key). Now leave this room, go left through the hallway, then north through the leftmost door. Go north through all the doors until you get to the opening on the left, and proceed through that opening. Follow the path back and climb the rope ladder when you reach it.

This is the attic room with the holes. There is a specific pit you should jump through - it's the one directly north of the box in the lower-left (which you should have already opened). Jump through it, then DON'T MOVE. In this room, you must move a specific way, or else you'll fall down a pit and miss the box. The path is this: left, down, down, right. Now yoink the box, then move however you like. You'll fall through a pit.

You're back at the jail. Use your Basement Key to escape the cell you landed in. Go east, then through the north passageway, then down the stairs. If you're going for zero kills, then you didn't rescue the prisoner here; you'll notice his cell is empty. Go in and grab the Money.

Open the door to the cell on the right (the one with the ninja in it). If you are not going for 100 kills, skip the next paragraph (skip to the "Free Goemon" section, below).

If you are reading this paragraph, then you are going for 100 kills. Kill the ninja in the cell [75]. He should be easy, just don't stand directly diagonal from him during the battle and you'll be fine. If you got the Zenmai, skip to the "O-Robo" OPTIONAL section below. If you did not get the Zenmai, skip to just after the "O-Robo" OPTIONAL section.

!!! OPTIONAL !!! - Free Goemon

Speak to the ninja and let him go, and he will refill many of the treasure boxes in the compound, including the one in the cell to your left (to get it again, leave the room and come back).

By the way, if you hold off on saving Goemon until after defeating Majin Ryunosuke (see the first OPTIONAL section in this chapter), you can get the Muramasa twice (Goemon will replace it). However, you are unlikely to beat Majin Ryunosuke without getting the items from Goemon beforehand, and a second Muramasa wouldn't be useful anyway. I recommend saving Goemon now.

Goemon will replace the following:

- * The Money in Ryoma's cell, left of Goemon's cell.
- * The Money in the attic of the second building (where the Watanabe mice were).
- * The Genji's Gauntlet and Money in the first attic storage (along the rooftops on the way to the secret passage by the tree - if you are going for zero kills, you can't get this one).
- * The Genji's Tabi and Money in storage room by the entrance to the third building (where the woman and two Lost Souls are).
- * The Money in the box in the leftmost room of the hallway before where you first encountered the Trap Master (in the third building).
- * The Genji's Helm and Grappling Hook in one of the attic trap rooms.
- * The Grappling Hook in the attic trap room with the gears.

- * The Genji Armor in the attic trap room with the buddha statues.
- * The Muramasa in Majin Ryunosuke's room.

Below, I will walk you through getting all this treasure. As long as you have four Money (and you should), you need no more. The Grappling Hooks are worth next to nothing now that the traps have been disabled.

Unless you are going for zero kills, proceed to the "Goemon's Treasures - Default" section below. If you are going for zero kills, skip to the "Goemon's Treasures - Zero Kills" section.

!!! /OPTIONAL !!!

!!! OPTIONAL !!! - Goemon's Treasures - Default

If you are reading this section, then you are not going for zero kills.

Here's the path I suggest taking to get these treasures: from Goemon's cell, go through the secret passage on the right, follow the path into the moat, proceed through the moat (avoid the fish - run if it attacks you) to the door at the south end of the complex, and enter it. Follow the path all the way through until you come out by the tree and the gold statue. Climb the tree (press the A Button on it).

Turn right and follow the path all the way into the small attic over the entrance to the complex. Crawl through it (avoid the middle tile), and continue along the path until you reach the storage room at the southwest corner of the complex. Enter it and take the Genji's Gauntlet and the Money, then exit the way you came in.

Continue north and turn right when you get the chance. Grab the Money in here if you need it, then exit this attic via the west rope ladder. Exit south, then take the north door to the right, and continue north all the way until you exit this building. Enter the small storage room on the right (where the Lost Souls are) and grab the Genji's Tabi and Money. Exit this room, and use your Castle Gate Key to enter the north building.

Proceed north, turn right in the hallway, then exit through the rightmost north door. Follow that hallway until you reach the hall with three north doors. There's Money in the leftmost of these doors, if you need it. Enter the rightmost door, and you'll be in the room where you first encountered the Trap Master. Go west, then up the stairs. Go through the south exit. This is the room with tons of doors. Go through the passage on the left, continue through, then climb the rope ladder.

Go through the southeast exit, up the stairs, and then up the ladder. Grab the Genji's Helm and Grappling Hook here, exit northwest, go up the stairs, then go up the ladder. Grab the Genji Armor here and exit southeast. You are now at the room before where you got the Zenmai - exactly where you need to be for the "O-Robo" section, below. Skip to it.

!!! /OPTIONAL !!!

!!! OPTIONAL !!! - Goemon's Treasures - Zero Kills

If you are reading this section, then you are going for zero kills.

Here's the path I suggest taking to get these treasures: from Goemon's cell, go up the stairs, then west through the jail. Follow the path all the way to the hallway with the four samurai goons, and exit that hallway through the rightmost north door.

Follow that hallway until you reach the hall with three north doors. There's Money in the leftmost of these doors, if you need it. Enter the rightmost door, and you'll be in the room where you first encountered the Trap Master. Go west, then up the stairs. Go through the south exit. This is the room with tons of doors. Go through the passage on the left, continue through, then climb the rope ladder.

Go through the southeast exit, up the stairs, and then up the ladder. Grab the Genji's Helm and Grappling Hook here, exit northwest, go up the stairs, then go up the ladder. Grab the Genji Armor here and exit southeast. You are now at the room before where you got the Zenmai - exactly where you need to be for the "O-Robo" section, below. Proceed to it.

!!! /OPTIONAL !!!

!!! OPTIONAL !!! - O-Robo

What follows are directions on how to acquire O-Robo, a party member you'll need if you wish to defeat the optional bosses, and/or you intend to complete this chapter with zero kills. He is optional in all other cases.

You will need:

- * The Zenmai (an item).
- * Four Money (another item).
- * You cannot have killed the three guards near the end of the chapter.

If you've been following my guide, then all three of these are already true.

You need to go to the tea room, where you got the Zenmai. If you did the Goemon's Treasures section, above, then you are already there, and you may skip the next paragraph (you should have done that section unless you're going for 100 kills). If you didn't, then follow the directions in the next paragraph (from Goemon's cell).

From Goemon's cell, go up the stairs, then west through the jail. Follow the path all the way to the hallway with the four samurai goons, and exit that hallway through the rightmost north door. Follow the hallway until you reach the hall with three north doors. Enter the rightmost door, and you'll be in the room where you first encountered the Trap Master. Go west, then up the stairs. Go through the south exit. This is the room with tons of doors. Go through the passage on the left, continue through, then climb the rope ladder. Go through the southeast exit of this attic, up the stairs, and then up the ladder. Exit this attic northwest, go up the stairs, then go up the ladder. Exit this attic southeast. You are now at the room before where you got the Zenmai.

Go north into and through the tea room, and examine the small slit in the wall on the right side of this room. Insert three Money and you'll hear a strange noise. Go south, but avoid the cushion in this room. There will be a freaky little bald guy sitting in the south room. Get in front of him, and

press the A Button on him. Insert the Zenmai, and battle shall commence. He's easy - just use "Shuriken Storm" and "Quickdraw Wolf Fang" (if you have Ryoma) until he dies.

After the battle, DO NOT run straight up onto the tile above you - it's a trap! Go around it and exit north. Avoid the cushion in this room. Insert one Money into the slot in the wall to return the rooms to normal. Equip your new party member.

There are some things you need to know about the newest addition to your party:

- * If you fall down a pit, he will be destroyed.
- * If you keep him in water too long, he will be destroyed.
- * If you touch a rat, he will flip out and attack you. He will not be destroyed if you defeat him, but it will be annoying.

Avoid these situations and you'll be fine. You should take O-Robo with you to fight the two hidden bosses (if you intend to at all) - one of which is in the water. If so, do Majin Ryunosuke first, and be quick about getting to Lord Iwama and out of the water.

You will lose O-Robo when you walk into the room with the three goons guarding Ode's room, so make sure you take down the optional bosses before then. And if you are going for 100 kills, you'll have to find a way to destroy him before you enter the room with the three goons guarding Ode's room, or else you'll miss out on those three kills. I'll remind you of all this again when the time comes, so don't worry.

!!! /OPTIONAL !!!

At this point, your party should look like one of these:

- * Oboro, O-Robo, Ryoma - Default party.
- * Oboro, O-Robo - Going for zero kills.
- * Oboro, Ryoma - Did not get the Zenmai (Recommended if you're going for 100 kills and do not intend to fight the optional bosses).

If your party is just Oboro alone, then I suppose you didn't get the Zenmai, and you didn't get Ryoma for some reason. Either way, both the 100 kill and the zero kill goals are now impossible for you at this point, so don't bother with either of them, just finish up the chapter by reading on.

Now is the time to defeat Majin Ryunosuke and Lord Iwama, if you wish to at all (and if you haven't already done so). If you do, head to the room with the woman and the two Lost Souls and power up like mad. I suggest getting Oboro to level 16 and O-Robo to at least level 12. Put O-Robo ahead of Ryoma in the formation screen, and give him the second-best equipment. Then, head to each boss strategy section above (see the second and third OPTIONAL sections in this chapter). By the way, they don't count as kills, so don't worry about that. Good luck! (Note: if you are going for zero kills, you will have to fight the bosses without Ryoma. Trust me, you would rather have O-Boro than Ryoma, and you can't have them both.)

Skip this paragraph unless you are going for 100 kills. If you are going

for 100 kills, and you have O-Robo in your party, you will need to dispose of him before moving on with the chapter (kill the optional bosses first, if you intend to!). O-Robo will deprive you of three kills if you keep him, so don't keep him. Fall through a pit or spend some time in water to destroy O-Robo. I don't think I need to remind you to unequip O-Robo before losing him. Then again, I just reminded you anyway.

When you're done doing whatever optional stuff you want and are ready to move on with the chapter, return to the tea room. If you are already there, skip the next paragraph (the next paragraph is simply the directions to the tea room, copy/pasted from above).

From Goemon's cell, go up the stairs, then west through the jail. Follow the path all the way to the hallway with the four samurai goons, and exit that hallway through the rightmost north door. Follow the hallway until you reach the hall with three north doors. Enter the rightmost door, and you'll be in the room where you first encountered the Trap Master. Go west, then up the stairs. Go through the south exit. This is the room with tons of doors. Go through the passage on the left, continue through, then climb the rope ladder. Go through the southeast exit of this attic, up the stairs, and then up the ladder. Exit this attic northwest, go up the stairs, then go up the ladder. Exit this attic southeast, then go through the north door and into the tea room.

From the tea room, head to the room with the three guards. Here are the directions: go north into the room with the slit in the wall. Go through the north door on the left and then up the stairs. You'll see the three guards standing in front of a door; unequip O-Robo if you have him, then approach the guards.

If O-Robo is in your party, you lose him here, and he ends up killing the three guards for you. Otherwise, you have to fight them [78]. Just make sure not to position Oboro and Ryoma next to each other except to heal, and this battle shouldn't be too difficult. After you deal with the guards (either by killing them or by losing O-Robo), go through the door they once guarded.

In the next room, you'll fight eight guys. They aren't a problem [86]. If you didn't rescue Ryoma (and if you're going for zero kills, you should not have), he'll come in here and will take care of the goons for you. He will then join you.

After that, you will have a boss battle on your hands (you have the opportunity to save and change equipment before the boss battle begins).

*** BATTLE: Miyamoto Musashi

Do not stand to Musashi's right or left; stay below/above or diagonal to him. Have Ryoma use "Polaris Single-Blade" repeatedly, and if you have it, use "Blade of Wind" with Oboro. If you don't have it, use "Strength of Ninja". If you don't even have "Strength of Ninja", then use "Blazing Firefly" so that you're standing on a fire field (your equipment should make you gain Hit Points from it) and use "Flame Arts" as your primary attack. Don't worry about healing Ryoma - of he dies, you shouldn't have trouble finishing this battle with Oboro alone.

*** / BATTLE

Go through the north exit (behind the red scroll) and follow the path. In the next room, you will be attacked by Yodogimi if you didn't kill her true form earlier (she was the one surrounded by four ninjas) (if you have been following my guide, then you will not have defeated her true form yet, so she attacks you here).

*** BATTLE: Yodogimi

Position Oboro and Ryoma away from her (and away from each other) and use "Blade of Wind" and "Quickdraw Wolf Fang". If you don't have "Blade of Wind" (level 10), then use "Strength of Ninja" repeatedly instead. If she manages to get up next to you before she is defeated, switch to using "Polaris Single-Blade" with Ryoma.

*** / BATTLE

After that battle, Oboro will realize that she was not human after all, and will subtract her kill from the kill count [85] if you had killed her before (now you know why you were allowed to kill that one woman earlier). After that, go up the stairs.

In this next room, try to go through the north door. You should be interrupted by a woman (if you aren't, then you've killed a woman somewhere. Shame on you!). She'll offer you a gift. If you want 100 kills, kill her [86], then skip the rest of this paragraph. Otherwise, accept the gift. She'll give it to you, then run off. Wait in this room until she comes back, and she'll give you an even better gift - a Medicine Box. This baby grants you a +30 IQ bonus! Equip it on Oboro.

Now that you've encountered that last woman, women are fair game, in case you want to go back and kill them. I recommend skipping the "Killing the Women" OPTIONAL section below unless you plan on completing the chapter with 100 kills, in which case it is mandatory.

!!! OPTIONAL !!! - Killing the Women

It's time to kill some women. Head back to the tea room (just backtrack until you have a choice between a south door in front of you and south stairs to the right - take the door). From here, continue to backtrack until you are in the attic. Then, fall through a hole intentionally to get back into the jail.

Exit the jail west, and follow the path until you get to the hallway with the hidden south door in the bottom-right, behind which is the woman hiding in a box (remember her?). Enter that room, check the box, then go invisible by holding the Y Button and wait for her to peek outside the box (this could take a minute or two). When she does, talk to her, then murder her [87].

Exit this room, then head through the other south door. The room you are in now has two north exits and a south exit that goes outside. Take the first north door (the one on the left) and challenge the old woman inside. When you exit the room... Surprise! She's back! You have to defeat this

annoying hag 16 times before she'll actually die and score you a kill [88]. Just defeat her once in each room as you move on.

Exit the building south, then enter the building southwest of you. This hallway has three south exits - take the middle one, and slaughter the woman in the room [89]. Exit this room south... Jackpot [94].

Exit south, then exit the building south. Head back into the first building of the chapter, and go into the room straight south. Obliterate the woman in this room [95].

Exit this building north and return to the second building. Enter through the front door, take the leftmost north door, proceed up the hallway, and take the leftmost north up here. Inside this room is the old guy spinning a woman around (the two that I told you to ignore earlier). Kill them both [97].

Exit this building north, and enter the third building (use your Castle Gate Key to unlock the door). Take the rightmost north door, proceed through the hall, and then take the middle north door. Two more victims are here [99].

Back out into the hallway and take the rightmost north door. Follow the path until you go up the stairs and reach the room with a north door and a south door at the bottom of the screen. Enter the north door, and the 100th victim is here, standing in front of a pot. Take her out [100], and you can ignore the pot - there's simply worthless Money inside.

You may now return to the room at which you killed the first / last woman (the one who tried to give you an item before you mercilessly ended her existence). If you don't remember how to get back, here it is: exit the room where you killed the 100th person, then exit this hallway through the south door. Continue south through all the doors and out of this hallway. In the next hallway, go through the rightmost north door. Follow the path until you get to the hallway where you killed the masked man. Take the rightmost stairs upward from here, then go through the north door on the right. Follow the path until you come up some stairs into a room with a south door and north stairs; go up those stairs. Continue to follow the path until you get to the room where the first/last woman interrupted you.

!!! /OPTIONAL !!!

Make sure you have Oboro equipped with the stuff you want to keep (including the Suijin Scale and Medicine Box if you got them), and Ryoma with second rate equipment. Head through the north door.

*** BATTLE: Ode Iou

A battle takes place here, and it's an easy one. Have Ryoma use "Polaris Single-Blade", and use ranged attacks with Oboro.

*** /BATTLE

After the battle, head through the south door, and then the next south

door.

*** BATTLE: Frogsnake Demon

This is the final battle. If you took down the optional bosses, this should be cake. Of course, I will assume that you did not kill them. Keep your distance with Oboro and use "Blade of Wind" repeatedly. If you don't have it, use "Strength of Ninja" from where you stand. Ryoma should run up to the beast and use "Polaris Single-Blade". When Ryoma reaches around 140 Hit Points, have him use healing items. If both Oboro and Ryoma are about to fall, use an Izanagi's Scroll. Eventually, he'll be done.

*** / BATTLE

After the battle, Ryoma will give to you his sword (40 Attack) if you got through the chapter with zero kills. Then Ryoma will offer you the chance to join him. Your choice will determine a scene in the ending. Select "Interesting" to join him, or select "I am Shinobi!" to stay on your own path. Your choice doesn't seem to affect anything, so answer however you like.

Congratulations - to me! For getting this chapter done! This chapter's guide took longer to write than all other chapters combined. I'm glad it's over with.

Anyway, choose another character, and let's rock.

4.) -Sundown- Old West Chapter - Wandering:

Sundown's is a short chapter in which the greatest focus is a sort of puzzle. Solving the puzzle makes the final battle easier. Of course, I have the answers for you in this guide anyhow.

You'll pretty much begin in battle. It's an easy one - use it to get acquainted with your techniques. A single "Double Shot" should end this battle.

When you gain control of Sundown, walk into the Crystal Bar (west a bit, then north). Annoyingly, you have to press the A Button on the door to open it. Go behind the bar and check the pot to steal some Bourbon. Then, talk to the barman from across the table. After the scene, a man will buy you a drink. Send it back. Then, tell him to get lost and waste him. When you regain control after the scene, walk outside.

After the scene outside, you'll be back in the bar. Talk to everyone here, then talk to Mad Dog again. You'll get a Peacekeeper Badge. Go ahead and equip it on Sundown (all it does is raise your evade against firearms, but it's better than nothing), then jack all of Mad Dog's stuff. Equip the best stuff on Sundown and the second-best stuff on Mad Dog. Save the game.

The next few paragraphs describe how this entire trap sequence works. If you already know how to find and set the traps, you can skip down to the section labelled "TRAP FINDING" for lists of all items, or beyond that section for lists of characters and their trap-setting speeds.

You have a limited time from now on to find materials necessary for trap creation. Eight bells of time, to be precise. The traps will lower the number of goons you'll have to fight in the final battle. Of course, you could forego traps entirely and just fight the whole Crazy Bunch, but that'd be a little nuts. Even if you don't intend to set the traps, though, you should try to collect every item in town for your own uses (you have the time). (To skip the entire trap sequence and simply fight the whole Crazy Bunch, talk to the sheriff twice, tell him you're ready, then order drinks at the bar until all eight bells ring. Then, skip down to the third final boss strategy below.)

You don't have to find all the items before setting the traps up. If you wanted to, you could return to the Crystal Bar and have some traps set up after every few buildings or so, but that isn't efficient. If you have collected every item before the fourth bell rings, you should have plenty of time to set all the traps up.

While collecting items, when you have Oil and an Empty Bottle, Mad Dog will offer to make a Molotov Cocktail out of it. Go ahead, since there's no other use for them. It takes time, but do it at least once, since the Molotov Cocktail counts as a trap (they can also be used as damaging items in battle).

*** TRAP FINDING

Below is a list of all buildings (starting from the Crystal Bar and going clockwise) and the items inside. I've placed an asterisk next to the items that can be used as traps. Following each building's list is a paragraph walking you through the process of finding each item. The item names in these paragraphs appear in all caps for readability.

Start in the Crystal Bar:

*Slingshot	(Talk to Billy)
Bourbon	(1st Floor - Behind Counter) (You probably already got this one earlier)
Bourbon	(1st Floor - Back Room)
Jacket	(1st Floor - Secret Room)
*Empty Bottle	(1st Floor - Secret Room)
*Oil	(1st Floor - Secret Room)
*Oil	(1st Floor - East Room)
Bourbon	(1st Floor - East Room)
Tequila	(1st Floor - East Room)
Cigar	(2nd Floor - West Room)
*Barman's Poster	(2nd Floor - East Room) (Must check dresser in 2nd Floor - Center Room before this item appears)

-Talk to Billy to get a SLINGSHOT.

-Go behind the bar and grab a BOURBON if you didn't get it already.

-Enter the back room behind the bar. Grab BOURBAN from the box at the north end of the room. Head to the shelf at the lower-right of the room and

- press the A Button against it to reveal a secret door.
- In the secret room, grab the JACKET from the shelf on the right, and grab the OIL and EMPTY BOTTLE from the pot and box on the lower level. Make a Molotov Cocktail. Equip the Jacket on Mad Dog.
 - Exit back to the main room and enter the door on the right side of the bar, first floor. Check the pots and boxes for OIL, BOURBON, and TEQUILA.
 - Head up the stairs and into the door on the left. Check the box at the upper-left corner of this room for a CIGAR.
 - Exit this room and enter the center door on the second floor. Check the dresser for a short scene (necessary to acquire the next item).
 - Exit this room and enter the door on the right. Ignore the huge money bag (triggers a scene that's a waste of time), and check the dresser for a BARMAN'S POSTER. That's it for the bar.

Building East of Crystal Bar:

Cigar (1st Floor - Back Room)
*Empty Bottle (1st Floor - 1st Room, Behind Counter)
Bourbon (2nd Floor - West Room)

- Enter the door on the right that's tucked behind the staircase. Grab the CIGAR from the box in this room.
- Exit through the door at the bottom-left, and grab the EMPTY BOTTLE from the box behind the counter.
- Return to the main room and head up the stairs. Ignore the first door (nothing in there) and head left and down into the west door. Check the box for BOURBON, then get out of here.

Sheriff's Office:

Cigar (1st Floor - 1st Room, Sheriff's Desk)
*Dynamite (1st Floor - 1st Room)
Peacemaker (1st Floor - 1st Room, Gun rack behind desk)
Buntline (2nd Floor - Gun rack)

- Check the center of the desk (from either side) for a CIGAR, then check the gun rack behind the desk for a PEACEMAKER and the boxes for DYNAMITE.
- Head upstairs and into the doorway. Check the gun rack for a BUNTLINE. Equip the Peacemaker on Mad Dog and equip the Buntlines as off-hand items on each character. Ignore the south door, and exit this building the way you came in.

Building South of Sheriff's Office:

*Empty Bottle (1st Floor - Back Room)

- Nothing in the first room. Head into the south door and grab the EMPTY BOTTLE from the box. That's it.

Southeast Stable:

*Shovel (Under the Wagon)

- Check the center of the wagon from either side to obtain a SHOVEL.

Building South of Crystal Bar:

- *Oil (Behind Counter)
- *Frying Pan (Back Room, on the wall)
- *Carrot (Back Room)

- Check the pot behind the counter for OIL.
- Head into the south door. Check the pot for a CARROT and grab the FRYING PAN off the wall. Note that you can use the Frying Pan as a trap, or you can equip it now for +10 Vitality and increased evade against firearms. I recommend equipping it to Sundown; as long as you set every other trap, failing to use the Frying Pan as a trap only adds one more easy minion to the final battle, so you might as well take the +10 Vitality.

Inn Southwest of Crystal Bar:

- *Rope (Secret Room behind stairs)

- Go down and left into the south door. Every door here leads to a room with no items in it except one - the door that is hidden behind the stairway. Go behind the stairs and up into the hidden door, then grab the ROPE from the box in the upper-left corner of this room. That's it for the inn.

Southwest Stable:

- *Carrot (1st Floor)
- *Horse Dung (1st Floor - South/Center Rubbish Pile)
- *Empty Bottle (2nd Floor)

- Check the box for a CARROT, and the southeast pile of whatever that yellow stuff is for HORSE DUNG.
- Head up the stairs and grab an EMPTY BOTTLE from the box.

Northwest Stable:

- *Coal Tar (Bottom-Right Barrel)
- *Carrot (Upper-Left Box)
- *Carrot (Upper-Left Box)

- Check the barrel in the lower-right for COAL TAR, then check the boxes in the upper-left for two CARROTS.

House West of Crystal Bar:

- *Oil (1st Floor - Room Behind Stairs)

- Head into the door that's tucked behind the stairs. Check the upper-left pot for OIL. The rest of the house is empty.

North Stable (Small):

- Tequila (Upper-Right Box)

- The only item here is the TEQUILA in the upper-right box. Grab it.

When you've grabbed everything you need, go back to the bar. If you haven't yet acquired the Slingshot from Billy, do so before you move on, or else you'll miss your chance to get it.

Talk to the sheriff twice, and he'll ask you if you're ready to start setting the traps up. Say yes, and from here on, talking to anyone in the bar will prompt you for an item to give to that person. That person will then run off and set the trap up for you.

Some of the townspeople are slow and some are fast. It's actually a good idea to start with the slower people and work your way up, so that they all finish around the same time. If you assign the slowest people last, they may not have enough time to set the traps up at all.

They are, in order from fastest to slowest:

Sheriff	(Man With Hat)
Annie	(Woman With Blonde Hair)
Delos*	(Middle Musician)
Barman	(Man Behind Bar)
Gene	(Man With Blonde Hair)
Wayne's Wife	(Woman With Red/Brown Hair)
Wayne	(Man With Purple Hair)
Clint	(Man With Brown Hair)
Sancho	(Left Musician)
Pancho***	(Right Musician)
Billy	(Little Boy)

Gibson**	(Man With Green Hair)
Delos*	(Middle Musician)

*Delos's speed is randomly chosen from one of these two positions. I wouldn't bother with him, since it's a waste of time to find out how fast he's going to be this time anyway.

**Since there are only ten traps and eleven people (not counting Delos), don't assign a trap to Gibson, the slowest of them all. Let the poor guy relax.

***If you aren't using the Frying Pan as a trap (I recommend keeping it), then you'll have only nine traps to set - in this case, skip Pancho (we would have skipped Billy, but we need him to set up the Slingshot trap).

Don't bother setting up more than one of the same trap; the second item will be wasted. Once again, only these items will work as traps:

- Barman's Poster
- Carrot
- Coal Tar
- Dynamite
- Frying Pan (Annie only)
- Horse Dung
- Molotov Cocktail
- Rope
- Shovel
- Slingshot (Billy only)

Only Annie can use the Frying Pan, and only Billy can use the Slingshot, so

assign those traps to them (that is, if you plan to use the Frying Pan as a trap instead of keeping it for an accessory). After Annie leaves, you can go up to her room and take an item from her closet. It's actually worthless, but I suppose it's funny.

After the traps are all geared up, waste time until the eighth bell. You can waste time faster by getting drinks from the barman. After the eighth bell, the Crazy Bunch will ride in and you'll get to see them all get owned by your traps. If you managed to set all the traps, you'll fight the head of the gang, O. Dio, on his own. If not, he'll have some goons with him.

Below are three boss strategies; the first is the strategy for O. Dio alone (this is what happens if you set all the traps), the second is the strategy to follow if you set all the traps except the Frying Pan. The third strategy is against the entire Crazy Bunch - this is what happens if you set no traps at all. If your situation is different from one of these three, then just follow the strategy that's most similar.

*** BATTLE: Dio

Use this strategy if you set all the traps and are fighting O. Dio alone:

Move Sundown and Mad Dog right up next to Dio (but not diagonal from him) and use "Double Shot" and "Lightning Shot" on him. Dio's melee attacks are pathetic, so standing next to him makes this fight so easy it's silly. Let Mad Dog fall if it comes to that; Sundown is more worthy of your healing items. As long as you stand next to Dio, though, you probably won't have to heal.

*** / BATTLE

*** BATTLE: Dio, Dutton Brother

Use this strategy if you set all the traps except the Frying Pan:

Move Sundown toward the Dutton Brother and use "Double Shot" on him. Move Mad Dog up and then toward Dio. Position Mad Dog adjacent to Dio (but not on the diagonal) and hit him with "Lightning Shot". If that Dutton Brother isn't dead yet, hit him with "Double Shot" (he should be dead now), then move Sundown up next to Dio (again, not on the diagonal). From here on, just continue to use "Double Shot" and "Lightning Shot" on Dio every turn. Dio's melee attacks are pathetic, so standing next to him makes this fight so easy it's silly. Let Mad Dog fall if it comes to that; Sundown is more worthy of your healing items. As long as you stand next to Dio, though, you probably won't have to heal.

*** / BATTLE

*** BATTLE: Dio, Duo de Chico x2, Dutton Brother x6, Pike Brother x6

Use this strategy if you set zero traps and have chosen to face the entire Crazy Bunch:

The first thing you want to do is get rid of the Duo de Chico immediately

to your left. Move Sundown down one tile, then use a "Double Shot" with Sundown and a "Lightning Shot" with Mad Dog on him, then use another "Double Shot" and he should go down.

Your next priority is to get rid of the Pike Brothers, particularly the ones adjacent to Dio. Be very careful not to position Sundown or Mad Dog in a diagonal line from any Pike Brother or from the remaining Duo de Chico, or else you're in for a world of hurt. Take these Pike Brothers down by using "Double Shot" and "Lightning Shot" on them one at a time. If you have Molotov Cocktails, now is the time to use them; try to damage Dio and the Pike Brothers next to him in the explosion. Sundown's "Piercing Shot" and Mad Dog's "Texas Jitterbug" are probably looking pretty tempting right now, but don't use them - "Piercing Shot" has a charge time and "Texas Jitterbug" will randomly miss. You can't afford either of those outcomes in this battle.

Once you have opened a path to Dio himself, get right up next to him, but not on the diagonal. Dio's melee attacks totally suck, so standing next to him is the safest spot on the battlefield. Stay next to Dio with Sundown and attack all of his minions from where you stand, moving as little as possible. Mad Dog is probably dead, but we don't need him anymore. Don't attack Dio until all of his minions have been cut down - believe it or not, Dio is your weakest threat right now.

When all the minions have been defeated, you're golden. Just "Double Shot" Dio repeatedly (make sure to stay next to him) until he's dead.

*** / BATTLE

You'll have one more battle after this. You can choose to kill him, or run away and let him live. Running away grants you a bonus scene after the credits.

Good work smoking those fools. Let's move on to the next chapter.

5.) -Masaru- Present Day Chapter - The Strongest:

Masaru's chapter plays like a fighting game (sort of). You select your opponent, do battle with her/him, win, and then select another. After you have defeated all six, you will be challenged by this chapter's final boss.

Masaru can learn his opponent's techniques by being hit with them during this chapter. Next to each opponent's name I have listed the techniques that can be learned, and I've explained how to get your opponent to use them on you in the battle strategies. If you don't learn a particular technique during this chapter, however, you aren't hosed - you can still learn them by gaining levels in the final chapter.

The fighters can be defeated in any order, but some are harder than others, and some are particularly difficult until you acquire the right techniques. Here is my recommended order (make sure to save between each battle!):

*** BATTLE: Jackie Iaukea (Lower-Right): "Aloha Clap", "Ogre Grip",
"Earth-Rending Fury"

Just keep hitting him with "Blazing Fist" until you learn "Ogre Grip". "Aloha Clap" isn't important to learn right now, but if you want it, stand next to him (not on the diagonal) and "Battle Cry" until he moves up to you and uses it on you. If you ever need to heal, run away along the outside of the ring and use "Battle Cry" repeatedly.

You can also acquire Masaru's level 16 technique, "Earth-Rending Fury", from this guy, but I don't recommend it. It isn't very useful in this chapter... in fact, it's probably the worst level 16 technique in the game. If you want to be a completionist, though, and want to get the technique now instead of at level 16, then here's how you do it: get Jackie low on Hit Points by hitting him about ten times or so. Then, stay two tiles away from him (keep one tile between you and him) and waste time until he uses it. Note, he can hit for as much as 290 damage with this technique, so make sure you are at full Hit Points.

When you're ready to defeat him, use "Ogre Grip" on him exclusively. "Ogre Grip" will knock him back a square and cancel his turn. He'll then step up to you and let you hit him with it again and again. The only thing you need to fear are his counter attacks, but you shouldn't have any trouble running away and healing when necessary.

*** / BATTLE

*** BATTLE: Tula Han (Upper-Right): "Armlock", "Cross Heel Hold"

Stand next to him and "Roundhouse" on him until he uses both of his techniques on you (should be almost immediately). "Roundhouse" will turn Tula Han around, and the only attacks he can use while his back is to you are his two techniques. His techniques will disable your arms and legs, but "Battle Cry" will fix both of those conditions for you.

Once you've got both of his moves, keep hitting him with "Ogre Grip" until he goes down.

*** / BATTLE

*** BATTLE: Moribe Seishi (Lower-Left): "Abise-Geri", "Tsuda"

Make sure to pick up his techniques - they are the most important ones to learn. First grab "Abise-Geri" by standing with one square between you and him, so he can hit you with it. After you learn that (and after you heal), move up next to him horizontally so he can hit you with "Tsuda". At this point, you may be in pain. Run away and "Battle Cry" (standard procedure) until you feel safe. Then, smack him with "Tsuda". You will probably miss a few times, but after he's hit two or three times with "Tsuda", his stats should be lowered enough that you can finally hit him consistently. If you're hurt, "Battle Cry" repeatedly and let your counters finish him. Otherwise, just hit him repeatedly with "Tsuda".

If you defeat Moribe Seishi before acquiring both of he techniques, reset. Seriously, these techniques are NOT optional.

*** /BATTLE

*** BATTLE: Namcat (Upper-left): "Punchama Kick", "Spiral Knee"

Stand at a place where there's one square between you and him (directly horizontal or vertical) to learn "Spiral Knee", then move up and start hitting him with "Tsuda" until you learn "Punchama Kick". After that, hit him with "Abise-Geri" repeatedly and you'll cancel most of his actions. Make sure to stay above 100 Hit Points, though, since Namcat can hit you pretty hard if he manages to make an attack.

*** /BATTLE

*** BATTLE: Max Morgan (Lower-Middle): "Max Bomber", "German Suplex"

Max Morgan hits HARD. Stand in place and keep using "Battle Cry" until he approaches and hits you with both of his techniques. Chances are, though, you'll take massive damage before you've learned them both, so go ahead and back off to heal, but DO NOT back yourself into a corner. When you feel good again, go back for more punishment and try to learn his techniques. After that, use "Abise-Geri" on him until he's done. DO NOT stand next to him when you do this, and it's likely he won't even get a move off. If he does manage to get next to you, though, move away IMMEDIATELY and continue using "Abise-Geri".

*** /BATTLE

*** BATTLE: Great Asia (Upper-Middle): "Frankensteiner", "Tornado Press"

It's hard to learn this guy's moves because his "Bite" technique has massive range, and he uses it constantly. Stand next to him diagonally and keep using "Tsuda" or "Battle Cry" until he hits you with "Frankensteiner". Then, get far away from him, and stay out there until he hits you with "Tornado Press" ("Tornado Press" has a range similar to "Bite" - just stay with one or two squares between you). You may decide not to bother with his techniques, since you'll learn them in the final chapter eventually anyway, and they are very hard to learn.

Unfortunately, you will not be able to use "Abise-Geri" over and over again on this fighter like you could on the others, because "Bite" has such a huge range. Find a safe spot, then use "Abise-Geri" on him repeatedly until your spot is no longer safe, then relocate and repeat. It sounds dangerous, but he actually goes down pretty easily - you may have trouble NOT killing him before you learn his techniques.

I suppose this is worth mentioning now as well: unless this is your first chapter, by now you've probably noticed a recurring scene involving someone (or something) called "Watanabe" in every chapter. To trigger this chapter's Watanabe scene, get Great Asia to stand in the lower-right of the battlefield by using "Ogre Grip" to push him down there. If he uses his "Bite" attack while down there, there is a chance that the Watanabe scene is triggered.

Note, this is VERY difficult to accomplish without using cheat codes of some sort... it also isn't worth it. Trust me, you will be completely overwhelmed by this scene. What was Square thinking?

*** /BATTLE

*** BATTLE: Odie Oldbright

This guy, believe it or not, is probably the easiest opponent in this chapter. Don't stand next to him on the diagonal, or he'll destroy you. Weaken him with "Tsuda" a few times, then use the ever-reliable "Abise-Geri" technique repeatedly to get him in lockdown. Piece of cake.

*** /BATTLE

Well, that about does it for this chapter, kids.

6.) -Akira- Near Future Chapter - Flow:

Akira's chapter is a long one, and is arguably the most "RPG-like" of the first seven chapters (though a case can be made for Pogo's chapter). You will gain and lose party members, upgrade your equipment, and progress through a fair amount of plot. Don't say I didn't warn you.

The chapter will begin with a pair of eyes asking you if you are happy. Go ahead and answer honestly! It doesn't affect the game either way.

Press the Y Button when the eyes tell you to. Throughout the chapter, you can read minds with the Y Button. Sometimes this is the only way to progress further in the chapter.

You'll awaken on a park bench. You can talk to and read the minds of the people around you. Head east to exit the park, and you'll be surrounded by punks. Read the mind of the guy on the left, and a battle will ensue. These guys are fools - the battle is easy. After the battle, read Matsu's mind to move on.

Matsu will drop you off at Chibikko House. Enter. Go into the rightmost north door (Taeko should be in this room), and then into the green door on the left. Grab the Shower Cap in the top-right corner of this room. Then go back into the main hall and into the room in the lower-right (where the children are). Talk to Watanabe, and he'll run off.

Now go through the first south door west of the entrance to Chibikko House. Watanabe is in here; talk to him again. Go watch television in the room you first spoke to Watanabe in, and he'll run in and give you First Aid. Talk to him one more time.

Go through the south door at the west end of Chibikko House. Read the mind

of your sister, Kaori. Then, leave Chibikko House.

Outside, you can fight Crusaders to gain levels. It only takes three battles to gain each level until level 13, so you could power up to level 13 right now if you wanted to (just enter a zone and then exit to respawn the Crusaders), however, I recommend waiting until you get better equipment so that it's a bit easier. At this point, just defeat any Crusaders you happen to encounter along the way.

Whenever the Crusader in the back is defeated, the rest of the enemies will disappear without fail, so powering up is easy. However, if you destroy all the robots individually before defeating the lead Crusader, you'll receive useful item drops. Once you reach level 13, these fools will no longer give you Experience (but will stop drop items).

If you teleport away from battle, you'll end up in a random location, like on the road somewhere, or in Chibikko House.

Anyway, after you're done messing around outside, head to Toei's place. It's the brown building in the southwestern corner of town. Once inside, go up to the bathroom door and press the Y Button. A short scene will commence. Go downstairs and step onto the transporter. Talk to Toei, then walk back to Chibikko House.

Talk to Kaori (in the southwest room). You'll be asked to find a power outlet (it's in the lower-left corner of the room). Plug it in with the A Button. Read the mind of the robot in the room, and it'll join your party! If you've acquired any Power Parts from the Crusader battles outside, go ahead and use them on your new robot now. Talk to Toei, then read his mind, and he'll run off. Leave this room, and Taeko calls everyone to bed. This doesn't interest you, so leave Chibikko House.

Taro doesn't gain levels, but you can increase his maximum Hit Points by using Power Parts on him. Even if Akira is level 13, you can still fight the Crusaders for Power Parts, if you wish.

When you're ready to go on, go to the park at the west end of the city, the place where this chapter began. Matsu is here, selling taiyaki. Talk to Matsu, and then get behind the taiyaki stand and help him out (press the A Button on the stand).

You are to sell taiyaki to people and charge a different amount depending on who your customer is (unethical, I know). Whenever you successfully sell an item, Matsu will give you a healing item. You can do this as much as you want, but don't bother - healing items are ridiculously common in this chapter.

Here are the customers, the prices you should charge, and what item you will receive:

* Boy	-	100 Yen: Taiyaki	(Self Mid-Heal)
		300 Yen: Banana Crepe	(Self Mid-Heal)
* Woman	-	300 Yen: Banana Crepe	(Self Mid-Heal)
		1000 Yen: Gutsy Taiyaki	(Self Great-Heal)
* Man	-	1000 Yen: Gutsy Taiyaki	(Self Great-Heal)
		10000 Yen: Misawa Taiyaki	(Self Mid-Heal)
* Old Man	-	100 Yen: Taiyaki	(Self Mid-Heal)

So, if a young boy comes up, charge him 100 and you'll receive a Taiyaki, or charge him 300 and you'll receive a Banana Crepe. You only need one of each item to move on, but you could spend some time here and get a bunch of free healing items. If you charge the wrong price, you won't get anything.

Once you have enough items, return to Chibikko House. Outside, Kazu is skipping his bed time. Give him a Gutsy Taiyaki, and he'll give you a Glove in return. Go to the bedroom (northwest room), where the other kids are sleeping. Each kid wants a snack in return for an item. Give Akki a Taiyaki for a Misanga, give Yuki a Misawa Taiyaki for a Power Wrist, and give Watanabe a Banana Crepe for a Cap. You can equip this stuff on Akira.

Go to the laundry room (northeast) and talk to Taeko. After she leaves, check the spot directly in front of where she was standing for a pair of Director's Boxers. Then, go into the door on the right and sit on the toilet. Continually get off and back on the toilet to get some items. After you get caught, you can still get one more item by sitting on the toilet, so go for it. You will have scored the following items: Watanabe's Boxers, Taeko's Jeans, Taeko's Stockings, Taeko's Punch, and Taeko's Panties. Hot?

After all that crazy silliness, return to Toei's place. Go all the way downstairs to the bottom level (this takes quite some time) and when you reach him, talk to Toei. He'll ask you a question, reply with "Yeah" and he'll run upstairs. Follow him. Talk to him upstairs, and he'll give you these directions: touch the pink statue, read the book, play the xylophone, touch the blue mask, offer a prayer to Buriki Daioh, wash your hands, and then sit on the toilet. Yes, you have to run all the way back downstairs to offer a prayer to Buriki Daioh. Make sure to wash your hands BEFORE you sit on the toilet!

Here are the directions again. Press the A Button on all of these objects:

- * Touch the pink statue (upper-right of this room)
- * Read the book (in front of Toei; read it from the other side of the table)
- * Play the xylophone (on the table to your right)
- * Touch the blue mask (on the wall behind Toei)
- * Offer a prayer to Buriki Daioh (the mech all the way downstairs) (if you approach Buriki Daioh and nothing happens, then you messed up one of the instructions. You'll have to talk to Toei and start over.)
- * Wash your hands (the sink next to the bathroom upstairs)
- * Sit on the toilet (enter the door next to the sink and walk straight up)

You are now on the toilet. Toei follows you in. Get ready for the ride of your life.

When you regain control, leave the bathroom. There are five switches here; give them each a shot. Then, go back into the bathroom and back up to the first floor. Talk to Toei.

*** ITEM CREATION

Toei can now upgrade items for you. Just give him an item, and he'll run off and create an upgrade for it. He often fails - don't worry, you won't lose your item unless he succeeds. Below is a list of all possible upgrades. If one item refines into many, one of the end products is randomly selected, so make sure to save before attempting to refine something important.

- Throwing Knife (One time use battle item)
- > Bounce Gun (*Robot Accessory: "Bounce Punch")
 - Hand Grenade (One time use battle item)
 - Napalm Bomb (One time use battle item)
- > 100V Laser (*Robot Accessory: "100V Laser")
 - Plasma Spark (*Robot Accessory: "Plasma Spark")
 - Stun Gun (*Robot Accessory: "50,000V Shock")
- > Poison Jet (One time use battle item)
- > Kotobuki Lacquer (*Robot Accessory: "Lacquer Spray Shot")
 - Stone Cannon (*Robot Accessory: "Intense Shot")
- > Angel's Bottle (One time use battle item)
 - Kintoto Cannon (*Robot Accessory: "Goldfish Shot")
- > Hiyokokko Cannon (*Robot Accessory: "Dizzy Shot")

*Robot Accessories can be equipped as a Glove or as an Accessory, but they only grant their techniques if equipped as an Accessory on a robot (Taro or Cube). All Robot Accessories give +5 Vitality in addition to their benefits listed here. Also, Robot Accessories can be used as multi-use attack items in battle - they will execute their technique when used this way.

Don't ask me how Toei can get a Potion No.9 out of Taeko's Panties. I'm not sure if I even want to know.

I recommend turning your Director's Boxers, Taeko's Jeans, and Watanabe's Boxers into three Shinju Shirts. Upgrade your Sneaks to Iron Foot, but don't refine Iron Foot, or you'll end up with the inferior Rider Boots. Refine your Glove into a second Taeko's Punch, and your Taeko's Panties into a second Power Wrist. Anything else you have that's worthless or obsolete you can refine into accessories (you should have enough items to create a couple Rider Belts). The Cap has the best defense for headgear (Defense 4), so don't refine it.

In theory, you can upgrade all of your healing items to Potion No.9s if you have the patience, but this is completely unnecessary.

If you have any Napalm Bombs from battling Crusaders outside, you can refine them to various Robot Accessories. These Accessories (when equiped on a robot, such as Taro or Cube) grant the character extra techniques. I recommend getting the Hiyokokko Cannon, Kintoto Cannon, Kotobuki Lacquer, and Stone Cannon. For the fifth, I recommend Plasma Spark, but you'll be finding one of these a little bit later anyway.

***/ITEM CREATION

When you're done with all that, equip Akira with the best stuff and Taro with the second-best. Equip any Robot Accessories on Taro.

Go back to Chibikko House. Enter the house and walk up a bit until you hear a scream. Go back outside and read Taeko's mind. A battle will begin, and it will be pitiful. You will then watch a scene.

You'll be at the south end of town when the scene ends. Go south down the left path and you'll see some Crusaders. Follow them (south, then east, then south), and you'll see the Crusaders appear somewhere else. Just keep

chasing the Crusaders around, and they'll end up taking you to the southern docks. Run up to them, and another easy battle will begin. After it, read the Crusader's mind, then talk to Matsu, then read Matsu's mind.

Go back to Chibikko House. Go to the westmost room, read Kaori's mind, then exit Chibikko house. If you haven't yet reached level 13, now is the time to power up and do so. Also, make sure to create any items you need at Toei's place now - once you complete the next area, you will no longer be able to refine items.

Once you feel you're powerful enough, go to the research facility at the east end of the city. The guards will ask you if you have an appointment - answer "Nope" and then smoke them.

You'll encounter many of these goons in here, and they are similar to the Crusaders outside - if you kill them, their cohorts will break down. However, you should kill their cohorts anyway, since they drop items. Don't be afraid to use the teleport option to escape from battle; unlike outside, using teleport in here will just cause you to appear where you were before the battle began.

Head north to enter the building. There are two goons and a woman here. There are three exits: an escalator, the south door you just stepped through, and a north door. After killing the goons, go up the escalator. There are two doors up here. The first leads to a battle with a goon and his dog. They'll keep coming, so you can power up here. The second (rightmost) door leads to a computer room with a couple items (in the lockers on the north wall).

Go back down the escalator, and go through that north door this time. Both south doors in here lead to the same room. Go in, yoink what's in the two lockers, then leave.

Now go up the escalator on the east side of the hallway. Keep going until you reach a room with a south door and an escalator on either side. Go down the escalator on the right. In this room there's a south door, a north door, and another escalator. Go into the north door and sit on the toilet.

Bam, Matsu's in your party (if you don't get him here, he'll join you later anyway). Equip the fool with the extra Taeko's Punch and Shinju Shirt you created earlier, and then whatever else you want to give him. Don't equip him with anything you can't live without, though, because you won't get a chance to unequip him before he leaves. Take his Rider Boots and equip them on Taro.

Leave the bathroom, then go into the south door on the left. There are two doors here - one guarded, one unguarded. Go into the unguarded door and check the four lockers. Then, fight your way into the guarded door. Check the lockers in here, then continue through the next door. Check these lockers, and go ahead and check the books on the wall for some information if you like. Then, backtrack until you get to the room with two escalators.

Go up the escalator in the lower-right of this room. After killing two goons, go north through the door, then down the escalator on the left. Kill the guard at the door and step through.

*** BATTLE: Crusader RS x4, Lariat No.2 x3

You'll be attacked by four Crusaders and their robots upon entering this room. If you powered up to level 13 earlier, then this battle will be a piece of cake. Just use your favorite Image techniques with Akira, anything you want with Taro, and "Pissed Fist" with Matsu to kill multiple Crusaders at once.

*** / BATTLE

There's nothing in the two lockers in this room, so don't bother. After the battle, go through the door in the upper-left. This room turns into a hallway with three north doors and a ton of dudes. In the door on the right is a spot where you can power up; just read the woman's mind for a battle which can be repeated. The door in the middle is locked, so go through the left door.

You'll find yourself in a huge computer room. Go into the next door. Read the mind of the scientist in the lower-left of the room to get the VIP room ID number: F49F. Now go back into the hallway and use that ID number to enter the locked door in the middle. Watch the scene.

*** BATTLE: Liquid Human W1

There's a trick to winning this fight extremely easily; just have someone attack him from behind or above with a physical attack (like "Elbow"), and he'll self destruct! Victory! If winning this way makes you feel dirty, however, read on for another strategy.

If you aren't decked out in good equipment and at least level 13, you might as well go up a paragraph and fight this thing the easy way. If Taro has the Kintoto Cannon equipped, use "Goldfish Shot" on him repeatedly. Have Akira heal and have Matsu use "Pissed Fist" on him. Go insane with curing items - you won't need them for this chapter's final battle.

*** / BATTLE

When you regain control, go to Toei's place and read his mind. Then, go to the bar, a small greenish-blue building in the northeast corner of the city. Read Matsu's mind, then exit the bar.

Go back to Chibikko House. Talk to the director, then go into the house. Go left and talk to Taeko. Note the blocked door immediately to your right. Enter EVERY room in the house (including bathrooms) except for the blocked one. Once you've been in every room, the obstacle will be gone. Enter that room (the westmost north door) and read Kaori's mind. A scene will begin.

After you regain control, immediately unequip Taro's Robot Accessories and equip them on Akira. After this chapter you will lose all of your items except whatever is equipped on Akira, and you'll want these Robot Accessories later for Cube.

When you're ready, read Matsu's mind. Another long scene will begin. After that, go to the Odeo Temple, at the far north of the city. You'll fight a number of battles on the way - all easy. Use them to get to know your new techniques.

Enter the temple. A scene will take place here, and then the final battle.

*** BATTLE: Great Inko Statue

Just keep using "Babylon Kick" until you no longer can, then use "Jomjom Bullet" until you can "Babylon Kick" again. You'll defeat him before he can defeat you. This is the easiest of the chapter bosses.

*** / BATTLE

Watch the ending, and then it's time for a new chapter, ladies and gentlemen.

7.) -Cube- Science Fiction Chapter - Mechanical Heart:

Cube's is a very interesting chapter. There is no combat (aside from the arcade game) at all, and yet this scenario manages to be quite exciting. It is very easy to get lost while playing this chapter, so try to pay attention to the layout of the ship as you proceed. Also, pay very close attention to who I say to talk to. Moving forward in this scenario requires talking to the right people. If you get stuck and can't figure out where you are in my guide, try talking to everyone to see if one of them will advance the plot.

Begin the chapter by moving in any direction, and a scene will begin. After some dialogue, Kato will leave the room. Follow him. In the next room, talk to him. He'll take you to a computer room. Inside, talk to him again.

After Kato leaves, leave this room and go "north" (from now on, the up direction will be considered north) through the tunnel-hallway thing. Kato is standing in the next room - talk to him. Go inside the Cold Sleep Room, and press the switch on each of the four occupied capsules. After you open them all, and after the short scene, talk to Huey (the guy with the long black hair).

After they all leave, you need to follow them to the break room. Go through the north door, then through the north tunnel. You'll be in a room with two south exits and a single north exit with a big 2 in front of it. Take the left south exit, then go through the south door on the left. You are now in the break room.

In the break room, talk to Huey and read his book (press the A Button on it). Then, go to the upper-left corner of the room and make some coffee (press the A Button on the object left of Kato). Huey will drink it. Make some more coffee and give it to Corporal Darth. Everyone will leave the room.

Now that Kirk's out of the way, you can play the "Captain Square" arcade

game if you want to (in the lower-left of the room). It's just a bunch of battles, and it has no effect on the chapter. If you intend to beat it, wait until later (when you find a Memory Card) to play it, because if you play it now, you cannot save your progress (see the end of this chapter for the Captain Square level strategies).

Our next destination is the cockpit. Go north, back to the room with the 2 on the floor. That 2 is a floor indicator, and the door behind it is an elevator. Go inside, and select Level 3. Step outside the elevator, and enter the north door on the left. This is the cockpit. Talk to Rachel. Everyone will assemble in the cockpit. Talk to Rachel, Huey, and Kato, and then talk to Kirk.

Destination: airlock. Take the elevator to Level 1. Step out of the elevator and enter the north door on the left. This is the airlock. Talk to Huey and Kirk. By the way, when you're wandering around, don't mess with the controls in this room - it's a good way to get yourself killed.

After the scene, go to the cockpit (Level 3, northwest) and talk to Huey. Another scene takes place.

Now we go to sick bay. Take the elevator to Level 2, and go through the south tunnel on the right. Continue through the next south tunnel-hallway, then through the south door on the right in the next room. This is sick bay. After the scene, talk to Darth to advance the plot.

Go to the cockpit (Level 3, northwest) and talk to Kato. After the scene, you'll end up in the break room. Give Huey some coffee, then watch a scene.

Now, we go to Kirk's room. From the break room, take the south exit. This is the sector where the crew members' private rooms are. You can check the computers next to the door to see whose room it is. These two aren't Kirk's - go south through the south tunnel on the right. This next area has four private rooms. Find Kirk's (upper-left), register your name, and enter. Talk to Kato. Check the computer next to the bed and enter the password "Warp". Then, check the bottom part of the bed. Jackpot. You can now save your progress in the Captain Square arcade game.

Go to the airlock and talk to Huey. You know where it is, but it'll be faster if you go through the south elevator. Go south from Kirk's room, until you find a room with two north exits and a single south door with a 2 in front of it. This is the south elevator. Take it to Level 1, then go north. This is where the cargo is held. Go all the way north through this room, and you should recognize where you are once you stand before the door to the airlock (left door). Like I said before, enter and talk to Huey.

Go back to sick bay (do you remember where it is? East side of Level 2, south of the Cold Sleep Room). Enter the room. (If nothing appears out of the ordinary here and the music doesn't change, then you need to make sure to talk to Kato in Kirk's room and Huey at the airlock before returning here). After entering sick bay, turn right back out and return to Kirk's room (west side of Level 2). Talk to Kato again.

Go back to sick bay again. Everyone will end up in Rachel's room for a scene. After said scene, go to the airlock (Level 1, northwest). Just step inside, hear Rachel yell something, then leave. Outside, you should hear some strange sounds. Go into the cargo hold (straight south), and into the room on the right.

SAVE NOW, and save often. From now on, it will be possible to get instant

Game Over. Leave the room, and head north, back to the airlock. Avoid the behemoth! He'll kill you instantly. In the airlock, talk to anyone. A scene commences.

You'll end up in the break room. Give Rachel some coffee. Everyone will leave except for Kato and Darth. Waste some time running around until Kato and Darth leave. If you're wondering about Captain Square, I've written the level strategies at the end of this section. Go ahead and play it now, if you wish.

Go out the south door of the break room, and into the south tunnel. A scene will take place here. Now go to the computer terminal on the east side of Level 2, south of sick bay. Beware the behemoth, who wanders the ship. He'll be right outside the terminal door. Go inside and use the computer.

Go to the Cold Sleep Room, north of the terminal. Everyone will be automatically moved to the captain's room. When they get the door open, go inside and watch the scene. Then, go to the guest room, in the southern part of the private sector, directly south of Kirk's room. Check the computer, register your name, and enter. Check the computer next to the door in this room. After that, go back to the captain's room and talk to Kato.

You'll end up outside the room, and pushed into the north tunnel. Go straight ahead north and use your Power Jack to open the door. Use the north elevator to go to Level 1, then run south through the cargo room (beware the behemoth) to the south elevator and take that one to Level 3. Run north through the corridors to the north elevator (you'll have to use your Power Jack once), and take it to Level 2. Now head to Kato's room (southwest Level 2, lower-right room).

Inside this room will be an odd robot. A short scene will take place. When you get the chance, talk to the robot. You'll be asked to input the first name Kato thought up for you. In case you've forgotten, "Rover" is the answer.

You'll end up with Corporal Darth in front of the main computer room on Level 3. When you have control of Cube, go back to Kato's room by going to the north elevator (the path to the south elevator is trapped). The elevator itself is shut down, but you can use your Power Jack on a place beside it to open a hatch and climb down. You need to climb down two screens - after the first screen you'll be between floors, then after the second screen you'll be on Level 2. Now go to Kato's room on the southwest part of this floor and talk to Kato.

As soon as you leave Kato's room, you'll encounter the behemoth, so be careful. Also, this is your last chance to play the "Captain Square" arcade game, so if you are at all interested, head to the break room and operate the arcade cabinet. Once you talk to Darth again, you can no longer access the arcade game.

When you're ready, return to Darth on Level 3. You may have to use your Power Jack again on the way. Talk to Darth. He'll give you a Transponder Unit and run off (later, when Darth tries to contact you, it'll take you to your item screen; use the Transponder Unit).

Run to the break room (west side of Level 2) and operate the Captain Square arcade machine. Thus, the final battle begins.

*** BATTLE: Mother Computer 01-D0, Stabilizer x8

This battle is actually quite simple. Use "Upgrade" ten or so times on yourself in the beginning - you might as well raise your stats while your opponent can't do anything about it. Then use "Maser Cannon" to destroy the Stabilizer side pods one by one. After they're gone, stand adjacent to Mother Computer 01-D0 and continually heal yourself with "Upgrade" or "High Speed Op" - your counter attacks should finish her off. If you've used "Upgrade" on yourself enough in the beginning, you can kill the whole thing with one "Maser Cannon".

***/BATTLE

After the scene with Darth, you can wander about the ship and do as you please. Talk to Kato, check the computers, whatever. Unfortunately, you cannot play Captain Square anymore. If you intend to mess around, don't give Darth any coffee yet - the chapter will end when you do so.

!!! OPTIONAL !!! - Captain's Log

After defeating the big boss, you can go to the terminal on Level 2 (southeast) and receive the password JUDGE. Go to the Level 3 main computer room and enter JUDGE as your password to get in. Check the main computer inside, and select option 2, then enter OAKFDE as your password. You get to see the captain's hidden file. It's not exciting.

!!! /OPTIONAL !!!

When you're done screwing around, give Darth some coffee, and the chapter's over. Good work.

7a.) Captain Square:

Here are the level strategies I promised. I hope you found the memory card (it's at the bottom part of the bed in Kirk's room, after putting the password "Warp" into his computer).

* -Mercury-: Easy as pie, this level only exists for you to learn what your techniques do. It's really hard to lose this level, so try different things.

* -Venus-: Another easy level. Just keep using your "Plasma Ball" from a distance.

* -Earth-: There's one Fire element, and four Water elements here. The Fire element cannot easily be destroyed with your weapons - you need to get it into a water field created by one of the Water elements. Kill all but one Water element, and then stand next to the one remaining until it creates

a water field with its "Aqua Flare" technique. Now, try to get the Fire element to enter the water field (you can use "Spinning Star" to push it). Once on the water field, it won't take long to die, and you can finish the remaining Water element(s) off easily. Be careful - the Fire element has a technique that will defeat you instantly. Try not to allow it to get next to you.

* -Mars-: Once you kill the Mother Tail (the purple one), the others will die. Stand directly in front of it and use your "Quark Sword" on it, ignoring the other enemies. Two shots should be enough to take the Mother Tail down.

* -Jupiter-: Try to remain above or below the enemies on the battlefield; their most effective attack can hit you horizontally no matter how far away you are. Use "Pi Meson Shot" to destroy multiple enemies at a time. Eventually the battlefield may become covered in damaging electrical tiles; feel free to back off and heal with "Plasma Charge" if you need to.

* -Saturn-: Keep your distance and take them down one at a time with "Plasma Ball". Their attacks can hit you even two squares away, and they deal pretty good damage, but two shots with "Plasma Ball" is all it takes to kill one. DO NOT stand directly diagonal to them at any distance, or they will own you. Evade and heal when necessary.

* -Uranus-: Get under them and use your "Pi Meson Shot", then your "Supernova", then your "Pi Meson Shot", etc. When the bug reveals itself, don't stand next to it! Just keep using "Supernova" and heal when you have to. When the bug dies, the rest will break down.

* -Neptune-: You'll notice one star is different from the others; keep your eye on this star! Open the battle with "Supernova" to get the closest stars off of you. Then focus on trying to kill the one unique star; if you kill this one star (use "Plasma Ball" or "Space Phage"), the others will break down. I recommend using "Space Phage", since you can still shoot the target star if there are stars in front of it. When you're hit, heal immediately; just two hits can kill you!

* -Pluto-: Move to the lower-right corner and use "Plasma Ball". Heal often, whenever your Hit Points get to about 150. Don't use anything that has too much charge time - they'll just cancel it.