

EarthBound FAQ/Walkthrough

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~~~EarthBound Walkthrough~~~

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~Platform: SNES~

Menu:

- 1.1.1 - How to navigate the menu
- 1.2.1 - Basic Things
- 1.3.1 - Walkthrough
- 1.3.2 - Title Screen
- 1.3.3 - Northern Onett
- 1.3.4 - Onett
- 1.3.5 - Giant Step
- 1.3.6 - Onett
- 1.3.7 - Twoson
- 1.3.8 - Peaceful Rest Valley
- 1.3.9 - Happy Happy Village
- 1.3.10 - Lilliput Steps
- 1.3.11 - Twoson
- 1.3.12 - Threed
- 1.3.13 - Winters
- 1.3.14 - Threed
- 1.3.15 - Saturn Valley
- 1.3.16 - Master Belch's Base
- 1.3.17 - Saturn Valley
- 1.3.18 - Milky Well
- 1.3.19 - Threed
- 1.3.20 - Dusty Dunes Desert
- 1.3.21 - Fourside

~Version 1.1 - Explained everything upto your first visit to Fourside.

~1.1.1 - How to navigate the menu~

Whenever you want to visit a particular place in the walkthrough, simply open up your find menu, (F3 for Firefox, your on your own if your using another browser) and type the numbers in front of the text to locate that part of the walkthrough. Easy as pie.

~1.2.1 - Basic Things~

First off, I consider myself to be good at this game to an extent. I don't particurally know everything, but I should be able to guide you through the main story of the game easily.

As soon as you'll enter a town another section of the walkthrough will begin. Even if it's just for a second. As soon as a new section begins, I'll show my party's stats, as this is a RPG. I don't grind, abuse the Rock Candy glitch or anything like that, so my stats should be similar to yours. When a boss battle comes, I'll warn you for that.

With that tech-y wech-y stuff out the way, let's start this thing! kAy-0? kAy-0!

~1.3.1 - Walkthrough~

~1.3.2 - Title Screen~

The game opens with the companies that this game was made by, Nintendo, APE and Halcken. The screen soon turns to static to, gasp, a town being invaded by aliens! "THE WAR AGAINST GIYGAS!", now what could be going on here?

Anywho, press start and you'll be greeted to a little jingle as you select a file. I'm guessing that this'll be your first time playing this game if your using a walkthrough, so just select File 1. Or any file for that matter. I always liked starting with File 2. Go ahead and choose the text speed of your liking (I'm assuming everyone plays on fast),

and the sound setting (I go with Stereo, because, quite frankly, I never like to mess around with those options). You also get to choose a "flavour", which is basically the colour of the text boxes appearing in the game. I was always a fan of mint.

After that, you'll be greeted with a name-selecting screen. If you want the story to be canon, go ahead and select these options:

Boy in the red cap: Ness

Blonde-haired girl: Paula

Blonde-haired boy: Jeff

Asian-looking dude: Poo

Pet dog: King

Favourite homemade food: Steak

Favourite "thing": Rockin

If you don't feel like typing these out (aka lazy), click "Don't Care" once for each selection. You can name these things whatever you want. Your favourite thing will be the name of your PSI move (PSI is something we'll get to a bit later on), so make sure it's nothing too silly.

After all of that, start the game up by clicking "Yep"! Isn't it so exciting?

### ~1.3.3 - Northern Onett~

The game begins with an overview of the town that you, Ness, live in, named Onett. The camera will pan to the north, where you and your next door neighbours, Aloysius, Lardna, Picky and Pokey Minch, reside.

Suddenly a strange noise comes from outside while your sleeping. Almost as if something was falling... Now that you have control of Ness, go outside of your room and into the hallway.

Go inside the door closest to you (not the one you just came out of, though) to find your sister, Tracy. In Tracy's room is a present, which you can press the L button to open. Inside is a Cracked Bat.

Now that we have an item, it'll be a good idea to open your menu, which I do by pressing B and then L. Pressing B alone brings up, what I like to call, your status screen. This is where you can view your money, HP and PP easily. If you have never played a RPG before, HP (Hit Points) means your life energy (aka how many points of damage you can take before dieing) and PP (Psychic Points) means your magic energy (aka how many points of magic you can use up before running out. Magic spells in this game are referred to as "PSI").

In the main screen, there are actual options now. First is "Talk To", which allows you to talk to a NPC, which can be easily done by pressing L without having to go through a menu. Goods are your items, we have currently an ATM Card, which allows you to use ATMs, and the Cracked Bat, which we just picked up.

Equip is slightly harder to explain. Basically, you can select either "Weapon", "Body", "Arms" or "Other". You can buy new equips in the Drugstores, which we can't access yet. Before you forget, equip the Cracked Bat by selecting Weapon, and selecting the Cracked Bat. We have nothing for the otherslots, so don't bother trying to put your ATM Card on your arm.

Check is the next slot, which is basically Talk To for things other than NPCs, such as presents. Finally we have Status, which is probably the hardest thing to explain in the game.

Status shows you your level, which is your rank and tells you how strong you are, HP and PP, which we discussed before, EXP (Experience Points), which are given to you when you defeat an enemy in battle. Once you have a certain number of EXP, you'll gain a level, meaning you'll get stronger. As you can see, we need 4 EXP to get to level 2, which won't be hard.

Next are the stats, which are even more complicated. Offense is how hard your attacks will hit (higher the number, powerful-er your attack), Defense is how much damage you will take from the enemy's attacks (higher the number, weaker the enemy's attack), Speed is how quick you are. If you are quicker you'll go sooner in battle. For example, if Foppy A has 46 speed points and Foppy B has 30, Foppy A will go first, and Foppy B last. Really, not that complicated.

Guts is basically the factor between if you get knocked out (if you do, the text in the battle will say "XXXX suffered mortal damage!") and hang on with 1HP remaining. I have also been told that if you have more guts points you'll be more likely to get a SMASH hit

(something we'll talk about later), but I seem to get more SMASH hits at the beginning of the game than later. Vitality we'll talk about when we level up. IQ we'll talk about when we receive our third party member (I've been told IQ is like an attack stat for PSI, but I don't believe that either). Luck is basically your accuracy, if you have more of it, you will be more likely to attack a foe. This is extremely useful, because I hate having my attacks miss early on.

And finally, you can press A on that screen to be taken to your PSI menu. Since we don't have any PSI we have no use for it now, but handy for later.

Anyway, get out of your sister's room and head downstairs. Talk to your mother, who guesses that you want to check outside, where police are in the thousands (or tens), thugs are abound and wild animals try to kill you. How does that sound to her? Well... absolutely okay! But you'll have to get out of your jammies first.

Finally, head through the door to the outside of northern Onett. You can visit the Minch's west of here if you want, but only Picky is there with some pretty boring dialouge, but he tells you were Pokey is. Head back outside.

If you try to go south-east of here, you'll be blocked off by the police, who are attempting to keep civillians out, yet at the same time keeping civillians from leaving. You'll be seeing more of their roadblocking later. For now, go south-west from your house, towards the meteorite.

You'll notice that this road isn't chock-full of enemies, which gives us a nice and easy pathway up to the meteorite. Once you come to a crossroad, go south and get yourself a Bread Roll inside of a present, and return to the north pathway, where you'll meet a strange fellow named Liar X. Agerate (a pun on "liar" and "exaggerate"). He'll inform you of his side-business to his regular billboard work, treasure hunting. You can visit him later for some interesting plot-y stuff.

Go more east and you'll see the road is blocked off once again and Pokey Minch, your BFFL, is out harassing the poor police. Talk to him and he'll tell you to buzz off. Nice guy. Well, you'll quickly find that you have nothing else to do, so go back to your house where your mom is waiting for you. Go ahead and "scoot off to bed"!

Later that night you'll hear a knock on the door... wonder who it could be... go downstairs and answer it to find, who else but, Pokey! He'll explain that the police blocking the path to the meteorite left to deal with the Sharks, who are the local thugs. More importantly he explain that he lost his little brother Picky. Because we are his bestest friend, we are compelled to help Pokey find him, right? Hee hee, me neither. But we have to to progress the plot, sadly.

Pokey will tell you to say goodbye to your mom. As soon as you do, she'll explain that taking your pet dog King to look for Picky is an awesome idea. She'll also tell you to grab the Cracked Bat in Tracy's room, which you should have picked up already. For the final time, change out of your jammies, go downstairs and talk to Pokey to have him join you. Same with King. Also talk to Tracy to receive a cookie. Not that helpful since enemies we will be getting into real soon will drop these like crazy. But hey, it's free! When you try to leave your house, the phone will start to ring. Surprise, surprise, it's your father! He'll give you some encouraging words and tell you that you can ring him up to save your game. How convinient. Whenever you see one of those phones lying around, make sure to save your game! He'll also tell you that he deposited \$30 into your bank account. Also convinient. There's nothing else to do inside your house, and now exists purposely as a place to get fully healed. Nice. Head outside.

You'll probably be introduced to your first battle right outside! There's three types of enemies you can encounter here, a Coil Snake, a pathetically easy enemy who only gives 1 EXP, a Runaway Dog, who is a bit tougher and can drop a Bread Roll, and a Spiteful Crow, who can steal all your items besides important ones like the ATM Card and equips like the Cracked Bat.

The menu in battles are something I have to explain. Bash is a regular attack, the simplist thing you can do, Goods are the same as before, Auto Fight is basically so you don't have to keep clicking Bash if you just want physical attacks, PSI is magic spells that you can use in battle, which I'll explain in more detail later, Defend basically makes you miss a turn, though attacks won't do as much damage and your HP bar will scroll slower, and finally Run Away is exactly as it sounds. Simple.

After a few battles you'll grow to level 2. Now I can explain Vitality, which is a stat that determines how much you'll max HP and PP gain when you level up. You probably won't

get any Vitality right now, but it's useful to know. At level 2 you will also learn your first PSI ability, Lifeup! Lifeup is basically a healing spell, which'll replace healing items for the moment such as cookies. If your HP is low, be sure to use it. It's in it's alpha stage right now, which means it's at it's weakest potential and you'll get stronger versions of it (beta, sigma, gamma and omega) later. Now that you have grown a level, head to the meteorite.

Pokey was telling the truth, the police blocking the way to the meteorite have all vanished. As soon as you get close to the meteorite, however, King will run off, scared. Too bad, he was actually useful, unlike Pokey. With that, go talk to Picky, who is hiding behind the tree. Apparently Pokey was the one who ran off. Hmm. Picky will join you. When you start to leave, Pokey will ask you if you a hear a buzzing sound... Well, after answering that question you will. Suddenly, a bee will appear accompanied by a pillar of light that seems to be coming from the meteorite.

The bee will start to talk. Apparently he's from the future and, dun dun dun, not a bee. His name is Buzz Buzz, and he informs you that, 10 years into the future, Giygas, an alien, takes over humanity. ...Giygas... don't we know that name from somewhere? He'll tell you a legend that speaks of a young boy, his two male friends and a girl who stop Giygas. Wonder who that boy could be... With that, Buzz Buzz joins you.

Pokey starts to worry about being one of the boy's two friends. Ha ha, wouldn't worry about that. Head back to the Minch's house and return Picky safely. On the way there you'll discover that there'll be no enemy's to attack you. Omnious...

Suddenly, an alien will appear right before your very eyes! He's a Starman, one of many, and will tell Buzz Buzz that he'll stop his attempts to stop Giygas' rule! And thus begins a boss battle.

\*Boss Battle - Starman Jr.\*

There's no way you can lose this fight. Nada, zip, nuh-uh. As soon as it begins Buzz Buzz will set up a PSI Shield Sigma, which'll protect you from the Starman's fatal PSI attacks. There'll be a lot of spoilers for upcoming PSI abilities in this fight, so I won't explain them until we get them. Just press Auto Fight and watch Buzz Buzz almost single-handedly kill that pesky Starman. Nighty-night.

After that battle, Buzz Buzz will tell you that you'll be seeing a lot of Giygas's henchman from the future trying to destroy you, as well as animals and humans who have been put under Giygas's control... Creepy.

With that, go to the Minch's house to safely return Picky. In case you forgot, it's the house west to your house. Talk to Aloysius, who will chase his children into the other room for a punishment. Nintendo's westernizers were chicken with this scene. Aloysius will then ask "nicely" if you would leave Onett, since Aloysius has had to loan your father "a lot" of money. Seems legit. Lardna will then butt into the conversation, informing you that Aloysius is lenient with Picky and Porkey by her standards. Hinting at child abuse, maybe? Remember this towards the end of the game.

Buzz Buzz will then try to get close in Lardna, which results in... NO! THE HORROR! The music stops as Buzz Buzz is on his death bed. Talk to him and he explains the basic plot of this game. To defeat Giygas, you'll have to collect Eight Melodies from Eight Sanctuary Locations, which are hidden throughout the land, with Giygas's cronies guarding them. Apparently there's one right near Onett called "Giant Step". How convinient. If you say you want to hear the story again, Buzz Buzz will explain again and you can make him talk forever, even though he's on the edge of life. Tee hee. He'll give you the Sound Stone, which you can use to grab the Eight Melodies from the Your Sanctuary's. Another plot item to carry around with you, but later in the game when you want to quit it's always nice to here the melody's you have collected so far. With that, Buzz Buzz dies. Goodnight sweet prince.

If you really want to, you can go into the other room and talk to Pokey and Picky. Pokey will tell you that he gets no dessert for the rest of the decade... poor guy... Picky will tell you that he doesn't want to see the meteorite anymore. Looks scared out of his life too... With that, head outside and BAM! Few notes of Pollyana to get you in the mood and it's finally daytime! Took long enough.

Our next destination is the main area of Onett, but we have one little optional plot thingy before we go. Head back to Liar X. Agerate's house. There's enemy's on the way, so don't start to slack. If you want to be safe, heal up at your house if you want an easy time.

Once your inside Liar's house talk to him. He'll make you go down to his basement and... uh, I don't want to hang out anymore... Follow him to the end of the cave. He'll tell you your the only one who can see his treasure. Once your at the end, talk to him again. He'll tell you to go home, but take a closer look at this statue. If you check it a really spooky sound will play. Take note of this statue, it becomes important soon.

With that, nhead back to your house. You're finally ready to get to the main part of Onett, and we really don't have anything else to explain, so I'm hoping we don't have such a long novel-like section. Along the way of getting back you may pick up another PSI ability, Hypnosis alpha. This puts an enemy to sleep, which is a status condition that makes it so the enemy can't attack for a few turns. Helpful, but I don't find myself using those kinds of PSI much.

Once your back at your house, try to walk in. You'll be stopped by some energetic music, and a spinny guy that falls from the sky. This guy's the Camera Man, two words, who appears throughout your adventure and takes pictures of you. Yup. Creepy, I know, annoying, I know, but I still like this character. Say "Fuzzy Pickles"!

Anyway, heal up and save at your house. You don't have that long of a journey to the main part of Onett, but it's useful. Now, head towards the south east of Northern Onett and follow the path. If you can't find it, just go to the place you haven't been to, right by your house, and that's sort of... south-y east-y. As soon as you see another building, congrats, your in Onett!

~1.3.4 - Onett~

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Ness

Level: 4

Offense: 12

Defense: 3

Speed: 4

Hit Points: 40/48

Guts: 4

Psychic Points: 15/15

Vitality: 3

Experience Points: 48

IQ: 3

61 Exp. for next level.

Luck: 4

PSI learned: Lifeup alpha, Hypnosis alpha

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This place is technically the same town, but the first section was so long I had to split it. The first building you see should be the library. If it is, go inside and talk to the first woman you see. She'll give you a Town Map for free! Hooray! Check it with the X button.

You'll see that Onett is much, much, much, much, much bigger than Northern Onett. It has a lot of facilities too, which I'll explain now.

The shop you see is the Drugstore. This is the place where you can buy your character's equips, which we'll do in a second, and also some other items that are probably not worth your time.

Next are the food places, which, the north west one is the Hamburger shop, which sells Hamburger's, Fries and other stuff. Useful. The Bakery is south and sells stuff like Bread Rolls and Cookies. Boring. But what's really cool is that it sells an item called Lucky Sandwich, which is the only PP restoring thingy so far. I'd suggest buying one. The only catch is it can restore any amount of HP or PP, so it could end up restoring 1343783278936.46 HP and no PP. Be warned.

Hotels are next, which are places where you can heal yourself completely for a price. They are useful right as you enter a town, and some towns might heal you for free if you know where to go.

Lastly is the Hospital, which is not important yet but it's a good thing to note on right now. This place will be where you can revive fallen party members, as well as cure status ailments which are impossible to cure otherwise. Since we don't have any party members or any fatal status ailments accessible right now, it's useless. Now, let's start exploring the town.

Use your map to locate the Drugstore, which is where we'll go first to equip ourselves. Once your inside, check the ATM and withdraw all of your money. You have to be exact, so don't think you can say you want to withdraw \$99999999 money and it'll give you all of it. Nope.

Talk to the guy in orange to buy your equips. Whenever you can buy an equip that helps you, your character's status window will start to flash, meaning you'd want to buy that. Go ahead and buy the Tee-ball bat only and sell your Cracked Bat. We'll be getting something for our Other slot that is much more helpful than the Baseball Cap, the Yo-yo misses a lot and even though it's more powerful than the Tee-ball bat, it's frustrating, and you probably won't have enough money for a Cheap Bracelet. With that, go outside the Drugstore and go towards the north of Onett, by the library.

On the way there you might come across a mole who has some interesting advice for you. Basically, if you walk into an enemy from behind you'll get a free turn at the start of the battle, but if an enemy runs into you from behind, they'll get a free turn at the start of the battle. Try to get these "first strikes", as I call them, but don't get too careless and let the enemy attack you from behind.

Next to the library if you open up your map you might be able to see a little house behind a massive pile of trees. If you can't, go to the left side of the library and walk up into the trees until you find a spot you can walk on, then head inside the house.

If you talk to the little kid with the red hat inside the house he'll give you a Mr. Baseball Cap, equipment for your Other slot. Better than the Baseball Cap, at least, and free! It can be easy to miss though.

Although I don't usually grind, now's a good time to. At least until you have enough money for a Cheap Bracelet. You'll find Coil Snakes, Spiteful Crows and Runaway Dogs at the north east of Onett that you can beat up easily. Just fight these enemies a couple of times and you should have enough money for the Cheap Bracelet. Make sure to equip it. After that you'll probably only have a small amount of money left. Ah well. Deposit it all. Something I forgot to mention is, right next to the Burger Shop, there's a trash can. Check it to receive a Hamburger!

Now that we're fully equipped, go towards the south part of Onett. You'll find suspicious guys in black masks. They're the Sharks, the local ruffians. They're pretty tough, so before going to fight them you might want to save. A free phone is at the hotel. Also while your saving, if you call your Mother she'll tell you that Tracy is working for a company called Escargo Express, who can store items for you. There's nothing we really want to store, so decline.

Now that your ready to fight the Sharks, I suggest fighting the one blocking a trash can first. He's a Skate Punk, which is probably the most lethal Shark members, since it can call other Shark members into the fight to help him. Nevertheless, he won't be that hard unless you get unlucky. After killing him, open the trash can to get a Can of Fruit Juice. This is basically a Cookie, but it's better than nothing.

Next, challenge the one next to you. He's a Pogo Punk, which I find the easiest to kill since he misses a lot, and also drops a Hamburger if your lucky. Not hard at all with these defense equips. The last Shark member that I haven't talked about is the Yes Man Junior, who can waste turns laughing. Easy. You can fight these guys for a while if you want to to train up for an upcoming boss fight. There's more to fight in the Arcade (the building that says "GAME" on the sign), so that's helpful too.

After training up to an adequate level (I recommend level 6) you should have had an increase in money from fighting all those guys. Sleep in the hotel to fully heal you for the next boss fight. Once you think your ready (I recommend having three Hamburgers, some other healing items, full HP and PP and max equips), go to the Arcade. Kill the Shark in front of the door if you haven't already and head through. Talk to the blonde guy to initiate the boss fight.

\*Boss Battle - Frank\*

This boss battle can be hard if your not careful. Frank has some pretty devastating attacks, such as brandishing a knife (Rated E, I know) and saying something nasty to lower

your stats. You should take some pretty fair damage, but all in all you should be fine. After that battle, Frank will be devastated that he lost and send his robot, Frankystein Mark II (tee hee), after you.

\*Boss Battle - Frankystein Mark II\*

This guy can be tough too. It'll attack every other turn, reminiscent of Slakoth from Pokemon, so that could be a good time to heal. Every other turn attack. It can be hard, so don't forget to heal if you life goes... meh, about less then 35.

After that, Frank will sob about his defeat, but will then tell you about the monster up in Giant Step. Gulp. He also tells you about Mayor B.H. Pirkle and suggests you see him. If your on the edge of life, walk into the arcade and then out the door again to have Frank heal you fully. Very useful, since this means you won't have to go to the Hotel again in Onett.

Anyway, make your way to Mayor Pirkle's building, which is the white building in pretty much the centre of town. Once inside, keep on heading left to get to his office. Talk to him (he's the one in the sunglasses if you couldn't tell). He'll praise you for beating up the Shark's and, if you promise to not give him any responsibility on your adventure, he'll give you the Key to the Shack. Nifty.

It's time to head as northwest as possible. You might have seen two guys in red outside what appears to be a house guarding a cave. It also says "Don't Enter" on the side. Hmmm, maybe we should enter! Stand by the door to the house and use the Key to the Shack. It'll open the way for you, meaning you can access the first sanctuary dungeon in the game, Giant Step.

If you talk to the guy closest to the door he will give you the Travel Charm, an equip that protects you from paralysis attacks. We won't be seeing them for a while, but it's better than nothing. If you think your ready, head in to the shack, out of the shack and into the cave.

~1.3.5 - Giant Step~

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Ness

Level: 6

Offense: 17

Defense: 15

Speed: 4

Hit Points: 61/61

Guts: 4

Psychic Points: 21/21

Vitality: 4

Experience Points: 399

IQ: 4

50 Exp. for next level.

Luck: 4

PSI learned: Lifeup alpha, Hypnosis alpha

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This cave is pretty spooky, but it's not that hard of a challenge. Really you can zoom through this place if you don't want any experience/items.

You'll face a couple of new enemies here. First is the Roudy Mouse. This guy is weak, seriously weak, but gets SMASH hits like nobody's business, so it makes up for it with that, but really, not hard. Second is the Black Antoid, who is basically a Roudy Mouse but with no gimmicks. However, it can use PSI Lifeup and can call for other Black Antoids, so be warned. Lastly is the Attack Slug, which comes in groups, but are amazingly weak. They can move closer, wasting a turn, try to use PSI, wasting a turn, or attack you for 1-3HP of damage (usually). Press Auto Fight and watch the EXP roll in.

First off, go into the first cave entrance and get yourself a free Skip Sandwich. These items are rather dull, but they speed you up. Really I don't like them, but if you want to move fast they can be good. Continue going left into the cave until you come across a rope and another cave entrance. Go inside the cave for a battle with a Black Antoid. No items though. Leave that cave and climb the rope.

Go all the way right until you come across another cave entrance and another rope. Go inside the cave entrance to find a Roudy Mouse and a Cold Remedy. Colds are status ailments that we haven't gotten into yet. They hurt you in battle whenever you get a turn, and hurt you in the field (aka outside of battle) too. Get out of that cave and climb the rope.

Eventually you will grow to level 8, where you learn your first offensive PSI, PSI Rockin (or whatever your favourite thing was at the start of the game). This PSI is awesome for attacking a group of enemies, so don't forget you have it. It's also really good on the boss for this area.

Anyway, once you climb up the rope go left again until you come across yet another cave entrance, but no rope. HMMMMM. Trying to trick us, Nintendo? Go through the cave to continue on.

You'll appear outside with a Magic Butterfly. Magic Butterflies are something I've been meaning to talk about for a while but never found a place to talk about them without it being really awkward. If you run into them they'll restore 20PP. Definately useful. This one's a rare case too. If you go back into the entrance you just came out of, then go back outside again it'll respawn, giving you a place to restore PP infinitely. Mega-super-duper-ultra useful. Head to the cave entrance on the other side.

This part of the cave is teeming with Black Antoids. Wait... a lot of enemies... giving off good experience... right next to a Magic Butterfly? Yep. This place is an awesome grinding spot. I won't be grinding here, but if your not confident in your abilities I suggest you get a few levels just to be safe. There's also a Hamburger here. Finally, go into the cave entrance, which leads to another cave entrance, which leads to the boss. Climb up all these ropes until you see a light. Talk to the light, who is actually the boss, which starts the battle.

\*Boss Battle - Titanic Ant\*

This guy is actually quite tough. He has a range of attacks that can be fatal, plus starts with two Black Antoids with him. Use a PSI Rockin alpha to kill the two antoids, plus give the Titanic Ant himself some damage. Leave the rest of your PP for healing up with Lifeup. Just bash and hope for the best really, heal when necessary and hopefully you'll pull through. Something I forgot to mention was that he carries PSI Magnet, which is a PSI ability that drains the PP from an enemy. This could be the difference between a Lifeup and no Lifeup. However, he should go down and give you a nice level up.

With that level up/grinding from that one spot you'll probably get the ability PSI Healing alpha, which heals you from colds, sunstrokes and sleep. Sunstrokes won't be a problem until a bit later, but it's useful to protect against colds and sleep, which we will probably get to within the next town.

Nevertheless, head through the entrance that the Titanic Ant was guarding. You'll be amazed at how beautiful a giant foot would be. Walk up to it, which'll completely heal you, plus give you the first melody. Duh-duh-duh-duh, duh-duh-duh, duh-duh. Ness will have a vision of a small, cute puppy. Believe it or not, I never got what these visions mean until one of my recent playthroughs. They are Ness remembering his life as a child. The small, cute puppy is King.

With that, head back to Onett. Something weird about Sanctuary Locations is that, when you defeat the boss, all the enemies will run away from you, meaning that you'll get a lot of first strikes, essentially making you gain levels easier.

~1.3.6 - Onett~

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Ness

Level: 11

Offense: 28

Defense: 17

Speed: 5

Hit Points: 48/105

Guts: 8

Psychic Points: 25/35

Vitality: 7

Experience Points: 2969

IQ: 7

675 Exp. for next level.

Luck: 7

PSI learned: Lifeup alpha, Hypnosis alpha, Rockin alpha, Healing alpha

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As soon as you leave Giant Step, you'll be confronted by a member of Onett Police. I always love answering "no" to his question. Just something a real teen would do. He'll order you to come to Onett Police Station, which we have to do if we want to progress to the next town, Twoson.

The police station is right next to the Bakery, which means you can heal up with Frank before going there, since there's a semi-tough fight sequence you have to go through. You can also sell any excess items you don't need, such as Cookies at the Drugstore. You might want to buy a Hamburger or two. Once your ready, head into the Police Station.

Talk to one of the cops inside. He has some pretty funny dialogue. Talk to the officer with a tan, named Captain Strong. He'll scold you for being in their business (plus some in-game advertising for Nintendo). Say yes to his question.

He'll take you to a room at the back of the police station, where you'll be assulated by four cops (one of them chickens out) one after another. They're all pretty easy, just don't let your health fall too low. If it does, use Lifeup or a Hamburger. They can also drop Hamburgers, too. And also, I love that one bit of dialogue here when he calls Ness "fat boy". So funny.

After you have defeated four of them, Captain Strong will be suprised at your abilities and challenge you himself.

\*Boss Battle - Captain Strong\*

Captain Strong is actually quite strong. Use Rockin alpha at the beginning of the battle to make it quick. Otherwise just bash. He has some pretty fatal attacks such as getting you into a submission hold and attacking with a crushing chop. He can also lose his temper and make his offense go up. As long as your careful, this battle shouldn't be too hard. After this battle you might learn a new ability called PSI Shield alpha. This basically puts a shield up for one person, allowing physical attacks (aka not PSI) to not do as much damage. Like Hypnosis it's helpful, but I don't find myself using it as much.

Captain Strong, after being defeated, will finally open the road to Twoson for you. Hooray! It only took five sections, five boss battles and eleven levels! For some reason I love the conversation he has on his walkie-talkie. Seems so realistic. Anywho, leave the police station.

Now your probably wondering where the road to Twoson is. Look on your map and you'll see it's directly south of Onett, which is where we are anyway. Heal up with Franky and start movin'.

There's two enemies we can find here. One is the Black Antoid, which we've already seen before, and the other is the Ramblin' Evil Mushroom. THESE THINGS ARE EXTREMELY ANNOYING. IF YOU ARE FACING TWO OF THEM AT ONCE, USE ROCKIN ALPHA. Seriously, I hate these enemies. They scatter their spores onto you, giving you a deadly status ailment called "Mushroomized". This makes you, a) in the overworld walk in different directions, b) make you attack yourself/your partner/use an item/defend, and c) cannot be healed by any form of PSI Healing. The only way to cure Mushroomization is to go to a Hospital and talk to the Healer. Remember how I said that Hospitals were worthless? They're completely not now. Soon you'll find a house, which is home to either the most useful item or the most valuable item in the game. It's an Exit Mouse. These things will take you out of dungeons if your in a hurry. Really, they're kinda useless to me, I never really need them, and if I do it's in a cave where we can pick one up anyway. Oh well. Talk to the mouse without a sign and she'll give you her son. Umm, thanks lady.

Continue going south, hopefully not getting mushroomized. If you do, try to not get into any fights, and if an enemy spots you, use a Skip Sandwich if you have one and run away. If you can't avoid them, just keep trying to run away. However, soon you'll be at Twoson! About time!

~1.3.7 - Twoson~

~~~~~  
Ness
Level: 12

Offense: 30

Defense: 19

Speed: 7

Hit Points: 84/106

Guts: 11

Psychic Points: 36/36

Vitality: 7

Experience Points: 4485

IQ: 7

392 Exp. for next level.

Luck: 9

PSI learned: Lifeup alpha, Hypnosis alpha, Rockin alpha, Healing alpha, Shield alpha

~~~~~

Boy, I love this town. Make sure to note where the Hospital is as soon as you get there, since there's a lot of Ramblin' Evil Mushrooms abound. "Twoson-- We got this name because we weren't first!" Ah, humor.

Something to note about this town is that it doesn't have a Drugstore, or Bakery, or Burger Shop. Instead it has a Department Store, which combines all these things into one, plus has some other things available. Before anything else however, we want to sleep in the hotel.

If you do that, you'll be taken into Ness's subconscious, where someone tries to talk to him. Apparently her name is Paula. And... that's it. Weird. Wake up and head outside. The thing is, you might be worrying that you just wasted fifty dollars on THAT cutscene. No worries, if you talk to the guy at the table enough times he'll give you fifty dollars on the ball. Nice. Also, if you talk to the guy outside your room he'll tell you that there's ghosts inhabiting a tunnel to Threed. Hmmm.

Next thing your going to want to do is go to the Cycle Shop, right next to the Hotel (be prepared for the Fuzzy Pickles guy before you do). The guy who owns that place will give you a bicycle for free! Woop de doo. Sadly, the bike isn't that useful, since you can't take it into caves or have anyone riding it with you.

Before we do anything else, call Escargo Express and have them take some excess items from you. I'm going to have them take the Bicycle and the Exit Mouse. The Bicycle I fully recommend you store, but if you think the Exit Mouse will be useful, keep it around.

Next head into the Department Store. On the first floor there's two ladies who can either buy you a ticket to a theatre in town or return some items for you. On the second floor are smaller versions of the Onett bakery and burger shop.

The final floor is the Drugstore. The woman will be selling Cold Remedys and a new item called a Teddy Bear. Teddy Bears are partners in battle that act as fodder, basically the enemy will try to attack it instead of you, keeping you safe. It has HP though, so it won't last forever. I won't be picking one up, since we'll get a free one soon. However, they are especially useful when your facing Ramblin' Evil Mushrooms or something with PSI Magnet.

The other guy has the new equips. But, dun dun dun, there's nothing useful here! All it is is a Slingshot, which is basically a more powerful Yo-Yo, i.e. does good damage in return for missing a lot, and the other new stuff is Paula's equips. Boo-hoo. Nothing really useful, so head outside.

This'll be a good time to inform you of the new enemies around here. First is the New Age Retro Hippie, a fan favourite enemy that uses rulers and brushes his teeth. Next is the Annoying Party Man, and finally the Cranky Lady. I don't really have anything to say about these two, so let's leave it at that. There's also the returning enemies, Runaway Dogs and Cops.

Next we are going to go to Polestar Preschool, which is the white building with a green roof. Talk to all the kids inside and learn that Paula has disappeared. Wonder what has happened... Her mother doesn't seem to upset, saying that Paula is perfectly fine. Beg to differ. If you go into the other room and talk to Paula's father he will be completely oblivious to Paula's disappearance and will be scared out of his life when he finds out she has disappeared. Oh boy, go upstairs and in Paula's room to find a Teddy Bear. Your

first one if you didn't buy one at the Dept. Store. Next take note of these two houses south of Paula's house. They're the inventors house, Apple Kid and Orange Kid. Let's visit Orange Kid first, apparently he's the popular one. He'll explain about his problems with money and ask \$200 from you. Why, of course! He gives you the Super Orange Machine! Let's try it out!... Unfortunately, if you do, it'll be useless and explode. Well, that's some hard-earned cash wasted. Maybe Apple Kid will be better.

Go inside Apple Kid's house. Well, this doesn't look as amazing as Orange Kid's house. He'll ask for something to eat, apparently he's starving. Go ahead and give him a useless food item, unfortunately I only have Hamburgers. He'll also ask for \$200. Give it to him and he'll give you... nothing? This better be a smart investment. In the trash can next to him will be an item called the Broken Machine, which is completely useless until later. The mouse blocking the door will give you a Reciever Phone. We're just getting stuff left and right here (literally).

Finally, let's go to Burglin Park, which is the fenced off area in the centre of town. There's a lot to do here, for now just go to the far east and get ready for a battle. A crazy man will jump off a roof and attack you!

\*Boss Battle - Everdred\*

Kinda easy, kinda not. Everdred will waste a good amount of turns, but can also deal good damage and steal an item from you. It really isn't hard though, especially if you use Rockin alpha. Just keep bashing.

Everdred will then inform you of Paula's whereabouts. Apparently she's being held captive at Peaceful Rest Valley. And she's going to... be a human sacrifice? Gulp. Looks like we have to save her. Everdred will tell you that you MUST come back to him after saving Paula. Don't worry, we will.

Now, we can do some shopping in Burglin Park. First thing to take note of is the Egg Stand. This guy will try to sell you an egg. Seems worthless enough, right? Wrong. Eggs will eventually hatch into chickens, which can be sold for a high price. A lot more than the money it took to buy an egg. A really good money-making strategy, but optional. I think getting money is easy enough, so I won't bother.

Next is the Jamaican Guy. He sells items for your third party member, so don't buy anything from him. A copper bracelet is useful, but way too expensive. Next is the hippie selling condiments. I have a mixed opinion on these things. They basically are added to food automatically, and either make it taste better or worse. However, since they add automatically, they're a big pain if you want to save them. For example, say you had two food items, a Hamburger and a Cookie. You try to get inventory space and eat the Cookie because you only have like, 100/102HP, but then the Ketchup Packet in your inventory sprinkles onto the cookie and you waste it. Yeah, a big pain.

The final thing to take note of is the guy selling a "For Sale" sign. Yup, I now know what rock bottom is. Believe it or not this is an extremely helpful item, it allows you to sell items on the go, which could be a good solution to the problem I explained earlier with the condiments.

Finally, we should go to the Pizza place by the bus station. If you go inside the lady behind the counter will say that they don't sell anything at the store and only deliver. <sarcasm>Seems like a good business move.</sarcasm> She'll give you her number (\*wolf whistle\*) which'll allow you to order pizza on the phones. Hooray! It's kinda useless though.

With that, there's nothing else to do here. We could go to the Chaos Theatre, but we can't do anything there except look at it. So, let's head to Peaceful Rest Valley and save Paula! It's east of the Bus Station. On the way to it are... Ramblin' Evil Mushrooms... gah...

~1.3.8 - Peaceful Rest Valley~

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Ness

Level: 13

Offense: 31

Defense: 19

Speed: 7

Hit Points: 109/109

Guts: 11

Psychic Points: 37/37

Vitality: 7

Experience Points: 6275

IQ: 7

89 Exp. for next level.

Luck: 9

PSI learned: Lifeup alpha, Hypnosis alpha, Rockin alpha, Healing alpha, Shield alpha

~~~~~  
THIS PLACE IS NOT PEACEFUL OR A REST. I guess it's a valley though. Between it and Twoson is a cave where we can find enemies called Mobile Sprouts. These guys are kinda tough. They have PSI Magnet, an ability that I explained earlier in the walkthrough, and can deal some... meh damage. If you have a Teddy Bear you should be good. After getting through the cave you'll encounter another new enemy called a Lil' Robo. These guys can cause colds, meaning that they might be trouble, but really aren't that bad. You can encounter more enemies, but, if memory serves, we can't encounter them just yet. You'll soon learn another PSI ability called Paralysis alpha. Very helpful actually. Paralysis is one of those status ailments that can't be healed easily, and is a pain to have. Really, I hate that status ailment so much that I love using this PSI ability to get my revenge. Mwahaha! It makes it so the enemy cannot attack/move. Sadly it misses quite often. Keep on heading north until you come across a broken bridge. Looks like we won't be going to Happy Happy Village very easily. Head north a bit more to find... for some strange reason, a pencil shaped iron statue blocking your path. Uh-oh. We can't move forward, so let's go back to Twoson, I guess. I won't be making a seperate section for this one part because we'll only be going back there for a second. As soon as you get out of the cave your Reciever Phone will start to ring. Press L to answer it. Apple Kid has apparently finished his invention! Head to Burglin Park to retrieve it. Apple Kid will be taking shade under a tree. Talk to him to get the Pencil Eraser! Hmmm, how convinient. Heal at the hotel if you need to and then go back to Peaceful Rest Valley. With the Pencil Eraser in hand, use it on the iron pencil statue that for some strange reason is blocking the path and, huzzah!, you can move forward. Two new enemies here, first is the Spinning Robo, who is a Lil' Robo that's more powerful, and the Territorial Oak, a fan least-favourite who blows up when you kill it. Avoid the oaks. Cross the bridge (go north if you want a picture by the Fuzzy Pickles guy) and go east and then north-west. You'll soon come across a Travel Charm, which is completely useless since you already have one. Go south and then down and you'll find yourself on the other side of the broken bridge. We're making progress people! Hopefully you haven't died yet. Next, go south from that and then a bit west to find a Croissant. Very helpful. Ignore the hill and go south-east to get yourself a Bomb. It's pretty useless, so use it in the next battle your in. Go north-east, ignoring the hill once again and cross the bridge. Go north, north, north-y north until you find yourself at a crossroad. Go north-west first and make sure to go all the way until you find yourself a Hard Hat! Very helpful. Sell your Mr. Baseball Cap with the For Sale Sign. Told ya it was useful. Go back to the crossroad and go east this time, then go south to find yourself near a cave. Go through said cave where you'll probably find new enemies called Insane Cultists! Gah, what freaks. Only a few steps until the next town. That area was a real pain, probably the hardest in the game. This next town is kinda freaky though...

~1.3.9 - Happy Happy Village~

Ness

Level: 16

Offense: 37

Defense: 30

Speed: 9

Hit Points: 138/138

Guts: 13

Psychic Points: 43/46

Vitality: 9

Experience Points: 11707

IQ: 9

1534 Exp. for next level.

Luck: 12

PSI learned: Lifeup alpha, Hypnosis alpha, Rockin alpha, Healing alpha, Shield alpha, Paralysis alpha

~~~~~  
This place is more disturbing than I remember. A mole nearby the enterance will tell you about instant wins, which is something I've been meaning to talk about. Basically when you get super duper ultra strong and get into a fight with a really weak enemy, for example a Coil Snake, the game will recognize you'll win no matter what and will not even bring you to the battle screen and just tell you that you won and give you the experience. Very convinient. I'm sorry if it happened to you before this and you didn't know what was going on.

Anyway, the first thing your going to want to do is head south and walk over to the blonde girl in the yellow shirt. She'll ask you for donations, and if you don't give her anything she'll follow you around. Not exactly what I meant when I wanted girls to follow me in numbers...

You'll be seeing a lot of Insane Cultists around this place, so I'll give you some advice. Wait a while until there's about 5 Insane Cultists in battle from them calling for help. If you do that then pick 'em off one by one they drop a ton of experience. Very handy for grinding.

As you'll soon discover by walking about this town, there's this guy called Carpainter who has turned everyone into blue-loving zombies. And he's got Paula. Only question is, where is she? Towards the east of town is a cave, south of the drugstore. For now, ignore it, it leads to the second Your Sanctuary location, Lilliput Steps, but we're going to take care of it after we rescue Paula.

You'll want to buy a few things at the drugstore, aka the Sand Lot Bat and the Copper Bracelet. If you didn't get the Hard Hat at Peaceful Rest Valley, go ahead and buy the Holmes Hat, otherwise don't.

To the east of the drugstore is a cave. Go on through it and you'll find a house in the middle of nowhere. You can also here running water in the distance. Omnious. You'll find a whole bunch of Spiteful Crows here. For some reason you can't get an instant win on them, darn. At least you can watch them get ridiculous damage from your Bash attack. Lulz.

Go inside the shack to find... PAULA! The girl who we've never met before, at last. But... we there's no way to get her out. She tells us we'll have to get the key from Carpainter. Oh well. She'll give you the Franklin Badge! A staple in the Mother series which allows lightning attacks to be bounced right off of you! It's essential with your fight against Carpainter (oops, I spoiled it).

Head outside the shack to find... POKEY? Our best friend and yet our worst enemy. He egotistically orders you to call him Master Pokey, and apparently he's in cahoots with Carpainter. He'll sick two Insane Cultists and a Spiteful Crow onto you. Pssh. Knock 'em dead, head back through the cave and prepare for your fight with Carpainter (oops, spoiled it again).

Carpainter's house is the fancy-looking one in the centre of town. Your town map won't work here, so it might be a little tricky to find. Nevertheless, head in and find that, WOOOOOOOOOOOAH, lotta cultists. This is a kinda mini-maze where you have to get to the left of the room by talking to the cultists and having them move. Some will battle you and some will just move. Not hard at all, so I'm not going to go into great detail of which guys you have to talk to. Grab the Croissant, Skip Sandwich and fight all the enemies on the way.

If your fighting everyone along the way you might learn a PSI ability called PSI Flash alpha. This will either make the enemy start to cry, making it miss often, make it paralyzed or even end the battle instantly. It's kinda a roulette move, you either get the

best possible outcome or it completely doesn't work. Still cool, though. With that head into the left-most door. There'll be a blue-suited guy standing behind a counter who screams upon your arrival. Weirdo. Go into the next door to confront Carpainter! And... the statue... from Liar X.'s house. What's that doing here? Answer "no" to Carpainter's question to have him fire a bolt of lightning at you! Luckily the Franklin Badge saves us. Hooray!

Boss Battle - Mr. Carpainter

This guy can either be extremely easy or extremely tough. To my knowledge you can't do this fight without the Franklin Badge, since you need it for that one cutscene, so that makes this fight a whole lot easier since his Crashing Boom Bang Attack will hurt him. I usually open up most boss fights with a PSI Flash just for the lulz. It usually doesn't do anything, though.

Really the only thing he can do against you is utilizing a paint attack, which really isn't strong. At all. You should win without issues, maybe even get a level off the side. After the fight, Carpainter will beg for your forgiveness, explaining that the Mani Mani Statue behind him, aka the statue from Liar X.'s house, has been causing him to do perculiar things. He'll give you the Key to the Cabin. Nifty. It looks like all the Insane Cultists got up and left his building. Smart decision. Go ahead and leave.

After leaving his building, Pokey will come up to you and beg for your forgiveness too. Well, to be honest, I can't say no to my best frien-... wait, he was just kidding? That dummy! Ah well. Everyone in the city is back to normal and happy, including the blonde girl from before, who apologizes. The hotel that costed lots of money before is now free too! Heal up there and then go back to Paula!

Back inside of the cabin use the key to it (it's weird how you use the Key to the Cabin to open the jail cell inside of the cabin, isn't it?) on the door to Paula's cell and, surprise surprise, Paula will join you on your adventure, becoming your second party member!

I have to say, Paula is so frickin useful it's uncomprehendable. She's the mage of the group, if you know RPG terms, which if you don't means the one who uses the most magic. She starts off at level 1, meaning she's tough to train and won't live up to Ness' power, but she's more useful at the start easy. She also starts off with a PSI ability called PSI Freeze, the first off the elemental physical psionic abilties! Mouthful, ain't it? Freeze in it's simplist description is Paula's main means off attacking, being the most powerful EPPA she has (EPPA meaning Elemental Physical Psionic Abilities) and can also freeze the opponent, which is a less-powerful version of paralysis. Way more helpful than her normal bash attacking, which by the way is terrible because of her low attack stat, which is why you have to pump it up with equips. She also starts off with a Teddy Bear in her inventory, plus a Bread Roll. With all that explaining out of the way, head outside the cabin. With all these Spiteful Crows around here this could be a nice grinding spot for Paula to get her up to maybe level 3 or 4, but it really isn't necessary. Head through the cave back to the main part of Happy Happy Village.

Remember that cave I told you not to go in until we had Paula? Well, we'll be going in there in a second, but first let's equip Paula up at the drugstore. Buy her the Fry Pan, the Copper Bracelet and the Ribbon. DON'T BUY THE HOLMES HAT. It's not as good as the Ribbon. Save your game, heal up at the hotel if you need to and go to the eastern cave once your ready!

~1.3.10 - Lilliput Steps~

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Ness

Level: 18

Offense: 46

Defense: 35

Speed: 9

Hit Points: 150/150

Guts: 13

Psychic Points: 52/52

Vitality: 10

Experienc Points: 19484

IQ: 10

189 Exp. for next level.

Luck: 13

PSI learned: Lifeup alpha, Hypnosis alpha, Rockin alpha, Healing alpha, Shield alpha, Paralysis alpha, Flash alpha

~~~~~

Paula

Level: 1

Offense: 12

Defense: 32

Speed: 2

Hit Points: 30/30

Guts: 2

Psychic Points: 10/10

Vitality: 2

Experience Points: 2

IQ: 2

6 Exp. for next level.

Luck: 2

PSI learned: Freeze alpha

~~~~~

This dungeon really isn't hard at all. There's three new enemies here, the Mole Playing Rough, an enemy that you'll see quite a lot on your adventure surprisingly. It's pretty weak. Mr. Batty is a new enemy too, they can confuse themselves and are generally not a threat but can gang up on you. Lastly is the Mighty Bear, this guy is probably the only big threat in this dungeon and will generally be a pain to deal with. Gah.

First off, go north and you'll probably encounter a Mole Playing Rough. Kill it and you shouldn't have to worry too much about Paula dying, because if you equipped her correctly she should have defenses almost as good as Ness.

Pretty much within the first level up Paula will learn an ability called PSI Fire, the second of the EPPAs. This attack will hit all enemies in a row but for less damage than Freeze. This PSI is utterly useless unless two enemies or more are in a row together. This could be helpful with the Mr. Batties later on in the cave.

Go south-east and you should come across a crossroad. For now, go south if you want to explore, or east if you don't. I'll be going south. If you do go south you'll get yourself into more battles. A few levels later Paula will learn PSI Shield, but thankfully I've already explained that one. If it's a PSI I have already explained, I'll just not mention it.

Anyway, at the south place, if you go around the water pond thing you'll find yourself a Great Charm! A Great Charm is basically a Travel Charm but better. Give it to whoever has the least speed, which is presumably Paula. Make your way back to the crossroad.

A couple of levels later Paula will learn the last of the EPPAs, PSI Thunder. This attack is quite useful no matter what anyone says, I like it. It misses often, but when it hits it can hit anyone in the battle except your party members (already better than PSI Fire) and deals moderate damage, probably about the same or slightly worse than PSI Freeze.

Back at the crossroad go east this time which'll lead you to... another crossroad! How swell. Go east to get a Croissant.

Just so you know, soon Paula will learn the next stage of PSI Freeze, PSI Freeze beta.

Just in case I haven't explained this already, there are different stages in PSI strengths. Alpha is in it's weakest, beta is the next weakest, gamma is the next, and then finally omega, which is the strongest of all. There's also a sigma, which is only for PSI Shield. I won't be talking about when you get the beta or gamma or sigma or omega versions of each PSI move, just wanted to let you know now before it becomes common.

With that out of the way, go south and continue until you find yourself next to a pond with roads going across either side. Continue north and you should come across a Mighty Bear. Use PSI Freeze beta on it if you have learned it, otherwise use the regular boring

alpha version. It should go down easily.

Near the next two ponds is a Magic Butterfly that respawns over and over again. Keep on leaving the screen and coming back to get Ness' and Paula's PP recovered. Keep on heading south and then west. Go up the hill you'll come across.

Your almost done now. Go across the southern path around the pond. Try to conserve Paula's PP a little here, since you might need it for the boss. However, there's a PSI Caramel in the present nearby. This is a very useful item that recovers PP, which for some reason seems to never come easy in this game. I'd recommend saving it for now, but if Paula is completely out of PP, use it.

Go all the way east and you'll come across the Your Sanctuary boss! When your ready, challenge it.

\*Boss Battle - Mondo Mole\*

This guy is sorta tough. I never really have any trouble with him, but I know some people who really find him difficult. Meh. Start with a PSI Flash just for the lulz, and Paula should use PSI Thunder until she's out of PP. Why, you ask? Well, he resists PSI Fire and Freeze, but Thunder causes massive damage to him. Sadly it misses a lot, so that's a pain. If I remember correctly, Mondo Mole is actually very weak to PSI Paralysis, so try and see if Ness can get one off. However, try to conserve is PP just in case he or Paula gets low. After a while Paula should run out of PP, so just have her bash with Ness. Maybe make a Shield each.

After a lot of bashing, "Not enough PP!" and "Mondo Mole's body is numb so he can't move.", you should win with no problem! If you have any issues with this battle, just remember to be on the border of overusing PSI and conserving it. With the exp from that fight Paula should learn at least one PSI move, PSI Magnet probably, which we've already explained.

Go through the cave Mondo Mole was blocking to find the second Your Sanctuary location, Lilliput Steps! And the second melody, of course. Duh, duh duh duh. Not quite as good as the last one, but still awesome. A baby in a red cap? Wonder who that could be...

Anywho, make your way back through the cave. If you want/still have it, use an Exit Mouse, but I would recommend getting some experience for Paula, which'll be useful. Anyway, make your way back to Happy Happy Village, go through Peaceful Rest Valley and then back to Twoson! The bridge that was broken before was now fixed, so getting back to Twoson should be a bit easier.

~1.3.11 - Twoson~

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Ness

Level: 22

Offense: 54

Defense: 37

Speed: 10

Hit Points: 183/183

Guts: 16

Psychic Points: 62/62

Vitality: 12

Experience Points: 34269

IQ: 12

5120 Exp. for next level.

Luck: 15

PSI learned: Lifeup alpha, Hypnosis alpha, Rockin alpha, Healing alpha, Shield alpha, Paralysis alpha, Flash alpha, Lifeup beta, Rockin beta

~~~~~

Paula

Level: 16

Offense: 32

Defense: 38



Speed: 19  
Hit Points: 73/75  
Guts: 10  
Psychic Points: 65/65  
Vitality: 5  
Experience Points: 14787  
IQ: 13  
55 Exp. for next level.  
Luck: 10  
PSI learned: Freeze alpha, Fire alpha, Shield alpha, Thunder alpha, Freeze beta, Magnet alpha

~~~~~  
Big difference with Paula, am I right? Anyway, let's go back to Polestar Preschool to reunite Paula with her family. Once your there, you'll see that the kids are overjoyed. Talk to Paula's mother and she'll give you the Hand-Aid. How "hand"y. Tee hee. I'm pretty sure this item can heal your HP up completely, though I could be wrong.

If you go into the other room and walk around a bit Paula's father will come rushing in. He says, even though he seems way too overprotective, that he's fine with her going on a dangerous journey! Yahoo! Paula tells him that in the next town, Threed, we'll meet another friend. Hmmm. Paula's dad will then follow you around for a bit like that blonde girl in Happy Happy Village.

With that done, head outside of there. A man looking like a certain other Mother hero will tell you that Everdred is looking for you. Uh-oh. Go to Burglin Park to meet up with him. Once there, after some... kinda creepy dialogue, he'll give you the Wad of Bills. Sadly, it's not real money, but it will be necessary for the thing we have to do next. He'll tell you he'll be looking for the Mani Mani Statue that was stolen from Liar X. Agerate. Boy, what's the deal with that statue?

Next, were finally going to go to the Chaos Theatre in order to progress to the next town. Apparently there's this big band named the Runaway Five about to perform there. If you talk to Gorgeous (the guy in the red), he'll be impressed that you have a girl with you and tell you to speak with his partner, Lucky (the guy in green). If you do, he'll give you the Backstage Pass. Cool. Head in to the theatre now.

You'll see this place is kind of... depressing. If you talk to the ticket lady she'll ask you for a ticket. Give her the Backstage Pass instead of buying one from the Dept. Store. She'll allow you to head on in.

At the actual theatre you'll see it's packed with random NPCs. Each one of them has some funny dialogue, so talk to them if you wish. One of the girls will drag you backstage, but she won't cause anything special to happen.

If you haven't already, go backstage. You'll see the whole band here. Talk to Lucky and he'll explain that him and his band are stuck playing at the theatre until their debt is recovered. We have money, right?

Head back outside the Runaway Five's room and be greeted with their performance! Awesome music for a 16-bit cartridge right here. This won't be the only time you'll see them perform either. Sit back and relax until they stop.

With that lovely performance finished, go back outside and go to the manager, Mr. Poochyfud's, room. Poochyfud will snicker to himself about trapping the Runaway Five here, until you show the Wad of Bills that is. He'll ask for a closer look, so go up to him and show him again.

He'll say that the Runaway Five are free to go! The Runaway Five will barge in and thank you one by one. Head outside the theatre to find them with their bus. Now, if you tried to get to the next town, Threed, by just going on the bus, the ghosts inhabiting the tunnel will send you right back to Twoson, but not with their bus!

Ask for a ride, clammer in the bus and your just one cutscene away from the next town, Threed!

~1.3.12 - Threed~

~~~~~  
Ness  
Level: 22  
Offense: 54

Defense: 37

Speed: 10

Hit Points: 183/183

Guts: 16

Psychic Points: 62/62

Vitality: 12

Experience Points: 34627

IQ: 12

4717 Exp. for next level.

Luck: 15

PSI learned: Lifeup alpha, Hypnosis alpha, Rockin alpha, Healing alpha, Shield alpha, Paralysis alpha, Flash alpha, Lifeup beta, Rockin beta

~~~~~  
Paula

Level: 17

Offense: 32

Defense: 38

Speed: 19

Hit Points: 78/78

Guts: 10

Psychic Points: 65/65

Vitality: 5

Experience Points: 15190

IQ: 13

2952 Exp. for next level.

Luck: 10

PSI learned: Freeze alpha, Fire alpha, Shield alpha, Thunder alpha, Freeze beta, Magnet alpha

~~~~~  
As you get dropped off you'll find that this town is... quite gloomy. There's not much to do, so talk to people around town. As you'll soon discover, there's a zombie invasion going on! Who knew, Left 4 Dead was right...

Go inside the tent at the centre of town. You'll find four of the town's citizens inside debating on how to get rid of the undead civilians. One suggests setting the tent on fire. Hmm, we can help with that, right?

Anyway, you'll find a few new enemies around town, the Trick or Trick Kid, Handsome Tom and Smilin' Sam. They shouldn't pose too much of a threat. Go inside the Drugstore next, since you probably will need these new equips. Many people find this part of the game to be extremely difficult, I still think Peaceful Rest Valley takes the cake.

Anyway, buy the Minor League Bat for Ness, Thick Fry Pan for Paula and then it might be in your interest to get a couple of Insectide Sprays for Paula, they're cheap and you'll find a few bug enemies around here.

Next your going to want to head to the north-western graveyard. You'll find a few new enemies there, including the Smelly Ghost, Putrid Moldymen, Zombie Possessors and No Good Flies. You can be possessed here, which is a really annoying status condition that can only be healed in hospitals by the healer.

Go fully north-west and then north-east in the graveyard and you'll meet with two zombies blocking the enterance to a new town. What a pain. Go back to the main part of Threed and make your way to the hotel because your probably hurting from those enemies.

Near the enterance of the hotel you'll see- why hello there. Follow this scandlyclad lady inside the hotel and to her room. Once you have you'll be- gasp! The zombies and who-knows what else will kidnap you! If you think this results in a game over, don't worry, you have to do this.

You'll find yourself unconcious deep underground. When you wake up, attempt to open the

door but, sadly, it's locked. The camera pans to Paula as she starts to use telepathy again. She'll call out to a person named Jeff, the apparent third hero. With that, you'll be taken to the frosty, icy, snowy, frosty, snowy, frosty, frosty land of Winters.

~1.3.13 - Winters~

~~~~~  
Jeff

Level: 1

Offense: 2

Defense: 2

Speed: 2

Hit Points: 30/30

Guts: 2

Psychic Points: 0/0

Vitality: 2

Experience Points: 0

IQ: 2

4 Exp. for next level.

Luck: 2
~~~~~

You'll find yourself controlling Jeff, a student at Snow Wood Boarding School. You'll get a psychic message from Paula who tells you to head south. Who the heck is Paula?

As you gain control of Jeff, let me explain something about him. He's the only member of your party that you'll ever get that can't use PSI. So, you may be thinking, "great, he's just going to spam bash attacks?" Nope. This is where the stat IQ finally comes in. Around the world are broken items, such as a Broken Pipe, or Broken Harmonica. These can be fixed by Jeff when he reaches a certain IQ total. These items only Jeff can use too, such as bottle rockets, awesome items that deal tons of damage, Defense Sprays that can raise your defense for a battle and other cool stuff. So, Jeff is actually very unique, items are like his PSI.

With that, attempt to leave the room, but your roommate, Tony, will ask you where your going. He'll know that there's no stopping you and tells you that there's some nifty stuff in the lockers. Leave the room and Tony will follow you.

In the room next to yours there'll be a giant collection of presents each containing a cookie. Almost entirely worthless, I pick some of them up for the lulz. Head out of that room and then go downstairs.

If you go into the left-most room downstairs you'll find Maxwell, who is startled by your sudden arrival. He'll talk about Dr. Andonuts, an apparent big scientist. He'll give you the Key to the Lockers. Great. In this short time of controlling Jeff you can also call Maxwell to have him save your game.

Go out of his room and go through the right-most door this time. Use the key on all the lockers in this room to find out the key is defective. What gives? Go back to Maxwell who will laugh at your expense and give you the "Machine That Opens Doors, Especially When You Have A Slightly Bad Key". Really rolls off the tongue. Go back to the locker room.

With the Bad Key Machine in hand, try it on all the lockers. Not all of them will open, but the ones that do will give you pretty useful items, the Holmes Hat and Pop Gun, which you can equip now, and the Broken Air Gun, which we'll be able to fix later. With that, it's time to leave Snow Wood Boarding School. Go outside to the gates, where Tony will run ahead and act as a step for you. That'll do, Tony. That'll do.

With that, go inside the Shop to your right. Phone Maxwell to save your game, sell your cookies that you picked up and take note of the monkey by the entrance. If you talk to the woman inside the shop she will offer you a Pak of Bubble Gum. Buy it and then talk to the monkey by the entrance. He'll blow a big bubble then join you! It's nice to have him, since you'll need him soon enough.

Now we should start making our way south. There'll be enemies along the way, including the Gruff Goat, a new enemy that will probably be the only one to pose a threat to you, and old enemies like Runaway Dogs that should be taken care of easily. Something to note here is, with the Pop Gun equipped, Jeff's attacks can't get SMASH! hits, meaning you'll have to buff up his offense essentially more than anyone.

Soon you'll come across a tent, and the people inside it will heal you for free. This makes around here a great grinding spot for Jeff. Use this to your advantage. I'm not going to grind here, however. Keep on making your way south.

Later you'll come across a tent site that serves as a dead end. Uh-oh. Talk to the people around here and you'll find that they're looking for Tessie, a water-dinosaur thingy. Totally not based off of any mythical story... Well, that sounds swell. Let's look for her too.

Unfortunately, no matter how hard you search, you'll never find her. Ah well. Inside the left-most tent is a cook who will heal you up completely, acting the same as a good nights sleep. During your sleep, Paula will talk to you again, pleading you to head south. Don't worry, we're working on it. Also while you sleep you'll fix the Broken Spray Can, becoming the Defense Spray. Very useful to kick off a boss fight.

As you head outside, morning will come and wind will start to blow. What's happening? Talk to the Tessie-Watchers and find that Tessie is actually emerging! Go to the little dirt spot, the very southern-most point and Bubble Monkey will ask for some gum. He'll blow a large bubble and float over to a whirlpool, making Tessie appear! She'll take you on a calming ride even more down south. Thanks, Tessie!

Go south (who would've expected) and soon you'll see, for some strange reason, a pencil-shaped iron statue blocking the path. Hmm. Nearby will be a free-dungeon that leads to the other side. Go on through.

This dungeon is incredibly easy, being inhabited by Worthless Protoplasm, Rowdy Mice and Mad Ducks, which are famously weak enemies, the Mad Duck especially while having Jeff since the only good thing it can do is drain your PP. I don't think I even have to guide you through this place, just note that there are a few items scattered around here. Once your outside you'll be greeted by the portly dungeon maker Brickroad. He tells you of his dream to become "Dungeon Man", half human, half dungeon. Don't forget this character. He'll give you a good night's rest. You'll notice you're on the exact opposite side of the iron pencil statue now.

Now that that's done, go south and you'll come across, yet another cave entrance. Boy, it never ends. Make your way through the cave, getting rid of any enemies that dare touch you until you get to a dead end. Boy, this is where the fun begins! There are Struttin' Evil Mushrooms in here, and your a long, long, long, long way from a hospital.

First, go up the first ropes you see, leading to a Cheap Bracelet, very helpful. Continue on, climbing down the ropes and going left, leading to a Bottle Rocket. Also very helpful. Now... you're stuck. Or are you? Use the Pak of Bubble Gum near the ropes on the cliff that are all tangled up. Bubble Monkey will fly up there and bring them down for you. Now, up this cliff is a Your Sanctuary location, Rainy Circle, however we can't get to it since we aren't controlling Ness. We'll have to come back to it later. For now, go ahead and leave the cave.

As soon as you do, Bubble Monkey will see a girl monkey that catches his eye, and leaves you for her. Dammit monkey, bros before h- ...nevermind. At least he's happy. Around this area are new enemies called Cave Boys. THESE. GUYS. ARE. TOUGH. However they drop a ton of EXP. We'll be finding a resting place soon, so this could also be a good grinding area. Plus they miss a lot. And they drop Picnic Lunches, a really cool HP recovery item. At least defeat two so you can get two of these items, plus some levels hopefully.

Go south (your probably annoyed of me saying that) to find a strange building. Go inside to find \*gasp\* FATHER! Speak to Dr. Andonuts and have a warm, family reunion. He even offers you a donut! How ni- ...dammit dad. He'll explain about his plans for making a Phase Distorter. Hmmm, remember this for later.

He'll tell you to get in the Sky Runner, a vehicle over to your left. However nearby there's a strange metallic machine known as the Instant Revitalizing Machine, that heals you up completely! Go upstairs to find a Broken Pipe too, and after save with the phone. When your already, hop in the Sky Runner!

Press A to start it and it will activate a little cutscene. You'll fly over two upcoming areas, so take note of that. Once your at Threed the Sky Runner will attempt to find Ness' and Paula's location. Good luck with that. It'll fall in the northern graveyard, resulting in a massive explosion. How fun.

~1.3.14 - Threed~

~~~~~

Ness

Level: 22
Offense: 65

Defense: 37

Speed: 10
Hit Points: 183/183
Guts: 16
Psychic Points: 62/62
Vitality: 12
Experience Points: 36524
IQ: 12
2865 Exp. for next level.

Luck: 15
PSI learned: Lifeup alpha, Hypnosis alpha, Rockin alpha, Healing alpha, Shield alpha, Paralysis alpha, Flash alpha, Lifeup beta, Rockin beta

~~~~~

Paula  
Level: 17  
Offense: 42

Defense: 38

Speed: 19  
Hit Points: 78/78  
Guts: 10  
Psychic Points: 65/65  
Vitality: 5  
Experience Points: 17042  
IQ: 13  
1100 Exp. for next level.

Luck: 10  
PSI learned: Freeze alpha, Fire alpha, Shield alpha, Thunder alpha, Freeze beta, Magnet alpha

~~~~~

Jeff
Level: 13
Offense: 38

Defense: 24

Speed: 8
Hit Points: 79/79
Guts: 8
Psychic Points: 0/0
Vitality: 5
Experience Points: 2893
IQ: 12
687 Exp. for next level.

Luck: 6

~~~~~

You'll regain control of Ness as you inspect the Sky Runner's remains. Jeff'll be perfectly fine though, admittedly a little scratched up. Jeff will introduce himself to you, becoming your third party member! How neat!  
Go up to the door which is still locked. This part isn't very clear, but your supposed to use the Bad Key Machine on it. Go through the door, up the stairs and up the ladder to finally be outside again. Doesn't feel as good as it would have if you just stood there as Ness, doesn't it?

Now that that's done your going to want to do some shopping. Sell anything you don't need, give the Picnic Lunches you got as Jeff to Paula, equip Jeff up to his fullest potential and then call Escargo Express. Have them pick up the Backstage Pass, Pak of Bubble Gum and Bad Key Machine, since you won't be needing any of these. However also, your going to want to have them deliver the Broken Machine you stored away way back in Twoson. Finally, the last thing you want to take note of is the shady-looking guy hanging out behind the pizza place. Buy the Toy Air Gun and maybe one or two Rust Promoters. Give any Insectide Sprays you have with Ness and Paula to Jeff too. His inventory should be full. Like I said, items are Jeff's PSI.

Now what your going to want to do is head the far south of town. There'll be a new enemy walking around here, the Zombie Dog. Unlike their Mother 3 counterparts, these guys are pretty tough. Use Freeze Beta on them.

In no time at all, you'll come across a big pinky-purple tent. Make sure your prepared, because, surprisingly, this guys a boss, who could be tough for you. Walk up to him and he'll show his face, starting the boss fight.

\*Boss Battle - Boogey Tent\*

This guy can be hard if you don't know what your doing. Have Ness start off with a PSI Flash hoping for luck, have Paula use PSI Fire, the most effective EPPA on this guy, and have Jeff either use a Bottle Rocket if you have one (preferably not the Big Bottle Rocket he started with, though) or just shoot and that should weaken him quite a bit. Now it's an all bashing game, have Ness use Lifeup if it's needed, and he shouldn't pose too big of a threat. He can actually use PSI Flash which could make your whole party start to cry (it did that on me, but I probably have bad luck), in which case just have Paula use PSI Fire and Ness and Jeff sneak in a hopeful hit or two.

With the Boogey Tent defeated, two zombies that were inside the tent quickly run away, leaving a Jar of Fly Honey inside a trash can. This is an extremely important item that helps you defeat a tough boss fight later.

Next thing you have to do is go to the other tent in the centre of town. A few people will start to run inside the tent, possibly meaning something big is going on in there. Well, really, nothing is, but it's required you visit here for a second. Go ahead and leave.

Now that you've done that, walk around a bit and eventually your Reciever Phone will start to ring. Apple Kid will be calling you saying that he's invented something called "Zombie Paper", which is basically fly paper for zombies. With that done, walk around a wee bit more and the Mach Pizza delivery guy will give you your very important zombie paper.

Now go back into the tent and use the zombie paper. With that done, sleep in the hotel. You'll see a cutscene where all the zombies will run into the tent for whatever reason. I never really understood, perhaps the paper attracts them? Either way, the two zombies blocking an enterance in the north-western graveyard will be gone to, so you know what to do when you wake up, right?

Go inside the tent when you wake up just to be safe. You'll notice that the town's atmosphere hasn't changed, even though everything seems alright now, with the zombies trapped and everything. Wonder what we'll have to do to change it back?

Anyway, go back to the place that the two zombies were blocking before and go down the ladder there. This leads to quite a few underground passages, nothing really too hard. Eventually you will come across some Urban Zombies, aka the guys we just trapped. Have Paula use PSI Fire on them, and have Ness and Jeff simply bash. You'll also find a Silver Bracelet. Give that to whoever has the least defense.

At the end of the tunnel you'll come across, gasp, a boss fight!

\*Boss Battle - Mini Barf\*

This guy can actually be quite tough if you don't know what you're doing. Have Ness bash, Paula use PSI Fire and Jeff use a Defense Spray on himself. From there on out, have Ness and Jeff spam bashing and Paula use PSI Fire until she's out of PP. Eventually you'll win, this is kind of a boring fight, not much happens really.

When you defeat the Mini Barf he'll say something about Master Belch. Whoever he is, he sounds absolutely charming. Head up the ladder and you'll appear outside. Talk to that guy and he'll offer you some interesting items, including a Calorie Stick, Croissants and a Cup of Coffee. Calorie Sticks and Croissants are exactly the same, I usually buy two Calorie Sticks just because we haven't seen them yet. He'll talk about a village up ahead with some... interesting people. Hmmm, well that's our next destination.

Go up north. You'll meet a few new enemies, the Red Antoid, the Armored Frog and the Plain

Crocodile. Armored Frogs are the only real pain, as they have fantastic defenses. Once you've gone north quite a bit, you'll find a cave leading to our next destination, Saturn Valley.

~1.3.15 - Saturn Valley~

~~~~~

Ness

Level: 23

Offense: 67

Defense: 37

Speed: 10

Hit Points: 183/185

Guts: 16

Psychic Points: 49/63

Vitality: 12

Experience Points: 45296

IQ: 12

747 Exp. for next level.

Luck: 16

PSI learned: Lifeup alpha, Hypnosis alpha, Rockin alpha, Healing alpha, Shield alpha, Paralysis alpha, Flash alpha, Lifeup beta, Rockin beta

~~~~~

Paula

Level: 19

Offense: 43

Defense: 38

Speed: 20

Hit Points: 81/82

Guts: 11

Psychic Points: 26/70

Vitality: 5

Experience Points: 25814

IQ: 14

599 Exp. for next level.

Luck: 10

PSI learned: Freeze alpha, Fire alpha, Shield alpha, Thunder alpha, Freeze beta, Magnet alpha, Fire beta

~~~~~

Jeff

Level: 18

Offense: 50

Possessed

Defense: 42

Speed: 10

Hit Points: 18/105

Guts: 10

Psychic Points: 0/0

Vitality: 7

Experience Points: 11665

IQ: 17

355 Exp. for next level.

Luck: 8

~~~~~

As you step out of the cave (the only enemies in there are Violent Roaches, which aren't

hard at all), you'll be greeted with my personal favourite music in the game. Go through the valley to end up at the main hub of the village.

Anybody who's heard of Earthbound knows what a Mr. Saturn is. tHeY tAlK lIkE tHiS, z00m! You'll be hearing (or rather seeing) this text a lot now. If you don't know what a Mr. Saturn is, they basically are the species inhabiting Saturn Valley that are given fame for their quirky nature and great dialogue, and also the village they live in is the best location in the game as far as I'm concerned.

Real quick, heal up at the free hotel, save and all that stuff too. The hotel is the building on the left. On the right is the Dr. Saturn, which is why this is the best location in the game. HE. HEALS. YOU. UP. FOR. FREE. My god I love this Dr. Saturn. You probably haven't experienced it yet, but when a party member dies he/she will get sent to a hospital, which demand large payments just to have them back. Once you get a certain ability later in the game is when this town becomes useful, but it's still the most useful town by far right now.

Anyway, now to explore this little town a bit. Above Dr. Saturn's place is two things, one, a ladder leading to a Rust Promoter (give it to Jeff if you can) and a big cave leading to three items, a Protractor, worthless, a Sudden Guts Pill, an item that you use in battle that raises the guts of a party member, and a Broken Spray Can, something for Jeff.

Behind the hotel is a ladder leading to a cave. Inside the cave are four Mr. Saturns. The leftmost one tells you that he'll give you an item upon leaving the village, the one near another cave entrance tells you of a scary guy near Grapefruit Falls, the one nearest to him will talk about the "secret entrance" behind Grapefruit Falls and give you the password, "say password", and then stand still for three minutes. That's definately the one you need to talk to. The last Mr. Saturn in there talks about things you can buy at their store.

If you climb up the ladder, you'll be at the second level of Saturn Valley. The first building you see is the store. Sell any excess items you don't need and then buy Great Charms for anyone who doesn't have one, Silver Bracelets for anyone who doesn't have one, and a Red Ribbon for Paula. If you have any inventory space, talk to the other Mr. Saturn and get a Secret Herb. These things heal all status conditions, plus can revive you if you die. I give one to everyone in my party until I get another ability later. Also buy a Peaunt Cheese Bar, this thing is like a PSI Lifeup with no PP wasted.

If you look around the town you'll see you can't progress anywhere, which is a real bummer. I guess it's time to heed that one Mr. Saturn's advice and challenge the big scary guy behind Grapefruit Falls! Head out of the village.

Travelling through the cave and coming out the other side, head north until you come across a waterfall, Grapefruit Falls. Once there, you'll see a little patch of dirt near the waterfall, indicating that you can go through it. Walk left all you can and then press up and someone will order you to say the password! Ness will say it automatically and, remember when the Mr. Saturn told you to stand still for three minutes? Yeah, that's what you have to do. I'm serious. Don't touch the controller for three minutes and you'll be welcomed into Master Belch's base.

~1.3.16 - Master Belch's Base~

~~~~~

Ness

Level: 24

Offense: 71

Defense: 45

Speed: 17

Hit Points: 123/210

Guts: 18

Psychic Points: 56/70

Vitality: 14

Experience Points: 48509

IQ: 14

4980 Exp. for next level.

Luck: 17

PSI learned: Lifeup alpha, Hypnosis alpha, Rockin alpha, Healing alpha, Shield alpha, Paralysis alpha, Flash alpha, Lifeup beta, Rockin beta, Healing beta

~~~~~  
Paula

Level: 20

Offense: 46

Defense: 49

Speed: 23

Hit Points: 90/90

Guts: 11

Psychic Points: 66/75

Vitality: 6

Experience Points: 29027

IQ: 15

2471 Exp. for next level.

Luck: 12

PSI learned: Freeze alpha, Fire alpha, Shield alpha, Thunder alpha, Freeze beta, Magnet alpha, Fire beta

~~~~~  
Jeff

Level: 19

Offense: 51

Defense: 43

Speed: 15

Hit Points: 108/108

Guts: 11

Psychic Points: 0/0

Vitality: 7

Experience Points: 14878

IQ: 18

505 Exp. for next level.

Luck: 8

~~~~~  
Go right as soon as you come in. You'll be greeted by a Slimy Little Pile asking if you brought Fly Honey, Master Belch's favourite food. Why, of course we did! Go right and the Slimy Little Pile will follow you for a while. Ignore him and go through the first door you see.

You'll probably be greeted by a large number of Farm Zombies. Have Paula smash them with Fire beta. There's a trash can with a Bomb in this room, otherwise this room is completely pointless. Leave and then go down the ladder.

There's a new enemy in this place called Foppies. These guys are pathetic. But, they attack in large groups, meaning that you'll get a gigantic amount of experience for killing them all. This could be a great place to grind if you think your levels are too low.

Go left a little and you'll be confronted by a crossroad. Go down the ladder first, and then into the door. You'll probably find more Farm Zombies, so kill them and retrieve an IQ Capsule and a Broken Laser. Use the IQ capsule of Jeff (obviously) and then give the Broken Laser to Jeff. Go back to the other room and up the ladder again.

Go left this time and- GASP! Mr. Saturns are being forced to do Master Belch's heinous deeds. Talk to the Slimy Little Piles around here too. One of them will say that Master Belch is serving "some Giygas guy". Looks like this Master Belch guy might be tough. Go left again.

You'll come across Mostly Bad Flies around here. Kill them with an Insectide Spray if you have one. Also you'll find some actual fightable Slimy Little Piles. Have Ness and Jeff

bash them and Paula use PSI Freeze. You should win no problem. Go up the ladder and through the door.

You'll find a few enemies in this room, nothing too tough. There'll be a Vital Capsule, HP Sucker and Calorie Stick in here. Give the Vital Capsule to whoever has the least vitality, and give the HP Sucker to Jeff. The HP Sucker is a really good item for Jeff, it steals enemies HP and gives it to himself. Really, there's no need to ever bash again. Only problem is it doesn't always work.

Head back down the ladder, go south and go through the first door you see. You're probably really low on PP right now, and luckily there is a Magic Butterfly in here. It'll keep respawning when you head out of the room too. Get your PP all the way back up and continue south. Once you can't go south anymore, go left. You'll find a door, a door much more extravagant than the others. It leads to the boss of this area... MASTER BELCH!

\*Boss Battle - Master Belch\*

No words can describe how easy this guy is. Whoever has the Jar of Fly Honey in their inventory, use it. This'll cause him to ignore you completely and wolf down the fly honey, making him not attack for the whole battle.

Have Ness use PSI Flash, then bash, have Paula use Freeze beta and have Jeff use a Big Bottle Rocket just to speed up the battle. You could defeat him by simply bashing, but that'll take a while. If you used the Big Bottle Rocket before, just use a normal Bottle Rocket.

Sadly, you can't even take the hard way out of this fight and not use the Fly Honey. If you don't use it, he'll have infinite HP.

After the battle, Belch will explain that Giygas has gotten the Mani Mani Statue to Fourside. Gasp! That's the next town too. Hopefully once we get there it isn't in that bad of a shape... Go ahead and leave Master Belch's base now.

~1.3.17 - Saturn Valley~

~~~~~

Ness

Level: 27

Offense: 75

Defense: 46

Speed: 17

Hit Points: 183/225

Guts: 19

Psychic Points: 45/75

Vitality: 15

Experience Points: 71083

IQ: 15

10006 Exp. for next level.

Luck: 18

PSI learned: Lifeup alpha, Hypnosis alpha, Rockin alpha, Healing alpha, Shield alpha, Paralysis alpha, Flash alpha, Lifeup beta, Rockin beta, Healing beta, Hypnosis omega

~~~~~

Paula

Level: 24

Offense: 51

Defense: 50

Speed: 26

Hit Points: 120/120

Guts: 14

Psychic Points: 63/90

Vitality: 8

Experience Points: 51601

IQ: 18

7897 Exp. for next level.

Luck: 14

PSI learned: Freeze alpha, Fire alpha, Shield alpha, Thunder alpha, Freeze beta, Magnet alpha, Fire beta, Magnet omega

~~~~~

Jeff

Level: 23

Offense: 55

Defense: 45

Speed: 18

Hit Points: 82/125

Guts: 13

Psychic Points: 0/0

Vitality: 8

Experience Points: 37452

IQ: 22

733 Exp. for next level.

Luck: 10

~~~~~

This section will be kinda short, because there's only one important thing we need to do here now. Heal up at the hotel, and remember the Mr. Saturn who said he'll give you something? Yeah, talk to him to recieve: a Cup of Lifenoodles, a Stag Beetle, and a Mr. Saturn Coin.

Now that you have that stuff, go ahead and go back to the place with the two ladders that weren't high enough. They're high enough now. If you talk to the Mr. Saturn you couldn't get to before (the one not in the hot spring) he'll give you some coffee. Boy, do I lik-wait, what?

The coffee will send you to a trippy screen where the game talks to you. It encourages you to go on. I always consider this to be the best part of Earthbound, those encouraging words making you want to play more. You can even talk to this Mr. Saturn again and watch this cutscene again any time you want to.

With that out of the way, I think it's time we found our third Your Sanctuary location, right? Well, it's the northern cave. Go on through that enterance and find yourself at, dun dun dun, the Milky Well.

~1.3.18 - Milky Well~

~~~~~

Ness

Level: 27

Offense: 75

Defense: 46

Speed: 17

Hit Points: 225/225

Guts: 19

Psychic Points: 75/75

Vitality: 15

Experience Points: 71083

IQ: 15

10006 Exp. for next level.

Luck: 18

PSI learned: Lifeup alpha, Hypnosis alpha, Rockin alpha, Healing alpha, Shield alpha, Paralysis alpha, Flash alpha, Lifeup beta, Rockin beta, Healing beta, Hypnosis omega

~~~~~

Paula

Level: 24

Offense: 51

Defense: 50

Speed: 26

Hit Points: 120/120

Guts: 14

Psychic Points: 90/90

Vitality: 8

Experience Points: 51601

IQ: 18

7897 Exp. for next level.

Luck: 14

PSI learned: Freeze alpha, Fire alpha, Shield alpha, Thunder alpha, Freeze beta, Magnet alpha, Fire beta, Magnet omega

~~~~~  
Jeff

Level: 23

Offense: 55

Defense: 77

Speed: 18

Hit Points: 125/125

Guts: 13

Psychic Points: 0/0

Vitality: 8

Experience Points: 37452

IQ: 22

733 Exp. for next level.

Luck: 10

~~~~~  
This place is, in my opinion, one of the harder Your Sanctuary locations. There's a few new enemies here, the Ranboob, which can make you fall asleep plus use a shield, Tough Mobile Sprouts, the harder versions of the Mobile Sprouts from before, and the Struttin' Evil Mushroom, harder versions of the Ramblin' Evil Mushroom.

Wait, that means... yup, you can get mushroomized here. Now you see why I hate this place? The layout is actually very straightforward, but the enemies in here are all pretty tough, and you'll have to go back to Saturn Valley a lot if you want an easy time.

First, go right to get through the cave. Next, go south and then right once you can't go south anymore. This is where the trouble will happen, mostly. Ness got mushroomized here, and he's probably the worst character to have mushroomized. Nevertheless, once you get to the end, go into the cave entrance.

Go south-east in this place to come across the boss. Ho-ho, this'll be fun.

\*Boss Battle - Trillionage Sprout\*

...I hate this boss. So much. Your pretty much screwed if Paula is mushroomized. If she is, reset. Have anyone else who is mushroomized defend. Have Ness start off with PSI Flash, then bash and heal if necessary, have Paula use PSI Fire and have Jeff use a Bottle Rocket.

The Trillionage Sprout himself starts with two Tough Mobile Sprouts surrounding him, much like the Titanic Ant. He can diamondize you, so keep your Secret Herbs handy. If Paula runs out of PP, use a PSI Caramel if you have one. If not, just have her bash. Hopefully, you'll win.

Go through the entrance that the Trillionage Sprout was blocking to find: the Milky Well. Duh... duh duh. You'll hear your mother encouraging you from far away. Anybody who was mushroomized/diamondized will be healed.

With that, head back to Threed. Don't worry about Saturn Valley, you'll be coming back later. Much later, in fact.

~1.3.19 - Threed~  
~~~~~

Ness
Level: 29
Offense: 78

Defense: 61

Speed: 18
Hit Points: 240/240
Guts: 22
Psychic Points: 80/80
Vitality: 16
Experience Points: 98316
IQ: 16
6068 Exp. for next level.
Luck: 30

PSI learned: Lifeup alpha, Hypnosis alpha, Rockin alpha, Healing alpha, Shield alpha, Paralysis alpha, Flash alpha, Lifeup beta, Rockin beta, Healing beta, Hypnosis omega, Paralysis omega

~~~~~

Paula  
Level: 28  
Offense: 55

Defense: 51

Speed: 29  
Hit Points: 128/128  
Guts: 15  
Psychic Points: 105/105  
Vitality: 8  
Experience Points: 95851  
IQ: 21  
6639 Exp. for next level.  
Luck: 15

PSI learned: Freeze alpha, Fire alpha, Shield alpha, Thunder alpha, Freeze beta, Magnet alpha, Fire beta, Magnet omega, Offense up alpha, PSI Shield sigma, Thunder beta

~~~~~

Jeff
Level: 28
Offense: 62

Defense: 82

Speed: 21
Hit Points: 150/150
Guts: 16
Psychic Points: 0/0
Vitality: 10
Experience Points: 81702
IQ: 28
14498 Exp. for next level.
Luck: 31

~~~~~

Now that your back to this dark, gloomy- wait, what? Now that Master Belch has been defeated, the evillyness in Threed has vanished! Hooray for progress!  
Now that this town is bright and peaceful, theres a little sidequest we can do before progressing to the next town. First off, go into the hospital in town. It's next to the pizza place.

Go up to the upper level of the hospital and go into the first room you see. In this room will be a chest of drawers. If you check it, there'll be an Insignificant Item inside. Make sure you get this.

Now we have to go back to Twoson. To do this either go on foot, or you can take the bus. Just make sure to stand on the right side of the road, aka the upper side. I just realized how good the music for riding the bus is in this game.

Anywho, once your back in Twoson make your way to, you guessed it, the hospital. You probably didn't, but oh well. Go to the upper level again and then into the first door you see, again. There'll be a man in there. If you use the Insignificant Item next to him, he'll be overjoyed and give you a Magic Truffle. DON'T WASTE THIS ITEM. IT. HEALS. 80. PP. THE. BEST. IN. THE. GAME. Even though he says it's from Scaraba, you actually can't get them there.

With that, go back to Threed. If you ride back to Threed via the bus, the bus driver will ask you if you want to keep riding. There's nothing else to do in Threed, so accept. When the bus stops, you'll find yourself in the middle of a desert! Looks like the bus can't move forward, so we'll be stuck here for a bit.

~1.3.20 - Dusty Dunes Desert~

~~~~~

Ness

Level: 29

Offense: 78

Defense: 61

Speed: 18

Hit Points: 240/240

Guts: 22

Psychic Points: 80/80

Vitality: 16

Experience Points: 98414

IQ: 16

5970 Exp. for next level.

Luck: 30

PSI learned: Lifeup alpha, Hypnosis alpha, Rockin alpha, Healing alpha, Shield alpha, Paralysis alpha, Flash alpha, Lifeup beta, Rockin beta, Healing beta, Hypnosis omega, Paralysis omega

~~~~~

Paula

Level: 28

Offense: 55

Defense: 51

Speed: 29

Hit Points: 128/128

Guts: 15

Psychic Points: 105/105

Vitality: 8

Experience Points: 99594

IQ: 21

6541 Exp. for next level.

Luck: 25

PSI learned: Freeze alpha, Fire alpha, Shield alpha, Thunder alpha, Freeze beta, Magnet alpha, Fire beta, Magnet omega, Offense up alpha, PSI Shield sigma, Thunder beta

~~~~~

Jeff

Level: 28

Offense: 62

Defense: 82

Speed: 21

Hit Points: 150/150

Guts: 16

Psychic Points: 0/0

Vitality: 10

Experience Points: 81800

IQ: 28

14400 Exp. for next level.

Luck: 31

~~~~~  
First off, go left a bit to reach the drugstore. Save if you wish, and it's time to do a bit of shopping. Go ahead and buy the Mr. Baseball Bat for Ness, the Deluxe Fry Pan for Paula, and then the Coin Of Slumber for whoever doesn't have anything better. With that, go back outside. Something I need to explain right here is, whenever you walk in the desert (aka not the road) you have a chance of getting sunstroke. Just use Healing alpha to take care of this. You can tell if someone has sunstroke if when you walk the screen flashes red for a split second.

There are a few new enemies around here, but most of them aren't a worry and all you need to defeat them is PSI Freeze. The ones that are pains though are Smilin' Spheres, which explode upon defeat.

First off, head into the desert up north. There's one of those guys selling Jeff's items around here. You don't need to worry about him, he doesn't sell anything good except for the Zip Gun, which we'll be getting later.

It shouldn't be long until you come across a monkey by a ladder leading down to a cave. He'll talk about some guy called Talah Rama. If you go down into that cave you'll find Talah Rama fasting. There's nothing to do in this area, so head back outside.

For now, Dusty Dunes is actually completely barren of anything to do. There's a few items here and there but are hardly worth it, except maybe the Cup of Lifenoodles and a Big Bottle Rocket. If you don't want any of that stuff, go all the way east and you'll soon find yourself in Fourside.

Before that, however, you'll come across a wooden shack in the desert. Talk to the guy standing outside in the hot sun. His name is Gerardo Montague. He'll ask for some food, so go ahead and give him whatever restores the least HP, kekeke. This sets up for something a little later. You can also go inside his shack to heal and save.

Now that that's done, continue going to the east end of the desert until you hit a body of water. Go south from there and you should get to the enterance of Fourside easily. That wasn't so hard, was it?

~1.3.21 - Fourside~

~~~~~  
Ness

Level: 29

Offense: 90

Defense: 61

Speed: 18

Hit Points: 240/240

Guts: 22

Psychic Points: 70/80

Vitality: 16

Experience Points: 101542

IQ: 16

2860 Exp. for next level.

Luck: 30

PSI learned: Lifeup alpha, Hypnosis alpha, Rockin alpha, Healing alpha, Shield alpha, Paralysis alpha, Flash alpha, Lifeup beta, Rockin beta, Healing beta, Hypnosis omega, Paralysis omega

~~~~~  
Paula  
Level: 28  
Offense: 65

Defense: 56

Speed: 29  
Hit Points: 126/128  
Guts: 15  
Psychic Points: 105/105  
Vitality: 8  
Experience Points: 99594  
IQ: 21  
3431 Exp. for next level.  
Luck: 25

PSI learned: Freeze alpha, Fire alpha, Shield alpha, Thunder alpha, Freeze beta, Magnet alpha, Fire beta, Magnet omega, Offense up alpha, PSI Shield sigma, Thunder beta

~~~~~  
Jeff
Level: 28
Offense: 66

Defense: 82

Speed: 21
Hit Points: 148/150
Guts: 16
Psychic Points: 0/0
Vitality: 10
Experience Points: 84910
IQ: 28
11290 Exp. for next level.
Luck: 31

~~~~~  
Gah. For some reason I just generally dislike this place, and this part of the game in general. For some reason I'm always under the impression that Montoli's Building is the hospital, and then Topolla's Theatre is Montoli's Building, and then the museum is Topolla and... it's just confusing for some reason.

Anyway, the first thing your going to want to do is save at the hotel. After that, head over to Monotoli's Building, which is the pointy building near the Dept. Store. When you come here you'll notice straight away that this place is eerie. Go to the elevator. Talk to the woman in the elevator and she'll give you a ride to the second floor. Once there, go into the room north of you that leads to two other doors. Go in the first one you see to find... you guessed it.

Talk to Pokey, who is now wearing a snazzy stripy suit, and he'll mock you because of your wealth and call you a pig's butt. What a lovely friendship. Pokey, or Master Pokey as he calls himself, is now Geldegarde Monotoli's business partner, Geldegarde basically being the head honcho of Fourside.

Anyway, some of his goons will throw you out of his room. Lovely. Go into the next door now to find, you didn't guess it, Aloysius, who, if you don't remember, is Pokey's father. He'll laugh in your face, now apparently rich from his son's success. Family Night must be a killer with these two.

That's all you can do here, so leave Monotoli's Building and head to Topolla Theatre, which is located south-west from the Museum, which is located south-west from Monotoli's Building. Simple, right? Heheheh, NO.

Talk to the ravenhaired gentleman to buy a ticket. The tickets here cost \$30, which drains your wallet by a substantial amount. Show the Show ticket to the blonde gentleman and



he'll let you in.

First off, the managers room in this place is located in the same place as it was in Twoson's theatre, so go in there. The lady, aka the manager, will inform you that the Runaway Five owes her a million bucks. Yikes. We better help them, or the police will say "Hey, you guys!" or something like that. She'll make a joke about finding buried gold, giving you a hit as what to do next.

With that, go through the double doors to the main stage! Or dance floor. I never knew what these places were called... The people in the seats don't have as cool dialogue as the ones in Twoson. All they do is yell at you to be quiet. Boring.

Go to the backstage door, which is also in the same place as it was in Twoson and it'll lead you to the Runaway Five! What a surprise. Talk to them, they don't have as much stuff to say this time, but they do say some stuff on importance. Leave the room.

The concert will start after that. The Runaway Five will play yet another jazzy tune, so sit back, relax and enjoy! After all, you did pay \$30 for it! Now that that's done, leave Topolla Theatre.

There's only one thing left we need to do now, equip all of our characters of course! So, let's go to the Dept. Store! Walk in and... find out it's closed? Hmm, how onimous. Well, guess we can't do that yet, so let's go back to Dusty Dunes and see if Gerardo has found anything yet!

If you go back to Gerardo's place you'll find that... he's certainly been busy. In fact, he's just dug out the next dungeon we'll have to face! Rest up at Gerardo's house and save there if you need to, and then head into Gerardo's Mine!

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