

EarthBound Walkthrough

by Avalith

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II. INTRODUCTION

Hello there! This FAQ is designed to be a walkthrough for Earthbound for the Super Nintendo Entertainment System (SNES), or as they call it in Japan, Mother (hence the "Mother" in the ASCII art at the beginning of the FAQ). This is my first FAQ that is an in-depth walkthrough, and as such, I'll probably be adding information later on about the battle system, shops, and stuff like that as I go along.

Before we begin this walkthrough, there are some names I'll be using that you may find confusing your first time through the game. As such, I'll take the time to outline that now...

Ness: The main character in the game, and the person you control from the start.
Paula: The girl in the group, and your main PSI user.

Jeff: The genius who can fix broken items when his IQ reaches a certain level and make them into weapons for himself.

Poo: The second main PSI user. Poo's PSI powers share some similarities with both Ness and Paula, making him a better overall choice for PSI than Ness, unless you absolutely need the powerful PSI spells that only Ness can use.

PSI Special: This refers to Ness's main PSI power, and it's named after your favorite thing.

Alpha: The first level of any PSI power.

Beta: The second level of any PSI power.

Gamma: The third level of any PSI power.

Omega: The fourth and most powerful level of any PSI power.

Sigma: This level is exclusive to shield PSI powers. This level protects everybody with the first level of the shield's PSI power.

Note that some PSI powers only have alpha and omega levels, while there are others that have alpha, beta, gamma, and omega, but only one character in your party can learn the omega level.

North: Go up.

South: Go down.

East: Go to the right.

West: Go to the left.

III. THE JOURNEY BEGINS

Okay, the start of the game should be simple enough. A meteor crash wakes you up. Big deal, right? Guess again. You have nothing better to do, so go outside to check things out. From the entrance to your house, take the path that heads southwest and follow it until you reach a police barricade. On the way to the barricade, you'll see something that looks like a birthday present. Take the Bread Roll inside of it, as it will probably come in handy a little bit later, as it restores about 30 HP, which is pretty good at the very beginning. Anyway, once you reach the barricade, talk to the blond kid, whose name is Pokey. He'll tell you to go back home, and he'll fill you in on the details tomorrow. Since you can't get through, you really have no choice but to do as he says and go back home. When you get back to your house, you see your mom waiting outside. Don't worry, you're not grounded. She tells you to go to bed, and you're given the choice to say no to her. What the hell are Ape and Halcken trying to do? Teach us to say no to our parents (like we don't do that already...)? Meh, just do as she says.

Before long, you'll be out of bed once again, with somebody knocking at the door. Who in their right mind would knock on someone's door in the middle of the night? Forget I asked. It's Pokey, and he wants your help in finding his brother Picky. Go ahead and help him, but talk to your mom first. She'll tell you about the Cracked Bat in Tracy's room (get it and equip it. It will help you when you get outside and face enemies for the first time), and to get out of your "jammies". You wind up back in your room with your clothes on. Get the Cracked Bat from Tracy's room, and head downstairs after you equip it. Talk to Pokey, and he'll join your party for a while. You can take your dog with you if you want, since he can help you fight enemies, unlike Pokey. Now you're all set to go. As you try to leave, the phone will start ringing off the hook. It's your dad, and he'll tell you to call him in order to save your game. So, we're off to find Picky. Go back to the meteorite, and you'll find him. After Picky joins your team, you'll encounter a fly named Buzz Buzz (VERY original, aren't we?) on your way back home to their house. He'll tell you of a legend that has been passed down from

generation to generation, and how he believes that you're the one of the four people destined to stop an entity named Giygas. Then you'll be asked if you understood (yeah, like Ness is really retarded... >_>). Say yes to continue your quest. If you say no, he'll repeat himself until you say yes. Now that he joins you for a while, we can finally head back. On the way back, you won't encounter any enemies. Uh, scratch that. You run into Starman Jr., and he's come to kill Buzz Buzz. I'm not even going to bother giving you a strategy, because you can't, and I mean CAN'T, lose. After that excitement, head back to Pokey's house and talk to his dad. He'll get on to the kids, and their mom mistakes Buzz Buzz for a dung beetle. Talk to him to receive an item called the Sound Stone, and he tells you about Giant Step and how there are a total of eight "Your Sanctuary" locations. Apparently, in order to beat this Giygas guy, you have to harness the power of all eight locations. That sounds easy enough, right? Well, we'll see about that. Head outside after Buzz Buzz dies, and it will be daylight outside. And so the adventure begins...

IV. THE QUEST FOR THE KEY

Alright, Buzz Buzz is dead. Get over it already. He's not coming back, which means you're on your own for a while. So, first things first. Go check out Giant Step. The dirt path will take you all the way there if you follow it. As you follow the trail, you'll come across a library. Go in, and talk to the librarian to borrow a map (Don't get pissed at me, my directions suck ass. This is for your own good.). Now you can see the entire town (and others) by pressing the X button. Okay, now that you've been rescued from my lack of ability to give directions, it's off once more, but first let's take another detour. As you start to head northwest, you'll see a kid hanging out by some woods. Go into the woods and keep going north until you enter a tree house. Talk to the kid in the baseball cap to receive the "Mr. Baseball Cap". It's good protection at this point in the game, and you can sell it for 99 bucks later on. Finally, we're on the trail once more. Next stop, Giant Step!

Or, maybe I spoke too soon. Talk to the two guys outside and they'll tell you that the mayor locked the shack in front of Giant Step because some guy named Frank trashed the place. Go into town and talk to the mayor in the Town Hall, which is due west of the hotel. He's too busy to talk to you, and a cop will show you the door. What to do now? Go kick Frank's ass and see if the mayor will talk to you after the fact. Go back to the drug store first and get equipped if you haven't already. Buy the Tee Ball Bat, and if you have enough money, get the Cheap Bracelet. Next door is a burger shop if you've got some leftover money. Buy as many hamburgers as you can. They restore about 50 HP per use. The arcade is east of the hospital, and there you'll find the Sharks' hideout. Beware of the Skate Punks on the outside, though. They can hurt, and they can also call other Sharks into battle to help pound you.

Once inside, you'll be attacked by a Pogo Punk. Beat him, and talk to the guy at the door. He'll ask you if you want to join the gang. Say no, and kick his butt. Two or three hits should do the trick. Go through the door and you'll meet Frank.

=====
FRANK
=====

HP: 63
PP: 0

Frank can do heavy damage with his knife, but if you want an easy fight, go back outside and fight Sharks until you realize the power of PSI Special alpha. It costs 10 PP, but it can beat Frank in one hit. If you want a challenge, use PSI Hypnosis on him and attack him with everything you've got. With only 63 HP, he'll be out of your way in about three or four turns.

After he's beaten, he'll toss an invention of his at you, Frankystein Mark II.

=====
FRANKYSTEIN MARK II
=====

HP: 91

PP: 0

Frankystein Mark II is a little bit easier than Frank. He doesn't attack every turn. Instead, every other turn he'll generate a burst of steam, which means he's about to attack on the next turn. Heal yourself after he attacks if you're low on HP, and attack him when when he creates steam.

After his defeat, Frank will reform, and whenever you go back to him, he'll restore your HP and PP.

Alright, you beat the hell out of the local ruffians, so the mayor should want to speak to you and congratulate you, right? If you said yes, you're right. Go to Town Hall and go up to the mayor's office. He'll talk to you, and give you the key to the shack. Go back to the shack, open it, and talk to the two guys outside. One of them will give you a Travel Charm. Equip it, since it protects you from paralysis. Go through the shack and enter the cave.

V. ONE GIANT STEP FOR NESS...

Finally, we've reached Giant Step. I hope you're not afraid of heights, because we've got some climbing to do. You should definitely have PSI Special Alpha by now. If you don't, fight battles in the cave until you do before you reach the boss.

From the entrance, go to the left until you see a rope. Climb it, and head back to the right to climb a second rope. Climb this one, and go back to the left until you find an exit. Go through that, and go left again until you find an entrance to the second part of the cave. From the beginning of this section, it's practically a 90 degree angle to the next screen, and then it's a straight line to reach the final area. Climb every rope in this area, and talk to the shining light at the end. Prepare yourself for a boss battle.

=====
TITANIC ANT
=====

HP: 235

PP: 102

This ant's not alone in the fight. He's got two Black Antoids with him, and he's capable of lowering your defense and draining your PP. If you have Shield Alpha, USE IT. If not, be prepared to recover by using Hamburgers. You don't want to save any PP in this fight because chances are he'll take it from you. Use PSI Special Alpha to dispose of the Black Antoids and hurt the ant itself. Using it one or two more times should either kill the ant or put you in a position to finish it off quickly with physical attacks.

After the fight, go through the exit the ant was guarding to reach Giant Step. As you get closer, the Sound stone will record the melody of the place, and your HP and PP will be fully restored. Now, go back to the very entrance of the cave, and you'll find a cop waiting for you. He tells you to go by the police station later. First things first. Grab some Hamburgers from the burger shop if you need them and save your game. Head over to the station (right next to the bakery), and talk

to the guy on the left (the one facing the entrance to the station). He asks if you want to go to Twoson. Don't you dare make me tell you the answer to this question. He'll take you to the back room and tell ou that if you can beat five of his best men, he'll open the road for you. This should be easy enough, except for the fact that you can't recover your HP between fights.

=====
COP
=====

HP: 75
PP: 0

Don't waste PP on these guys. Just bash them and use Hamburgers to restore your HP, but if you absolutely have to, go ahead and use Lifeup Alpha once or twice. Just use physical attacks on these guys, and they'll be out of your way in about three or four turns.

After beating the first four cops, the fifth one will run out on you, leaving you face to face with the police captain...

=====
CAPTAIN STRONG
=====

HP: 140
PP: 0

Take Strong down with PSI Special Alpha before he has a chance to use his submission hold or increase his offense. You should be able to use it two or three times before taking him down, but if not, just resort to physical attacks to finish him, making sure to heal after every attack.

Well, I guess he was his fifth best man. Anyway, he'll radio the guys at the road block and tell them to let you through. Now that you can continue on your journey, go to where the map says "Road to Twoson", which should take you to the road block. Take the dirt path all the way, and when it ends, just keep going west until you can't, and then head south to enter Twoson.

VI. A GIANT PENCIL!

You're probably worn out, so rest at the hotel. You'll receive a psychic message from Paula. Apparently, you're off to go find her and get her to join your team. But before we do that, you've got to get equipped. Get the Slingshot. Get \$549 out of your bank account unless you've got the money already, and go to Burglin Park. From the store, go to the right until you can go south. Take the road to the south until you come across a sign that says Burglin Park. Turn to the left here and talk to the third guy on the left. Buy the Copper Bracelet from him for \$349, and make sure to equip it. Now go closer to the house to enter a boss fight.

=====
EVERDRED
=====

HP: 170
PP: 0

He's not anything to sweat over. The worst possible thing he can do is steal items from you. Just pound him with PSI Special Alpha or physical attacks. If you're worried about your HP, bring a Teddy Bear along.

After the fight, Everdred will tell you that Paula was kidnapped. Well, so much for picking her up at her house. Head toward the bus stop, but turn at the street that heads south. Enter the house that has Apple Kid on the outside. He'll ask for something to eat, so give him something. He'll also ask for 200 dollars to help with his inventions. Don't be greedy; fork over the money. Before you know it, a mouse will block the way out. Talk to it to get the Receiver Phone, which lets you receive important calls. Now we're all set to go save Paula. From the bus stop, head east and go through the cave to enter Peaceful Rest Valley. Go as far north as you can, but you'll see a giant pencil statue made out of iron blocking the way. You can't go forward, so you'll have to go backward. Go back to Twoson, and Apple Kid will call you, telling you about this new invention of his. Wow, that was fast. Go to Burglin Park and find him near the banana stand. He'll give you an item called the Pencil Eraser. Supposedly this invention can wipe out anything that's shaped like a pencil in a matter of seconds. Let's go back to Peaceful Rest Valley and try it out on the statue.

Well, what do you know. It works! Now you can continue your journey to save Paula from whoever kidnapped her.

VII. THE END OF HAPPY HAPPYISM

Now that the pencil statue is gone, cross the bridge just after it. Follow the trail until you can go north or southwest. Go southwest instead of north. Continue southwest until you pass a broken bridge. Continue going in the same direction for about 6 steps south of the bridge, and turn right. Cross the bridge and go south until you reach yet another fork in the road. Go west and grab the Hard Hat from the present. Go back to the east, and then go south after going east through the same fork where you could have gone east to begin with. Don't worry about the house you see for now. Just keep going south. You'll come to another fork in the road. Go southeast, and go through the cave.

Happy Happy Village

Follow the trail to a cave that heads to the east. Don't go into that for now. Instead, go north and enter the big blue house, which happens to be a drug store. Get the Sand Lot Bat for Ness and equip it. There may only be an increase of 3 points in your offense, but bats are much more accurate than slingshots. Go outside, and go through the cave to the north of the drug store. Once back in Peaceful Rest Valley, go into the house you couldn't reach before. There you'll meet Paula, but she's locked up, and some guy named Carpenter has the key. She gives you the Franklin Badge, which reflects lightning. Go outside, and you'll meet Pokey, who's got two Happy Happyists and a Spiteful Crow with him, who attack you. Use PSI Special alpha to hurt the cultists and get rid of the crow. You should be able to get rid of the cultists with one or two physical attacks apiece if they're not already beaten. Go back to the village, and enter the big building in the middle. Talk to the cultists who are moving faster than the rest. They'll either move out of your way or fight you. Talk to the second guy on the left to get him to move. Talk to the two guys in the fourth column (from where you are right now) and they'll move out of your way. Talk to the next guy, and he'll fight you. Now that you're out of the maze. go west until you see a door. Go through it and go up the stairs. Talk to the guy and blue and he'll ask you a question. Either way you answer, Carpenter will attack you.

=====
CARPANTER
=====

HP: 262

PP: 70

Don't worry too much with him. He'll deal most of the damage to himself when the Franklin Badge reflects his lightning attack, so don't worry about PSI attacks. Just use physical attacks and he'll turn back to normal eventually.

After the fight, Carpenter will give you the key to free Paula. Guess where you're going next. Don't worry about Pokey when he appears after you exit the "church". Anyway, Paula joins you after you free her and she mentions going back to Twoson. Unfortunately for her, you're not going back quite yet. You've got another sanctuary to claim.

Go back to the drug store and get Paula the Frying Pan, the Ribbon, and the Copper Bracelet. Exit the store, enter the cave to the east, and you're on your way to Lilliput Steps.

VIII. THE SECOND SANCTUARY

Before I start giving directions, let me warn you... PAULA'S LEVEL WILL INCREASE RAPIDLY. I'm not kidding. Just defeating one Mole Playing Rough will put her at level 5 if she's at level 1 when you enter.

Now that I've warned you, go north, and then southeast. When you see a path heading east, take it. Keep going east and get the Croissant from the present. Now, go back to the west and take the path leading you to the south. Go east when you can't go any further south. You'll come to a fork in the road. Either path you take will take you to the same place, so choose one and go. Keep going north until you can go west, and take that path until you can go south. After that, go west and then north. Then head east. Grab the PSI Caramel from the present and let Paula eat it if her PP's low. Talk to the light to enter a battle.

=====
MONDO MOLE
=====

HP: 498

PP: 161

This mole's a sucker for paralysis. Once he's paralyzed, he can't do anything but heal himself, raise his offense, and raise his psychic shield. Have Paula use PSI Thunder when his shield's up, and if it hits, it will destroy the shield, leaving Ness available to use PSI Special. If PSI Thunder doesn't hit, use physical attacks.

Once Mondo Mole is no more, go through the exit and let the Sound Stone record the melody of Lilliput Steps.

Finally, we're on the way back to Twoson. I won't give you the directions through Peaceful Rest Valley again, but there are two things I will point out.

1. The Lil' UFO's and Spinning Robos are weak against PSI Freeze.
2. The broken bridge is repaired, saving you a few steps.

IX. THE ROAD TO THREED

Once you're back in Twoson, take Paula back to her house, which is right next to the

bus station. Talk to her mother, and she'll give you a "Hand-Aid", which will fully restore one person's HP. Go to the next room and talk to her dad. After that, go outside, and someone will tell you that Everdred wants you. Go to Burglin Park and enter the house. Everdred will give you a "Wad of Bills", which is precisely 10,000 dollars in COLD HARD CASH. Unfortunately, you can't use it like normal money, but it'll do good to buy your trip to Threed. Go to the Chaos Theater next; it's east of the department store. Talk to the guy in the black suit outside to receive a Backstage Pass. Show it to the person blocking the double doors inside, and go through them. Go west until you see a girl. Before you get to it, you'll see a blond girl moving around. Talk to her, and she'll take you backstage. Talk to all five members of the Runaway Five, and leave the room to watch the show. After it's over, go out to the main lobby and go west until you see a door. Go through it, and show the manager the Wad of Bills. He'll take it, and the Runaway Five are free. They'll take you to Threed as a sign of their appreciation.

X. ATTACK OF THE ZOMBIES

Go to the drug store first. Get the Minor League Bat for Ness, and the Thick Fry Pan for Paula. Then, talk to the locals to learn that the town is run by zombies. Now, go to the graveyard in the northwestern part of town. When you reach a tree that has no leaves, go north and then east. Let the two zombies look at you, and go to the hotel to find a suspicious woman. Follow her into the hotel room and into a room. You'll be attacked by zombies and then you'll end up in a weird room. Check the door, and it will be locked.

Paula then calls out to Jeff, who lives in a country named Winters.

XI. WINTERS

Guess who you control now. Jeff. Real surprise, huh? Well, Paula tells him that he's the only one who can save them, so he starts out. Go out of your room and go downstairs unless you want to raid the room next door and take all the cookies. Enter the first door and talk to the guy in there. He'll give you a bent key. Go next door and try the key. It doesn't work, so go back to the lab and talk to the guy again. He gives you the "Bad Key Machine". Now you can get stuff out of the locker room. You'll find a Holmes Hat, a Pop Gun, and a Broken Air Gun that Jeff can fix to become the Magnum Air Gun once his IQ reaches 10. Go outside and climb Tony's back to jump the fence.

Go into the shop and talk to the girl, and buy a pack of bubble gum for a dollar. Talk to the monek yand give him a piece of gum. Now, go outside and go south until you see three paths. Go west, and when you can go south, go south. Now, head back to the east. Soon, you'll come across a tent. If you're low on HP, enter it and talk to the guy on the left. From the entrance of the tent, go west, and take the upper path when you see two paths. Follow it and go east when you can. Continue going east through the trees, and then go south. Keep going south until you see tents and people walking about. The first tent will have a phone. The third one will have a cook who lets you spend the night for free. Go outside in the morning and leaves will be blowing about. Go to the little peninsula and the monkey will blow a bubble and call Tessie, who takes you to the south side of Winters.

Here we go again. Go south. The path should explain itself. Go through the cave. Although it's a maze, it's fairly simple, so just tough it out. Be sure to grab the Stun Gun near the end. Talk to the guy outside if you want to rest. If not, go on to the next cave. The first two areas are easy, but the third can be a bit tricky. From the start, climb the ropes and get the Cheap Bracelet.

Come back down, and go to the left. When you see a rope up on a ledge, give the monkey a piece of gum and he'll float up and knock the rope down so you can climb up. Don't worry about the light; you can't claim the sanctuary without the Sound Stone. Once outside, the bubble monkey will leave you for a girl. Head south and enter the lab. If you want to level up, do it here. The Cave Boys give out 618 experience points, and they also give out Picnic Lunches, which can restore about 80 HP per use. Talk to the old scientist in the lab, who happens to be Jeff's father. He tells you about the Sky Runner, and that you can use it to reach Threed. Get in, and press the A button to take off.

XII. REVENGE OF THE HUMANS

After Jeff joins you, head south of the Mach Pizza store to find a tent. Go to the front, check it, and you'll face the Boogey Tent.

=====
BOOGEY TENT
=====

HP: 500
PP: 0

Just unleash PSI Special and PSI Fire. Jeff should use physical attacks or Bottle Rockets (NOT THE BIG BOTTLE ROCKET).

After the tent's gone, you'll see a trash can. Get the Jar of Fly Honey from it and start wandering around Threed once again. After a little while, Apple Kid will call you and tell you about his new invention that he calls Zombie Paper. He tells you that he's sending it to you via a Mach Pizza delivery man. Before long, the pizza guy will show up and give you the Zombie Paper. Now, put it on the floor of the circus tent in the middle of town. Spend the night at the hotel, and in the morning, ALL the zombies in town will be stuck to the floor, which means that you can easily go through the tunnel north of the graveyard.

Go back to the graveyard and go to the spot where the zombies stopped you before. This tunnel is very simple to go through, but just keep going east, grabbing items out of the coffins when you find them. One contains a Silver Bracelet (equip this to your most important character, which will probably be Ness or Paula), and the other contains a Skip Sandwich DX. It doesn't recover any more HP than the original Skip Sandwich, but you get a speed boost for 20 seconds instead of 10. When you reach the end, you'll be attacked by the Mini Barf.

=====
MINI BARF
=====

HP: 550
PP: 0

This guy's relatively simple. Bash him with physical attacks until he makes you cry. Once that happens, feel free to unleash PSI attacks; don't waste time using normal attacks, since chances are that you'll miss. PSI Special and PSI Fire work best.

Once you've cleaned up the pile of puke, go through the exit and enter a valley. Go north, and go through the cave once you reach one. The presents you find will have a bomb and a

protein drink.

The bomb's good for Paula to attack with during battle, given her relatively low offensive power at

this stage in the game, and the protein drink can recover about 80 HP. Once in the cave, stay towards

the bottom and go east. Once through this, you'll be in Saturn Valley. Go east and north to actually

enter the town. Don't worry, this is one town where there are NO monsters to fight. =)

If you've

been possessed by a ghost in the cave from Threed, go to the first building on the right and talk to the

doctor. He'll heal you for FREE! Yes, he even revives unconscious people as well. The first building

on the left is a hotel. Talk to the Mr. Saturn in there and he'll let you sleep for FREE! Free stuff is

always good, right? Make sure you rest here overnight if you're running low on HP and PP, and in the

morning, call your dad and save the game. It's always best to do so after spending the night at a hotel

or anywhere near a phone. Just don't wake him up because then he'll hunt you down with a butcher's knife

and kill you, his own son! No, that really won't happen. It seems as though he's awake 24/7, ready to

save your game whenever you call. He really needs a life. =/

Anyway, let's get back on the subject here. From the hotel, go north and enter the cave after climbing

a ladder. In the cave, talk to all of the Mr. Saturn. One of them will tell you how to get into Belch's

base. Well, now that you know, you want to go kick his ass, right? Hold on there.

You've got to get prepared

first! Climb the ladder and exit that cave. Climb the first ladder you see and enter the building. Here's the

drug store of Saturn Valley. You can get anything here for FREE!

If you actually believe that they're going to let you take their best items for free, you're just pathetic. Get

money out of the ATM, and talk to the Mr. Saturn facing the door. Get the Bionic

Slingshot for everyone (unless

Jeff already has the Magnum Air Gun, in which case only get it for Ness and Paula).

Everybody needs the Great

Charm, so cough up the money for 3 of those. Paula needs the Red Ribbon for her defensive rating, so make sure you

get that as well. The two people that DON'T have the Silver Bracelet should have one equipped before you enter

Belch's base. Now, talk to the other Saturn and stock up on Peanut Cheese Bars (even if you have Picnic Lunches;

Peanut Cheese Bars restore about 100 HP, which is GREAT at this point in the game; Picnic Lunches only restore

80) and grab a Horn of Life or two if you've got the money. If you can get the Horn of Life, do NOT bother with

Secret Herbs. Now, you're ready to face Belch. Exit Saturn Valley completely and go back to the valley between

Threed and Saturn. Go north and go behind the waterfall. Make sure you've got on your brightest smile, your

hair's combed, and you have on a snazzy set of clothes, because the old picture taker's going to stop you and

get your mugshot. Anyway, after he's gone, go behind the waterfall. Go as far west as you can, and then press up

on the directional pad. Someone will ask you for the password. Don't do anything for the

next three minutes.

Just sit back, grab a cup of coffee and enjoy it, do anything but push a button on the controller for three minutes. Eventually you'll be let in. Once inside, go east. Note that the Foppies here are VERY EASY experience. Just get a bunch of them in a group and blast them with PSI Fire Beta or PSI Special Beta. Enter the first door you see and get a bomb out of the trash can. Go back to the main area, and go south. Go down the ladder to the lower level. Go down the NEXT ladder after going west for a little ways, and enter the room on that level. You'll find an IQ Capsule and a Broken Laser. Give the IQ Capsule to Jeff, and make sure the Broken Laser is in his items. He'll make it into the Laser Gun once his IQ is at 22. Go back to the main area and go up the first ladder you see. Now, go west until you see a door. Go in it if your PP's drained. There's a butterfly there, and those creatures are good about restoring 20 PP to everybody. If you want to get back to your maximum PP, just exit the room and go back in. The butterfly will reappear eventually and restore your PP.

Once your PP's restored, head south and then west. When you see a big doorway, enter it and go to the west. Talk to the thing you find to fight Master Belch.

=====
BELCH
=====

HP: 650
PP: 0

Use the Fly Honey on him on your first turn, and then there's really nothing to worry about. He may attack you a few times, but he'll become obsessed with the Fly Honey, leaving you to attack him as you please. Use PSI Special and PSI Freeze. If you have Bottle Rockets (or BIG Bottle Rockets), use them.

Well, Threed's been saved from the threat of zombies, but you can't go back just yet. You have a third sanctuary to conquer! Enter the doorway Belch was blocking, and go through the cave to go back to Saturn Valley. Enter the Hot Springs to get rid of all the vomit that probably got on you while wandering around Belch's HQ. Go back to the hotel and get some rest. Jeff's IQ is probably 22 or higher, so he can get the Laser Gun in working order. If you're like me and want to have the strongest equipment ASAP, just keep sleeping at the hotel until Jeff fixes it. Then, equip it and call your dad to save your game. If you spent some time leveling up by beating up Floppies in Belch's cave, then don't be surprised to have quite a bit of money in your bank account. Go back to the store and get more Peanut Cheese Bars, as you probably used a few on your way to Belch. Go back up to the Hot Springs, and enter the cave on the right. Now it's off to your third sanctuary.

XIII. THE LEGACY OF THE MILKY WELL

Unlike most sanctuaries, this is VERY easy to navigate. Just go through the cave, and then go south and then east and enter the next cave. Grab the Coin of Slumber from the present once you're inside the cave, and give it to whoever you want to have the highest Defense, which will probably be Ness or Paula. Talk to the light, and get ready go fight the Trillionage Sprout.

=====
TRILLIONAGE SPROUT
=====

HP: 1048
PP: 240

Get rid of the two Tough Mobile Sprouts first. Use PSI Special and PSI Fire. You probably don't have the gamma levels yet, unless you're up in the 30's and 40's already, but if you DO have them, use them. Jeff should use Bottle Rockets (Big Bottle Rockets if he's got any). Watch out, because this thing can make your characters as hard as a diamond, making it impossible for them to fight. Use a Horn of Life or Cup of Lifenoodles to reverse that. He can also sprout mushrooms on a person's head, so if he does that, you're almost screwed if it happens to be Ness.

Go through the cave and record the melody of Milky Well. Congratulations, you now have three of your eight melodies. Only five more to go!

XIV. DUSTY DUNES DESERT

Well, now it's time to go on to Fourside. Go back to Threed, and check the bus stop by the tent to get a ride. It costs \$2 per person, but it's worth it. Unfortunately, there's a traffic jam, which Dusty Dunes Desert is famous for. This means that you'll get dropped off in the desert. Go west and enter the drug store you passed. Get the Mr. Baseball Bat for Ness, and the Coin of Slumber for the people who don't have it. Go outside, and go north for a little while and then go east. Eventually you should find a person by it. He asks you for something to eat. You probably have a Peanut Cheese Bar or Picnic Lunch left over, so give him one. Now, go south east. The traffic jam will be cleared up, and you can get on to Fourside.

XV. FOURSIDE

Well, you've made it to the big city, but something just doesn't seem quite right if you ask me. All the cops talking about protecting some guy named Monotoli before the rest of the city, and that they already know who Ness is REALLY pisses me off. To start out with, follow the road you came in on and enter the Topolla Theater. Talk

to the guy behind the counter to buy a ticket for \$30. Show it to the guy in front of the walkway, and then go north and go through the double doors. Go all the way to the east and enter the door a guy's blocking and talk to the Runaway Five. Tell them hey, talk about their debt (Don't they learn from the FIRST time?), and then go outside and watch the show. After the show, go out to the lobby and go to the manager's office, which is just south west of the double doors. She'll tell you that the band owes her a million bucks. Alright, so you can't exactly pay that in cash automatically. What you do, though, is you take the baseball bat from Ness, bash her desk until it breaks, and then give her the winning lottery ticket to shut her up, or something to that effect.

Now then, let's go back to the desert. First, though, go just north of the closed department store and buy a Broken Gadget for Jeff from the guy in the mohawk and sunglasses. Jeff can make this into the Double Beam once his IQ is at 32. NOW, you go back to the desert. Go to where the miner was, and you'll see a cave. Go inside to talk to him, and he'll tell you that he can't go any further because there are monsters everywhere, and there are five huge moles blocking him. You've been bitten by dogs, had your ass handed to you by karate chopping cops, you've been puked on, and you've saved Paula from an evil cult. Five moles are nothing compared to what we've been through.

Now, for mole number one. Go north past a path leading to the west. You'll come to a ladder. Go down it and go west. When you can go north, go north. A mole will attack you, and he says that he's the third strongest.

=====
GUARDIAN DIGGER
=====

HP: 386
PP: 110

He's got a power shield up from the beginning, so don't worry about normal attacks or item attacks. Just use PSI Freeze and PSI Special to roast him. If you have PSI Freeze Gamma, use it for a one turn kill.

Take the IQ capsule from the present, and go up the ladder to the southwest. Once back in the main area, go south until you have to go west and then north. Grap the Big Bottle Rocket from the present, and keep going north. When you can go north or west, continue on your northern path. Follow the path to another ladder. Go down the ladder and go southwest and then east. Another Guardian Digger will attack you, saying that he's really the third strongest. Use the same strategy I outlined above, and he's no problem. Grab the Coin of Defense from the present and northwest again. Get the Calorie Stick from the present, and keep on going until you see a ladder. Climb it and go south. When you can go east, take the path and get the Teddy Bear from the present. Go back to the west

and continue south. When you can go southeast or southwest, go southeast, and get an exit mouse, along with the Croissant and Picnic Lunch from the presents. Now, go due south, and get the Bomb from the present. Keep going until you have to go west. Follow the path, and you'll meet another Guardian Digger that claims to be the third strongest. If Ness is low on PP, leave the PSI attacks to Paula on this one. Get the Luck Capsule and Platinum Band from the presents. If you're low on PP, use the exit mouse to take you back to the entrance and go outside, enter the house next to the cave, and spend the night. Now, we're off to get rid of the last two moles. From the exit mouse area, go west and then south. When you see a ladder, go west. You'll be attacked by the fourth mole, and he claims to be the strongest. Just cream this guy like you did the first three. Get the PSI Caramel from the present, and go back to the east, and then go back north to the exit mouse area. Now, go north, getting the Secret Herb off to the east. Talk to the mole and he says that he's the third strongest. Just kill him like you did the other four, and Paula should definitely have PSI Freeze Gamma by now, so make sure and use it. Get the Guts Capsule from the present and go back outside and talk to the miner.

Now, go back to Fourside. You can walk or take the bus; it doesn't matter. Once you're on the bridge, the miner's brother will stop you and give you the diamond that they found. Go back to the Topolla Theater, buy another ticket, get in, and give the diamond to the manager. She'll rip up the contract that's keeping the Runaway Five from running away, setting them free again. Go see their last show, and head over to the now open department store. On the second floor, go west and go through the door. Get the Hyper Beam and some Big Bottle Rockets for Jeff. On the third floor, talk to the person on the right to get a Gold Bracelet for the two characters that don't have the Platinum Band equipped (Platinum Band > Gold Bracelet). On the fourth floor, talk to the person on the left to get a Trick Yo-Yo for Ness and Paula. As you try to leave the store, the lights will go out and Paula will be kidnapped. Go to the fourth floor to try to rescue her. Enter the office and talk to the thing behind the desk and get ready for another fight.

=====
DEPARTMENT STORE SPOOK
=====

HP: 800
PP: 200

Use a Big Bottle Rocket or two. Enough said. If you want to take the long way, Ness should pound him with PSI Special, and Jeff should use normal attacks, but the bottle rocket strategy is MUCH easier and much faster.

Now that the power outage is over, go outside and head to Jackie's Cafe. From the hotel, go west, and turn north at the dead end. When you reach an intersection, go west. Enter the cafe, and talk to the girl against the wall.

Go back outside, and you'll see Everdred laying down. Talk to the guy who's standing still, and give him something so you can reach Everdred. He tells you to check behind the counter at the cafe. Do it, and you'll enter Moonside.

XVI. MOONSIDE

UNDER CONSTRUCTION

XVII. FREQUENTLY ASKED QUESTIONS

Have a question about this walkthrough? Email it to me and it might get up here!

Q: When are you going to finish this walkthrough?

A: Whenever I get the time. At the moment, it's looking like it'll be sometime in May of 2006 that it's finished completely, so you'll have to suffer with reading up to Poo leaving you for a little while.

Q: May 2006? I CAN'T WAIT THAT LONG!

A: Sorry, but my sister has the SNES with her at college, and I won't be getting a chance to update this walkthrough until after she comes home for the summer. Of course, I've got a trip lasting about a month over the summer, so that might delay things even more. It depends on how much time I get to type up new information.

XVIII. CONTACT INFO

If you have a question concerning either the game or this FAQ, please send me a NeoPM (If you are a member of Neoseeker.com. My username is protomanexe07), or send me an email at protomanexe07@gmail.com with "EarthBound FAQ" in the subject line. As a general rule of thumb, if I receive an email from an address or name I do not know, I will delete it without looking at it if the subject line does not denote that you are asking about an FAQ I have written. If your question is already answered within this FAQ, I WILL reply to your email or NeoPM. However, instead of answering your question, I will direct you to the section of the FAQ that addresses your specific problem. Note that I will not tolerate hate mail or spam. If you happen to send an email to my address that falls under either of those categories, I may just ignore you completely, even IF you have a legitimate question about either this FAQ or any other FAQ I've written.

XIX. LEGAL DISCLAIMER

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